

## Chapter 1 : expedition to the ruins of greyhawk | Download eBook PDF/EPUB

*Expedition to the Ruins of Greyhawk is an adventure book for the edition of the Dungeons & Dragons fantasy role-playing blog.quintoapp.com adventure is set in the game's World of Greyhawk campaign setting, specifically in and around Castle Greyhawk and its dungeons.*

The archmage who built it vanished nearly two hundred years ago, and the castle has beckoned adventurers from around the world ever since. For when Zagig departed Castle Greyhawk, he did so as a living god. Mordenkainen would come to learn that Zagig had cheated death by becoming a deity, piecing together the legend over several forays spanning thirteen years. In his final act as a mortal, Zagig carved an essence of their divine power and claimed it as his own, departing the Material Plane as the newly divine "Zagy" to serve in the court of Boccob, Archmage of the Gods. But the nine prisoners remained. These false Iuzes threw the nations into turmoil and brought savage armies across civilized borders. If the real Iuz returns, the disaster could be incalculable. Iuz remained imprisoned just as Zagig had left him sixty-five years prior. If Mordenkainen could find the deity trap, so could someone else. Only a final solution would suffice, and a final solution required the enlistment of Lord Robilar. The fearless swordsman chased adventure with the enthusiasm of an addict, often venturing into Castle Greyhawk on highly dangerous solo missions, facing every challenge with a wide grin and a clever rejoinder. Then everything started to go wrong. Just as Robilar dispelled the barriers keeping Iuz at bay so that he might be slain, the wizard Tenser appeared with Bigby and the warrior Neb Retnar at his back. The trio had come to stop the dangerous gambit, but arrived too late. After it was all over, safe on the skull-adorned battlements of his grisly palace, Iuz swore vengeance upon the adventurers who had attempted to kill him, dedicating a portion of his eternal rage to plotting their destruction. Twenty-seven years have passed. Already his soldiers have tunneled into the lowest levels of Castle Greyhawk from the Underdark, and although their ranks have not yet swelled enough to besiege the city, the time will shortly arrive. Rumors dating back centuries suggest that the treasures waiting to be claimed below Castle Greyhawk will make the danger worth risking, the exploits of its heroes worth remembering forever. Expedition to the Ruins of Greyhawk provides the framework for a major campaign arc featuring several delves into the castle itself and numerous side quests situated in the Free City. The adventure is intended for 8th-level characters, who should advance to about 13th level by the time they "complete" it. A general overview of the known castle levels and certainly several more remain to be discovered appears later in this book, but only those locations pertinent to the present campaign have been elaborated upon in detail. A general summary of Expedition to the Ruins of Greyhawk follows. Chapter 1 The Free City of Greyhawk: Castle Greyhawk owes much of its renown to the eccentricities of the Mad Archmage Zagig Yragerne, and Zagig owes much of his fame to the city he once led, a sordid metropolis of opportunistic adventurers, crooked merchants, and fools delving in magical secrets best left undisturbed. Several adventure hooks in each city quarter aim to get the PCs into Castle Greyhawk or provide them with fun city-based encounters to fill in the gaps between dungeon delves. An overview of the Green Dragon Inn ensures that the PCs have a fully fleshed-out base of operations in the city and sets the scene for several key meetings. Chapter 2 The Castle and the Dungeons: Special attention is given to the structure of Expedition to the Ruins of Greyhawk, with numerous tips aimed at making the adventure easier to play and at keeping the PCs from wandering too far off track. Chapter 3 The Tower of War: These days it is home to the cunning General At-Ur Rehmat, who has turned several levels into the barracks and training ground for an army of enslaved savage humanoids set to assault the City of Greyhawk at the behest of the demon-god Iuz the Evil. Chapter 4 City of Hawks, City of Thieves: The wizards keep the key in a special office at the apex of their mighty pyramid, held ready should Zagig Yragerne return to the world he left behind more than two centuries ago. Key in hand, they meet the angriest wizard of all, Mordenkainen, and his special message for the PCs will serve them well in the Tower of Magic and beyond. Chapter 5 Wrath of the Old One: It was there that the Mad Archmage imprisoned nine demigods to carve a sliver of divinity for himself nearly a century ago, and it is there that the maddened simulacrum of Iggwilv learns more about her past and dreams godly dreams of her own.

