The Gorgon's Tears

An Adventure for Expert Characters

Ashrakal the Witch-King had many brides when he ruled in ages past, queens whose beauty and cruelty surpassed any in his kingdom. For their vanity, the Witch-King cursed them to become gorgons, binding them to his will and service through bonds of dark magic. Of these queens, Lachrymosa was regarded as the most cunning, a reputation she secured when she slipped away to the north as the Witch-King succumbed to the swords and spells of the Kalasans. She fortified a place for herself among the petty kingdoms she found there. Over the centuries, she stayed in the shadows, preferring to move her own pawns in the games she plays with her sister-brides across the face of Rûl.

The unrest created by the emperor's apparent death offers opportunities for even greater power for those with the will and strength to seize it. Lachrymosa, hoping to exploit this time of chaos, has begun the process to undo the curse that weighs heavily upon her, to free her from the darkness in which she lives to stake her claim on the north as a new and terrible Witch-Queen.

The Gorgon's Tears is an adventure for expert characters that might either introduce a major player back into the politics of the world under the Shadow of the Demon Lord, or strike a blow against the darkness by eliminating her. It makes for an ideal bridge between expert and master levels of play. The characters complete the adventure when they confront Lachrymosa in her lair and either defeat her or join her in conquering the city under which she lives.

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BACKGROUND

Gateway, a thriving port city of canals and commercial ventures in the Northern Reach, has of late been rocked with riots and uprisings after word of the emperor's death spread. Whipped into a frenzy, citizens gather in mobs and demand the city break from the Empire's provincial government and become an independent state. Many members of the city's elite stand to gain much from the unrest and have lent aid to the agitators and rabble-rousers to force the city leaders into action.

Foremost of the factions pushing the city toward independence is the wealthy and decadent Gogenthaler Clan who comprise numerous branches and offshoots of ancient families who trace their lineage back to the men of Gog. The clan has fomented riots and protests throughout the city, drawing on their considerable fortunes to keep their agitators loyal and active. The clan leaders don't hide their hand in present troubles, for they hope to sway the populace with riches and promises of a new independence.

This chaos has created opportunities for other darker powers hidden in the city. Five hundred years ago, Lachrymosa, a **gorgon** bride of the Witch-King, settled in the city, staking claim to a great vault beneath the Ophidian Theater in the city's Gold Quarter. From the shadowy depths, she built a crime ring using harvesters almost as old as herself to act on her behalf and build a network of crooked merchants, guild masters, mercenaries, and thugs to carry out all manner of criminal enterprises. Profits from this enterprise go directly to Lachrymosa, who then doles them out as she needs and uses much of it to keep the city's leaders under her thumb.

Sensing an opportunity from the unrest, Lachrymosa now intends to come out into the open and stake her claim on the city. Being a gorgon means it is unlikely the people will accept her, so she has begun the process of unraveling the curse that horrifically transformed her. After extensive research and experimentation, she discovered a way to revert to her mortal form. It requires her to wash her body in tears harvested from those with the purest bloodlines of the ancient families of Gog.

To gather the vital ingredients, she's dispatched a cadre of **tear thieves**, whose loyalty she gained by keeping them and the other harvesters in her employ with fresh organs to sustain their unnatural existences. With the city in chaos, her agents can move through its troubled streets and make their grisly harvests from the unsuspecting nobility.

GETTING STARTED

Come up with a reason for why the group has come to Gateway. Some suggestions follow, each one leading directly to the first event:

- One character is a distant relative of the Gogenthaler clan and receives an invitation to come to Gateway to join the glorious revolution.
- The group reaches the city's port by ship after an eventful voyage, protecting a shipment of cargo for money.
- The player characters heard rumors of a powerful crime boss in Gateway who holds ancient magical knowledge or artifacts in a vault.
- The group tracks down a stolen book or scroll that once belonged to the Witch-King, and the item was last known to be in Gateway.

Any number of these rumors or hooks can give the player characters the impression that the Gogenthalers are the crime lords in question, which can introduce as much or as little mystery as you choose to allow before you reveal the true mastermind.

