

COR6-17



Something of Value

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

By Sam Weiss and Rick Miller

Circle Reviewer: Creighton Broadhurst

Reviewers: Chris Chesher

Playtesters: Mike Allen, Michael L. Brody, Solomon Douek, Heather Eberhardt, Matthew A. Feigin, Helen Keier, Darren A. Luma, Richard Orlowski, David Paris, Andy Pearlman, Sean Smith, Justin Zacek

All adventurers dream of finding that one thing that will make them wealthy beyond their wildest dreams. Unfortunately, you seem to have found it. Now what are you going to do? A one-round Core adventure set in the Free City of Greyhawk for characters level 10-15 (APLs 10-16).

Resources for this adventure include *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Ivory the Undying* [Carl Sargent], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matthew Sernett, Chris Thomasson, and James Wyatt], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Klolja Raven Liquette], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, and Mike McArtor].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix I. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher

or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

Time Units and Upkeep

This is a standard one-round Core adventure, set in the City of Greyhawk. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

A long time ago, a cleric of Nerull named Krevell, and an Oeridian wizard named Lynerden the Spinner each created a pair of magic items. Each of the individual items was quite powerful. However, when combined with their respective mate they become the equivalent of major artifacts. Unfortunately, both pairs were split up, one of each winding up with the Aerdy Houses of Garasteth and Torquann. At the time of the Greyhawk Wars, Delglath of Rinloru held the House Torquann pair, while Prince Lakaster of Winetha held the House Garasteth pair. Both were clearly interested in a trade, and both were equally concerned with making sure they would be getting the better part of such a deal. Despite their best efforts, neither has been able to discern what the combined

resonant powers of the items would be. That information is only contained in the lost writings of their creators.

Enter Saal Haag Oniv. An otherwise unremarkable fellow, he is also a devoted follower of Vecna. By means best kept secret, he found himself in possession of the writings in question, including their rather detailed information on both sets of items. Of course, just as the items were less useful separate, and without knowledge of their conjoined powers, the knowledge of those powers was less than useful without the items. Of course, as any dedicated follower of Vecna knows, knowledge is never truly useless. There is always someone willing to pay something for it, and in this instance there would be many people eager for this bit of lore. However, Saal had not gotten as far as he had by being careless. He was well aware that most anyone interested in this information would rather kill him than deal with him. To survive this, he would have to have agents, preferably easily expendable agents. Enter the PCs.

Adventure Summary

Introduction: The PCs have an easy battle against a number of marauding monsters as they head to the City of Greyhawk. In the treasure, they find a pair of unusual books that defy ready analysis. A successful DC 25 Decipher Script check, identifies that these books are incomplete notations on using items created by Krevell and Lynerden. Storing them, the PCs continue their journey.

1. The Most Popular People in Greyhawk: As the PCs relax in their favorite Greyhawk inn, a succession of messengers arrives, requesting the PCs come and meet with a variety of important persons. None have any set time limit, so the PCs may go to them as they please.

2. Too Much of a Good Thing: Saal started rumors a few weeks ago that have attracted the interest of various groups throughout the Flanaess. These groups have used couriers, scouts, and divinations to confirm the nature of these rumors. All of the buyers present represent groups that have confirmed that the rumors are indeed true and that there will be a sale on tomes of power scribed by such luminaries as Krevell and Lynerden. The PCs can visit as many of the buyers as they like. Each encounter is essentially the same, with the patron offering the PCs a significant amount of gold and favors for the books they have. These buyers have learned the PCs have the books through various longstanding efforts (mostly active divination spells). One patron will most likely be from the PCs home metaregion, and will appeal to their better nature in addition to offering the payment. All make it clear they will be quite upset if anyone else winds up with the books.

3. Hook, Line, and Stinker: Saal contacts the PCs and explains the situation they find themselves in. He lets them know he has the genuine book, and that he will trade it to them for important secrets, theirs, or from whoever wants it. He makes it clear that he has taken extensive precautions to ensure they can't simply kill him

and expect to find the book, or sell him out before he can flee leaving them holding the bag.

4. Payment in Blood: Unfortunately, darker forces aligned with Iuz, Delglath, Grenell and Lakaster have also intercepted the rumors about these books. Each has sent an agent to retrieve the books through any means possible. While Grenell's agent has chosen the path of diplomacy, at least for the moment, the others have chosen to acquire it the old-fashioned way – killing the current owners. A confusing melee ensues in the middle of Greyhawk, producing the kind of destruction the Lord Mayor warned them not to cause.

5. The Cost of Everything: The PCs revisit as many or as few patrons as they want to, asking them to tell them what secrets they want for the books. The patrons are all outraged, but all agree to the price. The PCs will arrange with them for the exchange.

6. Out of Town Talent: Upset with the PCs because of the destruction, Lord Mayor Gasgal allows an agent sent by Overking Grenell to try to take down the PCs.

7. Very Unlikely Help: The mysterious lich Lyzandred the Mad contacts the PCs. He tells them who and what he is, and offers to tell them how to get to Saal and the real books. His price is absolutely nothing; he is just amused at the situation they have gotten themselves into, and thinks it would be more amusing to give them just enough help that they might be able to find a way out.

8. Payback! (optional): The PCs use the information from Lyzandred to find Saal, kill (or otherwise deal with) him, and take the books.

9. The Value of Nothing? The PCs make whatever exchanges they agreed to with the patrons. They sell the books to one, or many. They can also flee, or do the one thing that will keep most of them from hating them – they can burn the books so no one gets them.

10: Divine Retribution: Tenser, unsatisfied with the resolution, sends a celestial agent to punish them for being involved with such an underhanded scheme.

Conclusion: The PCs learn just how much trouble they have gotten themselves into.

Preparation for Play

Most of the preparation for this adventure involves taking note of how to troubleshoot various sections if the PCs resist the general course of events, and noting the tactics used. These are reviewed here.

For the introduction, remember that the giants are not intended to be a challenge. They are there to avoid forcing an action on the PCs, namely opening the box. They use no tactics, and barring a string of critical hits should do minimal to no damage. Afterwards, the PCs should easily find and open the box. If they don't immediately look, just comment that their camp is visible through the trees. If they still choose to avoid looking for any treasure, the adventure just ends early with no rewards or penalties at all. If the PCs choose not to open the box right away, as noted, the guards at the gate ask

them to open it, even requiring them to empty all of their *bags of holding* and related items until they discover it.

In encounter 1, the restriction on two-handed weapons is part of the city's background and should be enforced. If the PCs balk, note that it should be relatively easy to bypass any search by using *bags of holding* or other devices, and that the guards are not that vigilant. Do not let this become a problem. It is part of the flavor, and while it causes some minor delays in combat, it should not be allowed to derail the adventure.

Also in encounter 1, Tyreck Ichir is meant to set up the fight with the angels in encounter 10. The PCs should not be inclined to sell the books to him. Make him as offensive as need be, within the bounds of the RPGA guidelines for play, to convince the PCs to avoid him. If necessary, the Lord Mayor's Herald has him evicted before the PCs can make a deal. If the PCs still choose to track him down, remember that they have fake books, and it only upsets him in the end.

In encounter 2 it is important that the PCs not make a choice of who to sell to right away. Again, they still only have the fake books, and it just enrages whoever they sell them to. Lord Mayor Nerof Gasgal quickly ends the meeting if it appears they want to sell the books to anyone but him. If the PCs seem inclined to sell the books to him, have another buyer make a subtle threat, and use that to allow the Mayor to end the meeting before they can make a decision. Also remember that the best resolution for the PCs is to destroy the books at the end. Do not hesitate to have the various buyers comment that no matter what the PCs do, they can't allow a rival to have the books. Don't force it on the PCs, but don't make it impossible for them to consider.

Encounter 2 also has the most potential for expansion. Especially if the game is being played at home without a hard time limit, you may allow the PCs to interact with the buyers in more depth, either during the negotiations, or afterwards at their homes. If time allows, let them. This gives them the greatest chance to realize that the buyers are most interested in keeping the books from their rivals. You can also have a lot of fun with their personalities and quirks.

Encounter 3 has the greatest possibility of problems. First, the PCs may simply object to being used, and refuse to continue. Try and make it clear that this is the main plot that they must deal with, and that refusing ends the adventure prematurely. Note for them that only by continuing can they even have a chance of finding a way out. The second problem is PCs finding a way to capture and interrogate Saal in a single action. Especially at higher APLs, this can be all but impossible to prevent. Do your best to play up Saal's attitude that even if taken, the books are still hidden, and nothing can make him reveal their location. If killed he can, as noted, be returned to life by allies. (Other puppets really, but they are too afraid of what secrets of theirs will be exposed if he is left dead, so they will not betray him.) If needed, have Saal commit suicide, either by using a coup de grace on himself (which of course provokes AoOs that PCs can use to disarm or do subdual damage), or use an alchemical tooth

(Complete Adventurer page 119) with black lotus extract (DMG page 297). It isn't necessary to save Saal in encounter 8, and the PCs should be allowed to bring him along to clear their names with the buyers.

In encounter 4, be aware that the monsters do not direct all of their attacks on the PCs, or use the best of tactics. This has been included in the EL calculation, and affects the story. Although more dangerous than the giants in the introduction, this is also not intended to be a major threat. Don't worry if the PCs walk over the monsters with little effort.

Encounter 6 is the most dangerous fight of the adventure. It is quite likely, especially if the sorcerer wins initiative, that he can kill a PC. Further, it is quite likely at APLs 14 and 16 that if he kills the only PC capable of casting *true seeing* the others probably have very little chance of defeating him. The encounter is supposed to be lethal.

