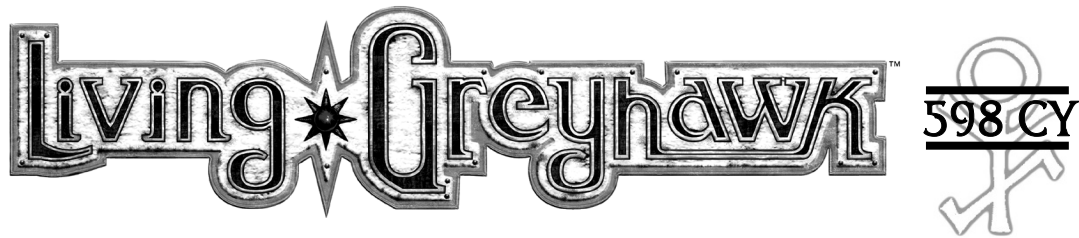


ADP8-03



# Expedition to the Ruins of Greyhawk

## A Four-Part Dungeons & Dragons® Living Greyhawk™ Adapted Adventure

Version 1  
Adapted By Creighton Broadhurst

What secrets protected by fiendish traps and fierce monsters lurk in the dungeons under Castle Greyhawk? A four-part core adapted adventure set in the Domain of Greyhawk for characters level 8-15 (APLs 8-12).

Resources for this adventure [and the authors of those works] include *Expedition to the Ruins of Greyhawk* [Jason Bulmahn, James Jacobs, Erik Mona].

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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This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run

DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.rpga.com](http://www.rpga.com).

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Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com).

## RPGA® SANCTIONED PLAY

To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide D&D® campaign set in the GREYHAWK setting—it must be sanctioned as part of an RPGA event. This event could be a big convention, or a group of friends playing at a game store or at home.

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 is reported to the RPGA in a timely manner. The person who runs the game is the session Dungeon Master (or just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure.

Sanctioning and reporting this adventure, accomplishes a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players 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, 2008.

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](http://www.rpga.com).

### PLAYERS READ NO FARTHER

If you plan to play this adventure, stop reading now. The rest of the adventure text is for the DM only. If you read farther than this section, and are playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

### PREPARING FOR PLAY

You need copies of the following D&D rulebooks: the *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual* and a copy of the *Living Greyhawk Sourcebook*. Core adventures often utilize new rules items – including classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books. The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate.

Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you will find a RPGA session tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You will also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

This adventure's challenges are proportionate to the modified average character level of participating PCs. Before play begins, calculate the Average Party Level (APL) by following the process below:

1. Determine the character level for each of the PCs. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If there are 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.

**Experience and Treasure:** APL affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

## PLAY NOTES

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This document presents all the information the DM requires to run *Expedition to the Ruins of Greyhawk* as part of the Living Greyhawk campaign.

The adventure comprises four parts:

- **Part 1:** Chapters 1-3
- **Part 2:** Chapter 4
- **Part 3:** Chapter 5
- **Part 4:** Chapter 6

The PCs should play the adventure parts in order; to do otherwise creates a distorted play experience and will negatively impact the players' enjoyment of the adventure.

Once a DM starts to run any part of this adventure, he cannot participate as a player in subsequent parts.

### GREYHAWK RUINS

For maximum enjoyment of this adventure, it is recommended that the players should have first completed all four adventures comprising the "Greyhawk Ruins" plot arc.

### NPCS OF NOTE

This adventure features a number of NPCs of note. Among these are the wizard Vayne and General At-Ur Rehmat. Unfortunately, both these individuals have seen significant development in Living Greyhawk that precludes their appearance in this adventure.

Thus, instead of using these individuals use the following personages:

**Vayne:** Raesene Blackcloak

**General At-Ur Rehmat:** General Timor Reestann

Both have identical stat blocks and similar background to the featured NPCs. Improvise background details as appropriate.

# Part 1: Chapters 1-3

## TIME UNITS AND UPKEEP

This is a five-round core adapted adventure set in the Domain 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 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 benefits) as detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

## ENCOUNTERS TO RUN

The notes in this section deal with chapters 1-3 of *Expedition to the Ruins of Greyhawk*, which comprises the following combat encounters:

- **1-1 Low Road to Greyhawk:** EL 11; page 36
- **2-1 Rival Explorer:** EL 10; page 50 (only two kobold bodyguards)
- **2-2 Ghostly Scholar:** EL 10; page 52
- **2-3 Burrowing Menace:** EL 8; page 54
- **3-1 The War Wagon:** EL 10; page 70
- **3-2 Feasthall:** EL 9; page 72
- **3-3 Nerull's Temple:** EL 10; page 74
- **3-4 The Quartermaster:** EL 8; page 73
- **3-5: Atolamyr's Chamber:** EL 10; page 76
- **3-6 The Elevator:** EL 8; page 78
- **3-7 Guarded Elevator:** EL 11; page 80 (only three hobgoblin archers)
- **3-8 Den of the Dark Naga:** EL 9; page 79
- **3-9 Chasm of Woe:** EL 10; page 82
- **3-10 The Arena:** EL 11; page 84
- **3-11 General's Quarters:** EL 9; page 86