Alternatively, you could run this adventure as a sequel to *Beware the Tides of Karshoon.* If so, you could have the player characters become involved with one of the factions prior to the events described in this adventure or thrust them in the thick of things.

GATEWAY

This adventure takes place in the fractious and ever unruly city named Gateway that was revealed in *Shadow of the Demon Lord* and expanded on in *Beware the Tides of Karshoon.* While this adventure's plot uses the chaos and upheaval of the citizens demands for independence from the Empire, you can set the adventure anywhere that fits into your campaign by changing some of the details. A slave revolt in Dis, the City of Chains or orcs marauding through the streets of Caecras could provide sufficient cover for Lachrymosa's activities.

CANAL STREET RIOT

The adventure begins with the player characters caught in a full-scale riot between a **mob of citizens** and the **city watch**. An agitator and member of the Gogenthaler clan named **Marcello** whipped a crowd into a frenzy, which has resulted in damaged property and looting. **Captain Riza** led the city watch to the scene to disperse the mob and restore order. The clash of the two forces has erupted into open conflict.

The battle takes place over one of the city canals in the Gold Quarter, which is presently blocked by a collection of gondolas and barges roped together. Rioters hurl bottles of flaming alcohol across the canal at the city watch and into the windows of canal-side businesses and eateries. Brawls tumble into side streets or onto the rocking boats. A fifteen-foot tall flagpole beside the canal flying the banners of Gateway and the Empire is being torn down, crushing hapless citizens beneath it and splintering the carts of vendors.

CHOOSING SIDES

The player characters find themselves in the thick of the conflict and have the opportunity to throw in with one side or the other. The leaders of each side are in plain view, so the characters can force their way toward either leader, provided they do no violence along the way.

Marcello calls for his mob to bring down the tyranny of the Empire and liberate the thousand-year-old city of Gateway from its oppressors. A young firebrand with obvious wealth judging by his clothing and good teeth, Marcello nevertheless has won the hearts of many citizens. He urges the player characters to join him in forcing the city watch out of the canals and back to their garrison.

Captain Riza orders his city watch to beat the snot out of the unruly rioters, who have been causing unrest and initiating violent acts of vandalism. A veteran of several petty wars, he is a middle-aged man with a battle-scarred face etched with fatigue. At some point in the battle, he loses his tall feathered helm, which only makes him angrier. He urges the PCs to help him drive back the mob and bring order to the canals.

The PCs might choose the wisest course of action and not get involved. In this case they can either watch the violence continue for a while until the battle ends in a bloody stalemate with both sides withdrawing, or you can have one group or the other turn on them and force the issue.

MARCELLO — DIFFICULTY 10

Size 1 human

Perception 12 (+2)
Defense 13; **Health** 28
Strength 10 (+0), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 12 (+2)
Speed 10

ATTACK OPTIONS

Rapier (melee) +3 with 1 boon (3d6 plus Exploit Opportunity on attack roll 20+)
Dagger (melee or short range) +3 with 1 boon (1d3 plus 2d6 plus Exploit Opportunity on attack roll 20+)
Exploit Opportunity Once per round, Marcello can take a second turn at any point before the end of the round.

SPECIAL ACTIONS

Agitation Marcello uses an action or a triggered action on his turn to start an inflammatory speech, which lasts as long as he concentrates. During the speech, he shouts and exhorts his allies to fight. Each other creature within medium range that is friendly to him and can hear him deals 1 extra damage on attacks with weapons.
Nimble Recovery Marcello uses an action to heal 7 damage and then moves up to half his Speed without triggering free attacks. Once he uses this talent, he cannot use it again until after he completes a rest.

MOB OF CITIZENS — DIFFICULTY 10

Size 3 human

Perception 9 (–1)
Defense 10; **Health** 44
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 9 (–1)
Speed 10
Mob A mob takes half damage from attacks that target individual creatures and double damage from attacks that affect areas. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.
Creatures can move through a mob's space, but they treat the area as difficult terrain. The mob can squeeze through openings large enough to permit the passage of an individual member and can move through spaces occupied by other creatures.
Spawn When the mob becomes incapacitated, it dissipates and 1d6 human commoners appear in open spaces within the space it formerly occupied. They can take the next available turn.

