



# THE MUSEUM OF INFAMOUS HEROISM

## RULES APPENDIX



This product requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast Inc. This product utilizes updated material from the v3.5 revision.

This product requires the use of **Domains of Adventure: The Museum of Infamous Heroism**.

### Area Details

Unless otherwise indicated, the walls and doors of the museum have the following statistics:

**Walls:** 1 ft. thick; Break DC 35; AC 3; Hardness 8; 90 hp; Climb DC 20.

**Doors:** 2 in. thick; Break DC 25; AC 5; Hardness 5; 20 hp; Open Lock DC 35.

**Windows:** 3 in. thick; Break DC 20\*; AC 5; Hardness 1; 9 hp; all windows sit nine feet above the ground and are made of a single pane not meant to be opened.

(\*The Break DC reflects that all windows are protected by arcane lock spells.)

### AREA 1: THE YARD

The podium base holds a +1 *dagger* as well as a *scroll of hold person*.

### AREA 2: FOYER

The desk drawer is locked with a good lock (Open Lock DC 30).

### AREA 3: MAIN EXHIBIT HALL

The skylight is locked with a superior lock (Open Lock DC 40) and magically warded (see below for statistics; even touching the skylight also triggers an alarm spell that mentally alerts Vorac's wizard ally who then contacts the curator).

Although some visitors fear fading of the artifacts from the sunlight, Vorac winks and assures them that each exhibit is magically protected from many natural effects (see the New Spell section below). Every exhibit in the museum is kept under a glass case which is locked onto the display base.


**Locked Glass Exhibit Case:** 3 in. thick; Break DC 10; AC 5; Hardness 1; 9 hp; Open Lock DC 30.

**Skylight:** Power Word Stun Trap CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32.

## AREA 6: STORAGE ROOM

Vorac wards the chest containing his "petty cash" every evening with a mental alarm spell. The chest's contents are left to the GM's discretion but should be anywhere between 7,000 and 14,000 gp in value ((d8 \* 1,000) + 6,000) and include mostly gems of high value.

**Treasure Chest:** Break DC 23; AC 5; Hardness 5; 15 hp; Open Lock DC 40.

*Curator Galdor Vorac*  17

Male human bard 9/Loremaster 8

NG Medium humanoid

Init +2; Senses Listen +9, Spot +3

Languages Celestial, Common, Draconic, Elven, Sylvan, Orc

AC 16, touch 14, flat-footed 13; Dodge (+2 Dex, +2 *bracers of armor* +2, +1 *ring of protection* +1, +1 dodge)

hp 54 (9d6+8d4+3)

Fort +7, Ref +10, Will +13

Spd 30 ft. (6 squares)

Melee +3 "*Akron*" +15/+10 (1d6+3/19-20)

Ranged sling +13/+8 (1d4)

Base Atk +10; Grp +10

**Special Actions** bardic music 9/day (countersong, fascinate 3 creatures, inspire competence, inspire courage +2, inspire greatness, *suggestion* [DC 17])

**Combat Gear** *potion of blur*, *potion of cat's grace*, *scroll of invisibility*

**Bard Spells Known** (CL 17th; DC 13 + spell level):

6th (1/day) - *find the spell*, *geas*, *summon monster VI*

5th (3/day) - *greater dispel magic*, *greater mislead*, *persistent image*, *song of discord*

4th (3/day) - *dominate person*, *legend lore*, *locate creature*, *speak with plants*

3rd (5/day) - *dispel magic*, *haste*, *screaming*, *summon monster III*

2nd (6/day) - *cure moderate wounds*, *detect thoughts*, *hold person*, *locate object*, *sound burst*

1st (5/day) - *alarm*, *charm person*, *comprehend languages*, *identify*, *obscure object*

0th (4/day) - *dancing lights*, *detect magic*, *mending*, *open/close*, *read magic*, *resistance*

**Abilities** Str 10, Dex 14, Con 10, Int 16, Wis 12, Cha 16

**SQ** bardic knowledge +14, greater lore, lore +20, secret (dodge trick, lore of true stamina, secret health, more newfound arcana)

**Feats** Alertness, Combat Casting, Dodge, Investigator, Negotiator, Skill Focus (Knowledge [history]), Weapon Finesse

**Skills** Appraise +21, Bluff +7, Concentration +8, Decipher Script +21, Diplomacy +15, Gather Information +19, Hide +6, Knowledge (arcana) +23, Knowledge (history) +26, Knowledge (local) +23, Knowledge (religion) +19, Listen +9, Perform (sing) +15, Search +5, Sense Motive +8, Spellcraft +15, Spot +3, Use Magic Device +9

**Possessions** combat gear plus 50 masterwork bullets

**Akron, Seeker of History**

**Price (Item Level):** 92,310 gp (20th)

**Body Slot:** - (held)

**Caster Level:** 15th

**Aura:** Moderate; (DC 22) divination

**Activation:** - or immediate (command) or standard (command)

**Weight:** 2 lb.

Italic description text of what the blade actually looks like.

