

COR7-10



The Dark Gem

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

Version 1

by Dan Hass

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Sometimes adventure finds you. Long ago something dark was trapped and hidden. Now it will be released unless heroes can be found to secure it. A one-round Core adventure set in the Cairn Hills for characters level 1-15 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *COR4-14 Key to the Grave* [Jason Bulmahn], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, 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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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. 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'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). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL) follow of the party sum the levels of all characters participating, adding any animals as specified in *Chapter 5* of this document. Divide this total by the number of players and round to the nearest whole number, adding one to the result for tables of six characters.

1. Determine the character level for each of the PCs participating in the adventure. 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 does 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 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. 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. 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.

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 Domain of Greyhawk and the Cairn Hills. 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*.

PREPARATION FOR PLAY

The adventure references the geography of the Cairn Hills, the Silver Star shop from COR 4-12 Key to the Grave. Beyond this, it has no direct references to other specific modules and is intended as a stand alone module. It does, however, have allusions to undisclosed powerful figures.

NEW RULES ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). 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.

ADVENTURE BACKGROUND

Ages ago, before the Twin Cataclysms a powerful outsider named, Chonmok ruled as tyrant over a large nation of Flan. Eventually, Chonmok's supposedly loyal advisors

lured him into a *trap the soul* gem. With no way to kill the powerful Chonmok, the only choice was to keep him eternally imprisoned in the gem. To prevent Chonmok's release, either by accident or treachery, his traitorous advisors needed a place to hide the gem.

They sent an expedition into the (then) wilderness. Once the expedition found a suitable site, they constructed a heavily warded subterranean vault to hold the gem. They placed construct guardians in the vault as the final line of protection should the vault be breached. They then collapsed the tunnel to the vault and buried the entrance under a landslide, so that none would ever find it. Centuries passed, and Chonmok faded into history – all but forgotten.

Several years ago, Zanzer was one of many young wizards employed at the Great Library in the Free City of Greyhawk. One day a halfling food vendor who inquired if his name really was "Zanzer" approached him. When Zanzer confirmed that it was, the halfling seemed highly amused and offered the young wizard a free lunch of soup. Zanzer and the halfling hit it off and lunch became a daily affair. Curiously, each time Zanzer had a bowl of the halfling's soup, Zanzer grew a little more fond of the halfling. In a matter of days, the halfling was one of Zanzer's most trusted friends and allies.

At some point, Chonmok's legend came up in conversation, and it became a frequent topic. As the lunches and discussions continued, Zanzer found himself virtually compelled to find the gem. The halfling informed Zanzer that he had affairs elsewhere, but encouraged Zanzer to continue his search for the gem while cautioning him that information about such an item certainly should not be shared openly - especially with those in authority who would probably view the knowledge as a threat to their power. The halfling insisted that when Zanzer uncovers the location of the gem, Zanzer should notify him immediately; this seemed reasonable to Zanzer.

Zanzer's obsession with the gem became so consuming that he began to neglect his other duties and was eventually dismissed from the Great Library. However, Zanzer managed to smuggle out some relevant tomes before being thrown out, and researching the gem became his primary focus.

As Zanzer continued his investigations he influenced a number of greedy and degenerate creatures (goblins, mostly) forming something of a cult. Most notably, a tiefling rogue named Liku latched onto Zanzer's group quickly becoming his chief lieutenant (or perhaps from a different perspective, Zanzer was Liku's chief researcher). Zanzer left organizational details almost completely to Liku as long as Liku kept the funds available for Zanzer's project. Secretly, Liku hoped to claim the Chonmok gem as his own.

Eventually Zanzer unearthed references to the expedition that hid the Chonmok gem, and through research, archaeology, and divinations found the location of the vault within the Cairn Hills.

Arriving at the site and needing workers, Liku led a raid on a nearby gnome mine, enslaving many and

slaying the rest. Liku set them to work and, over the course of several days, excavated the entrance. It was a glorious day for Zanzer when the slaves reached the vault door. He immediately magical notified his halfling friend.

Since the gnome slaves had no further use, and to keep his find secret, Liku made preparations to dispose of them. During the ensuing massacre, a handful of the slaves managed to escape. Liku dispatched a group of his servants to find and eliminate the hapless gnomes.

In the meantime, fearing that the escapees might draw attention, Zanzer's patience evaporated, and he opened the vault. This activated the guardian constructs, and they immediately began to carry out their instructions: "If the vault is ever opened kill all intelligent living things nearby, and then collapse the tunnel and re-close the vault." Most of those present were quickly slain, however, Zanzer and Liku managed to avoid death.

While the constructs were wiping out his minions and slaves, Zanzer, Liku, and Zanzer's three personal guards entered the vault unnoticed. However, all but Liku fell prey to a pit trap where they remain trapped. Liku managed to bypass the trap and retrieve the gem for himself. He slipped past the constructs, leaving Zanzer to his fate, and fled to parts unknown.

Once all apparent witnesses were killed the constructs began to re-collapse the entrance. Zanzer intended to magically escape the vault once he acquired the gem, but magical wards prevent him from doing so; he is now trapped in the vault. At this point a certain group of PCs arrive.

ADVENTURE SUMMARY

Introduction: The PCs are traveling through the Cairn Hills toward the Free City of Greyhawk.

Encounter 1—The Rescue: A half-dozen fatigued gnome slaves flee towards the PCs calling for aid. Pursuing them are cultists intent on killing them. While ingenious parties may be able to head off combat with a rushed Diplomacy check or something similar, this is probably a combat encounter.

Encounter 2—The Dig-Site: Every living creature appears to have been killed and the constructs are busily collapsing the tunnel. When they spot the PCs, they attack immediately.

Encounter 3—Searching the Camp: After defeating the guardian construct, the PCs are free to investigate the destroyed camp. They may discover a surviving gnome and goblin. They may also find Zanzer's tent. If they do, they also likely discover his journal and spellbook in a locked chest. The journal contains notes explaining the situation. If they find Liku's tent, they encounter his notes on *The Silver Star* jewelry store inside a trapped chest.

Encounter 4—The Vault Entrance: The PCs may examine the vault and discern the Flan inscription which

gives more detail to the gem's story and warns against intrusion.

Encounter 5—The Vault: The vault is a large chamber where the constructs perpetually watch the Chonmok gem. It is warded against dimensional travel, and scrying. The pedestal upon which the gem once rested is now noticeably empty. The pedestal is trapped so that when any living thing comes within 5 ft., trap doors open throughout the room dropping occupants into a sublevel (with locked iron trap doors).

Encounter 6—The Prisoner: After falling prey to the pedestal trap, Zanzer and his guards were unable to place a grappling hook on the smooth ceiling with the trapdoors closed. They have been unable to break through the trapdoors, either. The PCs have the opportunity to face him if they discover the nature of the trap and reveal the vault's sublevel. Zanzer is not anxious for a fight, and a role-playing option is probable, but Zanzer has also worked extremely hard for much of his adult life to find and acquire this gem, so his level of obsession makes combat likely if the PCs cannot convince him that they do not have the gem.

Conclusion: The PCs finally reach Greyhawk, and decide what to do, if anything, with Zanzer and the gnomes.

INTRODUCTION

As you travel toward the Free City of Greyhawk, nexus of much adventure, you pass through the Cairn Hills. While the small communities dotting the way are generally friendly, danger is the inevitable companion of adventure.

Fortunately, you found a group of likeminded souls who seem reliable. Seeing the wisdom of traveling in numbers, you fell in together and as you are in the process of pitching camp for the night, you get to know your fellow travelers a little better.

This is an opportunity for the PCs to introduce themselves. Of course, if the PCs are already familiar with each other introductions are not necessary. The camp is on a gradual hill (DMG 89), but the PCs have a choice of what type of foliage to set camp up in. A sample area map is provided as DM Map 1, however the DM should feel free to accommodate PCs' desires to set up in a different location – for example if the PCs want to set up within a small copse of trees rather than a clearing. The PCs have the option of setting up camp in a small clearing surrounded by squat trees (no trees or undergrowth), or camping within the trees (DMG 87—typical trees & light undergrowth).

Trees: Ac 4, hardness 5, 150 hp, Climb DC 15.

Light Undergrowth: Entering a square with light undergrowth costs 2 squares of movement. Increase the DC of Tumble and Move Silently checks by 2.

1: THE RESCUE

As the PCs are in the process of setting up their camp (deciding watches, deciding whether to cast *rope trick*, or *alarm*, and making other preparations) read or paraphrase the following.

Suddenly, forty feet uphill from your group, a half-dozen gnomes come bursting through the undergrowth toward you. They are clearly in a panic and have obvious signs of abuse and exhaustion. Upon their body's Hope flashes across their desperate faces and they stumble towards you.

Thirty seconds (5 rounds) behind the gnomes, a clutch of Zanzer's cult is rapidly approaching. The gnomes immediately warn the PCs of the approaching danger. In a rush, they explain that an evil cult enslaved them, forcing them to excavate a tomb or vault a few miles into the hills. They have managed to escape, but are on the verge of complete exhaustion. They are unable to defend themselves or provide any aid during the (apparently) imminent fight.

Five rounds after the gnomes appear, Zanzer's forces burst out of the tree from same direction. Barring some extraordinary action on the PCs' part, combat ensues. The DM can use his discretion to determine how much of the five rounds the PCs use communicating with the gnomes; the PCs have the remaining time to prepare for the cultists' onslaught. The exhausted gnomes withdraw past the PCs to a safe distance so that they are not caught up in the ensuing combat.

All APLs

👉 **Gnome Miners** (6): male gnome warrior 1; hp 2 (6); MM 132.

APL 2 (EL 3)

👉 **Zanzer Cultists** (6): male goblin warrior 1; hp 8 each; Appendix 1.

👉 **Zanzer Adepts** (3): male goblin adept 1; hp 7 each; Appendix 1.

APL 4 (EL 5)

👉 **Zanzer Adepts** (9): male goblin adept 1; hp 7 each; Appendix 1.

👉 **Cult Enforcer**: male ogre; hp 29; MM 199.

APL 6 (EL 7)

👉 **Zanzer Adepts** (9): male goblin adept 1; hp 7 each; Appendix 1.

👉 **Cult Enforcer**: male ogre; hp 29; MM 199.

👉 **Cult Master**: male kobold sorcerer 5; hp 17; DMG 124.

APL 8 (EL 9)

👉 **Zanzer Adepts** (9): male goblin adept 1; hp 7 each; Appendix 1.

👉 **Cult Enforcer**: male ogre; hp 29; MM 199.

👉 **Cult Master**: male kobold sorcerer 5; hp 17; DMG 124.

👉 **Cult Brute**: male ogre barbarian 4; hp 79; MM 199.

APL 10 (EL 11)

👉 **Cult Brute** (2): male ogre barbarian 4; hp 79; MM 199.

👉 **Cult Savant** (2): male ogre mage; hp 37; MM 200.

APL 12 (EL 13)

👉 **Cult Savant** (3): male ogre mage; hp 37; MM 200.

👉 **Cult Hunter**: male troll hunter; hp 130; MM 247.

