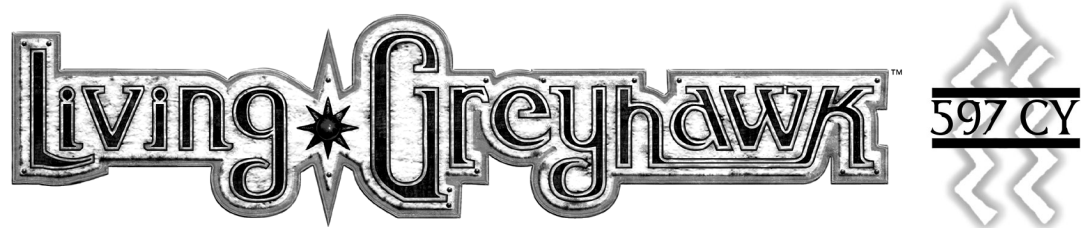


COR7-o8



Sins of the Father

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

Version 1

By Jean-Philippe 'JP' Chapleau

Circle Reviewer: Creighton Broadhurst

Reviewer: Sam Weiss

Playtesters: Sean 'The Bold' Curtis, John Foye, Jonathon Johnson, Nicole Johnson, Leonard Logan & Murry McEntire

Thirty years ago, the Churches of Pelor, Pholtus and St Cuthbert sentenced a man to execution for his crimes. Thirty years later, another trial is convened. Fate has determined the outcome is in your hands. A one-round Core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *City of Greyhawk* Boxed Set [Carl Sargent and Rik Rose], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan & Ed Stark], *COR1-03 River of Blood* [Erik Mona], *COR1-09 Swamp Things* [Bruce Paris], *COR2-02 Brendigund's Brood* [John Richardson & Paul Sean Flaherty], *COR2-09 Final Reckoning* [John Richardson & Paul Sean Flaherty], *COR3-05 Circle of Sin* [Stuart Kerrigan], *Greyhawk Adventures* [James M Ward], *Greyhawk: The Adventure Begins* [Roger E Moore], *Living Greyhawk Journal #2* [Denis Tetrault & Erik Mona], *NAE4-01 The Living & the Dead* [Juha-Pekka Saarinen], *TUS5-01 Plague of the Dead* [JP Chapleau & Farzin Z], *TUS5-09 Dance on a Volcano* [JP Chapleau], *WGA1 Falcon's Revenge*, *WGA2 Falconmaster* and *WGA3 Flames of the Falcon* [Richard W Baker and Anne Brown], and *White Plume Mountain* [Andy Collins, Gwendolyn F.M. Kestrel, and James Wyatt]. Additional material provided by the County of Urnst, Highfolk, Naerie, Pale and Tusmit Triad.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

These APL calculation rules reference version 7.0 of the LGCS. If you are playing this adventure in 2008, check

the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

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

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

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

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

PREPARATION FOR PLAY

Many locations described in this module use Denis Tetrault's Map published in the *Living Greyhawk Journal* #2. A copy of this map is hosted at <http://melkot.com/locations/cogh/cogh.html>. Due to the high-detail of the map, it was not included within this adventure. Though the map is not needed, it does add flavor to the adventure.

You should note PCs who have played the following adventures. Who or what the PCs may know is in parentheses after the name of the module.

- COR1-03 *River of Blood* (Bluto house and the River of Blood murders)
- COR1-09 *Swamp Things* (Location of the Ery Conclave)
- COR2-02 *Brendigund's Brood* or COR2-09 *Final Reckoning* (Deleer of Pelor)
- COR3-05 *Circle of Sin* (Pholemius the Sin Eater)
- NAE4-01 *The Living & the Dead* (Gresham the Oracle)
- TUS5-01 *Plague of the Dead* or TUS5-09 *Dance on a Volcano* (Lassa Aileen al-Istus)

GREYHAWK'S LAWS

It is possible that during this adventure the PCs may break one or more of Greyhawk's laws. Refer to Appendix 3 for more information on this. In particular, the PCs could break the law in Encounter 8, which will have dire consequences for them and Sir Bluto in Encounter 9.

TIME! A FRIENDLY WARNING

This adventure can easily run long as the PCs may get into involved discussions with many NPCs. If you are running this adventure under a time constraint (such as during a convention), try to hurry the PCs, but allow them to interact with the NPCs nonetheless.

NEW RULE ITEMS

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

ADVENTURE BACKGROUND

In 565 CY, a recent convert to Nerull, the Hater of Life, committed a series of horrible crimes known as the River of Blood murders. His name was Sir Bluto Sans Pite. Eight children were sacrificed and Sir Bluto managed to escape with some Rhenee allies.

Sir Bluto then joined up with dark forces in White Plume Mountain where a group of adventurers defeated him and his men. Sir Bluto's last resting place is unknown, but is believed to be in White Plume Mountain.

BLUTO HOUSE

Since Sir Bluto left town, his house (Bluto House) has been occupied by vagrants and transients. The place has a sinister reputation and most people avoid it.

However, in 591 CY, a cult of Raxivort took over the house and added to the house's sinister reputation (these events are detailed in COR1-03 *River of Blood*).

Since that time, the house has remained vacant. Unproven stories of undead, monsters and unearthly portals in the house abound. However, since the destruction of the Raxivort cult, nothing has been found in the house. It's reputation is used to scare young children and for teenagers to play dare on each other.

HOUSE VELTUER

This minor noble house is based in Bampton in the County of Urnst. Its members are mostly Suel. Its main source of wealth is based on the exportation of exotic imports and fineries.

SIR HENDRY VELTUER

Shortly before the events of the River of Blood, while traveling the world, Sir Bluto had an affair with Ronilda

Veltuer. Sir Bluto left the County for other parts in his dark quest, leaving his lover behind. Ronilda Veltuer never knew about her lover's dark purpose.

Nine month later, Ronilda produced a son she called Hendry. When she learned of Sir Bluto's actions in Greyhawk, she never spoke to her son about his father. Although he was illegitimate, he was raised lovingly by his mother not knowing his real father.

In 591 CY (shortly after she heard of the events of COR1-03 *River of Blood*), Ronilda (who was very ill) told her son about his father, his treason, and his father's properties in Greyhawk (although she did not know of this final fate). Being illegitimate, Sir Hendry did not stand to inherit anything but he did desire to know his father. So he set out traveling the world to find him.

For years, he traveled the Flanaess looking for his father. Finally while in Tusmit, he met a traveling adventurer who had defeated Sir Bluto in White Plume Mountain.

THE ORACLE

While in Tusmit, Sir Hendry met with a famous priestess of Istus (whom many call an Oracle). The High Priestess of Istus in Tusmit, Lassa Aileen al-Istus told him that if he is to claim his father's legacy, blood must not be spilled in the process. Sir Hendry took that to mean that he should not carry weapons and avoid fighting.

She also told him that he would have to call upon two more oracles before finding his destiny, and claiming his father's estate. Sir Hendry had only ever met two others with the gift of prophecy: a former adventuring elf from Highfolk and a seer in Ahlissa.

However, as the adventure unfolds, the first prophecy targets not only Sir Hendry himself, but those working for him also...

ADVENTURE SUMMARY

Introduction: The PCs are in Hardby and are approached by a gentleman who wishes to travel in their company.

Encounter 1: The PCs travel to Greyhawk. They get a chance to get to know Sir Hendry a little more. APL2 parties are attacked by humanoid raiders.

Encounter 2: The PCs arrive in Greyhawk and after a little relaxation they are approached by the guards and ordered to follow them. The PCs meet the Secretary of the Mayor. There they learn of Sir Hendry's trial and that they were chosen by Sir Hendry to help his defense.

Encounter 3: The PCs meet with Sir Hendry at Bluto House. He tells them what he wants them to do.

Encounter 4: The PCs gather information while in Greyhawk

Encounter 5: The PCs head to meet with the Loslain on the Velderdyva delta. They have a chance to save an elf from the clutches of ogres.

Encounter 6: The PCs head to find the Ery Conclave. They are sent to retrieve five sacred stones from an evil Gnoll shaman who stole them.

Encounter 7: With the Conclave's help, the PCs meet with a divine oracle of Beory in Ahlissa.

Encounter 8: The PCs return to Greyhawk where they have to face an angry mob. Here they have many options before them to resolve the situation.

Encounter 9: Mostly narrative, this encounter details the trial itself. Here the PCs may increase Sir Hendry's chance of being acquitted.

Conclusion: The court renders its verdict.

INTRODUCTION

What's worse than being bored? You have heard of many adventure opportunities in Hardby and usually, these leads are good. But not this time ... No lost treasure to find, no dragons to slay ... No imminent threat of invasion. Nothing! When one of you mentioned heading to Greyhawk to find work, most of you nodded your approval.

Interrupting your conversation, a handsome man in his mid thirties addresses all of you.

"Excuse me ... I couldn't help but overhear your conversation. If you are heading to Greyhawk, may I join you? My name is Sir Hendry Veltuer, of Bampton in the County of Urnst. And you are?"

Have the PCs introduce themselves to each other and to Sir Hendry. Use the notes below to guide the PCs' conversation with him. Sir Hendry tries to avoid talking about his father. He takes great pains trying to distance himself from him. At the risk of looking suspicious, he avoids the subject.

Remember, it is important the PCs know Sir Hendry was given a prophecy by the Oracle.

What will you pay us? I have nothing to offer at this time, but will reward you when I get what will be mine. The Oracle promised I would get my fair share.

Why do you want to come with us? For the last few years, I have been traveling the world, North to South and East to West... Ah the west... That is where I met the Oracle.

Who is the Oracle? Her name is Lassa Aileen al-Istus, High Priestess of the Lady of Fate in Tusmit. She told me that in order to claim my property, I must avoid spilling blood. I have traveled unarmed in the company of adventurers, merchants and soldiers while making my way to Greyhawk.

What is your heritage? Property, a manor in Greyhawk.

Where are you from? Bampton in the County of Urnst.

Who was your father? He was... he was convicted of a heinous crime... I am not like my father. Please, I do not wish to talk about him.

What crime? Many people were murdered. I do not wish to talk about him.

When/where did your father die? He met his end on an adventurer's sword.

