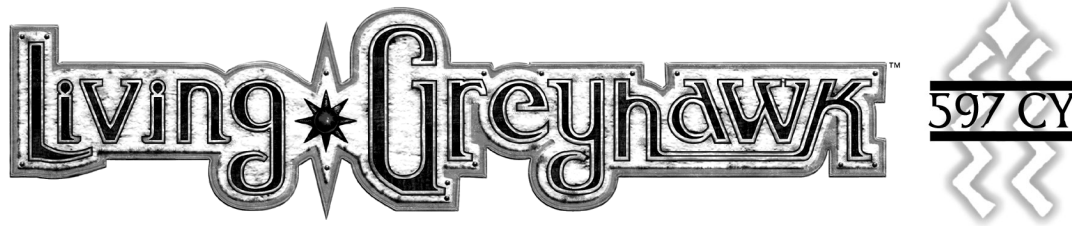


COR7-09



Past Debts

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

Version 1

by Dean Bailey

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When a debt from the past is called in, the soul of an innocent is at stake and a plea for help is made. Do you have the ability to make the tough moral decisions needed to save the child from eternal damnation? Warning – Paladins may find this adventure difficult. Players may change PCs at the beginning of the adventure if they are unable to participate with their current PC. A one-round Core adventure set in the free city of Greyhawk and its surrounds for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark] *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Fiendish Codex II: Tyrants of the Nine Hells* [Robin D. Laws, Robert J. Schwalb], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Player's Handbook II* [David Noonan], and *The Planar Handbook* [Bruce R Cordell, Gwendolyn F.M. Kestrel].

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 event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session 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, players 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, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Free City of Greyhawk. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Because of the nature of the adventure, it is possible that a PC may not be able to undertake the task due to personal beliefs. For example, a paladin may be unable to deal with a creature of evil. If this is the case, allow a player to swap out a PC in Encounter 1 or Encounter 2 only. This represents the first PC refusing and a replacement hero arriving.

Because this adventure is about choice and due to the binding agreement that Hassirak has, the only way to save Jamir's soul and keep *Souleater* out of the devil's hands is to honor the terms of the original contract.

If any of the PCs are followers of Mayaheine or Pelor, they still get attacked at the temple as they are trying to breach the defenses to get the weapon, *Souleater*. However, they do not need to atone afterwards; Mayaheine recognizes their hearts and motives were pure.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-

check that he fully understands any new rule items presented in this adventure before play begins.

CREATIVE SOLUTIONS

This adventure revolves around the deal that Hassirak has made with Joram; namely, that in return for *Souleater*, Hassirak will relinquish his claim to Jamir's soul. Hassirak is a devil and thus lawful; he is bound to the letter of the agreement not its spirit. Thus, if the PCs come up with some clever way of stymieing the scheme, reward them. For example, the PCs could break *Souleater* and hand Hassirak the axe's shards. In such a situation, Hassirak would be bound to view the agreement as fulfilled, as he did not originally specify that *Souleater* should be undamaged when returned to him.

PCs saving Jamir's soul in this way earn the Enmity of Hassirak AR item.

Sacrificing Oneself: One of the PCs may offer himself in place of Jamir. Hassirak refuses all such offers; Jamir's soul is far more attractive to him than even that of the purest paladin.

Getting Help: Additionally, the PCs may (at some point) seek help from one of the many powerful organizations within Greyhawk city. In particular, the faiths of Heironeous, St Cuthbert, Pholtus, and Pelor would assist the PCs (and are powerful enough to do so in a meaningful fashion). This assistance takes the form of a group of powerful clerics and warriors who accompany the PCs back to Joram's manor. In the ensuing battle, they engage Hassirak and some of his minions while the PCs must slay the remainder. In essence, run Encounter 11 but Hassirak is banished by efforts of the clerics and warriors instead of by Rasimu's power. (The organization, however, does not give the same reward as Rasimu).

Final Note: The crux of this adventure is the choice between two evils: allow Hassirak to harvest Jamir's soul or hand over a powerful evil weapon. Reward clever solutions to this dilemma. When adjudicating such, remember that Hassirak honors the letter of the deal, not the spirit.

Conclusion: If the PCs resolve the adventure in a particularly creative fashion, use Conclusion J.

ADVENTURE BACKGROUND

Berrick Kesserem was the son of a farmer who was not content with his lot and desired a better station in life, with all the finery that went with it. Unfortunately, he was also a lazy and self absorbed young man who expected life to hand him everything on a silver platter. One day, 86 years ago, it did in the form of the devil Hassirak. Hassirak offered to provide all he wanted for a small price and Berrick agreed.

From that day, everything seemed to go Berrick's way. He met and wooed the daughter of a wealthy merchant, who died soon after their wedding leaving him everything. Lucrative business deals fell into his lap with little or no effort and all seemed to resolve in his favor.

The luck continued down the family line, albeit not as spectacular as with Berrick, until the day that Miriam Kesserem, wife of Joram Kesserem gave birth to their firstborn son. As the baby was born, Hassirak appeared to claim his price. The price that Berrick had agreed to was the soul of his grandson's, grandson down the line of the firstborn sons.

Joram pleaded with the devil not to take the soul of his son and Hassirak saw an opportunity. A second deal was struck. Joram was to retrieve, or arrange for the retrieval of a weapon of evil called *Souleater*. Servants of Mayaheine were guarding this weapon and Hassirak could not get past their wards. If the weapon was recovered, Hassirak would relinquish his claim on young Jamir's soul.

Joram agreed and sent word out through his business contacts that he was looking for reliable people interested in adventure.

ADVENTURE SUMMARY

A friend, patron, or business contact that has ties to Joram contacts the PCs. They inform the PCs that someone they know is looking for people to perform a task and thought they might want the job. Their contact does not know what the job is, but gives them Joram's contact details.

Encounter 1: The PCs arrive at the home of Joram Kesserem where they are greeted and the tale of Berrick's deal is told. Joram explains that he has been given a way out and that he needs the PCs' help. At this stage, the PCs may decline and the player can bring in a more appropriate character if he wishes.

Encounter 2: If the PCs want to talk to Hassirak, Joram summons him. He explains what he wants and tells the PCs that if they do not want to go he will just take the child's soul as specified in the contract. Either way, he wins. The PCs may attack him here, but to do so is exceptionally foolish and they would be unlikely to survive.

Encounter 3: A day's travel from Greyhawk, the PCs come to the "Still the Last Chance Inn" where they may rest for the night. Strangely, they are not attacked while staying there.

Encounter 4: Following Hassirak's directions, the PCs arrive at a cave that leads to a hidden valley and a pair of white iron gates set in a marble wall. The PCs must pass the guardians to enter.

Encounter 5: As the PCs approach the temple of Mayaheine, they see a pristine building of white and gold marble with well-kept lawns and shrubs cut into the shapes of various animals in noble poses. As the PCs approach the temple doors, one or more of the topiary animals awaken to defend the temple from interlopers.

Encounter 6: As the PCs approach the temple entrance they notice words written upon the mantle of the doorway. Here they must pass a final test or be affected by a *doom trap*.

Encounter 7: As the PC approach the chamber at the center of the temple, they meet Rasimu, a hound

archon in the service of Mayaheine. If the PCs do not attack straight away, he invites them to talk. He explains that *Souleater* is an evil weapon that traps the souls of those slain so that they cannot gain eternal peace. Further, a high-order devil can perform a ritual that transforms the trapped soul into a lemure, condemning it for all eternity. He requests that the PCs abandon their quest for the greater good.

Encounter 8: If the PCs are unwilling to abandon their quest, Rasimu regrettably defends *Souleater*. He uses lethal damage so the PCs cannot return to try again.

Encounter 9: Once Rasimu is defeated, the PCs can continue into the inner chamber. There they find *Souleater*.

Encounter 10: With *Souleater* in their possession, the PCs return to Greyhawk. Once there Hassirak takes possession of the weapon in exchange for Jamir's soul. At this point, the PCs may change their mind and attack Hassirak.

Encounter 11: If Rasimu's arguments persuade the PCs, he sends them back to Joram's estate to deal with Hassirak, who is not happy about this betrayal. Rasimu uses his power to banish Hassirak, so that the PCs need only deal with his minions.

INTRODUCTION

When the devil offered the deal to Joram, the merchant realized that he did not have the skills needed to retrieve *Souleater*. Left with no choice, he contacted his business associates to enquire if any know of a group of reliable adventures that can help him solve a problem. In turn, these business associates contacted the PCs with the possibility of employment. Give the players Player Handout 1 and if they accept the opportunity they find themselves standing outside the gates waiting to enter the free city. Alternatively, some PCs may even be in the city already. Amend the text below as appropriate.

The City of Greyhawk is called the center of the civilized world. People and cultures from all over Oerth mix and do business here. It is at the gates of this city that you find yourself with the possibility of employment close at hand.

The line towards the gates moves silently, but eventually you reach the gate where the guards wait. "Any weapons to declare?"

The laws of Greyhawk restrict the carrying of weapons and the use of spells within the city. (See Appendix 3 for more information). Once the PCs have dealt with the guards, they are free to continue to Kesserem Manor. Proceed to Encounter 1.

1: A PLEA FOR HELP

The address that you have been given leads you to a well kept manor house in the Garden Quarter of Greyhawk. A large wooden door stands before you

When the PCs knock on the door, read the following:

The sound of your knocking echoes through the house and it is not long before the door is answered not by a servant but by a man dressed in well-tailored clothes. He smiles wearily and his tired eyes look you over appraisingly.

"I am Jorem Kesserem, and I judge by your attire that you are here to help with my curse."

If the PCs answer in the affirmative, he invites them inside and takes them to the drawing room. Once there, he makes sure they are comfortable and have refreshments. If the PCs try to ask question, he request that they wait until they have heard his tale.

JOREM'S TALE

Once the PCs are refreshed and comfortable, Jorem begins. Give out Player Handout 2. (If you have enough time, use the handout and roleplay the situation instead.) The information in Player Handout 2 is replicated here for the DM's convenience:

"My sad tale starts one month ago with the birth of my first child, my son Jamir. When my son was born, it was one of the happiest moments of my life. However, it was a moment short lived, for before Jamir's first cries of life had fully faded a creature of nightmare appeared in the courtyard and demanded my presence. Fearfully for my family I complied and it was there that I met the great devil, Hassirak the Tempter.

To my dismay, I was informed of a deal struck by my great, great grandfather, Berrik, 86 years ago. In exchange for success and power, my ancestor promised the devil the soul of his grandson's grandson, through the line of the eldest male child. I have always been told that he was the son of a farmer who married the daughter of the wealthy merchant, Morik Gressle, and through talent and hard work, created his own mercantile success. Hassirak tells a much different story of a lazy young man.

I pleaded with him not to take my son. To take me instead, but he would not change his mind. Finally, he told me his price for releasing my son from the contract.

Hassirak is currently involved in a power struggle against another devil and he would release his claim on the soul of my son if I would retrieve a magical greataxe for him. This axe, *Souleater*, is in a hidden temple in the Cairn Hills.

Seeing it as the only way to save the soul of my innocent little boy, I had no choice but to agree. My son is innocent; he has not yet had the chance to live and make his own choice in the world.

I am not an adventurer and so I need help. Will you help me save my boy? I can pay. I will also be able to use my contacts to procure a number of magical items for you. You may have the money up front if you agree.

If you wish to talk to the devil to, ask him any questions, I can call him. He may know more on what you may face."

It is most likely that the PCs have some questions. Jorem answers them as best as he is able. He even submits to spells to detect falsehood and evil (both register nothing).