## Chapter 2 : Greyhawk Ruins - Wikipedia

*Expedition to the Ruins of Greyhawk is a Dungeons & Dragons super-adventure, designed for characters of level 1, that revisits Castle Greyhawk and the classic dungeon beneath.*

Expedition to the Ruins of Greyhawk Dungeons and Dragons 3. The warmth of the season is quickly vanishing in the absence of the sun and an unseasonably cold wind whispers over the Cairn Hills, making travelers pull their cloaks more tightly about them as they make their way down the road. The rushing waters of the Selintan echo up the deep river gorge on your left, breaking the silence with an undercurrent of low, ominous thunder. As you crest a low hill, a small settlement comes into view some yards ahead. Two caravan wagons crowd the center of the crossroads, their ransacked contents strewn about the road. At least three humanoid corpses litter the ground nearby, along with the carcasses of three horses. A half-dozen brutish, hulking humanoids in leather armor and wielding handaxes pick through the wagons, while several companions go door to door, terrorizing the inhabitants of the tiny community. Others are kicking in the doors of the nearby hovels. Judging by the screams issuing from within, their business is not benign. Overlooking the whole scene is a massive statue of a robed man holding a longsword, pointing across the bridge into a craggy spur of the Cairn Hills. This leader seems to be directing the raiders in their grisly business. Stories of attacks, and of entire caravans going missing. Stories such as these are hardly uncommon, and hardly a month passes without some bandits or monsters waylaying travelers on the road. So when Delik, the ginger bearded merchant who hired you as an escort, sent you ahead to scout out the road for signs of trouble you thought he was being overly cautious. Cuthbert who dwell there, and ordered to make all speed possible to reach the Free City as quickly as possible, your journey has not been a pleasant one. Sleeping on the ground and eating the meager provisions you brought with you has done little to endear you to the people of Greyhawk. When you heard screams in the distance you ran tracking them to their source and found wanton carnage being wrought at the hands of orcs. These transgressors have offended the decrees of St. Cuthbert and they seem intent on carrying out more acts of wickedness still. Yuri's Spoiler Show Many months have passed since your people exiled you from their ranks, and thus far your search for a worthy magic that will win you back into their good graces has been in vain. Tales of the great wizards such as Tenser and Mordenkainen himself who are said to dwell in Greyhawk drew you to the free city. For surely one of them would be willing to part with some scrap of arcane knowledge that would allow you to return home. Screams and the ringing of steel spurred you down the winding road towards Greyhawk, and brought you to the site of a battle. Your magics might tip the balance in their favor thus bringing you one step closer to returning home. Bounty hunters, thieves, assassins, and city guards have all pursued you at one time or another looking to collect the reward the guild has offered for your head. Then you got the letter from a high ranking member of the guild itself, offering you amnesty if you would carry out a simple task. Suspicious but curious you made your way towards Greyhawk stopping at a cluster of homes outside of the city itself. You paid a couple a few coins to let you sleep there for the night while you planned out your next move. Resting soundly you awoke to screams and the sound of splintering wood. However the couple who sheltered you will almost certainly be killed or lose what little they have if you do nothing. Violet's Spoiler Show The shadows provided by the clouds have granted you a break from the ceaseless Growfest sunshine, although the ominous clouds gathering overhead do promise to drench you to the bone any moment. Your journey towards Greyhawk has allowed you to hear many rumors that suggest the one you seek could be in the free city. Disappearances, murders, and dark acts have been going on for some time now. Despair wrestle with bloodlust as you catch the scent of blood in the air. Map Spoiler Show Violet, Yuri's, Fyodonn, and Karloas may begin at any point within four squares of the river road coming from either the north or the south. Cabrax is currently in the home in the north west corner. Last edited by Sakutian; at

## Chapter 3 : Expedition to the Ruins of Greyhawk | Revolv

*Expedition to the Ruins of Greyhawk is a Dungeons & Dragons super-adventure, designed for characters of level 1, that revisits Castle Greyhawk and the classic dungeon beneath. This adventure is usable as a mini-campaign on its own, a story arc in a Dungeon Master's regular campaign, or as a*