## 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.

### 1-1: Low Road to Greyhawk

Slay the bandits  
APL 8 330 XP

### 2-1: Rival Explorer

Slay Logras and his minions  
APL 8 300 XP

### 2-2: Ghostly Scholar

Destroy Viliryth  
APL 8 300 XP

### 2-3: Burrowing Menace

Destroy the xorns  
APL 8 240 XP

### 3-1: The War Wagon

Destroy the undead  
APL 8 300 XP

### 3-2: The Feasthall

Slay the orcs and Kilsog  
APL 8 270 XP

### 3-3: Nerull's Temple

Kill the monsters  
APL 8 300 XP

### 3-4: Quartermaster

Defeat Therrat and his animated objects  
APL 8 240 XP

### 3-5: Atolamyr's Chamber

Defeat Atolamyr and his succubus ally  
APL 8 300 XP

### 3-6: The Elevator

Defeat the flesh golem guardian  
APL 8 240 XP

### 3-7: Guarded Elevator

Defeat the goblins and their allies  
APL 8 330 XP

### 3-8: Den of the Dark Naga

Slay Sassinal  
APL 8 270 XP

### 3-9: Chasm of Woe

Defeat the servants of Iuz  
APL 8 300 XP

### 3-10: The Arena

Defeat the servants of Iuz  
APL 8 330 XP

### 3-11: General's Quarters

Defeat the vrock  
APL 8 270 XP

### Story Award

Explore the dungeons  
APL 8 180 XP

### Discretionary Roleplaying Award

APL 8 1,125 XP

### Total Possible Experience

APL 8 5,625 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has its treasure listed in this section. Treasure is split into three categories: loot, coins, and magic.

**Loot:** The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting takes at least 10 minutes for every five enemies. If the characters are unable to loot the bodies, they do not gain this gold. If it is reasonable that characters can go back to loot the bodies, and those bodies are still there, characters may gain the loot.

**Coin:** The coin total is the number of gold pieces each character gains if they take the coin, gems, and jewelry available. A normal adventuring party can usually gather this wealth in a round or so.

**Magic:** Magic treasure is the hardest to adjudicate, because magic items are varied and because PCs may want to use them during the adventure. Many times PCs must cast *identify*, *analyze dweomer*, or similar spell to determine the item's properties 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 during the adventure, the PCs do not gain its gp value or access to it in the Items Found field of the AR.

**How much do they get?** Add the gp value of all claimed treasure from each encounter. This is how much each PC gets. Write the total in the GP Gained field of the AR.

### Treasure Cap

APL 8: 6,500 gp

## Total Possible Treasure

APL 8: 17,662 gp

### 1-1: Low Road to Greyhawk

APL 8: Loot 809 gp; Magic 2,401 gp; *potion of cure serious wounds* (2) (124 gp [62 gp each]), *potion of resist energy* (2) (50 gp [25 gp each]), *cloak of resistance +1* (83 gp), *eyes of the eagle* (208 gp), +1 *throwing axe* (8) (1,536 gp [192 gp each]), *potion of cure moderate wounds* (16) (400 gp [25 gp each]); Total 3,210 gp.

### 2-1: Rival Explorer

APL 8: Loot 172 gp; Magic 597 gp; *potion of cure moderate wounds* (25 gp), *scroll of wall of ice* (58 gp), *staff of fire* (91 gp), *amulet of natural armor +1* (166 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (166 gp), *potion of cure light wounds* (8 gp [4 gp each]); Total 769 gp.

### 2-2: Ghostly Scholar

APL 8: Magic 454 gp; *scroll of inflict critical wounds* (58 gp), *wand of magic missiles* (CL 5) (34 gp), +1 *ghost touch breastplate* (362 gp); Total 454 gp.

### 3-1: The War Wagon

APL 8: Loot 73 gp; Magic 336 gp; +1 *breastplate* (3) (336 gp [112 gp each]); Total 409 gp.

### 3-2: Feasthall

APL 8: Loot 55 gp; Magic 296 gp; +1 *greatsword* (196 gp), *potion of cure moderate wounds* (4) (100 gp [25 gp each]); Total 351 gp.