ATTACK OPTIONS

Club (melee) +1 with 2 boons (1d6 plus 2d6 if not injured)

SPECIAL ATTACKS

Flaming Bottles The mob hurls flaming bottles of alcohol that fall within 2 yards of a point within short range, dealing 1d6 damage to everything in the area from the flames. Creatures in the area must make Agility challenge rolls. On a success, a creature takes no damage, and on a failure, a creature catches fire (*Shadow* 201).

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must get a success on an Agility challenge roll or take 2d6 damage.

CAPTAIN RIZA — DIFFICULTY 25

Size 1 human

Perception 9 (–1)
Defense 17 (mail, large shield); **Health** 22
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Sword (melee) +3 with 1 boon (2d6 + 2)
Longbow (long range) +0 with 1 boon (2d6 + 1)

CITY WATCH — DIFFICULTY 10

Size 3 human

Perception 11 (+1)
Defense 14 (hard leather, small shield); **Health** 44
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10
Mob A mob takes half damage from attacks that target individual creatures and takes double damage from attacks that affect areas. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through a mob's space, but they treat the area as difficult terrain. The mob can squeeze through openings large enough to permit the passage of an individual member and can move through spaces occupied by other creatures.

Spawn When the mob becomes incapacitated, it dissipates and 1d6 patrollers appear in open spaces within the space it formerly occupied. They can take the next available turn.

ATTACK OPTIONS

Sword (melee) +1 with 2 boons (1d6 or 3d6 if the mob is not injured)

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must get a success on an Agility challenge roll or take 2d6 damage.

RIOT AFTERMATH

The losing side flees the scene, broken and bloodied. The leader of the group aided takes the opportunity to catch the PCs up on recent events. However, if Marcello or Captain Riza died in the riot, one of their seconds steps up to take charge and reveals the information instead. If the characters agree to work with the NPC, he becomes their patron for the duration of the adventure.

The characters might step forward to take charge of a side with a fallen leader, in which case someone in their ranks steps forward to fill them in on what has been happening.

SIDED WITH MARCELLO

Marcello informs the group that he and his comrades are freedom fighters and liberty seekers protesting the brutal yoke of the Empire and demanding independence for Gateway. He notes that while his Gogenthaler-related family is well off, it has always stood beside the common citizens of the city. Captain Riza and his soldiers are the last gasp of Imperial jack-boot rule in this city quarter, and with their defeat, the pathway to freedom is assured. He offers the characters 30 gc to join his cause and sweetens the deal with increased influence and connections in the city.

SIDED WITH CAPTAIN RIZA

Captain Riza tells the group that violent mobs such as this one have been springing up all over the city in recent months, growing in intensity. He says they are tied to the wealthy Gogenthaler clan, whom Riza describes as inbred monsters who grow fat off the hard work and labor of the citizens, which makes them act against their best interests. Captain Riza is aware that the Empire is crumbling but hopes that the city leadership finds a way toward just and fair rule in the future, as it always has in the decline of empires and kings. Marcello's family is provoking unnecessary anger and outrage where none is needed, to the detriment of the citizenry. He offers a 30 gc stipend to the group if they aid him in ending the riots.

SIDED WITH NO ONE

A street vendor or shopkeeper beckons the members of the group following the riot and updates them with information drawn from the above. The shopkeepers and other canal-side merchants have had enough of the fighting and appeal to the PCs to do what they can to put a stop to it. They can pool together a meager collection of funds, amounting to 15 gc, and give it to the group if they can resolve the unrest. As well, they offer a 15% discount on all goods and services purchased in the city.

THE EYELESS CORPSE

Shortly after the riots break up, the characters' allies make a grisly discovery in one of the side streets that extends away from the canal. The corpulent body of a noble lies amid the rubbish, his bloody eye sockets emptied and his face twisted in a rictus of agony in death.

The group's patron can identify the remains as having been Gregorio Undzy, a Gogenthaler guild boss. His is the latest in a series of similar murders targeting affluent members of the Gogenthaler clan; in each case, their eyes were missing. The first such body was discovered three weeks earlier, and a new one has been found every three days.