APL 2-8 Tactics: The adepts use their scrolls of *command* to send the front line PCs fleeing, allowing the cultists' melee troops to penetrate to the PCs' second line; if their *command* abilities are not needed, their second option is to use their scrolls to heal. If neither of these roles are needed they use their prepared spells in combat; as a final option they engage in combat (preferring their crossbows).

The warriors and ogres (at APL 4+) balance protecting their spellcasters against opportunities to inflict damage on the PCs (favoring the latter).

At APL 6 & 8, the cult master has precast *mage armor*. He uses his scrolls of *web* to control the combat environment; if he finds himself exposed, he opts for protective measures (*invisibility* and *blur*) until he has things under control; once he is comfortable with the situation he uses his offensive spells (*flaming sphere*, *Melf's acid arrow*, *magic missile*). His familiar is not present.

APL 10-12 Tactics: At these APLs, the cultists were really just toying with the fleeing gnomes and encountering the PCs is unexpected.

The savants examine the PCs to discern PCs who likely will have low Will saves (lightly armored, bow wielders, or heavily armored with martial weapons and no holy symbols, and so on.) They immediately use their *charm person* on such targets and request protection from those who fail their saves. Then, using their *invisibility* and *fly*, they maneuver to maximize the impact of their *cone of cold*. They then assist the brutes or hunter in melee. If the battle looks hopeless, they use *gaseous form* to flee the scene rather than fight to the death.

At APL12 the hunter immediately casts his *entangle* to control the environment; he then engages any PC escaping its effect. The brutes forgo subtlety and engage the PCs directly.

Treasure: Refer to the Treasure Summary for details on what the PCs find here.

Development: Once the cultist threat is eliminated, the gnomes explain about Zanzer's excavation, and how they were kidnapped to do the labor. The gnomes have been on the run for several hours, but with the PCs' help, they believe they can lead the PCs back to the dig site. The

gnomes are pessimistic about any of their comrades surviving the massacre, but still they insist on some sort of rescue effort. Failing rescue, they want the cult brought to justice. Assuming the PCs choose to aid the gnomes, after a few hours of backtracking through the darkness, they come upon the dig site (Encounter 2).

If the PCs do not help, the gnomes set off in the dark to try and rescue their kinsmen on their own, and the PCs' adventure ends here.

2: THE DIG SITE

Refer to DM Map 2. Read or paraphrase the following.

A thirty-foot high cliff has a twenty-foot wide tunnel entrance carved into it. The vegetation has been cleared in a fifty-foot arc around the tunnel entrance.

A gruesome sight fills the clearing. Twisted bodies are scattered about – most are gnomes, and goblins, but there are a handful of other races, too. Every tent has been collapsed and its contents scattered by the intensity of the melee. From the tunnel entrance the repetitive thumping of something striking earth and stone filters across the death-shrouded scene. Several figures are moving just inside the tunnel opening.

The guardian construct(s) have annihilated the cult and are now collapsing the tunnel walls. When the statues see the PCs (they have darkvision 60 ft., but no Spot or Listen modifiers) they immediately move to kill the intruders.

The statues appear as ancient Flan warriors in full battle regalia, although the pigments for their ritual tattoos have long since faded away.

APL 2 (EL 3)

☛ **Small Animated Object** (3): hardness 2; hp 15 each; MM 13.

APL 4 (EL 5)

☛ **Medium Animated Object** (3): hardness 4; hp 31 each; MM 13.

APL 6 (EL 7)

☛ **Large Animated Object** (4): hardness 6; hp 52 each; MM 14.

APL 8 (EL 9)

☛ **Huge Animated Object** (4): hardness 8; hp 84 each; MM 14.

APL 10 (EL 11)

☛ **Stone Golem** (1): hp 107; MM 136.

APL 12 (EL 13)

☛ **Stone Golem** (2): hp 107 each; MM 136.

Tactics: The statue(s) mindlessly attack(s) the nearest living thing. At APLs 10 and 12, the stone golem(s) use

their *slow* ability as often as possible, preferring to cast it on their immediate opponent.

CAMPSITE FEATURES

The campsite is a mess. All the tents have collapsed in the melee between the cultists and the tomb guardians. Additionally, the excavations have created several large piles of rubble.

The campsite has the following features:

Collapsed Tents: Collapsed tents hamper movement. Entering such squares costs 2 squares of movement, increases the DC of Balance and Tumble checks by 5, and increases the DC of Move Silently checks by 2.

Dense Rubble: In some places, the rubble has been piled high up. Entering such squares costs 2 squares of movement, increases the DC of Balance and Tumble checks by 5, and increases the DC of Move Silently checks by 2. While on the rubble piles, creatures gain a +1 bonus on melee attacks against those below them.

Light Rubble: In these areas, the DC of Tumble and Balance checks increase by 2.

Trees: Several small oaks (Ac 4, hardness 5, 150 hp, Climb DC 15) dot the campsite.

Development: Once the PCs deal with the statues, they can search the remains of the camp (Encounter 3) or move through the tunnel to the vault (Encounter 4).

3: SEARCHING THE CAMP

Searching the ruined camp (which is also the site of the massacre) could reveal several pieces of information.

EXAMINING THE BODIES

Two DC 15 Heal checks reveal one goblin and one gnome unconscious, but stable (at -7 and -8 hp, respectively).

Gingliblix the Goblin: The goblin is terrified and wants only to flee. He is quite traumatized by the preceding events, and was not very brave before seeing his group wiped out. He tries to convince the PCs that he is harmless and begs for mercy. If coerced (by Bluff, Diplomacy, Intimidation, *charm person*, bribery, or some other means) into relating the tales of the previous events, he recounts (while being harassed by any conscious gnome survivors) how the massacre of the gnomes went great except for the six who escaped into the night.

Everyone was having a wonderful time, when suddenly stone statues stormed out of the tunnel and killed everyone! The goblin saw neither Zanzar nor Liku prior to being slammed into unconsciousness. If sufficiently coerced or persuaded, the goblin can considerably aid the PCs with regards to the layout of the (now) demolished camp (giving a +6 circumstance

modifier to the Search check below to locate the remains of Zanzer's and Liku's tents).

The goblin can describe Zanzer as a typical wizard-type human who keeps his nose in books most of the time. Liku is human, but has something special about him that the goblin doesn't quite recognize.

Gilly the Gnome: Confirm all that his fleeing kindred explained in Encounter 1. He is not sure about the statues. He was unconscious by the time they attacked. Of course, his take on the cult's slaughter of the gnomes is from the other perspective, and while the goblin is relating his story, the gnome tries to muster the strength to smack him, but really doesn't have the energy to accomplish the task. He (like the fleeing gnomes from Encounter 1) is emotionally stricken at the death of his fellows, and tremendously worried about finding a new home. Gilly is suffering from post-traumatic stress, but if the PCs insist he elaborates on the massacre. However, recounting the episode is painful (but he does so without requiring any skill checks or magical inducement). He can relate that Liku was the one directing the action, while Zanzer's focus appeared to be on the mysterious vault.

He can describe Zanzer as a typical absent-minded wizard type. Liku at first look appears human, but once Gilly spent some time up close, there was definitely something non-human about him.

SEARCHING THE CAMP

The camp is in such disarray that it requires a minimum of twenty minutes searching to organize the debris into anything useful. Such organization allows a single Search check. For every five minutes beyond the twenty-minute minimum, the PCs receive a +2 circumstance modifier to the check. (For example, if the PCs indicate they search for 40 minutes, they receive a +8 circumstance modifier to the Search check). Also, note that if the goblin survivor is coerced into aiding the search, he provides a +6 additional circumstance modifier. The following results are cumulative.

DC 18: The PCs locate Zanzer's tent. (See Zanzer's Tent, below.)

DC 22: The PCs locate Liku's tent. (See Liku's Tent below.)

DC 26: The PCs locate the remnants of a used magic scroll. A DC 20 Spellcraft or Knowledge (arcana) check reveal it to be an arcane scroll; a DC 25 Spellcraft or Knowledge (arcana) check identify the residual evidence as that typically left by an evocation spell. A DC 30 Spellcraft or Knowledge (arcana) identifies it as a used scroll of *sending*.

ZANZER'S TENT

Within the remains of Zanzer's tent is a large chest (hardness 5, hp 10, Break DC 18; Open Lock DC 25).

It contains many books – several marked as property of the Greyhawk Library. It also contains a journal with entries from the previous several years. With normal reading, it takes approximately six hours to read through

the journals with enough detail to assemble the data summarized in Player Handout 1. (The PCs may have means to speed up this time.) Returning these books earns the PCs the Favor of the Great Library AR entry.

The chest also contains Zanzer's spellbook (see Treasure Summary for details).

LIKU'S TENT

Within the remains of Liku's tent is a small trapped and locked reinforced chest (hardness 7; hp 15; AC 5; Break DC 22; Open Lock DC 25) protected by an acid gas trap.

Acid Gas Trap: CR 1; mechanical; touch trigger (opening reinforced chest trigger); manual reset; 5 ft acid gas (2d6 acid, DC 20 Fort save for half); Search DC 20; Disable Device DC 20.

The chest contains 360 gp and a roster detailing the (now dead) cult members and notes about the abilities of each member; most were goblins, but there were some other humanoid and giant races in the cult as well as a hobgoblin druid; there are a total of sixty-three cult members on the roster. It also has a note about the *Silver Star* jewelry shop in the Artisan district of the Free City of Greyhawk, and details some items of interest that may be purchased there (as listed on the AR for the appropriate APL). At various points in the records, notes are made in Infernal.

If the acid gas trap is set off, the residue from the acid gas destroys the documents in 1 minute (10 rounds) unless the PCs take immediate action (copying the documents, using *prestidigitation* to clean the residue from the documents, or some other tactic). If the documents are preserved, the PCs gain access to the items on the AR marked as sold by the *Silver Star*. If the documents are destroyed, the DM should score through those items on the AR unless the PCs discover the items through an alternate means (such as through talking with Zanzer).

Treasure: Refer to the Treasure Summary for details on what the PCs find here.

Development: If the PCs have not entered the tunnel (Encounter 4), that is really the only option left for them.

4: THE VAULT ENTRANCE

Once the animated statues are dealt with, the PCs can proceed through the carnage littering the tunnel to the vault entrance unhindered. Upon arriving read or paraphrase the following.

The tunnel, (littered with the lifeless bodies of gnomes and goblins), ends at two massive iron doors, each seven and a half feet across, which stand wide open. The massive lock on the doors appears undamaged. Beyond the doors is a large iron-floored vault. At the rear of the vault is a raised plinth atop which stands an empty, but well made, pedestal

about the right size to support a small piece of jewelry.

Refer to DM Map 3.

Note that the description above includes that of The Vault (Encounter 5).

The vault lock has not been forced. A DC 30 Open Lock DC opens or closes the lock.

Because the doors are open, the inscription on the other side is not immediately visible. If the PCs maneuver the doors so that their rears are visible, they find an ancient Flan message carved into them. If players have a method of reading the inscription (someone speaks Flan or has *comprehend languages* available), give the players Player Handout 2. In such case, a DC 28 Knowledge (history), Knowledge (nobility and royalty), bardic knowledge check, or some other similar ability identifies Xald as an obscure arcane spellcaster from distant Flan history. Legend says he was quite powerful.