The *seeker of history* is a sentient +3 *short sword* that seeks to record important historical events as they are occurring.

Three times per day as a standard action, the seeker of history can cast *cure moderate wounds* and *zone of truth*. At will as an immediate action, the *seeker of history* can *dimension door* itself and its wielder to a nearby historical event in the making.

The elves of the Rendath Forest were like any other of their kind-carefree, nature-venerating, magic-loving folk. But when their forest became the subject of a demonic invasion some five centuries ago, the elves were forced to retreat from their ancestral home. When the fiendish was seen as unavoidable, Rendath's eldest wizard-sage fashioned *Akron* to record the history that his people would miss after they fled the region. The intelligent short sword was given to a trusted human colleague before the Rendath elves fled their forest. None are sure why the demons wanted the area but the forest is still rife with abyssal taint. However, *Akron's* creator also crafted a special stone in which the knowledge the sword gained could be deposited and magically sent to the elves' new home (reportedly a remote, wild section of forest bordering the glacial north). That stone still sits within Rendath Forest and Vorac abides by the sword's wish to deposit its acquired knowledge once a year. Few folks are privy to the fact that this is why the curator closes the museum for a month in the winter. *Akron* possesses a dry wit (although it only speaks to the curator in private or around trusted allies) and fierce devotion to its wielder so long as that wielder actively pursues knowledge.

*Akron, Seeker of History:* AL NG; Int 16, Wis 16, Cha 19; speech, darkvision 60 ft, hearing; Ego 16, Knowledge (history) 10 ranks (+13)

*Prerequisites:* Craft Magical Arms and Armor; *legend lore*.

*Cost to Create:* 26,155 gp, 3680 XP, 93 days

## ADVENTURE IDEAS:

There is also the possibility that one artifact is somehow connected to another, a connection Vorac tasks a group to uncover. When a trio of evil tieflings comes to pay homage to the Hound of Li'Xin, they are overheard mentioned the Rendath Forest. Could the demonic cult commanded by Li'Xin have been connected to the invaders who ousted the elves from that ancient forest? Might the trio be able to shed light on such a connection? Even if Vorac does not think to pursue the matter, Akron surely does. And it is getting close to the period when the short sword

desires a return to that stand of corrupted woods to report its historical compilation of the previous year. If the demonic presence can somehow be eliminated from the forest, perhaps the elves can return at last from their icy exile. It falls to the PCs to shake the first bits of information loose from the visiting tieflings.

## NEW SPELL:

As mentioned above, all artifacts in the Museum of Infamous Heroism are protected by a permanent abjuration, presented here for your use.

### Betray the Years

Abjuration

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** Standard action

**Range:** Touch

**Target:** One nonmagical object of no more than 10 lbs./level

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You make one object immune to the effects of time. Wood doesn't rot, paper doesn't yellow, water doesn't evaporate, and so on. This spell does not protect against forces other than time. So, for example, a rock can still be worn down by the erosion of running water.

**Material Component:** A tiny hourglass-shaped piece of blue quartz, worth 10 gp.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Highmoon Media Productions logos and identifying marks, including all Highmoon Media Productions product and product line names including, but not limited to: Bardic Lore, DaVinci Labs, Domains of Adventure, Liber Sodalitas, Terra Mythica, Aimergin O Mil (and any variant spelling), and "A Renaissance in Mechanization"; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs; except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content below and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity and Closed Content designation above, all text in Domains of Adventure: The Museum of Infamous Heroism - Rules Appendix d20 is hereby designated as Open Game Content.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

'd20 System' and the d20 System logo are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. Dungeons & Dragons, and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity,

including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2007, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Temporality Copyright 2006, Dark Quest; Author Bret Boyd.

Mirror of Sending, Mirror of Receiving, and alternate Flow example from The Ebon Mirror Copyright 2001, Trident Inc. d/b/a Atlas Games; author Keith Baker.

