

Fortress of the Yuan-ti

A One-Round D&D® LIVING GREYHAWK™ Adapted Adventure

Adapted by Tim Sech

Reviewers and Contributors: The Circle

Castle Serastis, headquarters of the Vanguard of Sertrous, is all that stands between victory and defeat. The denizens have raced to gather the needed components to raise the Risen King for their own dastardly designs. Will there be any brave adventurers that can stop them? A Core Adaptable adventure set in the outer planes for characters level 7-11 (APL

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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9). Sequel to ADP7-05 Barrow of the Forgotten King and ADP8-07 Sinister Spire. It is strongly advised to play both of these adventures before this adventure, but it is not required.

Resources for this adventure [and the authors of those works] include *Fortress of the Yuan-Ti* [Ari Marmell]

RPGA® SANCTIONED PLAY

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

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

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

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

PREPARATION FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. You also need a copy of *Fortress of the Yuan-ti*, the adventure to use with this supplement.

Throughout this adventure supplement, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate.

Along with this adventure supplement you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. 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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

TIME UNITS AND UPKEEP

This is a Core adapted adventure, set in various planes. Since players do not pay Time Units in the Living Greyhawk Campaign any further the need for keeping track of that is unnecessary. 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 will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

As per the adventure *Fortress of the Yuan-Ti* with the following changes:

- Remove the Quickened Spell-Like Abilities of the Risen King in encounter S4A.
- *Aegis Inviolable* and *Nanietharil* are not *Weapons of Legacy*. Only one PC at the table can have access to either of these items (Can be same PC or different ones) See the AR for more details on what they have become.
- The random encounters can be used against the PCs. However the PCs do not gain any extra experience from each one. They can keep any treasure that they find and use that during the adventure as well as for over the cap treasure.
- The action points listed in the adventure are not used at all during the course of the adventure.

ADVENTURE SUMMARY

The adventure should be run as written, with the exceptions noted below. It is assumed that the adventure will be played in the order presented in *Fortress of the Yuan-Ti*. The APL of this adventure is 9, and the adventure is recommended for characters of levels 7-11. Characters of 12th level and higher may not find the adventure challenging enough, while 6th level characters and lower will certainly be overwhelmed.

The experience and gold is presented per area in the Experience Point Summary and Treasure Summary below. There is a chance that the PCs could earn more gold than the maximum; however, they can only earn the maximum gold that is listed at the end of this document and on the Adventure Record (AR).

Note: This adventure requires approximately 2-4 sessions of gameplay. You should ensure that players are aware of this before beginning, and that multiple sessions are set up to cover the entirety of the adventure. Players may play other Living Greyhawk adventures in between these sessions though again it is recommended they play this as one continuous adventure.

PREPARATION FOR PLAY

This is an adaptation of the adventure *Fortress of the Yuan-Ti* by Ari Marmell and Gwendolyn F.M. Kestrel published by Wizards of the Coast. As such you cannot run this adventure without a copy of said adventure.

INTRODUCTION

There are various ways the PCs can be introduced to this adventure. If they have just finished ADP8-01 Sinister Spire then they immediately start right where they left off.

If the PCs have not played any of the previous adventures in the series or have played other adventures in between then use the 'Missing Villagers' and/or the 'Castle Awaken' hooks supplied in the adventure.

Continue with the adventure as normal.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

ENCOUNTER F: THE SURROUNDING FIELDS

Defeat the Yuan-Ti and her minions:

APL 9: 360 XP

Treasure:

Loot: 345 gp; Coin: 0 gp; Magic: *cloak of charisma* +2 (333 gp)

A SECOND RESCUE

If the PCs defeat or befriend Clora they are awarded extra experience.

APL 9: 60 XP

K3: THE GREAT HALL

Defeat the cleric and undead raptor.

APL 9: 210 XP

Treasure:

L: 30 gp; C: 0 gp; M: +1 *full plate* (193 gp), *gloves of dexterity* +2 x2 (333 gp), *potions of cure light wounds* x6 (4 gp)

K7: MEETING HALL

Defeat or bypass the hidden pit trap:

APL 9: 90 XP

K8: THE LESSER SHRINE

Defeat/Use diplomacy against Chavakuth:

APL 9: 180 XP

Treasure:

L: 0 gp; C: 0 gp; M: +1 *light wooden shield* (96 gp), +1 *leather armor* (97 gp), *potion of cure moderate wounds* (25 gp)

K9: THE DUNGEON

Defeat Yuan-Ti ghost:

APL 9: 210 XP

K10: CELLS

Treasure:

L: 0 gp; C: 0 gp; M: *adamantine dagger* (250 gp)

K11: GARBAGE PIT

Note that the *ring of counterspells* currently has *charm person* cast in it.