In encounter 7 the PCs have the simple choice of taking the help of an undead creature or not. While many might be inclined to avoid it, particularly for roleplaying reasons, by the time a PC has reached APL 10, he should realize that sometimes you have to stop and listen to the horrible undead thing. This is the PCs one chance to get out of Saal's trap. If they choose not to take it, they have to live with the consequences.

For encounter 9, if the PCs choose to sell the books, take special note of the magic used to arrange the exchange. While rather convoluted, it is intended to keep the books from the PCs, and is primarily a plot device. Again, reasonably clever PCs at these APLs should be able to come up with numerous ways to interfere with the sale. If they insist on disrupting things, let them, but make sure they are aware of the consequences. As the rewards in the conclusion should make clear, the best resolution for the PCs is to destroy the books. If the PCs have not come up with this already, and are actively looking for a way out, allow them another Sense Motive check to recognize that all of the buyers are more interested in keeping the books from their rivals than getting them for themselves. Again though, if they choose to sell to a particular buyer, particularly one from their home meta-region, don't stop them.

Encounter 10 may present a roleplaying problem for good-aligned, especially Lawful Good, PCs. They may object to being punished, or just to fighting angels. Try to make it clear that their actions aren't the relevant ones here, but those of whoever sent the angels. No matter how good they have been, this person has chosen to develop and pursue a grudge, and any alignment violations are going to be his rather than theirs. If they still refuse to fight and can't escape, then the angels just kill them. They won't take their equipment, so if any PC escapes, he can recover the bodies of the others with no loss of equipment.

Introduction

When the players are ready to begin, read the following:

It is a cool, clear fall day in the Flanaess as you make your way to the Free City of Greyhawk to rest and recover after your most recent adventure, as well as spend some of the gold now straining your packs. The road has been clear as most people are too busy preparing for the harvest to worry about traveling anywhere. Of course, not every creature relies on the harvest for food, as the giants rushing you from the stand of trees demonstrate.

APL 10 (EL 7)

☛Ogres (4): hp 29; *Monster Manual* 199.

APL 12 (EL 9)

☛Ogres (8): hp 29; *Monster Manual* 199.

APL 14 (EL 11)

☛Trolls (4): hp 63; *Monster Manual* 247.

APL 16 (EL 13)

☛Hill Giants (8): hp 102; *Monster Manual* 123.

Tactics: The PCs get Spot and Listen checks to notice the giants, who Take 10 on their Hide and Move Silently checks. There should not be a surprise round. The giants begin 30 ft. from the party, across clear terrain. The giants rush forward and attack whoever they are closest too. They fight until dead, making no effort to concentrate their attacks, flank enemies, or otherwise make any significant effort to keep themselves alive longer than possible.

This encounter is APL -3, and should not pose any significant threat to the PCs, even if they don't have any daily spells prepared. This is not intended to pose a challenge to the party, and you should not try and make it into one.

Treasure: The giants have been very unsuccessful as raiders. Their only treasure is a small, strongly built chest. It is locked and is heavier than a typical chest.

Nearly overlooked in the trash of the camp of the slain giants is a heavy strongbox locked with an elaborate combination lock.

☛Locked Strongbox; 2in. thick; hardness 10; hp 25; Break DC 28; Open Lock DC 35.

If the PCs examine it in detail, a DC 20 Appraise check reveals that it is of masterwork quality. A DC 20 Craft (woodworking) reveals that it was built with panels of reinforcing metal. A DC 20 Knowledge (arcana) check reveals that they are lead panels designed to block magical scrying. This should also be noted if the PCs use a *detect magic* on the books after the chest is opened. Inside the chest are two books, one written in Old Oeridian, and one written in Flan. If checked, a DC 20 Spellcraft check reveals that both radiate strong divination magic. If the books are read, a Knowledge

(history), Knowledge (religion), or Knowledge (arcana) check provides the additional information provided in Player's Handout 1.

The material is definitely too extensive to learn much from without at least a full week of reading, but appears to contain some significant information.

Development: Once the PCs have opened the chest, the various interested parties become aware of what they have and who they are. The adventure continues with encounter 1: The Most Popular People in Greyhawk.

If for some reason the PCs are reluctant to even open the chest, don't press the issue. Let them continue to the city, and have the guards at the gate check their goods and have them open the chest there. (Saal has bribed the guards to single the PCs out for a more thorough going over.) A PC making a DC 15 Knowledge Local (core) knows this is out of the ordinary, and that something is going on. In this case, give the group a full day in the city before beginning encounter 1.

Encounter 1. The Most Popular People in Greyhawk

Following the defeat of the giants, the PCs have an easy trip into the City. At the gates, the guards barely notice them unless they have not yet opened the chest. They also remind the PCs that carrying two-handed weapons inside the city is forbidden.

The PCs begin their day with breakfast in the Green Dragon Inn, when they begin to get invitations from a number of people. Each invitation is essentially the same, and the DM can choose to present them in any order he likes. The people sending invitations are summarized in DM's Aid 1.

As you are enjoying your breakfast, a well dressed herald enters the common room. As he is conferring with Ricard Damaris, another herald enters the inn, approaches Ricard, and immediately gets into an argument with the first herald. As if on cue, four more heralds now arrive, and the confusion grows. An exasperated Ricard manages to extricate himself and approach you, uttering a plaintive "Good sirs, could you please sort this out?"

The heralds are all carrying invitations to the PCs, and all insist on delivering their invitation first. The heralds all talk at the same time, moving towards blows until the PCs take a firm hand and calm them down. No skill check is needed, merely the players declaring their intention and a little role-playing. If the PCs don't do this, have the Lord Mayor's messenger arrive early to restore order before violence breaks out.

When the PCs have gotten the heralds under control, each presents their invitation. (Refer to DM Aid 1 for a list of prospective buyers). They each inform the PCs that they are to wait for a reply.

As the PCs are finally getting everything under control (or as the heralds get ready to start beating on each other), another man arrives at that inn:

A heavyset man forces his way into the inn. Glaring at everyone, he finally settles his eyes on you and stalks over. "YOU! The books. You will give them to me now." He continues to glare at you, challenging you to defy him.

This is Tyreck Ichir, the representative of Tenser the Archmage, which he tells the PCs if they ask. He is here for the books, and he doesn't care what anyone else wants. He is rude to the other heralds, intimidating them into silence, and is less than pleasant to the PCs. If (when) the PCs refuse to just give him, or even sell him, the books right then, he goes from simply rude to blatantly vulgar and threatening. As he reaches a crescendo, a squad of city guards enters the inn.

Read the following:

The door of the inn opens yet again, and everyone is suddenly silent as two heavily armed members of the Lord Mayor's personal guard step in. They hold the door open for a man in the livery of the city. "His Solemn Authority, the Lord Mayor of Greyhawk, Nerof Gasgal, hereby . . . invites the honorable adventurers <insert the names of the PCs> and all interested parties to meet with him at his residence at noon." Turning to the various heralds, "Your principles have already accepted his gracious invitation." Looking at the PCs, "May I tell him you accept his most generous offer?"

Tyreck immediately turns his invective to this new target, but the Lord Mayor's Herald simply motion to his guards who forcibly eject Tyreck. (They also eject him from the city, although this is not obvious, and won't be discovered unless they ask.)

It should be obvious, DC 10 Sense Motive check or DC 10 Knowledge (local – core), that the invitation is the least appearance of courtesy. This is an order with serious consequences if refused. The Lord Mayor's Herald waits for a reply, and then all the heralds depart, muttering about the incident.

Development: If the PCs attend the meeting, proceed to encounter 2. If the PCs wish to investigate their potential patrons, they may make Gather Information checks regarding each one. The information they gain should be summarized from DM's Aid 1. If they choose to flee the city, skip to encounter 10, and the adventure is effectively over with the worst possible consequences.

Encounter 2. An Embarrassment of Riches

When the PCs arrive at the Citadel they are quickly escorted to a grandly appointed meeting room. The

various patrons are already there, and the Lord Mayor is announced shortly after the PCs arrive. Read or paraphrase the following:

As everyone settles in, Lord Mayor Gasgal speaks: "Since we all know what this is about, let us get down to business." He indicates each patron who in turn rises and makes his offer.

Refer to DM's Aid 1 for more information. Each patron takes a turn, standing and offering various treasures in the form of gold and magic. While the PCs should at first still be a bit confused by exactly what they want, by the time the last one makes his offer they should have an idea this is about the books they recently found. If not, the Lord Mayor makes it clear:

As the last one finishes the Lord Mayor again rises to speak. "All excellent offers I am sure. However, let me add one more. In the interests of keeping the peace in my city, I offer my services as agent in the sale of these books. Sell these books to me, at a most reasonable price, and allow me to sort through these confusing offers and counter-offers for you. It will save you from the tedium of such common mercantile negotiations, and keep less ethical parties from resorting to violence. What do you say?"

Development: The PCs should be faced with a rather difficult choice. While all the offers are good, it is obvious that whomever they don't sell the book to is going to be less than happy with them, and is most likely going to pass on their organization's displeasure to the PCs. Let the players discuss their options for a bit, as well as having the various buyers make follow up offers, then have the Lord Mayor speak again:

Noticing your hesitation, the Lord Mayor speaks again. "This is obviously a difficult decision to make on such short notice. Please take your time to discuss it amongst yourselves in private, and consider the consequences of your choice. We shall convene here again in two hours." With that said, the meeting is ended.