Development: When the PCs enter the vault, proceed to Encounter 5.

5: THE VAULT

Refer to Encounter 4 for a description of this area and DM Map 2.

The floor of the vault is actually a grid of 5 ft. squares, each of which is an iron trapdoor. These iron trapdoors form part of a trap designed to deny access to the pedestal. Refer to the Trap section below for more information.

When Zanner approached the gem, it triggered the trap, and Zanner and his three guards fell. Liku, however, made his Reflex save. He then took the gem. Using his high Move Silently and Hide skills, he slipped past the ongoing massacre and is now beyond the scope of this adventure. Someday, however, the PCs may catch up with him.

TRAP!

If any PC stands on the floor within 5 ft. of the pedestal he triggers a trap. When this happens all the trapdoors open dumping all those who fail their Reflex saves into the sublevel below.

➤ **Dump into Sublevel Trap:** CR 1; mechanical; location trigger (within 5 ft. of pedestal); automatic reset (2 rounds); DC 15 Reflex avoids; pre-locating support beam bypass (DC 25 Search); 20 ft. fall to sublevel (2d6 falling); multiple targets; Search DC 20; Disable Device DC 20.

A successful Reflex save indicates (as appropriate) either a dive back out of the room, or successfully jumping onto one of the grillwork beams that support the trapdoor mechanisms. Moving along these beams requires a DC 15 Balance check.

When the trapdoors are open, PCs can jump from one beam to the next, if they desire. This requires a DC 10 Jump check. Failure by less than 5 indicates that the PCs

almost made it and can make a DC 15 Reflex save to grab the beam. (The PCs must then take a move action and make a DC 15 Climb check to pull themselves up onto the beam). Failing the initial Jump check by more than 5 indicates that the PC falls into the sublevel. A PC hanging onto a beam when the trapdoor shuts take 2d6 points of damage and is pinned in place. Winning an opposed grapple check (the trap's bonus is equal to the APL +2) frees the character.

Once activated, the trapdoors stay open for one round before closing. On the following round, they reset and can be triggered in subsequent rounds.

PCs trying to free trapped comrades can try and hack through the iron trapdoors (AC 3; hardness 10; hp 60; Break DC 28) but without an adamantite weapon, this could prove difficult.

VAULT FEATURES

The vault has the following features:

Raised Dais: While on the dais, creatures gain a +1 bonus on melee attacks against those below them.

Pedestal: The pedestal (AC 4, hardness 8, hp 250) is 5 ft. high and unadorned. Dust shrouds its surface except for an impression the shape and size of a large gem. Characters in the same square as the pedestal gain a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves.

Wards: The vault is warded so that no means of scrying is possible into either the vault or its sublevel; this is an effect similar to *Mordenkainen's private sanctum*. A DC 25 Spellcraft check identifies it as such, if the PCs observe it in some way. The effect does not prevent direct visual inspection. Further, no form of dimensional travel is possible into or out of the vault, and even dimensional spells above 4th-level are blocked inside the vault; a DC28 Spellcraft check will identify this as a *dimensional lock* effect that has become weakened or flawed if observed in some way. Any construct which remains motionless inside the vault for 24 hrs will be repaired 2 pts of damage by a permanent weak Transmutation magical effect similar to *repair minor damage*. The permanency of the effects was powered by the presence of the *Chonmok gem*, and now that it is removed, the effects will fade over the coming days so that eventually the vault will be merely a large iron box. However, currently the effects are still at full power.

Development: Zanner and his guards used potions of *cure light wounds* to heal their falling damage. They tried a combination of Jump checks and attacks to break through the iron trapdoors, but could not penetrate them. Once the PCs enter the vault have them make Listen checks every round until they hear the PCs. Zanner and his guards are unsure who the PCs are, so Zanner casts his *shield* (DC 22 Listen check to hear the spellcasting), and his guards use their short duration potions (if they have any). They then call for help. If the PCs opt to respond by opening a trap door, move to Encounter 6.

6: THE PRISONERS

If the PCs open a trapdoor, read or paraphrase the following.

Twenty feet beneath the trapdoor is a sublevel with the same dimensions as the vault. Four humans look up in anticipation.

This is Zanner and his three personal guards. None detect as evil.

APL 2 (EL 4)

✶**Zanner:** male human wizard 3; hp 18; Appendix 1

✶**Guard (3):** male human warrior 1; hp 7 each; Appendix 1

APL 4 (EL 6)

✶**Zanner:** male human wizard 5; hp 27; Appendix 1

✶**Guard (3):** male human barbarian 1; hp 18 each; Appendix 1

APL 6 (EL 8)

✶**Zanner:** male human wizard 7; hp 36; Appendix 1

✶**Guard (3):** male human barbarian 1/fighter 2; hp 35 each; Appendix 1

APL 8 (EL 10)

✶**Zanner:** male human wizard 9; hp 45; Appendix 1

✶**Guard (3):** male human barbarian 1/fighter 4; hp 54 each; Appendix 1

APL 10 (EL 12)

✶**Zanner:** male human wizard 11; hp 54; Appendix 1

✶**Guard (3):** male human barbarian 1/fighter 6; hp 69 each; Appendix 1

APL 12 (EL 14)

✶**Zanner:** male human wizard 13; hp 63; Appendix 1

✶**Guard (3):** male human barbarian 1/fighter 8; hp 95 each; Appendix 1.

Tactics: Considering his current position, Zanner is not anxious to engage in combat. His first task is to get the PCs to help him out of the sublevel or at the least allow his guards to place a rope and grappling hook and for them to climb out.

Important Note: Because of the weakened *dimensional lock* affect, no conjuration (teleportation) spells above 3rd-level work within the vault. Zanner is able to use his *wand of baleful transposition*, and PCs can use similar low-level spells, but *dimension door* and *teleport* do not work inside the vault.

Zanner Trapped: If combat does break out while Zanner and his men are trapped in the sublevel, he first

tries using his *wand of baleful transposition* to switch himself with a PC while his guards use their smokesticks to conceal themselves. Zanner then tries to bargain with the PCs, using the one trapped below as a hostage. If the PCs continue to attack, the guards kill the PC trapped below, while Zanner uses his others spells and wand to defend himself, hinder the PCs, and exchange more of them for his guards as seems best. If the *baleful transposition* fails, he attempts to hold the PCs back long enough with his spells and scrolls to allow his guards to place a grappling hook (DC 12 Use Rope check [PH 87]; the guard's stat blocks include the circumstance modifier for using a silk rope [PH 127]) attached to a silk rope (hp 4, DC 24 Strength check to burst). Once the rope is secured, the guards exit the sublevel (DC 5 Climb check [PH 69]; the guards take the -5 penalty for accelerated climbing). Then while the guards engage the PCs, Zanner climbs out and joins the fray. Zanner fights as long as he feels the combat is going his way.

If it looks like he will lose, Zanner flees the vault (where he's figured out interdimensional travel won't work) and activates his *scroll of teleport* with as many of his guards as he can take with him. He returns to his quarters in the City of Greyhawk (where he has a copy of his spellbook) and once he figures out that the PCs don't have the gem (which takes less than a day) he begins searching for Liku.

Combat in the Vault: Zanner uses his scrolls and spells to control the tactical environment using his guards as a front line. Zanner fights as long as he feels the combat is going his way. If it looks like he will lose, he flees the vault (where interdimensional travel won't work) and activates his *scroll of teleport* taking as many of his guards as he can take with him. He returns to his quarters in the City of Greyhawk (where he has a copy of his spellbook) and once he figures out that the PCs don't have the gem (less than a day) he begins searching for Liku.

TALKING WITH ZANNER

Zanner freely admits that he came to retrieve the Dark Gem. If pressed on motives, he truthfully states that it is just something in which he is extremely interested. Zanner is under a compulsion effect which detects and behaves in all manners as a *geas* (CL 19), an enchantment (compulsion) [mind-affecting] effect similar to *modify memory* (caster level 19), and a charm affect similar to a *charm person* but with a much longer duration (years) (caster level 19). (Note that per PH 81, a DC 25 Sense Motive check detects that Zanner is under enchantment effects even though he does not realize it himself.)

Zanner's research has uncovered the information related in the Adventure Background, and he shares it if the PCs do not present themselves as authority figures. If the PCs indicate they are authority figures (members of militia, law enforcement, and other such organizations), the *geas* prevents him from relating any of the information he has accumulated about the Dark Gem even if his disposition is helpful. If he is somehow forced

to relate such information to the PCs (*dominate person* or some other tactic on the PCs' part), he immediately take 3d6 of damage and recognize a queasiness that has preceded the *geas*'s sickening affect on previous days when he took actions counter to the *geas*.

The PCs may have some specific questions for Zanzer:

On the Massacre: He explains that it was Liku's affair, and that he had to defer to Liku in matters such as those. Perhaps he could have stopped the massacre, but such action would have jeopardized his priority – retrieving the Dark Gem – and he couldn't risk it. He doesn't really have a lot of remorse about it; Liku's aid was a necessity that he had to bear in order to pursue that gem, and he came to terms with that decision long ago.

On Liku: Liku was a rogue of some skill. He managed to evade the trap that sent Zanzer and his guards into the sublevel, but Zanzer assumes that the constructs must have killed him. Liku wasn't a combat specialist, but had a definite knack with people. Zanzer determined Liku had some sort of outsider heritage – probably a tiefling.

On the Halfling Cook: Zanzer has a fondness of the halfling cook that is clearly not normal. He does everything in his power to convince the PCs that the halfling is a person of good character. If pressed for details about the cook, he can supply only vague information – hairfoot halfling, very good soups, very noble and decent fellow. Zanzer can “almost” remember the cook's name, but can't quite recall it (or any other specific details). If confronted about the oddity of this situation, he rationalizes it in various ways – the stress of the search, the distraction of the trap they encountered, and so on.

If the *charm person* and *modify memory* are somehow removed: Zanzer is shocked by the sudden memories of the cook. He was, in fact, quite sneaky, and had a penchant for cruel humor. Zanzer is quite certain that the halfling never told him his name and that his soups were actually quite foul tasting, but after the first bowl, Zanzer was compelled to have one each day for lunch.

Zanzer realizes that he is under the compulsion of a *geas* to find the gem and notify the halfling through a *sending* (which does not require Zanzer to know the halfling's name), although he is sure that he didn't accept such a *geas* voluntarily. He quickly realizes that it must have been some sort of elixir contained in the soups.

If the *geas* is not removed, Zanzer has to continue his pursuit of the gem.

On the used scroll of *sending*: He truthfully admits that he notified a friend and ally that he had found the Dark Gem. If pressed on the details of the friend, he can relate little more than it is a halfling cook who makes exquisite soups (see “On the Halfling Cook”). He has never questioned why he knows so little about an ally he feels so strongly about, and finds nothing out of the ordinary about the fact that he knows so little about the halfling.

On the legend of the Dark Gem: Zanzer is not sure where he originally learned the legend of the Dark Gem. He remembers discussing it with the halfling, but cannot remember if it was the halfling who first pointed him in the legend's direction, or if he already knew about it.