Why should we take you there? You were talking about going there anyway. There is safety in numbers.

Can you fight/do you have any particular abilities? I am no adventurer if that is what you mean. I know how to defend myself, but do not carry weapons at this time... I do not wish to challenge the Oracle's words.

Would you be willing to submit to [detect] spell? Yes. (Sir Hendry radiates faint good and wears an *amulet of natural armor*).

Troubleshooting: Some PCs may decide not to take Sir Hendry along and that's fine. Assume he makes his own way and calls upon them all the same later. The text assumes PCs agree to take him along. If the PCs decide they don't want to go to Greyhawk the adventure is over for them.

1: THE ROAD TO GREYHAWK

While travelling, the PCs have a chance to talk with Sir Hendry a little. He tells them about himself. This is a great occasion for the PCs to get to know the man.

SIR HENDRY

During the trip, Sir Hendry proudly rides an Urnstian warhorse. He is a polite, nice and friendly learned man. He loves to talk about the topics below but avoids talking about his father or what he is going to do in Greyhawk.

Himself: Sir Hendry is willing to discuss his background (see Adventure Background), but avoids the topic of his father.

The County of Urnst: Sir Hendry is a patriot of the County and supports the help it provides to warring nations across the Nyr Dyv and Tenh.

Politics: Especially the political tensions between Nyrond and the County of Urnst over a strip of land in the eastern County.

Horses: Sir Hendry is not a breeder himself, but he has seen many horses and knows many breeds well—Baklunish horses, Keoish warhorses, and Urnstian warhorses.

Nobles and rulers: It seems as if Sir Hendry knows a noble in every country of the Flanaess.

Former adventures: Sir Hendry is very interested in hearing tales of adventure. He is not an adventurer himself, but loves a good story.

THE HUMANOIDS

This encounter only occurs at APL 2. As the PCs travel, they are ambushed by a group of humanoid raiders. Have the PCs make a DC 15 Spot check to avoid being surprised.

These humanoids have managed to surprise and loot a number of travelers and have their pockets filled with gems and jewelry.

See DM's Map #1 for the tactical set-up of this encounter.

APL 2 (EL 2)

☛ **Gnoll Leader:** hp 11; MM 130.

☛ **Goblins (3):** hp 5 each; MM 133.

Tactics: The gnoll moves in fearlessly and the goblins try to support him as best they can by using flank attacks. The surviving goblins flee if the gnoll is killed or incapacitated and at least one of them is down.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: The PCs are free to continue to Greyhawk without problem.

2: THE SECRETARY

When they arrival at Greyhawk, Sir Hendry leaves them, thanking them for their kindness. If the PCs follow him, he enters the Courts of Justice (H12). The PCs are now free to roam around. Recommend they find an inn. The Black Dragon Inn has rooms available. If you have time, you may wish to run them through one of the mini-encounters found in Encounter 4 (if time is not an issue).

Once the PCs have installed and have restored themselves, four city guards led by a sergeant enter the inn. The sergeant approaches the PCs and asks them, by name to follow him, in the name of the Lord Mayor of Greyhawk. He has a writ stating the PCs are to accompany him to meet with Secretary Tissen. The sergeant doesn't know why the PCs are summoned, but says they are not under arrest.

The soldiers escort the PCs to the Courts of Justice (H12).

THE SECRETARY

The PCs are brought to Secretary Tissen (who was an Inspector with the Watch in COR1-03 *River of Blood*). Tissen was recently promoted to secretary to Lord Mayor Nerof Gasgal. He is all business and doesn't suffer fools.

You enter a practical office where you are met by a tall, dark-haired man in a well-tailored though practical scholar's outfit. He has a light moustache on his upper lip and his hair has receded halfway up his scalp. "Greetings, I am Secretary Tissen please sit down. We have much to discuss."

Allow them to read Player Handout 1. If you want, and if time permits, you may use the handout as a guide to roleplay the entire encounter, but let the players have the handout as a reference afterwards. After they are finished, the inspector is ready to answer their questions. Secretary Tissen orders any members of the Greyhawk Watch to serve Sir Hendry in this matter.

- **What if we refuse?** Then he gets nothing.
- **Why are you the one asking us this?** It is my job.

- **What will you pay us?** Nothing. The Lord Mayor is interested in the affair, and to assure your assistance, he has hinted at giving you access to some items you may find useful. He also warns you not to harm, main, or kill any members of the populace during your search. Such actions will condemn Sir Hendry,
- **What are we to do?** You are to help him prove that he is not like his father. But if you do find proof that he is like his father, bring the proof to the court.
- **Is Sir Bluto dead?** I don't know and I'm not going to pay for spellcasting to know.
- **What is Sir Bluto's sentence?** He is sentenced to be executed, if found.
- **Who are the judges?** The tribunal that convicted his father included a priest of Pelor, Pholtus and St Cuthbert. I don't know who they will nominate to represent them yet. Their temple should know if you are interested.
- **Where is Sir Hendry now?** He is at Bluto House, under guard.
- **Is he under arrest?** No, but I'd rather keep a close eye on him.
- **Are you sure he is Sir Bluto's son?** He has the adequate paperwork and it will be up to the judge to rule on that.
- **Can we have a writ?** There is no need for one. You do not need any specific authority or power. Also, know that if you shed the blood of innocents in this matter Sir Hendry will be convicted of his father's crimes. Your actions will be seen as proof of this villainy.

Troubleshooting: If the PCs refuse this task the adventure is over.

3: SIR HENDRY

The PCs may wish to return and talk to Sir Hendry a number of times.

BLUTO HOUSE

(H19) Sir Hendry is currently residing at Bluto House, which is right behind the Lord Mayor's Palace (City Hall). He has cleaned out one small apartment and lives there.

Bluto House is impressive but in serious need of repair. The windows on both floors show signs of neglect and are broken; the lawn is a plain of wild grass, the door hangs limply on its hinges, and so on. At the door, two soldiers keep watch. They ask the PCs' names and then let them in.

Inside, the house's condition does not improve. Sir Hendry welcomes the PCs inside. Sitting on the floor in the one room clear of clutter, Sir Hendry offers the PCs some tea.

Sir Hendry gives the PCs the information found in the Adventure Background relating to him. He also tells the PCs the following

- He is a worshipper of Pelor.
- His father's actions horrify him.
- He has received a number of threats and insults from locals, which is why he the Watch is outside.
- He claimed the house and its gardens. He plans to split his time between Greyhawk and Bampton.
- Using his family connections, he plans on expanding the Veltuers' mercantile interests in Greyhawk.
- He has no plans for the caves below the house and has no wish to go there himself.

Sir Hendry asks the PCs to help him:

- He will be tried to see if he is the son of Sir Bluto, whether he shares his father's (illegal) beliefs or allegiance to the Horned Society.
- To prove himself, he wishes to bring a number of character witnesses: the Loslain of Corellon Larethian from Highfolk and the oracle of Beory from Ahlissa.
- There are others, who could bear witness to his character and good heart. Sir Hendry doesn't believe they could make it on time, though.
- The Loslain is a high-ranking priest of Corellon Larethian. Sir Hendry heard he was traveling near Greyhawk.
- Sir Hendry had planned to meet with Gresham through the druids of the Ery Conclave near the Mistmarsh
- He promises to pay the PCs a fair (but unspecified) amount of money if they can prove his claim and have the Loslain and Gresham testify.

4: VISITING GREYHAWK

This encounter presents a series of mini-encounters aimed at giving the PCs a taste of Greyhawk. If you are running this adventure with a time constraint, tell the PCs that after some searching, they find the location of the Loslain and the Ery Conclave. Any PC who has played *COR1-09 Swamp Things* knows the location of the Conclave.

WORD ON THE STREET

In this section, the PCs can get some hints as to where to look for information by making a Gather Information check. Making a check takes 1d4+1 hours. Award a +1 circumstance bonus to the check for each gp spent (to a maximum of +4).

- **DC 5** Sir Bluto is back! Hide your children from his evil stare!
- **DC 10** A man has lodged a request with the Mayor to have Sir Bluto's Mansion be given to him

- **DC 12** This man is calling himself Sir Hendry
- **DC 14** If you're looking for any elf in or around Greyhawk, your best bet is the Star of Celene in the Garden Quarter.
- **DC 15** The Mayor has convened a Tribunal to discover the truth about Sir Hendry
- **DC 16** If you are looking for druids, there is a Shrine to Beory in the Thieves' Quarter.
- **DC 17** Trials in Greyhawk are all held in Ancient Suloise—the legal language of the Domain.
- **DC 18** The Mayor asked members of the church of Pholtus, St Cuthbert, and Pelor to lead the trial.
- **DC 19** These churches were the ones who sentenced Sir Bluto to death despite his absence.
- **DC 20** The judges are at the churches themselves.

STAR OF CELENE (G6)

A half-elf bard from Courwood in the County of Ulek purchased this small mansion and turned it into an inn that caters to others from the Kingdom of Celene and their guests. All business is conducted in the Elven. The inn is large and airy, with elaborately carved wood furnishings and silk wall hangings. The current owner is the same half-elf who founded the inn, Finnobhar Aodhin. Finnobhar and his staff are very friendly to those of elven blood, but aloof with the arrogance often associated with elves.

☞ **Finnobhar Aodhin:** male half-elf bard 9

Any PC with elven blood can easily obtain the location of the Loslain (who is currently meeting with a tribe of sea elves by the Nyr Dyv). Non-elven PCs must succeed at either a DC 15 Diplomacy check or a DC 15 Gather Information to obtain that information. For the purpose of obtaining the information, PCs who have levels in the ruathar prestige class (from *Races of the Wild*) are considered elven. Non-elven PCs who speak Elven receive a +5 circumstance bonus to this check.

THE LIBRARY

The library contains a lot on the River of Blood Murders. Give the PCs Player Handout 2.

SHRINE OF BEORY (T11)

A small and pleasant shrine in the heart of the Old City is this flower and shrub garden dedicated to Beory, the Oerth Mother of the ancient Flan people. Few druids of Beory are in the city at present, but several local people tend to the garden and keep local youths from vandalizing it. A DC 10 Gather Information check gets the location and directions to the Ery Conclave. The Conclave is located in the Cairn Hills near the Mistmarsh. The most common methods of getting to the Conclave is to head east on the Urnst Trail. When the trail gets close to the marsh the PCs should turn south and begin looking for the druids. Most people say the druids found them more than the other way around.