The PCs are politely escorted from the citadel at this time. They may go where they like, but are most likely to want to return to the Green Dragon Inn where they likely left the books, or at least their other belongings. If not, a messenger arrives with a note from Ricard Damaris that a man is waiting there who wishes to speak with them.

Encounter 3. Hook, Line, and Stinker

By now the PCs should realize those books are something important. In this encounter, they learn just how important, and what they have been gotten into.

Finally reaching the Green Dragon Inn, you discover that the events of the day have not yet run their course. Ricard Damaris informs you that a man is waiting to speak with you. He says he has information that you will be very interested in hearing. He is waiting in a private room for you.

If the PCs ignore him, Saal eventually comes knocking on their room doors, or confront them as they leave the inn.

If the PCs go to meet him, he greets them pleasantly, inquires about their day casually, and smugly asks them if they'd like to know what is going on. No matter what they say, he tells them anyway.

Saal explains that he discovered the original books but was aware how many people would want them and that his life would be in danger if he tried to sell them. He came up with the idea of involving the PCs. He would like them to continue acting as agents for the sale. As for payment, the PCs are welcome to any coin or other items of wealth they can get, what he wants is information. This information must be private information from each prospective buyer, about either themselves or the organization they represent. He has small books he wants the PCs to present to the buyers to let them know he wants. Saal wants the PCs to present the books at the next meeting, and see who is interested. For the final transaction, the patrons must write the answers in these books, which the PCs will deliver for Saal, in exchange for the books they want.

The books and delivery system use a number of magical effects. The initial notes are a variant of the *sending* spell that copies what is written in the small books and sends it to another book that Saal has. (Each book radiates moderate evocation). Only the recipient and Saal ever see the questions and answers. The delivery system uses a variant of *Drawmij's Instant Summons*. The PCs also must deliver small tokens along with the books, and when the answers are written, the command word is sent so the buyer can summon his books to him. At no time do the PCs have their hands on the books. Despite the bizarre nature of the exchange, none of the buyers object to this method. If checked with *detect magic*, the notebooks radiate faint evocation, and the tokens radiate moderate conjuration.

NOTE: None of these items are be available for the PCs at the end of the adventure. The various buyers claim them at the end.

The PCs likely have some questions. Some sample exchanges with him:

What if we don't want to work for you? "Everyone thinks you have the books. Until you sell them, which you can't, they will keep trying to get you to sell. Eventually, one or more will turn to violence." (True.)

What if we kill you and take the books? "I have made arrangements to be resurrected. While I don't look forward to the pain, I will still be alive. As for taking the books, they aren't on me, and they can't be scryed by any

mortal means. Feel free to search all of the Flanaess for them.” (True).

Who are you working for anyway? Why are you so interested in secrets? “Everyone needs something to do for money, I deal in information.” (True, but refusing to fully answer the question).

Tell us who you are working for or forget it!

“No. That is my secret. Are you going to kill me now?” (True).

You are Evil! (Which a *detect evil* confirms if used, he radiates a faint aura.) “Oh, and you aren’t? I’m sure you find that relevant, but I don’t. Shall we return to business now? Or will you threaten me some more?” (True).

In general, Saal says as little as possible about himself. Under no circumstances does he admit being a follower of Vecna. He just smugly makes it clear that the PCs have a choice between working for him and being paid, or refusing him and becoming a target of every major power group in the Flanaess. The choice is completely up to them. Any personal issues (alignment and class, though he won’t use those terms) are not his problem, so the PCs can do as they please. He still has the books, and nobody is hunting him. Given his attitude, it is quite understandable that the PCs might want to kill him. Let them. He does deserve it, but as noted, he has taken steps to ensure it isn’t permanent. The PCs should realize he is telling the truth after the next two encounter(s).

Just before the PCs agree (hopefully), he adds one additional twist. If more than one person is willing to pay, the PCs should tell the patrons that they can provide copies of the book to every interested party. Saal would be quite pleased to get paid more than once, and he suggests to the PCs that they take advantage of such multiple payments as well. (However it should be noted that the various prospective buyers would not be too happy with this situation).

Creatures:

APL All (EL 8)

☛ **Saal Haag Oniv:** male human expert 9; hp 43; Appendix 1.

Tactics: Should the PCs attack, Saal cowers and cries for help until the PCs brutally slaughter him. If you think it helps, he can flail at them with a dagger a few times, but he probably won’t do any relevant damage.

Development: If the PCs choose to work for Saal Haag Oniv, he gives them a number of small books to present to each of the potential buyers. He notes again that the books contain the questions for each buyer, including the Lord Mayor, and that he just wants to know who is willing to pay that price. He won’t say anything about not looking in the book, as the PCs only see questions relating to their own secrets if they do, not those of others. At this point, the PCs are summoned to return to the Citadel for the next meeting.

Encounter 4. Payment In Blood

The PCs should either be going to the second meeting, or trying to figure out how to find Saal again, or preparing to leave Greyhawk in the hope that they can just make it all go away. As they head down the street, read the following:

The streets have grown busier as the day progresses. As you walk, considering what to do next, the normal sounds of conversation suddenly turns to frenzied screaming. Three horrific creatures tear through the street, unconcerned whether their attacks hit you, or the throngs of bystanders suddenly caught in the middle of your fight.

The Crowds: The area is filled with ordinary people going about their business. Moving through the crowd takes 2 squares of movement. The crowd provides cover, enabling a Hide check and providing a +4 bonus to AC and a +2 bonus to Reflex save. If you end your move in a square with a crowd, you must take a full-round to stand your ground, a full-round action to move with them, or you can resist them. If you resist them, you must make a DC 15 Reflex. If you succeed, you take a -2 penalty on attack rolls, Reflex saving throws, all skills that are affected by armor check penalties, and lose your Dexterity bonus to Armor Class. It also counts as violent motion (DC 15 Concentration check) for spellcasting. If you fail, you lost all actions for that round, and are subjected to a trip attack with a +8 bonus on the opposed Strength check. If you lose, you are knocked prone and take 2d6 trampling damage.

These people flee the approaching creatures at a speed of 30 feet per round with an initiative of 0. Unfortunately, with three creatures attacking from different directions, the crowd flees into each other. A PC can direct the crowd with a DC 15 Diplomacy check (as a full round action) or a DC 20 Intimidate check (as a free action) to get them to move in a particular direction. Doing so eliminates the crowd penalties for that turn.

Refer to *Dungeon Master Guide II*, page 58 for more information.

Creatures:

APL 10 (EL 12)

- ☛ **Demon, Vrock:** hp 115; *Monster Manual* 48.
- ☛ **Devil, Bone Devil:** hp 95; *Monster Manual* 52.
- ☛ **Mohrg:** hp 91; *Monster Manual* 189.

APL 12 (EL 14)

- ☛ **Demon, Hezrou:** hp 138; *Monster Manual* 44.
- ☛ **Devil, Barbed Devil:** hp 126; *Monster Manual* 51.
- ☛ **Entropic Reaper:** hp 142; Appendix 1, *Libris Mortis* 98.

APL 14 (EL 16)

- ☛ **Demon, Glabrezu:** hp 174; *Monster Manual* 43
- ☛ **Devil, Ice Devil:** hp 147; *Monster Manual* 56.

☛ **Cadaver Collector:** hp 123; Appendix 1, *Monster Manual III* 22.

APL 16 (EL 18)

☛ **Demon, Nalfeshnee:** hp 175; *Monster Manual* 45.

☛ **Devil, Horned Devil:** hp 172; *Monster Manual* 55

☛ **Shadesteel Golem:** hp 119; Appendix 1 *Monster Manual III* 72

Tactics: Begin with initiative for the first round of combat, neither side can surprise the other. The creatures have been sent by Delglath, Iuz, and Lakaster to take the books from the PCs by force. As they must gain the books, they are as interested in killing each other as the PCs. They are also all excessively evil, and would enjoy nothing more than killing someone. As such, their tactics are rather poor. They all use area effect spells or powers in preference to something that affects only one person. They try and target as many people as possible, PCs, bystanders, and other attackers. In even numbered rounds (rounds 2, 4, 6, etc.) they center whatever power they use on the other attackers, even if it means they don't affect any PCs with it. Overall, their primary effect should be to cause general mayhem and damage, and do more damage to the PCs reputation than to the PCs themselves. The EL of the encounters has been reduced by 1 to account for these tactics.

Treasure: None.

Development: The PCs should realize just how high the stakes are now. They take that information with them into the negotiations in encounter 5. They have also earned the wrath of Lord Mayor Nerof Gasgal.

Encounter 5. The Cost of Everything

At this point, the PCs should be going to a second meeting with the buyers to see if they agree to pay a secret of some sort for the books. Essentially, this is a repeat of encounter 2. As with that encounter, refer to DM's Aid 1 for notes on the different buyers. Their responses are similar: outrage and anger followed by resigned acceptance.

One important element to remember at this point is that unless the PCs specifically look at the sealed envelopes, or ask the buyers, they do not know what secrets are being asked for. The buyers might complain about the price being too high, but they won't openly say what they are, preferring to keep it as quiet as possible.

Also note that all of the patrons assume the PCs are simply being discreet and circumspect, and are not be inclined to believe in the existence of some mystery figure controlling the PCs from behind the scenes.

Development: Once the PCs have confirmed that all the buyers they ask agree to meet the price, and they may

convey this information to Saal. Continue with encounter 6.

Encounter 6. Out of Town Talent

With some time before Saal returns, the PCs are free to make plans or take what actions they'd like. As they do, another attempt is made on their lives. Overking Grenell has sent an agent to get the book for himself. Out of professional courtesy, such as it is, the agent has waited for permission from the powerful Greyhawk Assassins Guild before proceeding. Following the devastating battle earlier, Lord Mayor Gasgal has told the Guildmaster to give that permission. He warned the PCs, and they didn't listen; now they can pay. Run this encounter when appropriate.