Defeat Gophodros, the spellwarped otyugh:

APL 9: 150 XP

Treasure:

L: 0 gp; C: 0 gp; M: *ring of counterspells* (333 gp)

K12: STORAGE CHAMBERS

The PCs can take all the mundane items out of here if they wish but receive no gold if they try to sell the items as they are in poor shape.

K14: TEMPORARY STORAGE

On the table is Nanietharil, scale mail that is legendary. However in this adventure it is not a legacy item but instead is +2 *darkwood scale mail*.

If no PCs have Merthuvial (from Barrow of the Forgotten King) that sword is on the table as well and

is treated as a +1 *adamantine longsword*. PCs do not gain access to purchase this item.

Treasure:

L: 0 gp; C: 0 gp; M: *pearl of power 1st level* (93 gp), *pearl of power 2nd level* (333 gp), *Nanietharil (+2 darkwood scale mail)* (346 gp)

K16: BARRACKS

Treasure:

L: 0 gp; C: 48 gp; M: 0 gp

K18: THE WAY FORWARD

Defeat Kallist and Shillonok:

APL 9: 180 XP

Treasure:

L: 0 gp; C: 65 gp; M: 0 gp

K20: THE BLACK ZIGGURAT

Treasure:

L: 0 gp; C: 65 gp; M: *lesser bracers of archery* (417 gp)

BLOODY GROTTTO

There are many environs in Castle Serastis that are reachable by the active portals. The PCs may decide to venture into any one of them. Run each as they are written.

If a PC follows the guidelines within the adventure then award them the favor, '**Avenge the Bloody Grotto**'.

THE WRETCHED SWAMP

Defeat Udmuela and destroy the phylactery.

APL 9: 240 XP

Treasure:

L: 0 gp; C: 0 gp; M: *Boccob's blessed book* (1,041 gp).

THE CAVES OF HORROR

The PCs can sell the scepter if they wish once the adventure is over with. They will get the base cost of

the material components. This is noted in the loot section of the treasure.

Remember if they do decide to sell this without first asking to give it back to the townspeople of Kingsholm they do not receive the extra experience.

Defeat Siolim the gauth.

APL 9: 210 XP

Defeat Gidrius and Lusudrus.

APL 9: 270 XP

Treasure:

L: 150 gp; C: 0 gp; M: *ring of jumping* (208 gp), *lesser metamagic rod* (extend) (250 gp)

THE BLASTED LAND

The PCs can sell the scepter if they wish once the adventure is over with. They will get the base cost of the material components. This is noted in the loot section of the treasure.

Remember if they do decide to sell this without first asking to give it back to the townspeople of Kingsholm they do not receive the extra experience.

Defeat the writhing blackness and recover the stone tablet.

APL 9: 270 XP

Treasure:

L: 105 gp; C: 0 gp; M: 0 gp

Y1/Y5: STAGING AREA

Defeat the Issiel and Snapwing

APL 9: 240 XP

Treasure:

L: 500 gp; C: 0 gp; M: *bracers of armor +4* (1,333 gp), *potion of levitate x2* (25 gp), *gloves of arrow snaring* (333 gp)

Y2: MAP ROOM

Treasure:

L: 26 gp; C: 0 gp; M: *arcane scroll of explosive runes* (31 gp), *arcane scroll of magic mouth* (13 gp), *arcane scroll of sepia snake sigil* (73 gp)

Y3: THE BLACK ZIGGURAT

Treasure:

L: 0 gp; C: 0 gp; M: *Issiel's spellbook* (29 gp)

Y6: UPPER LANDING

Defeat the yeth hound

APL 9: 210 XP

D1: ENTRY CHAMBER

Defeat the scale golem

APL 9: 210 XP

D2: ARCANESUPPLIES

Defeat or bypass the chain lightning trap

APL 9: 210 XP

Treasure:

L: 147 gp; C: 0 gp; M: 0 gp

D3: ARCANISTS' LIVING QUARTERS

There is no spell book here left behind. The helm is in the room south of this area.

Treasure:

L: 0 gp; C: 0 gp; M: *helm of comprehend languages and read magic* (433 gp)

D4: TOLVUL'S LIVING QUARTERS

Treasure:

L: 0 gp; C: 0 gp; M: *circlet of persuasion* (375 gp)

D5: THE LABORATORY

The king's crown can be used against the risen king at the end.

Defeat Tolvul the mind flayer.