Marcello claims this is a plot by the city leadership to weaken the clan's efforts to foment rebellion, while Captain Riza thinks it's a sign there is a faction war within the Gogenthaler's organization. Gateway's shopkeepers and vendors think it's some kind of serial killer or monster, maybe even a demon, sent to prey on the wealthy and a sign the rich are headed down a dark path.

ON THE TRAIL OF THE KILLER

Magic might reveal Gregorio's killer to be a tear thief. Lacking such means, investigating the corpse reveals the eyes were carefully removed with a sharp knife or instrument used by a surgeon. Whoever did it was remarkably quick, precise, and efficient. The eyes are nowhere to be found.

If Marcello is the group's patron, he can provide details about the other victims and the locations of their deaths. All of them were found in this quarter of

Gateway, in an area about a half-mile in diameter. If the player characters want to stake out the canal and its side streets, Marcello can provide a few additional people to act as lookouts.

If Captain Riza is the group's patron, he says his city watch is overwhelmed and reduced in number by the riots and other incidents, but he can spare some patrollers to help them stake out the area. He has no love of the Gogenthaler clan but feels the deaths are an added mystery he would prefer to solve.

If neither the Gogenthaler clan nor the city watch act as the group's patrons, they can rely on those businesses operating at night, such as lamplighters and bakers, to keep an eye out.

CAUGHT IN THE ACT

On the following evening, the player characters have an opportunity to catch the killer. The tear thieves have two potential victims: a young socialite named Alanza DiMargo and the agitator Marcello.

THE SOCIALITE

At some point in the evening, Alanza DiMargo (as a **commoner**) stumbles out of a dance hall not far from the canal. She foolishly left her bodyguard behind after being embarrassed by one of her rivals and so she drunkenly cries as she ambles along the canal. If the player characters are out watching, they spot her at once, though unless they have a patron, lookout, or patroller with them, her ties to the clan aren't evident.

Unless stopped, she walks under a bridge, where a **tear thief** and **3 mercenaries** step out from a door to confront her. If the player characters are with her or hear her scream, they discover two more mercenaries and another tear thief standing in their path to give the others time to extract her tears.

THE AGITATOR

The tear thieves also single out Marcello and move to take his eyes the same night they go for the socialite. The attack can occur at any point, though the tear thieves prefer to strike when their victim is alone or with just one or two other characters. If the PCs think to guard him, use him as bait, or are there when the harvesters attack, they face **3 tear thieves** who fight to draw characters away from Marcello so one can cut out his eyes.