Suddenly a horrified scream fills the air.

Creatures: (Note: All ELs raised by 1 because of his preparations.)

APL 10 (EL 13)

☛ **Grenell's Agent;** male human sorcerer 12; hp 80; Appendix 1.

APL 12 (EL 15)

☛ **Grenell's Agent;** male human sorcerer 14; hp 92; Appendix 1.

APL 14 (EL 17)

☛ **Grenell's Agent;** male human sorcerer 16; hp 124; Appendix 1.

APL 16 (EL 19)

☛ **Grenell's Agent;** male human sorcerer 18; hp 138; Appendix 1.

Tactics: The agent is well aware that he stands little chance of defeating the PCs in a straight up fight. Instead he plans to wear them down by distracting them and getting them to use their resources dealing with multiple threats. Rather than attack them, he is attacking the common people of the city. While the PCs deal with that he strikes at them.

He first summons a large number of weak creatures, and sends them to attack people with instructions not to kill anyone, but leave them bleeding, as well as start as many fires as possible. He uses small fire elementals, having them spread out as much as possible to get the PCs to split up. Once the PCs are trying to deal with all the fires and dying people, he begins attacking them one at a time.

All APLs: The agent is invisible and motionless just short of his maximum range with an *orb of fire* when the PCs exit the inn. The PCs need to make a DC 44 (at APLs 10 and 12) or 45 (at APLs 14 and 16) Spot check to notice a disturbance or they are surprised. (This is the standard DC 40 for noticing a motionless invisible creature

modified by distance.) At APLs 14 and 16, the PCs will not be able to identify any of the spells he casts except by effect unless they have *true seeing* running. (A Spellcraft check requires you to see the somatic components or hear the verbal components, and the *superior invisibility* masks any sounds he makes.)

SPECIAL NOTE: Although he is a sorcerer, at all APLs he uses the Accelerate Metamagic feat allowing him to cast his spells with the normal casting times. He typically casts a spell and takes a single move. This applies to Empower Spell at APLs 10 and 12, and Maximize Spell at APLs 14 and 16.

SPECIAL NOTE: With the Practical Metamagic Feat, his Empowered Spells only take up a slot 1 level higher than normal, his Maximized Spells only take up a slot 2 levels higher than normal (only at APL 16), and with both they only take up slots 3 levels (at APL 16) or 4 levels (at APLs 10-14) higher than normal. All of his attack spells should use both whenever possible.

APL 10: The agent uses *summon monster IV* four times to summon eight small fire elementals. Once they have appeared, he uses *greater invisibility* and *fly*, and waits 50 feet away. When the PCs are occupied, he uses *empowered orb of fire* on a PC he believes is a cleric until the PC is down. He then switches to suspected wizards until they are down. He then uses *ray of exhaustion* to weaken and slow all rogues, before trying to kill them with *lesser orb of cold*. He goes after fighters last, using *empowered ray of enfeeblement* and *empowered ray of clumsiness* to weaken them before using his *wand of magic missiles* (7th) to wear them down and kill them. He casts *greater invisibility* again one round before it wears off.

APL 12: The agent uses the same tactics, except he uses *summon monster V* to call ten small fire elementals, and he is 55 feet away. He also uses *true seeing* to find PCs, and *limited wish* to heal (using *heal* from the Adept spell list).

APL 14: At these APLs the agent uses *superior invisibility*, and is undetectable to anything but *true seeing*. His first target is any PC that has that spell available. He waits 60 feet away at the start. Remember: only *true seeing* can detect him, and *glitterdust* and similar spells do not reveal him.

APL 16: In addition to the above, he places a *wall of greater dispel magic* outside the Green Dragon to affect the PCs as they exit. He begins 65 feet away. He uses *time stop* to use potions to heal himself, or escape if reduced to less than one-quarter of his hit points.

Treasure: None.

Development: Two things happen when the PCs defeat Grenell's agent.

First, the City Guards show up. They immediately take control of the body in the name of the law, and prevent the PCs from looting it. It should be obvious this is not a casual occurrence. This is not intended as a full-fledged confrontation. The PCs should be distracted by the second event, and hopefully not try to kill the guards.

The guards make it clear that they know they can't stop the PCs, but that the Lord Mayor and his "friends" (the Thieves' Guild) remember anything the PCs do.

Second, they have attracted the notice of the mysterious lich Lyzandred the Mad. Using an *eye of power* with general detection spells, Lyzandred has been combing the city for items and interesting rumors. Hearing of the PC's plight he decided he should contact them and make an offer of his own. The fact the PCs have managed to get themselves into such a web of events amuses him, not to mention that the real books themselves purport a probable threat to the Flanaess. In reaction to this, Lyzandred contacts the PCs in encounter 7.

Encounter 7. A Very Unlikely Ally

The successes of the PCs and their situation have attracted the attention of the esoteric lich known as Lyzandred the Mad. On a whim, he has chosen to provide them with some assistance.

With the murderous mage finally dead, it seems you finally have a moment to catch your breath when a whispered message catches your attention. "If you would like to know where your enemy is hiding, come to the building in front of you now." The building is a small home, whose occupants appear to have fled the recent chaos.

Lyzandred is waiting inside, seated at a table set for the family's meal. It is immediately obvious that he is some sort of undead. It is also obvious that his taste in clothes is exceptionally unusual. He gets right to the point.

"Greetings. Saal is in a private home in the Garden Quarter. If you hurry, you can catch him there while he is unprotected. I'm sure you have many questions for me, but you really should go and see him if you want to end this without being burned further."

Lyzandred answers whatever questions the PCs have, but makes it clear that the more they delay with him, the greater the chance Saal has to finish his preparations, and hide the books again. He offers the following:

- He is undead, a lich to be precise.
- No, the PCs have no reason to trust him.
- He is helping because he felt like it. When you are a 1,000 year old lich you don't need reasons for what you do any more.
- His name is Lyzandred. Some call him "the Mad." (A DC 25 Knowledge (arcana) check confirms that a lich of that name and appellation is known to lair somewhere near Greyhawk, and that he is known for doing bizarre things, apparently including adventurers like themselves for no particular reason. A DC 30 Knowledge (arcana) check adds that he is

known to collect powerful magic items to keep them “safe” from others.)

- The PCs are certainly free to ignore him, as he is not the one being attacked by half the Flanaess.
- He doesn't want any payment for his help. If the PCs press, he says that their recent efforts have amused him, and that he considers that more than sufficient payment.
- Should the PCs offer to give or sell him the books, he casually accepts, although he suggests that the PCs need to make arrangements so the other buyers won't be upset with them. This is as close as he comes to telling them how to resolve the situation.

When the PCs have finished, or when they begin repeating themselves, he leaves, teleporting himself if possible. If attacked at any time, a *contingent teleport* whisks him away as soon as any attack is made on him. He does not bother with the PCs again.

Development: If the PCs choose to trust Lyzandred's instructions and hunt down Saal Haag Oniv, go to encounter 8. If they choose to ignore his information, go to encounter 9.

Encounter 8. Payback!

Having taken the advice of the mysterious lich Lyzandred, the PCs track Saal down.

Saal's Garden Quarter flat is exactly where Lyzandred said it would be. There are no guards or servants, in this one-room street side dwelling, and you easily make your way in. Glowing runes and sigils riddle the place making it obvious to even the most junior spellcaster that this room is heavily warded against any sort of divination. However, they do nothing to protect against physical intrusion. There across the room, hunched over a candlelit workbench finishing some work - perhaps on the books he intends to bring you - is Saal.

The question should be completely rhetorical, and the PCs should cut Saal down. They may also take him alive if they wish, although they have to decide what to do with him afterwards. Barring a total *domination* effect he still tells them nothing. Despite being a thoroughly evil person, he is not a coward. (He is also confident that Vecna would arrange for him to be brought back by some means, and he is quite likely to be correct.) If the PCs do manage such control, they can learn everything in the background.

Creatures:
All APL (EL 8)

☛ **Saal Haag Oniv:** male human expert 9; hp 43; Appendix 1.

Tactics: None. If there is a fight, Saal should die, probably quite pathetically. He flails about with his dagger for all the good it does him, but he is most likely cut down like the miserable waste of humanity that he is after one or two attacks.

Treasure: The PCs have the original books, and as many copies as they agreed to sell. They also have the books to collect the secrets.

Development: With Saal dead or captured, and all copies of the books in their hands, the PCs can now complete the adventure on their own terms. If they wish to contact one or more of the buyers, proceed to encounter 9. If they choose to leave the city with the books, proceed to encounter 10.

Encounter 9. The Value of Nothing

More than any other encounter, this one is extremely open-ended. The following should cover anything the PCs try:

Sell The Books To One Or More Buyers Without Asking For The Secrets

The buyer(s) give the PCs the gold and tell them how to redeem the favors agreed on, if applicable. He (they) takes the books, thank them for not making him divulge the secret, and leaves. All the other buyers hate the PCs.

Sell The Books To One Or More Buyers, Asking For The Secrets

The buyer(s) give the PCs the gold and tell them how to redeem the favors agreed on, if applicable. He takes the books, and suggests the PCs redeem the favors quickly, as he will not forget what they have done to him. All the buyers hate the PCs.