They come across several quarters suited for commanding officers, but find that the rooms have seen no recent use. Shortly after they find a chapel sheltering a priest of Iuz and several bar-Igura skeletons. As the first of the PCs move to engage the monsters a glyph of warding erupts, though they manage to evade it and do not take serious damage. The battle is brief and none of the party sustain serious injuries. At the end of the hall the passageway ends abruptly, and the wall narrows down like the inside of a huge funnel tipped on its side. In the center of the wall is a tiny hole, barely half an inch in diameter. After several moments of debate they cannot decide on a course of action to take. They turn back and head toward the end of the dungeon they entered through. There they find a secret door built into the stone somewhat ajar. Peering through, they find a massive summoning chamber. Inside the chamber they find a greasy looking wizard along with three rutterkin demons trapped inside the summoning circle. After Vayne asks the PCs business he quickly deciphers they are there to ruin his plans. He and the rutterkin attack. After unleashing their first volley of counter-attacks the party discovers Vayne to be an illusion. They then note the three transparent balconies overlooking the room. Much blood as spilled before Blaiz is able to make use of dimension door, dropping her and Searos on top of the true Vayne. The air in the chamber suddenly takes on an almost electric aura of tension. Flickers of black fire rime every living and dead creature in the room, and the flames of the summoning circles wink out. A moment later, a foot-tall humanoid demon with rippling muscles and curving black horns manifests in a blast of chilling black fire. In his hands is a greatsword that seems to be forged of coiling black flames. The true form of Iuz appears before the PCs in all his horrific splendor. The wizard lands on his knees before the towering fiend and opens his mouth as if to beg for mercy, but no words come out. Your soul owes me many more deaths before I will forget the insult of your servitude. Die again, fool, to await my further wrath in the City of Skulls! Absently shaking the gore from his hand, Iuz turns and smiles cruelly. But you shall not live to see the results. Nine ghostly tentacles writhe out of the eastern section of floor and unerringly seek out the Old One, shrouding him in a vortex of mist and light. As they wrap around him, his form wavers and distorts. For a moment, he appears both as a foot-tall demon and as a frail, frightened old man. His body twists, warps, and stretches in an impossible vortex of flesh and bone; then he suddenly becomes insubstantial. The tentacles pull his ghostly form across the room and down through the floor in a chaotic spiral of energy that leaves a vaguely humanoid shadow etched in black on the stones. The PCs are astounded by the events that have transpired, but are confident the threat to the Free City is over. They have little idea what stopped Iuz from murdering them all, but are thankful nonetheless. This hair was from the mother of Iuz, the witch-queen Iggwilv herself! It further describes how he used a scroll of simulacrum on the hair a few days after his arrival in Castle Greyhawk. Only 12 hours later, Vayne had a unique minion—a simulacrum of one of the most powerful wizards known to Greyhawk. Other entries record how Vayne sent the simulacrum through the transportation device in at the end of the hall with orders to explore the region and gather resources for the coming army.

## Chapter 4 : Expedition to the Ruins of Greyhawk | RPG Item | RPGGeek

*Expedition to the Ruins of Greyhawk is a page D&D super-adventure that revisits Castle Greyhawk and the classic dungeon beneath. This adventure is usable as a mini-campaign on its own, a story arc in a Dungeon Master's regular campaign, or as a series of small side adventures with a big payoff.*

The adventure also provides updates on a number of important Greyhawk personages as well as encounters in the Free City of Greyhawk itself. Iuz built a sinister empire that once held the northern lands of the Flanaess in fear and constantly threatened the surrounding kingdoms in an attempt to rule the entire world of Oerth. Decades after Zagig now the Archmage Demigod called Zagyg achieved his godhood, a powerful mage from the Free City named Mordenkainen led an expedition into the depths of Castle Greyhawk. Iuz, however, managed to escape the battle and fled back to his kingdom where he could recover his power and plot his revenge against his enemies. Afterward, Robilar, along with the archmage Rary , betrayed Mordenkainen and the Circle of Eight a committee of wizards , by killing the great wizards Tenser and Otiluke , and leaving Bigby clinging to life. Mordenkainen had expected Rary to betray him sooner or later, but not Robilar, who was his trusted ally for decades. Little do they realize they have stumbled upon an epic situation where failure could mean the destruction of the world. This late Greyhawk adventure was set late enough in the timeline to accommodate events from Living Greyhawk. Rather than detailing every single room of the dungeons below the ruins, only key areas that affect the main plot of the adventure are detailed. In fact, entire dungeon levels are left unmapped and the DM is encouraged to improvise their own encounters to fill in areas not covered by the game with their own content. The game provides a list of random encounters for each dungeon level, generic dungeon maps left clear of content, and numerous side quests to help the DM along the way and keep the adventure flowing.