If Zanzer becomes convinced that the PCs will not help him voluntarily to leave the sublevel: He attempts to charm one or two of the PCs using his scrolls of *charm person*. See the Tactics section for more details

If Zanzer peacefully exits the sublevel: He immediately begins searching for the Dark Gem. Once he realizes that it is gone, he interrogates the PCs as to its whereabouts. At that point, he is hostile (PH 72) and very aggressive towards the PCs (but not necessarily violent). If the PCs can convince him that they have not acquired the gem, he becomes indifferent. If after a reasonable amount of time Zanzer still suspects the PCs have acquired the gem and are refusing to turn it over, he attacks them. While not evil, his guards are completely loyal to him and follow his directions without question, even to the point of attacking the PCs.

Treasure: Refer to the Treasure Summary for details on what the PCs find here.

Development: If the PCs are able to direct Zanzer's suspicion towards Liku, Zanzer becomes helpful (PH 72) and tries to enlist the PCs in finding Liku. He offers the PCs gold (see below) to help him find Liku as well as the information about the *Silver Star* jewelry store (if the PCs don't know about it already) and access to his spellbook (The PCs get the Favor of Zanzer AR item). The reward varies depending on the APL: APL 2 = 300 gp each; APL 4 = 500 gp each; APL 6 = 500 gp each; APL 8 = 500 gp each; APL 10 = 1,300 gp each; APL 12 = 2,600 gp each.

Now that Zanzer has found the location of the Dark Gem, he has no further need of the tomes from the Great Library, and if peacefully disposed to the PCs, allow them to return them if desired.

If Zanzer Overcomes the PCs: Zanzer's compulsion is too strong for him to resist for very long. Once he has searched the PCs and determined that they do not have the Dark Gem he pursues Liku as quickly as possible. Zanzer is not a pillager, and does not actively loot the bodies of unconscious or dead PCs, however, if the PCs were particularly provocative in some fashion, at the DM's discretion, Zanzer may impose what he considers an appropriate “fine” based on his ability to cast *detect magic* on an incapacitated PC's gear.

The rescued gnomes have developed a sense of obligation towards the PCs and if the entire party is unconscious and/or dead when Zanzer leaves, the gnomes retrieve them from the vault.

Development: Move to the appropriate conclusion.

CONCLUSION

Read or paraphrase each of the following which apply to the PCs (several may apply).

CONCLUSION A

If the PCs aid Zanzer to find Liku, read the following:

You and Zanzer's party return to the City of Greyhawk without further incident. Zanzer's demeanor is a mixture of relief at freeing himself from the nefarious crowd he had fallen in with, and an unhealthy obsession with retrieving the gem. Several days of discrete investigation reveals that Liku did return to Greyhawk briefly, but has departed for parts unknown. When Zanzer pays you the reward he promised, he informs you that he ran into the halfling cook, and mentioned the help you have been; Zanzer relates that the halfling took considerable interest in what Zanzer could tell him about you.

Unsatisfied with letting the gem slip away, Zanzer is adamant that he must find Liku, and adopts the same obsessive quality about finding his former ally as he has demonstrated in finding the gem. But that is his burden to bear, not yours. Still he hopes that you will keep an eye out for Liku and notify him if you have information. In return, anytime your paths cross, he will assist you as he can.

The PCs receive the following AR items:

- Favor of Zanzer
- Attention of the Halfling Cook

CONCLUSION B

If Zanzer escaped, read the following:

Word reaches you that Zanzer circulated among the various adventuring haunts of the Free City of Greyhawk inquiring about a rogue named Liku, and then disappeared from the city to parts unknown.

Additionally, acquaintances of yours inform you that a curious halfling has discretely inquired about you.

The PCs receive the following AR items:

- Enmity of the Halfling Cook

CONCLUSION C

If the PCs captured Zanzer and turned him in to authorities, read the following:

Word filters to you that the obsessive wizard died after several days in custody. While the precise cause of death is not known, the rumor is that he was

under a strong compulsion spell, and when he was unable to pursue the gem, fell mortally ill.

Additionally, acquaintances of yours inform you that a curious halfling has discretely inquired about you.

The PCs receive the following AR items:

- Enmity of the Halfling Cook

CONCLUSION D

If the PCs killed Zanzer, read the following:

As word of your rescue of the gnomes and victory over Zanzer circulates among Greyhawk's adventuring haunts, word gets back to you that a curious halfling has discretely inquired about you in several such establishments.

The PCs receive the following AR items:

- Enmity of the Halfling Cook

CONCLUSION E

If the PCs return the books to the Greyhawk's Great Library:

The librarians are enthusiastic and thankful for the return of the tomes which they had discounted as lost forever. While the librarians have no funds for cash rewards, they assure you that you will be always welcome to browse their reservoir of knowledge.

The PCs receive the following AR items:

- Favor of the Greyhawk Library

CONCLUSION F

If the PCs obtain knowledge of the Silver Star jewelry shop via Zanzer or Liku's notes:

Though not a prominent feature in the Artisan District, the directions to the Silver Star are thorough enough for you to find the shop with little delay. True to the indications, it does have items that are wondrous and useful.

The PCs receive the following AR items:

- Notes on the Silver Star

CONCLUSION G

If the PCs successfully rescued the escaping gnomes in Encounter 1 and accompanied them to the dig site:

The rescued gnomes, though impoverished, are tremendously grateful and impressed by your heroic deeds on their behalf. Word of your deeds spreads quickly through the gnomish enclaves throughout the Cairn Hills as the refugees find new homes. Within a few days a group of gnome leaders finds

you, and gratefully invite you to form a closer bond with their communities.

The PCs receive the following AR items:

- Invitation to become Stoneblessed (gnome)

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: The Rescue

Ended the Cultists' threat to the fleeing gnomes

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

2: The Dig Site

Ended the animated statue threat.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

3: Searching the Camp

Overcome Liku's trapped chest

All APLs	30 XP
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5: The Vault

Overcome the trapped pedestal

All APLs	30 XP
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6: The Prisoner

Eliminated Zanzer as a threat through negotiation or combat

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Uncovered the history of the Dark Gem

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Discovered the halfling cook's involvement

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

APL 12

105 XP

Discover that Liku has the Dark Gem

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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.

1: The Rescue

APL 2: Loot 50 gp; Magic 24 gp; 3 scrolls of command (2 gp each); 9 scrolls of cure light wounds (2 gp each); Total 74 gp.

APL 4: Loot 27; Magic 72 gp; 9 scrolls of command (2 gp each); 27 scrolls of cure light wounds (2 gp each); Total 99 gp.

APL 6: Loot 77; Magic 339 gp; bracers of armor +1 (83 gp); potion of blur (25 gp); potion of cure moderate wounds (25 gp); potion of haste (62 gp); 9 scrolls of command (2 gp each); 2 scrolls of invisibility (12 gp each); 2 scrolls of Melf's acid arrow (12 gp each); 2 scrolls of web (12 gp each); 27 potions of cure light wounds (2 gp each); Total 416 gp.

APL 8: Loot 77; Magic 795 gp; bracers of armor +1 (83 gp); +1 greatclub (192 gp); +1 hide armor (97 gp); potion of blur (25 gp); potion of cure moderate wounds (25 gp); potion of haste (62 gp); ring of protection +1 (167 gp); 9 scroll of command (2 gp each); 2 scroll of invisibility (12 gp each); 2 scroll of Melf's acid arrow (12 gp each); 2 scroll of web (12 gp each); 27 scroll of cure light wounds (2 gp each); ; Total 872 gp.

APL 10: Loot 83; Magic 912 gp; 2 +1 greatclub (192 gp each); 2 +1 hide armor (97 gp each); 2 ring of protection +1 (167 gp each); Total 995 gp.

APL 12: Loot 423; Magic 298 gp; +1 battleaxe +1 (194 gp each); +1 chain shirt (104 gp each); Total 721 gp.

3: Searching the Camp

APL 2: Coin 60 gp; Loot 83 gp (Zanzer's spellbook); Total 143 gp.

APL 4: Coin 60 gp; Loot 125 gp (Zanzer's spellbook); Total 185 gp.

APL 6: Coin 60 gp; Loot 183 gp (Zanzer's Spellbook); Total 243 gp.

APL 8: Coin 60 gp; Loot 258 gp (Zanzer's Spellbook); Total 318 gp.

APL 10: Coin 60 gp; Loot 350 gp (Zanzer's Spellbook); Total 410 gp.

APL 12: Coin 60 gp; Loot 450 gp (Zanzer's Spellbook); Total 510 gp.

6: The Prisoner

6: The Prisoner

APL 2: Loot 121 gp; Magic 162 gp; wand of baleful transposition – 10 charges (75 gp), potion of vigor (62 gp), potion of invisibility (25 gp); Total 283 gp.

APL 4: Loot 189 gp; Magic 348 gp; wand of baleful transposition – 10 charges (75 gp), potion of vigor (62 gp), 2 potion of invisibility (25 gp each), artificer's monocle (125 gp), 6 potion of cure light wounds (4 gp each), 3 oil of magic weapon (4 gp each); Total 537 gp

APL 6: Loot 102 gp; Magic 1,083 gp; wand of baleful transposition – 10 charges (75 gp), potion of vigor (62 gp), 2 potion of invisibility (25 gp each), artificer's monocle (125 gp), 6 potion of cure light wounds (4 gp each), 3 oil of magic weapon (4 gp each), amulet of natural armor +1 (166 gp),

bracers of armor +1 (83 gp), 3 +1 breastplate (112 gp each), 3 potion of barkskin +2 (25 gp each), 3 potion of shield of faith +3 (25 gp each); Total 1,185 gp.

APL 8: Loot 102 gp; Magic 1,925 gp; wand of baleful transposition – 10 charges (75 gp), four potion of vigor (62 gp each), 2 potion of invisibility (25 gp each), artificer's monocle (125), 6 potion of cure light wounds (4 gp each), 3 oil of magic weapon (4 gp each), amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), 3 +1 breastplate (112 gp), 3 potion of barkskin +2 (25 each), 3 potion of shield of faith +3 (25 each), Heward's handy haversack (166 gp), infinite spellcase (233 gp), 3 cloak of resistance +1 (83 gp each); Total 2,027 gp.

APL 10: Loot 15 gp; Magic 2,985 gp; wand of baleful transposition – 10 charges (75 gp), 4 potion of vigor (62 gp each), 2 potion of invisibility (25 gp each), artificer's monocle (125), 9 potion of cure light wounds (4 gp each), amulet of natural armor +1 (166 gp), bracers of armor +2 (333 gp), 3 +1 breastplate (112 gp each), 3 potion of barkskin +2 (25 each), 3 potion of shield of faith +3 (25 gp each), Heward's handy haversack (166 gp), infinite spellcase (233 gp), 3 cloak of resistance +1 (83 gp each), headband of intellect +2 (333 gp), 3 +1 greatsword (195 gp each); Total 3,000 gp.