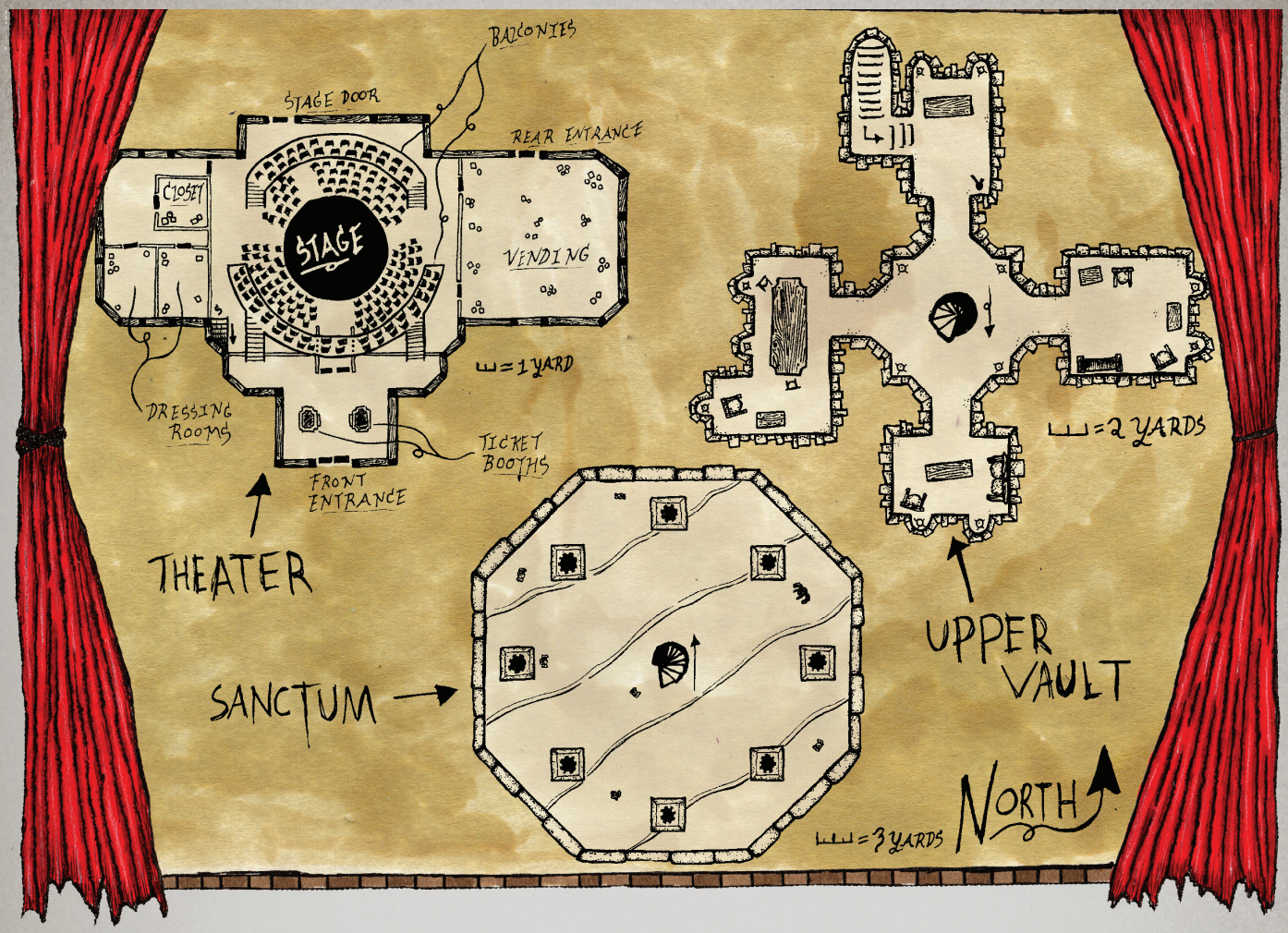
If the tear thieves manage to make off with Marcello's eyes, the player characters could be implicated as having been responsible for his and other deaths, especially if they are first on the scene and not affiliated with Riza or Marcello. Threats of hanging or imprisonment should prompt them to find who is responsible for the attacks and why.

CONSEQUENCES

If the group defeat the tear thieves and their mercenaries, the player characters can attempt to extract information from them. The tear thieves are completely loyal to Lachrymosa, and the mercenaries are paid generously for their work, so the best the characters can get from their prisoners is a location—the old Ophidian Theater—and likely only with significant effort such as torture or the use of magic.

Failing to extract useful information from prisoners, the characters can gather information from their lookouts. Someone might have seen the harvesters and the mercenaries moving through the streets. The characters could deduce a few potential locations from this information, some of which might harbor other threats and dangers.

If the tear thieves flee, the characters can chase them back to the Ophidian Theater or track them by speaking with witnesses who saw them as they raced through the streets.



If the characters are not present for either character's death or are there to investigate them, they might encounter the fleeing harvesters or just have to wait for another person to die before they can find the information they need to put a stop to the killings.

THE OPHIDIAN THEATER

The gorgon bride of the Witch-King lives in a forgotten vault underneath the abandoned Ophidian Theater, which takes up most of its own island at the edge of the Gold Quarter. It is central to all of the murders, close to the Gogenthaler clan's palatial residences and homes, and upon identification as the likely location, either Marcello or Captain Riza affirms it was abandoned years ago.

THEATER LEVEL

Characters can access the theater from the rear, the former stage doors, or the front. All entrances are now locked and boarded up. The interior is a classic theater in the round, with two upper balcony levels that look down upon the stage and common floor. Rooms for actors to change and prepare are located to the west side of the lower floor; space for vendors to hawk their wares, now filled with crates and barrels, can be found on the east side.

