

Ruins of Discovery

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

Version 1

by Creighton Broadhurst, Chris Chesher, and Sam Weiss

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Neophyte adventurers have long flocked to the City of Greyhawk to seek fame and fortune. This year, however, is different; intrigue and the reawakening of a site of legend, provide the brave and the lucky with plenty of opportunities for glory (or ignominy). It is a shame that murder is the catalyst for rivals to come together in a time of need. A two-round Greyhawk Ruins adventure for 1st-level characters (APL 2) set in the Domain of Greyhawk.

Resources for this adventure [and the authors of those works] include *City of Peril* [Ed Stark], *Complete Arcane* [Richard Baker], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, and Robin D. Laws], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Expedition to the Ruins of Greyhawk* [Jason Bulmahn, James Jacobs, Erik Mona], *Greyhawk Ruins Sourcebook* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss], *Player's Handbook II* [David Noonan], and *The Adventure Begins* [Roger E. Moore].

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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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*.

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.

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.

LAYOUT AND ORGANIZATION

This adventure has several sections:

- **GHR7-01:1 *Death in the Free City***. This section contains the adventure text, all relevant stat blocks, handouts, and maps.
- **GHR7-01:4 *Sauces and Soundings***. This section contains the adventure text, all relevant stat blocks, handouts, and maps.
- **Appendices**: This section contains all the New Rules Items required for this adventure as well as affiliation briefing sheets and any other required generic information.

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 "Greyhawk Ruins" adventure. Each "Greyhawk Ruins" adventure comprises four distinct rounds (or zones), set in the Domain of Greyhawk. Treat each adventure as a separate round. Thus, it costs most characters 2 TUs to participate in each round but characters with the Domain of Greyhawk as their home region pay only 1 TU per round. Characters must pay upkeep for each round in which they participate.

Each round has its own AR. A character receives an AR for a round at the end of the session in which he first earns XP or gp from that particular part of the dungeon. Once a character has received an AR for a zone, he may never again adventure in that area.

A character can choose to explore all the rounds of this adventure in a single (mega) session (equivalent to four adventure rounds) or can choose to enter them one at a time (taking up to four sessions to complete the entire adventure).

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

Read these notes before play begins.

GREYHAWK RUINS SOURCEBOOK

To play this adventure you also need a copy of the *Greyhawk Ruins Sourcebook*. The sourcebook contains information about the free city, its laws, and statistics for watchmen, and the like. Download the map free from www.wizards.com/default.asp?x=lg/welcome. The DM should ensure that he reviews the city's laws before play.

AFFILIATION BRIEFING SHEETS

Many of the PCs participating in this adventure will be members of one of the free city's affiliations (as detailed in the *Greyhawk Ruins Sourcebook*). Before play begins, hand out the relevant briefing sheet to each player. PCs not belonging to any affiliation must determine for themselves exactly why they are at the Griffon's Nest.

Death in the Free City

By Creighton Broadhurst and Chris Chesher

ADVENTURE BACKGROUND

Momentous events once again threaten to overwhelm the free city of Greyhawk. To the south, Turrosh Mak demands peace with the Domain while bandits once again grow emboldened by Greyhawk's widely spread armed forces. Indeed, some of these bandits have powerful friends within the free city who manipulate the bandits for their own ends.

The rise of banditry has not gone unnoticed in the free city. Many within the city grow concerned at the increase of lawlessness in the Near Domain. Chief among these is Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert and member of the free city's Directing Oligarchy. Several weeks ago, she dispatched Korenth Mauk, a trusted servant, to learn more.

Korenth's investigations quickly bore fruit and he swiftly came to the conclusion that the ruins of the infamous Castle Greyhawk – only a few miles from the city itself – was in some way connected to the rise of lawlessness in the Domain. Unfortunately, his investigations drew the attention of certain powerful individuals who were angered at Eritai's servant poking his nose into such sensitive matters. Thus, Korenth had to die and was slain by a master assassin two days ago. Korenth resisted mightily, however, and the sound of battle alerted those staying in the nearby rooms, so the assassin could not complete a thorough search of the room, leaving vital evidence unrecovered.

ADVENTURE SUMMARY

The adventure opens in the Griffon's Nest Inn where the PCs have gathered to investigate the killing of Korenth Mauk. Many of the PCs will be here at the behest of their affiliations; each has some stake in the killing and want to learn more about why he was killed. While in the inn, the PCs hear a rant by one of the patrons – Grenater – who exposes Korenth's virtues to the crowd. While many other patrons and staff have the same opinion of Korenth none know anything of import.

To learn more, the PCs investigate the scene of murder – Korenth's room. Entering the room, they disturb Grish – a half-orc wizard – who has been hired to search the room for any evidence Korenth had

accumulated. Luckily, the PCs disturb him before he finds anything. Grish tries to flee. If he is caught and persuaded to talk he tells the PCs that his contact ordered him to leave anything he found at a dead drop at the Left Hand Inn. Unfortunately, his contact has fled.

While the PCs could spend much time in the city talking to their affiliations or visiting other locations of interest only by leaving the city and going to the ruins of Castle Greyhawk will they uncover more about Korenth's investigations.

While on their way to the ruins, a small band of bandits ambush them. Defeating the bandits they follow their track to an abandoned farmhouse where they discover a cache of stolen goods and supplies in a subterranean store. Before they can leave the farmhouse, another group of bandits falls upon them trapping them within. After defeating the bandits, the PCs continue onto the ruins.

At the ruins, they reach the War Tower without incident but encounter a member of the Wartower Wardens who levies a toll on them for entering the tower. Crossing a pit trap in front of the tower's door, they enter the infamous tower and almost immediately battle mindless undead who have recently slain another band of hapless adventurers. If they continue, they can explore more of the passages and tunnels beneath the War Tower. If they do not, the adventure is over and they return to Greyhawk.

PREPARATION FOR PLAY

Read these notes before play begins.

IMPROVISING

This adventure takes place in the free city of Greyhawk, one of the most populace and cosmopolitan cities of the Flanaess. As such, the PCs essentially have limitless options during the early part of this adventure. If they go "off script" improvise their investigations keeping in mind that they have to – at some point – discover that bandit activity is increasing in the vicinity of Castle Greyhawk. The adventure is contingent on them setting out to investigate this. If they fail to find the notes in Korenth's room perhaps the Nightwatch (or a thief who

demands a small payment) find them and pass them onto the PCs.

MAP LOCATIONS

Several locations in this adventure are details on the Free city of Greyhawk map by Denis Tetreault bundled with *Living Greyhawk Journal* issue 2. While this map is not vital for play, it is useful for players wanting to get a general idea of the city's layout.

INTRODUCTION

As the adventure opens, the PCs are in the common room of the Griffon's Nest. (*City of Peril* provides further details of the Griffon's Nest but that supplement is not required to play this adventure). The inn is also the subject of a Mysterious Places article on the *Living Greyhawk* website. If you have *City of Peril*, consider using the map of the inn to allow the players to better visualize their surroundings.

At the option of the players, the PCs can either know each other or be strangers. In any event, give them the opportunity to introduce themselves to each other before starting play.

SET-UP

It is evening and the common room is busy. Read the following:

The Griffon's Nest is uncommonly busy this evening. The recent killing has given the inn a risqué reputation that has drawn more than its fair share of thrill seekers to the inn's common room.

The Griffon's Nest is a favorite among adventurers and their ilk. Such individuals often come here to relax, unwind, and spend some of their hard-won loot. Because of the inn's proximity to a Nightwatchmen's Guildstation, trouble here is rare. However, the recent murder of Korenth Mauk in a room upstairs (see *Death of a Servant* for more information) surprised regulars and has led to an increase in business as interested individuals ghoulishly visit the inn.

DEATH OF A SERVANT

Many rumors swirl about the common room this night. Chief among these is the particularly gruesome death of Korenth, a servant of Eritai Kaan-Ipzirel. Korenth met his end in this very building in one of the upstairs bedrooms.

Violence in the Griffon's Nest is particularly rare and has the proprietor – Curain Nyie – concerned. While he is happy with the resultant upsurge of trade he worries that once the novelty wears off that some of this regulars may choose to drink elsewhere and that the inn might acquire a rather unsavory reputation.

Common Knowledge

Anyone in the common room can impart this information. (If the players do not want to spend time

roleplaying, a DC 10 Gather Information check and three hours of conversation reveals all this information).

- Korenth was killed in a room upstairs some time during the night two days ago. No one admits to hearing a thing.
- The room has been sealed ever since by order of the City Watch and the Guild of Nightwatchmen.
- Since the killing the inn has been really busy.
- It is rumored that an unidentified evil cult was behind the killing. (Eritai Kaan-Ipzirel is a powerful cleric of St. Cuthbert and often battles such groups).
- Lord Mayor Nerof Gasgal has publically commended the slain man, labeling him a stalwart defender of the free city personally responsible for the rooting out of several evil necromancers and other foul persons responsible for much suffering and death among the populace. This is the generally held view of Korenth.
- Eritai Kaan-Ipzirel has vowed vengeance against Korenth's killers. She believed that agents of Iuz are behind the killing.

EVENING EVENTS

Many customers are crammed into the common room this night. As the night progresses, patrons come and go. Improvise any new customers as required.

Several times during the evening, Nuvaraath takes to the stage. Toward midnight even Curain (himself an accomplished bard) "reluctantly" sings several songs (much to the delight of his regulars). Any of these performances distracts everyone in the common room, possibly providing the PCs with an opportunity to investigate the murder scene.

Additionally, halfway through the evening a drunken Grenater staggers onto the stage to harangue the crowd and to praise Korenth's diligence and hard work on behalf of the free city's poor and downtrodden. When this occurs, read the following:

A commotion near the stage catches your eye. A large man pushes his way through the crowd and staggers onto the stage, ale spilling from his flagon. "Lads," he yells loudly over the noise of the common room, "we should toast Korenth's shade! Was he not a good man that worked for the betterment of others? Was he not a man who fought tirelessly against the evil plaguing our fair city?"

He pulls himself upright and raises his flagon to the ceiling. "Korenth," he yells before upending his flagon, draining its contents.

The assembled customers follow Grenater's lead, toasting Korenth before draining their flagons. (There us a sudden surge to the bar and the staff are very busy for a few minutes. After the common room has returned to normal, the PCs can find Grenater and talk to him, if they want. Refer to the Grenater section for more information.

STAFF AND PATRONS

Use these notes to roleplay the PCs' interaction with those present.

Curain Nyie

A tall half-elf of obvious Flan descent, he has deeply tanned skin and long black hair tied back in a single ponytail. His right cheek and neck bear their silvery tracing of some very convoluted (and old) scarring.

Attitude: Friendly (PH 72).

Curain spends most of his time behind the bar, serving drinks, and directing his staff. He is a jovial, friendly character well loved by his patrons and staff. He knows many of his regulars by name and makes a habit of learning any newcomer's name.

Curain has keys for all the rooms in the place and is under orders from the authorities to keep the site of the murder locked. However, Curain is desperate to maintain the inn's reputation as a wholesome, reputable establishment. PCs modifying his attitude to helpful can convince him to allow them to explore Korenth's chamber.

☞ **Curain Nyie:** N male half-elf bard 8; hp 38; Gather Information +15, Knowledge (local) +12, Perform (oratory) +15.

Grenater

This large, shabbily dressed man is of middle age. He has a shaggy, matted beard and reeks of stale ale and sweat.

Attitude: Indifferent (PH 72).

Grenater did not know Korenth in life but has heard many things about him in the last two days. By all accounts, Korenth was a brave and decent man striving to better the common good. The PCs should get the sense during their conversation that Grenater is quite susceptible to suggestions and that he is merely repeating things he has only heard about as fact.

Grenater is an unskilled laborer who works in the city. Beyond his views on Korenth he has no information of note to this adventure.

☞ **Grenater:** N male human commoner 3; hp 8.

Rendal Kerath

Short human male with a single bushy eyebrow. Unshaven and bleary eyed, his dark brown hair is unkempt.

Attitude: Indifferent (PH 72).

The Griffon Nest's cook and an arch-pessimist, Rendal's food is plain and unadventurous. He spends most of his time in the kitchen, occasionally emerging when it is busy to deliver food to various tables. Rendal is not surprised that someone died upstairs; with all the adventurer-types patronizing the inn something like this was bound to happen eventually.

☞ **Rednal Kerath:** N male human sorcerer 2; hp 9; Concentration +3, Profession (cook) +2, Knowledge (arcana) +2, Spellcraft +3.

Staff

Young human of indeterminate racial heritage; wears clothes befitting a student or scholar.

Attitude: Friendly (PH 72).

Typical humans of mixed Oeridian and Suel heritage they are all natives of the Domain. All of them worked the night of Korenth's murder but had gone home several hours before his body was discovered. They know nothing significant to the adventure although they can tell the PCs that since the murder, the inn is a lot busier than normal.

☞ **Lugrand and Montand:** male human commoner 1; hp 3 each.

☞ **Lasara and Erethuan:** female human commoner 1; hp 3 each.

Nuvaraath

Slender, lithe, and attractive, this female elf wears expensively made studded leather armor and carries a finely wrought harp.

Attitude: Friendly (PH 72).

Nuvaraath is an old friend of Curain from his days in Celene. Whenever she is in Greyhawk, she visits the Griffon's Nest and performs for the clientele. She arrived yesterday. Nuvaraath sings exclusively in Elven, normally performing songs of ancient legend. She can absolutely vouch for Curain's good character.

☞ **Nuvaraath:** female elf bard 7; hp 30; Gather Information +13, Knowledge (local) +10, Perform (wind instruments) +13, Perform (oratory) +13.

Guild of Nightwatchmen

Grizzled, middle-aged human male wearing studded leather armor with a club at his hip. Each wears a blue hat with a big white feather stuck into its brim.

Attitude: Indifferent (PH 72). Friendly toward any other members of the guild they encounter.

These four fast-drinking men are members of the Guild of Nightwatchmen. The guild receives preferential prices at the inn and, consequently, several off-duty members are normally present.

Learning More: A DC 10 Knowledge (local) check reveals that blue hat and white feather is the livery of the Guild of Nightwatchmen.

Brath, Kenar, Zan, and Jerran: male human warrior 2; hp 14 each; *Greyhawk Ruins Sourcebook*.

Other Customers

The inn is full of other patrons. Adventurers, explorers, and the occasional merchant as well as thrill-seekers all drink here. Improvise such individuals as necessary. None of them knows anything of import beyond what listed under Common Knowledge overleaf.

DEVELOPMENT

Once the PCs have learned all they can in the common room, they may choose to do one of several things:

If they investigate the room in which the murder took place, proceed to Encounter 1. The PCs have to gain access to the chamber somehow.

If they prefer to question Eritai Kaan-Ipzirel, proceed to Encounter 3.

If they decide to visit the nearby Guild of Nightwatchmen's Guildstation proceed to Encounter 2. Any native of the city knows where to find the nearby Nightwatchmen's Guildstation. Alternatively, the PCs can get directions to the station from anyone in the common room.

1: MURDER MOST FOUL

In this encounter, the PCs search the upstairs room in which Korenth met his end.

Since the killing, the Guild of Nightwatchmen has begun an investigation but is not getting very far. Although they carried out a brief search of the chamber, they did not find anything of import. They have, however, removed the body and requested that Curain seal the chamber. As a result, the room is in much the same condition as when Korenth was slain.

GETTING IN

The PCs need to get into the room to learn more. A summary of the possible tactics they could use to achieve this are listed below. Use these notes to adjudicate any other inventive plans the PCs develop. Once the PCs have gained access, proceed to The Chamber for more details on what they find.

Asking Curain: PCs could try the direct route by asking Curain to let them in. If the PCs manage to shift his attitude to helpful (DC 20 Diplomacy check; PH 72) they succeed and he provides them with the key on the condition that they wait until the inn is closed to investigate the room.

