

COR6-04



# A LONG WAY FOR A LITTLE KNOWLEDGE

A One-Round DUNGEONS & DRAGONS®  
LIVING GREYHAWK™ Core Adventure

Version 1

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A merchant of the Mouqollad Consortium lies dying in a temple in Greyhawk. Magic cannot save him, but maybe someone knows how to keep him alive. It's a long way for a little knowledge. An adventure for characters level 1 to 10 (APL 2 – 8)

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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).

## 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 determine this modified Average Party Level (APL) follow the steps below:

- Determine the character level for each of the PCs participating in the adventure.
  - ∞ If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
  - ∞ Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
  - ∞ If you are running a table of six PCs, add one to that average.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6

	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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. All characters pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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 scenario.

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*.

## ADVENTURE BACKGROUND

Farlah Izoubil is a merchant of the Mouqollad Consortium based in Vilayad, a major commercial hub and the largest city in southern Tusmit. The merchant houses of the Mouqollad Consortium carry wares bought in the Eastern Flanaess to the West, where they are sold as rare and exotic items, returning with Baklunish goods on their return journey. As a merchant, Farlah has been called upon to travel all across the Flanaes and has made friends and contacts with people from all walks of life, including lowly peasants, priests of Al'Akbar, some of Iuz's generals, and barbarians of the frozen north. If a mutual profit can be made, then Farlah can help anyone. He doesn't judge others; he simply does his job. So far, he's been quite successful.

### A GREAT DEAL GOES WRONG

A few weeks ago, Farlah stopped in Leukish, a city in the Duchy of Urnst, where he acquired *Gelgeran's golden circlet*. He purchased it from a Tenhas noble looking for enough money to return home and join the struggle to re-establish his homeland. Farlah used the circlet and managed to secure a number of lucrative deals for himself in Leukish. He then headed back to Greyhawk on his way back to Tusmit.

A week before the beginning of the adventure, Farlah was spotted by a cleric of Raxivort named Kaylan Brunzel while the merchant strode the streets of Greyhawk. Kaylan is a wererat and a devotee of Raxivort. He followed Farlah to the Black Dragon Inn where the merchant was staying. Kaylan waited till darkness before attacking Farlah as he slept.

However, Farlah was able to escape before the wererat could knock him unconscious. During the struggle, he guessed he had been attacked by a wererat. Farlah fled the inn and managed to find his way to the Temple of Lydia with the wererat on his tail. Upon entering the temple, his attacker seemed to have lost his desire to complete the job and vanished into the night. Having performed a few services in the past to the church of Lydia, the clerics took Farlah in and cured him of his infection. However each spell they cast upon the merchant made him weaker. This is where the PCs

come in.

## ADVENTURE SUMMARY

**Introduction:** The PCs are contacted by a young priest of Lydia who asks them to come to the temple. The young priest does not give any more details.

**Encounter 1—The Sick Merchant:** The PCs enter the temple and the high priestess explains to them Farlah's story. She wants to hire the adventurers to find a cure. The merchant cannot offer money as long as he cannot ply his trade.

**Encounter 2—Looking Around Town:** The PCs look around town, trying to find some clues. This brings them in contact with a number of fellows in Greyhawk. Eventually they meet for Fonkin, the gnomish wizard who offers them a deal.

**Encounter 3—To the Tower of Ramire:** As the PCs make their way to the tower, they are attacked by some creatures wandering the wilderness.

**Encounter 4—The Tower of Ramire:** The PCs find the tower and make their way inside. It is protected by a number of illusions, traps and riddles.

**Encounter 5—Into the Tower of Ramire:** This encounter contains a key to the map of the Tower.

**Encounter 6—The Challenge:** The PCs meet Raynald, a gnome illusionist who offers them a challenge of wits.

**Encounter 7—Raynald's Monster:** If the PCs failed Raynald's riddles, they have to fight a creature selected by Raynald.

**Encounter 8—The Lady:** The PCs finally meet Gwendolyne, a gynosphinx that provides them with the answers they want.

**Encounter 9—The Pack:** Upon their return to Greyhawk, they are approached by Kaylan who tries to enlist the PCs into kidnapping Farlah for them.

**Conclusion:** The PCs return to the temple and heal Farlah, who then delivers what he promised to them. If the PCs have promised him to the wererats, they receive nothing.

## PREPARATION FOR PLAY

You (the DM) should read and be familiar with the following items and characters, as they factor heavily in this adventure.

### **GELGERAN'S GOLDEN CIRCLET**

Gelgeran was a natural wererat who lived in the

Bandit Kingdoms (now also known as Combination of Free Lords) over 200 years ago. He was a devotee of Raxivort, the Master of Rats, and a notorious thief wanted in most of the nations around the Nyr Dyv. When he stole the jewels of a traveling Nyronese noble, he decided he'd make a crown for himself—a golden circlet accented with three opals. Gelgeran had a cleric of his faith place a curse on his prize to prevent the circlet from ever being used by a non-worshipper of the Master of Rats.

The circlet serves as a *circlet of persuasion*. If the wearer is not a worshipper of Raxivort, the circlet causes him to catch an advanced form of filth fever (see below). The necromantic aura is hidden by a *Nystul's magic aura*. Farlah is unaware of the *circlet's* negative effect on his health. Only Juspina's judicious castings of *restoration* is keeping him alive.

**Advanced filth fever:** contact with *Gelgeran's golden circlet*, Fortitude DC 14, incubation period 1d3 hours, damage 1d3 Dex and 1d3 Con.

Faint necromancy (negated); CL 7th; Craft Wondrous Item, *bestow curse*, *Nystul's magic aura*; Price 1,000 gp.

### **Fonkin's Circlet**

Fonkin offers to lend the PCs his own *circlet*. Once per day, *Fonkin's circlet* allows the user to send a vocal message as an *Enlarged whispering wind* cast by an 11th-level wizard. In addition, *Fonkin's circlet* is considered the same as a "body part" for the purposes of determining the Will save of a *scrying* spell. Fonkin's circlet takes up the same slot as a headband or helmet.

Moderate transmutation; CL 11th; Craft Wondrous Item, *whispering wind*; Price 43,200 gp.

## GWENDOLYNE THE GYNOSPHERIX

The gynosphinx known as Gwendolyne is friendly to all adventurers. Like most sphinxes, she likes to ask riddles to her guests and have some fun with them. She keeps her treasure in a remote location, so a party attacking her does not gain access to her stash.

Gwendolyne has contacted some of the local gnome scholars and frequently hosts some of them to dinner parties. She enjoys the gnomish attraction to illusions and puzzles and often spends time in the Tower of Ramire with her friend Raynald Shortfellow.

When the PCs meet her in Encounter 9: The Lady, Gwendolyne is attired in her most beautiful (non-magical) jewelry and her face made up like a lady of high society.

Gwendolyne conducts herself like a woman of high birth, and she expects the PCs to treat her

with the respect she deserves. She speaks in a distinguished, cultured voice and should come across as civilized and knowledgeable.

If the PCs antagonize her or are disrespectful, she then gives deliberately wrong answers. She leaves very quickly, hoping not to see the PCs again.

Over the years, Gwendolyne has traveled the world in search of an androsphinx to call her mate. Gwendolyne asks the PCs if they have ever met an androsphinx, and, if they have, to tell her where she could find him. If the PCs can provide the location of one, Gwendolyne becomes very friendly and compliant.

Gwendolyne's statistics are found in Appendix 1.

## A GNOMISH FARCE

Much of this adventure rests on the gnome's love of pranks and puzzle. Fonkin keeps the identity of Gwendolyne a mystery up until the very end. At some point, the PCs may come to believe that they are facing a gorgon, basilisk, medusa, or other creature capable of turning foes to stone. This serves Fonkin's gnomish sense of humor well—do not dissuade the PCs from this train of thought.

## Greyhawk City—A Primer

Read this area thoroughly before play. This adventure takes place in the City of Greyhawk, shining jewel of the Flanaess. Greyhawk has a number of districts as shown on the stylized map presented in **Appendix 6**.

There are 12 sections to Greyhawk. In brief, these are:

1. **High Quarter.** Filled with nobles, merchant princes, ambassadors, etc. No shops or businesses are here (more or less). Well illuminated by night.
2. **Garden Quarter.** Similar to High Quarter, but less stuffy and filled with elaborate gardens.
3. **Clerksburg.** The home of scribes, colleges and universities. The famous Black Dragon Inn is here, along with the Great Library of Greyhawk and the University of Magical Arts.
4. **Foreign Quarter.** Location of many 'temporary' residents. Many merchants and foreign visitors may have residences here. Considered very fashionable.
5. **River Quarter.** This area has a bad reputation for murders and abductions, although the reality is that most of the crime here is petty in nature (pick pocketing, etc.). Restaurants, inns, taverns and the like are common. The Fallen Mage Townhouse (once owned by Otiluke) is here, and is for sale for 150,000 gp.
6. **Artisan's Quarter.** The home of many

hardworking artisans, crafts folk, and guild members. This area contains the Low Market, an area rife with thievery.

7. **Thieves' Quarter.** Many lower class families and recent immigrants live here. Law is enforced more by the Thieves' Guild than by the Watch.
8. **Slum Quarter.** Only the most downtrodden live here. The area is run (almost openly) by the Beggar's Guild. It is very rare for the Watch to patrol here, and when they do they travel in double-strength patrols. The Assassins' Guild is also located here, although the locals deny it and only those with a death wish would go looking for it.
9. **The Wharves.** Ships and boats of all sorts are always here. This area can always be a source of activity, except for the hours between two in the morning and dawn.
10. **Shack Town.** Filled with 1,200 to 1,500 destitute immigrants and locals, this area is the lowest of the low. The locals survive by fishing, taking horrible jobs at terrible wages, and hunting. Despite these hardships, the locals are thankful that they do not live in the Slum Quarter under the thumb of the Beggars' Guild.

## Entering the City

After a short wait, the PCs will reach the front of the queue. Before entering the city, they have to submit to questioning before being allowed to pass through the gates. Here, a bored-looking guard briefly questions them. Behind him sits a scribe recording all the PCs' responses. Each PC must answer the following questions: their name, place of birth, and what their business is in Greyhawk.

