

# Errands and Excursions

## Ruins of Greyhawk Web Enhancement

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*Expedition to the Ruins of Greyhawk* takes player characters into one of the classic locations of D&D. Now you can explore some more side quests in our web enhancement, so get ready for additional adventuring fun. You'll also find some helpful player handouts in this web enhancement that assist your players in keeping track of what side quests they're working on.



*Expedition to the Ruins of Greyhawk* contains a number of side quests—short missions the player characters (PCs) can undertake while endeavoring to complete the main plot of the adventure. This web enhancement provides a few extra examples to expand the adventure, and it makes tracking these side quests less onerous.

This article presents a number of new side quests for your players to pursue. Each one of these new side quests includes all of the pertinent information needed to seamlessly integrate it into *Expedition to the Ruins of Greyhawk*.

In addition, a number of cards, each detailing information pertaining to one of the side quests in the adventure, can be downloaded [right here](#). Hand these cards out to your players when they first learn of a side quest. These cards may help them organize and remember their objectives. Cards have also been included for the new side quests described in this article.

## Additional Side Quests

The following side quests are in addition to those presented in *Expedition to the Ruins of Greyhawk*. Each one contains information about how the PCs learn about the side quest, how it can be completed, the rewards for doing so, and other tips for integrating it seamlessly into the adventure. While most of these are completely stand-alone, one is actually a continuation of the Stillguar's Map side quest presented on page 57.

### Side Quest: Wizard's Errand

If any of the PCs become members of the Guild of Wizardry (see page 30 in *Expedition to the Ruins of Greyhawk*), they are contacted by Heironymous Tigrana, a fellow member, two weeks after joining.

Heironymous Tigrana (LN male gnome expert 4/wizard 7) is an alchemist and potion brewer for the guild, and while he is exceptionally ugly and a known alcoholic, the rest of the guild puts up with him because of his exceptional skill. Heironymous is a recluse, preferring to spend countless days in his laboratory, working on some new concoction.

Heironymous has heard about the PCs' exploits in the dungeons of Castle Greyhawk (if any) and he is quite excited. Many believe that rare tomes and magical ingredients fill Zagig's dungeons. After introducing himself, Heironymous asks the PCs if they would not mind keeping an eye out for a few things for him. Particularly he is looking for a pair of rare alchemy books that one of Zagig's apprentices checked out of the library years ago and never returned. They are called *The Ever Burning Cauldron* and *A Practical Guide to Eldritch Alchemy, Vol 2*. Heironymous is willing to pay 2,000 gp for each tome recovered. In addition, Heironymous wants a single rare ingredient that one of Zagig's workshops might have. The wrinkled and bulbous gnome offers to pay 3,000 gp for a single dose of drow bone marrow.

**Resolution:** The three items can be scattered throughout the dungeon as you see fit. The tomes can certainly be placed in any one of the libraries while the PCs may discover the marrow in any one of the workshops (although the PCs might find a grimmer source).

### Side Quest: Stillguar's Quest

This side quest is a sequel to the Stillguar's Map side quest presented on page 57 of *Expedition to the Ruins of Greyhawk*. Once the PCs have recovered twenty-five or more segments of the map (or any number that seems reasonable to reassemble the map), the quest



is completed. Stillguar thanks the PCs for helping him with this dangerous mission. He pays them all what they are due and returns to his private quarters to study the map.

One week later, the party is approached by Grebold Blitzhame, a member of the Wartower Wardens. Grebold explains that Stillguar entered the dungeons two days ago, in the middle of the night, without any of his equipment, and he has not been seen since. All that he took with him was his precious map and a single handaxe.

Grebold offers the PCs a valuable reward if they find Stillguar and return him safely to the surface.



**Resolution:** The map that Stillguar assembled was actually one of Zagig's experiments gone horribly wrong. The Mad Archmage was attempting to create a map that led to whatever object you most desired, but he instead created the opposite. As a result, Stillguar was possessed by the map's lucrative promise and rushed headlong into terrible danger. Stillguar followed his map, which included numerous secret passageways and tunnels, to reach his "treasure." Unfortunately, that reward was the lair of Vyrthoon (area F10), where he has become the creature's thrall and is being fed upon. Should the PCs rescue him and restore his mind, Stillguar is deeply shaken. After rewarding each PC with a magic item worth 5,000 gp or less, Stillguar retires from his post with the Wartower Wardens and Grebold takes over, giving the PCs free entrance to the dungeons as often as they like.