Breaking In: It is difficult, but not impossible, to break into the room. PCs breaking into the room while people are still in the common room below may be spotted. See Spotted for more details.

Sneaking Through the Window: The PCs can try to get in through the window, if they wish. Doing so requires the PCs to scale the outside wall (Climb check DC 20) and to get in through the room's shuttered window (see Chamber Features for details).

Distractions: If the PCs break into the chamber during one of Nuvaraath's performances in the common room, treat the patrons and staff of the Griffon's Nest as distracted (-5 to Listen and Spot checks).

Spotted: If the PCs are spotted trying to break into the room, Curain cautiously approaches them to find out what is going on. His attitude is indifferent toward them. If the PCs manage to improve his attitude to friendly (DC 15 Diplomacy check—PH 72) or better he does not summon the authorities. If they cannot explain themselves or if they are hostile, he retreats and summons the Nightwatch and/or the City Watch.

DISTURBING A THIEF

Once the PCs finally get in, they disturb Grish who used a *dimension hop* to enter the chamber. Allow Grish a Listen or Spot check to hear the PCs' attempts to get into the room. Once he is aware of them, he quickly finishes searching (he finds nothing) and begins casting defensive spells taking cover in an appropriate location.

APL 2 (EL 2)

➤ **Grish:** male half-orc wizard 3; hp 18; Appendix 1.

Tactics: Before entering the chamber, Grish cast *mage armor*.

Grish is not looking for a protracted fight and does not use lethal spells to kill the PCs. Rather, he prefers to incapacitate intruders before making his escape. If he manages to incapacitate the whole party, he steals a few choice, easily portable items before leaving.

If Grish manages to get out of the room (and the PCs pursue him) proceed to The Chase Is On to resolve this encounter.

Grish does not fight to the death. If he is in real danger of dying, he surrenders. If the PCs capture Grish, they can talk to him. Refer to the Grish section for more information.

Summoning the Law: If patrons or staff members hear the fight, they summon the Guild of Nightmatchmen (if the fight takes place during the night) or the City Watch (if the fight takes place during the day). Whichever group is summoned, it arrives in the inn after 3d4+2 rounds.

GRISH

Bulky and muscular, this male half-orc has long lank black hair and small pig-like eyes. Clad in ill fitting and nondescript robes he carries a large club in one hand.

Attitude: Hostile (PH 72).

What He Knows: Grish was hired to search Korenth's chamber and deliver anything of interest that he found to a dead drop in the Left Hand Inn (Slum Quarter, location S8). He never saw his employer's face but he heard the voice and mannerisms of a half-orc. He was simply told to leave anything he found under a loose floorboard in the common room under a table furthest away from the fireplace.

History: Grish originally lived in Badwall but fled northwards after the rampaging orcs of Turrosh Mak's armies overran it. Making his way to the free city, he hired himself out as a mercenary spellcaster. It is in this capacity that the PCs encounter him.

THE CHAMBER

It is obvious that this room has been hurriedly searched recently. It has the following features:

Locked Wooden Door: The room's door is sturdy (hardness 5, hp 15, Break DC 18; Open Lock DC 20) and locked. Curain has a key.

Shuttered Window: A single window allows light to filter into this chamber. Currently, the storm shutters (hardness 5, hp 10, Break DC 15) are closed.

Illumination: While the storm shutters are closed, the room is in darkness. If the PCs do not bring a light source with them, some light (providing shadowy illumination) filters into the room from the common room below.

Bloodstain: A large dried bloodstain covers much of the chamber's floor.

Single Bed: Someone has recently slept in the bed – the sheets have been thrown back as if someone got up swiftly and blood has splattered over the sheets. With a DC 15 Search check, the PCs find a collection of papers hidden in one of the pillows. These contain Korenth's observations about the area around the ruins of Castle Greyhawk. Refer to Player Handout 1 for more information.

Bookcase: A small pile of books lies on the floor in front of the bookcase exposing its bare shelves. A DC 20 Search check reveals a slip of paper thrust (a threatening note) between the pages of *Understanding the Handiwork of Celestian* by Agath Thunch. Refer to Player Handout 2 for more information.

Desk and Chair: The chair has fallen over but the desk is undisturbed. The desk is bare – nothing at all stands atop it. Characters can hop up onto the table with a DC 10 Jump check. Characters on the table gain a +1 bonus on melee attacks against opponents beneath them.

Small Chest: This small chest (hardness 5, hp 1; Break DC 17) is shut but not locked. It contains two changes of clothes, a suit of studded leather armor, a backpack, a light mace along with a small pouch containing 25 gp, and various other personal items.

Treasure: If they defeat him, the PCs can claim Grish's possessions as booty. Unfortunately, he is not carrying his spellbook with him. Refer to the Treasure Summary for more information. Additionally, the PCs find several handouts in this chamber (Player Handouts 1 and 2).

THE CHASE IS ON

If Grish gets out of the room without managing to subdue all the PCs, he flees as fast as he can. If the PCs give chase, use the information below to determine their success. The text below assumes that the chase takes place at night. If it takes place during the day when the city streets are busy, refer to Chasing on Busy Streets for information on the additional challenges the PCs must overcome.

City of Peril: If you have *City of Peril*, use the Thieves Quarter map within to depict the area through which Grish flees. Otherwise, randomly sketch out a series of roads and alleys.

Debris: For every round of the chase, there is a 30% chance that Grish passes by some debris – a small pile of empty boxes, a discarded barrel, and so on – that he can use to hinder the PCs. If he succeeds on a DC 10 Strength check (made as a free action) he has managed to tip the

debris over, filling a 10 ft by 10 ft. area in the path of his pursuers. Treat this obstruction as dense rubble (it costs 2 squares of movement to enter such squares). If Grish fails the DC 10 Strength check, he fails to knock over the debris but must spend a move action to recover his balance.

Chasing through Busy Streets: In this instance, the streets are lightly crowded as people go about their business. Randomly determine the flow of traffic on any given stretch of road.

Lightly crowded streets do not hinder movement or provide cover. Moving against the flow of traffic, however, can be dangerous. Characters moving against the flow of traffic must make a DC 12 Reflex save or be knocked prone. (If a character takes a move action to avoid the oncoming traffic he receives a +4 bonus on his Reflex save). A character knocked prone takes 2d6 points of bludgeoning damage every round he remains prone.

DEVELOPMENT

If the PCs contravened the free city's laws regarding weapon or magic use while fighting Grish they are taken away by either the Guild of Nightwatchmen or the City Watch (depending on the time of day). Refer to Appendix 3 or the *Greyhawk Ruins Sourcebook* for details on their punishment.

If the PCs turn Grish over to the authorities, he is taken for questioning but a friend manages to gain his freedom after a few days.

Once the PCs have learnt all they can here, they may do several different things.

If they have learnt of Grish's dead drop at the Left Hand Inn, proceed to the relevant section below.

If they try to question Eritai Kaan-Ipzirel, proceed to Encounter 3.

If they decide to investigate the abandoned farmhouse proceed to Encounter 5.

THE LEFT HAND INN

Set in the heart of the Slum Quarter, this rough and ready establishment offers cheap, bad food and ale, and rooms with thin, flea-infested straw mattresses. It attracts a mix of caravan guards, drovers and laborers, a combination that often makes starting a fight a fatal endeavor. Dagger tossing contests are favored sport among the regulars, many of whom are very skilled.

The table which conceals the loose floorboard used as a dead drop is in one corner away from the fireplace and directly opposite where patrons hurl their daggers at an improvised target nailed to the wall with several iron spikes.

The tavern is busy most of the day and is a rank, unwholesome place. Smoke lingers in the air and the smells of sweat and stale beer pervades the common room. No matter how long the PCs stake out the inn, they do not see anyone trying to retrieve anything from the dead drop. Several half-orcs do patronize the establishment but most are caravan guards or down-on-their-luck mercenaries. (Grish's contact heard of his fight

in the Griffon's Nest [and possibly the resultant chase through the streets] and does not return to the Left Hand Inn).

2: NIGHTWATCH

Run this encounter, if the PCs visit the Nightwatchmen's Guildstation (location R5).

This large, sturdy building is the centre of the Guild of the Nightwatchmen's activity in the quarter. Several obviously magical torches light the front of the building.

Several nightwatchmen are at the guildstation processing prisoners, writing reports, or waiting in readiness to sally forth to reinforce patrols running into trouble. If the Nightwatch is summoned to the Griffon's Nest in the Introduction, it is from here that they come. The ranking officer is Watchmaster Ferandell.

WATCHMASTER FERANDELL

This human male has a barrel-chest, is well-muscled and has an impressive black beard.

Attitude: Normally indifferent (PH 72) but friendly to guild of the nightwatchmen affiliation members.

What He Knows: Yes, the Nightwatch is investigating Korenth's murder. No, he can't divulge details of the investigation to them.

☛ **Restar:** LN male human warrior 2.

LEARNING MORE

PCs may wish to learn more about the Guild of the Nightwatchmen. Members of the affiliation automatically know all the information listed below. Otherwise, a PC must succeed on a Knowledge (local: core) check to know the information. A successful check reveals all the information revealed by lesser checks.

- **DC 10:** The Guild of Nightwatchmen aids the City Watch during the hours of darkness.
- **DC 15:** The guild is privately funded (mainly by the faithful of St. Cuthbert) and has a superb reputation with everyone (except criminals).
- **DC 20:** Nightwatchmen are far harder to bribe than members of the City Watch.

NIGHTWATCH AFFILIATION

Members of the Guild of Nightwatchmen can gain a little more information here.

- A dagger thrust to the throat killed Korenth, although he suffered several other wounds.
- When the guards arrived to investigate the killing it was evident that the room had been thoroughly searched. They found no writings or other personal effects

DEVELOPMENT

If the PCs decide to talk with Eritai Kaan-Ipzirel, proceed to Encounter 3. If the PCs prefer to leave the city, run Encounter 5.

3: SPEAKING WITH THE CUDGEL

In this encounter, the PCs try to gain an audience with Eritai Kaan-Ipzirel – Matriarch of St. Cuthbert and member of the Directing Oligarcy. Eritai is normally at the church of St. Cuthbert (location G4) but does not accept audiences with just anyone.

The church of St. Cuthbert is the most powerful religious institution in the city. When the PCs approach this impressive edifice, read the following:

In front of the church stands a wide courtyard paved in white tiles. Pathways lead through well-kept gardens of roses and other exotic plants to a large circular fountain the centerpiece of which is a stunning white marble statue of St. Cuthbert himself. A human male clad in simple brown robes bearing the symbol of an oaken cudgel stands near the fountain deep. A large white, shaggy dog lolls at his feet. At your approach, it begins to lazily wag its tail.

Beyond, stands the temple itself with its massive doors bound with brass scrollwork.

BERRONN

This middle-aged human male is heavy set but handsome.

Attitude: Friendly (PH 72) or helpful (towards fellow believers).

What He Knows: Berronn can confirm that Korenth was Eritai Kaan-Ipzirel servant and that he was seen around the temple as little as four days ago. Unfortunately, the Matriarch is not available to talk with visitors – even if they are of the faith. He does know, however, that many in the priesthood believe that Korenth was investigating something big when he was killed. The demi-god Iuz has some connection with the ruins – apparently he was once trapped there. Eritai fears that his worshippers once gain view the free city with covetous eyes.

☛ **Berronn:** LN male human cleric (St.Cuthbert) 6.

ST CUTHBERT AFFILIATION

If one or more of the PCs belongs to the St Cuthbert Affiliation or the Guild of the Nightwatchmen affiliation, they uncover some additional information, here. Note, that this information is not crucial to the plot of this adventure but may impact events in future events.

- Korenth was investigating the area surrounding the ruins of Castle Greyhawk and spoke of increased bandit activity in the region.

- He was also overheard talking about an increase in adventurers investigating the ruins.
- The large white dog is a Wesisshound. Incredibly friendly, when the temple or faithful are attacked they grow to the size of tigers and fight ferociously.

LEARNING MORE

Members of the St. Cuthbert affiliation automatically know all the information below. Otherwise, a PCs must succeed on a Knowledge (religion) check to know the information. A successful check reveals all the information revealed by lesser checks.

- **DC 10:** St. Cuthbert of the Cudgel is the LN (LG) intermediate god of Common Sense, Wisdom, Zeal, Honesty, Truth, and Discipline. Eritai Kaan-Ipzirel is the Matriarch of St. Cuthbert and a member of the Directing Oligarcy.
- **DC 15:** The large dog is a Wesisshound. Such animals are temple guardians.
- **DC 20:** There are three orders within St. Cuthbert's faith: the Chapeaux, the Stars, and the Billets. These men are Billets. Billets are charged with ministering to and protecting the faithful.

DEVELOPMENT

If after speaking with Berronn the PCs want to enter the temple no one stops them. However, once inside they gain no additional information. Improvise encounters with priests and worshippers until the PCs move on.

If the PCs decide to visit the Nightwatchmen's Guildstation (location R5) to get more information, proceed to Encounter 2. If they prefer to leave the city, proceed to Encounter 5.

4: LEARNING MORE

Doubtless, at some point during the adventure, the PCs will seek to learn more about Castle Greyhawk and other things of interest. When they do so, consult the tables below to determine exactly what they learn.

Characters with ranks in Knowledge (local: core) or bardic knowledge can learn more Castle Greyhawk and its environs. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

GETTING THERE

- **DC 10:** Castle Greyhawk stands eight miles from the city beyond the mighty Selintan. The safest and quickest way to reach it is to follow Marsh Path across Zagig's Bridge.
- **DC 15:** Most people avoid Zagig's Bridge – some say it is haunted or cursed. Several hovels have grown up around the span, mainly populated by landless immigrants from the Wild Coast.

CASTLE GREYHAWK

- **DC 10:** The shattered stumps of the castle's three great towers are clearly visible from North Hills Park. There are rumored to be at least 10 levels of dungeon below each tower as well as strange portals to other planes. The castle was abandoned in 421 CY after Zagig disappeared. Only adventurers explore the ruins now.
- **DC 15:** The three towers are known as the Tower of War (to the east), the Tower of Power (to the west), and the Tower of Magic (in the centre).
- **DC 20:** Returning in secret, Zagig captured nine demigods in the dungeons below his castle around the turn of the century and used their power to propel himself to godhood.

ERITAI KAA-IPZIREL

Additionally, characters with the Knowledge (religion) can learn more about the Matriarch of St. Cuthbert.

- **DC 15:** Eritai Kaan-Ipzirel is the leader of St. Cuthbert's faithful in the free city.
- **DC 20:** Eritai Kaan-Ipzirel is convinced that some evil cult is responsible for her servant's death. She has vowed revenge.

AFFILIATION INFORMATION

If the PCs decide to consult their affiliation and mention the possible connection with the ruins of Greyhawk City, use the information below to run those encounters, improvising NPCs as necessary.

Guild of Wizardry

The guild of wizardry is very interested in anything the PCs retrieve from the ruins that might have once belonged to Zagig. They are particularly interested in scrolls, spellbooks, and other writings.

Merchants' and Traders' Union

The Merchants' and Traders' Union want any information they can get about the bandits and their areas of operation. Such attacks present a clear danger to the mercantile interests of the Union's members.

Mercenaries' Guild

The mercenary guild is interested to know if any powerful personages require guards for their investigation of the ruins. They also want to know about the bandits that seem to be growing bolder. The Watch (or even some merchants) may seek to augment their patrols with mercenaries.

Cartographers' Guild

The cartographer's guild is very interested in maps of the interior of the ruins particularly maps of new, previously undiscovered regions or those depicting the state of the ruins now. Many of the maps the guild holds are over 20 years out of date.

Thieves' Guild

The thieves guild is very interested in any items retrieved from the ruins. It is particularly interested to find out about any passageways or tunnels that link up with the city's sewer system. Several such tunnels are rumored to exist but most are thought to have been walled up a long time ago.

