

GEOS4-01G

The Wizard's Tower

**A One-Round D&D LIVING GREYHAWK[®]
Geoff Regional Delve Mini Module**

Version 1.0

Round 1

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Adventure Background

See the adventure background in the Master Document.

Adventure Summary

The PCs are transported to the Cloud Castle by the mages of the Cyvrin, the arcane corps of the Geoff Army of Liberation. After passing through various zones already cleared, they arrive just below the kitchens of the main keep (via the Kitchen – Cistern Stair). From there, using stealth along the way, the PCs are to enter the Wizard's Tower.

The Wizard's Tower lies outside the main castle, isolated by its own walls, moat, and other fortifications. This four story tower is the home of Magnild Heinrichsen, second son of the slain cloud giant patriarch. Magnild is a powerful wizard. Within the tower is his laboratory, his assistants, his personal quarters, and most importantly, the magical machinery controlling the cloud castle's movement and levitation.

This machinery is what interests the Army of Liberation. They want the devices sabotaged to halt the cloud castle over Pregmere. Halted, not crashed into the earth below. Such a thing would be immensely devastating, destroying Pregmere, the Gyric and Gran March armies, and a good chunk of the surrounding countryside.

The tower is well-guarded and the approach is not easy. To distract the giants from their true objective, the Army of Liberation is sending a second force to assault the castle grounds. The PCs have limited time to breach the tower, deal with its guardians, and safely sabotage the eldritch machinery. Along the way, they may find an unsuspected ally.

Prior to this mini-mod ask the players if their PCs have played GEO2-01 A Wise Man's Son or GEO3-01 A Small-Knowing Soul.

A map providing an overview of the Cloud Castle is provided and may be used as a handout for the players. Area locations noted on the map are referred to in the module by name. Should a battle break out in the Pitched Stone Court (see Encounter 2) then the judge must illustrate this battle on a standard battlemat. The rest of the mini-mod uses pre-made full-scale laminated maps.

Introduction

"You are to infiltrate the Wizard's Tower. This tower stands apart from the main keep, surround by its own fortifications, including a moat."

"We suspect this tower holds the eldritch machinery which powers and controls both the flight of the castle and its levitation."

"You are to find a way to safely sabotage this machinery – disable the castle's flight capability while leaving the levitation intact. The devastation this castle causes now is nothing compared to what would happen should it plummet from the skies onto Pregmere."

"A diversionary force will be sent into the castle grounds to provide time for you to sneak through the castle from the kitchens to a secondary gatehouse. For whatever reason, the drawbridge over the moat to the Wizard's Tower is down. We all thank Beory for small favors."

"Once you have accomplished your mission, leave the Tower. This mission is the culmination of our plans. All forces will depart with or without you in four hours."

"You have fifteen minutes to prepare yourselves. May Pelor shine upon you and provide his blessings. Report back to me when ready."

After the PCs have prepared or they have used up fifteen minutes of game time, read the following:

You are transported by the Cyvrin to a shallow crevice near an opening on the rocky underside of the cloud castle via shadow. Mist, fog, and darkness surround you."

You are greeted by Olwythi Cyntaf Dwrthdyn Davyth Longshanks. Davyth is just inside the opening and beckons you to follow. He leads you through sewers and networks of caves. Finally you reach the end of the 'safe zone'. Cyntaf Dwrthdyn Longshanks gestures to a dark staircase in front of you. Everything up to this point has been secured by other wolfpacks and elite units of the Army of Liberation. He says the castle kitchens are above. He himself has only heard strange singing coming from above the trap door at the top of the staircase. Who knows what dangers lay above?"

Other wolfpacks have already cleared out portions of the Cloud Castle, followed by Army of Liberation elite units. The PCs have been asked to advance into the next hostile zone.

Encounter 1: Someone's in the Kitchen with Nignub

You ascend for some time up a spiral staircase. The staircase is not lit. As you near the top of the staircase you hear something singing. The voice is loud, deep, surprisingly on-key, but not in Flan or Common.

Any PC who speaks Giant can understand the song with a Listen check, DC 20. Those listening must be directly below the trap door. The Kitchen – Cistern Stair is made for Large creatures, allowing two PCs to listen at the door at one time.