**Welcome to Greyhawk** - This chapter contains the initial set up encounter that hooks the player characters into the adventure. The rest is a guide to the Free City of Greyhawk and contains numerous side quests the PCs can conduct while not directly exploring the dungeons below the ruins. There is a detailed overview map of the city here as well which is based on the original map published by TSR in **Castle and Dungeon** - This chapter contains more background history for the ruins and has a detailed overview map to all the dungeons below the ruins and the structures on the surface level. The adventure leaves many levels of the dungeon unmapped, creating gaps in the main storyline that the Dungeon Master can fill in with their own material. Provided in this chapter are a list of random encounters for each level, and four generic dungeon maps that the DM can place anywhere in the dungeon to fill in these gaps in the action.

**The Tower of War** - This chapter details one of the three towers that make up the Ruins of Greyhawk and is the initial entry point to the dungeon as the characters will find access to the other towers barred until they uncover how to get into them.

**The City of Thieves** - This chapter brings the party back to the city after their first major delve into the dungeons. Here they can wrap up any side quests they started in Chapter 1, as well as get involved in more predicaments as the plot of the story thickens. The party must return to the dungeons via the Tower of Magic - another tower of the ruins which was previously barred to them and uncover the secrets below. This beast originally appeared in the first edition module **Expedition to the Barrier Peaks** , and the **Cataboligne Demon** an Abyssal creature that can appear as a beautiful maiden and lure victims closer with its captivating voice. This section also provides information on the demigods Iuz, Zagyg, and Zuoken , and a few new magic items such as the blade of chaos, and the boneward.

## Chapter 5 : Expedition to the Ruins of Greyhawk | Obsidian Portal

*castle greyhawk: birthplace of adventure Four decades have passed since Mordenkainen first delved Castle Greyhawk. In the company of his apprentice Bigby, the fearless Lord Robilar, and the willful cleric Riggby, the wizard relentlessly explored the ruins of Zagig's castle, charting its secrets and plundering its priceless treasures.*

Iuz built a sinister empire that once held the northern lands of the Flanaess in fear and constantly threatened the surrounding kingdoms in an attempt to rule the entire world of Oerth. Decades after Zagig now the Archmage Demigod called Zagyg achieved his godhood, a powerful mage from the Free City named Mordenkainen led an expedition into the depths of Castle Greyhawk. Iuz, however, managed to escape the battle and fled back to his kingdom where he could recover his power and plot his revenge against his enemies. Afterward, Robilar, along with the archmage Rary , betrayed Mordenkainen and the Circle of Eight a committee of wizards , by killing the great wizards Tenser and Otiluke , and leaving Bigby clinging to life. Mordenkainen had expected Rary to betray him sooner or later, but not Robilar, who was his trusted ally for decades. Little do they realize they have stumbled upon an epic situation where failure could mean the destruction of the world. This late Greyhawk adventure was set late enough in the timeline to accommodate events from Living Greyhawk. Rather than detailing every single room of the dungeons below the ruins, only key areas that affect the main plot of the adventure are detailed. In fact, entire dungeon levels are left unmapped and the DM is encouraged to improvise their own encounters to fill in areas not covered by the game with their own content. The game provides a list of random encounters for each dungeon level, generic dungeon maps left clear of content, and numerous side quests to help the DM along the way and keep the adventure flowing. Welcome to Greyhawk - This chapter contains the initial set up encounter that hooks the player characters into the adventure. The rest is a guide to the Free City of Greyhawk and contains numerous side quests the PCs can conduct while not directly exploring the dungeons below the ruins. There is a detailed overview map of the city here as well which is based on the original map published by TSR in Castle and Dungeon - This chapter contains more background history for the ruins and has a detailed overview map to all the dungeons below the ruins and the structures on the surface level. The adventure leaves many levels of the dungeon unmapped, creating gaps in the main storyline that the Dungeon Master can fill in with their own material. Provided in this chapter are a list of random encounters for each level, and four generic dungeon maps that the DM can place anywhere in the dungeon to fill in these gaps in the action. The Tower of War - This chapter details one of the three towers that make up the Ruins of Greyhawk and is the initial entry point to the dungeon as the characters will find access to the other towers barred until they uncover how to get into them. The City of Thieves - This chapter brings the party back to the city after their first major delve into the dungeons. Here they can wrap up any side quests they started in Chapter 1, as well as get involved in more predicaments as the plot of the story thickens. The party must return to the dungeons via the Tower of Magic â€” another tower of the ruins which was previously barred to them and uncover the secrets below. This beast originally appeared in the first edition module Expedition to the Barrier Peaks , and the Cataboligne Demon an Abyssal creature that can appear as a beautiful maiden and lure victims closer with its captivating voice. This section also provides information on the demigods Iuz, Zagyg, and Zuoken , and a few new magic items such as the blade of chaos, and the bonewand.