The scribe will note a brief physical description of each traveler and the time of their entry. Unless the PCs give very bizarre answers, or spout anti-Greyhawk sentiments, they are eventually admitted to the city.

Certain races, however, receive a special attention when attempting to enter the city.

Because of the success of Turrosh Mak and his Orcish Empire in dominating the Pomarj, half-orcs are generally distrusted in the Free City. Individuals demonstrably of orcish heritage are required to submit to a search for hidden contraband and must swear that they are not part of Turrosh Mak's empire. Half-orcs must make a Diplomacy check (DC 10) or be subjected to 1d4 additional hours of questioning. If they can prove that they have no affiliation with Turrosh Mak's empire, they are released after that time. Otherwise, they are ejected from the city.

Centaur, and other odd humanoid are more an object of curiosity than anything else. Such travelers have to put up with more questioning (and 1d3 additional hours) from interested

guardsmen, who ask about their homeland, customs and so on before eventually being admitted to the city.

The guardsmen also list off the rules and regulations regarding magic use, weapons, and bringing beasts within the city. The rules for using magic are listed below:

- Magic is strongly controlled in Greyhawk and cannot be used in public places except in moments of extreme personal danger. Exceptions are described below.
- Spells that do not damage a foe, such as *hold person*, are permitted.
- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.
- Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

The laws for carrying and using weapons are listed below:

- It is legal to carry the following weapon types through the streets of Greyhawk City: dagger, dart, sling, staff, club, maces and other simple melee weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes, and other martial melee weapons may be carried through the streets but they must be in a scabbard or leather head-case.
- Large simple weapons, such as spears, two-handed martial weapons, and ranged weapons such as crossbows and bows are banned. Visitors must deposit these with the Watch at the front gate. If a PC refuses, the item will be confiscated and he must pay a fine equal to the full price of the items worth to regain it. A successful DC 15 + APL Diplomacy reduces this fine by half.

Later on in the adventure PCs may be able to get permission to carry banned weapons around the city. If the PCs do not get such permission, but still use such weapons in self-defense, Farlah and Juspina of the Temple of Lydia use their influence to allow the PCs to keep their weapons. If PCs try and get around these restrictions by buying weapons in the city, their goods are securely wrapped and bound by the seller.

The laws for bringing beasts into the city are described below:

- Animal companions, mounts, and other beasts larger than Small (other than mundane animals such as guard dogs, horses, etc.) are treated as "exotic" and must be muzzled. For such animals, there is a fee of 10 gp per hit die to be paid upon entering the city. If this fee is not paid and the creature is brought inside the city anyway, the punishment includes slaughter of the creature plus a fine of 50 gp per hit die of the creature.

### City Guard

The City Guard are low-level warriors, commonly supplemented by the more experienced members of the Nightwatch. Patrols of the City Watch usually consist of one Sergeant and 1d4+3 City Guardsmen. One in four guardsmen also carries a light crossbow.

The Nightwatch is privately funded, mostly by the church of St. Cuthbert. They are summoned only if overwhelmed by the PCs actions, coming 1d6 rounds after being called. Their patrols consist of one sergeant and 1d6+4 City Guardsmen.

See Appendix 1 for statistics of the City Guard and the Nightwatch.

### Lifestyle

A PC's lifestyle choice determines how they will be viewed by the residents of the city. The following chart however expands upon this to show the circumstance penalty or bonus for interacting with residents of a particular area of the city. This penalty affects all social skill checks. "Living off the Wild" is considered "None" for the purposes of this chart.

#### Lifestyle Modifiers

Area	None	Standard	Rich	Luxury
<b>High</b>	-4	-2	+0	+2
<b>Garden</b>	-2	+0	+2	+2
<b>Clerksburg</b>	-2	+0	+0	+2
<b>Foreign</b>	+0	+0	+0	+0
<b>River</b>	-2	+0	+2	+2
<b>Artisans'</b>	+0	+0	+2	+4
<b>Thieves'</b>	-2	+0	+2	+2
<b>Slum</b>	+4	+2	+0	-2
<b>Wharves</b>	+0	+2	+0	-2
<b>Shack</b>	+4	+2	-2	-4

## INTRODUCTION

At the start of the adventure, read or paraphrase the following:

*Rumors fill the city coming from all around the Flanaess. Is there a better place to hear the best of them than at the Black Dragon Inn in Clerksburg? The inn*



*is one of these places to hear of any opportunity for adventure.*

*One of these rumors is about some kind of infestation from extra-planar creature happening at the Brass Dragon inn.*

*A young Suel boy, his strawberry-blond hair wild wearing a rainbow-colored cloak walks in. He takes but a second looking around before approaching you.*

*"Kind adventurers, my name is Lyndol Sprague and I'm with the temple of Lydia. The High Priestess has asked me to find a party of adventurers. Are you available?"*

Some of the PCs may have met Lyndol Sprague in COR4-01 *Shedding Scales*. If they have met him, they may recognize him as the quiet little boy. Lyndol has grown up a bit and still studies at the Bardic College in Keoland. Although older and a little wiser, Lyndol is still very responsive to authority and a pleasant enough lad. If asked, he says that he has traveled to Greyhawk to see his family and plans to return to the college very soon.

He has no idea why the High Priestess wants to hire them and cannot promise them anything other than a chance for adventure.

When the PCs finally agree to follow Lyndol, proceed to Encounter 1: The Bedridden Merchant.

## ENCOUNTER 1: THE BEDRIDDEN MERCHANT

*The Temple of Lydia is a small building tucked away in a dark corner of Clerkgburg. The building itself is painted in all the colors of the rainbow. Lyndol enters the temple and motions for you to follow.*

*Once inside, a young Suel woman in colorful robes walks up to meet you. Her light-blond hair is tied in a tight bundle behind her head. She sizes you up for a moment with her tired, pale blue eyes.*

*"Welcome to the Temple of Lydia. My name is Juspina, the High Priestess of our esteemed order. I thank you for coming."*

If she has met any of the PCs before she thanks them by name.

*"I have called upon you at the request of a friend of the church, a merchant of the Mouqollad Consortium named Farlah Izoubil. Farlah comes from a land called Tusmit, far to the west.*

*"A few years ago, Farlah delivered to*

*us a rare book on the fauna of the Baklunish West. Our church had been looking for this book for many years. We have since made copies of it, and it adorns a number of libraries across the Flanaess. Our church is eternally in his debt for his services.*

*"So when he stumbled into our temple a week ago in the middle of the night asking for healing and assistance, we were only too happy to oblige. It became obvious to us that Farlah was contaminated by the disease of a lycanthrope.*

*"We seemingly managed to successfully stem the affliction, but his health, inexplicably, keeps getting worse. I fear that should something not be done soon, he will die. Farlah seems to have picked up some kind of curse that saps his life force. Every time we use our magic and skill to heal him, the effects last for only a short while.*

*"Your reputation as competent adventurers reached our ears and we thought you might be interested. I implore you to find out what is wrong with him and how we can cure him of this curse. Certainly there must be someone in Greyhawk that has some knowledge or insight for a cure.*

*"Farlah is willing to pay 100 gp to each of you as payment for this task and our temple is curious to find the source of his illness to prevent it from happening in the future. Are you willing to assist us in healing our friend?"*

Juspina is willing to answer questions:

**Can we see Farlah?**

Of course. We will do that shortly. Do you have any other questions, first? (Once the PCs are finished with their questions, go to Meeting Farlah Izoubil below).

**Could he be affected by some sort of disease?**

Yes and no. He shows all the symptoms of filth fever, but it's not possible to remove. None of the cure disease spells we have used have had any long-term effect, so I believe it may be some kind of curse.

**Is he contagious? Can we catch what he has?**

Everyone here has been taking care of him and no one has been sick.

**Can we try to cast remove curse (or any other similar spell)?**

I have tried those before, and these spells don't seem to have any effect.

#### **What kind of lycanthrope infected him?**

He mentioned something about some strange animal and dreaming of swimming in the dark. Since he never changed, he never found out. From the brutality of the attack, I'd guess a werewolf.

#### **Where was he attacked?**

He was attacked in his room at the Black Dragon Inn. (She directs any further questions on this subject to the innkeeper).

#### **Does he have any special magic items?**

(Only if asked directly) Yes, he owns a *ring of protection*, a magic rapier, a *circlet of persuasion*, and an *amulet of health*.

(Because of the special aura on the circlet, none of the priestesses have found anything odd about any of these items.)

#### **Where can we start looking for information?**

I have asked Lydia for her assistance. Somehow it seems that the answer to Farlah's health is linked to the gnomes of the Cairn Hills. There is a sizeable community of gnomes both in the hills and in the Free City. I'd start by asking the town gnomes, perhaps one of them may have an idea.

**APL 2 Note:** At APL 2 it is possible that the PCs may not have the funds to purchase silver weapons to combat any lycanthropes they may face. If this is the case the church will be able to lend them a silvered light mace and a silvered dagger. These must be returned at the end of the adventure.

#### **Meeting Farlah Izoubil**

It is possible the PCs return to speak with him a number of times during the adventure. Each time, Farlah tiredly answers their questions—it becomes clear that his health wanes every time the PCs meet with him.

Always remember that Farlah wants to be helped, so is more likely to give a little more information than less. If your party is stuck, then use Farlah to help them along.

Farlah doesn't believe that any of his magical gear has any impact on his health. He has removed them in the past, but he hasn't noticed any effect.