A DC 20 Gather Information check, made by an affiliation member, reveals that several half-orcs approached the guild recently, enquiring about fencing large quantities of trade goods.

Nightwatchmen

Refer to Encounter 2.

Religious Organizations

The major religions of the free city all rely on the stability of the Domain to protect their worshippers. Thus, they are interested to know whether the banditry centered on Castle Greyhawk's ruins is the kind of random lawlessness that will die out of its own accord or whether it serves some darker purpose.

5: MARSH GATE

Use this encounter when the PCs decide to leave the city and travel toward the ruins of Castle Greyhawk. This encounter assumes that the PCs leave through Marsh Gate (the gate nearest to Castle Greyhawk). If they leave through another gate, modify the encounter as necessary.

For simplicity, assume that any PC with weapons that had to be left with the City Watch did so at Marsh Gate. Thus, as they leave the city they can retrieve their weapons without any problems. The City Watch do not hinder the PCs in any way as they leave.

Set just north of the junction between the city walls and the Black Wall, Marsh Gate gives access to the southern end of the Foreign Quarter. It is mainly used by wagons bringing piles of waste to the city's refuse tip, which lies at Garbage Hill, outside the western walls. It is also common to see funeral processions bearing bodies to the city's cemetery – also just outside the western wall. Those bound for Castle Greyhawk leave the city by Marsh Gate, heading along the river trail leading to Zagig's Bridge. Two Watch patrols guard the gate. Read:

As you retrieve your weapons from the City Watch, several large wagons laden with rubbish and filth pass by on the way to Garbage Hill. Travelers, merchants, and watchmen all get out of the way of the foul-smelling carts.

The PCs are free to leave the city.

THE WEATHER

The sky is overcast and it is slightly chilly for the time of the year. After about an hour, a light rain begins to fall. (If Imish fights indoors or in the shadows of the forest in

Encounter 9 he does not suffer from his light sensitivity. If, however, he is forced to fight in the open he suffers from his light sensitivity.

DEVELOPMENT

Once the PCs exit the city, proceed to Encounter 6. Use DM Map 1 to chart their journey to the ruins.

6: AMBUSH

In this encounter, a small group of opportunist bandits ambushes the PCs as they travel toward Castle Greyhawk. Two miles from Marsh Gate, along Marsh Path, Zagig's Bridge spans the Selintan. Beyond the river, but six miles distant, stand the ruins of Castle Greyhawk.

ZAGIG'S BRIDGE

Although it is very close to the free city, the bridge is largely unused. Only adventurers heading to Castle Greyhawk or into the Great South Peninsula, or farmers heading tending crops or livestock in the area use it.

A small cluster of hovels clusters at each end of the bridge. Poor immigrants (mainly from either the Wild Coast or distant lands like Tenh) dwell here. Most people use the ford to the north of the bridge but this is deep (and during times of heavy rain dangerous).

Aura: Detect magic reveals that the bridge radiates a faint magical aura of indeterminable type.

Width: The bridge is 20 ft. wide.

YOUR MONEY OR YOUR LIFE

After the PCs cross Zagig's Bridge, and continue on their way, two bandits ambush them. Have the PCs make an opposed Spot check against the bandits' Hide check. (Kevil has prepared his position carefully and so has a +6 bonus to this check). Successful PCs notice Kevil hiding behind the crest of the hill. (Larended is with the dogs a short distance away.)

PCs Aware: If the PCs notice Kevil he reacts to their actions acting as detailed in the Tactics section.

PCs Unaware: If the PCs do not noticed Kevil he shouts at them as they pass below. Read the following:

"You there," a man shouts from the crest of the hill. "You have entered our territory and must pay a toll. If you don't, you will regret it!" From behind him over the hill, several dogs start barking."

If the PCs offer to pay a toll he demands 5 gp from each of them to be left half way up the hill on an old tree stump. If they do not pay the toll, Larended unleashes his dogs and the bandits start firing their bows at the PCs.

APL 2 (EL 2)

➤ **Larended and Kevil (2):** human warrior 1; hp 7; Appendix 1.

➤ **Dogs (2):** hp 6; MM 271.

Ideally, the bandits do not want to fight. They would much rather the PCs pay a small tribute (as this involves much less danger for them).

Tactics: If the PCs refuse to pay tribute, the bandits unleash their dogs while peppering the PCs with missile fire from cover. If the PCs kill both dogs, the bandits try to flee in the direction of the abandoned farmstead in Encounter 7. Additionally, if a bandit is reduced to less than half hit points he also flees.

BATTLEFIELD FEATURES

The ambush area has the following features:

Slender Trees: A character in the same square as a slender tree) hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Bushes: It costs 15 ft. of movement to get through a bush. A bush provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. The attacker ignores these penalties if he is closer to the bush than his target.

Steep Hillside: It costs 2 squares of movement when moving up the hill to enter a steep slope square. Characters running or charging downhill must succeed on a DC 10 Balance check when entering the first steep slope square. Characters failing the check stumble and end their movement 1d2x5 feet later. Characters failing by 5 or more fall prone in the square where they end their movement. Steep slopes increase the DC of Tumble checks by 2.

Treasure: Refer to the Treasure Summary to determine what the PCs retrieve from the bandit's bodies.

KEVIL AND LARENDED

Muddy and rough-looking human warrior dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Greedy; unwilling to die for nothing.

What They Know: They are part of a larger band led by a vicious orc warrior – Imish – and Amfis, a human spellcaster who can breathe electricity.

They do not know who Imish and Amfis answer to but are glad to be away from Wild Coast. They move around the area – sometimes even going into the free city to hide from militia patrols.

Recent History: The bandits normally operate in the lands to the west of Safeton. A month ago or so, however, they were ordered northwards.

DEVELOPMENT

If the PCs manage to kill or incapacitate both bandits and search the surrounding area, a DC 10 Search check reveals the bandits' tracks leading away from the area. The tracks continue for about a mile and lead to an abandoned farmhouse. Proceed to Encounter 7.

If the PCs do not find the tracks and instead continue onto Castle Greyhawk, proceed to Encounter 10. In this instance, also run Encounter 9.

If the PCs subdue the bandits without killing them and return them to the free city, the city watch takes charge of them and takes them away for interrogation. If the PCs instead hand the men over to their affiliation or other interested party, the bandits are interrogated but divulge no new information. In either instance, they are found murdered in their cells the next morning.

7: HIDDEN GOLD

In this encounter, the PCs discover one of the bandit's storage caches hidden in the ruins of an abandoned farmstead several miles from Castle Greyhawk.

PIT TRAP (EL 1)

The bandits have set a pit trap just behind the farmhouse's only door. When they wish to move supplies into or out of the farmhouse (and its hidden storage chamber), they use the planks hidden in what was once the main bedroom.

↗ **Camouflaged Pit:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 24.

LAYOUT

The farmhouse has several rooms within. All are dilapidated. Refer to Farmhouse Features for details on the chambers' generic features.

1: Kitchen/Living Room

This largish chamber was obviously once a kitchen/living room. Trash covers the floor. Along one wall stands a solid but mold-covered workbench. Flies buzz among the trash and an overturned table and several shattered chairs and a bench are scattered about the room.

2: Store

This small chamber was obviously once a food store. One shelf remains upright against one wall while another has fallen into the room. Smashed bottles, boxes, and so on cover the floor. The room stinks.

A DC 15 Search check reveals a partially hidden stone trapdoor (hardness 8, hp 60; Break DC 28) in the center of the floor under the fallen shelf. When the PCs open or break through the trapdoor read the following:

Below the trapdoor, a narrow shaft leads downwards into the darkness. An iron ladder is set on one wall. It appears to be relatively new and in good condition.

The iron ladder is secured to the wall. PCs can scale it with a DC 0 Climb check. The shaft is 30 ft. deep. At the

bottom, it opens into a largish storage area. Refer to Area 5 for more information.

3: Main Bedchamber

The main feature of this chamber is a ruined double bed. Other pieces of furniture now little more than sodden splinters are scattered about. A tarpaulin covers something lying against one wall.

A DC 10 Search check reveals several broad wooden planks hidden under a tarpaulin.

4: Secondary Bedchamber

Three rotten and sagging single beds stand around this room. The remains of a number of smashed and splintered chests are also scattered about the chamber.

5: Cellar Cache

This large, low-ceiling chamber is full of barrels, crates, and other mundane items scattered haphazardly about the place.

This 30 ft. by 30 ft. chamber contains supplies and the spoils of the bandits' raiding.

Treasure: Searching the chamber reveals a large amount of mundane items such as barrels of wine, sacks of grain, and so on. Many are stamped with the sigils of various local merchants.

Additionally, the PCs also find a locked chest (hardness 5, hp 15; Break DC 23, Open Lock DC 20) containing some gold and an annotated map of the Domain. The marks seem to denote major trade route, patrol routes, and likely spots for ambushes.

FARMHOUSE FEATURES

The farmhouse has the following features:

Stone Walls: The farmhouse's external walls are made of dressed stone (hardness 8, hp 360; Break DC 50; Climb DC 22).

External Door: The farmhouse's front door is sturdy (hardness 5, hp 15; Break DC 18; Open Lock DC 20) and locked.

Windows: All the farmhouse's windows are fitted with storm shutters (hardness 5, hp 20; Break DC 23). They are shut.

Thatched Roof: The thatched roof (hp 10; Break DC 14) has collapsed in many places, opening parts of the farmhouse's interior to the elements.

Internal Walls: The farmhouse's internal walls (hardness 5, hp 60; Break DC 20; Climb DC 21) are made of wood.

Internal Doors: The building's internal doors (hardness 5, hp 10; Break DC 13) are shut but not locked.

Light Rubble: Squares with light rubble increase the DC of Balance and Tumble checks by 2.

Furniture: Treat squares with a bed or other large piece of furniture are hampered terrain. Moving into these squares costs two squares of movements and

characters cannot run or charge through them. Characters can hop up onto tables and other large pieces of furniture. A character standing thus gets a +1 bonus on melee attacks against enemies below.

DEVELOPMENT

Give the PCs up to an hour of game time to explore the farmstead. At the end of this time, or when they indicate that they are leaving, a group of bandits that have been following them attack. Proceed to Encounter 8.

8: BESIEGED

This encounter begins when the PCs have explored the ruined farmhouse in Encounter 7. While the PCs have been exploring the ruined farmhouse a group of bandits has discovered their comrades' bodies and followed the PCs' tracks to the farmhouse.

APL 2 (EL 4)

➤ **Imish** (1): male orc ranger 1; hp 11; Appendix 1.

➤ **Amfis**: male human sorcerer 1; hp 7; Appendix 1.

➤ **Bandit** (6): human warrior 1; hp 7; Appendix 1.

EL Modifier: Because the PCs have the advantage of the farmhouse's protection, this encounter has a -1 EL modifier.

The bandits' objectives are to secure their supply cache and to have their revenge on the PCs for killing their fellows.

If the PCs have posted sentries, they automatically spot the bandit's approach as they exit the hedgerow. If they have not posted sentries, however, allow them Listen checks (modified for range, distraction, and intervening obstructions such as doors). If they fail to hear the bandits' approach allow them another Listen check when the bandits start breaking into the farmhouse.

Tactics: Use the relevant tactical section below depending on whether the PCs fight the bandits inside the farmhouse or without. The bandits would much prefer to fight outside where they can use their ranged attacks to weaken their enemies before finishing them off in melee. The bandits fight to the death; their master does not brook failure. If the PCs manage to capture any of the bandits, refer to the relevant NPC capsule.

If Amfis falls, Imish attempts to retreat (and vice versa); there is no love lost between these two.

Amfis: Amfis casts *shield* on himself and reads his *scroll of mage armor* before battle commences. As soon as he has used his Draconic Breathe once, he charges into combat saving the remaining two 1st-level spell slots for his spell shield ability.

Imish: Imish uses his bow from range until faced with a worthy opponent for his battleaxe.

Tactics—Outside: The bandits pepper the PCs with missile fire, using the surrounding terrain for cover.

Once the PCs are sufficiently weakened, they charge into battle. **Tactics—Inside:** The bandits know of the pit trap and avoid it, instead trying to get through two windows. Once they have a window open they plaster the room with missile fire for a round (if any visible defenders are present) before climbing inside (move action, provokes an attack of opportunity). Once inside they fight as noted in Tactics—Outside.

TERRAIN FEATURES

The area around the farmhouse has the following features:

Slender Trees: A character in the same square as a slender tree) hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Dilapidated Fences: Low slated wooden fences (hardness 5, hp 5; Break DC 10) ring the farmyard. It costs an extra 1 square of movement to cross them.

Hedgerow: It costs 15 ft. of movement to get through a hedge. The hedge provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. but the attacker can ignore these penalties if he is closer to the hedge.

Illumination: If Imish fights under the trees, he does not suffer from his light sensitivity. However, if he is forced to fight in the open he suffers its full effect.

Treasure: Refer to the Treasure Summary for details of the bandits' possessions.

IMISH

Tall and muscular, this gray-skinned humanoid wields a falchion and is dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Imish is violent and coarse. Convinced of orcs' superiority over all races; he particularly hates humans.

What He Knows: Imish is a trusted servant of Ulgrek – a fearsome half-orc bandit warrior and has been sent here to report on Amfis. While he has hidden his true purpose from Amfis, animosity has quickly grown between them. Thus, he won't overly risk himself if Amfis falls.

Recent History: Imish once served the Hierarchs of the Horned Society but fled that doomed land after Iuz's armies decimated it during the Greyhawk Wars. He survived for a time in the Gnarley and Suss Forests before falling in with one of the many bandit groups in the area.

AMFIS

A slender, handsome, black bearded human wears stout outdoor clothes and carries a halberd.

Attitude: Hostile (PH 72).

Personality: Arrogant but charming, Amfis is confident and devious. He does not hesitate to betray his companions (particularly Imish who he dislikes intensely). Amfis loves to fight.

What He Knows: Amfis is the leader of this small band and has orders to attack any weak-looking targets of opportunity he spots in the general vicinity of Zagig's Bridge or the ruins. He gets his orders from a particularly fierce half-orc warrior – Atolamyr - leader of a larger group operating in the area.

Recent History: Amfis hails from Badwall in the Wild Coast. Drive north by the depredations of Turrosh Mak's orcs he fell in with a bandit group hiding in the Suss Forest and from there travelled northwards.

HUMAN WARRIOR BANDITS

Muddy and rough-looking human warrior dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Greedy but not willing to die for nothing.

What They Know: These bandits know little of value. They do not know who Imish and Amfis answer to but are glad of the recent good pickings to be had in the lands of the northern Wild Coast. They also know that their leaders get inside information on some caravans, but go out of their way to leave other ones alone.

Recent History: The bandits normally operate in the lands to the west of Safeton. A month ago or so, however, they were ordered northwards.

DEVELOPMENT

Once the bandits are defeated and the hidden cache found, the PCs likely resolve to investigate the ruins of Castle Greyhawk. Proceed to Encounter 10. If, however, they elect to return to the free city run the appropriate encounter. If they try to see Eritai Kaan-Ipzirel, run Encounter 3, while if they return to the Griffon's Nest improvise using the Introduction for inspiration.

If the PCs subdue the bandits without killing them and return them to the free city, the city watch takes charge of them, whisking them away for interrogation. If the PCs instead hand the men over to their affiliation or other interested party, the bandits are interrogated but divulge no new information. In either instance, the rank and file bandits are found murdered in their cells the next morning. There is no sign, of Imish or Amfis.

9: BANDITS

Use DM Map2 to depict the immediate environs of the ruins.

Only run the combat portion of encounter if the PCs did not fight Imish, Amfis, and the other bandits in Encounter 8. In this instance, the bandits have been lurking near the tower ready to attack any adventurers traveling thither. This encounter takes place only a few hundred yards from the ruins of Castle Greyhawk.