### 3-3: Nerull's Temple

APL 8: Loot 133 gp; Coin 50 gp; Magic 48 gp; *scroll of invisibility* (4) (48 gp [12 gp each]); Total 231 gp.

### 3-4: The Quartermaster

APL 8: Loot 1 gp; Magic 328 gp; +1 *rapier* (193 gp), *potion of cure moderate wounds* (25 gp), *scroll of invisibility* (12 gp), +1 *studded leather armor* (98 gp); Total 329 gp.

### 3-5: Atolamyr's Chamber

APL 8: Loot 151 gp; Magic 845 gp; +1 *flaming longsword* (692 gp), *potion of cure serious wounds* (2) (124 gp [62 gp each]), *wand of cure light wounds* (29 gp); Total 996 gp.

### 3-6: The Elevator

APL 8: Magic 1,526 gp; +2 *flaming longsword* (1,526 gp); Total 1,526 gp.

### 3-7: Guarded Elevator

APL 8: Loot 339 gp; Coin 25 gp; Magic 4,999 gp; *potion of cure light wounds* (6) (24 gp [4 gp each]), +1 *shock arrow* (24) (4,008 gp [167 gp each]), +1 *keen short sword* (692 gp), *javelin of lightning* (2) (250 gp [125 gp each]), *potion of levitate* (25 gp); Total 5,363 gp.

### 3-8: Den of the Dark Naga

APL 8: Coin 302 gp; Magic 504 gp *elemental gem (air)* (187 gp), *figurine of wondrous power (silver raven)* (317 gp); Total 806 gp.

### 3-9: Chasm of Woe

APL 8: Loot 54 gp; Magic 929 gp; *oil of magic weapon* (4 gp), *scroll of sound burst* (12 gp), *scroll of heal* (137 gp), *wand of searing light* (206 gp), +1 *full plate* (208 gp), +1 *greatsword* (196 gp), *ring of protection +1* (166 gp); Total 983 gp.

### 3-10: The Arena

APL 8: Magic 2,235 gp; +1 *handaxe* (192 gp), +2 *breastplate* (362 gp), *ring of minor energy resistance (fire)* (1,000 gp), *ring of counterspells* (333 gp), *cloak of resistance +1* (83 gp), *gauntlets of ogre power* (333 gp), *potion of cure serious wounds* (2) (124 gp [62 gp each]); Total 2,235 gp.

## ADVENTURE RECORD ITEMS

☛ **Boon of Ricard Damaris:** You have returned the *Blade of Chaos* to Ricard Damaris and he is very pleased. As well as providing you with free Rich upkeep during Expedition to the Ruins of Greyhawk, he may also offer other aid in the future.

## ITEM ACCESS

APL 8:

- *Eyes of the eagle* (Adventure; DMG)
- *Staff of fire* (Core; DMG)
- *Wand of magic missile* (Adventure; CL 5; DMG)
- +1 *ghost touch breastplate* (Adventure; DMG; 4,350 gp)
- +1 *flaming longsword* (Any; DMG)
- *Wand of cure light wounds* (Any; DMG)
- *Elemental gem (air)* (Adventure; DMG)
- *Figurine of wondrous power (silver raven)* (Adventure; DMG)
- +2 *flaming longsword* (Any; DMG)
- +1 *shock arrow* (Any; DMG)
- +1 *keen short sword* (Any; DMG)
- *Javelin of lightning* (Any; DMG)
- *Scroll of heal* (Core; DMG)
- *Wand of searing light* (Core; DMG; CL 5)
- *Ring of minor energy resistance (fire)* (Core; DMG)
- *Ring of counterspells* (Core; DMG)

# Part 2: Chapter 4

## TIME UNITS AND UPKEEP

This is a three-round core adapted adventure set in the Domain 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 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 benefits) as detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

## ENCOUNTERS TO RUN

The notes in this section deal with chapter 4 of *Expedition to the Ruins of Greyhawk*, which comprises the following combat encounters:

- **4-1 The Wizards' Laboratory:** EL 14; page 100
- **4-2 Chamber of Seven Secrets:** EL 11; page 99
- **4-3 Escape from the Guildhall:** EL 11; page 102
- **4-4 Iuzites Attack:** EL 14; page 104
- **4-5 Haunted House:** EL 10; page 103
- **4-6 Rogue Returned:** EL 12; page 106
- **4-7 Zouken's Finest:** EL 11; page 107

## 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.

### 4-1: The Wizards' Laboratory

Defeat the beholder, Galubgex

APL 10 420 XP

### 4-2: Chamber of Seven Secrets

Defeat the proctors

APL 10 330 XP

### 4-3: Escape from the Guildhall

Defeat or evade Ascariel

APL 10 330 XP

### 4-4: Iuzites Attack

Destroy the agents of Iuz

APL 10 420 XP

### 4-5: Haunted House

Destroy the cold shadows

APL 10 300 XP

### 4-6: Rogue Returned

Slay or capture Fidd

APL 10 360 XP

### 4-7: Zouken's Finest

Defeat Zouken's finest

APL 10 330 XP

### Story Award

Recover Zagig's Key

APL 10 750 XP

### Discretionary roleplaying award

APL 10 810 XP

### Total Possible Experience

APL 10 4,050 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has its treasure listed in this section. Treasure is split into three categories: loot, coins, and magic.