APL 9: 270 XP

Treasure:

L: 167 gp; C: 0 gp; M: *potion of cure moderate wounds* x2 (25 gp), *potion of invisibility* (25 gp), *bracers of armor +2* (333 gp), *ring of protection +1* (167 gp), *headband of intellect +2* (king's crown) (333 gp)

D7: THE LIBRARY

The king's crown can be used against the risen king at the end.

Defeat Zoldathra in battle.

APL 9: 270 XP

OR

Use diplomacy to talk with Zoldathra.

APL 9: 240 XP

Treasure (ONLY AWARD IF THEY KILL ZOLDATHRA):

L: 107 gp; C: 0 gp; M: 0 gp

P2: LANDING

Defeat the baboon wights.

APL 9: 180 XP

P3: MAIN SANCTUARY

Defeat Vsolt and his minions.

APL 9: 240 XP

Treasure:

L: 170 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp), *+1 studded leather armor* (98 gp), *potion of barkskin* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of levitate* (25 gp), *wand of ghoul touch*, 41 charges (307 gp).

P4: RELIQUARY

The PCs only get Shiuahn's gear if they kill her. However they do get the maximum amount of experience regardless if they kill her or allow her to follow them.

Defeat Arzanezra.

APL 9: 240 XP

Treasure:

L: 153 gp; C: 0 gp; M: *+1 shortspear* (192 gp), *rhino hide* (430 gp)

S1: THE PORTAL CHAMBER

Defeat the Wretched Tide.

APL 9: 240 XP

Treasure:

L: 0 gp; C: 0 gp; M: *dusty rose prism ioun stone* (417 gp)

S2: THE VESTIBULE

Defeat Effandra and her nagathas.

APL 9: 270 XP

Treasure:

L: 1 gp; C: 0 gp; M: *potion of fly* (63 gp), *ring of protection +1* (167 gp), *+2 shortbow* (694 gp).

S3: ENDLESS STAIR

Defeat or bypass the *flame strike* trap.

APL 9: 180 XP

S4: THE SACRAMENTAL CHAMBER

Note that Sulvaugren uses a *+1 keen scimitar* as in his possessions even though the stat block has it as a normal *+1 scimitar*. The Aegis Inviolable, while a legacy item, is not one for the purposes of the Living Greyhawk Campaign. Instead it is a *+1 light fortification heavy steel shield* that serves as a holy symbol for purposes of turning, spellcasting, etc.

Defeat Sulvaugren, Master of Worlds.

APL 9: 330 XP

Treasure:

L: 0 gp; C: 0 gp; M: *Aegis Inviolable*, *+1 light fortification heavy steel shield* (348 gp), *wand of cure serious wounds*, 6 charges (112 gp), *+1 keen scimitar* (193 gp).

S4A: THE SACRAMENTAL CHAMBER

The battle against the Risen King is a challenging one. All of the chosen 'legacy' items in the various

adventures still affect the Risen King just like the adventure says.

When fighting the Risen King remove all of the Quicken Spell-Like Ability bonus feats only. The Risen King has all his other special abilities but those. Note he still has the spells though they are not Quickened.

Remember the PCs do not gain any action points in the adventure.

Defeat the Risen King.

APL 9: 480 XP

CONCLUSION

Follow the conclusions in the adventure depending on how well the PCs did.

If the PCs thwarted the Sacrament of the Risen Abyss and return the bones back to the town of Kingsholm award them 150 experience.

If the PCs return the special weapons award them another 60 experience points for a total of 210. They also are awarded the thanks of the townspeople.

The town speaker Phodor Landros listens intently to the retelling of the heroic adventures. After the noise of the crowded inn dies down he turns to you all.

"I think I speak for us all in saying that you have the thanks of many generations of Kingsholm.

We are indebted to you forever more. A few of our braver soldiers came across some unusual steeds while searching the old tomb. They didn't respond until we actually decided to mount them like a regular horse. They are made of metal and seem to be in good shape. However in our fair town they are so out of place that we have no such need for them. Please take them as our gift to you.

The PCs have earned the favor 'Thanks from the Town of Kingsholm'. The PC must choose if they want a Clockwork Steed or Pony, but they cannot have both. The PCs receive this favor for defeating the Risen King regardless if they offer to give back the special items or not.

If the PCs failed to stop the Sacrament then the Risen King returns to his land to dominate. The PCs have a tough road ahead of them trying to explain to the populace that the king is not what he seems.

The PCs do not earn the extra experience.

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.