## Side Quest: Lost and Found

Roughly two weeks after news of the PCs' exploits in the dungeons of Castle Greyhawk begins to spread, the group is sought out by Khellek, the reigning dragonchess player at the Green Dragon Inn and member of the secretive Seekers. Khellek would like the PCs to take on a small mission for him and would be happy to discuss it over a game of dragonchess. During the game, Khellek explains that he has come into the possession of a dangerous object that needs to be disposed of. This object is a *demon box*, which Khellek describes as a roving portal to the Abyss. The box is far too powerful to be destroyed and far too dangerous to be kept in the city. Khellek would like the PCs to take the *demon box* to Castle Greyhawk and hide it in the depths below.

If the PCs seem interested, Khellek goes on to explain that no ordinary hiding place will do. After a bit of research, Khellek discovered that one of Zagig's many experiments created a "lost" room. All lost items in the dungeon eventually end up in this room, and the room itself is lost. Only those who lose all sense of direction in the dungeon can find this room. Once the PCs find it, Khellek wants them to place the demon box in the



room, plus he needs them to recover a golden cloak clasp that he lost in the dungeons a few years ago. If the PCs accomplish these tasks, Khellek offers to pay them 5,000 gp.

**Resolution:** Finding the “lost” room in the dungeon is no easy task. The PCs must venture to a level of the dungeon they have never explored before and spend 1d6 hours wandering about, taking random doors and passageways. Each hour, there is a 25% chance that they stumble into an area they are familiar with and must start all over again.

Once the PCs are truly lost, they can make a DC 25 Search check every hour to find the “lost” room. Inside the large chamber is a vast collection of odds and ends, from misplaced keys, piles of assorted coins (worth about 500 gp), broken weapons, single socks, and books—the room has a smattering of everything. Of particular note is a +1 *throwing short sword*, a scroll of *locate object*, and a *vial of universal solvent*. A DC 25 Search check of the room also uncovers Khellek’s missing cloak clasp. The clasp radiates moderate necromancy and transmutation if checked, but it does not reveal any powers if someone casts *identify* on it. Khellek refuses to explain this odd aura or what he needs the clasp for (it is part of a powerful magic item he is attempting to acquire).

Perhaps harder than finding the lost room is finding a way out. The PCs can make a DC 30 Search check each hour to find their way back to known parts of the dungeon with a +1 circumstance bonus on the check for each previous hour spent searching. Make sure to roll for random encounters during this time (see pages 46–48 of *Expedition to the Ruins of Greyhawk*).

The *demon box* itself radiates strong conjuration magic, and if opened, a demon appears and attacks the nearest creature. Consult the following chart to determine which demon appears. The demon remains for 1d10 rounds before returning to the Abyss. If the box is left open, a new demon is summoned every round.

**d% : Demon**

- 01–25: Babau
- 26–40: Succubus
- 41–60: Vrock
- 61–80: Bebilith
- 81–90: Hezrou
- 91–99: Glabrezu
- 100: Marilith

## **Side Quest: Hungry Like the Wolf**

After the PCs’ first incursion into the dungeons beneath Castle Greyhawk, they run across a burning farmstead on their way back to the city. A lone farmer sits in front of the building, weeping openly. The man’s name is Pearen Toclun (NG male human commoner 2) and the farm was once his. If the PCs stop to calm the man, he explains that terrible wolves attacked his house last night and in the struggle, a fire was started, one that cost him the lives of his entire family. Pearen goes on to explain that these wolf attacks have grown worse over the past few weeks and have begun to specifically target the local folk. The Greyhawk militia has posted a bounty of 10 gp on wolf pelts, but Pearen swears that these are not ordinary wolves. Most are the size of a horse and they seem to attack with a vile cunning. A DC 15 Sense Motive check reveals that Pearen is holding back something. A DC 20 Diplomacy or Intimidate check gets him to reveal that he saw something else during the attack. One of the wolves walked about like a man and seemed to be speaking to the others.