Produce Saal As Evidence The PC's Were Not The Ones Who Asked For The Secrets

The buyer(s) ask for custody of Saal. They do not promise not to harm him; in fact, they guarantee that he will suffer significantly. If the PCs turn him over, the buyers believe the PCs story, and forgive them for their involvement. Of course, the PCs can only turn Saal over to one buyer. If the PCs present him to all the buyers in a group, the buyers eventually agree to kill him and destroy the body.

Bring The Buyers Together In A Group

If the PCs bring the buyers together for whatever reason, they all make it clear that they consider any deal for the books to be for an exclusive sale, including the PCs not retaining a copy. While they can't, or at least won't, prevent the PCs from making multiple sales, they refuse to include any favors, and only offer the gold (and secrets

if needed) in such a situation. As above, if the PCs make multiple sales, all the buyers hate them.

Keeping a book

The PCs are certainly free to try and keep a book for themselves. Of course, they should be made aware that people can obviously discover who has the book, and they almost certainly keep coming after the PCs in such a case. They are almost certainly better off not having anything else to do with the books, or knowing what information is in them. As well, any buyer who thought he was getting an exclusive sale now hates the PCs.

Note: All of the above options leave the PCs with one or all of the buyers with a rather significant grudge against them. For those PCs willing to make a hard decision, there is a way out – they can destroy the books, including all copies, with all the buyers present.

If they do so, they manage to avoid the retribution of all (but one) of them. Indeed, they are all be satisfied with keeping the books out of the hands of their rivals and enemies (none of them really want to see Lakaster get his hands on them, and would consider it a disaster if Delglath got them), that they provide (minor) tokens of their gratitude to the PCs in the form of gold.

Development: Having dealt with the buyers, the PCs can now move on with their lives. Go to encounter 10 when the PCs have finished everything they'd like to do in the city.

Encounter 10. Divine Retribution

Tenser through word of his herald, Tyreck, has heard of the rebuttal of his offer by the PCs and his subsequent removal from the city. In response to this slight he has decided they need to be taught a lesson, a painful one. As such, he has summoned some celestial allies who confront the PCs on the road away from the City of Greyhawk:

With the events of your recent trip to the city of Greyhawk hopefully left behind, you begin the long trip home. It seems those events are not yet finished with you, however, as (one/two/three) celestial beings suddenly appear and fly towards you. As they approach, one calls out "Retribution for your sins is upon you. The time for repentance is past, the sentence is death!"

The angels are not concerned with anything the PCs have to say. They attack without mercy or hesitation, and ignore any explanations the PCs might wish to give.

Some PCs may wish to avoid fighting the angels for alignment reasons. The angels have no such qualms, and slay the most devout cleric or noble paladin along with their less heroic companions. The best they can manage is a delay by flight, which does little more than allow the angels to slay the party piecemeal. They can fight or die, but nothing changes the judgment of the angels. (The

PCs didn't give the books to Tenser. For these angels, that is the ONLY possible Lawful Good act, no matter the personal price. By not doing that, they have committed a crime. If they are of Good alignment, they should have gotten an atonement spell. Obviously they don't repent. So there is no folly in destroying false or weak agents of Good. If they are not up to the task, they are just as deserving of punishment as overt evildoers.)

APL 10 (EL 12)

☛ **Angel, Movanic Deva (3):** hp 39, 39, 39; *Fiend Folio* 57.

APL 12 (EL 14)

☛ **Angel, Astral Deva:** hp 102; *Monster Manual* 11.

APL 14 (EL 16)

☛ **Angel, Planetar:** hp 133; *Monster Manual* 11.

APL 16 (EL 18)

☛ **Angel, Planetar (2):** hp 133; *Monster Manual* 11.

Tactics: At APL 10, one movanic deva starts with *prayer*, and then join the others in melee. They concentrate their attacks on clerics and wizards, to punish them first, and prevent the second from employing any spells with the [Evil] descriptor.

At APL 12, the astral deva begins with either *holy word* (if the PCs are mostly of Neutral alignment), or *blade barrier* (if they are mostly of Good alignment, or above 12th-level). He then moves into melee, also focusing on clerics and wizards.

At APL 14 and 16, the planetar(s) fly at range, using their spells at first. A typical progression is *waves of exhaustion* followed by *dictum*, *implosion*, and *disintegrate*. *Heal* and *mass heal* are used if needed. Note that most groups won't be able to do real damage to them because of their regeneration. In this case, the battle should be ended when the planetar(s) are both at -100 hp or more.

Development: With the end of the battle, the angels disappear, and the adventure is over.

Conclusion

As another trip to the City of Greyhawk it should be noted that the PCs gain various rewards based on their final decision.

☛ **Welcome to Moral Slavery:** You have helped Saal learn dangerous secrets about one or more organizations, and he wants more. You must inform Saal of any secret mission you undertake, making it impossible to give any oath of secrecy truthfully, as well as revealing the secrets of any meta-organization you belong to.

If you worship a good deity and agree to this, you immediately loses any cleric, druid, favored soul, or paladin class ability. Proper *atonement* and spending 10

TUs can rectify the loss of ability, but you are considered to have 'refused' to deal (see below).

If the PC ever refuses to deal, that PC must pay one TU extra per Core Adventure as he deals with the slings and arrows of lies and slander cast at him. To remove this AR item you must spend a lump sum of 15 TUs publicly fight to prove your innocence.

☛ **Favor of the Meta Realms:** You either sold the books to one of the prospective buyers, or destroyed them and gained the favor of Lyzandred the Mad.

The organization grants 'Access: Any' to the following items by APL:

- APL 10: *wand of lesser vigor*, *memento magic 1st-, 2nd-, and 3rd-level spell*, *ring of mighty summons*, *strand of prayer beads*, and the *deadly precision* weapon enhancement (*Complete Adventurer*)
- APL 12: the above plus *memento magica 4th level spell*, and the *animated shield* upgrade
- APL 14: the above plus *rod of metamagic quicken*, *memento magica 5th-level spell*
- APL 16: the above plus *vorpal* weapon upgrade

☛ **An Offer You Shouldn't Have Refused:** You engaged in a devastating fight in Greyhawk City after refusing the Lord Mayor's 'generous' offer. He gives the Thieves' Guild free reign to target you. Lifestyle costs are multiplied by 10 for all adventures set in the Domain of Greyhawk.

If you live off the wild you must still pay 60 gp each adventure to account for various small rip-offs. If you have any favor that reduces or eliminates lifestyle cost, it may not be used for adventures set in the Domain of Greyhawk.

This AR item lasts for one calendar year from the date on the AR.

☛ **Hunted!:** You have kept a copy of the books. A variety of organizations continue to pursue them for the information they contain.

Item Access

APL 10:

- *Wand of lesser vigor* (Any; *Spell Compendium*;))
- *Memento Magic 1st level spell* (Any; *Races of the Dragon*)
- *Memento Magic 2nd level spell* (Any; *Races of the Dragon*)
- *Memento Magic 3rd level spell* (Any; *Races of the Dragon*)
- *Ring of Mighty Summons* (Any; *Complete Mage*)
- *Strand of Prayer Beads* (Any; DMG)
- *Deadly Precision weapon upgrade* (Any; *Complete Adventurer*)

APL 12 (all of APL 10 plus the following):

- *Memento Magic 4th level spell* (Any; *Races of the Dragon*;))
- *Animated shield upgrade* (Any; DMG)

APL 14 (all of APLs 10-12 plus the following):

- *Rod of Metamagic Quicken* (Any; DMG)
- *Memento Magic 5th level spell* (Any; *Races of the Dragon*)

APL 16 (all of APLs 10-14 plus the following):

- *Vorpal weapon upgrade* (Any; DMG)

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Slaying the giants and finding the box	
APL 10	65 XP
APL 12	75 XP
APL 14	90 XP
APL 16	100 XP

Encounter 4

Defeating the monsters	
APL 10	270 XP
APL 12	300 XP
APL 14	360 XP
APL 16	400 XP

Encounter 6

Slaying the assassin	
APL 10	340 XP
APL 12	375 XP
APL 14	450 XP
APL 16	500 XP

Encounter 7 and 8

Listening to Lyzandred and dealing with Saal	
APL 10	135 XP
APL 12	150 XP
APL 14	180 XP
APL 16	200 XP

Encounter 10

Dealing with the Angels	
APL 10	270 XP
APL 12	375 XP
APL 14	360 XP
APL 16	425 XP

Story Award

Destroying the Books (or giving them to Lyzandred)	
APL 10	135 XP
APL 12	150 XP
APL 14	180 XP
APL 16	200 XP

Discretionary Roleplaying Award

APL 10	135 XP
APL 12	150 XP
APL 14	180 XP
APL 16	200 XP

Total Possible Experience

APL 10	1,350 XP
APL 4	1,575 XP
APL 6	1,800 XP

APL 8

2,025 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 1: Introduction

ALL APLs: The books of Krevell and Lynerden (special)

Encounter 9: The Value of Nothing

APL 10: Coin: 2,300 gp

APL 12: Coin: 3,300 gp

APL 14: Coin: 6,600 gp

APL 16: Coin: 9,900 gp

Total Possible Treasure

APL 10: Coin: 2,300 gp – Total: 2,300 gp

APL 12: Coin: 3,300 gp – Total: 3,300 gp

APL 14: Coin: 6,600 gp – Total: 6,600 gp

APL 16: Coin: 9,900 gp – Total: 9,900 gp

Special

☛ **Welcome to Moral Slavery:** You have helped Saal learn dangerous secrets about one or more organizations, and he wants more. You must inform Saal of any secret mission you undertake, making it impossible to give any oath of secrecy truthfully, as well as revealing the secrets of any meta-organization you belong to.