If the PCs do fight the bandits here, they can still investigate the area. Read the following:

For the last two miles, you have been following and old stone-paved road. Ahead of you, barely a few hundred yards distant loom the ruins of the infamous Castle Greyhawk. Off to your right, partially obscured by long grass, lies a moss-covered stone statue of a raven at the base of a withered oak tree. Beyond the statue, the fringes of a dense wood glower menacingly.

If the bandits are present they are hiding in the trees. When the PCs get 2d6x10 feet away from the raven statue have them make opposed Spot checks against their Hide checks. Award the bandits a +4 circumstance bonus because they have prepared their positions. If the PCs do not notice them, the bandits attack when the PCs get within 40 ft. of their position. Note, that from his initial starting position it is impossible for Amfis to catch all the PCs with his Draconic Breath.

The bandits' objective is kill the PCs and loot their bodies.

APL 2 (EL 4)

- **Imish** (1): male orc ranger 1; hp 11; Appendix 1.
- **Amfis**: male human sorcerer 1; hp 7; Appendix 1.
- **Bandit** (4): human warrior 1; hp 7; Appendix 1.

Use the stats listed in Appendix 1 under Encounter 8 to run this encounter.

Tactics: The bandits pepper the PCs with missile fire, using the surrounding terrain for cover. Once the PCs are sufficiently weakened, they charge into battle.

Imis concentrates on spellcasters and humans (his favored enemy). He uses his bow from range until faced with a worthy opponent for his battleaxe.

Amfis casts *shield* on himself and reads his *scroll of mage armor* before battle commences. Amfis uses his Draconic Breath on any bunched group of PCs. As soon as he has used his Draconic Breathe once, he charges into combat saving the remaining two 1st-level spell slots for his spell shield ability.

If Amfis falls, Imish attempts to retreat (and vice versa); there is no love lost between these two.

BATTLEFIELD FEATURES

The ambush site has the following features:

Slender Trees: A character in the same square as a slender tree) hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Bushes: It costs 15 ft. of movement to get through a bush. The bush provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. but the attacker can ignore these penalties if he is closer to the bush than his target.

Light Undergrowth: Vines, roots and bushes cover much of the forest floor. It costs 2 squares of movement to enter such squares and they provide concealment. The

DC of Tumble and Move Silently checks increase by 2 in these areas.

Raven Statue: This old but well carved statue (hardness 8, hp 60) lies on its side near a withered tree. A DC 15 Knowledge (local: core) check reveals that occasionally particularly adventurous children dare each other to creep out here and touch the statue.

Treasure: Refer to the Treasure Summary to determine what the PCs retrieve from the bandit's bodies.

IMISH

Tall and muscular, this gray-skinned humanoid wields a falchion and is dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Imish is violent and coarse. Convinced of orcs' superiority over all races; he particularly hates humans.

What He Knows: Imish is a trusted servant of Ulgreg – a fearsome half-orc bandit warrior and has been sent here to report on Amfis. While he has hidden his true purpose from Amfis, animosity has quickly grown between them. Thus, he won't overly risk himself if Amfis falls.

Recent History: Imish once served the Hierarchs of the Horned Society but fled that doomed land after Iuz's armies decimated it during the Greyhawk Wars. He survived for a time in the Gnarley and Suss Forests before falling in with one of the many bandit groups in the area.

AMFIS

A slender, handsome, black bearded human wears stout outdoor clothes and carries a halberd.

Attitude: Hostile (PH 72).

Personality: Arrogant but charming, Amfis is confident and devious. He does not hesitate to betray his companions (particularly Imish who he dislikes intensely). Amfis loves to fight.

What He Knows: Amfis is the leader of this small band and has orders to attack any weak-looking targets of opportunity he spots in the general vicinity of Zagig's Bridge or the ruins. He gets his orders from a particularly fierce half-orc warrior – Atolamyr - leader of a larger group operating in the area.

Recent History: Amfis hails from Badwall in the Wild Coast. Drive north by the depredations of Turrosh Mak's orcs he fell in with a bandit group hiding in the Suss Forest and from there travelled northwards.

HUMAN WARRIOR BANDITS

Muddy and rough-looking human warrior dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Greedy but not willing to die for nothing.

What They Know: These bandits know little of value. They do not know who Imish and Amfis answer to

but are glad of the recent good pickings to be had in the lands of the northern Wild Coast.

Recent History: The bandits normally operate in the lands to the west of Safeton. A month ago or so, however, they were ordered northwards.

DEVELOPMENT

If the PCs subdue the bandits without killing them and return them to the free city, the city watch takes charge of them, whisking them away for interrogation. If the PCs instead hand the men over to their affiliation or other interested party, the bandits are interrogated but divulge no new information. In either instance, the rank and file bandits are found murdered in their cells the next morning. There is no sign, of Imish or Amfis.

Once the PCs have dealt with the bandits, they are free to continue to the Castle Greyhawk. Read the following:

The ruins of Castle Greyhawk are eerily quiet and appear completely deserted. Getting to the War Tower is simple, only heaped mounds of rubble bar your route.

Proceed to Encounter 10.

If the PCs explore the rest of the ruins, they find little of interest and no way to access the dungeons below the Tower of Magic (formerly called the Tower of Power) or the Tower of Zagig. A large temple dedicated to Boccob stands in the ruins of the Tower of Magic. It's acolytes have nothing of important to share with the PCs.

10: THE RUINS

In this encounter, the PCs finally reach the ruins of Castle Greyhawk and meet the Wartower Wardens. Use DM Map 5 to handle Encounters 10 and 11. Read:

A small, squat building stands just outside the shattered ruin of the Tower of War. The building is of grey stone and is obviously of much newer construction than the surrounding ruins. A lone dwarf sits outside, sitting on a shattered stone block. He is smoking a long pipe.

When the PCs approach the dwarf or enter his field of vision, continue:

At your approach, he looks up. "Well met, strangers. You have the look of adventurers about you. Have you come to try your luck in the War Tower?"

This is Grebold Blitzhame (LN male dwarf fighter 5). A member of the Wartower Wardens he shares this guard duty with this brother, Thren (who watches here at night).

If the PCs confirm that they are here to explore the War Tower, Grebold insists that they speak with Stillguar, leader of the Wartower Wardens. Grebold calls

inside and presently, a grizzled dwarf emerges. If the PCs try to enter the tower without speaking with the dwarves, the entire guild turns out to stop them. See Development for more details.

Stillguar explains that the Wartower Wardens controls access to the ruins and that to enter, the PCs must promise to pay 25% of the treasure to the guild when they leave. To facilitate this, the dwarves demand that they inventory the PCs' possessions and wealth so that they only tax what the PCs find.

STILLGUAR

Short, stocky and heavily bearded this muscled dwarf carries an axe at his side and has an air of authority about him.

Attitude: Indifferent (PH 72).

What He Knows: See Learning More.

Background: Stillguar has dwelt here for two decades, taxing adventurers seeking to enter the War Tower. In that time he has seen many things and is happy to paint a lurid picture of the terrors lurking in the dungeons below the tower.

LEARNING MORE

The PCs may have some questions for Stillguar. His responses to such questions are listed below:

Have you seen any bandits around here? No. (A DC 20 Sense Motive check reveals that Stillguar is holding something back. If the PCs push this point and threaten to tell the free city's authorities that bandits have been using the tower, Stillguar drops his demand to 10% of treasure found as long as they promise to keep the knowledge to themselves. He denies helping the bandits but argues that everyone should be allowed access to the ruins, no matter their personal philosophy.

Has anyone recently entered the War Tower? A small group of adventurers went into the tower two days ago. They have not yet returned.

Why are you here? We of the Wartower Wardens believe that much wealth lies unclaimed in the dungeons below. We guard this entrance to control the flow of that treasure.

How long have you done this? About 20 years.

DEVELOPMENT

If the PCs try to muscle their way into the tower without speaking to, and making a deal with, the Wartower Wardens twelve members of the guild emerge from the guildhouse to stop the PCs. In total, the PCs are confronted by 10 guards (LN male dwarf fighter 4) and 2 lieutenants (LN male dwarf fighter 7). If combat ensues, use the statistics starting on page 110 of the *Dungeon Master's Guide*. The dwarves beat the PCs unconscious, steal half their coin wealth and deposit the PCs outside the ruins.

If the PCs agree to Stillguar's demands, proceed to Encounter 11.

11: IN THE RUINS

In this encounter, the PCs enter the War Tower and battle some of the undead lurking within its top levels.

Read the following:

A 30 ft. deep, 15 ft. wide pit stands directly in front of the War Tower's double door. The doors themselves have the stylized representation of a great wagon and eight chariots soaring through the air. A dozen hawks fly about the wagon and below, on the ground, run a pack of hounds.

The Wartower Wardens keep a number of stout planks in their building to facilitate getting across the pit trap. Assuming that the PCs have struck a bargain with the dwarves they fetch these planks for the PCs and lay them across the pit.

Once the doors open, read the following:

The doors creak open. Light from outside spills into the huge chamber, dimly illuminating much of it. In the centre of this poorly lit chamber, flanked by columns on either side, stands a huge wagon.

A fallen torch illuminates a scene of death at the end of the chamber. Scattered about the top of a staircase are the hacked bodies of several unfortunate adventurers.

When the PCs approach the bodies, a group of undead lurking on the stair issue forth and attack them.

APL 2 (EL 3)

☛ **Human Warrior Skeletons (3):** hp 6; MM 226.

☛ **Human Commoner Zombie (2):** hp 16; MM 266.

The undead have been set here by a fell agency lurking deeper within the dungeons to dissuade adventurers from travelling any further.

Tactics: The undead are mindless guardians of this place. Thus, as soon as they become aware of intruders they move towards them, as quickly as possible. The undead flail mindlessly away at intruders, attacking until slain. If they are turned they retreat down the stairs if possible.

AREA FEATURES

This area has the following features:

Deep Pit: The pit is 30 ft. deep. Anyone falling in suffers 3d6 points of damage. Deliberately jumping into the pit with a DC 15 Jump check reduces this to 2d6 points of damage. The walls of the pit can be scaled with a DC 20 Climb check.

War Tower Doors: These doors are not locked, although the hinges have begun to rust. It requires a DC 25 Strength check to force them to open. The doors open inwards. Because of the confines of the space in front of

the doors, only three people can aid someone opening the door.

Ceiling: The ceiling is 10 ft. high.

Floor: The floor of the chamber is of flagstones.

Walls: The walls (stats) are of dressed stone and appear old but are in relatively good condition.

War Wagon: The war wagon is currently ruined. The PCs can sift through the debris of a huge six-wheeled wooden cart. The remains radiate faint evocation magic (DC 22 Spellcraft check with *detect magic*). The magic of the war wagon repairs itself after 1d6 days.

Illumination: An *everburning torch* lies near the outstretched hand of one of the adventurers. It provides bright light out to a radius of 20 ft. and shadowy illumination for an additional 20 ft.

Steep Stairs: A flight of steep stairs leads down from this room. Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Other Areas of the War Tower: The rest of the War Tower is in ruins; if the PCs search the area, they find nothing.

Treasure: The remains of several unfortunate adventurers lie in the centre of the room. These adventurers entered the tower two days ago but almost immediately fell victim to the undead. PCs searching their bodies discover a small amount of treasure and equipment. Refer to the Treasure Summary for more details.

DEVELOPMENT

Once the PCs have cleared this area, they are free to explore further or return to the Free City.

Unrestricted Play Option: If this session will include more than one adventure zone proceed to Below the War Tower.

Restricted Play Option: If this adventure is the only one to be completed in this session, proceed to the Conclusion. If you are playing this adventure at Gen Con Indy or Gen Con UK, however, proceed immediately to GHR7-01:4 *Sauces and Soundings*.

BELOW THE WAR TOWER

Use this encounter only if the PCs are completing more than one adventure zone during this session.

Adventure Zones 2, 3, and 4 all share this room (GR on the map) as a common starting point. Using the unrestricted play option, the PCs are free to wander in whichever direction they wish, overlapping different zones, and so on. If the PCs are playing this using the

Restricted Play Option, however, they may be restricted in their options (see Development below).

The stairs from the surface open into a 20 ft. by 20 ft. room. On the three remaining walls are alcoves, each with a door. In the corners of the rooms are shelves draped in the remains of faded and slashed red satin.

The door to the north has "Dining Hall" carved into it.

The door to the east has "Solider and Miner's Barracks" carved into it.

The door to the west "Dumping Zone" carved into it.

While the PCs decide which door to take, they do not encounter anyone here.

DEVELOPMENT

Proceed to the relevant adventure zone.

If the go through the north door, proceed to GHR7-01:2 *Sauces and Soundings*.

If the go through the east door, proceed to GHR7-01:3 *Soiled Souls*.

If the go through the west door, proceed to GHR7-01:4 *Crowns and Crickets*.

CONCLUSION

Once the PCs have left the ruins, proceed to the relevant section below.

SUCCESS

Use this text if the PCs recovered Korenth's research and investigated the ruins of Castle Greyhawk.

Your affiliation masters are glad that you have recovered Korenth's research and uncovered more of what is going on in the ruins of Zagig's castle. They urge you to return, however, to learn more about the bandit threat and to see exactly what they are up to in the ruins.

FAILURE

Use this text if the PCs recovered Korenth's research but did not reach Castle Greyhawk.

Your affiliation masters are unhappy that while you have recovered Korenth's research you failed to investigate the ruins of Zagig's castle. They understand, however, that the threat of bandits was too much for your group but trust that when you have recovered from your ordeal and reflected on your experiences that you will redouble your efforts to investigate the ruins.

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.

1: Murder Most Foul

Defeating Grish

APL 2 60 XP

6: Ambush

Defeating the bandits

APL 2 60 XP

7: Hidden Gold

Surviving or circumventing the pit trap

APL 2 30 XP

8: Besieged or 9: Bandits

Defeating the bandits

APL 2 120 XP

11: In the Ruins

Defeat the monsters and find the secret door

APL 2 90 XP

Discretionary roleplaying award

APL 2 90 XP

Total Possible Experience

APL 2 450 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.

1: Murder most Foul

APL 2: Loot 25 gp; Coin 1 gp; Magic 183 gp *cloak of resistance +1* (83 gp), *pearl of power (1st-level)* (83 gp), *wand of magic missiles* (13 gp), *potion of cure light wounds* (4 gp); Total 209 gp.

6: Ambush

APL 2: Loot 13 gp; Total 13 gp.

7: Hidden Gold

APL 2: Loot 50 gp; Coin 20 gp; Total 70 gp

8: Besieged or 9: Bandits

APL 2: Loot 46 gp; Coin 2 gp; Magic 10 gp *wand of magic weapon* (4 gp), *scroll of mage armor* (2 gp), *potion of cure light wounds* (4 gp); Total 58 gp.

11: In the Ruins

APL 2: Loot 45 gp; Coin 20 gp; Magic 94 gp *wand of read magic* (10 charges) (6 gp), *everburning torch* (9 gp), *safewing emblem* (21 gp), *amulet of toxin delay* (33 gp), *stench stone* (25 gp); Total 159 gp.

Treasure Cap

APL 2: 450 gp.

Total Possible Treasure

APL 2: 509 gp.

ADVENTURE RECORD ITEMS

Use these notes to determine which AR items the PCs gain:

- **Korenth's Research:** PCs that recovered Korenth research notes from his room in the Griffon's Nest receive the Korenth's Research AR item.

- **Ire of the Bandits:** If the PCs defeated the bandit leaders Amfis and Imish, they receive the Ire of the bandits AR item.
- **Arrested:** PCs caught breaking the Free City's laws receive the Arrested! AR item.

🔍 **Korenth's Research:** You have recovered and copied Korenth's research papers. They might be of use in the future.