If the PCs do nothing about these attacks, they continue to grow in frequency and number for the next month, killing countless farmers and travelers in the region. After that time, the Greyhawk militia sends out a squad that hunts down the werewolf and kills him.

**Resolution:** A skilled explorer named Cadir entered the dungeons of Castle Greyhawk some two weeks ago. While inside, he was gravely wounded and poisoned while exploring a forgotten laboratory. In his desperation, he drank a potion he found in the lab hoping it would stop the poison coursing through his veins. While it did not do such thing, it did give him lycanthropy. Now, two weeks later, he has embraced his bloodlust and hunts the countryside with a pack of dire wolves.

Tracking down the pack from the Pearen farm requires three DC 20 Survival checks made by a PC with the Track feat. If the PCs lose the trail, they can attempt to pick it up again with a DC 25 Survival check or they can wait for another attack to occur and start anew.

When the PCs finally follow the trail back to the source, it leads to an old shack in the middle of the Cairn Hills. See the tactical encounter in Appendix 2 for further details.

Once Cadir has been dealt with, the PCs can search his shack to find his discarded gear, which includes a crude map of the Silent Barracks level of the Tower of War, a suit of masterwork studded leather armor, a *potion of resist energy (acid)*, and a *Murlynd's Spoon*.

## Side Quest: Secret Passage

Sometime after the PCs find Zagig's key and gain entrance to the Tower of Magic, Ricard Damaris invites them up to the dais for a drink in the Green Dragon Inn. After listening to tales of their exploits (and maybe even adding a few tales about his days in Hommlet and the Battle of Emridy Meadows), Ricard offers the PCs an interesting piece of information. Ricard recently heard about a secret passageway said to lead into the dungeon of Castle Greyhawk from the sewers of the Free City. He is sure that he could acquire a map to this passageway for 100 gp. If the PCs are interested, Ricard delivers the map to them in a week.

**Resolution:** The map leads to a secret door in the wall of one of the sewer cisterns near the Guild of Wizardry. From there, the long sloping tunnel heads north toward Castle Greyhawk (although the map does not detail where the passageway ends). Roughly halfway down the passageway, it opens up into a large chamber containing a guardian left by Zagig himself to guard this secret entrance. See the tactical encounter in Appendix 2 for further information.

Assuming the PCs defeat the golem and open the gateway, they now have an additional means of entering the dungeons without having to travel through numerous other layers. The exact location of this entrance is left up to you, but it should be a spot that is convenient to use for the PCs' current point in the adventure.

The side quest cards, each detailing information pertaining to one of the side quests in the adventure, can be downloaded [here](#). Hand these cards out to your players when they first learn of a side quest.

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## Appendix 2: Tactical Encounters

# Hungry Like the Wolf

## Encounter Level 10

This combat occurs when the party tracks down the rampaging werewolf that has been terrorizing the lands around Castle Greyhawk.

Cadir can be found here only during the day, which is when he rests from the previous nights raids. Although he is sleeping, his dire wolf companions stalk the area continuously and howl the moment the PCs come within 100 feet of the cabin, rousing Cadir immediately. The werewolf then assumes hybrid form, waits for the PCs to begin crossing the bridge, then drinks his potion of haste before emerging to attack.

*The door to the decrepit old cabin suddenly swings open and a savage creature steps out, like a man, but with the head and claws of a terrifying wolf. At the same time, massive wolves begin to emerge from the underbrush all around, their teeth bared and gleaming.*



## Features of the Area

The bridge here is extremely decayed and is not entirely stable. Whenever any creature attempts to move across it at a speed greater than 5 feet per round, that creature must make a DC 10 Balance check. Failure means that the creature must stop immediately (after having moved 5 feet), whereas failing by 5 or more results in the creature falling through the bridge into the crevasse below. Creatures on the bridge are considered flat-footed unless they possess 5 or more ranks in Balance (Cadir does). Any creature damaged while standing on the bridge must make another check to avoid falling through.