Treasure: Jorem is able to pay each PC a small amount of gold (50 gp at APL 2, 100 gp at APL 4, 150 gp at APL 6, and 200 gp at APL 8). He is unable to pay more at this time but is willing to use his contacts to find magical items for the PCs. He pays the PCs up front. Refer to the treasure section to determine what pay the PCs receive.

Development: If the PCs agree to help, proceed to Encounter 3.

If the PCs request to speak to Hassirak, proceed to Encounter 2.

If a PC refuses to help, Jorem thanks him for his time and the adventure is over.

If the PCs do not wish to talk to Hassirak, at APL 2, Jorem gives them a flask of oil of *corrupt weapon* to use against Rasimu that he got from Hassirak. This foul smelling oil is enough to coat one weapon and has the same affect as *bleed weapon* except it affects good creatures.

At APL 4, he advises the PCs to take alchemist fire and acid flasks with them.

Because of the nature of the adventure, allow a player to swap out a PC if that PC is unable to undertake the task due to personal beliefs.

2: DANCING WITH THE DEVIL

If the PCs wish to speak with Hassirak, Jorem has the ability to call him.

Jorem pulls out a small black stone. The stone slowly floats out of his hands to the centre of the courtyard, to where it expands to a circle of darkness. The room grows warm and the strong smell of brimstone drifts from the circle. Slowly a man of unearthly beauty emerges. Of statuesque build and flawless skin, he has large feathery wings and red, glowing eyes. He carries a longsword and has a longbow strapped to his back.

Four creatures seemingly composed of molten flesh, with a human-shaped head flank him; behind, another four creature of nightmare stand. Each is roughly human in size and completely covered in chains that twist and writhe seemingly with a life of their own.

"I am Hassirak the Tempter, granter of desires. Where is Souleater? You have betrayed me and for that I will feast on the child's soul." Its voice booms through the courtyard and inside the house the infant Jamir begins to cry. Jorem turns to face you in anger and fear.

IDENTIFYING THE DEVILS

No doubt, the arrival of so many devils startles some PCs. The DCs if they want to identify exactly what they face are:

A DC 12 Knowledge (the planes) identifies the lemures.

A DC 18 Knowledge (the planes) check identifies the chain devils.

A DC 19 Knowledge (the planes) check identifies Hassirak as an erinyes.

TALKING WITH HASSIRAK

Hassirak allows the PCs some time to ask questions. Some questions he ignores while others he answers.

Who are you? “I am Hassirak the Tempter. I can grant you your heart’s desire...for a price. What is it that you desire little mortal, and what are you willing to pay?”

What is Souleater? “It is a weapon I need to achieve my goals. You need know nothing more.”

What if we refuse to retrieve Souleater? “That is your choice. I have a deal signed in blood and the child’s soul is mine. That is binding. If you chose not to retrieve Souleater, I shall simply take the child’s soul. An innocent soul is worth a great deal where I come from. I believe I am in what you mortals would call a win-win situation”

Where is Souleater located? “In a temple of Mayaheine in an extremely inhospitable area of the Cairn Hills. You must travel through a cave to a hidden valley to reach it. Jorem has the directions.”

What guards does it have? “There are wards, the majority of which will not affect you as you are not evil. There may also be some minions of Mayaheine defending the temple. I do not know what lies in the inner sanctum.”

Is there anything we can do to get past the guards? “Creatures of Mayaheine or Pelor from the higher planes do not have our resistance to the fires of hell or the burning waters of the lower planes.”

What do you mean by ‘fires of hell’ or ‘burning waters?’ The devil sighs and rolls his eyes, “fire or acid harm them.”

Creatures: While it is extremely unlikely, the PCs may decide to attack Hassirak and his minions. Should this be the case, although the PCs may best his minions, Hassirak almost certainly ends up with Jamir’s soul. Hassirak sends some of his minions to kill the PCs while the others kill everyone else in the house.

Give the PCs a chance to run away or to back down (Hassirak likes it when mortals beg for mercy). He offers his minions no aid during the fight, instead taunting the PCs about what he will do with Jamir’s soul. If the PCs defeat his minions, he uses *greater teleport* to move to Jamir’s bedroom. He grabs Jamir and flies away. For the PCs, the adventure ends in failure.

APL 2 (EL 4)

☛ **Lemure** (4): hp 9 each; MM 57.

APL 4 (EL 6)

☛ **Chain Devil** (1): hp 52; MM 53.

APL 6 (EL 8)

☛ **Chain Devil** (2): hp 52 each; MM 53.

APL 8 (EL 10)

☛ **Chain Devil** (4): hp 52 each; MM 53.

The courtyard is 40 ft. square and surrounded by the main body and wings of Jorem’s mansion.

Tactics: Remember that the devils arrived here through a *gate* and are able to use their summoning ability if the situation warrants it. This also means that a *protection from evil* spell does not stop them from attacking the PCs (as it only affects summoned creatures). The devils’ tactics vary by type.

Lemure: The lemure flail away mindlessly at their opponents.

Chain Devil: In the first round of combat, the chain devils use their unnerving gaze to weaken their opponents before charging the toughest-looking opponent. They position themselves so that their chains threaten as many opponents as possible. Chain devils cannot summon other devils to their aid nor can they teleport away. Thus, they fight ferociously to the death.

All APLs (EL 7)

☛ **Hassirak:** male erinyes; hp 85; MM 54.

Additionally, at all APLs, Hassirak is present. Hassirak never voluntarily fights the PCs; he doesn’t need to. Jamir’s soul is his; the PCs are nothing to him (and at higher APLs could conceivably destroy him). If the PCs wish, however, they can fight Hassirak. His goal is to escape and to take Jamir’s soul; he does not engage in a stand-up fight with the PCs.

Development: If the PCs force Hassirak to flee but do not kill him, Jamir’s soul is lost. Jorem is heartbroken and blames the PCs, proceed to Conclusion C.

If the PCs destroy Hassirak, proceed to Conclusion B.

If the PCs attack Hassirak and are defeated, proceed to Conclusion F.

If the PCs accept the task, proceed to Encounter 3.

At APL 2, Hassirak gives them a flask of *oil of corrupt weapon*. This foul smelling oil is enough to coat one weapon and has the same effect as *bleed weapon* (except it affects good creatures).

Because of the nature of the adventure, allow a player to swap out a PC if that PC is unable to undertake the task because of his personal beliefs.

3: A WELL DESERVED REST

The road is long, hot, and dry. Dust covers everything as your passage stirs it up from the trail.

As the sun begins to slip behind the western horizon on your second day of travel, the road crests a small hill and forks. Between the fork, there is an inn waiting for the weary traveler.

A gnome can be seen behind the stables. He seems to be repairing a chicken coop that has suffered from fire. He sees you and straightens up.

"Welcome to the "Still the Last Chance Inn," he calls. "I am Krink. Will ya be stay'n the night?"

Use these notes to roleplay this encounter.

What happened here? "Oh we had a bit of excitement last night. A bunch of orcs tried to steal me prize winning chicken, Henrietta. Broke right into the coop and grabbed her they did. They would 'ave got away if it 'ad not been for some guests returning to Greyhawk. They gave a gooden to those orcs. Pity one set the coop on fire. Still, not much damage. A pity about poor Henrietta, she was a good old bird".

Do you have problems with orcs out here? "Always seem to have problems with the orcs when we get a group in staying that number around five. Starting to think that's me unluck number. No problems if there are three or seven, only if there are five. Or four or six come to think of it. Never mind. The gods are funny things ain't they?"

What happened to Henrietta? "One of the guests killed the orc that was carryin' her. Shot him right between the peepers she did. Thought Henrietta was safe an' sound until the orc fell on her. So will you be stay'n for dinner? Chicken is on the menu."

We are heading to the north east, what is it like? "Oh, pretty rough. Not many go that way; lots of broken ground and caves for things to creep from."

Have you heard of a temple in that area? "Can't say that I 'ave. But anything could be hidden in the hills."

The PCs can stay at the inn with Krink and his son's Klink and Klank. Krink is a down-to-earth gnome, who is determined to make the inn work no matter how many times he has to rebuild it. Klink and Klank are still youths by gnomish standards, and spend any time not helping out trying to set up a dice game on one table, inviting the PCs to join them.

Currently there are two other guests at the inn, Illorius, a cleric of Pholtus and Riana, a cleric of Trithereon. Remarkably, the two clerics are good friends who have not let their religious beliefs come between them (making Illorius a remarkable priest of Pholtus)

All APLs

- ♣ **Krink:** male gnome expert (innkeep) 6.
- ♣ **Klink:** male gnome commoner 2.
- ♣ **Klank:** male gnome commoner 2.
- ♣ **Illorius:** male human cleric 7 (Pholtus).
- ♣ **Riana:** female half-elf cleric 6 (Trithereon).

If the PCs talk to the clerics, they each have a different viewpoint about *Souleater*.

Illorius: "From what you are telling us, this weapon gives the devil an advantage over his nemesis. What you have to consider is that if this devil is free to concentrate on something other than his conflict, then what will he get up to? What suffering will he cause innocents? When it comes down to it, even in the field of good intentions, evil can flourish. You should never, under any circumstances, work for the darker powers."

Riana: "That is very well and good old friend, but we are talking about the soul of a child; a child that has done nothing to deserve eternal torment. You must also consider what is in the child's future. He could be destined to be a great hero for the powers of good. Alternatively, he could be the father of a great hero. The point is, we don't know what this child is capable of, and so we need to make sure that he reaches his full potential."

The party may also ask the two clerics some questions. Possible answers for both are below.

What about the innocents that may be harmed?

Illorius: "You must consider them. What right do you have to condemn them?"

Riana: "We are talking about the possible innocents that will be harmed. Ask yourself who is more important. The innocent that needs saving now or the possible innocents in the future that may or may not need saving?"

We have given our word to the father to save his son.

Illorius: "Then you are in a great deal of trouble. A word is a sacred bond, but then you need to think of the greater good, the law of the universe. You must break your word or work as a servant of a devil. This is not a choice that I envy. Ask yourself, can you be a servant of evil?"

Riana: "It is all very well to give your word, but that should not be what you base your decision on. If the keeping of your word would result in someone being hurt or evil triumphing then you must do what is right. In this case you are lucky and there is no conflict"

Is there no way we can save Jamir's soul and keep Souleater from Hassirak?

Riana: Well, you could try to honor the letter of the deal and not its spirit. How you would do this I cannot say, but devils are extreme lawful. Hassirak would have to view the matter as concluded.

DEVELOPMENT

The night passes with out problems, although around midnight there will be the sound of drums from the hills. PCs investigating find nothing.

Spellcasting: Both Illorius and Riana are happy to help the PCs. Either will cast spells for the PCs at no cost (beyond any expensive material components). They both realize that the PCs have a very difficult decision ahead of them and offer any aid they can. They can cast any spell from the *Player's Handbook* up to their maximum spell level. They have to pray for the specific spells the PCs request, so they cast these spells the next morning.

4: THE GATES OF MAYAHEINE

The further Hassirak's directions lead you into the hills, the rougher and more inhospitable the terrain becomes.

Eventually, about two and a half days from the 'Still the Last Chance' Inn you reach the cave mouth described by Hassirak. It is barely a crack in the side of a steep, stony hillock, but the unusually formation of rocks marks this as the place.

When the PCs enter, read the following if they have a light source or darkvision. If they do not have the means to see, adjust the description accordingly.