👤 **Ire of the Bandits:** You have stopped several important bandits leaders from preying on the merchants and travelers of the Domain. Other bandits have taken note of your prowess and will seek to revenge themselves against you. In future, if you encounter bandits in either a "Greyhawk Ruins" adventure or in the adapted version of *Expedition to the Ruins of Greyhawk* they will attack you first and who you no mercy.

👤 **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:

Wand of magic missiles (10 charges) (Core; DMG; 150 gp)

Wand of read magic (10 charges) (Core; DMG; 75 gp)

Pearl of power (1st-level) (Any; DMG)

Wand of magic weapon (3 charges) (Any; DMG; 45 gp)

Safewing emblem (Core; *Magic Item Compendium*; 250 gp)

Amulet of toxin delay (Adventure; *Magic Item Compendium*; 400 gp)

Stench stone (Core; *Magic Item Compendium*; 300 gp)

APPENDIX 1: APL 2

1: MURDER MOST FOUL

GRISH

CR 3

Male half-orc conjurer 3

N Medium humanoid (orc)

Init +1 **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Draconic, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor [*mage armor*])

hp 18 (3 HD)

Fort +4, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)

Melee club +5 (1d6+3) or

dagger +4 (1d4+3/19-20)

Ranged dagger +2 (1d4+3/19-20)

Base Atk +1; **Grp** +4

Combat Gear *potion of cure light wounds*, *pearl of power* (1st-level), *wand of magic missiles* (CL 1, 10 charges)

Wizard Spells Prepared (CL 3rd; ranged touch +2):

2nd—*dimension hop*[†], *glitterdust* (DC 14)

1st—*color spray* (DC 12), *expeditious retreat*,
mage armor[†], *shield*

0—*acid splash*, *detect magic*, *mage hand*, *read magic*, *resistance*

[†] Already cast

Abilities Str 16, Dex 13, Con 15, Int 13, Wis 10, Cha 10

SQ orc traits

Feats Scribe Scroll^B, Spell Focus (conjuration), Toughness

Skills Concentration +9, Knowledge (arcana) +6, Knowledge (local: core) +2, Spellcraft +9

Possessions combat gear plus masterwork club, *cloak of resistance* +1, spell component pouch, 15 gp

Spellbook (barred school: enchantment and necromancy) spells prepared plus 0—all *PH* core; 1st—*obscuring mist*, *unseen servant*; 2nd—*Melf's acid arrow*

6: AMBUSH

BANDITS

CR 1/2

Male human warrior 1

N Medium humanoid (human)

Init +1; **Senses** Listen -1, Spot -1

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +3 armor, +1 shield)

hp 7 (1 HD)

Fort +2, **Ref** +1, **Will** -1

Speed 30 ft. (6 squares)

Ranged shortbow +3 (1d6/x3)

Melee handaxe +2 (1d6+1/x3)

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8

Feats Toughness, Weapon Focus (shortbow)

Skills Climb +3, Handle Animal +3, Jump +3

Possessions combat gear plus studded leather armor, buckler, handaxe, shortbow with 10 arrows

8: BESIEGED

IMISH

CR 1

Male orc ranger 1

N Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Orc

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 shield)

hp 11 (1 HD)

Fort +3, **Ref** +4, **Will** +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee battleaxe +4 (1d8+6/x3)

Ranged longbow +3 (1d8/x3)

Base Atk +1; **Grp** +5

Atk Options Point Blank Shot, favored enemy human +2

Combat Gear *potion of cure light wounds*

Abilities Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 8

Feats Point Blank Shot

Skills Hide +3, Listen +4, Move Silently +3, Spot +4, Survival +4

Possessions combat gear plus battleaxe, longbow with 20 arrows, chain shirt, buckler, backpack, 12 gp

Light Sensitivity (Ex) Imish is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell

AMFIS

CR 1

Male human sorcerer 1

N Medium humanoid (human)

Init +2; **Senses** Listen +2, Spot +0

Languages Common

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 7 (1 HD)

Fort +1, **Ref** +1, **Will** +2; +2 against sleep, paralysis, and electricity

Speed 30 ft. (6 squares)

Melee halberd +3 (1d10+3/x3)

Ranged javelin +2 (1d6+2)

Base Atk +0; **Grp** +2

Special Actions Draconic Breath, spell shield

Combat Gear *scroll of mage armor*, tanglefoot bag, *wand of magic weapon* (3 charges)

Sorcerer Spells Known (CL 1st):

1st (4/day)—*shield*

0 (5/day)—*dancing lights*, *detect magic*, *flare* (DC 12), *touch of fatigue* (DC 12)

Abilities Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 15

SQ stalwart sorcerer

Feats Draconic Breath, Draconic Heritage (blue dragon), Martial Weapon Proficiency (halberd)^B, Weapon Focus (halberd)^B

Skills Concentration +5, Listen +2, Spellcraft +1

Possessions combat gear plus 3 javelins, halberd, spell component pouch

Draconic Breath (Su) If Amfis sacrifices a 1st-level spell he can create a breath weapon effect (60 ft. line of electricity, 2d6 points of damage, DC 13 Reflex save for half).

Spell Shield Once per round as an immediate action (when he takes damage), Amfis can sacrifice spell energy instead of losing hit points. If he succeeds on a Concentration check equal to 15 + the level of the sacrificed spell he ignores an amount of damage equal to five times the spell slot he gave up. If he fails the check, he loses the spell and takes the damage.

BANDITS

CR 1/2

Male human warrior 1

N Medium humanoid (human)

Init +1; **Senses** Listen -1, Spot -1

Languages Common

AC 15, touch 11, flat-footed 14
(+1 Dex, +3 armor, +1 shield)

hp 7 (1 HD)

Fort +2, **Ref** +1, **Will** -1

Speed 30 ft. (6 squares)

Ranged shortbow +3 (1d6/x3)

Melee handaxe +2 (1d6+1/x3)

Base Atk +1; **Grp** +2

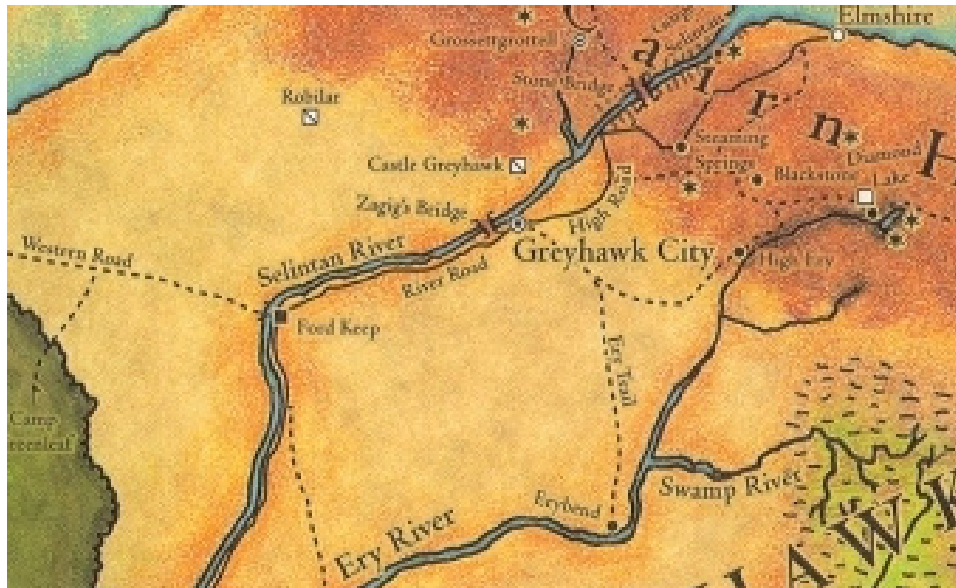
Abilities Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8

Feats Toughness, Weapon Focus (shortbow)

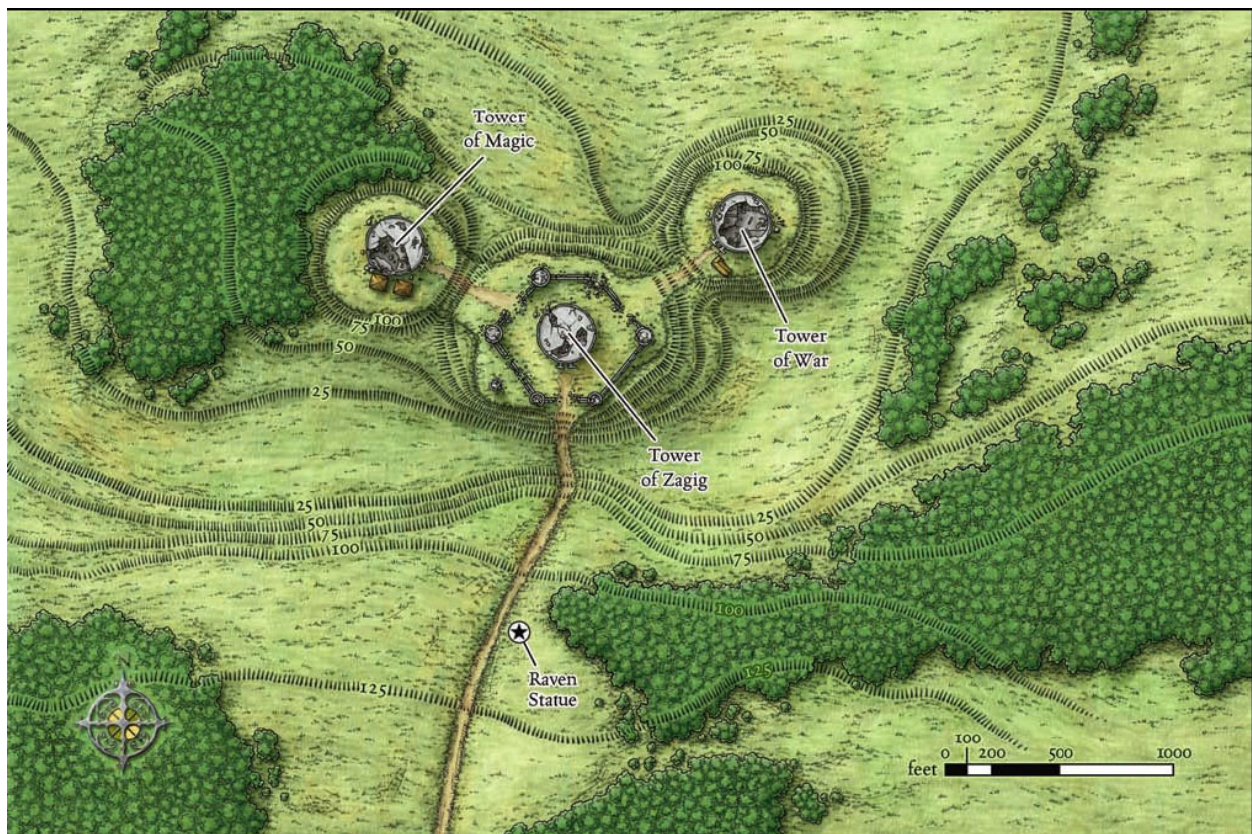
Skills Climb +3, Handle Animal +3, Jump +3

Possessions combat gear plus studded leather armor, buckler, handaxe, shortbow with 10 arrows

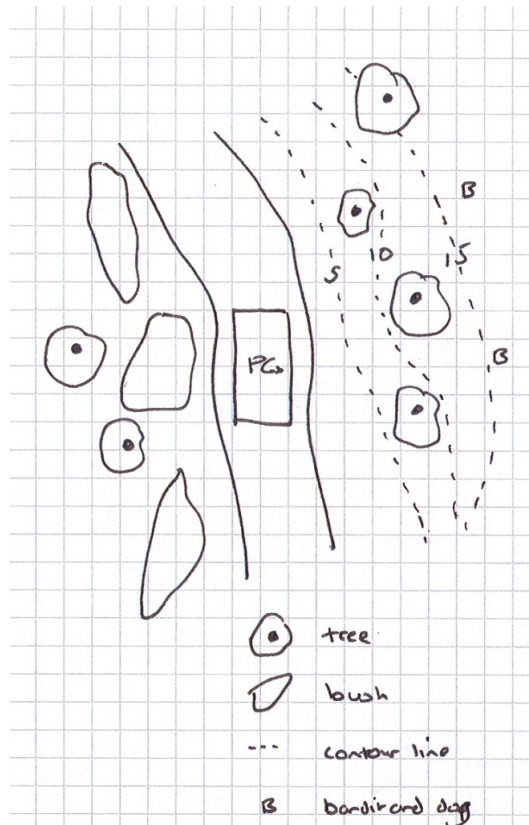
DM MAP 1: THE FREE CITY AND THE RUINS



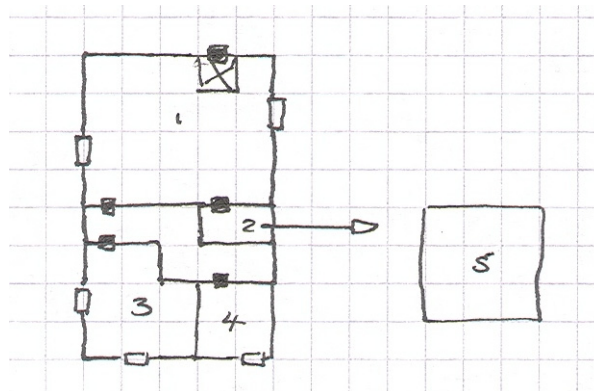
DM MAP 2: ENVIRONS OF THE RUINS



DM MAP 3: AMBUSH



DM MAP 4: ABANDONED FARMHOUSE



DM MAP 5: THE WAR TOWER



PLAYER HANDOUT 1: KORENTH'S OBSERVATIONS

Pertinent extracts from Korenth's notes.

Dated Two Weeks Ago

Our Matriarch, Eritai Kaan-Ipzirel, has entrusted an important task to me! Bandits once again have crept forth from the dark places of the Gnarley and the lawless lands of the Pomarj to plague the Domain. The bandits are uncommonly bold but go to great lengths to hide their activities from the Watch. Eritai fears that a dark force once again rises to threaten the Domain.

I was honored to accept her request to investigate further; to try to fathom their purpose and to ascertain whether anyone in the city aids them.

Dated 10 Days Ago

The problem is worse than we previously imagined. My contacts within the Union of Traders' and Merchants' has reported several missing caravans, taken over the last month or so. Anecdotal evidence also points to the disappearance of several foreign traders.

Dated Five Days Ago

It seems most of the attacks occur in the west or the south. I've heard tales of small bands of men – not adventurers – skulking around Zagig's old ruins. I'm going to investigate this as soon as I can get the right equipment together.