## CADIR, HYBRID FORM (WITH *HASTE*) CR 9

**hp** 63 (9 HD); **DR** 5/silver

Werewolf (human) fighter 4/rogue 3 (with *haste*)

CE Medium humanoid (human, shapechanger)

**Init** +9; **Senses** low-light vision, scent; Listen +11, Spot +11

**Languages** Common

**AC** 22, touch 17, flat-footed 17; Dodge, Mobility

(+5 Dex, +2 deflection, +4 natural, +1 dodge)

**Resist** evasion

**Fort** +12, **Ref** +13, **Will** +6

**Speed** 60 ft. (10 squares); Spring Attack

**Melee** +1 keen rapier +12/+12/+7 (1d6+3/15–20) and

+1 dagger +12 (1d4+1/19–20) and

bite +9 (1d6+1)

**Base Atk** +7; **Grp** +10

**Atk Options** curse of lycanthropy, sneak attack +2d6

**Combat Gear** *potion of haste* (used), *potion of cure serious wounds*

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**Abilities** Str 16, Dex 20, Con 18 Int 10, Wis 14 Cha 8

**SQ** alternate form, trapfinding, trap sense +1, wolf empathy

**Feats** Dodge, Improved Initiative, Iron WillB, Mobility, Spring AttackB, TrackB, Two-Weapon DefenseB, Two-Weapon FightingB, Weapon FinesseB, Weapon Focus (bite)B

**Skills** Balance +13, Climb +10, Control Shape +5, Handle Animal +2, Hide +11, Jump +19, Listen +8, Move Silently +10, Spot +7, Survival +2, Tumble +10

**Possessions** combat gear plus +1 *keen rapier*, +1 *dagger*, *ring of protection* +2

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**Alternate Form (Su)** A werewolf can assume a bipedal hybrid form and the form of a wolf.

**Curse of Lycanthropy (Su)** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolf Empathy (Ex)** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

**Skills** A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

## DIRE WOLVES (4) CR 3

**hp** 45 each (6 HD)

N Large animal

**Init** +2; **Senses** low-light vision, scent; Listen +7, Spot +7

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**AC** 14, touch 11, flat-footed 11

(-1 size, +2 Dex, +3 natural)

**Fort** +8, **Ref** +7, **Will** +6

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**Speed** 50 ft. (10 squares)

**Melee** bite +11 (1d8+10)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +15

**Atk Options** trip (+11)

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**Abilities** Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

**Feats** Alertness, Run, TrackB, Weapon Focus (bite)

**Skills** Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2

## Tactics

Before combat, Cadir drinks his *potion of haste* and draws his weapons. On the first round of combat, he uses Spring Attack to assault any PC on the bridge before retreating to the doorway of his cabin to gain cover. He continues this tactic until engaged in melee. He moves to flank with his dire wolf allies whenever possible.

The dire wolves join the combat from different locations, each moving as quickly as possible to reach Cadir's side. If this is not possible, they attack the nearest PC.

If Cadir is defeated, refer back to the associated adventure key on for additional development.