The cave starts out narrow and as black as night. At the entrance to the cave, the walls are rough and uneven, but as it continues deeper, it starts to show signs of being worked.

The passage continues for what seems like over an hour, suggesting that it leads to somewhere other than the hillock where you began. Eventually a light appears ahead.

This is an opportunity for the PCs to make preparations if they wish to do so. Continue once they move forward.

The cavern opens up into a small valley basked in bright sunshine. At the end of the valley are a white marble wall and a large white iron gate. A slight breeze stirs the air and a booming voice issues from the valley.

"Defilers, thieves, fiends, interlopers. You shall not pass."

The breeze becomes stronger and the ground begins to shake.

The PCs have time to perform one action each, if they ask to do so. As they do so, the guardian elementals coalesce.

APL 2 (EL 3)

☛ **Small Earth Elemental (1):** hp 11; MM 97.

☛ **Small Air Elemental (2):** hp 9 each; MM 96.

APL 4 (EL 5)

☛ **Medium Earth Elemental (1):** hp 30; MM 97.

☛ **Medium Air Elemental (1):** hp 26; MM 96.

APL 6 (EL 7)

☛ **Large Earth Elemental (1):** hp 68; MM 97.

☛ **Large Air Elemental (1):** hp 60; MM 96.

APL 8 (EL 9)

☛ **Huge Earth Elemental (1):** hp 152; MM 97.

☛ **Huge Air Elemental (1):** hp 136; MM 96.

Tactics: The elementals attack the PC nearest to the gate. If the PCs retreat back to the cave they do not follow. If a

PC is flying, the air elemental targets that PC and tries to bring him in range of the earth elemental if the PC is too powerful for the air elemental alone.

At APL 4, 6, and 8, the air elemental does not carry PCs caught in its whirlwind attack high into the air; doing so could possibly allow the other PCs to make a run for the temple.

The elementals fight to the death.

Development: PC may rest here to recover before continuing into the temple complex. Any PCs that tries to fly over the white marble wall discover a permanent wall of force (CL 15).

When the guardians are defeated, the gates swing open. Proceed to Encounter 5.

If the PCs are defeated, proceed to Conclusion G.

If the PCs retreat to Greyhawk, proceed to Conclusion H.

5: THE LONG WALK

The white iron gates swing open to reveal a stone path leading up to a white marble and gold building. Beautifully manicured lawns and shrubs cut into the shapes of various animals in noble poses surrounding the path.

As the PCs approach the doors, one or more of the topiary animals awaken and attack the interlopers.

A PC making a DC 30 spot check notices that the topiary guardians are not normal shrubs. Such observation allows the PC to act in the surprise round.

If the PCs are flying, the guardians guard the entrance of the temple until the PCs land.

APL 2 (EL 3)

☛ **Boar Topiary Guardian (1):** hp 32; Appendix 1.

APL 4 (EL 5)

☛ **Boar Topiary Guardian (2):** hp 32 each; Appendix 1.

APL 6 (EL 7)

☛ **Lion Topiary Guardian:** hp 85; Appendix 1.

APL 8 (EL 9)

☛ **Lion Topiary Guardian (2):** hp 85 each; Appendix 1.

Tactics: The Topiary Guardians attack the PCs closest to the doors of the temple. If the PCs flee, the guardians do not pursue past the gates.

At APL 2, the boar guardian uses its merciful ability. If the party is defeated, they are left outside the gates. If the PCs return to the temple, the guardian uses lethal force to stop them.

If the PCs appear to be having trouble, have each make a Spot check. Tell the PC with the highest result that he notices that the guardians seem to be guarding

the doorway and do not stray too far from it. (This should suggest to the PCs that they can retreat.)

Development: The PCs may retreat and rest outside the gates. The guardians do not follow. If the PCs deal with the guardians, they may also rest in the temple gardens and continue inside the following day.

Once the guardians are defeated, the PCs can approach the temple. Proceed to Encounter 6.

If the PCs are defeated, proceed to Conclusion G.

If the PCs return to Greyhawk, proceed to Conclusion H.

6: TO PASS THROUGH THE DOORWAY

The door to the temple is made of a white wood and has the symbols of a shield, bastard sword, and two suns carved into it.

A DC 15 Knowledge (religion) check identifies the symbols as those of Mayaheine and Pelor. (Followers of these deities automatically know this.)

If the PCs approach within five feet, read the following.

As you draw closer to the door, it dissolves into a white glow leaving only an empty doorway leading to a white marble foyer.

Above the mantle, words in a brilliant yellow fire appear in the Common tongue. 'Let no evil pass beyond the threshold. If your heart be pure and your motivations just, speak thy purpose and enter.'

The foyer is a small room made out of the same white marble flecked with gold, as the rest of the temple. It is complete unremarkable except for a set of double doors made out of plain wood.

These doors lead to the main chamber and Encounter 7.

THE WARDS

A number of wards guards the door of the temple.

A *forbiddance* (CL 20, PH 232), denying access to evil creatures, guards the temple entrance. This does not affect the PCs.

The one ward on the door that can affect the PCs is a *doom* ward.

All APLs (EL 2)

↗ **Doom Ward:** CR 2; magic device; *alarm* trigger; automatic reset; spell effect (*bane*, 20th-level cleric, DC 13 Will save negates); Search DC 26, Disable Device DC 26.

If the PCs do not state their purpose (or lie), the *doom* ward activates, affecting the PC that has transgressed.

If a PC tells the truth, he may pass without activating the ward.

7: RASIMU

The wooden doors open silently to reveal a large room with a wooden table in the centre and a single door directly opposite. Between the table and the single door is a creature that looks like a powerfully built humanoid with the head of a dog. It has a large sword drawn, but it is holding up one hand as if in parley.

A DC 16 Knowledge (the planes) check reveals this as a hound archon.

If the PCs attack, proceed to Encounter 8, otherwise read the following:

"Please, friends. I know you are here for Souleater and I must ask you to reconsider. I can help you if you turn away from your quest."

Who are you? "My name is Rasimu and I am a hound archon in the service of the Lady Mayaheine. I have been given the task of guarding *Souleater* from those misguided enough to want to take it.

How long have you been here? "I have served here since the Lady was tasked with protecting the weapon by the Sun Father, who you call Pelor. That was approximately ten years ago by my reckoning."

You seem to know a lot about us. "My Lady keeps me informed of such things."

Why should we reconsider? "*Souleater* is a weapon of great evil. It was forged a millennium ago by a devil of great power and has a malevolent intelligence of its own, wanting only to continue performing its dark purpose."

What does it do? "*Souleater* traps the soul of those slain by it, preventing them from gaining eternal peace. Worst still, a high order devil can perform a ritual and transform the trapped soul into a lemur, condemning them for all time."

If we do not take it then the soul of a child is lost. "The loss of a child's soul is a terrible thing. While it pains me more that you mortals could know, sometimes one must be sacrifice for the good of many. It is a terrible decision that you must make, but think of how many other innocent souls will be lost if you do what this devil wishes."

What if we still plan to take it? "If that is the case, I must stop you. I am sorry that in this case. I cannot subdue you for I cannot risk you returning to try for the weapon when you recover."

How will you help us? "If you agree to turn from this path, Hassirak will not be happy and will seek his revenge. You will need to return to the manor and deal with him. However, I doubt that you will be able to defeat such a powerful devil."

I have the power to banish him, and a number of his minions back to the lower planes for a time. You would need to then destroy those that remain."

Will that save the child's soul? “Unfortunately it will not. The agreement made is binding and unless Hassirak is killed or releases his claim on the child's soul, it is his. It will, however, delay him for some time.”

What can you tell us about Hassirak's minions? “Lemures are basically mindless. Beyond the normal devilish immunities and resistances, their only ability is their immunity to mind-affecting spells and effects. Chain devils are much more dangerous. Vicious combatants they can animate chains to fight for them. To strike both creatures, you need good or silver weapons.”

We agree to abandon the quest. “Thank you, I know how hard this decision is to make.” As he speaks, a golden glow surrounds the PCs. “When you reach the manor and confront Hassirak, my power will be released when one of you draws a weapon. This will dismiss the devil and hopefully most of his minions. The blessing will also cloud the minds of the city guards and allow you to pass with all of your weapons. Good luck and may Mayaheine guide you blade.”

We agree to abandon the quest, but we do not need your help against the devil. “I think you may be making a foolish decision, but I will still give you my blessing to cloud the minds of the city guards and allow you to pass with your weapons. Good luck and may Mayaheine guide you blade.” A golden glow surrounds the PCs (see above).

Development: If the PCs attack Rasimu or initiate combat, proceed to Encounter 8.

If the PCs abandon their quest for *Souleater*, proceed to Encounter 11.

If the PCs abandon their quest for *Souleater* but refuse Rasimu's help against Hassirak and his minions, proceed to Encounter 11 and omit the section on Hassirak's banishment.

If the makeup of the party consists of four or five 1st-level PCs, Rasimu gives each a cold iron dagger to use against Hassirak's minions.

8: FOR THE SOUL OF A CHILD

If the PCs are unwilling to abandon their quest, Rasimu regrettably has to defend *Souleater*.

Rasimu speaks the following as a free action on his initiative.

“It saddens me that you have chosen this course. But I know you are not evil, just misguided. I will intercede on your behalf so your souls are not sent to the pits of the abyss.”

At APL 2, if the PCs appear to have trouble getting past his damage reduction, have them notice Rasimu brush up against a candle and flinch from the flame. This should let them know that fire affects him.

APL 2 (EL 4)

☞ **Rasimu:** hound archon: hp 33; MM 266.

APL 4 (EL 6)

☞ **Rasimu:** male hound archon paladin 2; hp 66; Appendix 1.

APL 6 (EL 8)

☞ **Rasimu:** male hound archon paladin 4; hp 93; Appendix 1.

APL 8 (EL 10)

☞ **Rasimu:** male hound archon paladin 6; hp 101; Appendix 1.

Tactics: Rasimu fights to the best of his ability. If a PC has the ability to bypass his damage reduction (either by magic, alchemist fire, or so on) he targets that PC first. He uses lethal damage so as not to have the PCs return later to try again.

Treasure: If Rasimu is killed, his body fades from existence but some of the equipment and jewelry remains. The PCs can take this as loot. Refer to the Treasure section to determine what the PCs find here.

Development: If the PCs are defeated, proceed to Conclusion E. If they defeat Rasimu, proceed to Encounter 9.

9: SOULEATER

With Rasimu defeated, the PCs are able to approach the doors of the chamber where *Souleater* is kept. While ornate, the doors are not trapped or locked and easily swing open if gently pushed upon.

The doors swing open revealing a circular, windowless room of white marble flecked with gold. Murals showing scenes from the holy texts of Mayaheine and Pelor cover the walls. While the room has no visible source of light, it glows a rich gold.

The feelings of serenity are disturbed by a black iron greataxe sitting on a white marble pedestal. Runes that glow a sickly green are carved into its blade and can easily be seen from the doorway. The axe itself seems to radiate a malevolence, pulsating outwards in waves.

The room itself is not trapped and because the PCs are not evil they are able enter and retrieve *Souleater*.

Development: Once the PCs have the weapon, they can return to Greyhawk City. The PC carrying *Souleater* is plagued by whispers calling for blood and murder. *Souleater* is incredibly arrogant and considers it superior to the PCs. It also whispers of the ascendancy of evil over good and the PCs helplessness before it.

The PCs reach Greyhawk without incident. At the gates, *Souleater* uses its *major image* ability to disguise itself

as a backpack or other mundane item. Additionally, such is Jorem's influence in the city that he has managed to arrange weapon licenses for the PCs that are valid until the end of the adventure. These are waiting for them at the city gate.