If you worship a good deity and agree to this, you immediately loses any cleric, druid, favored soul, or paladin class ability. Proper *atonement* and spending 10 TUs can rectify the loss of ability, but you are considered to have 'refused' to deal (see below).

If the PC ever refuses to deal, that PC must pay one TU extra per Core Adventure as he deals with the slings and arrows of lies and slander cast at him. To remove this AR item you must spend a lump sum of 15 TUs publicly fight to prove your innocence.

☛ **Favor of the Meta Realms:** You either sold the books to one of the prospective buyers, or destroyed them and gained the favor of Lyzandred the Mad.

The buyer (or Lyzandred) grants 'Access: Any' to one or more items from the DMG, tables 7-2, 7-5, 7-6, 7-9, 7-14, 7-15, 7-17, 7-18, 7-19, 7-23, 7-24, 7-25, 7-26, 7-27, 7-28, and 7-29. Normal campaign restrictions still apply. Note the items here:

APL 10 (1 item): _____

APL 12 (2 items): _____

APL 14 (3 items): _____

APL 16 (4 items): _____

☛ **An Offer You Shouldn't Have Refused:** You engaged in a devastating fight in Greyhawk City after refusing the Lord Mayor's 'generous' offer. He gives the Thieves' Guild free reign to target you. Lifestyle costs are multiplied by 10 for all adventures set in the Domain of Greyhawk.

If you live off the wild you must still pay 60 gp each adventure to account for various small rip-offs. If you have any favor that reduces or eliminates lifestyle cost, it may not be used for adventures set in the Domain of Greyhawk.

This AR item lasts for one calendar year from the date on the AR.

☛ **Hunted!:** You have kept a copy of the books. A variety of organizations continue to pursue them for the information they contain.

Items for the Adventure Record

Item Access

ALL APLS:

- None

APPENDIX 1: ALL APLS

☛ **Saal Haag Onev**: male human expert 9; CR 8; Medium humanoid; HD 9d6; hp 31; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +6/1; Grp +6; Atk +5 melee (1d4-1/19-20, dagger); Full Atk +5/0 melee (1d4-1/19-20, dagger); AL NE; SV Fort +3, Ref +3, Will +6; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 20.

Skills and Feats: Appraise +17 (19 for books), Bluff +19, Craft (bookbinding) +7, Diplomacy +25, Gather Information +20, Intimidate +21, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (local) +5, Profession (bookbinder) +5, Sense Motive +14; Negotiator, Persuasive, Skill Focus (gather information), Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [history]).

Languages: Common, Oeridian, Suel.

Possessions: (available based on the encounter) alchemical tooth, 1 dose of black lotus extract, dagger, original writings of Krevell and Lynerden, copies of the writings of Krevell and Lynerden, books of secrets, model books for *Drawmij's instant summons*.

Encounter 6: Out of Town Talent

☛Grenell's Agent: male human sorcerer 12; CR 12; Medium humanoid (dragonblooded); HD 12d4+12; hp 42; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +6/+1; Grp +6; Atk +7 melee (1d4/19-20, masterwork dagger) or +8 ranged touch (various ray spells); Full Atk +7/+2 melee (1d4/19-20, masterwork dagger) or +8 ranged touch (various ray spells) AL NE; SV Fort +8, Ref +8, Will +11; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 23.

Skills and Feats: Bluff +19, Concentration +17 (+19 defensive), Knowledge (arcana) +8, Spellcraft +16, Tumble +7; Accelerate Metamagic (empower spell), Combat Casting, Draconic Heritage (red dragon), Empower Spell, Maximize Spell, Practical Metamagic (empower spell).

Languages: Common, Draconic.

Spells Known (6/8/8/7/7/6/4; base DC = 16 + spell level): 0 *acid splash, daze, detect magic, detect poison, light, message, prestidigitation, read magic, resistance*; 1st– *disguise self, lesser orb of cold, magic missile, ray of clumsiness, ray of enfeeblement*; 2nd– *alter self, invisibility, mirror image, scorching ray*; 3rd– *fly, haste, protection from energy, ray of exhaustion*; 4th– *greater invisibility, orb of fire, summon monster IV*; 5th– *firebrand, summon monster V*; 6th– *true seeing*

Possessions: *cloak of charisma +4, ring of protection +1, vest of resistance +2, masterwork dagger, spell component pouch, potion of cure serious wounds x3, scroll of greater mage armor wand of magic missiles (9th) [15 charges], 5 flasks of alchemist's fire, 1,000 gp.*

Power-Up Suite (*alter self (troglodyte); fly, haste, greater mage armor (from scroll); greater invisibility summon monster IV (x4)*): Spd 30 ft., fly 60 ft. [good]; AC 26, touch 14, flat-footed 23; Base Atk +6/+1; Grp +6; Atk +8 melee (1d4/19-20, masterwork dagger) or +9 ranged touch (various ray spells); Full Atk +8/+3 melee (1d4/19-20, masterwork dagger) or +9 ranged touch (various ray spells).

Spells Available 6/7/8/5/2/6/4.

Encounter 10: Divine Retribution

☛Movanic Deva: CR 9; Medium outsider (extraplanar, good); HD 6d8+12; hp 39; Init +8; Spd 40 ft., fly 90 ft. (good); AC 22, touch 14, flat-footed 18; Base Atk +6; Grp +9; Atk +11 melee (2d6+5 plus 1d6 fire, +1 *flaming greatsword*); Full Atk +11/+6 melee (2d6+5 plus 1d6 fire, +1 *flaming greatsword*); SA spell-like abilities; SQ celestial traits, DR 10/evil, divine equilibrium, fire resistance 20, heavenly deflection, immunities, outsider traits, protective aura, soothing presence of nature, SR 19; AL LG; SV Fort +7, Ref +9, Will +10; Str 17, Dex 18, Con 15, Int 17, Wis 16, Cha 18.

Skills and Feats: Balance +13, Concentration +11, Diplomacy +15, Intimidate +13, Knowledge (local – core) +12, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +12, Sense Motive +12, Spellcraft

+12, Spot +12; Improved Initiative, Iron Will, Weapon Focus (greatsword).

Languages: Celestial, Common, Infernal, Draconic.

Spell-Like Abilities: At will – *aid, consecrate, continual flame, create food and water, death ward, detect evil, discern lies, polymorph, prayer, protection from arrows*; 3/day – *atonement, ethereal jaunt, hallow, holy smite, neutralize poison, plane shift, remove curse, remove disease, remove fear*; 1/day – *commune, raise dead*. Caster level 9th, save DC 14 + spell level.

Divine Equilibrium (Ex): Movanic devas are immune to the effects of negative-dominant or positive-dominant planar energy traits (see Chapter 1 in *Manual of the Planes*).

Heavenly Deflection (Su): Once per round as a free action, a movanic deva can deflect ranged attacks and certain spells by batting them away with its +1 *flaming greatsword*. When a ranged attack, ray, or single-target spell would ordinarily hit or affect the deva, the deva can make a Reflex saving throw against a base DC of 20. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If the attack is from a spell, the spell level is added to the base DC. If the deva succeeds, it deflects the attack. Deflected spells are negated as if counterspelled.

The deva must be aware of an attack in order to have a chance to deflect it.

Soothing Presence of Nature (Ex): Movanic devas have a calm spirit that is pleasing to inhabitants of the natural world. Unless magically compelled to do so, no plant or animal will attack a movanic deva.

Encounter 4: Payment In Blood

☛ **Entropic Reaper:** Medium undead; CR 12; HD 19d12+19; hp 142; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +9; Grp +18; Atk +18 melee (2d6+13 plus entropic blade/19-20/x4, Large scythe); Full Atk +18/+13 melee (2d6+13 plus entropic blade/19-20/x4, Large scythe); SA entropic blade, spell-like ability; SQ DR 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, SR 22, undead traits; AL CE; SV Fort +17, Ref +8, Will +13; Str 29, Dex 14, Con -, Int 11, Wis 20, Cha 15.

Skills & Feats: Concentration +22, Knowledge (Planes) +22, Listen +27, Spot +27; Combat Reflexes, Improved Critical (scythe), Improved Toughness, Power Attack, Cleave, Improved Initiative, Whirlwind Attack.

Entropic Blade (Su): An entropic reaper confers the entropic blade property upon any weapon it wields—usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain. As the victim's form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its state for the duration of the spell. A *restoration*, *heal* or *greater restoration* spell removes the affliction (though a separate *restoration* is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su): The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

Spell-Like Abilities: 1/day – *plane shift*. Caster level equals the entropic reaper's Hit Dice. The save DCs are Charisma-based.

Description: A skeletal being cloaked in a great black robe and head-concealing hood holds a large scythe in both hands. The head of the scythe is an

absence in space, a blade-shaped hole in reality that draws in the light around it.

Encounter 6: Out of Town Talent

☛ **Grenell's Agent:** male human sorcerer 14; CR 14; Medium humanoid (dragonblooded); HD 14d4+28; hp 63; Init +3; Spd 30 ft.; AC 15, touch 15, flat-footed 13; Base Atk +7/+2; Grp +7; Atk +8 melee (1d4/19-20, masterwork dagger) or +10 ranged touch (various ray spells); Full Atk +8/+3 melee (1d4/19-20, masterwork dagger) or +10 ranged touch (various ray spells) AL NE; SV Fort +10, Ref +10, Will +13; Str 10, Dex 16, Con 16, Int 12, Wis 12, Cha 23.