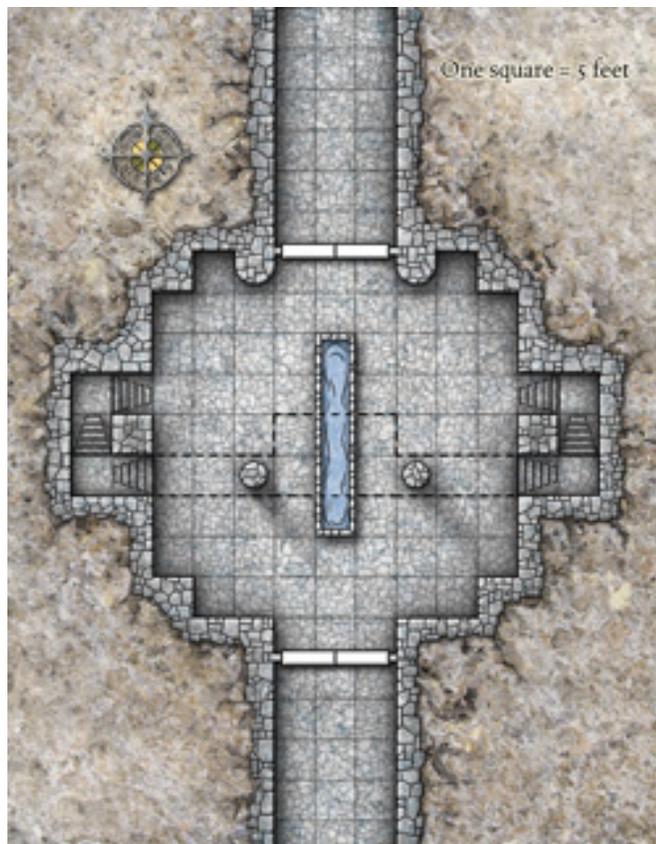
## Secret Passage

### Encounter Level 10

This combat occurs when the PCs enter the chamber that resides in the secret passageway between the Free City of Greyhawk and the dungeons of Castle Greyhawk.

Immediately upon entering, a mass of silt and clay draws itself up from the pool in the center of the chamber, forming into a humanoid shape. The clay golem then moves to attack.

*This large chamber is dominated on the far side by a massive iron door, in front of which stands a long pool of murky water. A pair of stairs off to either side rises up to a bridge that goes through the center of the room's 50-foot height. Quite suddenly, all of the murk in the pool begins to draw itself out, forming a towering humanoid shape made of clay. It steps toward you out of the now perfectly clean pool of water.*



### Features of the Area

This area has the following features.

**Bridge:** This bridge is 20 feet up in the air above the floor of the room. At its center is an ancient panel of strange knobs, switches, and buttons. Once every 1d4 rounds after the golem has been activated, a bolt of blue lightning emanates from the underside of this bridge and strikes the golem, healing it for 3d8 points of damage. This effect can be shut down from the control panel with a DC 25 Use Magic Device or Disable Device check. The golem itself can be controlled from the panel as well, but this requires a DC 40 Use Magic Device check. Finally, the doors leading out of this chamber can be opened from the panel. This can be accomplished with a DC 25 Use Magic Device check or a DC 25 Disable Device check (which allows the doors to be pushed open with a DC 30 Strength check).

**Pool:** This pool of water is perfectly calm and 20 feet deep. The water feels refreshingly cool to anyone touching it. A creature submersed in the water of this pool can be healed normally, even if the wounds are caused by a clay golem's cursed wounds ability.

**Door:** This massive iron door is 3 feet thick. It has a hardness of 10 and 1,080 hit points. The locked doors can be opened using the control panel. The doors can also be opened with a DC 35 Open Lock check followed up by a DC 30 Strength check.

### CLAY GOLEM CR 10

hp 90 (11 HD); DR 10/adamantine and bludgeoning

N Large construct

**Init** -1; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0

**Languages** Common

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**AC** 22, touch 8, flat-footed 22

(-1 size, -1 Dex, +14 natural)

**Immune** construct immunities, immunities to magic

**Fort** +3, **Ref** +2, **Will** +3

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**Speed** 20 ft. (4 squares)

**Melee** 2 slams +14 (2d10+7 plus cursed wound)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +8; **Grp** +19

**Atk Options** berserk, cursed wounds

**Special Actions** haste

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**Abilities** Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1

**Feats** —

**Skills** —

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**Berserk (Ex)** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wounds (Ex)** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex)** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it. A *disintegrate* spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects. Any magical attack that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. Excess hit points become temporary hit points.

**Haste (Su)** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts for 3 rounds and is otherwise the same as the spell.

## Tactics

The clay golem moves to attack the nearest foe each round and climbs up the stairs to the bridge if necessary. It does not pursue creatures outside the room and returns to its pool to rest after 1 minute of being left alone in the room. Once in the pool it regains 1d4 hit points per round until fully healed.

If the clay golem is defeated, refer back to the associated adventure key on for additional development.

## About the Author

**JASON BULMAHN** was known as luz the Evil while serving as a Circle member for the *Living Greyhawk*

campaign. Since then, he has accepted a position with Paizo Publishing. Jason's previous design credits include *Secrets of Xen'drik*, *Dungeonscape*, *Monster Manual V*, and a horde of articles and adventures for *Dragon* and *Dungeon* Magazines.

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