Proceed to the estate of Jorem and Encounter 10. If the PCs take *Souleater* elsewhere, reward creative solutions to the problem (Refer to Preparations for Play for more guidance on this). Hassirak is not fooled or satisfied by a fake weapon but would have to accept a broken *Souleater*.

10: THE DEAL IS DONE

The PCs reach Jorem's manor without incident. Once there the PCs meet Jorem in the courtyard. If the PCs have not yet talked to Hassirak, read the following:

Jorem pulls out a small black stone. The stone slowly floats out of his hands to the centre of the courtyard, to where it expands to a circle of darkness. The room grows warm and the strong smell of brimstone drifts from the circle. Slowly a man of unearthly beauty emerges. Of statuesque build and flawless skin, he has large feathery wings and red, glowing eyes. He carries a longsword and has a longbow strapped to his back.

Four creatures seemingly composed of molten flesh, with a human-shaped head flank him; behind, another four creature of nightmare stand. Each is roughly human in size and completely covered in chains that twist and writhe seemingly with a life of their own.

"I am Hassirak the Tempter, granter of desires. Where is Souleater? You have betrayed me and for that I will feast on the child's soul." Its voice booms through the courtyard and inside the house the infant Jamir begins to cry. Jorem turns to face you in anger and fear.

IDENTIFYING THE DEVILS

No doubt, the arrival of so many devils startles some PCs. The DCs if they want to identify exactly what they face are:

A DC 12 Knowledge (the planes) identifies the lemures.

A DC 18 Knowledge (the planes) check identifies the chain devils.

A DC 19 Knowledge (the planes) check identifies Hassirak as an erinyes.

If the PCs talked to Hassirak earlier, read the following:

Once again Jorem pulls out the small black stone and it slowly floats out of his hands to the centre of the courtyard, to where it expands to a circle of darkness. The area grows warm and the strong smell of brimstone drifts from the circle. Hassirak and his entourage once again step through the circle.

"You have returned, I see. I sense that you have brought me Souleater. Give it to me now." Inside the house, the infant Jamir begins to cry once more.

The PCs either hand the weapon over to Hassirak, or refuse. If they refuse, the holder of *Souleater* must make a DC 25 Will save (see DMG 271—Items Against Characters) to resist the weapon's influence as it tries to force the PC to hand it to Hassirak. If the character successfully resists, combat with Hassirak's minions ensues. In this instance, the weapon uses its special powers to aid the devils.

Refer to Encounter 2 for details of Hassirak's minions and their tactics.

Development: If the PCs give *Souleater* to Hassirak, proceed to Conclusion A.

If the PCs attack Hassirak and win, proceed to Conclusion B.

If the PCs attack Hassirak and are defeated, proceed to Conclusion F.

11: FOR THE GREATER GOOD

Due to the power of Rasimu, the PCs are waved through the city gates without being questioned about their weapons or other equipment, and reach Jorem's manor without incident. Once there the PCs are shown to the courtyard where Jorem waits.

If the PCs tell Jorem they returned without *Souleater*, he says nothing but grimly take out the summoning stone. He is not happy so feel free to have him curse the PCs as the portal opens.

If the PCs have not talked to Hassirak, read the following:

Jorem pulls out a small black stone. The stone slowly floats out of his hands to the centre of the courtyard, to where it expands to a circle of darkness. The room grows warm and the strong smell of brimstone drifts from the circle. Slowly a man of unearthly beauty emerges. Of statuesque build and flawless skin, he has large feathery wings and red, glowing eyes. He carries a longsword and has a longbow strapped to his back.

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IDENTIFYING THE DEVILS

No doubt, the arrival of so many devils startles some PCs. The DCs if they want to identify exactly what they face are:

A DC 12 Knowledge (the planes) identifies the lemures.

A DC 18 Knowledge (the planes) check identifies the chain devils.

A DC 19 Knowledge (the planes) check identifies Hassirak as an erinyes.

Alternatively, if the PCs talked to Hassirak earlier, read the following:

Once again, Jorem pulls out the small black stone and it slowly floats out of his hands to the centre of the courtyard, to where it expands to a circle or darkness. The room grows warm and the strong smell of brimstone drifts from the circle. Stepping through the circle is once again Hassirak and his entourage of minions

“Where is Souleater? You have betrayed me and for that I will feast on your soul.” Jorem turns to face you in anger and fear. Inside the house, Jamir begins to cry once again.

As soon as one of the PCs draw a weapon or prepare to cast a spell.

As you prepare for battle, a brilliant white light fills the courtyard momentarily blinding all present. Hassirak screams and, as your vision clears, you can see the light force him back into the pool of darkness. As he passes into it, the portal draws in on its self and collapses with a might howl. His remaining minions look at you with hate in their eyes.

The power of Rasimu has banished some of the minions. These devils know that they must fight for survival.

If the PCs chose to fight Hassirak without Rasimu's help, use the combat as detailed in Encounter 2.

APL 2 (EL 4)

☛Lemure (4): hp 9 each; MM 57.

APL 4 (EL 6)

☛Chain Devil (1): hp 52; MM 53.

APL 6 (EL 8)

☛Chain Devil (2): hp 52 each; MM 53.

APL 8 (EL 10)

☛Chain Devil (4): hp 52 each; MM 53.

Tactics: Remember that the devils arrived here through a gate and are able to use their summoning ability if the situation warrants it. This also means that a protection from evil spell does not stop them from attacking the PCs (as it

only affects summoned creatures). The devils' tactics vary by type.

Lemure: The lemure flail away mindlessly at their opponents until slain.

Chain Devil: In the first round of combat, the chain devils use their unnerving gaze to weaken their opponents before charging the toughest-looking opponent. They position themselves so that their chains threaten as many opponents as possible. Chain devils cannot summon other devils to their aid nor can they teleport away. Thus, they fight ferociously to the death.

Treasure: If the PCs defeat Hassirak's minions, they find that Rasimu left them some treasure as a reward. Refer to the Treasure section to determine what the PCs find.

Development: If the PCs force Hassirak to flee but do not kill him, Jamir's soul is lost. Jorem is heartbroken and blames the PCs, proceed to Conclusion C.

If the PCs destroy Hassirak, proceed to Conclusion B.

If the PCs attack Hassirak and are defeated, proceed to Conclusion F.

CONCLUSION

Choose the correct conclusion, based on the PCs' actions in this adventure.

CONCLUSION A

Use this conclusion, if the PCs give Souleater to Hassirak.

As you hand Souleater to Hassirak, the devil smiles. “A deal is a deal. I release all claim upon the child's soul.”

Once again, a circle of darkness forms and expands. The smell of brimstone fills the air. One by one, Hassirak's minions file through the gate until only Hassirak remains. The devil pauses and turns towards you.

“You have provided me a great service and shall not go unrewarded.” Then with a flash of anti-light that leaves everyone momentarily blind, the devil is gone.

Further inside the house a baby sleeps soundly, free to make his own path in life. Where that path leads, no one knows.

The PCs gain the following AR items:

- The Favor of Hassirak
- The Favor of Jorem Kesserem

CONCLUSION B

Use this conclusion, if the PCs attack Hassirak and win.

Today you have proven yourself true heroes. Against outstanding odds, you have defeated the devil Hassirak and his minions.

As you revel in your victory, golden light fills the room and six winged humanoids of unearthly beauty appear.

“Today you have destroyed a great evil, and for that your actions against our brother Rasimu are forgiven. Remember your actions today and let not the temptation to deal with evil take hold in your heart. For today you were lucky, but next time may not be the case.”

With that, the light intensifies until it is painful to look at. When it is gone, the creatures have disappeared, as has Souleater.

Further inside the house a baby sleeps soundly, free to make his own path in life. Where that path leads, no one knows.

The PCs gain the following AR items:

- The Favor of Jorem Kesserem
- Contact with Rasimu of Mayaheine
- The Favor of Rasimu

CONCLUSION C

Use this conclusion, if the PCs force Hassirak to flee but do not kill him.

As the last of the devils fall or flees a baby starts to cry and a mother screams. Inside the crib, Jamir's eyes glow red. Evil may have been defeated and Souleater kept safe, but it was at the cost of an innocent's soul.

Elsewhere, a father vows revenge

The PCs gain the following AR items:

- Contact with Rasimu of Mayaheine
- The Favor of Rasimu
- Betrayal of Jorem Kesserem
- Enmity of Hassirak

CONCLUSION D

Use this conclusion, if the PCs kill Hassirak's minions but allow him to reach Jamir.

As the last of the devils minions fall or flee, Hassirak the Tempter looks at each of you.

“You have made your choice. It is now yours to live with.”

As the devil disappears in a cloud of blackness, a baby starts to cry and a mother screams. Inside the crib, Jamir's eyes glow red. Evil may have been defeated but it was at the cost of an innocent's soul.

Elsewhere a father vows revenge

The PCs gain the following favors

- Betrayal of Jorem Kesserem
- Enmity of Hassirak

CONCLUSION E

Use this conclusion, if Rasimu defeats the PCs.

Unfortunately, you proved unable to vanquish Rasimu and retrieve Souleater. As the last of your life fades, you hear a golden voice.

“What you attempted may have been wrong, but it was done with good intentions. I will intercede on your behalf and ensure that you have a place in paradise.”

CONCLUSION F

Use this conclusion, if the PCs attack Hassirak and are defeated.

Unfortunately, the devils proved too strong and you were defeated. As the last of your life ebbs away, you hear the voice of Hassirak.

“Now I will have your souls for eternity.”

CONCLUSION G

Use this conclusion, if the PCs are defeated by the temple guardians.

Unfortunately, you have proved insufficient for the task given to you. Hopefully, Jorem will be able to find others to save the soul of his son.

CONCLUSION H

Use this conclusion, if the PCs retreat to Greyhawk without retrieving Souleater or gaining Rasimu's aid.

Unfortunately, you have proved insufficient for the task given to you. As you return to Jorem's manor house, you find that the devil knows of your failure and has already taken the soul of Jamir. Jorem is devastated but knows that you tried your best and holds no grudges.

The PCs gain no AR items.

CONCLUSION KJ

Use this conclusion, if the PCs fulfill the terms of the contract in some particularly cunning fashion (such as giving Hassirak the shards of a broken Souleater).

Your cunning has forced Hassirak to acknowledge the contract as fulfilled. Jorem is overjoyed that you have saved his son's soul as well as thwarting Hassirak's scheme.

The PCs gain the following favors

- The Favor of Jorem Kesserem
- Contact with Rasimu of Mayaheine (if applicable)
- The Favor of Rasimu (if applicable)

CAMPAIGN CONSEQUENCES

Please send the critical event summary to Dean Bailey (taffy@netspace.net.au) by 1st September 2007.

- Was the soul of Jamir saved? Y / N
- Was Hassirak killed? Y / N
- Was Hassirak banished? Y / N
- Does Hassirak have *Souleater* Y / N
- Is *Souleater* still in the temple of Mayaheine. Y / N
- Any other things of note:

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.