Discretionary roleplaying award

APL 9 1,358 XP

Total Possible Experience

APL 9 7,500 XP

TREASURE SUMMARY

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

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

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

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

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

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

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

Encounter F: The Surrounding Fields

Treasure:

Loot: 345 gp; Coin: 0 gp; Magic: *cloak of charisma* +2 (333 gp)

K3: The Great Hall

Treasure:

L: 30 gp; C: 0 gp; M: +1 *full plate* (193 gp), *gloves of dexterity* +2 x2 (333 gp), *potions of cure light wounds* x6 (4 gp)

K8: The Lesser Shrine

Treasure:

L: 0 gp; C: 0 gp; M: +1 *light wooden shield* (96 gp), +1 *leather armor* (97 gp), *potion of cure moderate wounds* (25 gp)

K10: Cells

Treasure:

L: 0 gp; C: 0 gp; M: *adamantine dagger* (250 gp)

K11: Garbage Pit

Treasure:

L: 0 gp; C: 0 gp; M: *ring of counterspells* (333 gp)

K14: Temporary Storage

Treasure:

L: 0 gp; C: 0 gp; M: *pearl of power 1st level* (93 gp), *pearl of power 2nd level* (333 gp), *Nanietharil* (+2 *darkwood scale mail*) (346 gp)

K16: Barracks

Treasure:

L: 0 gp; C: 48 gp; M: 0 gp

K18: The Way Forward

Treasure:

L: 0 gp; C: 65 gp; M: 0 gp

K20: The Black Ziggurat

Treasure:

L: 0 gp; C: 65 gp; M: *lesser bracers of archery* (417 gp)

The Wretched Swamp

Treasure:

L: 0 gp; C: 0 gp; M: *Boccob's blessed book* (1,041 gp).

The Caves Of Horror

Treasure:

L: 150 gp; C: 0 gp; M: *ring of jumping* (208 gp), *lesser metamagic rod* (extend) (250 gp)

The Blasted Land

Treasure:

L: 105 gp; C: 0 gp; M: 0 gp

Y1/Y5: Staging Area

Treasure:

L: 500 gp; C: 0 gp; M: *bracers of armor +4* (1,333 gp), *potion of levitate x2* (25 gp), *gloves of arrow snaring* (333 gp)

Y2: Map Room

Treasure:

L: 26 gp; C: 0 gp; M: *arcane scroll of explosive runes* (31 gp), *arcane scroll of magic mouth* (13 gp), *arcane scroll of sepia snake sigil* (73 gp)

Y3: The Black Ziggurat

Treasure:

L: 0 gp; C: 0 gp; M: *Issiel's spellbook* (29 gp)

D2: Arcane Supplies

Treasure:

L: 147 gp; C: 0 gp; M: 0 gp

D3: Arcanists' Living Quarters

Treasure:

L: 0 gp; C: 0 gp; M: *helm of comprehend languages and read magic* (433 gp)

D4: Tolvul's Living Quarters

Treasure:

L: 0 gp; C: 0 gp; M: *circlet of persuasion* (375 gp)

D5: The Laboratory

Treasure:

L: 167 gp; C: 0 gp; M: *potion of cure moderate wounds x2* (25 gp), *potion of invisibility* (25 gp), *bracers of armor +2* (333 gp), *ring of protection +1* (167 gp), *headband of intellect +2* (kings crown) (333 gp)

D7: The Library

Treasure (ONLY AWARD IF THEY KILL ZOLDATHRA):

L: 107 gp; C: 0 gp; M: 0 gp

P3: Main Sanctuary

Treasure:

L: 170 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp), *+1 studded leather armor* (98 gp), *potion of barkskin* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of levitate* (25 gp), *wand of ghoul touch*, 41 charges (307 gp).

P4: Reliquary

Treasure:

L: 153 gp; C: 0 gp; M: *+1 shortspear* (192 gp), *rhino hide* (430 gp)

S1: The Portal Chamber

Treasure:

L: 0 gp; C: 0 gp; M: *dusty rose prism ioun stone* (417 gp)

S2: The Vestibule

Treasure:

L: 1 gp; C: 0 gp; M: *potion of fly* (63 gp), *ring of protection +1* (167 gp), *+2 shortbow* (694 gp).

S4: The Sacramental Chamber

Treasure:

L: 0 gp; C: 0 gp; M: *Aegis Inviolable*, +1 *light fortification heavy steel shield* (348 gp), *wand of cure serious wounds*, 6 charges (112 gp), +1 *keen scimitar* (193 gp).

Total Possible Treasure

APL 9: 13,388 gp

Treasure Cap

APL 9: 9,900 gp