**Loot:** The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting takes at least 10 minutes for every five enemies. If the characters are unable to loot the

bodies, they do not gain this gold. If it is reasonable that characters can go back to loot the bodies, and those bodies are still there, characters may gain the loot.

**Coin:** The coin total is the number of gold pieces each character gains if they take the coin, gems, and jewelry available. A normal adventuring party can usually gather this wealth in a round or so.

**Magic:** Magic treasure is the hardest to adjudicate, because magic items are varied and because PCs may want to use them during the adventure. Many times PCs must cast *identify*, *analyze dweomer*, or similar spell to determine the item's properties 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 during the adventure, the PCs do not gain its gp value or access to it in the Items Found field of the AR.

**How much do they get?** Add the gp value of all claimed treasure from each encounter. This is how much each PC gets. Write the total in the GP Gained field of the AR.

### Treasure Cap

APL 10: 6,900 gp

### Total Possible Treasure

APL 10: 11,123 gp

### 4-1: The Wizard's Laboratory

APL 10: Magic 1,667 gp; *ring of invisibility* (1,667 gp): Total 1,667 gp.

### 4-2: Chamber of Seven Secrets

APL 10: Magic 4,575 gp; +2 *thundering greatclub* (3) (4,575 gp [1,525 gp each]): Total 4,575 gp.

### 4-3: Escape from the Guildhall

APL 10: Magic 1,600 gp; *ring of force shield* (708 gp), *wand of fox's cunning* (375 gp), *figurine of wondrous power* (silver raven) (317 gp), *sovereign glue* (200 gp); Total 1,600 gp.

### 4-4: Iuzites Attack

APL 10: Loot 112 gp; Magic 2,022 gp; *oil of magic weapon* (4) (20 gp [5 gp each]), *scroll of harm* (4) (552 gp [138 gp each]), +2 *splint mail* (4) (1,450 gp [362 gp each]); Total 2,134 gp.

### 4-6: Rogue Returned

APL 10: Loot 40 gp; Magic 1,107 gp; +1 *rapier* (193 gp), *potion of cure moderate wounds* (25 gp), +2 *studded leather armor* (348 gp), *boots of striding and swinging* (458 gp), *cloak of resistance +1* (83 gp); Total 1,147 gp.



## ADVENTURE RECORD ITEMS

🗝️ **Zagig's Key:** You possess Zagig's Key, which enables you to continue your exploration of the dungeons below Castle Greyhawk.

👤 **Notice of the Archmage:** You have met the archmage Mordenkainen. Such a powerful individual has many interests, allies, and enemies in the Flanaess. Who know what future schemes of his you might be wittingly or unwittingly drawn into...

🏆 **Iquoyan's Boon:** You have bested three of Zuoken's finest in ritual combat. As a mark of your prowess, Iquoyan gifts you with a fist-sized ruby that marks you to followers of Zouken as an honourable and skilled fighter. The ruby grants you a +4 circumstance bonus to all Charisma-based checks made against followers of Zouken. You cannot sell it.

## ITEM ACCESS

APL 10:

- +2 *thundering greatclub* (Adventure; DMG)
- *Ring of invisibility* (Core; DMG)
- *Ring of force shield* (Core; DMG)
- *Wand of fox's cunning* (Any; DMG)
- *Figurine of wondrous power (silver raven)* (Any; DMG)
- *Sovereign glue* (Core; DMG)
- *Scroll of harm* (Any; DMG)
- *Boots of striding and springing* (Core; DMG)

# Part 3: Chapter 5

## TIME UNITS AND UPKEEP

This is a three-round core adapted adventure set in the Domain 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 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 benefits) as detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

## ENCOUNTERS TO RUN

The notes in this section deal with chapter 5 of *Expedition to the Ruins of Greyhawk*, which comprises the following combat encounters:

- **5-1 The Pool of Black Ruin:** EL 9; page 130
- **5-2 Verbeeg Caverns:** EL 10; page 131
- **5-3 Iaxithrax's Lair:** EL 10; page 132
- **5-4 Vyrthoon's Redoubt:** EL 10; page 134
- **5-5 Kalystys's Prison:** EL 13; page 135
- **5-6 Golem Forge:** EL 12; page 136
- **5-7 Mining Cavern:** EL 12; page 138
- **5-8 Statue of Nerull:** EL 10; page 139
- **5-9 Ruined Barracks:** EL 12; page 140
- **5-10 Ruined Homes:** EL 11; page 141
- **5-11 Underdark Staircase:** EL 13; page 142
- **5-12 Avagozel's Library:** EL 12; page 148
- **5-13 Chapel of the Old One:** EL 11; page 144
- **5-14 Summoning Chamber:** EL 13; page 146

## 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.

### 5-1: The Pool of Black Ruin

Destroy the black pudding  
APL 10 270 XP

### 5-2: Verbeeg Caverns

Defeat the verbeeg  
APL 10 300 XP

### 5-3: Iaxithrax's Lair

Defeat Iaxithrax and his minions  
APL 10 300 XP

### 5-4: Vyrthoon's Redoubt

Slay Vyrthoon  
APL 10 300 XP

### 5-5: Kalystys's Prison

Destroy Kalystys  
APL 10 390 XP

### 5-6: Golem Forge

Defeat Ajah-Kahar, Bailak and their minions  
APL 10 360 XP

### 5-7: Mining Cavern

Slay Mashface  
APL 10 360 XP

### 5-8: Statue of Nerull

Destroy the statue  
APL 10 300 XP

### 5-9: Ruined Barracks

Destroy the black pudding  
APL 10 360 XP

### 5-10: Ruined Homes

Destroy the fungus  
APL 10 330 XP

### 5-11: Underdark Staircase

Defeat Shyrath and his arrow demon minions  
APL 10 390 XP

### 5-12: Avagozel's Library

Slay Avagozel  
APL 10 360 XP

### 5-13: Chapel of the Old One

Destroy the skeletons and Lorzag  
APL 10 330 XP

### 5-14: Summoning Chamber

Destroy Bittertonge, Raesene and the rutterkins  
APL 10 390 XP

### Story Award

Objective(s) met:  
APL 10 760 XP

### Discretionary roleplaying award

APL 10 1,350 XP

### Total Possible Experience

APL 10 6,750 XP

### Treasure Cap

APL 10: 11,500 gp

### Total Possible Treasure

APL 10: 29,155 gp

### 5-2: Verbeeg Caverns

APL 10: Loot 450 gp; Coin 10 gp, Magic 1,829 gp; +1 glaive (6) (1,154 gp [192 gp each], +1 breastplate (6) (675 gp [112 gp each])); Total 2,289 gp.

### 5-3: Iaxithrax's Lair

APL 10: Loot 225 gp; Coin 5 gp, Magic 915 gp; +1 glaive (3) (577 gp [192 gp each], +1 breastplate (3) (337 gp [112 gp each])); Total 1,145 gp.

### 5-4: Vyrthoon's Redoubt

APL 10: Magic 1,293 gp; wand of greater invisibility (945 gp), +2 studded leather armor (348 gp); Total 1,293 gp.

### 5-5: Kalystys's Prison

APL 10: Magic 3,791 gp; bracers of armor +3 (750 gp), amulet of health +4 (1,333 gp), ring of protection +2 (667 gp), ring of force shield (708 gp), cloak of resistance +2 (333 gp); Total 3,791 gp.

### 5-6: Golem Forge

APL 10: Loot 212 gp; Coin 5 gp, Magic 2,123 gp; minor ring of cold resistance (1,000 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), +1 frost composite longbow (717 gp), potion of cure serious wounds (62 gp), potion of eagle's splendor (25 gp); Total 2,340 gp.

### 5-7: Mining Cavern

APL 10: Loot 169 gp; Magic 1,667 gp; ring of invisibility (1,667 gp); Total 1,836 gp.

### 5-9: Ruined Barracks

APL 10: Magic 450 gp; Murlynd's spoon (450 gp); Total 450 gp.

### 5-11: Underdark Staircase

APL 10: Loot 2 gp; Coin 14 gp, Magic 9,275 gp; potion of invisibility (25 gp), wand of cure moderate wounds (2,520 gp), +1 light fortification full plate (471 gp), +2 unholy heavy mace (2,693 gp), +2 cloak of resistance (333 gp), periapt of Wisdom +2 (333 gp), +1 composite longbow (4) (2,900 gp [725 gp each]); Total 9,291 gp.

### 5-13: Chapel of the Old One

APL 10: Loot 138 gp; Coin 87 gp, Magic 946 gp; lesser rod of extend (250 gp), +1 flaming greatsword (696 gp)  
Total 1,171 gp.