If a PC has heard the song, read the following:

*“There was a lit-tle man,
an he wo’ed a little maid,
an he said, lit-tle maid, will you wed, wed, wed?
I ‘ave lit-tle more to say.
Than, will you, ay or nay?
For lit-tle said is soon-est mend-ed-ed!”
Then reply’d the lit-tle maid,
lit-tle sir, you’ve lit-tle said,
To induce a lit-tle maid, to wed, wed, wed!
You must say a lit-tle more,
and pro-duce a lit-tle dow’r,
Ere I make a lit-tle print, in your bed, bed, bed!”*

Any PC who has played either GEO2-01 A Wise Man’s Son or GEO3-01 A Small-Knowing Soul may recognize the voice of the singer. An Intelligence check, DC 12, recalls a certain ogre possessed of a powerful voice, known to both sing and be interested in all things culinary: Nignub!

If the PCs peer through the trap door or open it and enter the Kitchen, read the following:

Busy making and baking the morning bread before a blazing hearth and accompanying ovens is none other than Nignub the Ogre. He has finally reached, what could be, the peak of his existence – head cook in the cloud castle. No longer restricted to his single stewpot, Nignub has a vast well-

stocked kitchen at his disposal. He is serene and unaware that all he has worked for is about to disintegrate around him.

APL 8 (EL 10)

Nignub: hp 101; see Appendix G.

APL 10 (EL 12)

Nignub: hp 120; see Appendix G.

APL 12 (EL 14)

Nignub: hp 138; see Appendix G.

APL 14 (EL 16)

Nignub: hp 157; see Appendix G.

APL 16 (EL 18)

Nignub: hp 176; see Appendix G.

Tactics: Nignub may be dealt with peacefully. As he really enjoys what he is doing now, he’d like to continue as head chef of the cloud castle. The PCs’ arrival suggests to him his days are numbered as the chef.

If the PCs speak to Nignub and somehow reassure him his position is safe, a successful Diplomacy check, DC 10+APL, convinces Nignub there is still time. He asks why the PCs are here, suggesting he may be able to help, thinking this rids the castle of their presence soonest. Should they tell him they seek the Wizard’s Tower, Nignub suggests they arrive at the Tower via the castle offices which are just east of the Kitchen. Nignub says at this time of morning no one is present and the guard is lax. He cautions them on going through the courtyard as this is always watched.

If the PCs join battle with Nignub, his crushing disappointment of being robbed of his dream position sends him into a rage. He attacks with all his might, and attempts to bull rush PCs into the hearth. Should this occur, the PC takes 2d6 fire damage and must spend a full round action to extinguish themselves or suffer an additional 1d6 points of fire damage every round until the fire is put out.

Development: If the PCs speak with Nignub and learn the safe route or choose the safe route through the Offices, proceed to Encounter 3. Should the PCs think about crossing the Pitched Stone Court, proceed to Encounter 2.

Encounter 2: Pitched Stone Court

This area is secured in the evening with 5 overlapping *alarm* spells, all set to audible. A *detect magic* spell may be used to locate the *alarm* spell auras. The area encompassed by the *alarm* spells is too great for a single area *dispel magic*. Each one must be separately dispelled. The *alarm* spells have a caster level of 17.

Should the PCs set off any of the alarm spells, a great cacophony erupts and summons guards from the Closet Tower and Gatehouse. These guards do their level best to destroy the PCs.

APL 8 (EL 12)

Glacial Giant; hp 146; see Appendix G.

APL 10 (EL 14)

Crag Giant; hp 101; see Appendix G.

Hobgoblin Keenshooter (2): hp 74 each; see Appendix G.

Minion of Vaprak; hp 107; see Appendix G.

Hill Giant Clansmen: hp 102 each; see Appendix G.

APL 12 (EL 16)

Glacial Giant; hp 147; see Appendix G.

Hobgoblin High Keenshooter (2): hp 92 each; see Appendix G.

Servant of Vaprak; hp 129; see Appendix G.

Crag Giant (2): hp 102 each; see Appendix G.

APL 14 (EL 18)

Glacial Giant, Bbn2 (2): hp 171 each; see Appendix G.

Hobgoblin Deathshooter (2): hp 111 each; see Appendix G.

Favored of Vaprak; hp 145; see Appendix G.