APL 12: Loot 15 gp; Magic 5,625 gp; wand of baleful transposition – 10 charges (75 gp), 4 potion of vigor (62 gp each), 2 potion of invisibility (25 gp each), artificer's monocle (125), 9 potion of cure light wounds (4 gp each), amulet of natural armor +2 (666 gp), bracers of armor +2 (333 gp), 3 +1 breastplate (112 gp each), 3 potion of barkskin +2 (25 each), 3 potion of shield of faith +3 (25 each), Heward's handy haversack (166 gp), infinite spellcase (233 gp), 3 cloak of resistance +1 (83 gp each), headband of intellect +2 (333 gp), 3 +1 greatsword (195 gp each), ring of protection +2 (666 gp), 3 gauntlets of ogre power (333 gp each), 3 bear helm (125 gp each); Total 5,640 gp.

Conclusion

APL2: Coin 300 gp.

APL4: Coin 500 gp.

APL6: Coin 500 gp.

APL8: Coin 500 gp.

APL10: Coin 1,300 gp.

APL12: Coin 2,600 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Total Possible Treasure

APL 2: 517 gp (peaceful result with Zanzer) or 500 gp (killed and looted Zanzer).

APL 4: 784 gp (peaceful result with Zanzer) or 821 gp (killed and looted Zanzer).

APL 6: 1,159 gp (peaceful result with Zanzer) or 1,844 gp (killed and looted Zanzer).

APL 8: 1,690 gp (peaceful result with Zanzer) or 3,217 gp (killed and looted Zanzer).

APL 10: 2,705 gp (peaceful result with Zanzer) or 4,405 gp (killed and looted Zanzer).

APL 12: 3,881 gp (peaceful result with Zanzer) or 6,921 gp (killed and looted Zanzer).

ADVENTURE RECORD ITEMS

☛ **Favor of the Greyhawk Library:** When in the Domain of Greyhawk, you may spend half a day researching a specific subject in the Great Library. Doing so, grants you a +4 circumstance bonus on your subsequent skill check.

☛ **Favor of Zanzer:** Following any Core adventure set in the Domain of Greyhawk, you may copy spells from Zanzer's spellbook as if Zanzer were a member of your party.

☛ **Enmity/Attention (circle one) of the Halfling Cook:** You have drawn the enmity / attention (circle one) of the halfling cook who instigated Zanzer's mission. But how important can that really be?

☛ **Zanzer's Spellbook:** You have plundered Zanzer's spellbook.

APL 2: (1,000 gp) 0—*acid splash, detect magic, light, message, open/close, prestidigitation, ray of frost, read magic, touch of fatigue*; 1st—*color spray, comprehend languages, mage armor, magic missile, ray of enfeeblement, shield, sunstroke* (Sandstorm 123); 2nd—*glitterdust, Melf's acid arrow*.

APL 4: (1,500 gp) APL 2 plus 2nd—*blindness/deafness, invisibility*; 3rd—*dispel magic, ray of exhaustion*.

APL 6: (2,200 gp) APLs 2-4 plus 3rd—*heroism, stinking cloud*; 4th—*confusion, Evard's black tentacles*.

APL 8: (3,100 gp) APLs 2-6 plus 4th—*enervation, greater invisibility*; 5th—*cone of cold, wall of force*.

APL 10: (4,200 gp) APLs 2-8 plus 5th—*baleful polymorph, dominate person*; 6th—*greater heroism, legend lore*.

APL 12: (5,400 gp) APLs 2-10 plus 6th—*disintegrate, greater dispel magic*; 5th—*forcecage, mass hold person*.

☛ **Invitation to Become Stoneblessed:** You have performed a heroic act on behalf of the gnome race. This fulfills the special requirement of the stoneblessed (gnome) prestige class (Races of Stone 122.) You still must meet the other requirements for the prestige class.

☛ **Notes on the Silver Star:** You gain access to items * items on the adventure record below.

- Zanzer's spellbook (Adventure; see above)
- Wand of baleful transposition – 10 charges (Adventure; Spell Compendium; 900 gp)
- Potion of vigor (Adventure; Spell Compendium; 750 gp)

APL 4 (all of APL 2 plus the following):

- Brooch of shielding* (Adventure; DMG)
- Pearl of power (1st-level)* (Adventure; DMG)
- Artificer's monocle (Adventure; Magic Item Compendium; 1,500 gp)

APL 6 (all of APLs 2-4 plus the following):

- Ring of counterspells* (Adventure; DMG)
- Necklace of fireballs (Type II)* (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

- Pearl of power (2nd-level)* (Adventure; DMG)
- Circlet of persuasion* (Adventure; DMG)
- Infinite scrollcase (Core; Magic Item Compendium; 2,800 gp)

APL 10 (all of APLs 2-8 plus the following):

- Pearl of power (3rd-level)* (Adventure; DMG)
- Ring of jumping, improved* (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following):

- Phylactery of undead turning* (Adventure; DMG)
- Bear helm (Adventure; Magic Item Compendium; 1,500 gp)

ITEM ACCESS

APL 2:

- Scroll of sunstroke (Adventure; Sandstorm; 25 gp)
- Silversheen* (Adventure; DMG)
- Scroll of teleport (Adventure; DMG)

APPENDIX 1: APL 2

ENCOUNTER 1: THE RESCUE

ZANZER CULTIST CR 1/3

Male goblin warrior 1
NE Small humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Goblin

AC 15, touch 12, flat-footed 14
(+1 size, +1 Dex, +2 armor, +1 shield)
hp 8 (1 HD)
Fort +3, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)
Melee longsword +2 (1d6/19-20)
Ranged javelin +3 (1d4)
Base Atk +1; **Grp** -3
Combat Gear tanglefoot bag

Abilities Str 11, Dex 12, Con 12, Int 9, Wis 11, Cha 6
Feats Toughness
Skills Balance -3, Climb -4, Escape Artist -3, Intimidate +0, Jump -2, Move Silently +1, Ride +5, Swim -8
Possessions combat gear plus 50 gp, leather armor, light wooden shield, javelin (5), longsword

ZANZER ADEPT CR 1/3

Male goblin adept 1
NE Small humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Goblin

AC 12, touch 12, flat-footed 11
(+1 size, +1 Dex)
hp 7 (1 HD)
Fort +1, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)
Melee club -1 (1d4-2)
Ranged light crossbow +2 (1d6/19-20)
Base Atk +0; **Grp** -6
Combat Gear scroll of *command*, scroll of *cure light wounds* (3)
Adept Spells Prepared (CL 1st):
1st—*burning hands* (2) (DC 12)
0—*detect magic*, *touch of fatigue* (2) (DC 11)

Abilities Str 7, Dex 13, Con 12, Int 10, Wis 13, Cha 6
Feats Toughness
Skills Concentration +5, Heal +5, Hide +5, Move Silently +5, Ride +5
Possessions combat gear plus 50 gp, 10 bolts, club, light crossbow

ENCOUNTER 6: THE PRISONER

ZANZER CR 3

Male human wizard 3
N Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Draconic, Goblin, empathic link

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 18 (3 HD)

Fort +3, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)
Melee touch +1 (spell)
Ranged ray +3 (spell) or
Ranged light crossbow +2 (1d8/19-20)
Base Atk +1; **Grp** +1
Combat Gear wand of *baleful transposition* (10 charges), *potion of vigor*, *potion of invisibility*, scroll of *teleport*
Wizard Spells Prepared (CL 3rd):
2nd—*sculpted grease* (DC 13), *glitterdust* (DC 14)
1st—*color spray* (DC 13), *shield*, *sunstroke* (DC 13)
0—*detect magic*, *ray of frost* (3)

Abilities Str 10, Dex 13, Con 14, Int 15, Wis 8, Cha 12

SQ share spells, toad familiar (not present)
Feats Alertness^B, Scribe Scroll, Sculpt Spell, Silent Spell, Weapon Focus (ray)
Skills Concentration +8, Knowledge (arcana) +8, Knowledge (architecture & engineering) +3, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (history) +8, Knowledge (nobility) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +1 (+3 if familiar within 5 ft.), Spellcraft +10, Spot +1 (+3 if familiar within 5 ft.)
Possessions combat gear plus 10 bolts, explorer's outfit, light crossbow, spell component pouch (2)

Wizard Spellbook spells prepared plus 0—all *PH*;
1st—*mage armor*, *magic missile*, *ray of enfeeblement*; 2nd—*Melf's acid arrow*

GUARD CR 1/2

Male human warrior 1
N Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Goblin

AC 16, touch 11, flat-footed 15
(+1 Dex, +4 armor, +1 shield)
hp 7 (1 HD)
Fort +2, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)
Melee mwk longsword +4 (1d8+1/19-20)
Ranged javelin +2 (1d6+1)
Base Atk +1; **Grp** +2

Abilities Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8
Feats Toughness, Weapon Focus (longsword)
Skills Climb +2, Jump +2, Speak Language (Goblin), Use Rope +5
Possessions combat gear plus buckler, chain shirt, grappling hook and 50 ft. knotted silk rope, javelin (8), smokestick, masterwork longsword

ENCOUNTER 1: THE RESCUE

ZANZER ADEPT**CR 1/3**

Male goblin adept 1

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Goblin**AC** 12, touch 12, flat-footed 11

(+1 size, +1 Dex)

hp 7 (1 HD)**Fort** +1, **Ref** +1, **Will** +3**Speed** 30 ft. (6 squares)**Melee** club -1 (1d4-2)**Ranged** light crossbow +2 (1d6/19-20)**Base Atk** +0; **Grp** -6**Combat Gear** scroll of *command*, scroll of *cure light wounds* (3)**Adept Spells Prepared** (CL 1st):1st—*burning hands* (DC 12) (2)0—*detect magic*, *touch of fatigue* (2) (DC 11)**Abilities** Str 7, Dex 13, Con 12, Int 10, Wis 13, Cha 6**Feats** Toughness**Skills** Concentration +5, Heal +5, Hide +5, Move Silently +5, Ride +5**Possessions** combat gear plus 50 gp, 10 bolts, club, light crossbow

ENCOUNTER 6: THE PRISONER

ZANZER**CR 5**

Male human wizard 5

N Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1**Languages** Common, Draconic, Goblin, empathic link**AC** 11, touch 11, flat-footed 10

(+1 Dex)

hp 27 (5 HD)**Fort** +3, **Ref** +2, **Will** +3**Speed** 30 ft. (6 squares)**Melee** touch +2 (spell)**Ranged** ray +4 (spell) or**Ranged** light crossbow +3 (1d8/19-20)**Base Atk** +2; **Grp** +2**Combat Gear** wand of *baleful transposition* (10 charges), *potion of vigor*, *potion of invisibility* (2), scroll of *teleport***Wizard Spells Prepared** (CL 3rd):3rd—sculpted *glitterdust* (DC 16), *ray of exhaustion* (DC 16)2nd—sculpt *grease* (DC 15), *invisibility*1st—*color spray* (DC 14), *ray of enfeeblement* (2), *shield*0—*detect magic*, *ray of frost* (3)**Abilities** Str 10, Dex 13, Con 14, Int 16, Wis 8, Cha 12**SQ** share spells, toad familiar (not present)**Feats** Alertness^B, Scribe Scroll, Sculpt Spell, Silent Spell, Spell Focus (conjunction), Weapon Focus (ray)**Skills** Concentration +10, Decipher Script +5, Knowledge (arcana) +10, Knowledge (architecture & engineering) +3, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (history) +10, Knowledge (nature) +3, Knowledge (nobility) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +1 (+3 if familiar within 5 ft.), Spellcraft +12, Spot +1 (+3 if familiar within 5 ft.)**Possessions** combat gear plus 10 bolts, explorer's outfit, light crossbow, spell component pouch (2), *artificer's monocle***Wizard Spellbook** spells prepared plus 0—all *PH*; 1st—*color spray*, *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sunstroke*; 2nd—*blindness/deafness*, *invisibility*, *Melf's acid arrow*; 3rd—*dispel magic***GUARD (RAGING)****CR 1**