### 5-14: Summoning Chamber

APL 10: Loot 1,004 gp; Coin 42 gp, Magic 4,504 gp; bone wand (1,361 gp), wand of scorching ray (41 gp), wand of displacement (50 gp), wand of ghoul touch (240 gp), scroll of

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has its treasure listed in this section. Treasure is split into three categories: loot, coins, and magic.

**Loot:** The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting takes at least 10 minutes for every five enemies. If the characters are unable to loot the bodies, they do not gain this gold. If it is reasonable that characters can go back to loot the bodies, and those bodies are still there, characters may gain the loot.

**Coin:** The coin total is the number of gold pieces each character gains if they take the coin, gems, and jewelry available. A normal adventuring party can usually gather this wealth in a round or so.

**Magic:** Magic treasure is the hardest to adjudicate, because magic items are varied and because PCs may want to use them during the adventure. Many times PCs must cast *identify*, *analyze dweomer*, or similar spell to determine the item's properties 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 during the adventure, the PCs do not gain its gp value or access to it in the Items Found field of the AR.

**How much do they get?** Add the gp value of all claimed treasure from each encounter. This is how much each PC gets. Write the total in the GP Gained field of the AR.

*planar binding* (137 gp), *scroll of lesser planar binding* (2) (188 gp [94 gp each]), *scroll of summon monster VI* (137 gp), *scroll of summon monster V* (93 gp), *scroll of summon monster III* (31 gp), *scroll of wall of force* (94 gp), *ring of protection +1* (167 gp), *+1/+1 quarterstaff* (717 gp), *headband of intellect +2* (333 gp), *portable hole* (1,667 gp), *+1 studded leather armor* (3) (294 gp [98 gp]); Total 5,550 gp.

## ADVENTURE RECORD ITEMS

☛ **Whiteshiver Mushrooms:** You can purchase drafts of *whiteshiver elixir* (EttRoG 222). *Whiteshiver elixir* costs 1,500 gp a vial and bestows the plant type upon the drinker for 10 minutes.

☛ **Nerull's Blessing:** As a full-round action, you can call out to Nerull and demand that a soul be returned to its body. This effect functions like a *raise dead* (CL 20th), without the normal time limit or the need for a material component. You cannot use this ability on yourself if you are killed. You can use ability only once.

☛ **Lord Henway's Thanks:** Lord Henway offers you his thanks for returning one or more of his pet *aurumvoraxes*. Unfortunately, he is a little short of cash right now and instead of your agreed upon reward offers to use his extensive contacts in the free city to find an item you wish to purchase. Designate any one item that you once had or currently have adventure access to. You now have core access to that item. You may use this favour once.

## ITEM ACCESS

APL 10:

- *Wand of greater invisibility* (Adventure; DMG)
- *Ring of force shield* (Core; DMG)
- *+1 frost composite longbow* (Any; DMG)
- *Minor ring of cold resistance* (Core; DMG)
- *Ring of invisibility* (Core; DMG)
- *Murlynd's spoon* (Core; DMG)
- *+1 light fortification full plate* (Any; DMG)
- *Lesser rod of extend* (Any; DMG)
- *+2 unholy heavy mace* (Adventure; DMG)
- *Bone wand* (Adventure; Expedition to the Ruins of Greyhawk)
- *Wand of scorching ray* (Any; DMG)
- *Wand of displacement* (Any; DMG)
- *Wand of ghoul touch* (Any; DMG)
- *Scroll of planar binding* (Any; DMG)
- *Scroll of lesser planar binding* (Any; DMG)
- *Scroll of summon monster VI* (Any; DMG)
- *Scroll of summon monster V* (Any; DMG)
- *Scroll of wall of force* (Any; DMG)
- *Portable hole* (Adventure; DMG)

# Part 4: Chapter 6

## TIME UNITS AND UPKEEP

This is a three-round core adapted adventure set in the Domain 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 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 benefits) as detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

## ENCOUNTERS TO RUN

The notes in this section deal with chapter 6 of *Expedition to the Ruins of Greyhawk*, which comprises the following combat encounters:

- **6-1 Hall of the Juggernaut:** EL 13; page 190
- **6-2 Raknian's Retreat:** EL 13; page 192
- **6-3 Temple of Boccob:** EL 13; page 194
- **6-4 Intellect Devourer:** EL 13; page 196
- **6-5 Shodei's Laboratory:** EL 13; page 198
- **6-6 Garden of Golden Ruin:** EL 11; page 197
- **6-7 Zagig's Ziggurat:** EL 12; page 200
- **6-8 The Great Spiral Staircase:** EL 12; page 201
- **6-9 Chamber of the Orb:** EL 13; page 202
- **6-10 Gallery of Wonder:** EL 13; page 204
- **6-11 Royal Court:** EL 14; page 206
- **6-12 Arrival at the Isle:** EL 12; page 203
- **6-13 The Dormant King:** EL 12; page 208
- **6-14 The Ichor Shrine:** EL 14; page 211
- **6-15 Warden's Ziggurat:** EL 14; page 209
- **6-16 Livashti's Chapel:** EL 15; page 212
- **6-17 The Godtrap:** EL 17; page 214