2: Dancing with the Devil (OPTIONAL)

Defeat the minions of Hassirak

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

Defeat Hassirak

| | |
|----------|--------|
| All APLs | 210 XP |
|----------|--------|

4: The Gates of Mayaheine

Defeat elemental gatekeepers

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

5: The Long Walk

Defeat the topiary guardians

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

6: To Pass Through the Doorway

Bypass or suffer the temple ward

| | |
|----------|-------|
| All APLs | 60 XP |
|----------|-------|

8: For the Soul of a Child

Defeat Rasimu

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

10: The Deal is Done (OPTIONAL)

Defeat the minions of Hassirak

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

Defeat Hassirak

| | |
|----------|--------|
| All APLs | 210 XP |
|----------|--------|

11: For the Greater Good

Defeat the minions of Hassirak

| | |
|-------|--------|
| APL 2 | 120 XP |
| APL 4 | 180 XP |
| APL 6 | 240 XP |

| | |
|-------|--------|
| APL 8 | 300 XP |
|-------|--------|

Defeat Hassirak

| | |
|----------|--------|
| All APLs | 210 XP |
|----------|--------|

Discretionary roleplaying award

| | |
|-------|--------|
| APL 2 | 90 XP |
| APL 4 | 135 XP |
| APL 6 | 180 XP |
| APL 8 | 225 XP |

Total Possible Experience

| | |
|-------|----------|
| APL 2 | 450 XP |
| APL 4 | 675 XP |
| APL 6 | 900 XP |
| APL 8 | 1,125 XP |

Note, that the PCs cannot gain more XP than the APL cap at which the event is played.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

I: A Plea for Help

APL 2: Coin: 50 gp.

APL 4: Coin: 100 gp.

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

8: For the Soul of a Child

APL 2: Loot 4 gp; Coin 37 gp; Magic 359 gp *figurine of wondrous power: silver raven* (317 gp), *true holy symbol: Mayaheine* (42 gp); Total 400 gp.

APL 4: Loot 29 gp; Coin 79 gp; Magic 442 gp *figurine of wondrous power: silver raven* (317 gp), *true holy symbol: Mayaheine* (42 gp), *cloak of resistance +1* (83 gp); Total 550 gp.

APL 6 Coin 13 gp; Magic 737 gp +1 *blessed greatsword* (695 gp), *true holy symbol: Mayaheine* (42 gp); Total 750 gp.

APL 8 Coin 58 gp; Magic 1042 gp *minor ring of energy resistance: cold* (1,000 gp), *true holy symbol: Mayaheine* (42 gp); Total 1,100 gp.

OR

II: For the Greater Good

APL 2: Loot 4 gp; Coin 37 gp; Magic 359 gp *figurine of wondrous power: silver raven* (317 gp), *true holy symbol: Mayaheine* (42 gp); Total 400 gp.

APL 4: Loot 29 gp; Coin 79 gp; Magic 442 gp *figurine of wondrous power: silver raven* (317 gp), *true holy symbol: Mayaheine* (42 gp), *cloak of resistance +1* (83 gp); Total 550 gp.

APL 6 Coin 13 gp; Magic 737 gp +1 *blessed greatsword* (695 gp), *true holy symbol: Mayaheine* (42 gp); Total 750 gp.

APL 8 Coin 58 gp; Magic 1042 gp *minor ring of energy resistance: cold* (1,000 gp), *true holy symbol: Mayaheine* (42 gp); Total 1,100 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

ADVENTURE RECORD ITEMS

☛ **Contact with Rasimu of Mayaheine:** You have had friendly contact with Rasimu, a hound archon servant of Mayaheine. This fulfills the prerequisite for the

contemplative prestige class (*Complete Divine* 30) for followers of Mayaheine and Pelor.

☛ **Favor of Hassirak:** Although your intentions were pure, you have performed a service for the devil, Hassirak. To reward your service, he has seen fit to give you his blessing. From this day, your eyes glow a dim red in shadowy illumination or darkness. You also gain the spell-like ability of *darkvision* (CL 6) usable a total of three times.

☛ **Favor of Rasimu:** Through your actions, you have proved yourself to be of pure heart and able to make difficult choices. As a reward, Rasimu has given you his blessing. For the next year, from the date on this AR, you have the supernatural ability (standard action, no attack of opportunity) to grant yourself damage reduction of 1/evil for a 24-hour period five times.

Rasimu also arranges for you to have Open access to the AR items marked with an "R" and the hellreaver and soulguard prestige classes from *Fiendish Codex II: Tyrants of the Nine Hells*.

☛ **Favor of Joram Kesserem:** For saving the soul of his son, Joram has opened his home to you. For one year from the date on this AR you receive free Rich upkeep for any adventure set in the City of Greyhawk. You also gain Open access to the AR items marked with a "J".

☛ **Betrayal of Joram Kesserem:** For betraying Joram, and condemning the soul of his son, he has vowed vengeance. At the beginning of any adventure set in the Domain of Greyhawk, roll a d10. On a result of 1, agents of Joram have slipped arsenic (DC 13 Fortitude, 1 Con, 1d8 Con; make both saves prior to the adventure introduction) into your food or drink.

☛ **Enmity of Hassirak:** You have gotten the better of Hassirak, a notorious tempter and corrupter of souls. If he were capable of mercy, his vengeance would merely be unspeakable. He isn't.

☛ **Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to half the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

ITEM ACCESS

APL 2:

- *Elixir of fire breath*¹ (Adventure; DMG)
- *Silver raven figurine of wondrous power*^R (Adventure; DMG)
- *Dust of negation*¹ (Adventure; CL 11th; *Lords of Madness*; 3,300 gp)
- True holy symbol of Mayaheine (Adventure; CL n/a; *Planar Handbook*; 500 gp)

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

- *Horn of goodness*^R (Adventure; DMG)
- *Pearl of power (2nd-level spell)*^I (Adventure; DMG)
- *Lesser metamagic rod of extend*^I (Adventure; DMG)

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

- *+1 evil outsider bane greatsword*^R (Adventure; DMG)
- *Amulet of inviolate form*^R (Adventure; CL 11th; *Lords of Madness*; 11,000 gp)
- *Folding boat*^I (Adventure; DMG)

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

- *Minor ring of cold energy resistance* (Adventure; DMG)
- *Lesser metamagic rod of empower*^I (Adventure; DMG)
- *Winged boots*^R (Adventure; DMG)

5: THE LONG WALK

BOAR TOPIARY GUARDIAN* CR 3

**Monster Manual III* 174

N Medium plant

Init +3; **Senses** tremorsense 90 ft., low light vision;
Listen +0, Spot +0

Languages none

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)

hp 32 (5 HD) DR 10/slashing

Immune mind-affecting effects, poison, sleep,
paralysis, polymorph, stunning, critical hits

Fort +6, **Ref** +4, **Will** +1

Weakness vulnerability to fire

Speed 40 ft. (8 squares)

Melee gore +6 (2d6+4)

Base Atk +3; **Grp** +6

Atk Options ferocity, merciful

Special Actions freeze

Abilities Str 17, Dex 16, Con 14, Int -, Wis 10, Cha 1

SQ plant traits

Skills Move Silently +11

Merciful (Ex) A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex) A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Ferocity (Ex) A boar topiary guardian continues to fight without penalty even while disabled or dying.

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BOAR TOPIARY GUARDIAN* CR 3

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Ferocity (Ex) A boar topiary guardian continues to fight without penalty even while disabled or dying.

8: FOR THE SOUL OF A CHILD

RASIMU CR 6

Male hound archon paladin 2

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., scent; Listen +10, Spot +10

Aura menace (20 ft., DC 18 Will save negates), *magic circle against evil* (10 ft., CL 8)

Languages Celestial, *tongues*

AC 23, touch 10, flat-footed 23

(+4 armor, +9 natural)

hp 66 (8 HD); DR 10/evil

Immune electricity, petrification

Resist cold 5; **SR** 18

Fort +12 (+16 against poison), **Ref** +6, **Will** +8

Speed 40 ft. (8 squares)

Melee mwk greatsword +11/+6 (2d6+4/19-20) and

bite +6 (1d8+1) or

Melee bite +11 (1d8+2) and

slam +5 (1d4+1)

Base Atk +8; **Grp** +10

Atk Options Power Attack, smite evil 1/day (+3 attack, +2 damage)

Special Actions change shape, lay on hands (6 hp)

Combat Gear *silver raven figurine of wondrous power*, *minor ring of cold resistance*, *potion of cure moderate wounds*

Spell-Like Abilities (CL 6th):

At will—*aid*, *continual flame*, *detect evil*, *message*, *teleport* (CL 14; transport only self and 50 lb. of objects)

Abilities Str 17, Dex 10, Con 17, Int 8, Wis 14, Cha 16

SQ outsider traits

Feats Improved Initiative, Power Attack, Track

Skills Concentration +13, Diplomacy +6, Hide +4 (+8 in hound form), Jump +15, Listen +10, Move Silently +6, Sense Motive +11, Spot +10, Survival +10 (+14 in hound form) (+12 following tracks [+16 in hound form])

Possessions combat gear plus masterwork greatsword, chain shirt, true holy symbol of Mayaheine, *cloak of resistance* +1, 475 gp of jewelry

Aura of Menace (Su) A righteous aura surrounds Rasimu when he fights or gets angry. Any hostile creature within a 20-foot radius of him must succeed on a DC 18 Will save (negates) to resist the effects. Those that fail take a -2 penalty on attacks, AC, and saves for the next 24 hours or until they successfully Rasimu. A creature that has resisted or broken the effect cannot be affected again by Rasimu's aura for 24 hours.

Change Shape (Su) Rasimu can assume any canine form from Small to Large size. While in canine form, he loses his bite, slam, and greatsword attacks but gains the bite attack of the form he chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

5: THE LONG WALK**LION TOPIARY GUARDIAN*** CR 7**Monster Manual III* 174

N Large plant

Init +2; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0**Languages** none**AC** 17, touch 11, flat-footed 15

(-1 Size, +2 Dex, +6 natural)

hp 85 (10 HD) DR 10/slashing**Immune** mind-affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits**Fort** +11, **Ref** +5, **Will** +3**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** 2 claws +13 (1d6+7) and bite +8 (1d8+3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +18**Atk Options** improved grab, merciful, pounce, rake (+13 attack, 1d6+3 damage)**Special Actions** freeze**Abilities** Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1**SQ** plant traits**Skills** Move Silently +10

Improved Grab (Ex) To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Pounce (Ex) If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Merciful (Ex) A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex) A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

8: FOR THE SOUL OF A CHILD**RASIMU** CR 8

Male hound archon paladin 4

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., scent; Listen +10, Spot +10**Aura** *magic circle against evil*, menace (20 ft., DC 18 Wills save negates), courage (10 ft., allies +4 against fear)**Languages** Celestial, *tongues***AC** 24, touch 10, flat-footed 24

(+5 armor+9 natural)

hp 93 (10 HD); DR 10/evil**Immune** electricity, petrification, disease, fear**Resist** cold 5; **SR** 20**Fort** +14 (+18 against poison), **Ref** +7, **Will** +9**Speed** 40 ft. (8 squares)**Melee** +1 *evil outsider bane greatsword* +14/+9 (2d6+5/19-20) and

bite +8 (1d8+1) or

Melee bite +13 (1d8+3) and

slam +8 (1d4+1)

Base Atk +10; **Grp** +13**Atk Options** Power Attack, smite evil 1/day (+3 attack, +4 damage)**Special Actions** change shape, lay on hands (16 hp), turn undead 6/day (+3, 2d6+4, 1st)**Combat Gear** *silver raven figurine of wondrous power*, *minor ring of cold resistance*, *potion of cure moderate wounds***Paladin Spells Prepared** (CL 1st):1st—*cure light wounds***Spell-Like Abilities** (CL 6th):At will—*aid*, *continual flame*, *detect evil*, *message*, *teleport* (CL 14; transport only self and 50 lb. of objects)**Abilities** Str 17, Dex 10, Con 18, Int 8, Wis 14, Cha 16**SQ** outsider traits**Feats** Hands of a Healer, Improved Initiative, Power Attack, Track,**Skills** Concentration +13, Diplomacy +8, Hide +5 (+9 in hound form), Jump +15, Listen +10, Move Silently +6, Sense Motive +12, Spot +10, Survival +10 (+14 in hound form) (+12 following tracks [+16 in hound form])**Possessions** combat gear plus true holy symbol of Mayaheine, *cloak of resistance +1*, +1 *evil outsider bane greatsword*, +1 *chain shirt*, 75 gp of jewelry

Aura of Menace (Su) A righteous aura surrounds Rasimu when he fights or gets angry. Any hostile creature within a 20-foot radius of him must succeed on a Will save (DC 18 negates) to resist the effects. Those that fail take a -2 penalty on attacks, AC, and saves for the next 24 hours or until they successfully hit Rasimu. A creature that has resisted or broken the effect cannot be affected again by Rasimu's aura for 24 hours.