Temporal Marauder and Time Spider from The Penumbra Bestiary Copyright 2003, Trident Inc. d/b/a Atlas Games; editor Michelle A. Brown Nephew.

Minions: Fearsome Foes Copyright 2001, Bastion Press, Inc.

Portals & Planes Copyright 2003, Fantasy Flight Publishing, Inc.

Spells & Spellcraft Copyright 2002, Fantasy Flight Publishing, Inc.

HORIZON: Spellslinger Copyright 2004, Fantasy Flight Publishing, Inc.

Spycraft Espionage Handbook Copyright 2002, Alderac Entertainment Group, Inc. by Patrick Kapera and Kevin Wilson.

HORIZON: Redline Copyright 2003, Fantasy Flight Publishing, Inc.

HORIZON: Grimm Copyright 2003, Fantasy Flight Publishing, Inc.

Freeport: The City of Adventure, Copyright 2002, Green Ronin Publishing; Authors Matt Forbeck and Chris Pramas

Testament: Roleplaying in the Biblical Era, Copyright 2003, Green Ronin Publishing; Author Scott Bennie

The Village of Briarton Copyright 2003 by Gold Rush Games; Authors Patrick Sweeney, Christina Stiles; Editing & Additional Material by Spike Y Jones

Uncommon Character Copyright 2003, Trident Inc., d/b/a Atlas Games

Waysides: Book of Taverns Copyright 2003, Eden Studios, Inc.

The Complete Book of Eldritch Might Copyright 2004 Monte J. Cook. All right reserved.

The Book of Eldritch Might Copyright 2001-3 Monte J. Cook. All right reserved.

Book of Eldritch Might II: Songs and Souls of Power Copyright 2002-3 Monte J. Cook. All right reserved.

Book of Eldritch Might III: The Nexus Copyright 2003 Monte J. Cook. All right reserved.

Monte Cook's Arcana Unearthed Copyright 2003 Monte J. Cook. All right reserved.

The Second World Sourcebook Copyright 2001, Second World Simulations; Author: Steven Palmer Peterson.

Death in Freeport Copyright 2000, Green Ronin Publishing; Author Chris Pramas

Deadlands: D20 Copyright 2001, Pinnacle Entertainment Group, Inc.

Arms & Armor Copyright 2001, Bastion Press, Inc.

Liber Bestarius Copyright 2002, Eden Studios, Inc.

d20 Firearms Mechanics, Copyright 2001, Kenneth S. Hood

1001 Weapons Copyright 2003, James M Thomson III

Adventure! Copyright 2004, White Wolf Publishing, Inc.

Original Spell Name Compendium Copyright 2002 Necromancer Games, Inc.; based on spells from the Player's Handbook that were renamed in the System

Reference Document, found on the legal page of [www.necromancergames.com](http://www.necromancergames.com).

Spycraft Copyright 2002, Alderac Entertainment Group.

Relics & Rituals Copyright 2001, Clark Peterson

Creature Collection Copyright 2000, Clark Peterson

Relics and Rituals 2: Lore Lore Copyright 2002, White Wolf Publishing, Inc.

Creature Collection 2: Dark Menagerie Copyright 2001, White Wolf Publishing, Inc.

Mithril: City of the Golem Copyright 2001, White Wolf Publishing, Inc.

Hollowfaust: City of Necromancers Copyright 2001, White Wolf Publishing, Inc.

The Wise and the Wicked Copyright 2001, White Wolf Publishing, Inc.

The Divine and the Defeated Copyright 2001, White Wolf Publishing, Inc.

Burok Torn: City Under Siege Copyright 2002, White Wolf Publishing, Inc.

Vigil Watch: Warrens of the Ratmen Copyright 2002, White Wolf Publishing, Inc.

Secrets and Societies Copyright 2002, White Wolf Publishing, Inc.

Scarred Lands Campaign Setting: Ghelspad Copyright 2002, White Wolf Publishing, Inc.

If Thoughts Could Kill Copyright 2002 Bruce R. Cordell. All Rights Reserved.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Domains of Adventure: The Museum of Infamous Heroism Copyright 2007, Bret L. Boyd; published by Highmoon Media Productions, [www.highmoonmedia.com](http://www.highmoonmedia.com).

Domains of Adventure: The Museum of Infamous Heroism - Rules Appendix d20 Copyright 2007, Bret L. Boyd; published by Highmoon Media Productions, [www.highmoonmedia.com](http://www.highmoonmedia.com).