*Juspina brings you to a small room in the back of the temple. The walls of the small prayer room are covered with simple tapestry depicting Suel men and women reading books or playing music.*

*A Baklunish man in his late thirties lies on a bed covered with a thick quilted wool blanket. He wears a number of*

*pieces of jewelry, including a platinum ring depicting a dragon, another ring made of gold with an emerald forming a turtle, and an opal-studded circlet upon his brow. In times of health, he must have been quite prosperous. His copper toned skin looks very pale and sickly. Large drops of sweat cover his forehead.*

*As you enter he smiles and tries to sit up, but slumps back heavily on the bed.*

*"Friends, you have to excuse me for not being able to better receive you," he says in a thick Baklunish accent. "I would normally have a feast ready for you, but, as you can see, my condition prevents me from leaving this bed. I am Farlah Izoubil, merchant with the Mouqollad Consortium."*

If the PCs have met Farlah in the past (in *TUS3-03 And so it Begins* or *TUS4-04 My Big Fat Tusman Wedding*), add the following:

*"Friend, you are a sight for sore eyes. We are quite far from Vilayad. I would love to meet you in better circumstances. It seems that we are bound to meet each other whenever some kind of tragedy happens. This time, tragedy falls upon me. As if the closing of the Great Western Route was not enough, now I suffer from this wasting sickness.*

*I'll be happy to tell you anything I know that can help remove this affliction."*

Farlah can confirm anything that Juspina said. (Refer to the above section if you need).

Note that Farlah is a devout follower of Mouqol (Baklunish god of commerce and prosperity), which he calls "The Great Merchant." A DC 15 Knowledge (religion) check (give a +5 circumstance bonus for PCs from a Baklunish country; this is automatic knowledge for worshippers of Mouqol or members of the Mouqollad Consortium).

#### **How did you get contaminated?**

I woke up during the night when something was biting down my leg. I managed to force it to retreat while I escaped. I couldn't see it because it was dark. But it was furry and quite voracious. Before it could come back to get me, I leapt out the window and rushed here.

#### **When were you attacked?**

Just over a week ago.

#### **Why did you come to Greyhawk?**

I was on my way back to Vilayad when I was attacked.



### Why were you attacked?

I don't know. I have no enemies. Rivals yes, but no one that I know that wishes me ill. I deal fairly with anyone who is willing to do so for the common prosperity of all. The Great Merchant teaches that prosperity judges no one.

### Where were you before you came to Greyhawk?

I had made a stop in Leukish where I secured some lucrative contracts for some Tusman gold and copper.

### How did you know you were contaminated?

I didn't want to take any chances. The thing followed me here but the priestesses let me in before it could move in for the kill.

### Can we try a *remove curse* or *restoration* spell?

Juspina tried that before and it didn't work. You're welcome to try.

### How could you have gotten cursed?

I think it has something to do with the creature that bit me.

### What will you pay us?

I'm offering you each 100 gp plus I can have some of my contacts make a few useful items available to you. I believe in Mouqol who teaches us that prosperity works only if both sides benefit from a transaction.

### Where can we start looking for information?

You could search my room at the Black Dragon Inn where I was staying and talking to the innkeeper. I'd also ask around the area near there. You'd be amazed by what people see or hear in the street—possibly someone may have heard or seen something of my attack.

### Bardic Knowledge

Upon seeing Farlah, PCs with bardic knowledge can make a single check.

DC	Result
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20	The PC recognizes the emerald ring worn by Farlah as a ring once owned by Duke Ehyeh III of Tenh. It was pawned when he was in exile.
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30	The PC recognizes the circlet. Hand him <b>Player Handout 3: The Story of Gelgela</b> .
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## ENCOUNTER 2: LOOKING AROUND TOWN

This section is really a number of small encounters. There is no specific timeline and the PCs can go through the encounters in any order. The goal, however, is to point the PCs towards Fonkin the gnome. If they spend enough time looking for the information, they should be pointed in the right way. If the PCs seem to be on the wrong track or take too long, give them tidbits of information to set them on the correct path.

### Word on the Street

At some point, regardless of location, have the PCs make Gather Information checks. Give a +1 circumstance bonus for each gp spent while making this check up to a maximum of +4. Gnome PCs get a +2 racial bonus to their check. PCs that have played *COR3-15 Nine Lives* get a +5 to their check. These bonuses are cumulative.

### Gather Information Check

DC	Result
5	A group of adventurers has cleaned up some kind of extra-planar infestation of the Brass Dragon Inn. (For additional flavor, this party could be some of the player's other high-level characters)
10	The Greyhawk Library has a number of sages, if you're looking for information.
12	The Temple of Lydia has a man suffering from a contagious, deadly disease.
15	Fonkin the Wizard lives in town and often helps out people in return for some assistance.
20	Be wary of the Black Dragon Inn! Some people have been attacked by demons in their sleep.
25	The wizard Fonkin was drinking one day and he said that he met the greatest and wisest woman in the world. Her name was Lady Gwendolyne.
30	A new faction is growing in the Greyhawk thieves' guild, their leader is a disgusting fellow named Kaylan.

**DM Note:** If the PCs learn about Fonkin in this way, and have met him previously from the events of *COR3-15 Nine Lives*, an Intelligence check (DC 10) reveals that they remember him.

Once they know about the Tower of Ramire, the following information can also be found with a Gather Information check:

### Gather Information Check

#### DC Result

- 15 The tower was built for a gnome wizard of great power over 30 years ago.
- 18 Ownership of the tower was eventually give to his son, Raynald Shortfellow.
- 20 The tower is now the lair of a horrible, but wise, creature that kills anyone who enters the tower.
- 22 Humanoids of the Cairn Hills avoid the tower because it is heavily trapped.
- 25 The creature only meets and speaks to those who display great wit.
- 30 The gnomes of the Cairn Hills say that only those with a great wit can obtain some of the knowledge from the creature who dwells within.

### The Black Dragon Inn

Farlah had paid for his room for a week. The Innkeeper didn't think anything of it when he didn't see Farlah during that time. It takes a little convincing before the innkeeper agrees to let the PCs into the room (DC 10 Diplomacy check).

The scene in Farlah's room is one of utter chaos. Someone came here and searched the place thoroughly.

If the PCs succeed at a DC 15+ APL Search check they realize that the place was searched by a group of professional thieves; probably two or three of them. There is no money or any valuables to be found anywhere.

Kaylan and his men searched the place while in human shape so they do not leave any tracks or anything that could link to them being wererats.

The PCs also find the following:

- A token with a symbol of Mouqol (a set of scales and weights).
- A number of letters written in Ancient Baklunish. They are addressed to fellow merchants of the Consortium in Ket, Ekbir, Tusmit and Zeif. They discuss commercial opportunities in the eastern Flanaess for Baklunish goods.
- **Player Handout 1: Farlah's Letters.** Note that this only gives some flavor and describes where Farlah went. None of the names on there have any link with his current problem. Should the PCs contact or meet one of them, most have good things to say about Farlah.

### The Greyhawk Library

Going to the massive Greyhawk Library yields no particular answers and serves only as a red herring. The library is open during the day and no weapons are allowed inside. The sages and scribes are surly and dislike being badgered with questions.

### The Greyhawk Thieves' Guild

If the PCs ask questions at the Thieves' Guild, they are not able to find Kaylan at this time. A Gather Information check (DC 10) reveals that Kaylan has grown in power recently in the guild and that most members don't like him and his style. No one knows anything of interest about him.

### Divination Magic

The PCs could either cast these spells themselves or they can have someone else cast it for them (the costs for these types of spells are in the *Living Greyhawk Campaign Sourcebook*). Juspina at the temple of Lydia does not have any such spells available at the beginning of the adventure. A successful casting should yield the following cryptic message:

*The best way to heal a sick man is to dine with a lady. To obtain a meal with a lady, one must feed a gnome's cat.*

If they ask on the streets for a gnome with a cat, and succeed at a DC 10 + APL Gather Information check, they are told that Fonkin, the potion maker, has a cat he carries everywhere.

### Fonkin Zimble Twiddlefist

After some searching, the PCs should be pointed to Fonkin. Fonkin rebuilt his house in the Artisan's Quarter after it was burned during the events of *COR3-15 Nine Lives*. He meets the PCs on the bottom floor of his house, all the while petting his cat, Whifflepurr.

Fonkin speaks fondly to anyone who helped him in the past. He asks the PCs to explain their problem to him and he listens to them.

When the PCs are done explaining, read or paraphrase the following:

*Fonkin sits back, petting a loudly purring cat, who he introduces as Whifflepurr. The gnome thinks for a moment, a smile slowly dawning under his thick mustache.*

*"I believe I have an answer for you. In fact, I have a number of answers for you. But that knowledge has a price, a price that can lead to your death or to the greatest of all knowledge. However, I propose an arrangement. You seek knowledge and I know where you can find it. I too seek a particular bit of information from the same source. Are*

***you brave enough to claim the knowledge we all seek?***

Fonkin expects the PCs to reply “yes.” If they don’t, he looks quite shocked. Fonkin is willing to answer a few questions to calm down nervous PCs, listed below:

**What knowledge do you seek?**

I am in the process of creating a potion and would like to inquire about the best, and cheapest, option to make it.

**Why don’t you fetch it yourself?**

Well I could, but your friend seems to be in a bad position. As the Watchful Protector, Garl Glittergold, said: “A friend that bleeds is a friend in need.” Since you’ll be going anyway, we can strike a mutual beneficial arrangement.

**Where do we have to go?**

Once we’ve got a deal, I’ll tell you where you must go.

**How far do we have to travel?**

You will need to travel about three or four days by horse in the Cairn Hills, I’d say perhaps a week on foot.

**How long do we have to complete this mission?**

Your friend seems to be worse off than Whifflepurr and me. Our potion can wait, but can your friend?

**What dangers are we likely to encounter?**

I’m not quite sure. I think there are traps of some kind. However, most of these traps can be disarmed through the solving of a puzzle.

**Do you have anything you could give us that can help us in our quest?**

Actually, yes. I have an item or two you can use, provided you bring them back. Once we have a deal, I’ll get them for you. (**Note:** He won’t elaborate at this time what the items are.)

While talking to Fonkin, allow a DC 20 Sense Motive check to any PC who requests one. Success indicates they have a feeling that Fonkin is finding something very amusing about the whole situation—obviously there is something he is not telling the PCs. If pressed, he can reveal that one of the greatest sages in all of Greyhawk lives in the tower and that she is something of a recluse. Fonkin is pulling a prank on the PCs—he wants to have some fun and sees no harm in keeping them in the dark.

Should the PCs attempt to cast a *charm* spell or similar upon Fonkin, he throws them out. His Spellcraft check is of sufficient level that he can

easily spot such castings as they take place. Even if the PCs succeed, he does not reveal the nature of the sage other than “she’s a recluse.” As soon as such a spell expires, Fonkin immediately complains to the authorities.