TEMPLE OF ISTUS (F16)

Located in an area of the Foreign Quarter called "Little Ket," the temple of Istus is somewhat nondescript. Any local Baklunish traveler knows its location. The priestesses are all dressed in grays and blacks.

The PCs may wish to come here because Sir Hendry was given a prophecy by a priestess of Istus. The priestesses here are not aware of the prophecy given to Sir Hendry. However, they all tell the PCs that Fate is not to be trifled with.

Priestesses of Istus are brutally honest and direct to the point of sounding dire and pessimistic. Like most temples of Istus, the temple has only female priestesses.

TEMPLE OF PELOR (G10)

Though this temple appears rather run-down on the outside, the inside is filled with golden marvels of statuary and other finery. Like the church of St. Cuthbert, Pelor's Temple ministers to the poor and downtrodden who find their way to the High Quarter. The PCs are quickly shown to Deleer.

☞ **Deleer:** male human cleric 9 (Pelor) NG

Deleer appears in COR2-02 *Brendigund's Brood* & COR2-09 *Final Reckoning*. Deleer is best known as the priest who help Auldun Brendigund solve his problems a few years ago. Deleer is an optimist who believes in redemption and helping those who have stumble get back into Father Pelor's guiding light.

Dressed in gold and orange, Deleer welcomes PCs in a courteous manner. He says he believes strongly in redemption and that he can't wait for the trial to see the evidence. While he has no direct information on the whereabouts of the Loslain or the Ery Conclave, he can direct the PCs to the Star of Celene and the Shrine of Beory as possible sources for that information.

TEMPLE OF PHOLTUS (R8)

The temple of Pholtus is a gleaming white structure jutting out of the River Quarter. Though not large, the Temple of Pholtus is stoutly built and marvelous in appearance. Deliberately built in a crime-ridden area of the city, this gleaming structure of white marble is precisely symmetrical and lit at night by various light spells. The temple contains a small chapel and many tiny cells in which priests live humble lawful lives of devotion and prayer.

The priests can quickly point to Pholemius the Sin Eater, a well-respected priest. Pholemius the Sin Eater appeared in COR3-05 *Circle of Sin*). Pholemius belongs to a smaller cult of Pholtus not in line with the Pale's government. Pholemius nevertheless welcomes any Pholtan with open arms. Pholemius is a relentless pursuer of fiends and fell beasts.

☞ **Pholemius:** male human cleric 15 (Pholtus)

A DC15 Knowledge (religion) or (local/Nyrond Metaregion) check (Pholtans/Palites get +5 to this check)

informs the PC the Sin Eaters were declared heretical by the Church of the One True Path in the Pale. The Church would expect any upstanding members of the clergy or any other church sponsored organization to act accordingly. However, more sympathetic worshippers do not always share this hard-line stance on the sect.

He is also very devoted to Pholtus, but tries not to antagonize people with this. He welcomes anyone who stopped the ritual in COR3-05 *Circle of Sin* as old friends reunited by the will of Pholtus.

Pholemius takes this task very seriously. He has no preconceived idea about Sir Hendry. He is confident that Pholtus will show the way.

TEMPLE OF ST CUTHBERT (G4)

Located on a low-rise in the Garden Quarter, the grand temple is covered in gold ornaments and signs of faith. All the priests here belong to the Billets of St Cuthbert and wear rust-brown robes. After a little asking, the PCs are shown in to meet with the paladin-in-residence Talasek Thraydin who has been named the judge by the High Priestess.

Talasek was involved in the hunt for the Falcon. (*Falcon's Revenge*, *Falconmaster*, *Flames of the Falcon*). He is a tall (6 ft. 3 in.) solid man who takes great care in maintaining his physical condition. He has wavy brown hair that falls just below his shoulders where it gradua

Talasek Thraydin: male human paladin 11

Talasek was but a young boy when the River of Blood flowed but he knew one of the little girls murdered by Sir Bluto. Any meeting about the trial should give the PCs the impression that he is not happy with the trial and that he will not be easy to convince him of Sir Hendry's good heart.

5: FINDING THE LOSLAIN

The PCs head out of the city to meet the Loslain by the gulf of the Volverdyva River.

TROUBLE BY THE BAY

As you are walking on the road, in the distance, you see an elf without weapons running towards you. A group of large humanoid creatures [APL 4+: and their pets] in hot pursuit. The elf is obviously exhausted and collapses as the creatures move in for the kill.

The elf stumbles and collapses from exhaustion 30 feet from the edge of the map where the creatures are coming. Refer to Map 3.

Unless the PCs draw the creatures' attention, they kill the elf (Aust) and eat him. Once the creatures are aware of the PCs, they ALL abandon the exhausted (or dead and partially eaten) elf. If not disturbed at all, they finish eating the elf and then wander away. Thus, it is possible for the PCs to remain hidden and avoid the battle.

All APLs

☛ **Aust:** CG male high elf ranger 1.

APL 2 (EL 3)

☛ **Ogre:** hp 29; MM 198.

APL 4 (EL 6)

☛ **Ogre (2):** hp 29 each; MM 198.

☛ **Dire Wolf:** hp 45; MM 65.

APL 6 (EL 8)

☛ **Ogre Barbarian:** ogre barbarian 4 hp 29; MM 198.

☛ **Dire Wolf (2):** hp 45 each; MM 65.

APL 8 (EL 10)

☛ **Ogre Barbarian (2):** ogre barbarian 4 hp 29; MM 198.

☛ **Dire Bear:** hp 105; MM 63.

Tactics: Very simple. They attack whoever hurt them the most and take advantage of flanks whenever possible (even if that would have THEM being flanked as well).

Treasure: If the PCs save Aust (the elf), he gives them a valuable necklace to thank them for having saved his life. Otherwise, they can find the necklace on his corpse or on that of an ogre. Refer to the Treasure section for more information.

Development: If the PCs save Aust, he is very grateful. He introduces himself as Aust, a forager for the Loslain. He was caught by surprise by the creatures while out foraging. Aust can take the PCs to the Loslain before nightfall.

If the PCs did not save Aust, they spend another day looking for the Loslain.

MEETING THE LOSLAIN

The Loslain set up camp in a quiet bay of the Volverdyva River in a small forested area. With him are a number of priests of the Seldarine (the elven gods). When the PCs arrive, the Loslain is meeting with a number of aquatic elves.

The elves do not share why they are here with the PCs and simply ignore insistent PCs, referring any questions to the Loslain. To those of elven blood, they volunteer that the aquatic elves have requested the meeting.

The PCs have to wait for the Loslain to receive them. They have to wait a day unless they fill one of the following criteria (in which case it takes but a few minutes).

- One of the PCs is a priest of one of the Seldarine.
- One of the PCs is a ruathar
- The PCs expend an influence point with an elven group (DM's discretion if it applies)
- The PCs saved Aust.

THE LOSLAIN

Aramil Oakbow is a slim high elf standing a mere 5 feet and weighing 110 pounds. His shoulder length jet black hair is unbound save for a silver diadem that encircles his brow. His countenance is fair and his piercing emerald green eyes speak of having seen things not meant for mere mortals. He is garbed in a long blue robe and a flowing cloak with a fine mithral shirt completing this ensemble. Around his neck hangs a silver necklace ending in a silver crescent moon. He is sometimes seen fingering a broken wooden holy symbol and if asked about it, he puts it away, telling the questioner it is a reminder of a choice someone made.

Loslain Aramil Oakbow Wintershale: male high elf cleric (Corellon Larethian) 8/contemplative 3/ divine oracle 3/ ruathar 2.

If the PCs entered immediately, the Loslain is quite happy to see them. Like most elves, he has this touch of arrogance but he listens to the PCs explain why they are here. Any elf PC cannot help but find him friendly and sympathetic (a benefit of the Ruathar class).

The Loslain answer a few questions, but he is very busy and does not have much time to talk to adventurers.

- **Do you know Sir Hendry?** Yes, I do. He and I met sometime back when I used to adventure. I know his heart is good.
- **Why are you all here?** This is a private matter.
- **Who are these aquatic elves?** Friends.
- **Will you come with us now?** No. There are other things I must do first. Do not worry, I will be on time for the tribunal.

Once the PCs are done, the Loslain smiles and said. "By Corellon's Grace, I will attend the tribunal, when the time is right." The Loslain then dismisses the PCs.

If the PCs had to wait, they must convince the Loslain to help them. At APLs 2 and 4 his starting attitude is indifferent. At APLs 6 and 8 he begins unfriendly. (He has a lower opinion of people who should be proven heroes who have done nothing significant for elves.) The PCs must make a Diplomacy check to make him friendly. (This is DC 15 at APLs 2 and 4, DC 25 at APLs 6 and 8.) The following modifiers apply to the check:

- | | |
|------|---|
| +4 | Making the Diplomacy check in Elven. |
| +1/+ | Role playing |
| 4 | |
| +1 | for every elf or half-elf in the party |
| -1 | for every PC coming from a region where elves have a bad reputation (DM's call) |
| -1 | for every dwarf in the party |
| -2 | for every half-orc in the party |
| -4 | Speaking poorly about elves/ making anti-elven comments. |

If the check succeeds, the Loslain smiles and said. "By Corellon's Grace, I will attend the tribunal, when the time is right." The Loslain then dismisses the PCs.

If they fail, the Loslain says. "It is not the desire of Corellon that I attend this trial. Perhaps you may do something about it. I know the man you speak of and know his heart is not one with darkness." The Loslain then dismisses the PCs. Arguing with the Loslain at this point is useless. The Loslain has spoken.

Development: If the PCs have met the Ery Conclave, proceed to Encounter 8. If the PCs haven't yet met the druids, proceed to encounter 5. If they still need to find the Conclave's location proceed to Encounter 4.

6: THE ERY CONCLAVE

The Conclave is located in the Cairn Hills near the Mistmarsh. The most common methods of getting to the Conclave is to head east on the Urnst Trail. When the trail gets close to the marsh the PCs should turn south and begin looking for the druids. Most people say the druids found them more than the other way around.