Skills and Feats: Bluff +21, Concentration +20 (+24 defensive), Knowledge (arcana) +10, Spellcraft +18, Tumble +8; Accelerate Metamagic (empower spell), Combat Casting, Draconic Heritage (red dragon), Empower Spell, Maximize Spell, Practical Metamagic (empower spell).

Languages: Common, Draconic.

Spells Known (6/8/8/7/7/7/6/3; base DC = 16 + spell level): 0 *acid splash*, *daze*, *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *read magic*, *resistance*; 1st—*disguise self*, *lesser orb of cold*, *magic missile*, *ray of clumsiness*, *ray of enfeeblement*; 2nd—*alter self*, *invisibility*, *mirror image*, *scorching ray*, *tasha's hideous laughter*; 3rd—*fly*, *haste*, *protection from energy*, *ray of exhaustion*; 4th—*greater invisibility*, *orb of fire*, *orb of force*, *summon monster IV*; 5th—*firebrand*, *summon monster V*, *waves of fatigue*; 6th—*contingency*, *true seeing*; 7th—*limited wish*

Possessions: *amulet of health* +2, *cloak of charisma* +4, *gloves of dexterity* +2, *ring of protection* +2, *vest of resistance* +3, *masterwork dagger*, *spell component pouch*, *potion of cure serious wounds* x3, *scroll of greater mage armor* *wand of magic missiles* (9th) [15 charges], 6 *flasks of alchemist's fire*, 1,000 gp.

Power-Up Suite (*alter self (troglodyte)*; *fly*, *haste*, *greater mage armor (from scroll)*; *greater invisibility*; *summon monster v (x4)*): Spd 30 ft., fly 60 ft. [good]; AC 28, touch 17, flat-footed 23; Base Atk +7/+2; Grp +7; Atk +9 melee (1d4/19-20, masterwork dagger) or +11 ranged touch (various ray spells); Full Atk +9/+4 melee (1d4/19-20, masterwork dagger) or +11 ranged touch (various ray spells).

Spells Available 6/7/8/5/6/3/6/3.

Encounter 4: Payment In Blood

Cadaver Collector: CR12; Large Construct; HD 17d10 (construct); hp 123; Init +4; Spd 40 ft.; AC:29, touch 9, flat-footed 29; Base Atk +12; Grp +26; Atk +22 (8d6+10, slam); Full Atk +22/+22 (8d6+10, slams); SA breath weapon, impale, improved grab, trample; SQ construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +5, Ref +5, Will +8; Str 31, Dex 10, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Jump +14, Listen +15, Spot +15; Alertness, Cleave, Improved Initiative, Improved Natural Attack: Slam, Power Attack, Weapon Focus (slam).

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 18 negates. The duration of the paralysis for the cadaver collector's breath weapon is 1 minute, or until the paralyzed creature takes lethal damage. The save DC is Constitution-based.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round, the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check.

Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too minuscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It can then

attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale the following round.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector. A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable spell turning effect. This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows a cadaver collector (as the slow spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any slow effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as transmute rock to mud, deal 1d6 points of damage per spell level to the cadaver collector.

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Encounter 6: Out of Town Talent

Grenell's Agent: male human sorcerer 16; CR 16; Medium Humanoid (dragonblooded); HD 16d4+48; hp 88; Init +3; Spd 30 ft.; AC 16, touch 16, flat-footed 13; Base Atk +8/+3; Grp +8; Atk +9 melee (1d4/19-20, masterwork dagger) or +11 ranged touch (various ray spells); Full Atk +9/+4 melee (1d4/19-20, masterwork dagger) or +11 ranged touch (various ray spells) AL NE; SV Fort +11, Ref +11, Will +14; Str 10, Dex 16, Con 16, Int 12, Wis 12, Cha 26.

Skills and Feats: Bluff +25, Concentration +22 (+26 casting defensively), Knowledge (arcana) +12, Spellcraft +20, Tumble +8; Accelerate Metamagic (empower spell), Accelerate Metamagic (maximize spell), Combat Casting, Draconic Heritage (red dragon), Empower Spell, Maximize Spell, Practical Metamagic (empower spell).

Languages: Common, Draconic.

Spells Known (6/8/8/8/7/7/6/6/4; base DC = 18 + spell level): 0— acid splash, daze, detect magic, detect poison,

light, message, prestidigitation, read magic, resistance; 1st— disguise self, lesser orb of cold, magic missile, ray of clumsiness, ray of enfeeblement; 2nd— alter self, invisibility, mirror image, scorching ray, tasha's hideous laughter; 3rd— fly, haste, protection from energy, ray of exhaustion; 4th— greater invisibility, orb of fire, orb of force, summon monster IV ; 5th— firebrand, summon monster V, teleport, waves of fatigue; 6th— contingency, disintegrate, true seeing; 7th— forcecage, limited wish; 8th— superior invisibility

Possessions: amulet of health +2, cloak of charisma +6, gloves of dexterity +2, ring of protection +3, vest of resistance +3, masterwork dagger, spell component pouch, potion of cure serious wounds x3, scroll of greater mage armor wand of magic missiles (9th) [15 charges], 5 flasks of alchemist's fire.1,000 gp.

Power-Up Suite (*alter self (troglodyte); fly, haste, greater mage armor (from scroll); summon monster v (x4); superior invisibility*): Spd 30 ft., fly 60 ft. [good]; AC 29, touch 18, flat-footed 24 ;Base Atk +8/+3; Grp +8; Atk +10 melee (1d4/19-20, masterwork dagger) or +12 ranged touch (various ray spells); Full Atk +10/+5 melee (1d4/19-20, masterwork dagger) or +12 ranged touch (various ray spells)

Spells Available 6/7/8/6/7/3/6/6/3.

Encounter 4: Payment In Blood

Shadesteel Golem; CR 11; Medium construct (extraplanar); HD 18d10+20; hp 119; Init +3; Spd 30 ft., fly 30 ft. (perfect); AC 33, touch 13, flat-footed 33; Base Atk +13; Grp +20; Atk +20 melee (2d6+7, slam); Full Atk +20 melee (2d6+7, 2 slams); SA negative pulse wave; SQ construct traits, DR 10/adamantine and magic, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +9, Will +6; Str 24, Dex 16, Con -, Int -, Wis 11, Cha 7.

Skills and Feats: Hide +15, Move Silently +19; None.

Languages: Common.

Negative Pulse Wave (Su): The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution-based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

Immunity to Magic (Ex): A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hasted whenever it is the subject of a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead, or if the golem is standing near undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed of 1 point of damage per level of the spell.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

Skills: A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

Encounter 6: Out of Town Talent

Grenell's Agent: male human sorcerer 18; CR 18; Medium humanoid (dragonblooded); HD 18d4+72; hp 117; Init +4; Spd 30 ft.; AC 18, touch 18, flat-footed 14; Base Atk +9/+4; Grp +9; Atk +10 melee (1d4/19-20, masterwork dagger) or +13 ranged touch (various ray

spells); Full Atk +10/+5 melee (1d4/19-20, masterwork dagger) or +13 ranged touch (various ray spells) AL NE; SV Fort +15, Ref +15, Will +17; Str 10, Dex 18, Con 18, Int 12, Wis 12, Cha 26.

Skills and Feats: Bluff +25, Concentration +24 (+28 defensive), Knowledge (arcana) +16, Spellcraft +22, Tumble +9; Accelerate Metamagic (empower spell), Accelerate Metamagic (maximize spell), Combat Casting, Draconic Heritage (red dragon), Empower Spell, Maximize Spell, Practical Metamagic (empower spell), Practical Metamagic (maximize spell).

Languages: Common, Draconic.

Spells Known (6/8/8/8/7/7/6/6/6/4; base DC = 18 + spell level): 0— *acid splash*, *daze*, *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *read magic*, *resistance*; 1st— *disguise self*, *lesser orb of cold*, *magic missile*, *ray of clumsiness*, *ray of enfeeblement*; 2nd— *alter self*, *invisibility*, *mirror image*, *scorching ray*, *tasha's hideous laughter*; 3rd— *fly*, *haste*, *protection from energy*, *ray of exhaustion*; 4th— *greater invisibility*, *orb of fire*, *orb of force*, *summon monster IV*; 5th— *firebrand*, *summon monster V*, *teleport*, *waves of fatigue*; 6th— *contingency*, *disintegrate*, *true seeing*; 7th— *forcecage*, *limited wish*, *greater teleport*; 8th— *superior invisibility*, *wall of greater dispel magic*; 9th— *time stop*.

Possessions: *amulet of health* +4, *cloak of charisma* +6, *gloves of dexterity* +4, *ring of protection* +4, *vest of resistance* +5, *masterwork dagger*, *spell component pouch*, *potion of cure serious wounds* x3, *scroll of greater mage armor* *wand of magic missiles* (9th) [15 charges], 6 flasks of alchemist's fire.

Power-Up Suite (*alter self (troglodyte)*; *fly*, *haste*, *greater mage armor (from scroll)*; *summon monster v (x4)*, *teleport*; *contingency*; *superior invisibility*, *wall of greater dispel magic*): Spd 30 ft., fly 60 ft. [good]; AC 31, touch 19, flat-footed 26; Base Atk +9/+4; Grp +9; Atk +11 melee (1d4/19-20, masterwork dagger) or +14 ranged touch (various ray spells); Full Atk +11/+6 melee (1d4/19-20, masterwork dagger) or +14 ranged touch (various ray spells) Spells Available 6/7/8/6/6/2/6/6/4/4

Appendix 2: New Rules Items

Feats

Accelerate Metamagic

Races of the Dragon 98

You can apply a selected Metamagic feat to your spells more quickly than normal.