## 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.

### 6-1: Hall of the Juggernaut

Destroy the juggernaut and the redcaps  
APL 12 390 XP

### 6-2: Raknian's Retreat

Defeat Raknian and his aurumvoraxes  
APL 12 390 XP

### 6-3: Temple of Boccob

Destroy the temple guardians  
APL 12 390 XP

### 6-4: Intellect Devourer Prison

Destroy the intellect devourers  
APL 12 390 XP

### 6-5: Shodei's Laboratory

Slay Shodei  
APL 12 390 XP

### 6-6: Garden of Golden Ruin

Destroy the yellow musk creeper and its creatures  
APL 12 330 XP

### 6-7: Zagig's Ziggurat

Destroy Mavaug  
APL 12 360 XP

### 6-8: The Great Spiral Square

Destroy Han-Tan Chun  
APL 12 390 XP

### 6-9: Chamber of the Orb

Slay Wedrah and Aluuq  
APL 12 390 XP

### 6-10: Gallery of Wonder

Defeat Komoghet and his guards  
APL 12 390 XP

### 6-11: Royal Court

Slay Lyndurm

APL 12	420 XP
<b>6-12: Arrival at the Isle</b> Slay the island ape	
APL 12	360 XP
<b>6-13: The Dormant King</b> Slay the Dormant King	
APL 12	340 XP
<b>6-14: The Ichor Shrine</b> Slay Vejakilar and the cultists	
APL 12	420 XP
<b>6-15: Warden's Ziggurat</b> Destroy the hezrous	
APL 12	420 XP
<b>6-16 Livashti's Chapel</b> Slay Livashti and Riggby	
APL 12	450 XP
<b>6-17: The Godtrap</b> Destroy the false Iggwilv and her minions	
APL 12	510 XP
<b>Discretionary roleplaying award</b>	
APL 12	1,145 XP
<b>Total Possible Experience</b>	
APL 12	7,875 XP

## TREASURE SUMMARY

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PCs do not gain its gp value or access to it in the Items Found field of the AR.

**How much do they get?** Add the gp value of all claimed treasure from each encounter. This is how much each PC gets. Write the total in the GP Gained field of the AR.

### Treasure Cap

APL 12: 16,500 gp.

### Total Possible Treasure

APL 12: 52,376 gp.

### 6-2: Raknian's Retreat

APL 12: Magic 3,019 gp; *breastplate of command* (915 gp), +2 *buckler* (347 gp), +1 *mighty cleaving bastard sword* (695 gp), *cloak of Charisma* +2 (333 gp), *ring of protection* +2 (667 gp), *potion of haste* (62 gp); Total 3,019 gp.

### 6-3: Temple of Boccob

APL 12: Magic 1,708 gp; *amulet of health* +2 (333 gp), *ring of force shield* (708 gp), *ring of protection* +2 (667 gp); Total 1,708 gp.

### 6-5: Shodei's Laboratory

APL 12: Magic 3,485 gp; *ring of protection* +2 (667 gp), *headband of intellect* +4 (1,333 gp), *wand of displacement* (213 gp), *wand of phantasmal killer* (1,190 gp), *wand of resist energy* (82 gp); Total 3,485 gp.

### 6-9: Chamber of the Orb

APL 12: Magic 3,152 gp; *potion of cure moderate wounds* (25 gp), *scroll of song of discord* (94 gp), *scroll of mass suggestion* (137 gp), *wand of grease* (55 gp), +1 *chain shirt* (119 gp), +1 *merciful whip* (692 gp), *cloak of Charisma* +2 (333 gp), *wand of magic missile* (CL 9th, 495 gp) +1 *mithral chain shirt* (175 gp), +1 *keen rapier* (193 gp), *ring of protection* +1 (167 gp), *amulet of natural armor* +1 (2) (334 gp [167 gp each]), *gloves of Dexterity* +2 (333 gp); Total 3,152 gp.

### 6-10: Gallery of Wonder

APL 12: Loot 19 gp; Magic 2,733 gp; *gloves of Dexterity* +2 (333 gp), *belt of giant strength* +4 (1,333 gp), *ring of protection* +2 (667 gp), *slippers of spider climbing* (400 gp); Total 2,752 gp.