Crag Giant (2): hp 102 each; see Appendix G.

APL 16 (EL 20)

Glacial Giant, Bbn2 (2): hp 171 each; see Appendix G.

Hobgoblin Deathshooter (8): hp 111 each; see Appendix G.

Favored of Vaprak (2): hp 145; see Appendix G.

Tactics: The hobgoblin archers appear on the castle battlements (the two gatehouse towers) and use the merlons for cover, providing a +2 cover bonus. The battlements are approximately 100 feet above the courtyard and pentagonal in shape, with the point facing away from the castle. The pentagonal gate towers are 20 feet across with a 40 foot gap between them. The rest of the giant forces pour forth from the Gatehouse. At APL 16, one of the Favored of Vaprak remains with the hobgoblin archers to provide support.

Development: Stopping to loot bodies provides ample time for giant reinforcements. The same force arrives in three rounds but with Heinrich Heinrichsen leading. Should they somehow survive but create giant casualties along the way, the most destructive PC earns the Enmity of Heinrich Heinrichsen.

Encounter 3: Its Only Water

This and the encounters that follow take place on the pre-printed laminated maps. Encounter 3 takes place on Tower Map 1.

Sunlight streams in from an open gate looking out onto a long wooden drawbridge over a shining moat. Beyond lays your objective: the Wizard's Tower. The front gate of the tower is open and, except for muted sounds of battle from the wolfpacks providing the distraction for your mission, there is absolute calm.

Despite the scene, the drawbridge is well guarded by specialty constructs created by Magnild. The brass golem is intelligent (for constructs is practically a genius!) and in carrying out its mission to deny access to the tower, watches the drawbridge in hiding from the vestibule. Each PC may make a Spot check opposed by the brass golem's Hide of 20. The golem's Hide check considers several factors, including being in shadow, ability to stand rigidly still, and distance.

The drawbridge is protected by an *alarm* spell. This inaudible alarm rings in the brass golem's rudimentary mind, giving it, potentially, the element of surprise. The *alarm* spell is at caster level 17.

In addition to the *alarm* spell on the drawbridge, Gruubliak (see GEOS4-01A The Caverns), having fled from other wolfpack

incursions, has alerted Magnild of the potential for an assault.

The moat surrounding the Wizard's Tower is 15 to 20 feet deep. Lurking in the moat are tendriculos.

APL 8 (EL 11)

Brass Golem: hp 130; see Appendix G.

Tendriculos: hp 146; see Appendix G.

APL 10 (EL 13)

Brass Golem: hp 178; see Appendix G.

Tendriculos: hp 226; see Appendix G.

APL 12 (EL 15)

Brass Golem: hp 226; see Appendix G.

Tendriculos: hp 328; see Appendix G.

APL 14 (EL 17)

Brass Golem: hp 284; see Appendix G.

Tendriculos: hp 354; see Appendix G.

APL 16 (EL 19)

Brass Golem: hp 332; see Appendix G.

Tendriculos (2): hp 354 each; see Appendix G.

Tactics: The brass golem knows the tendriculos are present in the moat and does take opportunities to knock combatants off the drawbridge into the moat. The brass golem, being intelligent, has feats. Some of these feats may be found in *Savage Species*. Such feats are noted in the brass golem's stat block.

After three rounds of combat, the goblin sorcerers in the first level of the tower (see Encounter 4) gather at the arrow slit looking out over the drawbridge and target the PCs with spells. Due to the size differential between the goblins and the arrow slits, treat them as if they are standing in a 5-foot wide doorway. The goblin sorcerers harass the PCs with spells: damaging them, blocking access, charming, etc.

Encounter 4: Breaching the Tower

The interior of the tower is surprisingly clean, despite its goblinoid inhabitants. This area looks to be a common gathering and

communal area. A long trestle table and benches is in the center of the chamber and a large hearth containing a newly lit fire licking at a bubbling pot is in the southeast wall.

The goblins here are likely aware of the PCs due to their combat on the drawbridge. The goblins, having already attacked through the arrow slit onto the drawbridge, are well aware of the PCs and suspect what it is they want to destroy. If Gruubliak is not present read the following:

A surprisingly handsome and well-groomed goblin skitters forward from the darkness.