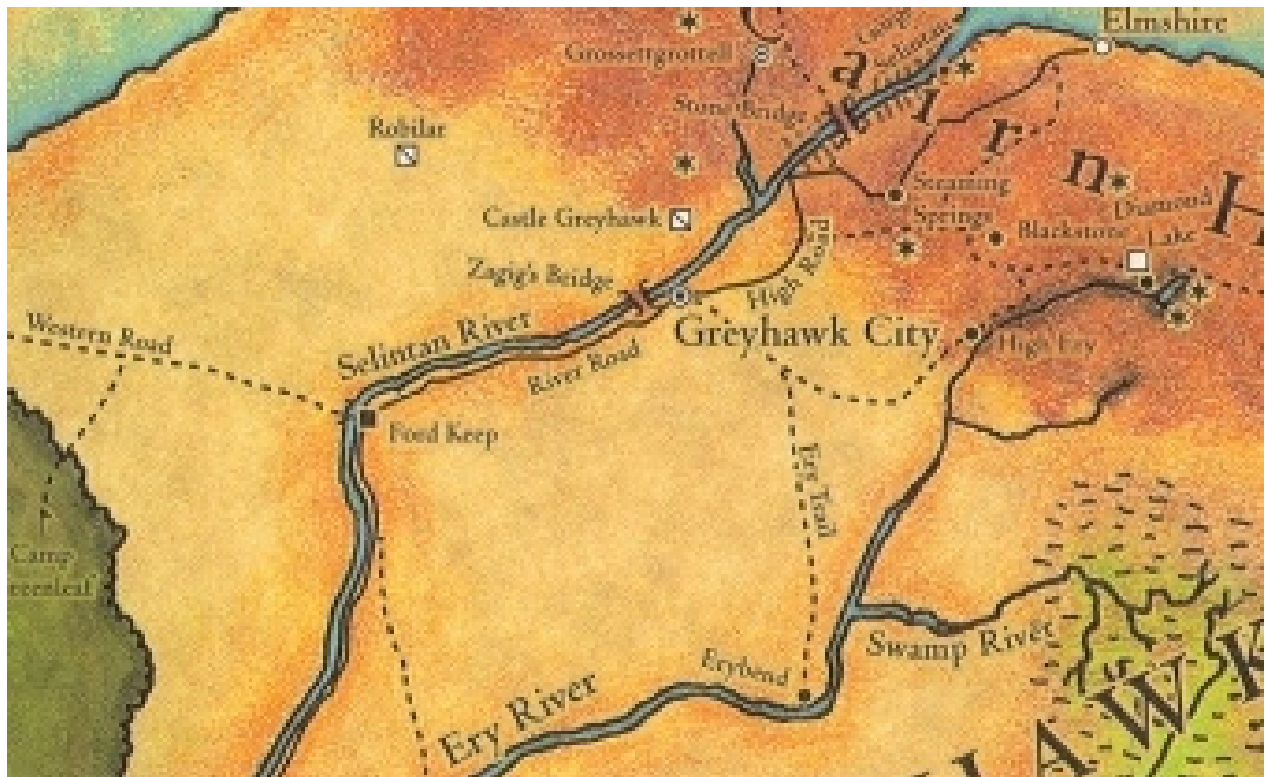
Yesterday

I have just got back from the ruins of Zagig's castle and I count myself lucky to be alive. I crossed Zagig's Bridge and reached the ruins without incident. Hiding, I spied several small groups of orcs entering the War Tower after bribing the dwarves that guard that fell place! An orc sorcerer – ulgrek I think his name was – led them. He commanded them to take the crates through "the halls of dining", whatever that means.

Something must have tipped them off, as they started searching the ruins. I barely made it out of there alive. I've decided to lie low at the Griffon's Nest for a few days; I don't dare return to the temple; their agents may be watching for me there. I fear that my mistress is right; some dark conspiracy is gathering against the Free City. I pray that the Cudgel will give us the power to defeat it.

Stay out of matters that do not concern you or I will gut you like a pig. This is your only warning. If I see, or hear, you poking your nose into my master's business again, it will go badly for you. Don't think your connections will save you; they won't.

PLAYER MAP 1: THE FREE CITY AND THE RUINS



Sauces and Soundings

By Creighton Broadhurst and Chris Chesher

ADVENTURE BACKGROUND

This section of the dungeon contains the remains of the old miner's barracks, and the caverns beneath them. These natural caverns serve as the upper-most gatehouse of the humanoids that live beneath.

The gatehouse caverns hold the stairs that lead down to level two and the next "Greyhawk Ruins" adventure.

ADVENTURE SUMMARY

In this adventure, the PCs explore some of the dungeons under the War Tower. Taking the stairs downwards from the surface level of the War Tower, they enter a chamber with three doors. Using clues found in GHR7-01:1 *Death in the Free City*, they determine that they must investigate the north door.

Beyond, they discover a variety of traps and empty and all but disused chambers. Finally, they discover a secret trapdoor in the floor of one chamber that leads downwards to another small network of caves guarded by a small band of orcs – guards for seemingly a larger group in caverns yet deeper below the ruins.

PREPARATION FOR PLAY

Make sure all players have their affiliation handout from GHR7-01:1 *Death in the Free City*. If they did not receive it for some reason, re-issue it.

PLAY OPTIONS

It is possible to play this adventure in several different ways. Make sure, however, before play begins that no player is going to repeat a zone through which he has already adventured.

Refer to Time Units and Upkeep on page 2, for more information about running a "Greyhawk Ruins" adventure.

Unrestricted Play: Using the unrestricted play option, PCs can wander through the more than a single dungeon zone during a single session using secret doors and such. In this case, the DM should determine ahead of time how long the game session is and through how many zones the PCs can adventure. To block off one zone

of the dungeon, the DM refer to the Restricted Play Option section.

Restricted Play Option: If this adventure is being played under time constraints (such as at a convention where play in other zones is not possible), some of the linkages between the different zones of the dungeon are blocked off. The adventure text of the relevant encounters handles justifications for such instances.

GETTING TO THE RUINS

If the PCs are playing this adventure without playing GHR7-01:1 *Death in the City* in the same session use some of the material from that adventure to handle their journey to the ruins.

DM Map 1 and 2 show the location of the ruins in relation to the Free city and the immediate environs of the ruins.

The PCs suffer no random encounters on the way to the ruins. Use Encounter 5: Marsh Gate to roleplay them leaving the city, if desired.

Learning More: If the PCs wish to make Gather Information checks, and such like, before setting out for the ruins use Encounter 4: Learning More.

INTRODUCTION

Adventure zones 2, 3, and 4 all share this room (GR on the map) as a common starting point. Using the unrestricted play option, the PCs are free to wander in whichever direction they wish, overlapping different zones, and so on. If the PCs are playing this at a convention, however, they may be restricted in their options (see Development below).

The stairs from the surface open into a 20 ft. by 20 ft. room. On the three remaining walls are alcoves, each with a door. In the corners of the rooms are shelves draped in the remains of faded and slashed red satin.

The door to the north has "Dining Hall" carved into it.

The door to the east has "Solider and Miner's Barracks" carved into it.

The door to the west "Dumping Zone" carved into it.

Alert PCs should realize that the north door is the one referred to in Korenth's notes recovered from his room in the Griffon's Nest (GHR7-01:1 *Death in the Free City*).

Use DM Map 1 to run the PCs' exploration of this adventure zone.

DEVELOPMENT

When the PCs open the north door, proceed to Z4-1.

Restricted Play Option: In this version of the adventure, the only door the PCs can explore is the north door, which leads to Zone 2. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), the other doors could be spiked shut from the inside, temporarily jammed by objects or the PCs could automatically hear lots of noise from behind them.

Z2-1: ANTE-CHAMBER

This 30 ft. by 30 ft. room has small piles of old bones and other types of debris swept to the west wall. There is a door to the north and a passage leading east.

This room contains little of interest. A DC 10 Search check among the debris finds the dried husk of a giant ant. It was stabbed to death long ago.

A DC 15 Search check reveals some chalk writing (in Common) hidden behind some cobwebs on the east wall. It says:

"Beware the sounding...."

The swept floor continues along the main corridor and into the kitchen in Z2-4. A goblin servant does the sweeping thus hiding the signs of orcs passing through here.

A SECOND DAY

If the PCs have set off any of the traps in Z2- 2 through 5, and are now returning after resting any number of days, they are met with a greeting party. Four orcs from the lower levels are investigating the previous disturbances and now wait in this room on the off chance that the adventurers return. They wait for the PCs to come to them.

If the PCs fought and ran from the orc guards in Z2-6 or Z2-9, four orcs lurk here ready to repel further incursions.

APL 2 (EL 2)

👤 **Orcs (4):** hp 5 each; MM 203.

DEVELOPMENT

Restricted Play Option: The north door leads to Zone 4. If this adventure is being played under time constraints

(such as at a convention and play in other zones is not possible), this passageway has been collapsed by the orcs. (By the time the PCs return to investigate Zone 2, it has been cleared).

Z2-2: COOK'S REST

Three small rooms connect to this corridor, each has had its door removed from the hinges. Remains of bunks, tables, and chairs are visible.

These three rooms were originally living quarters for the cooks that fed the miners and soldiers dwelling here. They have had many uses since, but are now abandoned except for one little trap left behind to slay unwary explorers. Once the PCs can see into the room, read:

The room once housed four people with a common area in the middle. A small open chest rests on a table in the middle of the room.

In the west and east rooms, the chest is empty and safe. In the north room, the chest has several gold bracelets in it. The treasure is bait for a trap.

HALL OF SPEARS

This trap was built by troglodytes at the behest of their orc masters to lure inquisitive adventurers to their doom. PCs in the Hall of Spears succeeding on a DC 16 Search check notice the camouflaged holes in the ceiling through which the spears of the trap thrust once activated.

North Room: The gold trinkets in the chest are the counter weights to a length of string and rope, leading through a hollow in the table leg and under the floor. PCs investigating the table succeeding on a DC 16 Search check discover the string under the box leading into the table. A subsequent DC 17 Disable Device check disables the entire trap. (This check takes 2d4 rounds).

It is linked to unevenly weighted wheels attached to hidden spears concealed in the corridor outside the rooms. When any of trinkets are disturbed, the line breaks, activating the trap.

The Corridor: Concealed wooden portcullises drop down over the corridor t-junction, and the three room doorways. Only those in the hallway are at risk. When the trap activates, these wheels power the spears stabbing down into the corridor from the ceiling above. PCs making a DC 5 Listen check can hear the wheels through the wall. As the trap continues to attack, the sound of the wheels noticeably slows down.

After four rounds, the wheels come to a stop on their own, and the trap stops working. The trap must be manually reset.

APL 2 (EL 1)

👤 **Hall of Spears:** Appendix 1.

AREA FEATURES

This area has the following noteworthy features:

Wooden Portcullis (3): 3 in. thick; hardness 5; hp 30; AC 5; Break DC 25.

Ceiling: The ceiling is 8 ft. high.

Treasure: Refer to the Treasure section to determine what the PCs find here in the north room.

Z2-3: LOOK WHO'S COMING TO DINNER

Before you is a 60 ft. by 30 ft. dining hall. A stage dominates the southern end of the room while long tables with chairs dominate the room's center. Eight skeletal forms in rags and festooned with cobwebs sit in front of long rotted meals. At the southern end of each table, slightly fresher bodies are slumped over their plates. A less than pleasant smell decay wafts towards you.

The south, east, and west walls each feature a hand crank attached (that has no immediately discernable purpose).

This room is another encounter trap set to persuade adventurers from going any farther.

The skeletons are just the remains of humans who were in the wrong place at the wrong time. Now they partake in this macabre set piece.

The two slumped fresher corpses are in fact human commoner zombies. They act as the trigger to the main part in this encounter trap. The zombies do not react to the PCs till at least one PC gets within 15 ft. Once this happens, both zombies rise from their sitting position (a move action) and move to attack.

APL 2 (EL 1)

🧟 **Human Commoner Zombies (2):** hp 16 each; MM 266.

COLD STORM TRAP

This chamber is 60 ft. long by 30 ft. wide. Above the only entrance is a heavy stone door that slides out of the ceiling and seals the exit. When the zombies stand up, a pressure plate attached to both chairs activates. This drops the stone door over the exit and activates the cold storm.

The stone door can only be opened by turning the cranks (DC 15 Strength check per crank). Three metal cranks are located in the room on separate walls. All three cranks must be turned in the same round to lift the door 1 foot. Small PCs can squeeze under the door once it has risen 2 feet, but Medium PCs need 3 feet of space.

Hundreds of tiny holes perforate the ceiling from which the ray of frosts attack each square in the room. The rays continue to attack any creature out in the open (even motionless ones). PCs can shield a downed companion by lying atop him; this gives the unconscious PC improved

cover (+8 to AC, +4 on Reflex saves) or can drag him to safety under a table.

The trap does not reset.

APL 2 (EL 2)

❄️ **Cold Storm:** Appendix 1.

AREA FEATURES

This area has the following noteworthy features:

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

Tables: The tables provide cover from the cold storm trap (+4 to AC) to individuals hiding under them. Additionally PCs succeeding on a DC 15 Jump check can leap atop them gaining a +1 bonus to their attack rolls against creatures lower than them.

Ceiling: The ceiling is 10 ft. high.

Treasure: Refer to the Treasure section to determine how much the trinkets found here are worth.

Z2-4: IF YOU CAN'T STAND THE HEAT

Stairs descend 10 ft. into a 25 ft. by 35 ft. kitchen. There is a door in the east wall and most of the walls are lined with shelves. Two island tables take up the middle and a stove is on the west wall.

At the bottom of the stairs, a worn iron skillet hangs from the wall, next to a flint and bellows.

The room is warm and a familiar glow accompanies the crackling sound coming from the stove.

Creatures: This kitchen is now the domain of two small fire elementals bonded to the stove. While they have no hatred for the PCs, they have been instructed to attack anyone who enters the room without first striking the iron skillet with the flint. The flint and skillet need to struck each time the PC enters through the stair entrance, but anyone coming from Z2-05 is safe to pass.

APL 2 (EL 2)

🔥 **Small Fire Elemental (2):** hp 9 each; MM 99.

Tactics: When someone enters the chamber without striking the skillet and reaches the stove or the other side of the tables, the fire elementals squeeze out of the stove (a move action) and attack.

The fire elementals do go past the top of the stairs but only enter Z2-5 if the PCs have opened the door for them. Otherwise, the elementals return to the stove once the PCs have retreated out of sight.

AREA FEATURES

This area has the following noteworthy features:

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20. The door in the east wall

leading to Z2-5 is locked (done from either side). PC's peering through the keyhole can see into Z2-5.

Tables: PCs succeeding on a DC 15 Jump check can leap atop the tables, gaining a +1 bonus to their attack rolls against creatures lower than them.

Z2-5: ANTS IN THE PANTRY

This 20 ft. by 30 ft. room was once a pantry. Broken shelves line the walls. A barrel is in the southwest corner.

In the southwest corner is a barrel of rum. The lid is ajar and a very young (and Small) giant ant floats in the rum. (The orcs have placed the rum here as bait for the ants, who view the ants as a pest infestation to be eliminated).

Trap: Damaged shelves cover the eastern wall (which also conceals a tunnel used by giant ants). The orcs have set up a scything blade trap set to go off if anyone touches the east wall. This is meant to kill the ants as they come out of the hole.

A DC 5 search check finds the concealed hole.

APL 2 (EL 1)

✂ **Scything Blade Trap:** CR 1; mechanical; touch trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 15.

DEVELOPMENT

Restricted Play Option: The ant hole here leads to Zone 4. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), this passageway has been collapsed by the orcs. (By the time the PCs return to investigate Zone 4, the ants have cleared it again).

THE SECRET TRAPDOOR

A DC 15 Search check finds the trapdoor, as frequent transport of supplies has left tell tale scuff marks and cracks in the surrounding area. Below the trapdoor, gradual stairs lead south, some 30 ft. deep, until they reach the caverns of Z2-6 to 9.

Development: It is at this time that the PCs and the noise or light they make risk tipping off the guards in Z2-6. Have the orcs therein make Listen checks opposed by the PCs' Move Silently checks. If they hear the PCs coming, they hide among the rocks, waiting for the PCs to expose themselves in the cavern.

Z2-6: THE SUPPLY CAVERN

The stairs finish their 30 ft. descent in a 50 ft. by 50 ft. natural cavern. A large column of stone in the middle of the cavern supports the weight above. Debris and mining tools are piled up along the east and south walls. A door is in the west wall and a passage leads off to the southwest.

Stacked neatly in front of the debris are cargo crates. Some of them bear the emblem of the Merchants' and Traders' Union.

The debris is from the cavern being expanded and the creation of the stairs leading to the pantry above. This chamber once had other usages, such as a place to raise undead guardians, but that time has passed. Now two orcs stand guard, waiting for intruders.

APL 2 (EL 1)

👹 **Orcs (2):** hp 5 each; MM 203.