GETTING THERE

When the PCs finally reach the Conclave, two druids in brown robes approach them; obviously a mentor and his apprentice. The druids do not introduce themselves. They greet the PCs first in Druidic, then in Common. If any PC speaks Druidic, they welcome that PC as a long-lost friend. But continue any conversation in Common unless the entire party speaks Druidic.

They listen to what the PCs have to say patiently. When the PCs are done, read or paraphrase the following:

The oldest druid stands and clears his throat. "He did contact us some time ago about this. However, we cannot help you, nor can we help him for our stones were stolen a few nights ago."

"A gnoll shaman dedicated to dark forces came and stole them. In the process, she had many of our brothers and sisters killed. Now, my apprentice and I are the only ones left... The others are either returning from their private groves or have fed the woods with their blood."

The older druid hopes the PCs volunteer to help them.

- **What will you pay us?** In return for bringing our stones back, we shall give you a few gems and open the portal you need to contact Gresham.
- **Why don't you come with us?** We shall prepare the gateway so you can use it upon your return. These are secret rituals of the Conclave.
- **Where is the shaman?** She went into the hills. We will have a guide take you there, one of our animal companions named Lanat.

- **Can the companion fight?** No, Lanat will avoid combat at all costs. We need him here with us.
- **Can I (we) join the Conclave?** No, not at this time.
- **What do the stones look like?** They look like broken eggshells made of rocks, but their insides are like gems (geodes).
- **How many stones are there?** Five.
- **When will the other druids return?** I do not know.
- **How many creatures are there with the shaman?** (Look at the creatures in the combat listing below and tell the PCs).
- **If need be, can you cast a *reincarnate* spell on us?** Yes, I have a few prepared.
- **Why don't you reincarnate your companions first?** I want to contact their spirits to know whether they want to return to life or not. I can always cast it on them later.

THE GNOLL SHAMAN'S CAVE

The younger druid sends his owl companion, Lanat, to lead the PCs to the humanoid's cave. Lanat stays a good distance away, but motions for the PCs to follow a trail that leads to the cave. See Map 4 for all the details.

At APL2, the gnoll shaman left the goblins to guard the stones while she is off causing some mischief.

APL 2 (EL 3)

☛ **Goblin war chief:** male goblin fighter 2, hp 20; Appendix 1.

☛ **Goblins (3):** hp 5 each; MM 133.

APL 4 (EL 6)

☛ **Gnolls (3):** hp 11 each; MM 130.

☛ **Gnoll Shaman:** female gnoll cleric 4, hp 57; Appendix 1.

APL 6 (EL 8)

☛ **Ogre (2):** hp 29 each; MM 198.

☛ **Gnoll Shaman:** female gnoll cleric 6, hp 75; Appendix 1.

APL 8 (EL 10)

☛ **Hill giant:** hp 102; MM 63.

☛ **Gnoll Shaman:** female gnoll cleric 8, hp 93; Appendix 1.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: Once the humanoids have been defeated, proceed to Encounter 7. The PCs can find the geodes close to the water basin.

7: GRESHAM

Gresham and Moorteeth appeared in NAE4-01 *The Living and the dead*. Some PCs may have met him.

THE CHOSEN ONE

This encounter refers to one of the PCs as "the chosen one". This title sounds a lot more important than it really is. The chosen one is the one whom Gresham selects to give his acorn to. He selects the PCs in the following order:

- A druid
- A cleric of Beory, Obad-Hai or Elhonna
- A cleric of other nature-type deity (examples include Geshtai and Llerg)
- A ranger
- A PC he's met before
- A barbarian
- A PC whose alignment is neutral.
- Whoever sits at your right (if no one qualifies).

THE CIRCLE OF STONE

Lanat leads PCs back to the druids who have moved to the Circle of Stone. The two druids are in a clearing where tall five standing stones seem to try and claw their way out of Mother-Oerth.

The older druid asks for the stones before placing them, one in front of each monolith. He asks you to stand in the center of the clearing while he and the young druid step into the woods. Making a few gestures with his hands, the land around you first ripples and then fades away as if you were in the eye of a tornado.

In an instant, it is over. You are now in what seems like a small hut. The walls are indistinct as if lost in fog.

A large brown bear lies sleeping on one wall occupying a large portion of the room. On the far side of the room, an old man is cooking a rabbit over the fireplace. The man turns his head to you.

"I don't recall seeing you here before... Who are you? Tell me your problems... no one comes to visit me without worries."

The man is Gresham and his bear companion Moorteeth. Gresham listens to the heroes.

Your tale over, Gresham smiles, "I will not appear at your trial as you are asking of me. I have other things I have to do and traveling to Greyhawk isn't possible right now. Yet refusing help to a friend is not something I can do... However, I'm willing to contact the court directly, with your help. [Gresham points at the Chosen One] If you break this acorn in the court of justice, I will be able to speak on Sir Hendry's behalf."

What will you/it do? Magic! Magic of course! (Gresham won't elaborate).

Will you pay us? You came to me with a request... why should I pay you? (Gresham is annoyed by this question)

Where are we? In the Sarwych forest, in the Barony of Ingmalt in Ahlissa, at least I think that's where we are. (A Knowledge (geography) DC 15 (12 for PCs from the Splintered Suns metaregion) indicates there are in north-central Ahlissa.)

♣ **Gresham:** male human druid 4/cleric (Beory) 1/divine oracle 3.

♣ **Moorteeth:** brown bear companion

WHERE ARE THE PCS?

The PCs have not moved from their former location in the druidic circle. Any PC who attempts to leave disappears from view of the others and re-appears next to the two druids.

These PCs cannot return inside the circle while the others have not finished.

Development: If the PCs have met the Loslain, proceed to Encounter 8. If the PCs haven't yet met the Loslain yet, proceed to encounter 5. If they still need to find the Loslain's location proceed to Encounter 4.

8: BACK IN GREYHAWK

When the PCs return to Greyhawk, having met with the druids and the Loslain, they find the city in a state of unrest. Signs and graffiti are painted on the walls "Punish the ones responsible for the River of Blood" or "Like father, like son" or "Death to Sir Bluto's Son."

Make sure before running the rest of the encounter that you know exactly which PC has a mount or a companion with them. It is possible the PCs want to split the party at this time. In this case, the events happen to the group that heads directly to the Hall of Justice. (Subsequent groups of PCs heading to the Hall of Justice may also run into the mob if the first group did not deal with them).

In a few public places, speakers stand on crates and exhort the crowd to pressure the Mayor and the Courts to execute Sir Bluto's son.

One of your goal as a DM is to get the PCs to get involved in a shouting match with one of the agitators. The agitators are people who lost a brother, a sister, a friend or a child in the River of Blood. Either the PCs inform the crowd that they are working for the Court or Sir Hendry or someone will recognize them as such.

Whatever the case, a group of radical thugs (associated with the seedier elements of society) decide to take the law into their own hands.

PEACEFULLY SOLVING THE SITUATION

There are a number of ways the PCs can resolve the situation without fighting. Here is a list of examples, but reward creativity with success:

- **Argue with the Agitator:** This requires the PCs to succeed at three consecutive opposed Diplomacy or Perform (oratory) checks (see Appendix 1 for the stats of the Agitator). For each check, make the PCs come up with new ideas. Intimidation does not work here. If they fail three times in a row, proceed to combat.
- **Pretending they are someone else:** This method is risky as it requires a Bluff or Disguise check from all the PCs visible. The crowd has a Spot modifier equal to the APL. Make only one check for the entire crowd. If one party member is found out, proceed to combat.
- **Using non-damaging magic on the crowd:** The PCs may use magic like *wall of force* or *wall of stone* and keep the people away. Illusion spells that might intimidate the locals may also be used to great effect. If half the opponents cannot take part in an assault on the PCs, the rest disperse. Use your judgment, if the PCs cause a major panic (such making a dragon fly overhead and land on a building), some of the commoners may get crushed underfoot as they try to flee. In that case, the guard reports that the PCs have used lethal force.
- **Using *charm* magic on the Agitator:** This means the PCs do something to change the Agitator's demeanor and include spells like *charm person*, *charm monster* or *dominate*. If successful, such spells defuse the situation. Although this is violation of the law, and looked on poorly by people in the city, no charges will be pressed because it prevents the situation from becoming violent.
- **Using magic to disappear or teleport:** This includes using magic spells like *dimension door* or *teleport* to reach the Hall of Justice quicker. If the entire party is thus taken, the mob remains behind. Any animal or mount thus abandoned is lost with all equipment it had.

If the PCs manage to avoid combat altogether, proceed to On to the Trial, below.

It is possible for the PCs to split the party at this time: some PCs sneak or *teleport* across to the Hall of Justice while others are left behind. In that case finish running this encounter first; then proceed to On to the Trial. The actions of those left behind will influence the trial as normal.

COMBAT

There are many ways combat can start: either by failing to resolve the situation peacefully or if the PCs cast an offensive spell or make a threatening move (including trying to intimidate the Agitator or the crowd). Anything that might be considered hostile sets the crowd off.

APL 2 (EL 4)

✚ **Agitator:** male human rogue 2, hp 12; Appendix 1.
✚ **Greyhawk Commoners (4):** male or female human commoner 1, hp 5 each; Appendix 1.

APL 4 (EL 6)

✚ **Agitator:** male human rogue 4, hp 26; Appendix 1.
✚ **Greyhawk Thugs (2):** male or female human warrior 2, hp 17 each; Appendix 1.
✚ **Greyhawk Commoners (4):** male or female human Commoner 1, hp 5 each; Appendix 1.

APL 6 (EL 8)

✚ **Agitator:** male human rogue 6, hp 38; Appendix 1.
✚ **Greyhawk Thugs (2):** male or female human warrior 4, hp 31 each; Appendix 1.
✚ **Greyhawk Commoners (4):** male or female human commoner 2, hp 9 each; Appendix 1.