"You Tyv should have stayed on the groundsees! The Master doesn't want you poking around his tower! He told us to take you alive – that may be a problem!"

If Gruubliak is present read the following:

A truly impressive goblin comes forward out of the gloom in the back of the tower. He is nicely appointed but walks with a slight limp. He raises his hand, palm forward, and speaks.

"You have intruded far, Tyv. Such an accomplishment is likely to be lauded among your kind. However, I cannot permit you to further intrude upon the Master. I warn you, beyond here lay his wrath and I shall not be responsible for what happens to you. If you must fight, then I and my apprentices are ready."

Unless the PCs give up and leave (an unlikely proposition), the sorcerers do their best to deter the PCs from entering any further into the tower.

APL 8 (EL 10)

Goblin Novice (2): hp 33; see Appendix G.

APL 10 (EL 12)

Goblin Novice: hp 33; see Appendix G.

Goblin Adept: hp 41; see Appendix G.

APL 12 (EL 14)

Goblin Adept (2): hp 41; see Appendix G.

Goblin Warlock: hp 49; see Appendix G.

APL 14 (EL 16)

Goblin Warlock (2): hp 49; see Appendix G.

Gruubliak the Fashioner: hp 61; see Appendix G.

APL 16 (EL 18)

Goblin Warlock (3): hp 49; see Appendix G.

Gruubliak the Fashioner: hp 61; see Appendix G.

Tactics: The goblin sorcerers try to cordon off the PCs to prevent them from accessing the stairway. All but Gruubliak fight viciously to the death. Gruubliak, if reduced to ¼ of his hit points offers to surrender. If he is spared, the PCs gain the Favor of Gruubliak the Fashioner. If he is struck down, they gain his enmity instead for his journals contain the necessary information for the giant army to seek revenge.

Development: After the battle is over, a search of the area does not reveal much of note. The place is clean and orderly. The stairs spiral up to the second level but appear to terminate at that point. Examination of the fireplace notes its chimney reaches up far out of sight. The chimney may be climbed after the fire is extinguished. The stones are still hot and cause 1d4 points of fire damage per round of contact unless some further steps are taken. A Climb check, DC 15 is required to ascend each level. The chimney has loose stones and slippery soot.

Encounter 5: Apprentice Chambers and Lab

This area appears to contain the individual sleeping areas and personal effects of the goblin sorcerers. All is neat and tidy. A great fireplace squats in the southeastern wall. A spiral staircase in the northeastern wall ascends to the third level of the tower.

A thorough search, taking precious time, may find Gruubliak's journals. A successful Search check, DC 20 + APL is required. Finding and confiscating these journals negates the PCs receiving the Enmity of Gruubliak. PCs may not take 20 as they are in a threatened situation – castle guards could come at any time.

There is nothing else of note on this level.

Encounter 6: The Momentum Machine

Upon reaching the top of the stairs, an amazing sight can be seen. In the center of the

chamber is a basalt dais. Spaced equally around the circumference of the dais are four squat roughly tear-drop shaped objects. Each is composed of a gray-blue sphere with a burnished brass or possibly gold obelisk sitting atop. The obelisks are capped with small gray-blue spheres. Copper banding lines the large sphere and obelisk longitudinally and the whole piece sits atop a thick copper coil. Blue arcs of energy nip out from the tear-drops to a central pillar, possibly composed of brass or gold. A blue crystal sphere perched at the apex of the central pillar receives the arcs of energy. The chamber has the smell of a field after a thunderstorm. There are no apparent exits from this room, except for giant-sized arrow slits.

Nearly unnoticed in this chamber is a strange ancient suit of black full plate armor, constructed for a human-sized creature standing on the western side of the room. The suit has its arms cross across the breastplate. One gets the eerie feeling the suit is not empty, per se.

The device in the center of the room is responsible for all momentum and levitation of the cloud castle. Complete destruction of the eldritch device sends the castle plummeting to the surface of Oerth, generating a catastrophe of unthinkable proportions.

Each of the four tear-drop shaped devices channel one of the four winds. The central column uses force from all four winds to levitate the castle. Destruction of the central column immediately causes the castle to plummet from the sky. Destruction of any two of the wind channelers causes the castle to fall to the ground.