*Expedition to the Ruins of Greyhawk Informazioni Tipo Avventura Autore/i Erik Mona, Jason Bulhman, James Jacobs Casa Editrice Wizard of the Coast Edizione Dungeons & Dragons Pubblicazione Pagine Preceduto Greyhawk Ruins Classificazione Canon " Mordenkainen needs you.*

The good people of Greyhawk need you. What are you waiting for? Betrayal led to failure, Iuz escaped, and many lives were lost. Today, evil has returned to Castle Greyhawk, and Mordenkainen must place his trust in the hands of a new generation of heroes. Those who fail will be lost, and those who triumph will be legends. Castle Greyhawk has become a grand fixture of the Cairn Hills, tempting the likes of Mordenkainen, Bigby, and Tenser with its dark mysteries. Today it lies in ruin, ravaged by years and countless assaults. However, many of its greatest treasures and secrets remain hidden in the sprawling dungeons beneath, where terrible monsters and fiendish traps defy new generations of heroes in search of fame and glory. This campaign adventure revisits the legendary ruins of Castle Greyhawk and its dungeons, incorporating many new twists and surprises. It is designed for characters of levels and features an easy-to-use combat encounter format. This book also presents several new monsters and magic items. It has the reputation of being one of the best dungeon adventures published during the 3. More Than Just a Pretty Face. The ruins of Castle Greyhawk consist of three major towers: You can expect that those spaces are full of monsters, riddles, traps and the leftover magic of the archmage Zagyg himself. Portions of each of the three towers are detailed, with a mixture of old and new maps that nevertheless keep the themes for each tower intact. The design includes numerous side quests and takes the heroes back and forth between the dungeons and the city several times, a pacing feature that I wish more mega-dungeons would use. By nicely switching up combat encounters, traps, mysteries, and city encounters, this adventure goes a long way toward alleviating many common complaints about massive dungeon adventures. The book is attractive and easy to read, with good artwork in a traditional fantasy style. The map of Greyhawk is dense with buildings, and the encounter maps are clear. Everything relevant except for treasure is listed on one or two pages, including maps, monster stats, and recommended tactics. The latter is particularly appreciated; you run through a lot of monsters in an adventure like this, and that short section saves a tremendous amount of DM prep time. Looking for a superbly designed, attractive, interesting dungeon adventure that also makes a good model for how to construct your own? This is the one to own. Jason Bulmahn has won at least eleven well-deserved ENnies for his design work. Please feel free to mail corrections, comments, and additions to kevin. Customers who bought this title also purchased.