APL 8 (EL 10)

✚ **Agitator:** male human rogue 8, hp 50; Appendix One.
✚ **Greyhawk Thugs (4):** male or female human warrior 4, hp 31 each; Appendix 1.
✚ **Greyhawk Commoners (6):** male or female human commoner 3, hp 13 each; Appendix 1.

Tactics: The Greyhawk folk all begin using non-lethal damage, using saps if they have them, but switch to lethal damage if the PCs use lethal force. The Agitator and the thugs are more experienced in combat and try to use any advantage they can to bring down the PCs.

The commoners flee when they take a single lethal hit and call for the guard. The Agitator and the thugs remain.

Treasure: Because of the public nature of this encounter and the proximity of members of the city watch, the PCs are unable to loot the bodies of anyone they kill here.

Development: Proceed to On to the Trial, below.

ON TO THE TRIAL

This combat shouldn't be difficult for most PCs. What is really important here is to see one of three things:

1. Did the PCs kill anyone? (Note down which PC killed who).
2. Did the PCs use lethal force?
3. Did the PCs managed to get out of the situation without seriously hurting anyone (only inflicting non-lethal damage fall into this category).

Proceed to Encounter 9.

9: SIR HENDRY'S TRIAL

This encounter is very linear and does not have the PCs do much. If time permits, you can extend the trial and make the PCs take more active roles.

All of the proceedings are held in Ancient Suloise. If none of the PCs speak Ancient Suloise, they can listen to one of the public translators who are there for the benefit of the public. Sir Hendry speaks Ancient Suloise and therefore does not need the translator himself.

The important thing here is to try and give the PCs a sense that THEY can change the fate of the trial (and they can).

You enter the courtroom as the three judges enter. There are three of them. The first judge wearing bright orange robes is introduced as Deleer from the church of Pelor. The second one, an austere man wearing white with gold flame motifs on his robe is introduced as Pholemius of the Church of Pholtus. The third one is a comely-looking man dressed in dark browns is introduced as Talasek Thraydin of the church of St Cuthbert.

"I am Sir Hendry Veltuer of House Veltuer in the County of Urnst, son of Sir Bluto sans Pite, a murderer and a traitor the Free City and its people. My father is dead, killed many years ago. I wish to heal the people of this city of their pain. I was brought up in the benevolent way of Father Pelor and by Pelor I am NOT like my father."

"I am asking this court today, composed of representatives of the same churches who condemned my father all those years ago, to return to me the possessions of my family."

What follows is a series of witnesses who testify about the River of Blood murders of 565 CY and of the evil that settled in the house in 591 CY. Each of these witnesses curses the Sans Pite name and insults Sir Hendry who stoically listens to the people. When they have finished, the court calls upon Sir Hendry to present his case.

If the PCs managed to convince the Loslain, he appears in court, looking like a foreign ambassador. Read the following:

As Sir Hendry prepares to deliver his case, the court is suddenly disrupted by the arrival of a group of heavily armed Elves. As the City Watch sputters at them about bearing arms, the Loslain stalks into the court, dressed in formal clothing. Stepping before the judges, he delivers a short speech.

"I am the Loslain, chosen of the Seldarine. By their command, I come to speak for this man. And it is of him I will speak, not his father who I have never heard of. Though a human, Hendry possesses a noble soul, worthy of a true Elven champion. As a dutiful son should, he has spent his life searching for his father. Many would ignore everything around them in such a quest, but Hendry time and

again put his own needs aside to aid those he encountered in whatever manner he could. Many are the Elves whose lives have been aided, indeed saved, by his words and deeds over the years.

Now, having discovered the truth of his father, he comes to you. The charge is upon you to allow him to complete his journey, and do what is right. This man is good. Your laws must acknowledge this.

I am the Loslain, chosen of the Seldarine, and this is my word."

With that, he turns and leaves, his guard escorting him out in silence.

If the PCs have the Gresham's acorn, they may crush it at this time.

As you crush the acorn it emits a cloud of mist that coalesces into the form of the oracle Gresham. He turns and addresses the judges: "I have met this young man and found him to be of good heart and noble spirit. Given the chance, he will do much to repair the damages caused by his father, and I ask that you noble judges give him that opportunity." With that, the mist fades away and the trial continues.

The PCs then have a chance to speak to the court on behalf of Sir Hendry. Have the PCs stand up and give the speech. Ask for a DC 15 Diplomacy check. Only one PC needs to succeed. PCs who speak Ancient Suloise receive a +4 circumstance bonus to the roll because they don't need to be translated.

A member of the city watch shows up as the judges are about to deliberate. He asks the judge to hear his testimony. He goes on to describe the actions of the PCs in encounter 8.

Once the guard is done, tally the PC's court score before proceeding to the Conclusion. The Encounter 8 conditions do not stack with each other.

COUNTING THE "COURT SCORE"

The Loslain appears	+1
Gresham speaks to the court	+1
One of the PC successfully speaks in favor of Sir Hendry	+1
One of the PCs is a paladin, a divine caster of a lawful AND/OR good deity (max +1)	+1
Encounter 8: The PCs did not use lethal force on the crowd	+1
Encounter 8: The PCs used lethal force but did not kill anyone	-2
Encounter 8: The PCs used lethal force and killed someone.	-5

CONCLUSION

Go to the Conclusion that matches the PCs' court score.

-5 TO -1

The judges return from the deliberation. Talasek of St Cuthbert stands and points an accusing finger at Sir Hendry.

"Sir Hendry Veltuer, son of Sir Bluto Sans Pite, this court finds that you not only share your father dark heritage, but those you have taken in your employ have made the streets of Greyhawk flow red with the blood of the good folk of Greyhawk. This is a sign none of us can ignore. The signs are clear. The River of Blood will flow again should we let you claim your father's heritage."

Pointing at you, disdain painted on his face, he continues talking to Sir Hendry. "These folk were under your authority and command so we have to find you guilty of their crimes as well."

"This court condemns you, Sir Hendry, to permanent banishment from the lands of Greyhawk. Should you ever set foot in the Domain, you will be beheaded."

Sir Hendry is crushed. A single tear appears in the corner of his eye. But he wipes it quickly. His face contorts into a smirk. He stands and looks at you. His eyes turned from full of life to cold and filled with hatred. He walks by you, leaving for permanent exile.

Outside you can hear the joyful cries of "Justice!" made by the assembled crowd.

You know, Sir Hendry does NOT count you amongst his friends.

Fine the PCs according to who killed whom. Refer to Appendix 3. The PCs should not expect payment from Sir Hendry. Additionally, the watch arrest and fine them if they killed anyone in Encounter 8. Because they are believed to have acted in self-defense they do not suffer heavier sanctions such as death. Proceed to AR Rewards.

0 TO 2

The judges return from the deliberation. Talasek of St Cuthbert stands and points an accusing finger at Sir Hendry.

"Sir Hendry Veltuer, son of Sir Bluto Sans Pite, this court cannot find you guilty of crimes, but neither can we find you to possess the qualities to heal the hurt your father inflicted on this city."

"Because of this, no sentence will be passed upon you but we refuse your claims of your father's possessions. These will remain in possession of the State."

Sir Hendry is distraught but with raises his shoulders and invites you outside. "Well it was a good try. I'll return to Bampton"

Outside you can hear the cries of "Justice!" made by the assembled crowd.

Sir Hendry look disappointed, turning to you he says "It seems the gods do not want my father's name to return to the City of Greyhawk. For now, I'll continue my travels. Thank you my friends."

Fine the PCs according to who injured who. Refer to Appendix 3. Sir Hendry pays each PC 100 gp in thanks for their efforts.

3. Over the course of the adventure, did any interesting sub-plot develop?
 4. Did you enjoy the adventure? What would have made it more enjoyable?
- Thank you.

3 TO 5

The judges return from the deliberation. Talasek of St Cuthbert stands and points a finger at Sir Hendry.

"Sir Hendry Veltuer, son of Sir Bluto Sans Pite, this court recognizes you as his legal heir. As such we recommend Bluto House be returned to you as part of your inheritance. May you find a way to clear this vile place of its dark heritage! But be warned that the people of Greyhawk may not forgive as we have."

Outside you can hear the angry cries of "Justice!" made by the assembled crowd.

Sir Hendry smiles, as if a huge weight had been lifted from his shoulders. "It's all because of you! You've done it! I knew you would come through for me. Know that you will always be welcome guest in my house. Thank you!"

Sir Hendry pays each PC 200 gp in thanks for their efforts.

AR REWARDS

If the PCs saved Aust in Encounter 5, they receive the "Trade with the Nyr Dyv Elves" AR Reward.

If the PCs obtained a Court Score of -5 to -1 they get "Enmity of Sir Hendry" AR Reward.

If the PCs obtained a Court Score of 0 to 2 they get "Favor of Sir Hendry" AR Reward.

If the PCs obtained a Court Score of 3 to 5 they get "Friendship of Sir Hendry" AND the "Favor of Sir Hendry" AR Reward.

If the PCs got rid of the humanoids in encounter 6, they get "Favor of the Ery Conclave" AR Reward.

PCs that killed any of the crowd in Encounter 8 are charged and tried for their crimes. The judge convicts these PCs of rioting and condemns the PCs to pay a severe fine. If they are unable (or unwilling) to pay, they are sent to custody for 1 TU per 10 gp of the total fine. Refer to the table below for the value of the fine. PCs convicted of these crimes also "Felon" AR item.

- **Per commoner killed:** 20gp x APL
- **Per thug killed:** 50gp x APL
- **The Agitator killed:** 100gp x APL

CAMPAIGN CONSEQUENCES

Contact SinsOfTheFather@chapleau.us with the following information:

1. What was the outcome of the trial?
2. Did the PCs kill anyone in encounter 8?

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: On the Road to Greyhawk

Defeat the humanoids

APL 2	60 XP
-------	-------

5: Finding the Loslain

Defeat the humanoids

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

6: The Ery Conclave

Defeat humanoids

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

8: Back in Greyhawk

Experience objective

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

Story Award

Getting Sir Hendry acquitted

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

Total Possible Experience

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

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: The Way to Greyhawk

APL2: Loot: 100 gp; Total 100 gp.

5: Finding the Loslain

All APLs: Coin: 100 gp; Total 100 gp.

6: The Ery Conclave

APL 2: Loot 57 gp; Total 57 gp.