Fonkin and the PCs should eventually reach an agreement. When they have, read or paraphrase the following:

***“I am currently working on a potion that can transport a person to the ethereal plane. I need to ask the lady in the tower if I should use petals of rose or if common daisies will do. You see, nothing too difficult. The place you seek is the Tower of Ramire. I can show you how to get there—the path is normally quite safe. The area immediately around the tower, however, is covered with deadly traps. Only the direct approach is safe. Once you enter, I cannot help you anymore. Just make sure you are very polite when talking to the lady of the tower.***

***Before I forget, allow me to lend you some items I crafted myself. The first is a magical circlet. It contains some minor magic that allows you to contact me. It works one-way and only functions about 30 seconds in a 24-hour period.***

***I also have the following items, all of which must be returned to me, along with the circlet, when you have completed my task. Should anything happen to them, I expect to be compensated for the full value of these items. And don’t forget, I must insist on you bringing me the answer I seek: roses or daisies...”***

An *unseen servant* brings the following items to Fonkin.

- *Fonkin’s circlet* (see *Fonkin’s circlet* in *Adventure Background*).
- *A ring of swimming*
- *A Heward’s handy haversack*
- A map showing the way Tower of Ramire. Characters that have previously encountered Krink and the Next Change Inn can make an Intelligence check (DC 10) to realize their path leads them past that place.

**Finding Out About the Tower of Ramire**

Once they know about the Tower of Ramire, the following information can also be found with a Gather Information check among the general populace (Fonkin reveals no other information):

**Gather Information Check**

DC      Result

- 15 The tower was built for a gnome wizard of great power over 30 years ago.
- 18 Ownership of the tower was eventually give to his son, Raynald Shortfellow.
- 20 The tower is now the lair of a horrible, but wise, creature that kills anyone who enters the tower.
- 22 Humanoids of the Cairn Hills avoid the tower because it is heavily trapped.
- 25 The creature only meets and speaks to those who display great wit.
- 30 The gnomes of the Cairn Hills say that only those with a great wit can obtain some of the knowledge from the creature who dwells within.

### Troubleshooting: Other Sources

The PCs may call upon a variety of sources for information. If they do, go along with it and determine their degree of success, they should be pointed toward Fonkin. Only Fonkin knows about Gwendolyne and any contacts would point towards the gnome.

It's possible that some PCs set out blindly into the hills without having a definite target. If that is the case, have them waste 1 TU looking around and finding nothing useful and they should be directed back into Grayhawk for more information.

## ENCOUNTER 3: TO THE TOWER OF RAMIRE

On the way, the PCs can stop at the Next Last Chance Inn where they can once more meet with the owner, the gnome Krink.

*A few days into your travels, you spy a settlement along the path. In the dimming light, you see a small, newly rebuilt structure standing near a farmstead apparently once used to raise horses, ponies and some cattle. The barn, however, has been badly damaged by fire and looks like it has been abandoned. The main building appears to be an inn, and is in good repair. A fresh coat of green and blue paint adorns the outside. Smoke rises from the chimney and you catch the whiff of excellent cooking.*

If the PCs enter read or paraphrase the following:

*The common room is filled with stools and tables. Some are built for small people and some for human-size folk. The inn is currently empty except for three gnomes. Two younger gnomes sit at a table playing dice. An older gnome comes out of the kitchen with a large delicious smelling pie.*

*"Welcome, folk. My name's Krink, and these lads here are my sons, Klink and Klank."*

The inn is currently empty and Krink is not shy about giving them a discounted rate for rooms and a meal. If the PCs ask him pertinent questions, Krink and his sons have heard of the Tower of Ramire. They all agree that there is a lady there of such beauty that all who meet her fall in love with her (they are honest, but have been told a bad joke by some gnomes who went and met her).

They warn the PCs that the hills that surround their home are filled with marauding creatures that have so far eluded capture or being killed.

### Creatures of the Cairn Hills

In the morning, as the PCs leave the inn, they are attacked by a group of humanoids and/or giants, who have come to appreciate the inn as a source of wandering adventurers.

Read or paraphrase the following:

*After a good night's sleep and excellent breakfast, Krink and his sons bid you farewell. Setting onto the path, you move through a small copse of trees dotting the hills. It's only at the last moment that you spy hulking figures lurking in the trees.*

#### APL 2 (EL 3)

➤ Orc (4): hp 5, 5, 5, 5; *Monster Manual* 203.

#### APL 4 (EL 5)

➤ Gnoll (3): hp 14, 14, 14; *Monster Manual* page 130.

➤ Orc (4): hp 5, 5, 5; *Monster Manual* 203.

#### APL 6 (EL 7)

➤ Ogre (3): hp 32, 32, 32; *Monster Manual* 199.

➤ Gnoll (3): hp 14, 14, 14; *Monster Manual* 130.

#### APL 8 (EL 9)

➤ Hill Giant: hp 108; *Monster Manual* 124.

➤ Ogre (3): hp 32, 32, 32; *Monster Manual* 199.

➤ Gnoll (3): hp 14, 14, 14; *Monster Manual*

**Tactics:** The creatures hide in a wooded area near the inn. Before they spring their trap, allow the PCs an opposed Spot check against the monsters' Hide check. Give the monsters a +2 circumstance bonus to this check as they have had some time to prepare hiding places. If the PCs do not see them, the monsters first attack with any missile weapons they may have. When spotted, the creatures charge the adventurers. When the creatures have lost 75% of their numbers, they retreat.

**Development:** After facing the creatures, the PCs reach the tower without problem. See Encounter 4: The Tower of Ramire, below.

## ENCOUNTER 4: THE TOWER OF RAMIRE

When the PCs finally reach the tower, read or paraphrase the following:

*A square tower made of marble stands before you. It rises 60 feet in the air, but no window or any visible opening can be seen other than a partially raised drawbridge. A moat filled with murky, foul-smelling water surrounds the tower.*

*A number of life-sized statues made from black marble surround the tower like a strange sculpture garden. Here, a warrior tries to shield his eyes from an unseen attacker. There, an elven warrior stands with an expression of horror on its face, a half-broken bow in hand. A female human stands in full plate with a broken greatsword in hand. A few orcs seem suspended in mid-charge.*

Fonkin told the PCs there were traps all around the area but there are none. The moat is not really present—it is the product of a *hallucinatory terrain* that Raynald casts every morning. The tower itself has a number of windows but these are hidden by a *permanent minor image* making the tower appear featureless.

The statues were made by Raynald using *stone shape* to keep scare creatures away. None of these statues have any marks or evidence of stonework. Feel free to add a statue of a warrior or cleric fitting the description of someone from your home region. Again, do not discourage the PCs if they think they are about to face a medusa or a basilisk.

The drawbridge is a part of the permanent image and hides a closed door beyond. The doors are not locked. From above, both Gwendolyne and Raynald are watching the PCs from the top rooms of the tower. The goal of the drawbridge is to see how resourceful the party is. However, because it

is not fully closed, the PCs don't need to disbelieve to bypass.

Let the players formulate a plan and determine a measure of success, rewarding cleverness with an XP bonus (see Experience Point Summary).

## ENCOUNTER 5: INTO THE TOWER OF RAMIRE

It is important to note that both Raynald and Gwendolyne both know about the illusions in the tower and should be considered to have successfully disbelieved them. Raynald has not told Gwendolyne where he has hidden his spellbook in his study (Area B).

The ceiling on the first floor is about 5 feet high, forcing medium-sized PCs to hunch over. The ceiling on the second and third floor is 10 feet high.

### Area A: Hallway

*This hallway is decorated with beautiful tapestries of gnomes playing games and pranks. The ceiling is very low—a mere five feet high. There is a staircase at the far end of the hall, leading up.*

The tapestries on the left depict a golden gnome with poignant blue eyes leading whatever activity the gnomes are doing. A DC12 Knowledge (religion) check identifies this as Garl Glittergold. (Gnomes recognize him automatically.)

The tapestries to the right depict a gnome thief dressed in dark clothes with a white dagger symbol on his dark cloak. The gnome plays a series of nasty pranks on all sorts of creatures, but kobolds and goblins seem to be the target of the deadliest of pranks. He uses many illusions to lure his victims, but unlike Garl Glittergold's pranks which are usually humorous, these have a darker streak to them, and thievery is often a common theme. A DC15 Knowledge (religion) check identifies the gnome as Baravar Cloakshadow (gnomish deity of illusions, deception, traps and wards. He is usually worshipped by illusionists, rogues and adventurer gnomes). Again, gnome PCs automatically know this.

### Area B: Raynald's Study

*This large room appears to be a study or library. Several bookshelves stand in the middle of the room, stuffed to near overflowing with books, tomes, and scrolls. A small, disheveled bed sits against one of the walls. A fireplace crackles loudly as a pot of soup simmers*

**above it. A staircase in the northeast corner leads to an upper floor.**

This is where Raynald lives and spends most of his time. His numerous books touch on a number of subjects, many of them have many well-detailed pictures of creatures, animals and people. Raynald uses these books to aid him in creating his illusions.

Many of the books are about riddles, puzzles, and other similar games. A few books were written by Raynald himself (and they are the only existing copies of those books).

His spellbook is here, hidden behind a *permanent image* cast on the wall. To increase security, he has a number of these fake caches all over his room, his spellbook he keeps in an unassuming fake hole he keeps high above his normal reach (he usually get the spellbook using a *mage hand spell*).

### **Area C: The Upper Hallway**

***The interior wall has many tapestries depicting a golden gnome, which you assume is Garl Glittergold, engaged in contests of wits with richly-dressed gnomes.***

If entered during the day, this room has odd lighting that seems to emanate from the exterior walls.

This hall has illusion magic on all of its walls and ceiling. The exterior walls are protected by a single permanent image spell, hiding the windows and thus creating the oddly diffused lighting.

The interior wall has a series of arrow slits where Raynald sits, watching the PCs when they arrive outside. The ceiling also has a number of slits where Gwendolyne looks down at the adventurers.