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I do not have a dominant preference for a particular iteration of the Greyhawk setting, although I generally thought less of the From the Ashes era in terms of tone than any other. Iuz has sent Vayne with an army to capture the City of Greyhawk by surprise, using the underground tunnel. The timing of the attack is to coincide with the appearance in the City of Greyhawk of a number of notable Greyhawk personages who will be attending the funeral for the cleric Riggby and upon whom Iuz wishes to be revenged for their past actions against him. Vayne is not confident of success and, having failed Iuz twice before, fears for his life if the attack on Greyhawk is not successful. To this end, he seeks an agency to use against Iuz. The simulacrum is not as powerful as the real Iggwilv but is formidable nonetheless. The false Iggwilv intends draw Iuz to the ruins of Castle Greyhawk, trap him in the God-Trap and siphon enough of his divine energy to facilitate her transformation into a living being - at which time she will become in all ways a duplicate of the real Iggwilv in knowledge and power. The hapless Vayne will unwittingly bait the trap to draw forth Iuz and die for his efforts, thereby fully freeing the false Iggwilv of any outside controls. The Problem There are several problems with the plot and how it is executed. Much of the action takes place in the dungeons of Castle Greyhawk. ERGH only utilizes certain levels of the dungeons, some previously described in WGR1 and some new, and only describes those levels. Characters are imagined to successfully traverse the other dungeon levels to arrive at the appropriate levels. This is not satisfying. While a system of random encounter tables is provided if a DM desires to make the trek to the appropriate levels more memorable, this feels as tacked on as it sounds. Again, this is unsatisfying. Once the PCs arrive at the various, appropriate levels that are described in detail, the encounters therein are rather humdrum. A huge part of the problem in this regard is immediately recognizable in the delve format that is as obviously keyed to the use of miniatures. This format is wooden. What is presented are a series of mapped out miniature battle encounters, each contained in a room. Making matters worse are how a number of major Greyhawk NPCs arrive and depart the adventure. For example, both Mordenkainen and Iuz show up to interact with the characters. The worst example is Iuz, who the characters have a chance to conceivably attack. The adventure makes clear, however, nothing the PCs do will effect Iuz in the slightest. He has an appointment with the false Iggwilv and the God-Trap and the PCs are not to be allowed to derail the plot. Making matters still worse, if the PCs try to stop Iuz once he appears, Iuz will casually smack them down and then, uncharacteristically, let them live to go about their business unhurt. You see, the PCs have an appointment with the God-Trap, Iuz and the false Iggwilv and they cannot be allowed to derail the plot either. In case you have not guessed, once everyone assumes their preordained places in the God Trap, the PCs get to watch the proceedings for the most part. Then there is the whole false Iggwilv as main villain problem. When the Fantastic Four fight Dr. Doom, only to see Dr. Doom revealed in the end as a Doombot, a robotic double of the real Doom, it takes something away from the fight. The false Iggwilv has this same problem as the major villain - she is not really Iggwilv. The difference is that, while the Doombot is only revealed as such at the end, the false Iggwilv is revealed as such fairly quickly. This was a poor design decision. At least some of the above issues could have been resolved if ERGH had had more page count. But it did, you see! The authors simply chose not to use it for the development of the main adventure. ERGH includes extensive material on the City of Greyhawk, the Green Dragon Inn, various Greyhawk personages and a number of sidetrek that have little or nothing to do with the main plot. All of this page count could have been used to further the adventure, instead it comes off as filler and as an attempt by the authors to try to squeeze a Greyhawk sourcebook, or at least a City of Greyhawk sourcebook, into what is supposed to be an adventure. This helps advance the adventure not at all. Put bluntly, most of this material could have been left out and the actual adventure would not have suffered but could only have benefitted for having more room to work. Of course, this is where the going gets good. These easter eggs are marvelous if you are a Greyhawk