Male human barbarian 1

N Medium humanoid (human)

Init +2; **Senses** Listen +5, Spot +0**Languages** Common, Goblin**AC** 15, touch 10, flat-footed 13

(+2 Dex, -2 class, +5 armor)

hp 18 (1 HD)**Fort** +3, **Ref** +2, **Will** +3**Speed** 40 ft. (6 squares)**Melee** mwk greatsword +7 (2d6+6/19-20)**Ranged** javelin +3 (1d6+4)**Base Atk** +1; **Grp** +5**Special Actions** rage 1/day (6 rounds)**Combat Gear** *potion of cure light wounds* (2), *oil of magic weapon***Abilities** Str 19, Dex 14, Con 17, Int 10, Wis 12, Cha 8**SQ** illiteracy**Feats** Toughness, Weapon Focus (greatsword)^B**Skills** Climb +5, Jump +7, Listen +5, Speak Language (Goblin), Spot +3, Survival +5, Use Rope +6**Possessions** combat gear plus grappling hook and 50 ft. knotted silk rope, javelin (8), smokestick, masterwork greatsword, masterwork breastplate

When not raging, the guard has the following changed statistics:

AC 17, touch 12, flat-footed 15**hp** 16**Fort** +3, **Will** +1**Melee** mwk greatsword +5(2d6+3/19-20)**Ranged** javelin +3 (1d6+2)**Grp** +3**Abilities** Str 15, Con 13**Skills** Climb +3, Jump +5

ENCOUNTER 1: THE RESCUE

ZANZER ADEPT**CR 1/3**

Male goblin adept 1

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft; Listen +3, Spot +3**Languages** Goblin**AC** 12, touch 12, flat-footed 11

(+1 size, +1 Dex)

hp 7 (1 HD)**Fort** +1, **Ref** +1, **Will** +3**Speed** 30 ft. (6 squares)**Melee** club -1 (1d4-2)**Ranged** light crossbow +2 (1d6/19-20)**Base Atk** +0; **Grp** -6**Combat Gear** scroll of *command*, scroll of *cure light wounds* (3)**Adept Spells Prepared** (CL 1st):1st—*burning hands* (DC 12) (2)0—*detect magic*, *touch of fatigue* (2) (DC 11)**Abilities** Str 7, Dex 13, Con 12, Int 10, Wis 13, Cha 6**Feats** Toughness**Skills** Concentration +5, Heal +5, Hide +5, Move Silently +5, Ride +5**Possessions** combat gear plus 50 gp, 10 bolts, club, light crossbow**CULT MASTER****CR 5**

Male kobold sorcerer 5

CE Small humanoid (reptilian)

Init +6; **Senses** Listen +1, Spot +1**Languages** Common, Draconic**AC** 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +4 armor, +2 natural)

hp 17 (5 HD)**Fort** +1, **Ref** +3, **Will** +5**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** halfspear +3 (1d4/x3)**Ranged** mwk light crossbow +6 (1d6/19-20)**Base Atk** +2; **Grp** -2**Combat Gear** *potion of blur*, *potion of cure moderate wounds*, *potion of haste*, scroll of *invisibility* (2), scrolls of *Melf's acid arrow* (2), scrolls of *web* (2) (DC 15)**Sorcerer Spells Known** (CL 5th; +5 ranged touch; +3 melee touch):2nd (5/day)—*blur*, *flaming sphere* (DC15)1st (7/day)—*cause fear* (DC14), *mage armor*[†], *magic missile*, *sleep* (DC 14)0 (6/day)—*daze* (DC 13), *ghost sound* (DC 13), *ghost hand*, *ray of frost*, *read magic*, *touch of fatigue* (DC 13)[†] Already cast**Abilities** Str 10, Dex 14, Con 11, Int 8, Wis 12, Cha 16**Feats** Improved Initiative, Toughness**Skills** Bluff +6, Concentration +4, Craft (trapmaking) +1, Hide+6, Profession (miner) +3, Search +1, Spellcraft +3**Possessions** combat gear plus *bracers of armor* +1, masterwork halfspear, masterwork light crossbow, 10 bolts, dagger**Light Sensitivity (Ex)** Kobolds are sensitive to light and take a -1 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 6: THE PRISONER

ZANZER**CR 7**

Male human wizard 7

N Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3**Languages** Common, Draconic, Goblin, empathic link**AC** 13, touch 11, flat-footed 12

(+1 Dex, +1 armor, +1 natural)

hp 36 (7 HD)**Fort** +4, **Ref** +3, **Will** +4**Speed** 30 ft. (6 squares)**Melee** touch +3 (spell)**Ranged** ray+5 (spell) or**Ranged** light crossbow +4 (1d8/19-20)**Base Atk** +3; **Grp** +3**Combat Gear** *wand of baleful transposition* (10 charges), *potion of vigor*, *potion of invisibility* (2), *scroll of teleport***Wizard Spells Prepared** (CL 7th):4th—*Evard's black tentacles*3rd—*dispel magic*, sculpted *glitterdust* (DC 16), *stinking cloud* (DC17)2nd—*blindness/deafness* (DC15), *invisibility*, sculpted *grease* (2) (DC 15)1st—*color spray* (DC 14), *magic missile*, *ray of enfeeblement*, *shield*, *sunstroke* (DC14)0—*detect magic*, *ray of frost* (3)[†] Already cast**Abilities** Str 10, Dex 13, Con 14, Int 16, Wis 8, Cha 12**SQ** share spells, toad familiar (not present)**Feats** Improved Initiative, Scribe Scroll, Sculpt Spell, Silent Spell, Spell Focus (conjuration), Weapon Focus (ray)**Skills** Concentration +12, Decipher Script +9, Knowledge (arcana) +12, Knowledge (arch & eng) +3, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (history) +12, Knowledge (nature) +3, Knowledge (nobility) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +1 (+3 if familiar within 5 ft.), Spellcraft +14, Spot +1 (+3 if familiar within 5 ft.)**Possessions** combat gear plus 10 bolts, explorer's outfit, light crossbow, spell component pouch (2), *artificer's monocle*, *amulet of natural armor* +1, *bracers of armor* +1

Spellbook spells prepared plus 0—all *PH* core; 1st—*mage armor*; 2nd—*Melf's acid arrow*; 3rd—*heroism*, *ray of exhaustion*, *stinking cloud*; 4th—*confusion*.

GUARD (RAGING)

CR 3

Male human barbarian 1/fighter 2

N Medium humanoid (human)

Init +6; **Senses** Listen +7, Spot +3

Languages Common, Goblin

AC 16, touch 10, flat-footed 14

(+2 Dex, -2 class, +6 armor)

hp 35 (3 HD)

Fort +6, **Ref** +2, **Will** +5

Speed 40 ft. (8 squares)

Melee mwk greatsword +9 (2d6+6/19-20)

Ranged javelin +5 (1d6+4)

Base Atk +3; **Grp** +7

Atk Options Power Attack

Special Actions rage 1/day (6 rounds)

Combat Gear *potion of cure light wounds* (2), *oil of magic weapon*, *potion of barkskin* +2, *potion of shield of faith* +3

Abilities Str 19, Dex 14, Con 17, Int 10, Wis 12, Cha 8

Feats Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword)

Skills Climb +7, Jump +11, Listen +5, Speak Language (Goblin), Spot +3, Survival +5, Use Rope +6

Possessions combat gear plus grappling hook and 50 ft. knotted silk rope, javelin (8), smokestick, masterwork greatsword, +1 *breastplate*

When not raging, the guard has the following changed statistics:

AC 18, touch 12, flat-footed 16

hp 29

Fort +6, **Will** +3

Melee mwk greatsword +7(2d6+3/19-20)

Ranged javelin +5 (1d6+2)

Grp +5

Abilities Str 15, Con 13

Skills Climb +5, Jump +9

ENCOUNTER 1: THE RESCUE

ZANZER ADEPT**CR 1/3**

Male goblin adept 1

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Goblin**AC** 12, touch 12, flat-footed 11

(+1 size, +1 Dex)

hp 7 (1 HD)**Fort** +1, **Ref** +1, **Will** +3**Speed** 30 ft. (6 squares)**Melee** club -1 (1d4-2) or**Ranged** light crossbow +2 (1d6/19-20)**Base Atk** +0; **Grp** -6**Combat Gear** scroll of *command*, scroll of *cure light wounds* (3)**Adept Spells Prepared** (CL 1st):1st—*burning hands* (DC 12) (2)0—*detect magic*, *touch of fatigue* (2) (DC 11)**Abilities** Str 7, Dex 13, Con 12, Int 10, Wis 13, Cha 6**Feats** Toughness**Skills** Concentration +5, Heal +5, Hide +5, Move Silently +5, Ride +5**Possessions** combat gear plus 50 gp, 10 bolts, club, light crossbow**CULT MASTER****CR 5**

Male kobold sorcerer 5

CE Small humanoid (reptilian)

Init +6; **Senses** Listen +1, Spot +1**Languages** Common, Draconic**AC** 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +4 armor, +2 natural)

hp 17 (5 HD)**Fort** +1, **Ref** +3, **Will** +5**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** halfspear +3 (1d4/x3)**Ranged** mwk light crossbow +6 (1d6/19-20)**Base Atk** +2; **Grp** -2**Combat Gear** *potion of blur*, *potion of cure moderate wounds*, *potion of haste*, scroll of *invisibility* (2), scrolls of *Melf's acid arrow* (2), scrolls of *web* (2) (DC 15)**Sorcerer Spells Known** (CL 5th; +5 ranged touch; +3 melee touch):2nd (5/day)—*blur*, *flaming sphere* (DC 15)1st (7/day)—*cause fear* (DC 14), *mage armor*¹, *magic missile*, *sleep* (DC 14)0 (6/day)—*daze* (DC 13), *ghost sound* (DC 13), *ghost hand*, *ray of frost*, *read magic*, *touch of fatigue* (DC 13)

† Already cast

Abilities Str 10, Dex 14, Con 11, Int 8, Wis 12, Cha 16**Feats** Improved Initiative, Toughness**Skills** Bluff +6, Concentration +4, Craft (trapmaking) +1, Hide +6, Profession (miner) +3, Search +1, Spellcraft +3**Possessions** combat gear plus *bracers of armor* +1, masterwork halfspear, masterwork light crossbow, 10 bolts, dagger**Light Sensitivity (Ex)** Kobolds are sensitive to light and take a -1 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 6: THE PRISONER

ZANZER**CR 9**

Male human wizard 9

N Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3**Languages** Common, Draconic, Goblin, empathic link**AC** 14, touch 12, flat-footed 12