As the first PC reaches the top of the stairs, a *magic mouth* activates, read or paraphrase the following.

***A few feet before you, the floor suddenly sprouts a mouth. The mouth speaks in the shrill voice of a gnome.***

***“Welcome to the Tower of Ramire, the home of Raynald Shortfellow. Put away your weapons. At the door, call out your names. Then wait politely.”***

***The mouth then disappears.***

Allow the PCs a DC 17 Spellcraft check to recognize the *magic mouth* for what it is.

### **Area D: The Welcoming Hall**

Go to **Encounter 6: The Challenge** below.

### **Area E: The Ceiling Opening**

This is not an area as much as a hole concealed with an illusion in the ceiling where Gwendolyne looks down on the PCs.

## **ENCOUNTER 6: THE CHALLENGE**

### **Following the Magic Mouth's Instruction**

Once all of the PCs have stated their names read the following:

***From through the door, you hear a gnome's voice. “Thank you. Just a moment, please.”***

***The door opens, revealing a gnome with a long pointed beard and mustache tips that seem to extend beyond the width of his shoulders. The room beyond has only a single large desk. Up against the far wall, a statue depicts a multi-headed reptilian creature in attacking position adorns the wall.***

***“I am Raynald Shortfellow, master illusionist extraordinaire. Come in, come in. How may I help you?”***

Raynald is happy and quite friendly. He asks them what they want and why they have come to see him. He listens, but does not answer much himself, stating that the PCs are those who have come to meet him, not the other way around.

Once the PCs have explained to him what they want, proceed to Raynald's proposal.

### **Not Following the Magic Mouth's Instruction**

The PCs can choose to ignore the recommendations and simply barge in.

🗡️ **Strong wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25, Open Lock DC 20+APL.

Note that Raynald is sitting in the room beyond and unless the PCs bypassed the *magic mouth*, he is aware of them. Should they attempt to pick the lock, Raynald opens the door and is none too happy.

If the PCs simply break in, they see Raynald sitting at his desk. Either way, read or paraphrase the following:

***The door opens to a very large room. The only furniture is a desk on the far side. A gnome with a long pointed beard and mustache tips that seem to extend beyond the width of his shoulders sits there. He has angry look upon his face.***



***“Certainly you must be deaf, dumb, and uncivilized to barge-in in such a manner when the rules were explained to you. If you want something from me, at least be polite enough to present yourselves now.”***

Raynald is displeased at the rude behavior of the PCs. He is haughty, insulting, and keeps reminding them that the rules were explained to him.

Raynald asks the PCs why they come to bother him so. Once they have explained the situation, proceed to Raynald’s proposal, below.

The statue on the far wall is the hydra of Encounter 7: Raynald’s Monster.

If the PCs attack Raynald, proceed to Encounter 7: Raynald’s Monster under Troubleshooting: Fighting Raynald.

### **Raynald’s Proposal**

At this point, the PCs should have told Raynald why they are here—Farlah’s troubles and (hopefully) Fonkin’s request.

***Raynald ponders for a moment, as a mischievous smile appears behind his mustache. “Well, I think I could be of help. But there should be some sort of test first, to see if you’re worthy or not, don’t you agree? You must correctly answer five riddles to part with my knowledge. Answer my riddles and the knowledge is yours. But should you fail to correctly answer even one, you will be forced to battle a creature from my arsenal, a creature of my own choosing.” The gnome ponders for a moment, then points at the monstrous statue. “Is this acceptable?” he says with a grin.***

Raynald’s does not negotiate—either the PCs agree or they have to leave. Raynald refuses to answer any questions or requests to see the Lady. “All in good time,” he says.

If the PCs followed the *magic mouth’s* instructions, he also offers them a chance to fight the creature without trying the riddles. If they do, proceed to Encounter 7: Raynald’s Monster.

### **Cleverness Can Pay Off**

The PCs are forewarned of the attack by the creature and have the option of casting spells on themselves before giving their answer. As long as the spells the PCs cast do not target him, Raynald looks on with a smile.

### **The Riddles**

Raynald gives the riddles one at a time to the PCs and waits patiently until they give an answer. He

does not indicate if any of the answers are correct until all are complete. If the PCs followed the *magic mouth’s* instruction, Raynald offers them to go to the next question if they get stuck on one. If they barged in, they are not offered that opportunity.

The riddles are presented in **Player Handout 2: Raynald’s Riddles**. The answers to the riddles are:

**First Riddle:** dozens.

**Second Riddle:** 120 (100 for the 3XX, 10 for the X3X and 10 for the XX3).

**Third Riddle:** vowels.

**Fourth Riddle:** short

**Fifth Riddle:** eye.

**Development:** If the PCs fail to answer or incorrectly answer even one of the riddles, proceed to Encounter 7: Raynald’s Monster. If they answer all of Raynald’s riddles, proceed to Encounter 8: The Lady.

### **Troubleshooting: We’re Leaving!**

It is a possibility the PCs decide to leave and not continue the adventure. In this case continue with Encounter 9: The Pack. However, the PCs cannot save Farlah if they take this tactic, as they do not have the means to help him. Make it clear that Farlah’s only hope lies in the Tower of Ramire and the gnome that owns it.

## **ENCOUNTER 7: RAYNALD’S MONSTER**

If the PCs destroy the statue before answering all of the riddles, Raynald laughs and congratulates the PCs. Read or paraphrase the following and proceed to Encounter 8: The Lady:

***If only The Prankster could’ve seen this! Clearly you are blessed by him.***

### **Raynald’s Hydra**

If the PCs do not answer correctly, Raynald casts *invisibility* on himself while Gwendolyne drops a *stone salve* on the creature of her choice. The creature attacks the PCs immediately.

#### **APL2 (EL 4)**

➤ **5-headed hydra:** hp 59; *Monster Manual* 156.

#### **APL4 (EL 6)**

➤ **7-headed hydra:** hp 81; *Monster Manual* 156.

#### **APL6 (EL 8)**

➤ **9-headed hydra:** hp 104; *Monster*

Manual 156.

#### APL8 (EL 10)

👉 **11-headed hydra:** hp 126; *Monster Manual* 156.

**Tactics:** The hydra attacks whomever is closest to it. Raynald moves to a safe position and readies a *phantasmal killer* spell to unleash at the hydra.

**Development:** If the hydra defeats all the PCs, Raynald kills it with his *phantasmal killer* spell (the hydra automatically fails its saving throws). He tries to stabilize any fallen PC, using the PCs own healing potions (if any) and through Heal checks. If the adventurers have an obvious healer, he concentrates healing on this PC first. Raynald and Gwendolyne have no desire to see the PCs die, they simply want to be entertained.

If they defeat the hydra, proceed to Encounter 8: The Lady.

#### Troubleshooting: Fighting Raynald

If the PCs attack either Raynald or Gwendolyne, they fail the adventure. Gwendolyne releases the hydra immediately (see above), then waits for the PCs to be softened up by its attacks.

If this happens, both Raynald and Gwendolyne refuse to talk and take every opportunity they can to escape. If the PCs coerce them into speaking, they speak in lies.

#### All APLS (EL 14)

👉 **Gwendolyne:** gynosphinx bard 4; hp 75, see Appendix 1.

👉 **Raynald Shortfellow:** male rock gnome illusionist 12; hp 63, see Appendix 1.

## ENCOUNTER 8: THE LADY

The beginning of this encounter may have to be modified depending on the circumstances.

*Raynald searches his pockets and pulls out a large piece of cloth. He puts his hand inside the cloth, smiles, and amazingly, begins tugging out what appears to be a large wooden table.*

*"A hand please, Lady Gwendolyne will be joining us soon. I'm sure you'll be pleased. I'm sure she just needs a little more time; female vanity and all."*

*The gnome chuckles and produces several chairs from the magical cloth, followed by a number of bottles of wine and glasses.*

*"Please, have a seat and enjoy some wine," he says.*

Make sure that the PCs locations are noted on the

map before reading or paraphrasing the following:

*"I present to you, Lady Gwendolyne."*

*As if on cue, a creature glides through the ceiling, which must have been some sort of illusion. It is bigger than a horse and has a tawny lion body, great falcon wings and the head of a female humanoid. She wears a wide gold and blue coral collar, tail rings of gold, wide earring and bracers made of platinum with elaborate details on each of her paws.*

*"I have observed you with great interest. My name is Gwendolyne. I am a gynosphinx. I am pleased to meet you all. Tell me what is it you wish to know."*

Gwendolyne conducts herself like a woman of high birth, and she expects the PCs to treat her with the respect she deserves. She should speak in a distinguished and cultured voice. Try to make her come across as civilized and knowledgeable.

If the PCs antagonize her or are disrespectful, she begins giving deliberately wrong answers. She leaves very quickly, hoping not to see the PCs again. She owes nothing more than a little entertainment to the PCs.

Gwendolyne asks the PCs if they have ever met an androsphinx, and to tell her where she met one. If the PCs can provide the location of one, Gwendolyne becomes even friendlier with them.

Gwendolyne asks the PCs what they wish to know.

**About Fonkin's Potion**—Read or paraphrase the following:

*Gwendolyne looks amused and a bit annoyed at the question. "That's what he had you come all the way out here to ask me? That silly little gnome. I think the question was more of a trick played on you than any serious question for me."*

*The gynosphinx smiles and shakes her head. "Well, if you must know, he should use rose petals. Not because it would change anything, but because it would cost that cheapskate more."*

**About Farlah's Problem:** Gwendolyne first asks about his condition. With a smile, she tells them the content of *Player Handout 3: The Story of Gelgela*. When finished, read or paraphrase the following:

*You may wonder how I know of this story. I met the circler's previous owner nearly thirty years ago. What was his name again? Ah well, it doesn't matter. He encountered the same effect when the circler was donned, but was wise enough to know how to be cured of its curse.*

*In order to fix this situation, you must remove all of this merchant's jewelry and don him in a simple tunic while he recovers. I have a special brooch that you should place around his neck. It has curative powers that should reverse the curse that Farlah is suffering. He must wear it for the remainder of his life, however. Consider it a gift, for having done so well in your trials and giving Raynald and I a great amount of entertainment.*

Gwendolyne and Raynald offer the PCs a chance to stay at the tower in order to rest and recoup before they return to Greyhawk. Gwendolyne provides the PCs a lovely brooch that functions as a *periapt of health*.