fan, but I imagine they would go right over the head of most non-Greyhawk fans. The list is extensive - First, ERCGH contains a defacto gazetteer of the City of Greyhawk to include a revised city map that makes the city seem more densely packed and thus realistic. While of little use in running the adventure proper, these sections will be of immense value to those new to the Greyhawk setting. The authors have quietly turned part of an adventure book into a City of Greyhawk gazetteer. This is a very good thing. Second, within the context of the City of Greyhawk mini-gazetteer, the Green Dragon Inn is described in considerable detail, providing characters with a familiar place to call home within the City of Greyhawk. This is mostly new information. Again, while not strictly necessary to the conduct of the adventure, this is a great aid to the World of Greyhawk setting, particularly when combined with the mini-gazetteer, described above. Of course, all of the authors work for Paizo Publishing that has, until recently, published *Dungeon*. These tie-ins to popular *Dungeon Magazine* adventures make the mini-gazetteer immediately of use to anyone using either the *Age of Worms Adventure Path* or *Castle Maure*. Uerth is darker reflection of Oerth. The heroes of Oerth are villains on Uerth and they have found a way to crossover, giving Greyhawk new villains who are tied to the setting through their well known counterparts. Thus we have in ERGH:

## Chapter 8 : Expedition to the Ruins of Greyhawk : Wikis (The Full Wiki)

*Expedition to the Ruins of Greyhawk provides the framework for a major campaign arc featuring several delves into the castle itself and numerous side quests situated in the Free City. The adventure is intended for 8th-level characters, who should advance to about 13th level by the time they "complete" it.*

Zagig took no notice of the rivalries that sprang up among his followers, or of the factions that formed within the student body. Each faction was loyal to its own eccentric master, and its members were willing to do anything to stay ahead of their rivals. Alliances arose and died with regularity in the Tower of Magic as the years wore on, and the leaders of the various factions expanded greatly upon the subterranean levels below the tower in their bids for supremacy. When Zagig finally left the Material Plane, he did so without even saying good-bye to his apprentices. Open warfare tore through the Tower of Magic as the conflicts between the factions escalated and grew bloody. Some factions opened tunnels to the Underdark to forge allegiances with drow, kuo-toa, and other evil denizens. Others turned to necromancy or golemcraft to bolster their ranks, and at least one sought aid from the Lower Planes. The wiser of their number used magic to seal off their tiny demesnes, ensuring both privacy and protection from the other dungeon residents. This arrangement has endured for nearly a century now. In this part of the adventure, the PCs visit a small number of the chambers hidden below the ruined Tower of Magic. In several areas, the PCs have opportunities to stray from the path presented in this section. For example, collapsed tunnels can be excavated, malfunctioning portals can be repaired, and hidden tunnels to other parts of the dungeon can be explored. Consult page 40 for general notes on the Tower of Magic and advice on expanding this dungeon, should your players wish to experience more of what this dangerous region has to offer. Few souls know or even suspect that the Obelisk exists, so it truly is one of the greatest hidden secrets of Castle Greyhawk. One of the primary reasons that the priesthood of Zagyg views the Tower of Magic and its dungeons as holy is that arcane magic functions with increased potency there. This effect permeates the entire dungeon complex, and although it is most potent on the lowest level where the Obelisk remains hidden, it can be harnessed from anywhere within the dungeon. Any character capable of using arcane spells feels a strange sense of power immediately upon entering either the ruins of the Tower of Magic or the dungeons below them. A successful DC 20 Spellcraft check made while observing magical energy using detect magic, arcane sight, true seeing, or any similar effect reveals that arcane magic simply works better in this area. A spellcaster who makes this discovery can harness the magic in the following three ways. He can draw upon the ambient energy to enhance his arcane spells while casting them. Failure means the spell manifests normally, but the caster takes 1 point of Constitution damage because the magical backlash burns and scours his body with colorless fire. He cannot take 10 on this Spellcraft check. In this adventure, only Vayne, the barbed devil Avagozel, the efreeti Ajah-Kahar, and the half-fiend warlock Kalystys know about and can take advantage of these properties. Their statistics reflect this advantage as appropriate. Thus, Iggwilv must wait for Iuz to reach Castle Greyhawk so that she can snare him. But the false Iggwilv wanted to test the Godtrap before using it against Iuz. After all, if she tried to catch him and failed, the repercussions would be catastrophic for her. So she laid plans to lure the most powerful creature she could into the dungeon and give the trap a "dry run. After evaluating her options, she chose Lord Robilar. As soon as the doughty Robilar entered the dungeons, Iggwilv sprang her trap. Indeed, unless the PCs have made a point of getting to know Robilar, they might be surprised to find him trapped in the prison alongside Zuoken and Iuz at the end of this adventure. She has hidden three of them on strange and terrible planes accessible only through portals in the dungeons below the Tower of Magic, but Mordenkainen has already given the party the fourth fragment. The PCs must present the obsidian key to the priests of Zagyg who dwell in the strange pyramid in the shadow of the ruined Tower of Magic. The priests consider possession of this key proof that the bearers are favored by Zagyg and should be granted access to his Tower of Magic. This chamber can be reached by traversing a long tunnel that connects to the Vaults of Creation. But to stop the threat completely, they must return to the Tower of Magic dungeons. By defeating him, they can prevent the invasion of Greyhawk by robbing the army of its leader. But before he can destroy the PCs, the false Iggwilv activates her trap, which