Change Shape (Su) Rasimu can assume any canine form from Small to Large size. While in canine form, he loses his bite, slam, and greatsword

attacks but gains the bite attack of the form he choose. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

5: THE LONG WALK

LION TOPIARY GUARDIAN* CR 7

*Monster Manual III 174

N Large plant

Init +2; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0**Languages** none**AC** 17, touch 11, flat-footed 15

(-1 Size, +2 Dex, +6 natural)

hp 85 (10 HD) DR 10/slashing**Immune** mind-affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits**Fort** +11, **Ref** +5, **Will** +3**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** 2 claws +13 (1d6+7) and bite +8 (1d8+3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +18**Atk Options** improved grab, merciful, pounce, rake (+13 attack, 1d6+3 damage)**Special Actions** freeze**Abilities** Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1**SQ** plant traits**Skills** Move Silently +10

Improved Grab (Ex) To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Pounce (Ex) If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Merciful (Ex) A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex) A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

8: FOR THE SOUL OF A CHILD

RASIMU CR 10

Male hound archon paladin 6

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., scent; Listen +10, Spot +10

Aura magic circle against evil, menace (20 ft., DC 18 Will save negates), courage (10 ft., allies +4 against fear)

Languages Celestial, empathic link, *tongues***AC** 25, touch 10, flat-footed 25

(+6 armor, +9 natural)

hp 101 (12 HD); DR 10/evil**Immune** electricity, petrification, disease, fear**Resist** cold 5; **SR** 22**Fort** +15 (+19 against poison), **Ref** +8, **Will** +10**Speed** 40 ft. (8 squares)**Melee** +1 *evil outsider bane greatsword* +17/+12

(2d6+5/19-20) and

bite +10 (1d8+1) or

Melee bite +15 (1d8+3) and

slam +10 (1d4+1)

Base Atk +12; **Grp** +15**Atk Options** Power Attack, smite evil 2/day (+3 attack, +6 damage), charging smite**Special Actions** change shape, lay on hands (24 hp), turn undead 6/day (+3, 2d6+6, 3rd)**Combat Gear** *silver raven figurine of wondrous power*, *minor ring of cold resistance*, *potion of cure moderate wounds***Paladin Spells Prepared** (CL 2nd):1st—*cure light wounds* (2)**Spell-Like Abilities** (CL 6th):At will—*aid*, *continual flame*, *detect evil*, *message*, *teleport* (CL 14; transport only self and 50 lb. of objects)1/week—*remove disease***Abilities** Str 17, Dex 10, Con 18, Int 8, Wis 14, Cha 16**SQ** outsider traits**Feats** Hands of a Healer, Improved Initiative, Power Attack, Track, Weapon Focus (greatsword)**Skills** Concentration +14, Diplomacy +8, Hide +5*, Jump +15, Listen +10, Move Silently +6, Sense Motive +13, Spot +10, Survival +10 (+14 in hound form) (+12 following tracks [+16 in hound form])**Possessions** combat gear plus true holy symbol of Mayaheine, *cloak of resistance* +1, +1 *evil outsider bane greatsword*, +2 *chain shirt*, 350 gp of jewelry

Aura of Menace (Su) A righteous aura surrounds Rasimu when he fights or gets angry. Any hostile creature within a 20-foot radius of him must succeed on a Will save (DC 18 negates) to resist the effects. Those that fail take a -2 penalty on attacks, AC, and saves for the next 24 hours or until they successfully Rasimu. A creature that has resisted or broken the effect cannot be affected again by Rasimu's aura for 24 hours.

Change Shape (Su) Rasimu can assume any canine form from Small to Large size. While in canine form, he loses his bite, slam, and greatsword attacks but gains the bite attack of the form he chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Charging Smite (Su) If Rasimu smites evil on a charge attack, he deals an extra 12 points of damage to the evil creature struck (in addition to the normal bonus damage dealt by a smite). If the charge attack misses, the smite ability is not considered used. This is a supernatural ability.

APPENDIX 2: NEW RULES ITEMS

FEATS

Hands of a Healer [Exalted]

You heal more damage than normal when laying on hands.

Prerequisites: Cha 13, lay on hands class ability.

Benefit: When determining how many hit points you can cure, treat your Charisma score as if it were 2 points higher. For example, a 7th-level paladin with a 16 Charisma could cure up to 28 hit points a day with this feat.

Source: *Book of Exalted Deeds* 43.

MAGIC ITEMS

Amulet of Inviolable Form

This mystic amulet is set with seven red garnets. Whenever the wearer is subjected to a spell or effect that would significantly change her body form or composition, she can expend a charge to negate the transformation. She must decide whether to use the charge before she attempts a saving throw. Effects that the amulet protects against include polymorph, petrification, gaseous form, and transformative attacks such as the touch of a aboleth's tentacle or a chaos beast. The amulet has 7 charges, one for each garnet; the garnets turn dull black as charges are expended.

Moderate abjuration; CL 9th; Craft Wondrous Item, *break enchantment*; Price 11,000 gp.

Source: *Lords of Madness* 214.

Dust of Negation

This fine purple powder comes in a folded packet. When cast into the air, the dust creates a cloud of faint violet sparkles in a 10-foot spread from the point of origin. This could function as an *antimagic field*, negating all magic effects within the area. The cloud persists for 2 minutes (or 2 rounds in windy conditions)

Moderate abjuration; CL 11th; Craft Wondrous Item, *antimagic field*; Price 3,300 gp.

Source: *Lords of Madness* 214.

Thinaun

This dark, glittering steel alloy holds an attraction to souls recently released from their bodies. Obviously, this has application for melee weapons. If a thinaun melee weapon is touching a creature when it dies, that creature's soul is sucked into the weapon rather than passing on to its final reward. The soul remains in the thinaun weapon until the weapon is destroyed or another creature dies while touch the thinaun weapon (the new soul displaces the old one). Raise dead, resurrection, and similar spells won't bring back a creature whose soul is trapped by a thinaun weapon unless the caster has the weapon in his possession. Because the soul is nearby, fewer material components are required for such spells: reincarnation, raise dead,

resurrection, and true resurrection require half as much of the relevant material component (unguents or diamonds) to cast if the soul is within the thinaun weapon.

A thinaun weapon captures a soul from anyone killed while touching the weapon. This means that if the thinaun weapon's wielder dies, her weapon captures her soul.

Only melee weapons made primarily of metal can be crafted as thinaun weapons.

Source: *Complete Warrior* 136

MUNDANE EQUIPMENT

True Holy Symbol

Appearing in all other ways to be merely a holy symbol, this item in fact comes from the home plane of the deity the symbol represents – an carries with it a modicum of the deity's power. Attempts to turn undead using the true holy symbol provides a +2 sacred bonus on the character's turning check (1d20 + character's Cha modifier)

Source: *Planar Handbook* 71.

APPENDIX 4: SOULEATER

The very name of this axe strikes fear and trepidation into the hearts of the learned scholars that follow the forces of light and justice. The exact origins of this weapon have been lost in the mists of time, but all that know of it agree that the essence of evil infuses its malevolent heart.

To the causal observer, *Souleater* is a greataxe made of black iron. Green runes of power are carved on its blade, glowing with a sickly green light. Below its surface, an intelligence waits, lurking in the shadows ready to fulfill its purpose.

Souleater: +2 keen *thinaun greataxe*; AL LE; Int 19, Wis 19, Cha 10; speech, telepathy, 120 ft. darkvision, blindsense and hearing; Ego score 27.

Lesser Powers: *deathwatch* (continually active), *major image* 3/day, *Intimidate* +10.

Greater Powers: *dismissal* 1/day, *haste* 3/day, *magic circle against good* at will.

Special Purpose: create devils.

Dedicated Power: *confusion*.

Hardness 9, hp 30.

- **DC 25:** The PC knows *Souleater's* abilities and powers.
- **DC 30:** The PC knows *Souleater's* history.
- **DC 35:** Using a secret ritual known to *Souleater*, a trapped soul can be transformed into a lower level devil (usually a lemure) whose allegiance belongs to the wielder of *Souleater*.

HISTORY

History tells that Nassafrex (a pit fiend) once wielded the axe and used it to wreak havoc on the material plane and build an army of lemure. Before he could use this army, Sassaru, a planetar in the service of Pelor and Nossarate, a Ghaele of Trithereon confronted the devil. In the battle that followed, Nossarate fell to the pit fiend's might, as Sassaru struck the fatal blow. With Nassafrex defeated, Sassaru took the axe to his Lord, Pelor, who hid the foul weapon in a protected temple on the material plane, guarded by wards of power and a priest of the faith of unshakable virtue.

Ten years ago, the axe almost resurfaced as its foul influence corrupted the mortal guardian who attempted to take the weapon beyond the protective perimeter. Fortunately, Pelor and Mayaheine were able to send servants to stop the corrupted priest. When the conflict was over, Pelor was again faced with the problem of *Souleater*. Satisfied with Mayaheine's performance in the matter, he entrusted the weapon into her safekeeping.

Mayaheine, remembering the weapons ability to corrupt even the most pious of mortals, decided to set one of her archons the task of guardian. Thereafter, with the wards strengthened, the hound archon, Rasimu, became the guardian of *Souleater*.

LEARNING MORE

A Knowledge (arcana), Knowledge (the planes), or bardic knowledge check allows the PC to recall something about *Souleater*

- **DC 20:** *Souleater* is a powerful weapon of evil that has its own intelligence

APPENDIX 5: THE HISTORY OF HASSIRAK THE TEMPTER

The Nine Hells is a structured place, and within it, the devil Hassirak makes his home. Powerful by mortal standards, the erinyes is a small fish in a very large pond. Still through guile and cunning, he has managed to carve out a small home that could eventually be a stepping stone to greater things.

Hassirak's ambition is to become a Lord of Hell. Well aware of his current shortfalls, he has moved slowly knowing that he can take his time to achieve his ambition. But there is a stumbling block. A nalfeshee demon called Yorgothlas has decided that Hassirak is its nemesis and has set about interfering in his plans. Because of this, Hassirak has had to put his plans on hold while he deals with this annoyance.

Meanwhile, Hassirak continues to visit the mortal plane in the search for the ultimate currency of the Nine Hells - the souls of mortals. One of the most valuable of this commodity is the soul of an innocent child. In the beginning, Hassirak did what any other self respecting devil would do; tempt mortals with power and wealth for their souls. However, he soon found out that this was both more trouble than it was worth as the mortal would always try to renege when it was time for him to collect, and that the harvest tended to result in a soul that was quite sullied by the time it reached him, reducing their worth.