As long as the PCs behave themselves, Gwendolyne and Raynald are polite and generous hosts. If they attempt to steal or do anything particularly egregious, they are kicked out with the minimum of fuss. The pair would prefer not to kill anyone, but do so if pushed—they use their abilities and magic (particularly illusions) to get the PCs out of the Tower of Ramine.

When the PCs leave, proceed to Encounter 9: The Pack, below.

## ENCOUNTER 9: THE PACK

The PCs should make their way back into Greyhawk—hopefully with the knowledge acquired from Gwendolyne and Raynald. Once inside the city, read or paraphrase the following:

*As you make your way across the crowded street, a mysterious man approaches you. He wears a thick, dirty, wool coat over his body and a dagger can be seen at his belt. He speaks before you are able to do anything.*

*"Greetings, brave adventurers. My name is Kaylan. I have heard through the grapevine that you left on a mission for the Temple of Lydia, apparently to help with the merchant Farlah Izoubil, who I understand is bedridden with some strange illness. I represent some local interests here in Greyhawk. Farlah has stolen a precious heirloom from them. If you bring Farlah to me, I have much to offer you."*

Kaylan offers the PCs 150 gp per person and the good will of the Thieves' Guild. However, he is ready to lie and say whatever he needs to if the PCs can get him *Gelgeland's circlet* (which he only refers to as "a circlet"). Oppose Kaylan's Bluff

check with the PCs' Sense Motive check if they think of it.

If the players refuse or attack, Kaylan should escape while his thugs (lurking nearby in an alley) engage the PCs. Kaylan flees down the street and quickly lowers himself into the sewers before transforming into a rat and disappearing in the filthy waters.

Kaylan offers the friendship of the Thieves' Guild if they agree to help him. Kaylan would prefer to have Farlah, but he is ready to settle for the *circlet* only.

**Development:** Either the PCs strike a deal with Kaylan or they don't. If no deal is made, Kaylan's thugs move in and attack. Proceed to **Kaylan's Thugs**, below.

### Kaylan's Thugs

Two of Kaylan's fellow wererats hide in a nearby alley. Allow the PCs an opposed Spot check against the thugs; Hide check to see some "shady characters" in the alley nearby. A DC 20+APL Spot check reveals they are not human. Kaylan does not interact with them during the encounter. They have been told to move in to assault the PCs if they feel Kaylan is in trouble (such as a PC preparing a spell or drawing a weapon).

#### APL2 (EL 5)

➔ **Wererat thugs (2):** fighter 2; hp 19, 19; see Appendix 1.

#### APL4 (EL 7)

➔ **Wererat thugs (2):** fighter 3; hp 38, 38; see Appendix 1.

#### APL6 (EL 9)

➔ **Wererat thugs (2):** fighter 5; hp 52, 52; see Appendix 1.

#### APL8 (EL 11)

➔ **Wererat thugs (2):** fighter 7; hp 68, 68; see Appendix 1.

**Tactics:** The wererats move swiftly, targeting spellcasters and lightly armored PCs first. They know that failing to dispatch all the PCs means death, so they fight until they are killed.

**Treasure:** The wererats' possessions:

**APL 2:** Loot – 72 gp, Coin – 29 gp.

**APL 4:** Loot – 118 gp, Magic – +1 rapier x2 (387gp).

**APL 6:** Loot – 77 gp, Magic – +1 chain shirt x2 (208gp per character), +1 rapier x2 (387gp).

**APL 8:** Loot – 77 gp, Magic – +1 chain shirt x2 (208gp), +1 rapier x2 (387gp), cloak of resistance +1 x2 (167gp).

**Development:** During this encounter it is

possible that the PCs could become infected with lycanthrope. If this happens, refer to the current version of the *Living Greyhawk Campaign Sourcebook* to resolve this situation.

## CONCLUSION

At the end of the adventure, the PCs have done enough to save Farlah or failed in their tasks, dooming the merchant to eventual death.

There are also a few loose ends that need to be handled: Kaylan's offer, Fonkin's deal and Raynald and Gwendolyne.

### Healing Farlah

When the PCs return to the Temple of Lydia, they find Farlah nearly dead. If they do what Gwendolyne told them, read or paraphrase the following:

*Following Gwendolyne's procedure yields almost miraculous results. Farlah is up and standing within minutes. "My friends, you have no idea how grateful I am that you came to my assistance! You have brought me another chance for prosperity. It is only fair that I help yours. I want to give each of you an additional fifty gold for what you have done. You also have my eternal thanks."*

The PCs receive Farlah's Friendship and the Thanks of the Church of Lydia AR rewards. Farlah thanks the PCs and invite them to his mansion in Vilayad in southern Tusmit.

#### Treasure:

**APL 2:** Loot – 0 gp, Coin – 150 gp, Magic – 0gp.

**APL 4:** Loot – 0 gp, Coin – 200 gp, Magic – 0gp.

**APL 6:** Loot – 0 gp, Coin – 250 gp, Magic – 0gp.

**APL 8:** Loot – 0 gp, Coin – 300 gp, Magic – 0gp.

### Not Healing Farlah

If the PCs fail to find out how to cure Farlah or, for some reason refuse to help him, read or paraphrase the following:

*The night you returned to Greyhawk, Farlah dies in his sleep of his mysterious ailment. The church mourns him and ships his body back to Tusmit for ritual burning.*

The PCs have failed, and receive no thank.

### Kaylan's Offer

If the PCs give *Gelgelan's circlet* to Kaylan, he pays them what he offered them and leaves. However, the PCs receive no friendship from the guild. Kaylan, just doesn't care about them once he has the circlet.

Kaylan should escape this adventure alive.

#### Treasure:

**APL 2:** Loot – 0 gp, Coin – 150 gp, Magic – 0gp.

**APL 4:** Loot – 0 gp, Coin – 200 gp, Magic – 0gp.

**APL 6:** Loot – 0 gp, Coin – 250 gp, Magic – 0gp.

**APL 8:** Loot – 0 gp, Coin – 300 gp, Magic – 0gp.

### Fonkin's Deal

Fonkin thanks the PCs. Although he is displeased with Gwendolyne's answer, he accepts it in good stride, provided the PCs tell him what perils they had to face. The PCs are offered Fonkin's Circlet and Fonkin's Potions AR rewards.

If the PCs did not ask Gwendolyne Fonkin's question, he gets angry and throws them out, calling them ungrateful kobolds.

### Raynald and Gwendolyne

If the PCs conducted themselves politely throughout the encounter by following the *magic mouth's* instructions, were amicable with both of them, and answered all five riddles (or destroyed the hydra while it was still in stone), they receive Gwendolyne's Favor AR reward.

If the PCs were generally friendly to Raynald, he offers to share spells with them, they receive the Raynald's Friendship AR reward.

# 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.

## Encounter 3: To the Tower of Ramire

Defeating the humanoids.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

## Encounter 6: The Challenge

Solving the riddles *or* defeating the hydra (destroying the stone hydra counts as solving the riddles).

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

## Encounter 9: The Pack

Defeating the wererats.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

## Story Award

Making friends with Gwendolyne and Raynald.

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

## Discretionary Roleplaying Award

APL 2	45 XP
APL 4	65 XP
APL 6	105 XP
APL 8	135 XP

## Total Possible Experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

## Optional Encounter: Kaylan

Defeating the guards

APL 2	90 XP
APL 4	120 XP
APL 6	180 XP
APL 8	210 XP

## Defeating Kaylan

APL 2	90 XP
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APL 4	150 XP
APL 6	180 XP
APL 8	240 XP

## Leaving On Good Terms with the Thieves

APL 2	90 XP
APL 4	150 XP
APL 6	180 XP
APL 8	240 XP

## Total Possible Experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 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.

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

### Encounter 3: To the Tower of Ramire

**APL 2:** Loot – 34 gp, Coin – 15 gp, Magic – 0 gp  
**APL 4:** Loot – 46 gp, Coin – 24 gp, Magic – 0 gp  
**APL 6:** Loot – 23 gp, Coin – 37 gp, Magic – 0 gp  
**APL 8:** Loot – 23 gp, Coin – 37 gp, Magic – 0 gp

### Encounter 9: The Pack

**APL 2:** Loot – 72 gp, Coin – 29 gp, Magic – 0 gp  
**APL 4:** Loot – 118 gp, Coin – 0 gp, Magic – +1 rapier x2 (387gp).  
**APL 6:** Loot – 77 gp, Coin – 0 gp, Magic – +1 chain shirt x2 (208gp); +1 rapier x2 (387gp).  
**APL 8:** Loot – 77 gp, Coin – 0 gp, Magic – +1 chain shirt x2 (208gp); +1 rapier x2 (387gp); cloak of resistance +1 x2 (167gp).

### Conclusion

#### Healing Farlah.

**APL 2:** Coin – 150 gp  
**APL 4:** Coin – 200 gp  
**APL 6:** Coin – 250 gp  
**APL 8:** Coin – 300 gp

#### Kaylan's Offer.

**APL 2:** Coin – 150 gp  
**APL 4:** Coin – 200 gp  
**APL 6:** Coin – 250 gp  
**APL 8:** Coin – 300 gp

### Total Possible Treasure

**APL 2:** Loot: 106 gp; Coin: 344 gp; Total: 450/450 gp  
**APL 4:** Loot: 164 gp; Coin: 424 gp; Magic: 387 gp - Total: 650/975 gp  
**APL 6:** Loot: 100 gp; Coin: 537 gp; Magic: 595 gp - Total: 900/1232 gp

**APL 8:** Loot: 100 gp; Coin: 637 gp; Magic: 762 gp - Total: 1300/1499 gp

### Special

‡ **Farlah's Friendship:** Farlah uses his contacts to offer to sell you of the items listed below. You can buy more than one, but all must be purchased at the same time: *elemental gem* (any), *horseshoes of a zephyr*, *stone horse* (either). Cross off used.