draws Iuz through the walls and confines him under the Tower of Zagig. At that point, the PCs have only a short time to prevent the false Iggwilv from transforming into a true, living soul and gaining terrible powers.

## Chapter 9 : Expedition to the Ruins of Greyhawk Excerpts

*Re: Expedition to the Ruins of Greyhawk (Dungeons and Dragons 1C) Sielah tried to sink his fangs into the wyvern but the creature's tough scales proved too difficult to penetrate for the injured wolf.*

The adventure also provides updates on a number of important Greyhawk personages as well as encounters in the Free City of Greyhawk itself. Iuz built a sinister empire that once held the northern lands of the Flanaess in fear and constantly threatened the surrounding kingdoms in an attempt to rule the entire world of Oerth. Decades after Zagig now the Archmage Demigod called Zagyg achieved his godhood, a powerful mage from the Free City named Mordenkainen, led an expedition into the depths of Castle Greyhawk. Iuz however, managed to escape the battle and fled back to his kingdom where he could recover his power and plot his revenge against his enemies. Afterward, Robilar, along with the archmage Rary, betrayed Mordenkainen and the Circle of Eight a committee of wizards, by killing the great wizards Tenser, and Otiluke, and leaving Bigby clinging to life. Mordenkainen expected Rary to betray him sooner or later, but not Robilar who was his trusted ally for decades. Little do they realize they have stumbled upon an epic situation where failure could mean the destruction of the world. Contents Unlike most published adventure modules, the Expedition to the Ruins of Greyhawk is technically an incomplete "open ended" adventure. Rather than detailing every single room of the dungeons below the ruins, only key areas that affect the main plot of the adventure are detailed. In fact, entire dungeon levels are left unmapped and the DM is encouraged to improvise their own encounters to fill in areas not covered by the game with their own content. The game provides a list of random encounters for each dungeon level, generic dungeon maps left clear of content, and numerous side quests to help the DM along the way and keep the adventure flowing. Welcome to Greyhawk - This chapter contains the initial set up encounter that hooks the player characters into the adventure. The rest is a guide to the Free City of Greyhawk and contains numerous side quests the PCs can conduct while not directly exploring the dungeons below the ruins. There is a detailed overview map of the city here as well which is based on the original map published by TSR in Castle and Dungeon - This chapter contains more background history for the ruins and has a detailed overview map to all the dungeons below the ruins and the structures on the surface level. The adventure leaves many levels of the dungeon unmapped, creating gaps in the main storyline that the Dungeon Master can fill in with their own material. Provided in this chapter are a list of random encounters for each level, and four generic dungeon maps that the DM can place anywhere in the dungeon to fill in these gaps in the action. The Tower of War - This chapter details one of the three towers that make up the Ruins of Greyhawk and is the initial entry point to the dungeon as the characters will find access to the other towers barred until they uncover how to get into them. The City of Thieves - This chapter brings the party back to the city after their first major delve into the dungeons. Here they can wrap up any side quests they started in Chapter 1, as well as get involved in more predicaments as the plot of the story thickens. The party must return to the dungeons via the Tower of Magic - another tower of the ruins which was previously barred to them and uncover the secrets below. This beast originally appeared in the first edition module Expedition to the Barrier Peaks, and the Cataboligne Demon an Abyssal creature that can appear as a beautiful maiden and lure victims closer with its captivating voice. This section also provides information on the demigods Iuz, Zagyg, and Zuoken, and a few new magic items such as the blade of chaos, and the bonewand.