Prerequisites: Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1st-level spells.

Benefit: Choose a metamagic feat you know. You can apply the selected metamagic feat to any spontaneously cast spell without increasing the casting time.

Normal: Without this feat, metamagic spells with a casting time of 1 standard action take a full-round action for spontaneous casters. Metamagic spells with a casting time of longer than 1 standard action take spontaneous casters an extra full-round action to cast.

Special: You can gain Accelerate Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

Draconic Heritage

Complete Arcane 77

You have greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Dragon Kind	Energy Type	Skill
Red	Fire	Intimidate

Improved Toughness

Complete Warrior 101

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Practical Metamagic

Races of the Dragon 101

You can apply a selected metamagic feat to your spells more easily.

Prerequisites: Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells.

Benefit: Choose a metamagic feat you know. When applying the chosen metamagic feat to a spontaneously cast spell, the spell uses a spell slot one level lower than normal for the applied metamagic feat, to a minimum of one level higher than a spell's normal level. For example, if you select Practical Metamagic (Empower Spell), you can apply the Empower Spell feat to any spell by using a spell slot one level higher rather than two.

Special: You can gain Practical Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

Spells

Eye of Power

Spell Compendium 87

Divination (Scrying)

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Your invocation creates a miniature floating eye of faintly glowing blue energy. Spying your enemy from the safety of your magical sensor, you unleash your spell.

This spell functions like *arcane eye* (PH 200), except as noted here. You can cast any spell of 3rd level or lower that has a range other than personal through the eye. Any spell so cast functions as though it had been cast from the eye's location rather than yours. Casting any spell of higher than 3rd level through the eye not only produces no effect (though the spell is still expended), but it destroys the eye of power and ends the spell.

Unlike an *arcane eye*, an eye of power is visible and corporeal, so it can be destroyed. The eye is a Fine object with AC 18 and 77 hit points. It uses your save bonuses for saving throws.

Material Component: A bit of bat fur.

Firebrand

Spell Compendium 93

Evocation [Fire]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 5-ft.-radius burst/level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The flask of alchemist's fire vanishes from your hand and the ground erupts beneath your foes, shooting multiple fountains of fiery liquid upward.

Each burst deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. All subjects hit by the burst in the round the spell is cast or within the area in the following round take 1d6 points of fire damage per two caster levels (maximum 5d6). A character struck in the round the spell is cast can attempt to extinguish the flames on itself as a full-round action with a successful DC 15 Reflex save.

Burst effects that overlap do not deal additional damage (a creature can be affected by only one burst).

Material Component: A flask of alchemist's fire (worth 20 gp).

Invisibility, Superior

Spell Compendium 125

Illusion (Glamer)

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Area: You or object weighing no more than 100 lb./level

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

As you complete the spell, your senses dull somewhat. Upon releasing the spell's energy on your desired subject, your senses clear, although the spell's recipient can no longer be perceived.

This powerful glamer functions like *invisibility* (PH 245), except that it masks image, scent, and sound alike, concealing the subject from all senses except touch. As with *greater invisibility*, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, termorsense, and blindsight.

Superior invisibility renders the recipient immune to detection by *see invisibility*, *faerie fire*, *glitterdust*, *invisibility purge*, and *dust of appearance*, although creatures under the effects of the spell can be detected by *true seeing*. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Orb of Cold, Lesser

Spell Compendium 151

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One orb of cold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.

An orb of blue ice about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deal an additional 1d8 damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Fire

Spell Compendium 151

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

In addition, a creature struck by an orb of fire must make a Fortitude save or be dazed for 1 round.

Orb of Force

Spell Compendium 151

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (100 ft. + 10 ft./level)

Area: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed at a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Ray of Clumsiness

Spell Compendium 166

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.

You must succeed on a ranged touch attack with the ray to strike a target. The ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Wall of Greater Dispel Magic

Spell Compendium 234

Abjuration

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A straight wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You cast the spell and a translucent wall springs up, its shimmering field pulsing with strong, malignant shades that spin and twist into each other.

The spell creates a transparent, permeable barrier. Anyone passing through becomes the target of a *greater dispel magic* effect (PH 223) at your caster level. A summoned creature targeted in this way can be dispelled by the effect.

A *wall of greater dispel magic* cannot be seen or felt by ordinary means, or even with a *see invisibility* spell. *Detect magic* indicates the presence of the effect, and *true seeing* reveals its presence.

DM's Aid I: The Buyers

Gerwin Finde – Mouquollad Consortium

Gerwin is a tall, middle age Baklunish man, with a greying hair, and eyes that appear to laughing about some joke the world has yet to realize has been played on it. He is unfailingly pleasant, and has no known vices. Indeed, it seems the only thing anyone seems to hold against him is total commitment to be both polite and to be precise. Apparently, his competitors feel unable to dispute with him when they are confronted with unassailable facts presented in a calm, pleasant manner. Gerwin will always be polite to the PCs, no matter how anyone else acts.

Lyrag the Hoolian – Silent Ones

No one will ever see Lyrag. He will miss the first two meetings, instead being represented by his assistant and constant detractor Eri in Borca. Eri is a youthful, slender, red haired Suel, with a savage, vulgar wit. Perhaps the only good thing about it is that he directs his most cutting comments towards his erstwhile and absent superior. The most notable comment about them is that no one has ever seen Lyrag. He has missed every meeting, sending Eri in his place. The sage Iquander claims to have received a *sending* from him once, but that is apparently the closest anyone has ever gotten to him. The pair otherwise have a poor reputation, with most focusing on the foul attitude of Eri. In the last encounter, Eri will bring a large (big enough to hold a human sitting on a chair) box to the meeting, and state that Lyrag is inside. If a secret is needed, Eri will slide the book in through a slot in the box, and it will be returned a few moments later with the secret written on it. No one will see Lyrag during the adventure. If the PCs somehow gain access to the box it appears to be empty.

Tonnar Dapty – Knights of the Hart

Tonnar is a heavyset, greying knight of late middle age, with a calm, friendly demeanor, and the stance of a trained killer. Anyone with any experience in fighting (most PCs) will recognize this immediately, and should choose to treat him with respect. Tonnar is very formal when working, always following the proper forms even when others do not. As such, it may come as a surprise that when not working for the Knights of the Hart, Tonnar is extremely casual, and can usually be found relaxing in one of the numerous taverns of Greyhawk. Many wonder just how much his superiors know about such activity.

Dusein Tarlekt

Dusein is a slender, scholarly man, who looks considerably younger than he is, with a thick, full moustache, that dominates his face. Dusein has a quirky sense of humor, and seems a poor choice for a negotiator, as he is obviously more interested in his research. He is apparently preparing a grand history of the city of Irongate, and will slip in questions about the area whenever possible during a conversation. This will be the most commonly reported fact about him, as well as the possibility of distracting him with some obscure bit of lore at critical points in negotiations.

Thandun Tojamn – Royal Guild of Merchant (United Kingdom of Ahlissa)

Thandun is the youngest of the group, so much so that he seems nearly out of place among the others. He is apparently rather intimidated by this, and spends more time trying to catch up to the offers of the others than make any of his own. Like Dusein, he has a near-obsessive interest in a fringe area of the Flanaess, in his case the Rhizian peninsula. It is said that anyone willing to let him ramble on at length about the area can slide whatever favorable terms they like into agreements with him.

Tyreck Ichir – Tenser the Archmage and the Circle of Light

Tyreck is solidly built man of above average height. He is loud, vulgar, and thoroughly convinced that “compromise” means agreeing with him. If he is not immediately sold the books after presenting his offer, he will become increasingly offensive, until removed from the inn, and the city, by the guards.

Player Handout 1

DC 25 Knowledge (religion) for knowledge of Krevell of Nerull, DC 20 Bardic Knowledge if the current history is known

- Krevell of Nerull was a cleric of Nerull before the Twin Cataclysms
- Krevell was notorious, even for a cleric of Nerull, for his evil nature
- He created two lesser artifacts that when combined have resonating powers that make the greater artifacts
- The Mace of Krevell can animate dead and drain energy
- The Talisman of Krevell radiates paralysis around the user
- Both can be used only by an evil-aligned spellcaster
- Long term study of the book will reveal their resonating powers

DC 25 Knowledge (arcana) for Lynerden the Spinner, DC 20 Bardic Knowledge if the current history is known

- Lynerden the Spinner was a powerful wizard around the time of the founding of the Great Kingdom
- He created two lesser artifacts that when combined have resonating powers that make the greater artifacts
- The Helm of Lynerden gives a deflection bonus to AC and an insight bonus to saves against mental control or possession.
- The Helm casts *color spray*, *major image*, and *shadow evocation*
- The Wand of Lynerden gives an insight bonus to saves against fire and cold effects
- The Wand casts *fireball* and *cone of cold*
- Long term study of the book will reveal their resonating powers

DC 30 Knowledge (history)

- Reveals all of the above

DC 25 Knowledge (history) or DC 20 Bardic Knowledge

- Delglath the Undying is the current owner of the Mace of Krevell and the Helm of Lynerden
- Prince Lakaster is the current owner of the Wand of Lynerden and the Talisman of Krevell
- Delglath is currently besieged in his city of Rinloru by forces of House Torquann of the North Kingdom
- Prince Lakaster is a member of House Garasteth, and is Prince of Winetha in the North Kingdom
- The two were planning on an exchange so each could have a matched set of the artifacts, but neither knew of the resonating powers, and both were afraid their rival would gain more power in a trade
- Both have expended significant effort to learn the resonant powers of the artifacts