‡ **Thanks of the Church of Lydia:** For healing Farlah, the church promises to cast 5 levels of divine spells on you, at the cost of material component only. These need not be taken all at the same time. Cross off once used.

*Levels Cast:* 0 0 0 0 0

‡ **Fonkin's Potions:** Fonkin allows you to purchase potions of up to 3rd-level spells with a caster level up to 10th.

♣ **Fonkin's Lesser Circlet:** Fonkin is willing to sell a lesser version of his circlet. Once per day, as a standard action, the wearer can cause the circlet to shine as by a *light* spell. Cost: 150gp  
Faint evocation; CL ; Craft Wondrous Item, *light*; 360 gp.

‡ **Gwendolyn's Favor:** You have impressed the gynosphynx. This may become useful in the future.

‡ **Raynald's Friendship:** After any adventure set in the Domain of Greyhawk, you can visit Raynald and copy spells from his spellbook. For this he charges 50 gp per spell level copied. You may copy as many illusion spells from the *Player's Handbook* as you wish. There is no limit to how many spells they may have copied.

### ITEMS FOR THE ADVENTURE RECORD

APL 2:

- *Fonkin's lesser circlet* (Core; see above; 1,080 gp)
- *Periapt of health* (Core; DMG)
- *Ring of swimming* (Adventure; DMG)
- *Bottle of air* (Adventure; DMG)
- *Heward's handy haversack* (Adventure; DMG)



# APPENDIX 1: NPC AND MONSTER STATISTICS

## ALL APLS

**City Guard Sergeant:** Male or female human warrior 3; CR 2; Medium humanoid (human); HD 3d8+3 plus 3; hp 23; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +3, Grp +4; Atk or Full Atk +6 melee (1d10+1/x3 masterwork glaive) or +4 melee (1d8+1/10-20, longsword) or +3 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft. (10 ft. with masterwork glaive); SA —; SQ —; AL N; SV Fort +4, Ref +1, Will +1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

*Skills and Feats:* Climb -1, Handle Animal +1, Jump -1, Ride +2, Swim -5; Power Attack, Toughness, Weapon Focus (glaive).

*Possessions:* Breastplate, masterwork glaive, longsword, light crossbow, 20 bolts.

**Nightwatch Guard Sergeant:** Male or female human warrior 5; CR 4; Medium humanoid (human); HD 5d8+5 plus 3; hp 34; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +5; Grp +7; Atk or Full Atk +9 melee (1d8+2/19-20, masterwork longsword) or +7 melee (1d4+2/19-20, dagger) or +5 ranged (1d6+2, throwing axe) or ranged (1d8/19-20, light crossbow); SA —; SQ —; AL N; SV Fort +5, Ref +1, Will +0; Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Climb +5, Handle Animal +5, Intimidate +5, Jump +5; Power Attack, Toughness, Weapon Focus (longsword).

*Possessions:* Masterwork breastplate, masterwork light steel shield, masterwork longsword, dagger, 2 throwing axes, light crossbow with 20 bolts.

**City and Nightwatch Guard:** Male or female human warrior 2; CR 1; Medium humanoid (human); HD 2d8 plus 3; hp 15; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +3; Atk or Full Atk +4 melee (1d8+1/19-20, longsword) or +3 melee (1d4+1/19-20, dagger) or +3 ranged (1d8, light crossbow); SA —; SQ —; AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

*Skills and Feats:* Climb +1, Handle Animal +1, Intimidate +2, Ride +3; Toughness, Weapon Focus (longsword).

*Possessions:* Scale mail, light wooden shield, longsword, dagger, light crossbow, 10 bolts.

### Encounter 1: The Sick Merchant

**Farlah Izoubil:** Male human (Baklunish) rogue 9; CR 9; Medium humanoid (human); HD 9d6-36 (normally 9d6+9); hp 10 (normally 47); Init

+2; Spd 30 ft.; AC 8, touch 7, flat-footed 13; Base Atk +6; Grp +6; Atk +7 melee (1d6+1, +1 rapier); Full Atk +7/+2 melee (1d6+1, +1 rapier); SA Sneak attack +5d6; SQ uncanny dodge, improved uncanny dodge, trapsense +3, evasion; AL N; SV Fort -1 (normally +4), Ref +3 (normally +8), Will +3; Str 10, Dex 14 (4), Con 3 (normally 12), Int 14, Wis 10, Cha 16;

*Skills and Feats:* Appraise +10, Bluff +22, Decipher Script +6, Diplomacy +27, Disable Device +13, Disguise +12, Gather Information +15, Intimidate +21, Profession (merchant) +11, Search +11, Sense Motive +12, Sleight of Hand +11 (normally +16), Tumble +8 (normally 13), Use Magic Device +14. Investigator, Negotiator, Persuasive, Skill Focus (Bluff, Diplomacy)

*Possessions:* +1 rapier, ring of protection +1, Gelgeran's golden circlet, amulet of health +2, cloak of charisma +2 (not currently worn)

*Languages Spoken:* Common, Ancient Baklunish, Old Oeridian.

### Encounter 6: The Challenge

**Raynald Shortfellow:** Male rock gnome illusionist 12; CR 12; Small humanoid (gnome); HD 12d4+36; hp 63; Init +1; Spd 20 ft.; AC 20, touch 14, flat-footed 19; Base Atk +6; Grp +1; Atk +6 melee (1d4-1, walking stick); Full Atk +6/+1 melee (1d4-1, club); SQ Gnome traits; AL N; SV Fort +10, Ref +8, Will +10; Str 8, Dex 12, Con 16, Int 25, Wis 8, Cha 8.

*Skills and Feats:* Concentration +18, Knowledge (arcana) +16, Knowledge (architecture and engineering) +13, Knowledge (dungeoneering) +13, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (nature) +13, Knowledge (nobility) +13, Knowledge (religion) +14, Knowledge (the planes) +14, Knowledge (local: Core) +13, Spellcraft +24; Spell Focus (Illusion), Greater Spell Focus (Illusion), Spell Penetration, Brew Potion, Craft Wand, Extend Spell, Enlarge Spell

*Possessions:* headband of intellect +4, bracers of armor +3, amulet of natural armor +3, cloak of resistance +3, ring of protection +2, rod of extend, rod of enlarge, portable hole (Gwendolyne's), club (walking stick).

*Specialty:* Illusionist; Prohibited schools: enchantment, necromancy

*Spells Prepared* (5/7/7/7/5/5/4; base DC = 17 + spell level (19 + spell level for illusion)): 0—detect magic (2), ghost sound, mage hand, prestidigitation; 1st—alarm, comprehend languages, disguise self, Nystul's magic aura (3, 2), ventriloquism; 2nd—blur, invisibility, magic mouth (3), minor image, mirror image; 3rd—

*dispel magic* (3), *displacement*, *illusory script*, *invisibility sphere*, *major image*; 4th—*greater invisibility*, ~~*enlarge extended Nystul's magic aura*~~, *illusory wall*, *phantasmal killer*, *rainbow pattern*; 5th—*dream*, ~~*extended hallucinatory terrain*~~, *persistent image*, *seeming*; 6th—*permanent image*, *programmed image* (3).

*Spellbook*: 0—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*alarm*, *color spray*, *comprehend languages*, *disguise self*, *Nystul's magic aura*, *true strike*, *ventriloquism*; 2—*arcane lock*, *blur*, *hypnotic pattern*, *invisibility*, *Leomund's trap*, *magic mouth*, *minor image*, *mirror image*, *misdirection*; 3rd—*dispel magic*, *displacement*, *illusory script*, *invisibility sphere*, *major image*; 4—*greater invisibility*, *hallucinatory terrain*, *illusory wall*, *phantasmal killer*, *rainbow pattern*, *shadow conjuration*; 5—*dream*, *false vision*, *persistent image*, *seeming*, *stone shape*; 6—*permanent image*, *programmed image*.

### Encounter 8: The Lady

♣ **Gwendolyne the Gynosphinx**: female gynosphinx bard 4; CR 12; Large magical beast; HD 4d6+8d8+12; hp 75; Init +5; Spd 40 ft, fly 60 ft. (poor); AC 21, touch 10, flat-footed 20; Base Atk +11; Grp +19; Atk +14 melee (1d6+4, claw); Full Atk +14/+9/+4 melee (1d6+4, 2 claws); SA Pounce, rake 1d6+2, spell-like abilities; SQ Bardic knowledge (d20+10), darkvision 60-ft., low-light vision; AL N; SV Fort +11, Ref +14, Will +15; Str

19, Dex 12, Con 13, Int 18, Wis 18, Cha 23.

*Skills and Feats*: Bluff +23, Concentration +12, Diplomacy +22, Intimidate +14, Jump +10, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +20, Listen +17, Sense Motive +10, Spot +16. Combat Casting, Improved Initiative, Iron Will, Skill Focus (Knowledge [local]), Practiced Spellcaster (Bard)

*Spells Known* (3/4/2; base DC = 16 + spell level): 0—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*; 1st—*expeditious retreat*, *magic mouth*, *silent image*; 2nd—*eagle's splendor*, *invisibility*.

*Possessions*: 1,000 gp worth of jewelry, wand of scrying.

**Rake (Ex)**: Attack bonus +11 melee, damage 1d6+2.

**Spell-Like Abilities**: 3/day—*clairaudience/clairvoyance*, *detect magic*, *read magic*, *see invisibility*; 1/day—*comprehend languages*, *locate object*, *dispel magic*, *remove curse* (DC 20), *legend lore*. Caster level 14th. The save DC is Charisma-based.

Once per week a gynosphinx can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as the spells (caster level 18th), except that all save DCs are 24 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

## APL 2

### Encounter 9: The Pack

☛ **Wererat Thug:** Male human wererat fighter 1; CR 3; Medium humanoid (human, shapechanger); HD 1d8+4 plus 1d10+4; hp 19; Init +5; Spd 30 ft; AC 23, touch 14, flat-footed 19; Base Atk +1; Grp +4; Atk or Full Atk +8 melee (1d6+3/18-20, masterwork rapier) or +6 melee (1d4+3/19-20, dagger); SQ DR 5/silver, scent; AL CE; SV Fort +8, Ref +7, Will +2; Str 17, Dex 20, Con 18, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Swim +0; Iron Will, Power Attack, Weapon Finesse, Weapon Focus (rapier)

**Alternate Form (Su):** You can shift into animal form as though using the *polymorph* spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

**Lycanthropic Empathy (Ex):** In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

**Disease (Ex):** Filth fever; bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Skills and Feats:** While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

*Possessions:* chain shirt, heavy wooden shield, masterwork rapier, dagger.