While some may find the complete destruction of the castle desirable, the sacrifice of most of the combined armies may not be worth the price. In addition, the shockwave from such a crash would cause massive destruction for miles. In essence, an object as massive as the cloud castle hurtling 4000 feet to the surface would be akin to detonating a thermonuclear weapon.

The momentum generation must be separately disabled from the levitation. To do this requires time, know-how, and patience.

Each wind channeler has two brass panels attached to opposite faces of the obelisk. These panels hold the keys to disabling the momentum generation. Various sigils, crystals, and levers festoon these panels.

Without assistance from the builder, a Knowledge (arcana) check, DC 50, is required to successfully sabotage the momentum generation without damaging the levitation. A PC at least 5 ranks of Knowledge (planes) may have a +5 circumstance bonus. PCs with appropriate skills may assist. Bardic knowledge, with a successful check, DC 12 + APL, provides a +4 circumstance bonus. Failure at this check does not hold dire consequences but the PCs may not try a second time.

Watching all of this with great intensity is the cloud giant wizard, Magnild Heinrichsen. He is standing, under the effects of a scroll of *greater invisibility*, in the air shaft which leads to his private chambers.

Magnild is not without some sympathy for the plight of the Tyv. Since the loss of his father, Magnild has been rethinking his position in this ever increasingly deadly war.

Should the PCs demonstrate genuine desire to disable the machine in such a way as to spare the castle, Magnild reveals himself. Likewise, if Magnild is revealed (see invisibility, true seeing, etc), he steps out from the air shaft and cancels his spell. If the PCs look like their going to smash up the place, Magnild intervenes immediately, trying Diplomacy first, and force second.

Read the following if Magnild need reveal himself:

From a circular chamber in the southwest corner comes a slight magical chime. Filling a chamber is a might cloud giant. This giant is dressed in the typical loose fitting finery seen on other cloud giants, but has extensive embroidery. Bracers adorn his thick wrists, rings sparkle on his fingers, and a slight wry smile is on his mouth. No trace of fangs can be seen. A hippogriff flies around him and finally lands across his broad shoulders. It makes a profound chuffle.

“Hum, ho, hym! That may not be the best thing to touch, little one! Such a thing as this,” - he gestures around the tower – “are too easy to destroy, along with your armies and friends. I am curious. Why are you here? What is your purpose? Do you seek complete destruction?”

Magnild questions the motives of the PCs. Murderous, base motives provide negative circumstance penalties to any Diplomacy checks. Eloquent PCs may be able to convince Magnild to aid them.

The PCs may make a single, joint Diplomacy check, taking into account any negative modifiers for insulting Magnild or suggesting crashing the castle would be a “good thing”. A successful check, DC 24 + APL, convinces Magnild to aid the PCs. He does not actually do anything, he merely instructs. This provides him some plausible deniability with his brother, Heinrich. Magnild's aid provides a +25 circumstance bonus to the Knowledge (arcana) check to disable the wind channelers.

Once the damage is done, Magnild warns all they should leave immediately.

PCs gain the Favor of Magnild should they have dealt with him peaceably.

The suit of armor is a zodar (see Appendix G). A zodar is an enigmatic construct with some seeming will and intelligence, though this is completely unapparent or measurable. The thing just stands against the wall and does nothing unless attacked – at which point it does defend itself.

If Magnild is asked about the zodar, he says he has no idea what its purpose is or why it just seemed to appear in this room several weeks ago. Magnild has tried to determine its motives but to no avail.

Should the PCs leave the zodar alone and make peace with Magnild, the construct animates and says the following in a dry, metallic, echoing voice:

“Fascinating. The clock is re-wound.”

The enigmatic thing then disappears.

Development: As should be clear by now, the reason there are no game mechanics relating to the crash of the cloud castle is because the destruction is absolute. PCs wishing to deal the giants this kind of blow must understand it requires a certain level of sacrifice. However, the zodar, once during the entire event, reverses one of these catastrophes. When reversed the zodar is no longer present in the room once reality has been reset.

Encounter 7: Magnild's Chambers

Despite the opulence of these chambers, there is nothing significant here. These chambers may

only be accessed by a shear shaft from the room below or from a shaft in the ceiling.