(+2 Dex, +1 armor, +1 natural)

hp 45 (9 HD)**Fort** +5, **Ref** +5, **Will** +5**Speed** 30 ft. (6 squares)**Melee** touch +4 (spell)**Ranged** ray +7 (spell)**Ranged** light crossbow +6 (1d8/19-20)**Base Atk** +4; **Grp** +4**Combat Gear** *wand of baleful transposition* (10 charges), *potion of vigor*, *potion of invisibility* (2), scroll of *teleport***Wizard Spells Prepared** (CL 9th):5th—sculpted *Evard's black tentacles*4th—*confusion* (DC 17), *enervation*3rd—*dispel magic* (2), sculpted *glitterdust* (DC 15), *stinking cloud* (DC 17)2nd—*blindness/deafness* (DC 15), *invisibility*, *Melf's acid arrow*, sculpted *grease* (2) (DC 15)1st—*color spray* (DC 14), *magic missile* (2), *ray of enfeeblement*, *shield*0—*detect magic*, *ray of frost* (3)**Abilities** Str 10, Dex 14, Con 14, Int 16, Wis 8, Cha 12**SQ** share spells, toad familiar (not present)**Feats** Alertness^B, Improved Initiative, Scribe Scroll, Sculpt Spell, Silent Spell, Skill Focus (concentration), Spell Focus (conjuration), Weapon Focus (ray)**Skills** Concentration +17, Decipher Script +13, Knowledge (arcana) +14, Knowledge (arch & eng) +3, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (history) +14, Knowledge (nature) +3, Knowledge (nobility) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +1 (+3 if familiar within 5 ft.), Spellcraft +16, Spot +1 (+3 if familiar within 5 ft.)**Possessions** combat gear plus 10 bolts, explorer's outfit, light crossbow, spell component pouch (2), *artificer's monocle*, *amulet of natural armor* +1,

bracers of armor +1, Heward's hand haversack, infinite scrollcase

Spellbook spells prepared plus 0—all *PH* core; 1st—*grease, mage armor, sunstroke*; 3rd—*heroism, ray of exhaustion*; 4th—*greater invisibility*; 5th—*cone of cold, wall of force*

GUARD (RAGING)

CR 5

Male human barbarian 1/fighter 4

N Medium humanoid (human)

Init +6; **Senses** Listen +7, Spot +5

Languages Common, Goblin

AC 16, touch 10, flat-footed 14

(+2 Dex, -2 class, +6 armor)

hp 54 (5 HD)

Fort +7, **Ref** +3, **Will** +6

Speed 40 ft. (8 squares)

Melee mwk greatsword +12 (2d6+7/19-20)

Ranged javelin +7 (1d6+5)

Base Atk +5; **Grp** +10

Atk Options Power Attack

Special Actions Rage 1/day (6 rounds)

Combat Gear *potion of cure light wounds* (3), *oil of magic weapon*, *potion of barkskin* +2, *potion of shield of faith* +3, *potion of vigor*

Abilities Str 20, Dex 14, Con 17, Int 10, Wis 12, Cha 8

Feats Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +10, Jump +14, Listen +5, Speak Language (Goblin), Spot +4, Survival +5, Use Rope +7

Possessions combat gear plus grappling hook and 50 ft. knotted silk rope, javelin (8), smokestick, masterwork greatsword, +1 *breastplate*, *cloak of resistance* +1

When not raging, the guard has the following changed statistics:

AC 18, touch 12, flat-footed 16

hp 44

Fort +7, **Will** +4

Melee mwk greatsword +10 (2d6+6/19-20)

Ranged javelin +7 (1d6+3)

Grp +8

Abilities Str 16, Con 13

Skills Climb +8, Jump +12

ENCOUNTER 6: THE PRISONER

ZANZER**CR 11**

Male human (suel) wizard 11

N Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1**Languages** Common, Draconic, Goblin, empathic link**AC** 15, touch 12, flat-footed 13

(+2 dex, +2 armor, +1 natural)

hp 54 (11 HD)**Fort** +5, **Ref** +5, **Will** +6**Speed** 30 ft. (6 squares)**Melee** touch +5 (spell)**Ranged** ray +8 (spell) or**Ranged** light crossbow +7 (1d8/19-20)**Base Atk** +5; **Grp** +5**Combat Gear** wand of *baleful transposition* (10 charges), potion of *vigor*, potion of *invisibility* (2), scroll of *teleport***Wizard Spells Prepared** (CL 11th):6th—sculpted *cone of cold* (DC 19)5th—*dominate person* (DC 19), sculpted *Evard's black tentacles*4th—*confusion* (DC 18), *greater invisibility*, sculpted *stinking cloud* (DC 17)3rd—*dispel magic* (2), *ray of exhaustion* (2) (DC 16), sculpted *glitterdust* (DC 17)2nd—*Melf's acid arrow* (3), sculpted *grease* (2) (DC 15)1st—*mage armor*, *ray of enfeeblement* (2), *sunstroke* (2) (DC 14)0—*detect magic* (2), *light*, *open/close*

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 8, Cha 12**SQ** share spells, toad familiar (not present)**Feats** Alertness^B, Improved Initiative, Scribe Scroll, Sculpt Spell, Silent Spell, Skill Focus (concentration), Spell Focus (conjuration), Spell Focus (Enchantment), Weapon Focus (ray)**Skills** Concentration +19, Decipher Script +18, Knowledge (arcana) +16, Knowledge (arch & eng) +5, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (history) +18, Knowledge (nature) +5, Knowledge (nobility) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Listen +1 (+3 if familiar within 5 ft.), Spellcraft +20, Spot +1 (+3 if familiar within 5 ft.)**Possessions** combat gear plus 10 bolts, explorer's outfit, light crossbow, spell component pouch (2), *artificer's monocle*, *amulet of natural armor* +1, *bracers of armor* +2, *Heward's handy haversack*, *infinite scrollcase*, *headband of intellect* +2**Wizard Spellbook** spells prepared plus 0—all *PH* core; 1st—*color spray*, *grease*, *magic missile*, *shield*; 2nd—*blindness/deafness*, *invisibility*; 3rd—*heroism*; 4th—*enervation*, *Evard's black tentacles*; 5th—*baleful polymorph*, *wall of force*; 6th—*greater heroism*, *legend lore***GUARD (RAGING)****CR 7**

Male human barbarian 1/fighter 6

N Medium humanoid (human)

Init +6; **Senses** Listen +7, Spot +5**Languages** Common, Goblin**AC** 16, touch 10, flat-footed 14

(+2 dex, -2 class, +6 armor)

hp 69 (7 HD)**Fort** +8, **Ref** +6, **Will** +7**Speed** 40 ft. (8 squares)**Melee** +1 *greatsword* +14/+9 (2d6+10/19-20)**Ranged** javelin (thrown) +9/+4 (1d6+5)**Base Atk** +7; **Grp** +12**Atk Options** Cleave, Power Attack, rage 1/day (6 rounds)**Combat Gear** *potion of cure light wounds* (3), *potion of barkskin* +2, *potion of shield of faith* +3, *potion of vigor***Abilities** Str 20, Dex 14, Con 17, Int 10, Wis 12, Cha 8**Feats** Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Climb +12, Jump +14, Listen +5, Speak Language (Goblin), Spot +5, Survival +5, Use Rope +8**Possessions** combat gear plus grappling hook and 50 ft. knotted silk rope, javelin (8), smokestick, +1 *greatsword*, +1 *breastplate*, *cloak of resistance* +1

When not raging, the guard has the following changed statistics:

AC 18, touch 12, flat-footed 16**hp** 55**Fort** +8, **Will** +5**Melee** +1 *greatsword* +12/+7 (2d6+7/19-20)**Ranged** javelin +9/+4 (1d6+3)**Grp** +10**Abilities** Str 16, Con 13**Skills** Climb +10, Jump +12

ENCOUNTER 6: THE PRISONER

ZANZER

CR 13

Male human (suel) wizard 13
 N Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Common, Draconic, Goblin, empathic link
AC 18, touch 14, flat-footed 16
 (+2 dex, +2 armor, +2 deflection, +2 natural)
hp 63 (13 HD)
Fort +8, **Ref** +6, **Will** +7
Speed 30 ft. (6 squares)
Melee touch +6/+1 (spell)
Ranged ray +9 (spell) or
Ranged light crossbow +8 (1d8/19-20)
Base Atk +6; **Grp** +6
Combat Gear wand of *baleful transposition* (10 charges), potion of *vigor*, potion of *invisibility* (2), scroll of *teleport*
Wizard Spells Prepared (CL 13th):
 7th—*mass hold person* (DC 22)
 6th—*greater dispel magic*, sculpted *cone of cold* (DC 20)
 5th—*dominate person* (DC 20), sculpted *Evard's black tentacles*, *wall of force*
 4th—*confusion* (DC 19), *enervation* (2), *greater invisibility*, sculpted *stinking cloud* (DC 18)
 3rd—*dispel magic* (2), *ray of exhaustion* (2) (DC 17), sculpted *glitterdust* (DC 17)
 2nd—*Melf's acid arrow* (3), sculpted *grease* (2) (DC 16)
 1st—*color spray* (DC 15), *ray of enfeeblement* (2), *sunstroke* (2) (DC 15)
 0—*detect magic* (2), *light*, *open/close*
 ‡ Already cast
Abilities Str 10, Dex 14, Con 14, Int 19, Wis 8, Cha 12
SQ share spells, toad familiar (not present)
Feats Alertness^B, Great Fortitude, Improved Initiative, Scribe Scroll, Sculpt Spell, Silent Spell, Skill Focus (concentration), Spell Focus (conjuration), Spell Focus (enchantment), Weapon Focus (ray)
Skills Concentration +21, Decipher Script +20, Knowledge (arcana) +20, Knowledge (arch & eng) +5, Knowledge (dungeoneering) +5, Knowledge (geography) +6, Knowledge (history) +20, Knowledge (nature) +5, Knowledge (nobility) +5, Knowledge (religion) +6, Knowledge (the planes) +6, Listen +1 (+3 if familiar within 5 ft.), Spellcraft +22, Spot +1 (+3 if familiar within 5 ft.)
Possessions combat gear plus 10 bolts, explorer's outfit, light crossbow, spell component pouch (2), artificer's monocle, amulet of natural armor +2, bracers of armor +2, Heward's handy haversack, infinite scrollcase, headband of intellect +2, ring of protection +2
Wizard Spellbook spells prepared plus 0—all *PH*;
 1st—*mage armor*, *magic missile*, *shield*; 2nd—*blindness/deafness*, *invisibility*; 3rd—*heroism*;

4th—none; 5th—*baleful polymorph*; 6th—*disintegrate*, *greater heroism*, *legend lore*; 7th—*forcecage*

GUARD (RAGING)

CR 9

Male human barbarian 1/fighter 8
 N medium humanoid (human)
Init +6; **Senses** Listen +7, Spot +8
Languages Common, Goblin
AC 16, touch 10, flat-footed 14
 (+2 dex, -2 class, +6 armor)
hp 95 (9 HD)
Fort +13, **Ref** +7, **Will** +8
Speed 40 ft. (8 squares)
Melee +1 *greatsword* +17/+12 (2d6+12/17-20)
Ranged javelin +11/+6 (1d6+6)
Base Atk +9; **Grp** +15
Atk Options Cleave, Power Attack, rage 1/day (7 rounds)
Combat Gear *potion of cure light wounds* (3), *potion of barkskin* +2, *potion of shield of faith* +3, *potion of vigor*
Abilities Str 22, Dex 14, Con 18, Int 10, Wis 12, Cha 8
Feats Cleave, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)
Skills Climb +15, Jump +15, Listen +5, Speak Language (Goblin), Spot +5, Survival +5, Use Rope +10
Possessions combat gear plus grappling hook and 50 ft. knotted silk rope, javelin (8), smokestick, +1 *greatsword*, +1 *breastplate*, *cloak of resistance* +1, *gauntlets of ogre power* +2, *bear helm*

When not raging, the guard has the following changed statistics:

AC 18, touch 12, flat-footed 16
hp 77
Fort +13, **Will** +6
Melee +1 *greatsword* +15/+10 (2d6+13/17-20)
Ranged javelin +11/+6 (1d6+4)
Grp +13
Abilities Str 18, Con 14
Skills Climb +13, Jump +13

APPENDIX 2: NEW RULES ITEMS

FEATS

Sculpt Spell [Metamagic]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Source: *Complete Arcane* 83

SPELLS

Sunstroke

Necromancy

Level: Druid 1, sorcerer/wizard 1, Summer 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heatstroke, the damage and fatigue dealt can only be healed after that condition is treated properly (see Supplemental Rules below).