APL 4: Loot 153 gp; Magic 526 gp; +1 *morningstar* (193 gp), *periapt of wisdom* +2 (333 gp); Total 679 gp.

APL 6: Loot 153 gp; Magic 609 gp; +1 *morningstar* (193 gp), *periapt of wisdom* +2 (333 gp), *pearl of power* I (83 gp); Total 762 gp.

APL 8: Loot 153 gp; Magic 1,609 gp; +1 *morningstar* (193 gp), *periapt of wisdom* +4 (1,333 gp), *pearl of power* (1st-level spell) (83 gp); Total 1,762 gp.

Conclusion

All APLs: Coin: 100 gp; Total 100 gp

OR

All APLs: Coin: 200 gp; Total 200 gp

Treasure Cap

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp

Total Possible Treasure

APL 2:	457 gp
APL 4:	979 gp
APL 6:	1,062 gp
APL 8:	2,062 gp

ADVENTURE RECORD ITEMS

☛ **Trade with the Nyr Dyv Elves:** The Nyr Dyv elves provide Adventure access to the items marked ** below. Additionally, after any adventure set in the Domain of Greyhawk, you may spend 1 TU to trade with the Nyr Dyv elves. Doing so grants you access to the following non-magical items from *Stormwrack*: Air plant, float bladder, keel, pearlsteel armor, and open access to elf paladin, ranger, and wizard substitution levels (*Races of the Wild*).

☛ **Friendship of Sir Hendry:** You can use this influence point in one of two ways. Cross off once used.

- Obtain one-time Open access to *bashing*, *defending*, *ghost touch*, or *merciful* weapon special abilities.
- Get a +5 circumstance bonus to all Diplomacy checks with members of the Greyhawk Nobility and members of House Veltuer for a single adventure.

☛ **Favor of Sir Hendry:** You may exchange this influence point to reduce the cost of any adventure set in the Domain of Greyhawk by 1 TU (to a minimum cost of 1 TU).

☛ **Favor of the Ery Conclave:** Once after (or during) any adventure set in the Domain of Greyhawk, you can spend 1 TU to have *reincarnate* cast upon yourself but you must still pay all usual costs. Whoever transports you to the Ery Conclave must also spend 1 TU. Cross off once used. The druids also provide open access to the spontaneous rejuvenation and shapeshift alternate class features (both *Player's Handbook II*), the halfling druid (*Races of Stone*) and half-orc druid (*Races of Destiny*) substitution levels, and the items marked with a * below.

☛ **Ire of Sir Hendry:** Sir Hendry does not forgive or forget your failure to clear his name. His reaction to you can never be better than unfriendly.

☛ **Felon:** You were tried and convicted for rioting in the City of Greyhawk.

Total Fine: _____ gp or _____ TUs

☛ **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 the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

ITEM ACCESS

APL 2

- Thistledown Suit** (Any; *Races of the Wild*; 250 gp)
- Thistledown Padded** (Any; *Races of the Wild*; 405 gp)
- Safewing emblem** (Any; *Races of the Wild*, 250 gp)

APL 4

- Amulet of aberrant empathy* (Core; Complete Adventurer, 1,400 gp)

APL 6

- Pendant of draconic empathy* (Core; Complete Adventurer, 3,300 gp)

APL 8

- Pearl of power (1st-level spell) (Adventure; DMG)
- Survival pouch** (Any; *Races of the Wild*, 5,000 gp)

INTRODUCTION

SIR HENDRY VELTUER OF BAMPTON

CR 2

Male human aristocrat 3

NG Medium humanoid (human)

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

Languages Ancient Suloise, Common, Draconic, Elven

AC 15, touch 9, flat-footed 15

(-1 Dex, +5 armor, +1 natural)

hp 23 (3 HD)

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

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.

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

Atk Options Mounted Combat

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

Feats Mounted Combat, Negotiator, Persuasive

Skills Bluff +10, Diplomacy +16, Intimidate +6, Knowledge (history) +3, Knowledge (local:Core) +3, Knowledge (nobility & royalty) +7, Knowledge (religion) +3, Ride +14, Sense Motive +9

Possessions masterwork chainmail, *amulet of natural armor* +1, few pieces of jewelry, military saddle, light warhorse

6: THE ERY CONCLAVE**GOBLIN WAR CHIEF****CR 2**

Male goblin fighter 2

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Listen -1, Spot -1**Languages** Common, Goblin**AC** 18, touch 14, flat-footed 15

(+1 size, +3 Dex, +4 Armor)

hp 17 (2 HD)**Fort** +4, **Ref** +3, **Will** -1**Speed** 30 ft. (6 squares)**Melee** mwk greatsword +6 (1d10+1/19-20) or**Melee** morningstar +4 (1d6+1)**Ranged** longbow +6 (1d6/x3)**Base Atk** +2; **Grp** +0**Atk Options** Power Attack**Abilities** Str 13, Dex 16, Con 13, Int 12, Wis 8, Cha 8**Feats** Improved Initiative, Power Attack, Weapon Focus (greatsword)**Skills** Balance +2, Climb +5, Escape Artist +2,

Handle Animal +1, Hide +6, Intimidate +4, Jump

+0, Move Silently +6, Ride +10

Possessions masterwork greatsword, longbow, morningstar, masterwork chain shirt**Init** +0; **Senses** Listen +3, Spot -1**Languages** Common**AC** 11, touch 10, flat-footed 11

(+1 Dex, +1 armor)

hp 3 (1 HD)**Fort** +1, **Ref** +2, **Will** -1**Speed** 30 ft. (6 squares)**Melee** club +1 (1d6+1)**Base Atk** +0; **Grp** +1**Abilities** Str 12, Dex 11, Con 13, Int 8, Wis 9, Cha 10**Feats** Lighting Reflexes, Skill Focus (Handle Animal)**Skills** Handle Animal +7, Listen +3**Possessions** club, heavy clothes (padded armor)**8: BACK IN GREYHAWK****AGITATOR****CR 2**

Male human rogue 2

N Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 11 (2 HD)**Resist** evasion**Fort** +1, **Ref** +5, **Will** +0**Speed** 30 ft. (6 squares)**Melee** mwk sap +3 (1d6+1) or**Melee** club +2 (1d6+1)**Base Atk** +1; **Grp** +2**Atk Options** sneak attack +1d6**Abilities** Str 12, Dex 14, Con 13, Int 8, Wis 10, Cha 15**SQ** trapfinding**Feats** Improved Initiative, Skill Focus (Perform [oratory])**Skills** Balance +4, Bluff +7, Diplomacy +7, Escape

Artist +7, Gather Information +7, Intimidate +4,

Jump +3, Perform (oratory) +10, Sense Motive +5,

Sleight of Hand +9, Tumble +7

Possessions masterwork sap, club, masterwork studded leather**GREYHAWK COMMONER****CR1/2**

Male human commoner 1

N Medium humanoid (human)

6: THE ERY CONCLAVE

GNOLL SHAMAN

CR 5

Female gnoll cleric 4

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Gnoll

AC 21, touch 10, flat-footed 21
(+8 armor, +2 shield, +1 natural)

hp 54 (6 HD)

Fort +10, **Ref** +1, **Will** +8

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *morningstar* +9 (1d8+4) or

Melee dagger +7 (1d4+3/19-20)

Base Atk +4; **Grp** +7

Special Actions command undead 1/day (-2, 2d6+2, 4th), spontaneous casting (*inflict* spells)

Cleric Spells Prepared (CL 4th):

2nd—*bull's strength*^D, *cure moderate wounds*, *death knell*, *invisibility*^D

1st—*bless*, *magic weapon*^D, *protection from good*, *sanctuary* (DC 15), *shield of faith*

0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*

D: Domain spell. Deity: Erythnul. Domains: Trickery, War

Abilities Str 17, Dex 10, Con 16, Int 10, Wis 18, Cha 6

Feats Combat Casting, Improved Toughness, Martial Weapon Proficiency (*morningstar*), Skill Focus (Concentration), Weapon focus (*morningstar*)

Skills Concentration +15 (+19 casting defensively), Knowledge (religion) +3, Listen +9, Spellcraft +2, Spot +9

Possessions +1 *morningstar*, masterwork full plate, masterwork heavy steel shield, dagger, *periapt of wisdom* +2

8: BACK IN GREYHAWK

AGITATOR

CR 4

Male human rogue 4

N Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0

Languages Common

AC 15, touch 12, flat-footed 13; +1 against traps, uncanny dodge
(+2 Dex, +3 armor)

hp 24 (4 HD)

Resist evasion

Fort +1, **Ref** +5 (+6 against traps), **Will** +0

Speed 30 ft. (6 squares)

Melee mwk sap +6 (1d6+1) or

Melee club +4 (1d6+1)

Base Atk +3; **Grp** +4

Atk Options sneak attack +2d6

Abilities Str 12, Dex 14, Con 14, Int 8, Wis 10, Cha 16

SQ trapfinding

Feats Improved Initiative, Skill Focus (Perform [oratory]), Weapon Finesse

Skills Balance +4, Bluff +10, Diplomacy +14, Escape Artist +9, Gather Information +10, Intimidate +5, Jump +3, Perform (oratory) +13, Sense Motive +7, Sleight of Hand +11, Tumble +9

Possessions masterwork sap, club, masterwork studded leather

GREYHAWK THUG

CR 1

Male human warrior 2

N Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 12, touch 11, flat-footed 11
(+1 Dex, +1 armor)

hp 16 (2 HD)

Fort +5, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)

Melee unarmed strike +4 (1d3+2) or

Melee club +4 (1d6+3)

Base Atk +2; **Grp** +4

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

Feats Improved Initiative, Improved Unarmed Strike

Skills Climb +3, Handle Animal +4, Intimidate +4, Jump +6, Ride +3

Possessions club, heavy clothes (padded armor)

GREYHAWK COMMONER

CR1/2

Male human commoner 1

N Medium humanoid (human)

Init +0; **Senses** Listen +3, Spot -1

Languages Common

AC 11, touch 10, flat-footed 11

(+1 Dex, +1 armor)

hp 3 (1d4+1 HD)

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

Speed 30 ft. (6 squares)