## APL 4

### Encounter 9: The Pack

☛ **Wererat Thug:** male human wererat fighter 3; CR 5; Medium humanoid (human, shapechanger); HD 1d8+4 plus 3d10+15; hp 38; Init +5; Spd 30 ft; AC 23, touch 14, flat-footed 19; Base Atk +3; Grp +6; Atk/Full Atk +10 melee (1d6+4/18-20, *+1 rapier*) or +8 melee (1d4+3/19-20, dagger); SQ DR 5/silver, scent; AL CE; SV Fort +9, Ref +8, Will +3; Str 17, Dex 20, Con 18, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Climb +8, Handle Animal +1, Swim +4; Iron Will, Power Attack, Cleave, Toughness, Weapon Finesse, Weapon Focus (rapier).

**Alternate Form (Su):** You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

**Lycanthropic Empathy (Ex):** In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

**Disease (Ex):** Filth fever; bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Skills and Feats:** While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

*Possessions:* masterwork chain shirt, masterwork heavy wooden shield, *+1 rapier*, masterwork dagger.

## APL 6

### Encounter 9: The Pack

☛ **Wererat Thug:** male human wererat fighter 3/rogue 2; CR 7; Medium humanoid (human, shapechanger); HD 2d6+1d8+3d10+19; hp 52; Init +5; Spd 30 ft; AC 24, touch 14, flat-footed 20; Base Atk +4; Grp +7; Atk or Full Atk +11 melee (1d6+5/18-20, *+1 rapier*) or +9 melee (1d4+4/19-20, masterwork dagger); SA sneak attack +1d6; SQ Evasion, DR 5/silver, scent, trapfinding +1; AL CE; SV Fort +9, Ref +13, Will +3; Str 18, Dex 20, Con 18, Int 8, Wis 10, Cha 8;

*Skills and Feats:* Climb +8, Handle Animal +1, Jump +8, Listen +3, Swim +4, Tumble +13; Iron Will, Lightning Reflexes, Power Attack, Cleave, Toughness, Weapon Finesse, Weapon Focus (rapier).

**Alternate Form (Su):** You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

**Lycanthropic Empathy (Ex):** In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

**Disease (Ex):** Filth fever; bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Skills and Feats:** While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

*Possessions:* *+1 chain shirt*, masterwork heavy wooden shield, *+1 rapier*, masterwork dagger.

## APL 8

### Encounter 9: The Pack

☛ **Wererat Thug:** male human wererat fighter 4 / rogue 3; CR 9; Medium humanoid (human, shapechanger); HD 3d6+1d8+4d10+25; hp 68; Init +5; Spd 30 ft; AC 25, touch 14, flat-footed 21; Base Atk +6; Grp +10; Atk +13 melee (1d6+7/18-20, *+1 rapier*) or +11 melee (1d4+4/19-20, masterwork agger); Full Atk +13/+8 melee (1d6+7/18-20, *+1 rapier*) or +11/+6 melee (1d4+4/19-20, masterwork dagger); SA Sneak attack (+2d6); SQ Evasion, DR 5/silver, scent, trapfinding, trap sense (+1); AL CE; SV Fort +12, Ref +14, Will +5; Str 18, Dex 20, Con 18, Int 8, Wis 10, Cha 8.

**Skills and Feats:** Climb +10, Handle Animal +1, Jump +9, Listen +5, Spot +4, Swim +6, Tumble +15; Iron Will, Lightning Reflexes, Power Attack, Cleave, Toughness, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

**Alternate Form (Su):** You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

**Lycanthropic Empathy (Ex):** In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

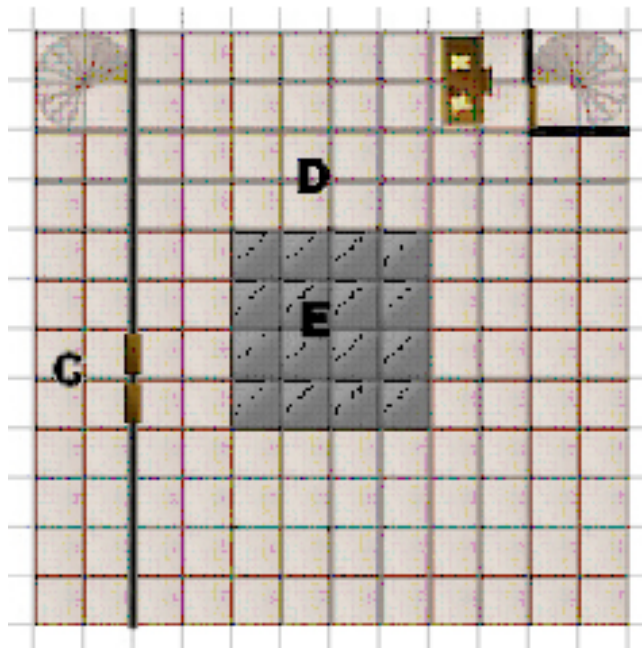
**Disease (Ex):** Filth fever; bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Skills and Feats:** While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

**Possessions:** *+1 chain shirt*, masterwork heavy wooden shield, *+1 rapier*, masterwork dagger.



**APPENDIX 6: MAPS**  
**THE TOWER OF RAMIRE**



# HANDOUT 1: FARLAH'S LETTERS

## **2nd Sunsebb, 595CY**

Happy to have left Dyvers! Jemil Raboujian, that foul-smelling half-Rhenee boy made me a lot of money. I sold him most of the silver ore I brought from Tusmit. Our affairs were so good that I have decided to travel around the Nyr Dyv to make some contacts. I think someone has great need of silver weapons in Dyvers.

## **13th Sunsebb, 595CY**

Have arrived in Critwall. Met with a representative of the Merchant society called Arvid. I'm certain that providing him with Galda spirit will be highly profitable. For the last ten days, I had been trying to form a contract that would ensure both of our prosperity, but that rat Janek whined his way into a contract that would've ruined me. Well, lucky for me I stopped the negotiations. May his family fortune wither like the dust on an empty market square.

## **25th Fireseek, 596 CY**

I am out of the Bandit Kingdoms! I couldn't stand to see one more orc and I'm very happy to be in the Pale. I met with a man named Jeremai. I was almost caught by one of their priest for invoking the Merchant's name out loud. These people need food and I could provide some. Their gold is as good as anyone else!

## **24th Readying, 596CY**

Arrived in Radigast City, where I received an invitation to the estate of Lord Yarne, a man who clearly understands the teachings of the Merchant. I'm very happy to say that comes the fall, I'll have a barge of wine from the Yarne winery going up the Velverdyva. Having sampled their wine more than once, I think this vintage will fetch a very decent price in Vilayad. Lord Yarne has signed a deal to receive as much Galda spirit as I can get my hands on. I'm sure a lot of people in Khalid and Dihn will benefit from this.

## **28th Readying, 596CY**

I purchased a number of crates of wine at a price that can only be called a theft. Even before haggling, I felt like poor Lord Torquann was selling off. I also purchased a magical ring from him too. Quite interesting—it has a turtle on it! I'll sell it when I get back to Tusmit.

## **5th Coldeven, 596CY**

Mouqol himself blessed my trip to the County of Urnst. This morning I met with a man name Trilbey Farvaren from the Farvaren merchant house. We sat down together over a delicious meal and, eventually, I found that he had recently come across a large quantity of silk. With the troubles at home, silk could certainly be in high demand. In the worse case, I could dump it off in Ket for a nice profit.

## **17th Coldeven, 596CY**

Arrived in Leukish where I plan on seeing my good friend Lord D'Argin. It's been nearly five years since I last saw him. Just my luck, he was out of town. I took the opportunity to visit the market. They can call this a marketplace but it's little more than a common fair. I looked around trying to find a bargain or two. Managed to find a *circlet of persuasion*. It has these opals and the craftsmanship is exquisite. Seems fit for a sheik!

## **19th Coldeven, 596CY (1 month ago)**

Finally met with Lord Gitzell D'Argin. We enjoyed a great meal together. Around a bottle of Galda spirits, we conducted even more business. He requires a shipment of copper and gold. For good measure, I'll send him some bottles of Galda spirits.

## HANDOUT 2: RAYNALD'S RIDDLES

### First Riddle:

A word I know, six letters it contains. Subtract just one, and twelve is what remains.

Answer: \_\_\_\_\_

### Second Riddle

If you wrote all of the numbers from 300 to 400 on a piece of paper, how many times would you have written the number 3?

Answer: \_\_\_\_\_

### Third Riddle

A cat has one, a horse two. Some animals have more. An elephant has only three, while a crocodile has four. What is it?

Answer: \_\_\_\_\_

### Fourth Riddle

What is a five-letter word that becomes shorter with two letters added onto it?

Answer: \_\_\_\_\_

### Fifth Riddle

Pronounced as one letter,  
But look and you'll see,  
That really I'm written with three.  
I'm read from both ends,  
The same either way.  
What am I?

Answer: \_\_\_\_\_

## HANDOUT 3: THE STORY OF GELGELAN

About 200 years ago, a master bandit named Gelgelan terrorized the land called the Combination of Free Lords, now known as the Bandit Kingdoms. Gelgelan's traveled far and wide, however, and was wanted in most nations around the Nyr Dyv and beyond.

After a particularly lucrative raid, Gelgelan stripped the wealth from a Nyronese noble. Gelgelan was noted for being extremely vain and fond of jewelry to display his skills as a bandit. He decided he would make himself a crown to remember his moment of glory and crafted himself a circlet, decorated with three opals.

After Gelgelan was hung for theft in Brotton, the circlet has been passed around the Nyr Dyv. Most of its owners have died under mysterious circumstances.