Tactics: If the orcs are unaware of the PC's approach, they are standing against the north side of the middle column speaking quietly (in Orc). If they are aware of the PCs, the orcs wait in ambush on the south side of the column (gaining total concealment from the PCs' starting position). They wait for PCs to walk past them before springing their ambush.

AREA FEATURES

This area has the following noteworthy features:

Treasure: Refer to the Treasure section to determine what the PCs find here. Most of the trade goods here (those in the supply crates) have legal owners and are not really that portable. A few pieces of forgotten treasure, however, can be found in the trash and debris with a DC 15 Search check.

Supply Crates: The supply crates are similar to what the PCs found in the bandit hideout in Zone 1. (This is one of the places to which the supplies are transferred).

Secret Door: A secret door, in the form of a boulder on a hinge is located in the southeast wall. A DC 20 Search check finds it. It can be opened with a DC 12 Strength check.

Ant Hole: A DC 8 Search check among the debris in the south corner uncovers an ant hole.

DEVELOPMENT

Restricted Play Option: The ant hole here leads to Zone 4. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), this passageway has been collapsed by the orcs. (By the time the PCs return to investigate Zone 4, the ants have cleared it again).

Z2-7: THE ICKY CLOSET

This 20 ft. by 20 ft. natural cavern is packed with shelves and tables. On them are jars filled with various disgusting liquids and ichors. Many bones from various humanoids are piled into open sacks hanging from the walls.

Evil priests and necromancers once used this room for raising or creating undead. No one really comes here anymore.

AREA FEATURES

This area has the following noteworthy features:

Shelves: Many of the jars' and pots' contents have long since degraded. When opened, most give off noxious smells.

Sacks of Bones: The sacks of bones contain the remains of many humanoids. Many bear signs of violent death and are old and brittle with age.

Treasure: A DC 15 Search check finds some potions among the vials of bodily fluids. Refer to the Treasure section for more details.

Z2-8: ANOTHER ZOMBIE IN THE DEBRIS PILE

The corridor opens up into a 10 ft. by 60 ft. cavern. At the far end, rocks, boulders and other debris block further progress; several rotting or decayed corpses caught among them.

Most of the bodies caught in the cave-in are slaves from down below who just didn't work out for one reason or another. Most of bodies are easily identifiable as goblins although a few troglodytes and a gnome are also present. One of the bodies, however, is not yet ready to give up on life and once the PCs come within 30 ft. a troglodyte zombie staggers to its feet and attacks.

This zombie relentlessly pursues the PCs until destroyed. It does not give up the chase and does its best to follow the PCs, even if it shows up in the middle of another combat.

APL 2 (EL 1)

👤 **Troglodyte Zombie:** hp 29; MM 266.

AREA FEATURES

This area has the following noteworthy features:

Dense Rubble: It costs two squares of movement to enter a square with dense rubble and the DC of Balance and Tumble checks increases by 5, while the DC of Move Silently checks increases by 2.

Treasure: Mixed in with the debris is a small chest. It is unlocked and not trapped. It holds some minor treasure as well as an iron key decorated with the sigil of Zagyg. PCs finding the key gain the Zagyg's Key Ar item. Refer to the Treasure section to determine what the PCs find here.

Secret Passage: There is a secret passage in the northwest corner that leads into Zone 3. This can be found on a DC 15 Search check.

DEVELOPMENT

Restricted Play Option: The secret door in the northwest corner leads to Zone 3. If this adventure is being played under time constraints (such as at a

convention and play in other zones is not possible), this secret door has been jammed shut by the orcs. (By the time the PCs return to investigate Zone 3, other explorers have removed the blocked).

Z2-9: THE SOUNDING

Swinging aside the huge stone reveals a slope leading into a cavern. A gong and mallet stand against the west wall. Across from them on the east wall is a large chest.

A large staircase spirals off into the depths to the east.

Five orcs approach from an archway to the south, looking less than pleased.

This is the main guard area for the humanoids inhabiting the levels below.

The PCs are not meant descend these stairs yet, as they lead to the next adventure. PCs finding these stairs gain The Deep Stairs AR item.

Creatures: This group consists of four normal orcs led by Shump, an orc ranger. Shump has a great hatred for humans, so he targets them first.

Shump stays near the archway, hugging the wall for cover when possible, using his trusty longbow. His four orcs fan out in pairs to the east and west of the chamber, trying to keep line of fire clear. This also gives a better change of flanking for the orcs, by letting the PCs into the room, instead of bottlenecking at the door.

Once they have suffered a casualty, an orc tries to ring the gong, either with an attack or by throwing something solid at it.

APL 2 (EL 3)

👤 **Shump:** male orc ranger 1; hp 11; Appendix 1.

👤 **Orcs (4):** hp 5 each; MM 203.

AREA FEATURES

This area has the following noteworthy features:

Gong: The orcs use the gong to summon reinforcements from the lower caverns. Luckily, for the PCs, this time no one hears them.

Stairs Down: A flight of steep stairs leads downwards to deeper levels (see Development below). Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Treasure: The large chest contains a variety of cheap golden trinkets used to bait the trap in Encounter Z2-2.

Refer to the Treasure section to determine what the PCs find here.

DEVELOPMENT

If the PCs venture down the stairs describe the sounds and signs of a large humanoid infestation. If they continue, they hear the sounds of a large group coming up the stairs toward them. If they persist, describe how a large band of orcs forces them back out of the dungeon.

CONCLUSION

GenCon Indy Version: The PC's have completed Zone's 1 and 2 of the first Greyhawk Ruins adventure. They have no choice but to return back to the city in victory.

These PCs now have the option of playing Zone's 3 and 4 as additional material when available.

Once back inside the protective walls of Greyhawk City, you return to your affiliation contacts. They are disturbed by what you have to tell them, but express regret that they can't provide their full attention to the matter as politics in the city is heating up. Both for the city and internally within the guilds, power plays are being made and the those in power love to play.

It will be up to you, the new recruits, to return to the ruins and keep digging deeper until the whole story unravels.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

- All affiliation members gain a single point if they found the stairs in Z2-9.

The Guild of Wizardry

- Half point for collecting the samples from Z2-7.

Merchants' and Traders' Union

- Half point for finding the missing cargo.

Mercenaries' Guild

- Whole point for final blow on Shump the orc ranger
OR half point for final blow on normal orc.

Cartographers' Guild

- Half point for mapping this zone.

Thieves' Guild

- Half point for finding stole cargo and reporting it back to the Thieves' Guild.

Nightwatchmen

- Half point for finding stolen cargo and reporting its location to the Guild of Nightwatchmen.

Religious Organizations

- Half to Full point for properly enacting their faith (DM's discretion).

The End.

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.

Z2-2: Cook's Rest

Survive the trap

APL 2 30 XP

Z2-3: Look Who's Coming to Dinner

Kill the zombies and survive the trap

APL 2 90 XP

Z2-4: If you can't stand the heat

Get past the fire elementals, one way or another.

APL 2 60 XP

Z2-5: Ants in the Pantry

Survive the trap

APL 2 30 XP

Z2-6: The Supply Cavern

Defeat the orc sentries

APL 2 30 XP

Z2-8: Another Zombie in the Debris pile

Defeat the zombie

APL 2 30 XP

Z2-9: The Sounding

Defeat the guard orcs

APL 2 90 XP

Discretionary Roleplaying Award

APL 2 90 XP

Total Possible Experience

APL 2 450 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.

Z2-2: Cook's Rest

APL 2: Coin 30 gp; Total 30 gp.

Z2-3: Look Who Is Coming to Dinner

APL 2: Coin 10 gp; Total 10 gp.

Z2-6 Supply Cavern

APL 2: Loot 50 gp; Coin 100 gp; Magic 54 gp; blessed bandage (5) (4 gp each), daylight pellet (12 gp), talisman of the disc (42 gp); Total 254 gp.

Z2-7: Icky Closet

APL 2: Magic 12 gp; oil of bless weapon (4 gp), potion of magic fang (4 gp), potion of lesser vigor (4 gp); Total 12 gp.

Z2-8: Another Zombie in the Debris Pile

APL 2: Coin 40 gp; Magic 37 gp; glitter stone (37 gp); Total 77 gp.

Z2-9: The Sounding

APL 2: Loot 62 gp; Coin 40 gp; Magic 4 gp potion of cure light wounds (4 gp); Total 106 gp.

Treasure Cap

APL 2: 450 gp.

Total Possible Treasure

APL 2: 489 gp.

ADVENTURE RECORD ITEMS

Use these notes to determine which AR items the PCs gain:

- PCs finding the stairs in Z4-9 receive The Deep Stair AR item.
- PCs finding the key in Z4-8: receive the Zagyg's Key AR item.

🔑 **Zagig's Key:** You have found a small iron key decorated with Zagig's sigil. The key radiates faint transmutation magic but has no discernable powers.

🏰 **The Deep Stair:** You have found the deep stairs below the War Tower and know the way to the second level.

👤 **Affiliation Score Gained/Lost:** You have gained/lost ____ points with the ____ affiliation. If you are affiliated with more than one group, add extra notes in notes section detailing you gain or loss.

ITEM ACCESS

APL 2:

- *Glitter stone* (Core; *Magic Item Compendium*; 450 gp)
- *Oil of bless weapon* (Core; DMG; 50 gp)
- *Potion of lesser vigor* (Adventure; *Spell Compendium*; 50 gp)
- *Blessed bandage* (Any; *Magic Item Compendium*; 10 gp)
- *Daylight pellet* (Core; *Magic Item Compendium*; 150 gp)
- *Talisman of the disc* (Core; *Magic Item Compendium*; 500 gp)

Z2-2: COOK'S REST

HALL OF SPEARS

CR 1

Description see text.

Search DC 16; **Type** mechanical

Trigger location; **Init** +0

Effect one Small shortspear (Atk +3, 1d4 points of piercing damage) per square per round

Duration 4 rounds

Destruction AC 11; hp 5; hardness 5 (each shortspear)

Disarm Disable Device DC 16 (each shortspear)

Z2-3: LOOK WHO'S COMING TO DINNER

COLD STORM

CR 1

Description see text.

Search DC 16; **Type** magic

Trigger location; **Init** +0

Effect *ray of frost* (Atk +0 ranged touch, 1d3+1 points of cold damage) per target per round.

Duration 4 rounds

Destruction AC 11; hp 4; hardness 5 (each ceiling square)

Disarm Disable Device DC 16 (each ceiling square)

Z2-9: THE SOUNDING

SHUMP

CR 1

Male orc ranger 1

NE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Orc

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 armor, +1 shield)

hp 11 (1 HD)

Fort +3, **Ref** +4, **Will** +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee battleaxe +4 (1d8+6/x3)

Ranged longbow +3 (1d8/x3)

Base Atk +1; **Grp** +5

Atk Options Point Blank Shot, favored enemy human
+2

Combat Gear *potion of cure light wounds*

Abilities Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 8

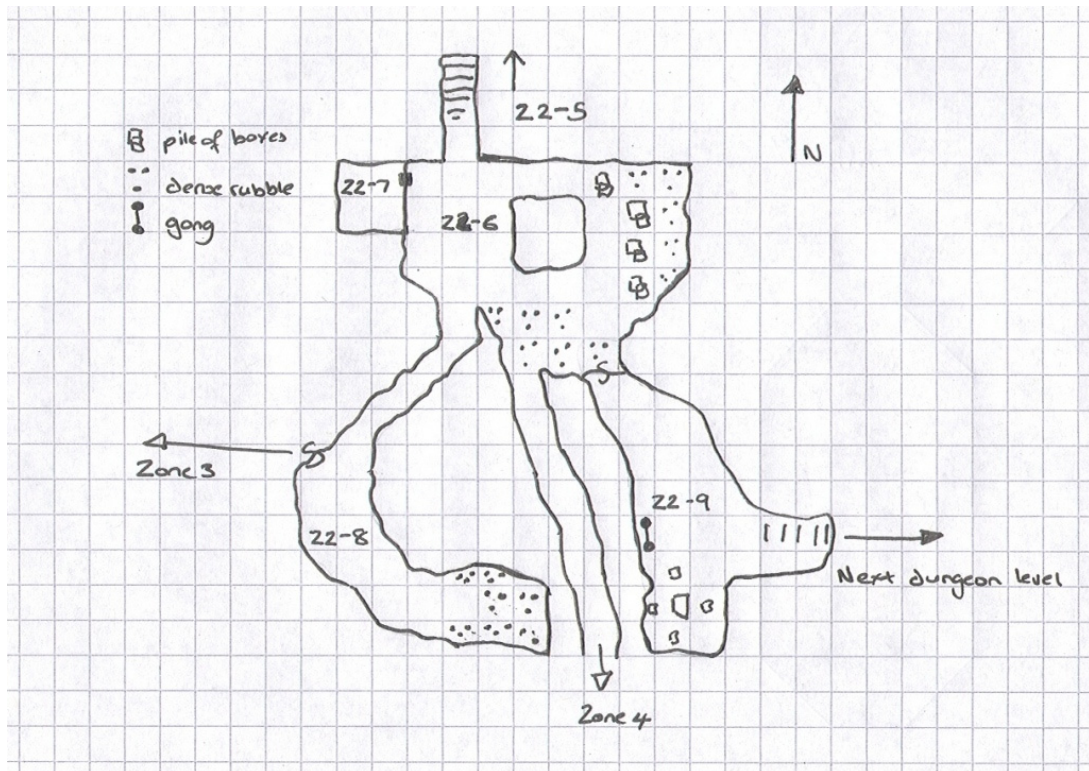
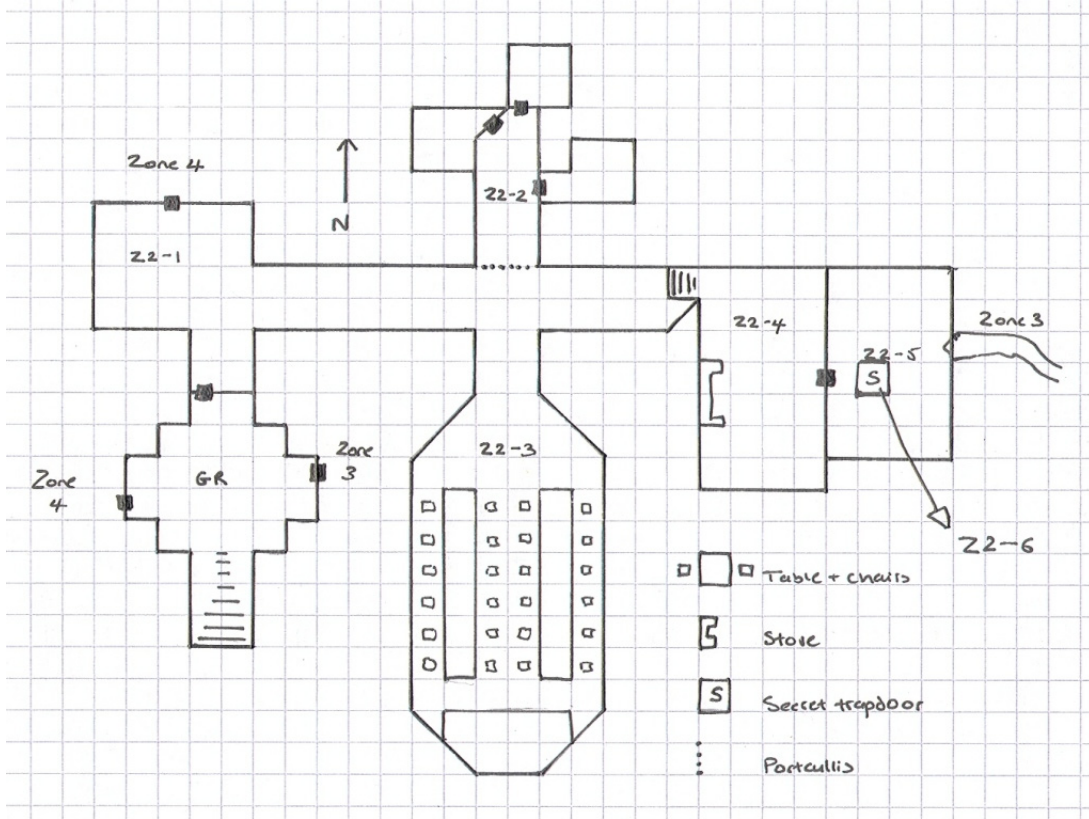
Feats Point Blank Shot

Skills Hide +3, Listen +4, Move Silently +3, Spot +4,
Survival +4

Possessions combat gear plus battleaxe, longbow with
20 arrows, chain shirt, buckler, backpack, 12 gp

Light Sensitivity (Ex) Shump is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

DM MAP 1 ZONE 2 LAYOUT



APPENDIX 2: NEW RULES ITEMS

ALTERNATE CLASS FEATURES

Stalwart Sorcerer

Most sorcerers hide behind walls of steel, slinging spells at enemies safely distant. You have no patience for such cowards and prefer to be near the front line. Your breadth of magical knowledge might not compare with those craven weaklings, but you are proud to dive into the fray alongside the fighter.