Melee club +1 (1d6+1)

Base Atk +0; **Grp** +1

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

Feats Lighting Reflexes, Skill Focus (Handle Animal)

Skills Handle Animal +7, Listen +3

Possessions club, heavy clothes (padded armor)

6: THE ERY CONCLAVE

GNOLL SHAMAN**CR 7**

Female gnoll cleric 6

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft. Listen +9, Spot +9**Languages** Gnoll**AC** 23, touch 10, flat-footed 13
(+9 armor, +3 shield, +1 natural)**hp** 71 (8 HD)**Fort** +11, **Ref** +2, **Will** +9**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *morningstar* +11 (1d8+5) or**Melee** dagger +9 (1d4+4/19-20)**Base Atk** +5; **Grp** +8**Special Actions** command undead 1/day (-2, 2d6+4, 6th), spontaneous casting (*inflict* spells)**Combat Gear** *pearl of power* (1st-level spell)**Cleric Spells Prepared** (CL 6th):3rd—*blindness/deafness* (2), *dispel magic*, *magic vestment*^D2nd—*bull's strength*, *cure moderate wounds*, *death knell*, *invisibility*^D, *sound burst*1st—*bless*, *magic weapon*^D, *protection from good*, *sanctuary* (DC 15), *shield of faith*0—*cure minor wounds* (x2), *detect magic*, *guidance*, *resistance***D:** Domain spell. Deity: Erythnul. Domains: Trickery, War**Abilities** Str 18, Dex 10, Con 16, Int 10, Wis 18, Cha 6**Feats** Combat Casting, Improved Toughness, Martial Weapon Proficiency (*morningstar*), Skill Focus (Concentration), Weapon focus (*morningstar*)**Skills** Concentration +17 (+21 casting defensively), Heal +6, Knowledge (religion) +3, Listen +9, Spellcraft +2, Spot +9**Possessions** combat gear plus dagger, +1 *morningstar*, +1 *full plate*, +1 *heavy steel shield*, *peripat of wisdom* +2

8: BACK IN GREYHAWK

AGITATOR**CR 6**

Male human rogue 6

N Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common**AC** 17, touch 12, flat-footed 17; +2 against traps, uncanny dodge
(+2 Dex, +4 armor, +1 shield)**hp** 35 (6 HD)**Resist** evasion**Fort** +4, **Ref** +7 (+9 against traps), **Will** +2**Speed** 30 ft. (6 squares)**Melee** +1 *sap* +8 (1d6+2) or**Melee** club +5 (1d6+1)**Base Atk** +4; **Grp** +5**Atk Options** sneak attack +3d6**Abilities** Str 12, Dex 14, Con 14, Int 8, Wis 10, Cha 16**SQ** trapfinding**Feats** Improved Initiative, Skill Focus (Perform [oratory]), Weapon Finesse, Weapon Focus (*sap*)**Skills** Balance +3, Bluff +12, Diplomacy +16, Escape Artist +10, Gather Information +12, Intimidate +5, Jump +2, Perform (oratory) +15, Sense Motive +9, Sleight of Hand +13, Tumble +10**Possessions** +1 *sap*, club, chain shirt, masterwork buckler**GREYHAWK THUG****CR 3**

Male human warrior 4

N Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1**Languages** Common**AC** 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)**hp** 29 (4 HD)**Fort** +6, **Ref** +2, **Will** +2**Speed** 30 ft. (6 squares)**Melee** mwk *sap* +8 (1d6+3) or**Melee** unarmed strike +4 (1d3+2) or**Melee** mwk club +8 (1d6+4)**Base Atk** +4; **Grp** +11**Atk Options** Improved Grapple**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Improved Grapple, Improved Initiative, Improved Unarmed Strike**Skills** Climb +3, Handle Animal +4, Intimidate +4, Jump +6, Ride +3**Possessions** masterwork club, masterwork studded leather armor, masterwork *sap***GREYHAWK COMMONER****CR 1**

Male human commoner 2

N Medium humanoid (human)

Init +0; **Senses** Listen +4, Spot -1**Languages** Common**AC** 11, touch 10, flat-footed 11
(+1 Dex, +1 armor)**hp** 7 (2d4 HD)**Fort** +1, **Ref** +2, **Will** -1**Speed** 30 ft.**Melee** club +2 (1d6+1)**Base Atk** +1; **Grp** +2**Combat Gear** club, heavy clothes (padded armor)**Abilities** Str 12, Dex 11, Con 13, Int 8, Wis 9, Cha 10**Feats** Lighting Reflexes, Skill Focus (Handle Animal)**Skills** Handle Animal +8, Listen +4, Ride +2

6: THE ERY CONCLAVE

GNOLL SHAMAN

CR 9

Female gnoll cleric 8

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft. Listen +10, Spot +10**Languages** Gnoll**AC** 24, touch 10, flat-footed 14

(+10 armor, +3 shield, +1 natural)

hp 88 (10 HD)**Fort** +12, **Ref** +2, **Will** +11**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *morningstar* +13/+8 (1d8+5) or**Melee** dagger+10/+5 (1d4+4/19-20)**Base Atk** +5; **Grp** +8**Special Actions** command undead 1/day (-2, 2d6+6, 8th), spontaneous casting (*inflict* spells)**Combat Gear** *pearl of power* (1st-level spell)**Cleric Spells Prepared** (CL 10th):4th—*confusion*^D (DC 19), *cure critical wounds*, *death ward*, *freedom of movement*,3rd—*blindness/deafness* (DC 18) (2), *dispel magic* (2), *magic vestment*^D2nd—*bull's strength*, *cure moderate wounds*, *death knell*, *invisibility*^D, *sound burst*.1st—*bless*, *cure light wounds*, *magic weapon*^D, *protection from good*, *sanctuary* (DC 15), *shield of faith*0—*cure minor wounds* (x2), *detect magic*, *guidance*, *resistance*, *virtue***D:** Domain spell. Deity: Erythnul. Domains: Trickery, War**Abilities** Str 18, Dex 10, Con 16, Int 10, Wis 20, Cha 6**Feats** Combat Casting, Improved Toughness, Martial Weapon Proficiency (*morningstar*), Practiced Spellcaster (cleric), Skill Focus (Concentration), Weapon focus (*morningstar*)**Skills** Concentration +19 (+23 casting defensively), Heal +7, Knowledge (religion) +5, Listen +10, Spellcraft +2, Spot +10**Possessions** combat gear plus dagger, +1 *morningstar*, +2 *full plate*, +1 *heavy steel shield*, *periapt of wisdom* +4

8: BACK IN GREYHAWK

AGITATOR

CR 8

Male human rogue 8

N Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common**AC** 18, touch 12, flat-footed 18; +2 against traps, improved uncanny dodge, uncanny dodge (+2 Dex, +5 armor, +1 shield)**hp** 46 (8 HD)**Resist** evasion**Fort** +4, **Ref** +8 (+10 against traps), **Will** +2**Speed** 30 ft. (6 squares)**Melee** +1 *sap* +10/+5 (1d6+2) or**Melee** club +7/+2 (1d6+1)**Base Atk** +6; **Grp** +7**Atk Options** sneak attack +4d6**Abilities** Str 12, Dex 14, Con 14, Int 8, Wis 10, Cha 17
SQ trapfinding**Feats** Improved Initiative, Skill Focus (Perform [oratory]), Weapon Finesse, Weapon Focus (*sap*)**Skills** Balance +4, Bluff +14, Diplomacy +18, Escape Artist +13, Gather Information +14, Intimidate +5, Jump +3, Perform (oratory) +17, Sense Motive +11, Sleight of Hand +15, Tumble +13**Possessions** +1 *sap*, club, chain shirt, masterwork buckler

GREYHAWK THUG

CR 3

Male human warrior 4

N Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1**Languages** Common**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 31 (4 HD)**Fort** +6, **Ref** +2, **Will** +2**Speed** 30 ft. (6 squares)**Melee** mwk *sap* +8 (1d6+3) or**Melee** unarmed strike +4 (1d3+2) or**Melee** mwk club +8 (1d6+4)**Base Atk** +4; **Grp** +11**Atk Options** Improved Grapple**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Improved Grapple, Improved Initiative, Improved Unarmed Strike**Skills** Climb +3, Handle Animal +4, Intimidate +4, Jump +6, Ride +3**Possessions** masterwork club, masterwork studded leather armor, masterwork *sap*

GREYHAWK COMMONER

CR 2

Male human commoner 3

N Medium humanoid (human)

Init +0; **Senses** Listen +5, Spot -1**Languages** Common**AC** 11, touch 10, flat-footed 11

(+1 Dex, +1 armor)

hp 10 (3 HD)**Fort** +4, **Ref** +3, **Will** +0**Speed** 30 ft. (6 squares)**Melee** club +2 (1d6+1)**Base Atk** +1; **Grp** +2**Abilities** Str 12, Dex 11, Con 13, Int 8, Wis 9, Cha 10**Feats** Great Fortitude, Lighting Reflexes, Skill Focus (Handle Animal)**Skills** Handle Animal +9, Listen +5, Ride +2**Possessions** club, heavy clothes (padded armor)

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

Source: *Complete Warrior* 101

Practiced Spellcaster

You can cast a spell to maximum effect without special preparation.

Prerequisites: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane* 82

APPENDIX 3: THE LAW IN GREYHAWK

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

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

UNUSUAL COMPANIONS

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

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

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

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

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

WEAPON AND SPELL RESTRICTIONS

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

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

- Spells that do not damage a foe, such as *hold person*, are permitted.
- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.
- Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons the rules are:

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

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

TWO MINOR LAWS

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers can't talk with any patrons, or sell any loot.