### 6-11: Royal Court

APL 12: Loot 88 gp; Coin 208 gp, Magic 2,997 gp; +1 *thundering light crossbow* (685 gp), *Murlynd's spoon* (450 gp), *headband of intellect* +2 (333 gp), *gloves of Dexterity* +2 (333 gp), +1 *greatsword* (6) (1,196 gp [196 gp each]); Total 3,293 gp.

### 6-14: The Ichor Shrine

APL 12: Loot 663 gp; Coin 250 gp, Magic 5,426 gp; +1 *seeking composite longbow* (700 gp), *gloves of arrow snatching* (333 gp), *ring of protection* +2 (667 gp), *potion of cure moderate wounds* (6) (150 gp [25 gp each]), *potion of fly* (6) (372 gp [62 gp each]), +1 *breastplate* (6) (672 gp [112 gp

each], rod of wonder (1,000 gp), wand of stonesskin (1,228 gp), amulet of natural armor +1 (167 gp), ring of protection +1 (167 gp); Total 6,339 gp.

### 6-16 Livashti's Chapel

**APL 12:** Coin 250 gp, Magic 6,142 gp; wand of glibness (656 gp), lesser rod of extend metamagic (250 gp), scroll of demand (300 gp), scroll of greater dispel magic (137 gp), scroll of heal (137 gp), scroll of project image (137 gp), scroll of restoration (67 gp), +1 animated heavy steel shield (764 gp), +3 keen spiked chain (2,694 gp), cloak of charisma +2 (333 gp), ring of protection +2 (667 gp); Total 6,392 gp.

### 6-17: The Godtrap

**APL 12:** Coin 1,417 gp, Magic 20,819 gp; wand of magic missile (CL 9th, 111 gp), bracers of armor +8 (5,333 gp), ring of protection +3 (1,500 gp), ring of freedom of movement (3,458 gp), amulet of health +4 (1,333 gp), gloves of Dexterity +4 (1,333 gp), boots of levitation (625 gp), circlet of persuasion (375 gp), dusty rose ioun stone (417 gp), pale green ioun stone (2,500 gp), stone of good luck (1,667 gp), pearl of power (5th-level) (2,083 gp), true seeing ointment (4) (84 gp [21 gp each]); Total 22,236 gp.

## ADVENTURE RECORD ITEMS

☛ **True Seeing Ointment:** You have core access to ointment of true seeing (CL 11th; 250 gp per application).

☛ **Scrolls:** You have access to the following scrolls and may craft them as normal: *demand*, *greater dispel magic*, *heal*, *project image*, *restoration*, *song of discord*, *mass suggestion*.

☛ **Wands:** You have core access to the following wands and may craft them as normal: *displacement*, *phantasmal killer*, *resist energy*, *magic missile* (CL 9th); *grease*, *stonesskin*, *glibness*.

☛ **Blessing of Zouken:** You have freed the god Zouken from the *godtrap* and in exchange he grants you a permanent +1 insight bonus to AC and on Will saving throws.

☛ **Robilar Returned:** You have freed Robilar from the *godtrap* and touched him with the *Orb of Opposition*. He is grateful for rescuing him from Lynn and may help you in the future.

☛ **Thanks of Your Comrades:** You have saved the free city from a terrible enemy and the folk of your affiliation are grateful. You receive a +3 bonus to your affiliation score with your first or primary affiliation. Note the name of the affiliation here: \_\_\_\_\_

- +1 mighty cleaving bastard sword (Core; DMG)
- Ring of force shield (Any; DMG)
- +1 keen rapier (Any; DMG)
- +1 mithral chain shirt (Any; DMG)
- +1 merciful whip (Core; DMG)
- Slippers of spider climbing (Any; DMG)
- +1 thundering light crossbow (Core; DMG)
- Murlynd's spoon (Adventure; DMG)
- +1 seeking composite longbow (Any; DMG)
- Gloves of arrow snatching (Any; DMG)
- Rod of wonder (Adventure; DMG)
- +1 seeking composite longbow (Core; DMG)
- Gloves of arrow snatching (Any; DMG)
- +1 animated heavy steel shield (Core; DMG)
- +3 keen spiked chain (Core; DMG)
- Lesser rod of extend metamagic (Adventure; DMG)
- Boots of levitation (Core; DMG)
- Circlet of persuasion (Core; DMG)
- Dusty rose ioun stone (Adventure; DMG)
- Pale green ioun stone (Adventure; DMG)
- Stone of good luck (Core; DMG)
- Pearl of power (5th-level) (Any; DMG)
- True seeing ointment (Adventure; DMG)
- Ring of freedom of movement (Any; DMG)

## ITEM ACCESS

APL 12:

- Breastplate of command (Adventure; DMG)