One harvest, a mortal solved his problem. This mortal proposed that he take the soul of his son's son. Hassirak examined the deal and discovered that if he made an agreement to take the soul of a descendant whose only ancestor currently born was the mortal making the deal, it was binding and resulted in a pristine soul. He also found that mortals were a lot more willing to deal if they promised someone else's soul and that there was a lot less trouble to collect.

This became Hassirak's method operand when dealing with most mortals and worked well. His most recent harvest even presented an opportunity to end the stalemate with Yorgothlas. When about to collect the soul of a newborn boy called Jamir, his father pleaded with him to reconsider, stating that he would be willing to pay. On hearing this, Hassirak came up with the idea of trading the soul of the boy for a mighty weapon protected from evil. If this deal is successful, this weapon – *Souleater* - will advance Hassirak's ambitions considerably.

something, he does it when the payment has been made.

- **DC 25:** Hassirak is a patient devil, preferring to set the groundwork that allows him to harvest innocent souls in binding agreements.
- **DC 30:** He is currently involved in a conflict with the demon, Yorgothlas.

LEARNING MORE

PCs making a Knowledge (the planes) check may learn more information about Hassirak. Relate the relevant information, below, including all information revealed by lesser checks.

- **DC 15:** His name has been linked to the temptation of many mortals in the past
- **DC 20:** He is known as a devil that keeps to the letter of his contracts. If he agrees to do

APPENDIX 3: LAW AND ORDER IN THE FREE CITY

PCs in the Free City of Greyhawk are adventuring in an urban environment. It is perfectly possible, therefore, that they might do something to get themselves arrested. Thus, a few words about law, justice, crime, and punishment are in order.

The level and efficacy of law enforcement in the Free City is constantly in flux depending on the aims and goals of those in charge. Recently, some changes on the Directing Oligarchy have enabled the Lord Mayor, Nerof Gasgal, to reassert his authority. This has resulting in a tightening of the laws, particularly in the areas of public safety and smuggling. Relevant minor laws appear, below.

UNUSUAL COMPANIONS

The Free City is a sprawling and cosmopolitan urban center and as such, there are rules and regulations dealing with the presence of the animal companions, familiars, and more fantastic followers that a PC might bring with her.

In general, PCs that are accompanied by normal animals (that is, creatures with the animal type) are not bothered by the guards, provided that it is Medium-sized or smaller. If the animal is normally carnivorous (such as a wolf or Medium- or smaller-sized dinosaur), the PC is required to demonstrate her ability to control that beast, as well as to show some form of restraint upon it – a muzzle, or at the very least a collar and leash. They will also have to purchase a license for it at a cost of 1 gp per base HD.

Large-sized non-carnivorous animals are also acceptable, though depending on the animal it may also be required to be restrained/collared (common sense should prevail; a horse, even a warhorse, doesn't need to be led around by a collar; a rhinoceros is a different matter!) They will also have to purchase a license for it at a cost of 5 gp per base HD for any animal other than a horse.

For more fantastic creatures (such as the types of creatures gained by the Improved Familiar feat, or more exotic animal companions or followers), the PC must purchase a license for it at a cost of 10 gp per base HD.

If the PC wishes, the companion can be snuck into the city if it could be hidden from the guards in the first place (perhaps in a pocket, an extradimensional space, or by *invisibility*). Warn the player that if they are caught with the companion, they earn the *Arrested!* AR item (see below).

Weapon and Spell Restrictions

The Free City regulates the use of weapons and spells within its walls. In regards to magic the laws are:

- Generally, Greyhawk strongly controls magic use, prohibiting the use of such except in moments of extreme personal danger.

- 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.

In regards to weapons the rules are:

- It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer and other similar weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes and other similar weapons may be carried through the streets but they must be in a scabbard or leather head-case. Characters wanting to carry such weapons in the city must purchase a license (5 gp for one-handed, 20 gp for two-handed weapons). Licenses are valid for one week.
- Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Guild of Nightwatchmen who maintain a secure storage facility warded with powerful magics maintained by the Guild of Wizardry.

Note: If PCs try and get around these restrictions by buying weapons in the city they will be very securely wrapped and bound by the seller. Normally, PCs can hide weapons in extra dimensional spaces without fear of their discovery.

Two Minor Laws

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers can't talk with any patrons, or sell any loot. Characters paying for standard or better upkeep are assumed to have paid this tax.

Greyhawk prohibits owning, and thus selling, any idol or symbol of any Evil deity. Individuals finding such items must turn them over to the authorities to be destroyed. If the PC wishes, illegal idols can be snuck into the city if they could have been hidden from the guards in the first place (perhaps in a pocket, an extradimensional space, or perhaps via *invisibility*). Warn the player that if they are caught, they earn the *Arrested!* AR item (see below).

Breaking the Law

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards. Doing so requires a DC 10 Wisdom check to avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

If a PC is caught carrying illegal weapons inside the city, the weapons are confiscated until he leaves, and the PC is fined 10% of the value of the confiscated weapons (to a maximum amount of 100 gp x APL).

If a PC uses a damaging spell in a non-life threatening situation they are fined 10 gp x APL. If they kill someone, it is treated as murder.

Use of an area damaging spell (*fireball*, for example) attracts a fine of 100 gp x APL.

Use of intrusive spells does not attract a fine, but the caster suffers a -2 circumstance penalty on all Diplomacy checks against people who saw him cast the spell (or have been told he did so).

These fines are halved if the offender was defending the city or helping the authorities in some way when you commit the offense. They may be waived by the adventure text.

Being caught smuggling in an animal requires the offender to buy a license and pay a fine equal to double the cost of the license. This must be paid even if the animal is already dead.

Those avoiding the Freesword Tax caught talking with patrons or selling the proceeds of their adventures, are fined 1,000 gp and treated as if they are smuggling all items found with you.

The penalty for worshiping an Evil deity is either death (for cult leaders and priests) or confiscation of all goods and banishment for all other involved individuals. Those caught with an icon or holy symbol of an evil deity have all their goods confiscated and are banished from the city (unless they can prove they were about to hand the item over to the authorities or a good-aligned church for destruction).

Avoiding the Penalty for Breaking the Law

Once you've been caught, there remains one way to avoid the penalty – commit another crime. Namely, bribe the City Watch. Greyhawk being what it is, this is almost expected. Bribery is a simple matter of offering the City Watch some portion of the expected fine to simply look the other way. Treat this as a Diplomacy check with the City Watch being indifferent. If they become unfriendly, you must pay the full fine. If they remain indifferent, you must pay 80% of the fine. If they become friendly, they only take 60% of the fine. And if you make them helpful, they let you off for only 40% of the normal fine.

Additionally, some AR favors from previous adventures provide exemption from some of the rules of the city or make avoiding those rules harder (this list

will be periodically updated to include relevant favors from recently released adventures):

COR3-12 Traitor's Road – Wrath of the Greyhawk Assassin's Guild: For the duration of this disfavor, you always get searched when entering the City, and can never make the City Watch helpful with a bribe attempt.

COR6-03 Riders of the Grave – Nightwatch: Members in good standing of the Nightwatch are exempt from all weapon restrictions in the City.

COR5-04 Desecrators of the Lord's Tomb – Thanks of the City Watch: The luxury upkeep includes free licenses, and automatic helpful results on any bribe attempts with the City Watch.

COR5-05 A Marked Man – Disfavor of Skaelin: In addition to direct confrontations, members of the Thieves' Guild will inform on you if you use contraband weapons or damaging magic in any public place.

COR5-19 Retribution – Nemesis of the Thieves' Guild: You always get searched when entering the City, and can never make the City Watch helpful with a bribe attempt.

COR6-10 Murder in Elmshire – Favor of the City Watch: The rich upkeep includes free licenses, and automatic friendly results on any bribe attempts with the City Watch.

Arrested!

The AR for all adventures set in the Free City has the Arrested! item. If a PC runs afoul of the law, they are immediately incarcerated and penalized the noted number of TUs. This is by decision of the DM, and the arrest of the PC occurs by fiat; you don't need to play out the arrest, it simply happens.

A comprehensive list of what warrants arrest is beyond the scope of these notes, but in general common sense should prevail. Non-capital crimes include assault, theft, magical coercion of a citizen (*charm, dominate*), obtaining illegal items (such as sealed court records), gross property damage (such as the careless use of *fireball*), and so on. For such offenses, the PCs suffer the listed loss of TUs.

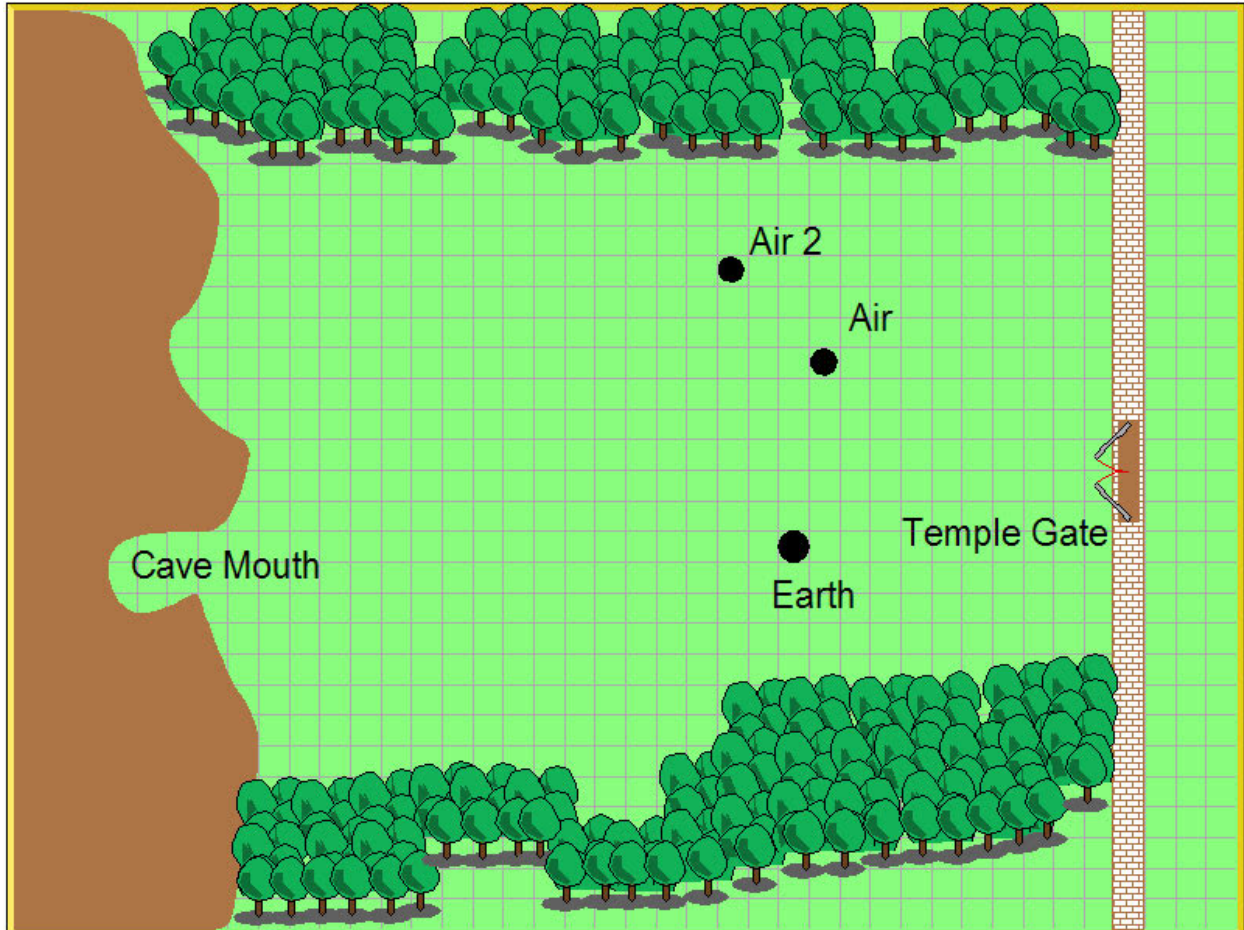
More serious crimes, in general, would be evil acts and as such are prohibited in the *Living Greyhawk* campaign.