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

BREAKING THE LAW

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the

guards. Doing so requires a DC 10 Wisdom check to avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

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

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

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

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

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

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

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

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

AVOIDING THE PENALTY FOR BREAKING THE LAW

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

Additionally, some AR favors from previous adventures provide exemption from some of the rules of the city or make avoiding those rules harder (this list will be periodically updated to include relevant favors from recently released adventures):

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

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

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

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

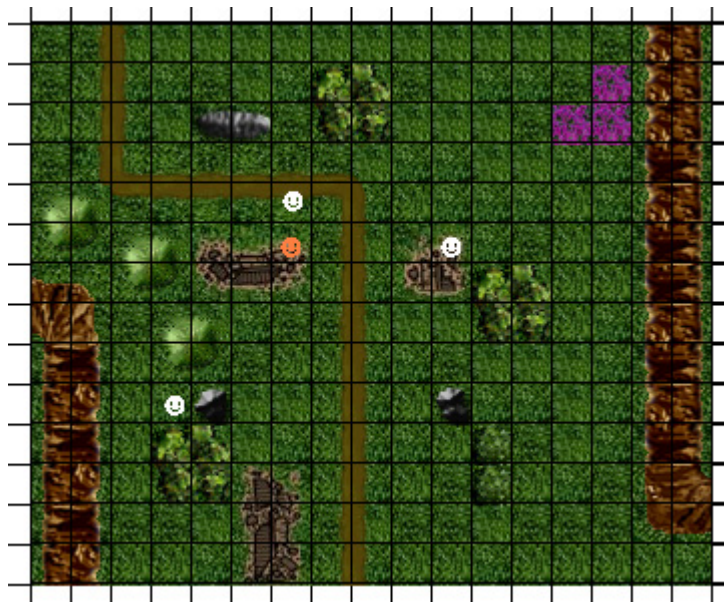
COR5-19 Retribution – Nemesis of the Thieves' Guild: You always get searched when entering the City, and can never make the City Watch helpful with a bribe attempt.

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

MAP 1 DOMAIN OF GREYHAWK AND LOCATIONS OF INTEREST FOR THE ADVENTURE



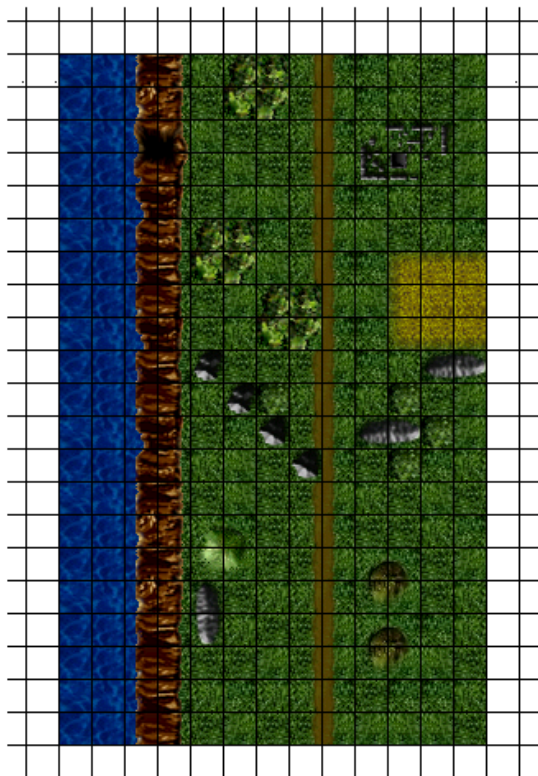
MAP 2: ENCOUNTER 1— THE HUMANOID AMBUSH



Gnoll in Orange
Goblins in White

MAP 3: ENCOUNTER 5 MAP—ROAD BY THE LAKE

The creatures enter this way and run after the elf.



The PCs arrive from this side

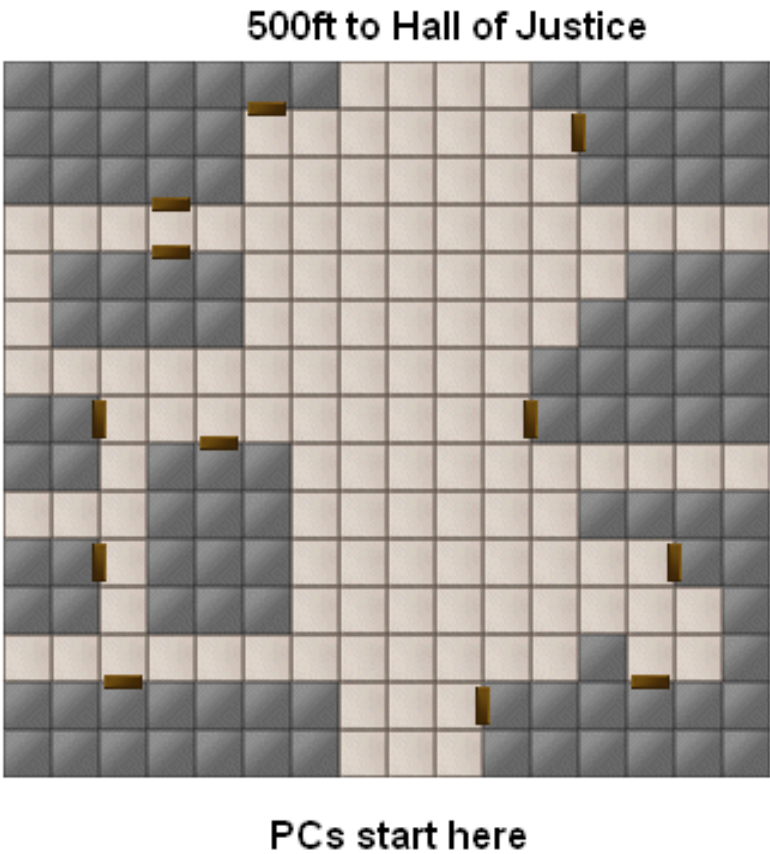
MAP 4: ENCOUNTER 6 MAP: THE GNOLL SHAMAN'S LAIR

This map was taken from <http://www.wizards.com/default.asp?x=dnd/mwa/archiveall>



MAP 5: ENCOUNTER 8: STREETS OF GREYHAWK

Place the Agitator, the thugs and the commoner in a way they will block the PC's way to the Hall of Justice.



SECRETARY TISSEN'S SPEECH

"Do you know about the River of Blood murders? Doesn't matter I will tell you about them anyway. It all started in 565CY when eight children disappeared. One of the largest manhunts in the city's history took place and finally, Sir Bluto Sans Pite was proven to be the kidnapper. He sacrificed the poor kids to some dark, vile deity."

"Sir Bluto was a Knight of the realm. However, he confessed to my predecessors before he escaped with the help of Rhenee allies. Last I heard he had joined with bandits in White Plume Mountain. I'm pretty sure he's met his doom by now."

"Now, this brings us to the problem at hand and the reason you were brought to me. This morning, through that same door you came in. A man calling himself Sir Hendry entered the room. With all the calm in the world, he introduced himself as Sir Bluto's son and claimed Bluto House as his own..."

"This house has been seized by the government of Greyhawk, but due to its sinister reputation, it laid abandoned for years."

The Inspector reclines back in his chair, but his expression doesn't improve.

"Now, he has requested to have his claim judged by a religious court. And he has named YOU to serve as his aide. The Lord Mayor of Greyhawk is following this case and wishes you to understand the importance of this case. Do not let the Lord Mayor down."

THE RIVER OF BLOOD MURDERS

An investigation at the Great Library of Greyhawk reveals a fair amount of information about the River of Blood murders, which haunted the city back in 565CY. The murders began as a series of abductions of upper class children, many of whom were apparently snatched from their homes. The children ranged in ages from six to thirteen. Both boys and girls were abducted. No matter how hard you look, however identities of the children cannot be ascertained.

Suspicion fell upon the Thieves Guild, triggering press gangs of hired "vigilance committee" members (working at the behest of the families of the abducted) poking their noses south of Black Gate, in Old City, the haunt of thieves and the deathly impoverished. As might be suspected, these searches and accusations led to violence and the destruction of property, and what had begun as an affair of the well-to-do soon spread through Old and New city alike, affecting the lives of both the rich and poor.

The searches turned up nothing, and after two weeks, even the watch threw up their hands in frustration. Then, the criminal behind the abductions made himself known in a hideously violent act of confession. Merchants traveling east on High Street from the High Market to the Duke's Gate noticed it first. The waters of the Millstream, the thin creek that runs throughout the entire city ran red with blood.

Tracing the blooded river north, investigators came upon an iron gate set against a steep hill, atop which stood the lordly manner of Sir Bluto, knight bachelor of the city of Greyhawk. The Millstream, according to city records, emerged from the ground in a natural cave beyond the grate. The key to the grate, according to those same records, was held in trust by none other than the knightly Sir Bluto himself.

By the time the investigators pried open the grate, Sir Bluto had wandered into the High Quarter watch station, where he confessed to his grisly crime. Though imprisoned, he soon escaped his captors. Some say he fled across the Nyr Dyv with a band of renegade Rhenee bargemen. Reports of adventurers more than a decade later placed him within the storied edifice known as White Plume Mountain. He has never been brought to justice. Before fleeing Greyhawk, however, Sir Bluto had left a farewell present, of sorts.

The investigators discovered that the caves below Sir Bluto's estate had been refined, most likely by some long-dead tenant. Ancient wooden doors and walls divided the caves into a number of different chambers. One of these chambers clearly had been used as a holding pen for the children, as it stank of sweat and filth. A thin, dark flight of stairs led from the caves to the house above, allowing the passage from the world of the city to the underworld without risk of being seen.

And an underworld it was. Near the center of the cavern, where the stream bubbled up from a natural spring, investigators discovered the mutilated bodies of the eight missing children, which had been hanged from barbed chains from the cavern's ceiling, their lifeblood draining from the quasi-mystical symbols carved into their flesh to the flowing water beneath them. Conventional (though after the fact fiercely covered-up) wisdom suggested that the vile Sir Bluto had worshipped fiends in this hidden sanctum, and that the either dangling corpses had been the culmination of his devotion to his infernal masters.

The official story was that Sir Bluto was a madman which, of course, he must have been. The people, with the help and urging of the government, put the killings behind them, for the most part remembering them only by the sobriquet they had picked up thanks to the lurid image first espied by the merchants on High Street: the River of Blood murders.

Sir Bluto's home, within the shadow of the Guild of Wizardry, has remained vacant all these years. The key to the grate, ever since the day the bodies were removed from the caves, has been in the care of the city watch.

Text copied from COR1-03 *River of Blood* by Erik Mona.