The theater is unlit. Dark shadows make it look as if there are audience members and actors present. If the player characters bring a source of light, they can see that various levels in the theater have been decorated with dozens of exquisite marble statues in various reposes that look down toward the stage. These are all Lachrymosa's handiwork.

If the PCs chased a tear thief to this location, it turns to face them here. Otherwise, the theater is unguarded.

A concealed stairway access leads down to the Upper Vault Level of the theater, which has signs of constant use. A locked vault door bars entry to the lower level requiring a success on a Strength challenge roll with 2 banes (to break it down) or an Agility challenge roll with 1 bane (to pick the lock) to bypass. A failed effort draws the mercenaries described below to investigate.

UPPER VAULT LEVEL

This level consists of five vaulted chambers linked by 3-yard-high, 2-yard-wide corridors. Each chamber boasts intricately carved marble walls that an architect has

fashioned to resemble people crammed shoulder to shoulder three rows tall. All of the faces are serene and open mouthed, as if chanting or singing or screaming.

Long ago, Lachrymosa had the vault fashioned entirely from willing sycophants and servants whom she had pose in supplication and honor of her. The spaces between them were mortared in plaster and chunks of marble before being polished. The result is an awe-inspiring construct of cold, unfeeling death. A success on a Perception challenge roll with 2 banes reveals these aren't actually statues if a PC decides to examine them closely.

Four chambers surround and feed into a central chamber in which circular stairs lead downward to Lachrymosa's Sanctum; the stairs from the theater level open into the northmost chamber revealing a coat rack and sidetable. The chambers have been furnished in comfortable, overstuffed couches, divans, bookshelves, and wardrobes. Harvesters gather here from all around Gateway once a week to discuss their activities and pay their respects to the gorgon in the sanctum below.

In one of the rooms, **4 organ filches** swaddled in blood-stained and gore-flecked cloaks and robes recline while they wait for the group to arrive. An equal number of **mercenaries** attend them in case of violence. As the player characters descend, one organ filch gestures to a table with an array of decanters and goblets, offering drinks.

At this point the group might attack instantly, but the organ filches offer an opportunity for discussion. They state their case clearly: they are members of an ancient sect that has lived in Gateway for centuries, and their leader, Lachrymosa, has been terribly ill. They claim they are merely harvesting the necessary ingredients for her cure, from rich and pompous humans who nobody likes anyway.

If present, neither Marcello nor Captain Riza approves of the harvesters and their story. Marcello demands revenge for the killing of his kin, and Captain Riza demands justice for the citizens. The player characters can attempt to assert control over their patron, but if left to his own devices, the patron draws a weapon and charges forward to be cut down by the scalpels of the organ filches.

If the player characters converse, they learn Lachrymosa seeks to rise from her long self-exile in the vault and take over the beleaguered city, bringing order and the full weight of her extensive business enterprise (AKA her crime ring). The player characters are invited to join her organization, perhaps as high-ranking leaders.

Alternately, if the organ filches decide the player characters are not interested in a business agreement, they resort to violence to eliminate the threat to their mistress.

At some point in any fight or extended discussion, one organ filch slips down the central stairs toward Lachrymosa's sanctum unless stopped.

LACHRYMOSA'S SANCTUM

The sanctum is a huge octagonal room the size of a cathedral. More of the statue-like carvings and structures give shape and a baroque beauty to it, forming a series of eight pillars that support the ceiling and line the walls. The figures crouch and stand and reach up in uncanny poses. The floor is slick with an inch of foul-smelling water with rose petals floating upon it as if to offset the odor.

The slithering of Lachrymosa weaving between the pillars is the first sound the characters hear. If they have been announced or heralded, she waits, a veil over her face. If not, they might have time to use an action before she reveals herself.

Lachrymosa is a gorgon, but the treatment she's received from the harvesters has stripped her snaky hair and diminished her petrifying gaze.