If you play a sorcerer with this alternate class feature, consider taking at least one level of fighter and selecting the armored mage alternative class feature.

Class: Sorcerer.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 ranks.

Replaces: Reduce by one the number of sorcerer spells known for your highest spell level (to a minimum of one). As a 1st-level character, you have one 1st-level spell known rather than two.

When you would gain a second known spell from a higher level, apply this penalty to the new spell level but remove it from the lower level.

Benefit: You gain extra hit points equal to two times you sorcerer class level. Every time you advance a level, you gain another 2 extra hit points. (So, at 1st-level you have 2 extra hit points, at 2nd-level you have 4 extra hit points, and so on).

You also gain the Martial Weapon Proficiency feat for a melee weapon of your choice, as well as Weapon Focus with that weapon.

Source: *Complete Mage* 36.

Spell Shield

As a powerful spellcaster, you're likely to attract the attention of powerful opponents, and your teammates can't always protect you. Spell shield lets you use your spells' energy to offset damage that might otherwise kill you.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain a familiar.

Benefit: By achieving oneness with the magical energy from which you draw your power, you make it part of your life force. As an immediate action when you take damage from any source, you can attempt to sacrifice spell energy instead of losing hit points. Expend a spell slot as if you had cast a spell of that level. Then, make a Concentration check with a DC equal to 15 + the level of the sacrificed spell. If you succeed, you ignore an amount of damage equal to five times the level of the spell slot you gave up. If you fail, you still lose the spell, but the magical energy fails to negate any of the damage.

For example, Hennes finds himself in the way of a black dragon's breath. Although he succeeded on his saving throw, he is still going to take 22 points of acid damage. As a 7th-level sorcerer, Hennes can sacrifice a spell of up to 3rd level. He chooses a 3rd-level spell, so the DC of his Concentration check is 18. Hennes gets a

result of 22 and magically negates 15 points of the acid damage, taking only 7 points.

Special: You can attempt to deflect damage as often as you wish, but you can make only one attempt per round.

Special: If an attack's damage has multiple sources (such as that of a flaming sword, which deals both weapon damage and fire damage), you must choose which source to negate.

Special: If an attack must deal damage to have a secondary effect (such as poison from a snake's bite), negating all the damage also prevents the secondary effect.

Source: *Dungeonscape* 13.

FEATS

Draconic Breath [Draconic]

You can convert your arcane spells into a breath weapon.

Prerequisites: Draconic Heritage.

Benefits: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Charisma modifier) for half damage. This is a supernatural ability.

Source: *Complete Arcane* 77.

Draconic Heritage [Draconic]

You have greater connection with your distant draconic bloodline.

Prerequisites: Sorcerer 1st.

Benefits: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Dragon

Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

Source: *Complete Arcane* 77.

MAGIC ITEMS

Amulet of Toxin Delay

Price (Item Level): 400 gp (2nd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Immediate (command)

Weight: —

The transparent crystal hanging from this necklace contains several drops of viscous green fluid.

When you activate an amulet of toxin delay, it creates a delay poison effect on you (as the spell, but with a duration of only 2 rounds). You can activate this item whenever you would be required to attempt a saving throw against poison (before rolling the save).

An amulet of toxin delay functions once per day.

Prerequisites: Craft Wondrous Item, delay poison.

Cost to Create: 200 gp, 16 XP, 1 day.

Source: *Magic Item Compendium* 71.

Blessed Bandage

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Standard (manipulation)

Weight: —

A single, softly glowing thread runs along one side of this linen bandage.

Applying a blessed bandage immediately stabilizes the recipient (but heals no damage).

Prerequisites: Craft Wondrous Item, cure minor wounds.

Cost to Create: 5 gp, 1 XP, 1 day.

Source: *Magic Item Compendium* 152.

Daylight Pellet

Price (Item Level): 150 gp (1st)

Body Slot: — (held)

Caster Level: 5th

Aura: Faint; (DC 17) evocation

Activation: Standard (thrown)

Weight: —

Within a thick black pouch, you see a handful of tiny ceramic beads. Thin veins of light shine through cracks in each bead.

A daylight pellet can be thrown up to 50 feet; when it lands, it shatters and creates illumination equivalent to a daylight spell, but with a duration of 10 rounds. These small stones are usually found in pouches containing 3d4 pellets. Using a pellet destroys it.

Prerequisites: Craft Wondrous Item, daylight.

Cost to Create: 75 gp, 6 XP, 1 day.

Source: *Magic Item Compendium* 156.

Glitter Stone

Price (Item Level): 450 gp (3rd)

Body Slot: — (held); see text

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Standard (thrown) or — (ammunition)

Weight: —

Sparkles of light glitter on this stone's surface.

A glitter stone renders hidden creatures visible. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged touch attack. When the stone strikes its target or a hard surface, it deals no damage, but explodes in a 10-foot-radius burst of glittering shards. All invisible creatures in the area become coated in glittery dust, making them visible for 3 rounds. Any coated creature takes a –40 penalty on Hide checks for the duration of the effect.

Prerequisites: Craft Wondrous Item, glitterdust.

Cost to Create: 225 gp, 18 XP, 1 day.

Source: *Magic Item Compendium* 161.

Safewing Emblem

Price (Item Level): 250 gp (2nd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Immediate (mental)

Weight: —

This porcelain pin is sculpted to look like a pair of outstretched white wings. A tiny green stone adorns the center, where the wings meet.

If you fall at least 10 feet, a safewing emblem becomes a pair of feathery wings that grant you a feather fall effect, allowing you to descend safely from any height up to 180 feet. When you land, the emblem shatters, its magic expended.

Prerequisites: Craft Wondrous Item, feather fall.

Cost to Create: 125 gp, 10 XP, 1 day.

Source: *Magic Item Compendium* 131.

Stench Stone

Price (Item Level): 300 gp (2nd)

Body Slot: — (held); see text

Caster Level: 3rd

Aura: Faint; (DC 16) necromancy

Activation: Standard (thrown) or — (ammunition)

Weight: —

This stone reeks of rotting meat.

A stench stone nauseates its target and sickens those nearby. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged attack. If the stone strikes its target, it deals no damage but bursts into a cloud of noxious vapor. If a stench stone misses its target, it is consumed without effect.

Any living creature struck by a stench stone becomes nauseated for 1 round (Fort DC 13 negates). Regardless of the success or failure of the save, the target exudes a stench for 3 rounds that causes all creatures within 10 feet of it to be sickened for the remaining duration of the stench (Fort DC 13 negates). Creatures immune to poison are unaffected by stench stones; any effect that neutralizes or delays poison also protects against the effect.

Once activated, this item is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, ghoul touch.

Cost to Create: 150 gp, 12 XP, 1 day.

Source: Magic Item Compendium 186.

Talisman of the Disk

Price (Item Level): 500 gp (3rd)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Standard (command)

Weight: —

This convex lens of crystal dangles from a chain carved from blue glass.

Activating a talisman of the disk creates a Tenser's floating disk (PH 294). The disk can hold 300 pounds and lasts for up to 3 hours (or until dismissed with another standard action). The disk's maximum range from you is 30 feet.

If you are also wearing a magic item that provides an enhancement bonus to Strength, the disk's carrying capacity increases by 100 pounds per point of bonus granted by the item.

Prerequisites: Craft Wondrous Item, bull's strength, Tenser's floating disk.

Cost to Create: 250 gp, 20 XP, 1 day.

Source: Magic Item Compendium 188.

SPELLS

Dimension Hop

Conjuration (Teleportation)

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Pale motes of light dance and swirl about your fingertips. When you touch the creature, it disappears, leaves a cloud of motes in its wake, and reappears somewhere nearby.

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Source: Player's Handbook II 110.

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Living creature touched

Duration: 10 round +1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies.

Source: Spell Compendium 229.

ENCOUNTER TRAPS

This adventure features several encounter traps (Dungeonscape 120). The notes below provide a brief overview of encounter traps.

Initiative: Use the trap's initiative modifier to determine its place in the initiative order.

Duration: This section details how long a trap functions before it must be triggered again.

Destruction: This section of the encounter trap stat block gives the trap's physical statistics. An attack source can be attacked from any square in the area it affects or from a square adjacent to that area.

Disarm: Each successful Disable Device check disables one attack source. Unlike standard Disable Device checks, trying to disarm a single attack source takes one round. Trying to disable a central disarm location takes 1d4 rounds. Characters injured while making a Disarm Device check must make a DC 10 + damage dealt Concentration check or their action fails.

Dispel: Magic encounter traps can be dispelled through the use of dispel magic of similar effects. Usually one casting of dispel magic shuts down a single attack source, but some traps have a central dispel location that, if dispelled, shuts down the entire trap. An area dispel magic affects only one attack source, but the spell can be tested against each source until it succeeds.

AFFILIATION BRIEFING SHEETS

GUILD OF WIZARDRY

Mission: A mid-ranking member of the Guild of Wizardry has approached you about doing some work on the side. Recently, a man named Korenth Mauk, servant of both The Cudgel and the city, hero of reform, was murdered. The city has declared that cultist activity is to blame, but some of us in the guild are not so sure. Mauk was fighting corruption within the government and his death has harmed some of the freedoms we were hoping to achieve.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life.

Rumors: Evil cult activity has increased in the city and banditry has increased outside the city walls. Some say both of these groups have magical support. The guild could use samples of the magical ingredients these forces are using.

MERCHANTS' AND TRADERS' UNION

Mission: A mid-ranking member of the Guild of Merchants and Traders approached you about doing some work on the side. Recently, a man named Korenth Mauk, servant of both The Cudgel and the city, hero of reform, was murdered. The city has declared that cultist activity is to blame, but some of us in the guild are not so sure. Mauk was fighting corruption within the government and his death has harmed some of the freedoms we were hoping to achieve.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life.

Rumors: Bandit activity outside the city has increased to an alarming rate. Many of the more prickly members of our guild complain their shipments are being hit more often than other of our brothers. This is probably a case of grass being greener. Recover of lost cargo would also make some of our brothers happy.

MERCENARIES' GUILD

Mission: A mid-ranking member of the Mercenaries' Guild approached you about doing some work on the side. Recently, a bureaucrat turned snitch named Korenth Mauk started hassling the city fathers about corruption and reforming of ways. Lots of people liked this guy, but obviously just enough people didn't. The masters in our own guild could go either way on the guy. We got a good thing going here; everyone needs muscle.

The city says Mauk was done in by cultists, but the cultists haven't been collected up yet. Head to the Griffon's Nest Inn, the place Mauk was staying at when he was murdered. Track down the cultists who murdered him. Once we know who they are, bounties are sure to open up and we can start collecting them.

Rumors: Bandit activity has increased outside the city. These guys are freelance thugs who are not paying dues to the Guild, so show no mercy. A report came in of orcs of the Pomarj infiltrating the city. The city is at war with these monsters, so feel free to run as many through just for the bragging rights around the bar.

CARTOGRAPHERS' GUILD

Mission: A mid-ranking member of the Cartographers' Guild approached you about doing some work on the side. Recently, a man named Korenth Mauk, servant of both The Cudgel and the city, hero of reform, was murdered. The city has declared that cultist activity is to blame, but some of us in the guild are not so sure. Mauk was fighting corruption within the government and his death has harmed some of the freedoms we were hoping to achieve.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life. Investigate That something could lead to someplace special.

Rumors: Over the last few months, there has been a renewed interest in the mysterious sites in the Domain Cairns, haunted towers, and dingy dungeons have become all the rage. The guild is always looking for updated detailed maps of these types of locations.

THIEVES' GUILD

Mission: A mid-ranking member of the Thieves' Guild approached you about doing some work on the side. Recently, a man named Korenth Mauk, servant of both The Cudgel and the city, was murdered. This do gooder was poking his nose into places powerful people didn't want it to be poked. But he was looking to enact some major reforms to the way the city would be governed and the guild could have taken advantage of these. The city says Mauk was done in by cultists, but some factions within our own guild are a little too tight lipped about the situation.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life. Find out what's really going on. Was it cultists, or was this some rogue faction of our own guild. Just be careful who's toes you step on. Keep a low profile, so if anyone asks, say you're a member of the Bakers' and Cooks' Guild.

Rumors: Outside the city walls, bandits, without any affiliation to our guild, are preying on caravans. They are free to be preyed upon. Find out what's happening to the cargo they've been stealing. That should be our profit.

NIGHTWATCHMEN

Mission: A mid-ranking member of the Nightwatchmen approached you about doing some unofficial investigating. Recently, a man named Korenth Mauk, servant of the Cudgel, friend of the Nightwatch, and city servant, was murdered. Mauk was working for Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert the Cudgel and member of the Directing Oligarchy. He was investigating corruption within the city and ways to reform government processes. The official line from the city is that he was killed by cultists, and most of our senior members are willing to accept that out of duty, but some want better answers. This is where you come in.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life. If it was cultists, root them out. But if it's something more than that, keep following the clues till you get to the bottom of it. Mauk was a hero and deserves better.

Rumors: Lawlessness is on the rise. Bandit activity has been steadily increasing in the Near Domain. The city officials blame restless refugees from the Wild Coast, and claim their lack of response is due to directing military forces to the borders of the Domain, mostly the Dyvers border, because those who control that city are considered scoundrels who want nothing more than to subvert the Free City. The bandit activity seems too organized for mere disenfranchised refugees. An outsider power must be controlling them, perhaps even Dyvers. Cultist activity is on the rise again.

RELIGIOUS ORGANIZATIONS

Mission: A mid-ranking member of your church approached you about looking into a matter that has affected the hearts and mind of the congregation. Recently, a great man, a hero of the Cudgel and faithful servant of the city, Korenth Mauk, was murdered. Mauk served Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert the Cudgel and member of the Directing Oligarchy.

Mauk was investigating corruption within the city and looking for ways to reform government processes. Many of these reforms would have been for the betterment of our people. The official story is that Mauk was murdered by anti-cuthbertian cultists because he so loved by all. While far be it from our church to doubt what the city fathers tell us, some in the congregation would like the matter looked in to, if not just to give them closure. Head to the Griffon's Nest Inn, the place Mauk was staying at when murdered. Find out what evil befell this hero and trace it to its source.

Rumors: The city's population has swelled with refugees from the Wild Coast over the years. This has created resentment among the city officials as it cuts into their profit margins taking care of these country folk transplanted to the city. Some high-ranking clerics fear these people will become breeding grounds for all sorts of cults. Some have suspicions of a filth and disease cult trying to find a foothold. Others talk of fiend and undead cults. The souls of our people must be kept safe.