In all cases, you should *always* warn player(s) taking actions that will lead to arrest. Less serious cases of smuggling are dealt with as detailed above, and do not result in any TU penalty.

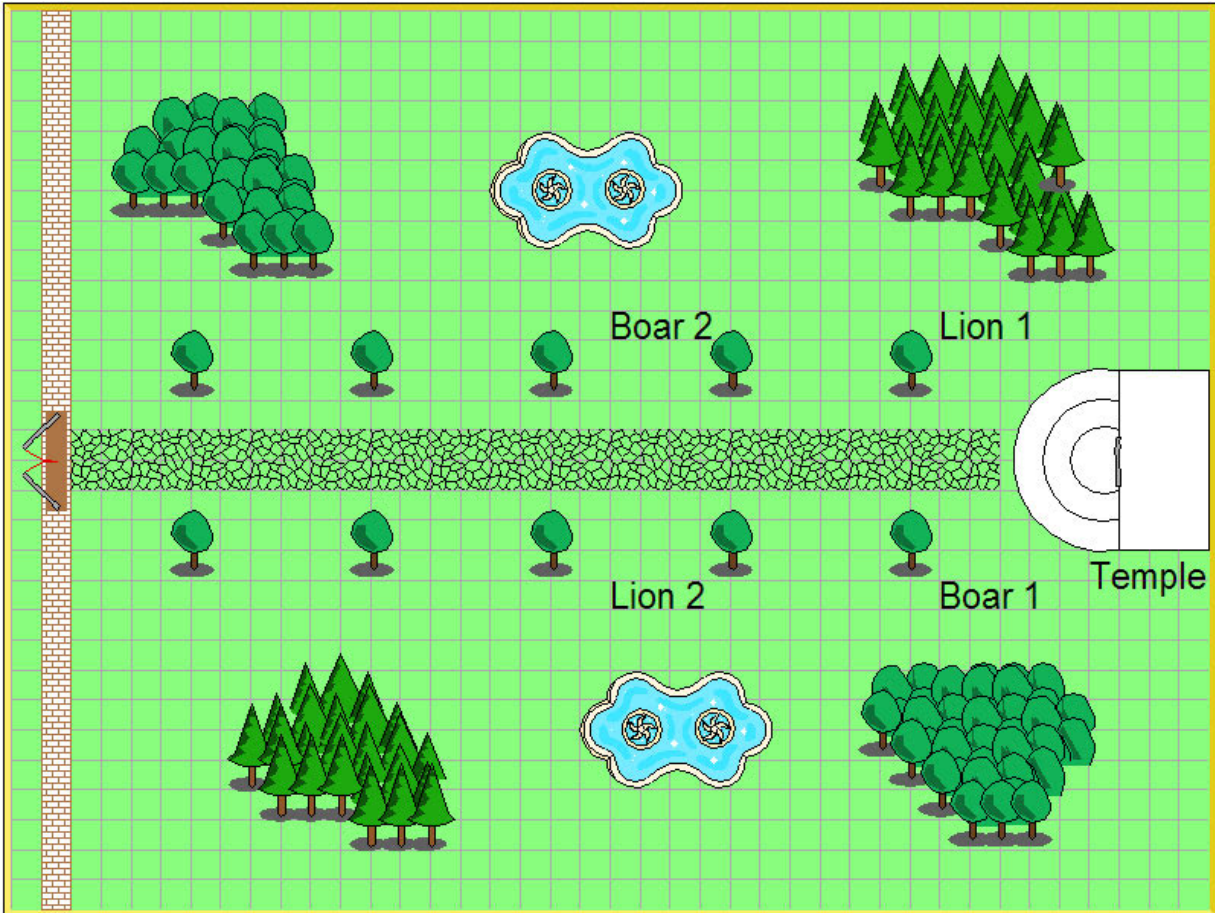
Arrest takes place as soon as possible given the circumstances of the adventure. If a PC wishes to continue the adventure, they may post bail for non-capital crimes. This bail amount is equal to the "Treasure Cap" amount listed for the table's APL in the adventure Treasure Summary section. If paid, the PC is released. PCs may contribute to another's bail. The bail deposit is returned at the end of the adventure. Note that posting bail does *not* absolve a PC of the TU

penalty for being arrested – it just allows them to continue with the adventure. The process of being arrested, brought before a magistrate, and posting of bail takes roughly two days.

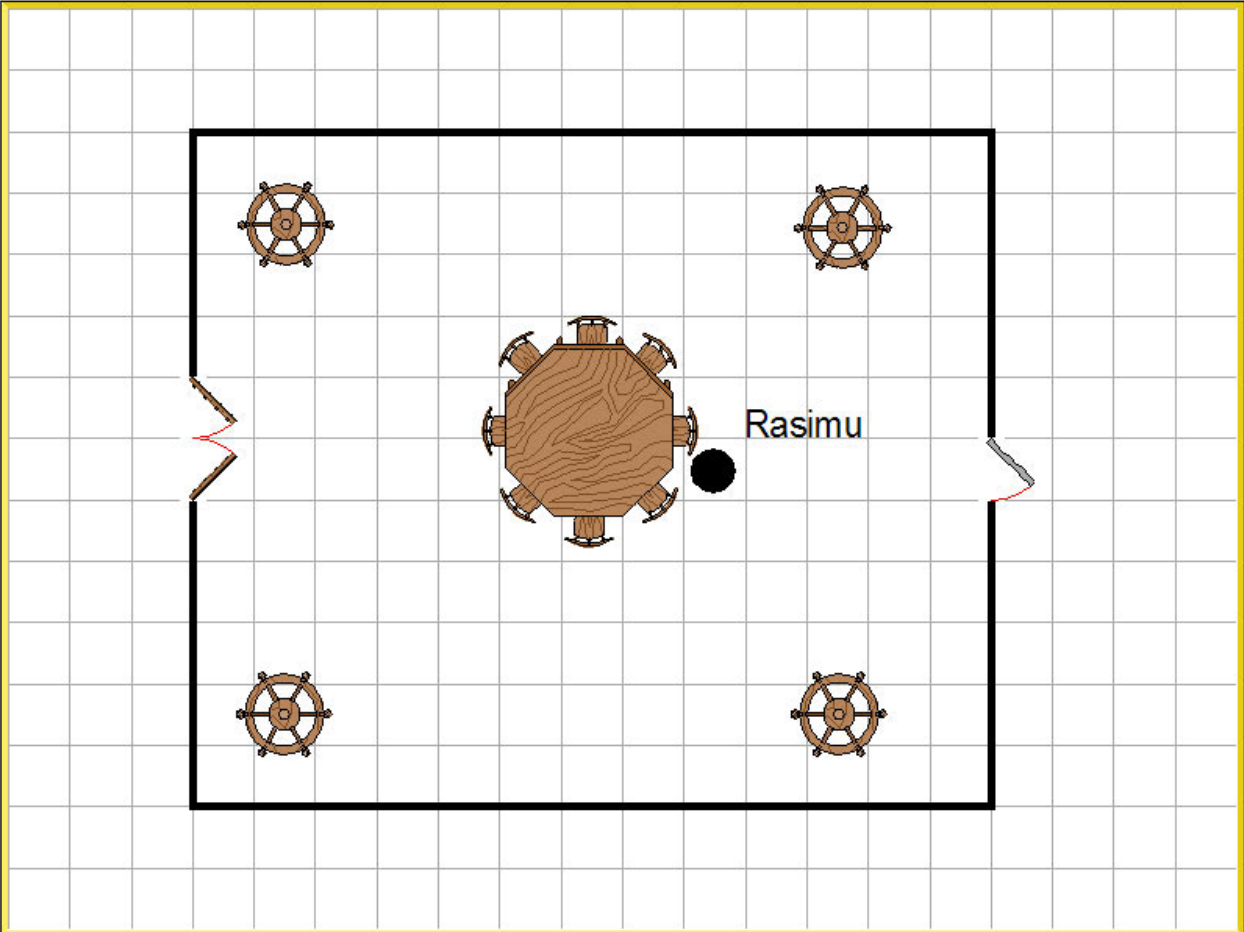
ENCOUNTER 4: THE GATES OF MAYAHEINE



ENCOUNTER 5: THE LONG WALK



ENCOUNTER 8: FOR THE SOUL OF A CHILD



PLAYER HANDOUT 1

Dear friend,

I hope that this messenger finds you well and in good health. Since we last met I promised that I would keep my ear to the ground for any opportunities that you may find interesting. Well one has come to my attention.

There is a man in Greyhawk City that I have some dealings with. He is a merchant of quite a good reputation. I have always found him fair and honest. This man Jorem recently wrote to me pleading for my help. It appears that his has gotten himself in a spot of bother and is in need of some fellows who are stout of heart, true of word and strong of spirit.

Well, I immediately said to my self, I know some people like that. But they were busy so I turn to you instead. Just jesting.

Now I do not know the precise nature of Jorem's problem, but he has mentioned it involves his newborn son. In his plea, he simply asks that if I knew some people who would be willing to help, then please pass on the request for them to come to Greyhawk and listen to his tale. He is willing to pay for your time, even if you are unable to assist.

This could be a great chance to make a friend in the merchant circles or even just some cold hard coin.

I leave it up to you. If I hear of anything else from my patrons or business contacts, I will pass them on.

Be safe.

PLAYER HANDOUT 2

"My sad tale starts one month ago with the birth of my first child, my son Jamir. When my son was born, it was one of the happiest moments of my life. But it was a moment short lived, for before Jamir's first cries of life had fully faded a creature of nightmare appeared in the courtyard and demanded my presence. Fearfully for my family I complied and it was there that I met the great devil, Hassirak the Tempter.

To my dismay, I was informed of a deal struck by my great, great grandfather, Berrick, eighty six years ago. In exchange for success and power, my ancestor had promised the devil the soul of his grandson's grandson, through the line of the eldest male child. I have always been told that he was the son of a farmer who married the daughter of the wealthy merchant, Morik Gressle, and through talent and hard work, created his own mercantile success. Hassirak tells a much different story of a lazy young man.

I pleaded with the devil not to take my son. To take me instead, but he would not change his mind. Finally, he looked at me as told me his price for releasing my son from the contract.

Hassirak is currently involved in a power struggle against a demon and he would release his claim on the soul of my son if I would retrieve a magical greataxe for him. This axe, Souleater, is in a hidden temple in the Cairn Hills.

Seeing it as the only way to save the soul of my innocent little boy, I had no choice but to agree. This is the soul of my son that we are talking about, the soul of an innocent child, who has not yet had the chance to live and make his own choice in the world.

I am not an adventurer and so I need help. Will you help me save my boy? I can pay. I will also be able to use my contacts to procure a number of magical items for you. You may have the money up front if you agree.

If you wish to talk to the devil, ask him any questions I can call him. He may know more on what you may face."