Source: *Sandstorm* p.123

Baleful Transposition

Conjuration (Teleportation)

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

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

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the

ground, a bridge, or a rope must connect the creatures. Both subjects must be within range.

Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Source: *Spell Compendium* p.23

Vigor

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Living creature touched

Duration: 10 round +1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 2, enabling it to heal 2 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* p.229

MAGIC ITEMS

Artificer's Monocle

Price (Item Level): 1,500 gp (5th)

Body Slot: Face

Caster Level: 5th

Aura: Faint; (DC 17) divination

Activation: See text

Weight: --

Putting on a monocle is a standard action. While wearing an *artificer's monocle*, whenever you successfully use your artificer knowledge class feature (ECS 31) to detect an item's magical aura, or you cast *detect magic* and have at least 5 ranks of Knowledge (arcana) you can spend 1 additional minute studying the item. If you do, you can identify the abilities of the item as if you had cast *identify* upon it.

Prerequisites: Craft Wondrous Item, *identify*, artificer knowledge or Knowledge (arcana) 5 ranks.

Cost to Create: 750 gp, 60 xp, 2 days.
Source: *Magic Item Compendium* 72.

Bear Helm

Price (Item Level): 1,500 gp (5th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation: Immediate (mental)
Weight: --

While raging, you can halve the damage dealt by a single sneak attack or critical hit scored against you. You can activate this item after the damage from the attack has been determined.

A *bear helm* functions once per day.
Prerequisites: Craft Wondrous Item, *stoneskin*.
Cost to Create: 750 gp, 60 xp, 2 days.
Source: *Magic Item Compendium* 73.

Infinite Spellcase

Price (Item Level): 2,800 gp (7th)
Body Slot: -- (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Move (manipulation); see text
Weight: 3lb.

An *infinite scrollcase* holds up to fifty scrolls or other parchments, which can be placed within it or removed as with any normal scrollcase. When you activate an *infinite scrollcase*, the desired scroll unfurls through the slit, ready to read or cast from. When you cast a spell from a scroll unfurled from an *infinite scrollcase*, you gain a +4 competence bonus on Concentration checks made to cast that spell defensively.

If you have at least a +1 base attack bonus, you can retrieve a scroll from an *infinite scrollcase* as part of a move action, similar to drawing a weapon.

Prerequisites: Craft Wondrous Item, *Leomund's secret chest*.

Cost to Create: 1,440 gp, 112 xp, 3 days.
Source: *Magic Item Compendium* 162.

SUPPLEMENT RULES

Treating Heatstroke

Nonlethal damage from heatstroke (including the accompanying fatigue) cannot be recovered until a character gets cooled off – by reaching shade, surviving until nightfall, getting doused in water, being treated by *endure elements*, or the equivalent. Once the character is cooled or reaches a cooler environment (a temperature of 90 degrees or lower), the character responds normally to healing that removes nonlethal damage taken from heatstroke, the fatigue penalties also end.

Source: *Sandstorm* 13

PLAYER HANDOUT 1: SUMMARY OF ZANZER'S JOURNAL

About three years ago, Zanzer was a wizard working in the Greyhawk Library. He befriended a halfling food vendor who took noticeable delight in the sound of Zanzer's name. Zanzer became very attached to the halfling food vendor and apparently trusted him implicitly; however, Zanzer never references the halfling food vendor's name.

An ancient Flan legend describes a hidden gem of great power which holds the soul of a powerful outsider named Chonmok. How Zanzer originally came to know about the legend is not indicated. Zanzer began searching for the gem. Zanzer indicates he discussed the gem at length with the halfling food vendor, but it is unclear if Zanzer began his search under the halfling food vendor's instructions or merely received additional information from the halfling.

Zanzer searched the Great Library in Greyhawk but eventually the search required Zanzer to travel across the Flanaess to various obscure document repositories. The gem is sometimes called the Chonmok Gem and other times the "Dark Gem". There are several references to dead-end research he did on "Dark Gems" that turn out to be a completely different legendary item than the target of his search.

There are times when Zanzer is forced to take time off from his search – to visit his ailing uncle, deal with a minor legal matter, craft scrolls for his personal use, and so on. Each time he ceases searching for the gem, within a matter of days, his health takes a dramatic downturn until he returns to his search. This may be psychological, but it definitely focuses Zanzer's on the search for The Dark Gem.

Apparently, in an effort to alleviate the possibility of distractions, about a year and a half ago Zanzer picked up a sidekick named Liku. Liku's profession is unclear, but he has a knack for finding the funds necessary to support Zanzer's search, and Zanzer seems to deliberately avoid questioning whether the sources of those funds are legitimate. Over time, Liku accumulates a following of many other outcasts who Liku assembles into something of an organization. Zanzer apparently has very little interaction with the organization, but the members pay Zanzer a great deal of respect, and there's an expectation that the culmination of Zanzer's research will be a boon to all members of the organization.

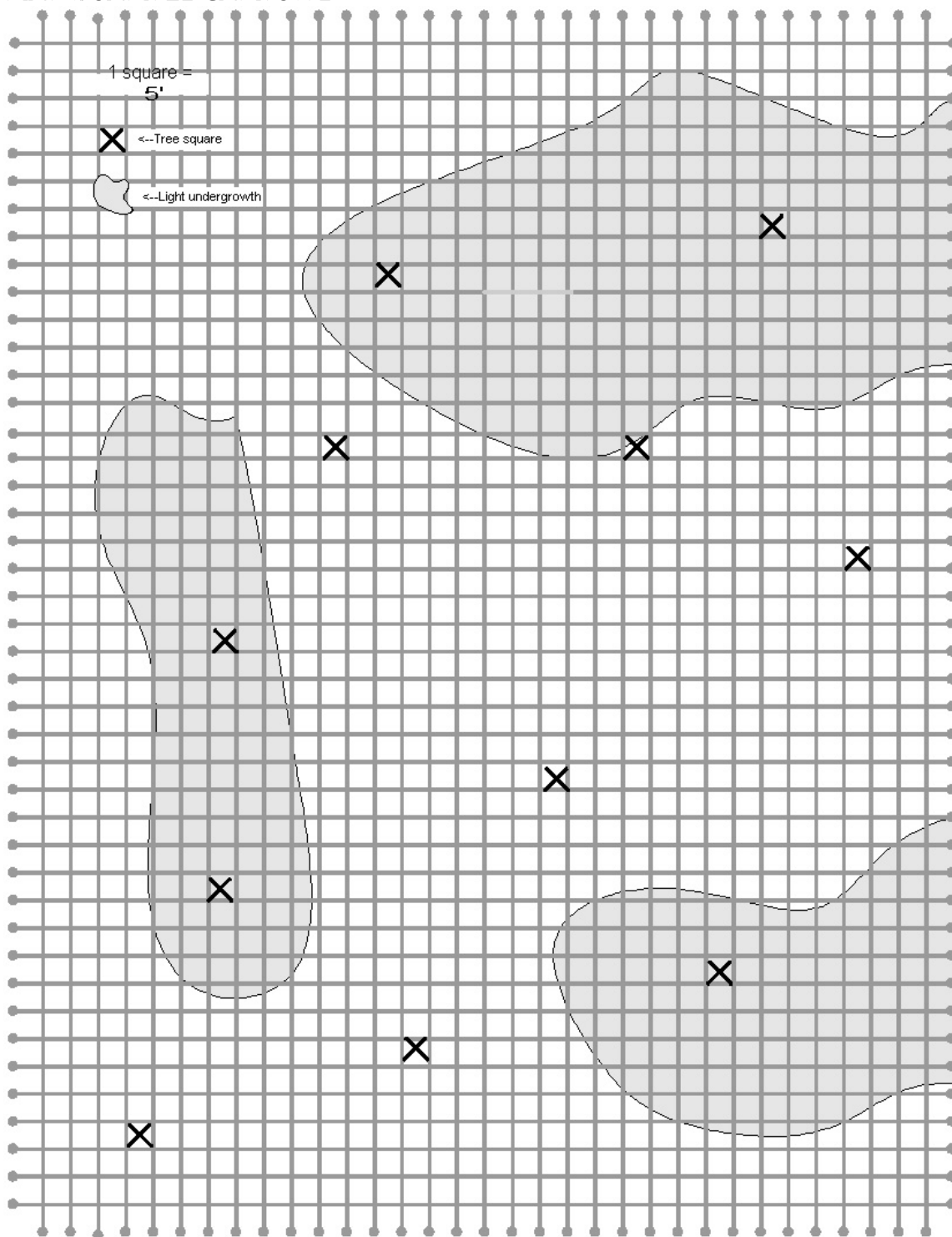
The most recent notes begin focusing on an expedition commissioned by a Flan arcane specialist name Xald who is referenced by several Flan documents dating back to generally around -600 CY; a time before the Twin Cataclysms when several sizable Flan kingdoms existed in the eastern Flanaess. The purpose of the expedition is shrouded in secrecy, but there are a series of notes which indicates that Xald may be the first possessor of "The" Dark Gem.

A most recent portion of the journal is dedicated to discerning which ancient Flan documents are tied to the expedition commissioned by Xald, discerning landmarks and other clues from those documents, and associating the ancient landmarks/clues to current landmarks.

PLAYER HANDOUT 2: THE VAULT INSCRIPTION

BY ORDER OF HIGH ARCANIST
XALD, REALIZING THAT IT IS
BEYOND THE ARCANES
COUNCIL'S ABILITIES TO RID
THE UNIVERSE OF CHONMOK
PERMANENTLY, HE IS TO BE
IMPRISONED FOR ALL ETERNITY
HERE TO SPREAD HIS
OPPRESSION NO LONGER.

MAP 1: SAMPLE CAMPSITE



DM MAP 2: CAMP AND VAULT