Conclusion

The adventure concludes when the PCs have sabotaged the cloud castle momentum generator. If they have time (and are still alive) they may proceed to another map section via the Endless Stair or venture out into the Castle Grounds. Proceeding to another map section negates any XP for holding the Cistern and requires the expenditure of an additional TU (or an additional 2 TUs for out of region PCs). PCs may then earn additional XP and gold up to the normal maximums per APL.

	Max	Max
APL	XP	GP
2	450	450
4	675	650
6	900	900
8	1125	1300
10	1350	2300
12	1575	3300
14	1800	6600
16	2025	9900

The End

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 story awards) to each character. As this is a Regional Special, all experience point values are halved from normal.

Encounter 1: Someone's in the Kitchen with Nignub

Obtaining information from Nignub peaceably:

APL 8 75 xp; APL 10 90 xp; APL 12 105 xp; APL 14 120 xp; APL 16 135 xp.

Encounter 2: Pitched Stone Court

Successfully avoid combat with the castle guards:

APL 8 75 xp; APL 10 90 xp; APL 12 105 xp; APL 14 120 xp; APL 16 135 xp.

Encounter 3: It's Only Water

Defeat the Wizard's Tower guardians:

APL 8 165 xp; APL 10 195 xp; APL 12 225 xp; APL 14 255 xp; APL 16 285 xp.

Encounter 4: Breaching the Tower

Overcome the goblin sorcerers:

APL 8 150 xp; APL 10 180 xp; APL 12 210 xp; APL 14 240 xp; APL 16 270 xp.

Objective Awards

Successfully sabotage the wind channelers:

APL 8 75 xp; APL 10 90 xp; APL 12 105 xp; APL 14 120 xp; APL 16 135 xp.

Avoid combat with Magnild:

APL 8 75 xp; APL 10 90 xp; APL 12 105 xp; APL 14 120 xp; APL 16 135 xp.

Total possible experience:

APL 8 563 xp; APL 10 675 xp; APL 12 788 xp; APL 14 900 xp; APL 16 1013 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Note: Values given are full values per PC, not halved. PCs may gain treasure up to the listed maximum per APL.

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

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 25 gp; C: 0 gp; M: 5385 gp - Total: 5410 gp **(650 gp)**

APL 10: L: 0 gp; C: 0 gp; M: 11156 gp - Total: 11156 gp **(1150 gp)**

APL 12: L: 0 gp; C: 0 gp; M: 11677 gp - Total: 11677 gp **(1650 gp)**

APL 14: L: 0 gp; C: 0 gp; M: 13261 gp - Total: 13261 gp **(3300 gp)**

APL 16: L: 5 gp; C: 0 gp; M: 17678 gp - Total: 17678 gp **(4950 gp)**

Special

Favor of Gruubliak the Fashioner: For giving Gruubliak the courage to leave his Giant Overseer and treating him fairly he will fashion the one of the following items for the PC: *boots of the mountain king*, *steadfast boots*, *boots of haste*, *boots of speed*, *boots of flying*, *weapon upgrade (disarming)*, *weapon upgrade (last resort)*, *weapon upgrade (bane, giant)*, *weapon upgrade*

(*keen*), *ring of force shield*, *ring of telekinesis*, *helm of comprehend languages and read magic*, *cloak of displacement (minor)*. The PC is responsible for the cost of the item/upgrade.

Enmity of Gruubliak the Fashioner: For breaking into his lab and attempting to assassinate him, the PC has gained the ire of Gruubliak the Fashioner. He has cataloged details about the PC and ensures the Giant Army is properly equipped to deal with such a menace. When this PC plays in any Geoff Regional Module or Special against the Giant Army there is a 20% chance that one enemy in one encounter is wielding a *bane* weapon or 2 *greater arrows of slaying* attuned to the PC's race. Void this enmity if the PC dies in battle against the Giant Army with one of these attacks.

Favor of Magnild Heinrichssen: You have dealt honorably with Magnild, second son of Cloud Giant Patriarch. This favor may be useful in the future.

Enmity of Heinrich Heinrichssen: His fury knows no bounds! You have destroyed his creations, invaded his home, and generally been a tremendous nuisance. Heinrich, first son of the Cloud Giant Patriarch vows to kill you in the future and hang your broken body upon the ramparts of the castle.