LACHRYMOSA — DIFFICULTY 250

Size 1 monster (gorgon)

Perception 17 (+7); darksight
Defense 18; **Health** 120
Strength 12 (+2), **Agility** 16 (+6), **Intellect** 12 (+2), **Will** 17 (+7)
Speed 8
Immune gaining Insanity; charmed, compelled, dazed, frightened, stunned
Diminished Petrifying Appearance On first seeing Lachrymosa, a creature must make a Will challenge roll. On a failure, the creature gains 1 Insanity, cannot avert its eyes from her, and becomes slowed for a number of rounds equal to its Insanity total. Whether it gets a success or a failure, it cannot again be affected by Lachrymosa's Diminished Petrifying Appearance until after it completes a rest.

ATTACK OPTIONS

Scimitar (melee) +6 with 3 boons (2d6 + 1)
Longbow (long range) +6 with 3 boons (2d6 + 1)

SPECIAL ATTACKS

Twin Strike Lachrymosa attacks twice with her scimitar or longbow. She makes each attack roll with 1 bane.

END OF THE ROUND

Epic Recovery Lachrymosa removes one affliction from herself.
Diminished Petrifying Gaze Each creature within medium range of Lachrymosa that can see her must either use a triggered action to avert its eyes or make a Strength challenge roll with 1 boon.

For 1 round, a creature that averted its eyes makes attack rolls with 2 banes and grants 2 boons to creatures attacking it.

A creature that did not avert its gaze and got a failure on the challenge roll takes 2d6 + 10 damage and becomes slowed for 1 minute. If the creature is already slowed, it becomes immobilized for this time instead. A creature that would become incapacitated by this damage transforms into a stone statue and dies.
Epic Adversary Roll 1d3 +1 to determine how many actions Lachrymosa can use during the next round. She can use these actions during any turn and can do so before her enemies act. Each time she would use an action, she can move up to her Speed before or after the action.

The characters can engage her in dialogue to try to bargain with her.

Lachrymosa responds well to the following:

- Appeals to the importance of her elder role in the history of Gateway
- Compliments or flattery about her power, status, or investments
- Offers to help her build and grow her empire
- Offers to turn over Marcello or another Gogenthaler to complete her treatment
- Offers to take down the current city government

She responds poorly to the following:

- Referring to her as a monster or evil
- Asking her to leave Gateway or relocate her crime ring
- Insults or accusations about her activities
- Offers to eliminate all of the Gogenthalers
- Demanding that she hand over her riches or knowledge

The characters might come up with of plan to bring down the vault. The water on the floor is the result of frequent leaks and flooding that Lachrymosa needs her harvesters to repair because her remarkable petrified audience isn't the most stable of edifices. However, they would need to engage her in battle for at least a round or two to pull off this feat, which might be fatal for one or more of them.

The PCs might also run away. Lachrymosa lets them go but commits her spies in the city toward ensuring the characters don't further attempt to thwart her plans. If they do, she sends harvesters and mercenaries after them until they return to stop her or they leave the city.

AFTERMATH

If Lachrymosa's plans are allowed to continue, she rids herself of her petrification abilities entirely after three more treatments. In their place, she increases her Power and learns spells from traditions you deem appropriate. Use the Magic table on page 264 in *Shadow of the Demon Lord* to determine the number of spells she learns for her Difficulty. Her crime ring infiltrates and then subsumes the city leadership, and within six months, Gateway is entirely hers.

If she is stopped, her organization falls apart. The harvesters flee back to the four corners of the city. Without a leader, they are eventually hunted down and killed by the city watch. The Gogenthalers have partial success in gaining control over the city if only by placing a stranglehold on all commerce until the leadership is rendered impotent. Within a year, a new city government is formed, with strong Gogenthaler representation and influence.

Many other outcomes are possible based on what the group does. By the time they choose master paths, they might have gained extraordinary influence and control in one of the most well-defended and powerful cities in the north. Gateway is a suitable base of operations for master characters, one they can potentially shape and direct in the future.

Lachrymosa's collection of treasures is almost entirely composed of precious works of art and thousands of books and written works, worth 100 gc or more to an interested buyer. The lore contained in these works could explain the decision to select a magic-using master path for characters who study them. She also has a small coffer containing 100 gc.