

Machinations

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

Version 1

by Bradley Lester

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The wealth and glamour of the Gem of the Flanaess mask a fierce power struggle among Greyhawk's ruthless elite. Factions plot against each other beneath a veneer of civility where even indirect details can trip up the most careful of schemers. Those who ask questions will learn too much, but in Greyhawk, innocence is not a defense and ignorance is never bliss. Parties skilled in stealth or guile will flourish. A one-round Core adventure set in the Free City of Greyhawk for characters level 1-15 (APLs 2-12) and the first intrigue of "Honor Among Thieves."

Resources for this adventure [and the authors of those works] include City of Greyhawk Poster Map [Denis Tetreault] *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Complete Scoundrel* [Mike McArtor and F. Wesley Schneider], *Greyhawk Ruins Sourcebook* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *The Adventure Begins* [Roger Moore], and the RPGA Web Site Article: *Mysterious Places, The Griffon's Nest* [Creighton Broadhurst].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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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.

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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.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

This adventure's challenges are proportionate to the modified average character level of participating PCs. Before play begins, calculate the Average Party Level (APL) by following the process below:

1. Determine the character level for each of the PCs. 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 there are 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.

Experience and Treasure: APL 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.

Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Free City of Greyhawk. All characters pay 1 Time Unit 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 benefits) as 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.

ADVENTURE BACKGROUND

The future is bright for the Gem of the Flanaess. Narwell is being rebuilt apace, Rary the Traitor's plots seem foiled, Turrosh Mak is facing a renewed surge by the Principality of Ulek on his western borders so the war with the Pomarj has settled down into a stalemate, and preparations are under way for the celebrations celebrating the Free City's first century of independence from the Malachite Throne.

But for Nerof Gasgal, the Lord Mayor of Greyhawk, the future is one headache after another. The balancing act that he has maintained since first being elected in CY 570 is taking its toll. First, he had to contend with the Greyhawk Wars, then the betrayal by Rary and the fragile peace that followed, and now the invasion by the Orcish Empire of the Pomarj. A number of internal woes have beset Greyhawk as well.

On top of all this, Nerof Gasgal is frustrated by Eritai Kaan-Iprizel, High Priestess of St. Cuthbert. Even though he has near total control of the city, its finances, and its future, Eritai has proven a hindrance for many of Nerof's plans. She was instrumental in getting Sir Gavin appointed Constable which has reformed the Constabulary and inconvenienced the Thieves' Guild. She is Nerof's sole remaining credible opposition on the Directing Oligarchy, and her influence in the city is growing. Eritai is very popular with the common-folk and is seen as the voice of decency and honesty among all the thieves and merchants who dominate the council. To date, the other Oligarchs have been hesitant to remove her for fear of unrest among the lower classes and peasantry.

A ray of light appeared for Nerof when Turrosh Mak sent a secret message that he wished to negotiate the end of the war. Nerof wants to push the expense of the war onto the Principality of Ulek and free up resources to deal with incursions from Dyvers and Urnst. So negotiations have begun. Nerof knows Eritai will strenuously object when the negotiations are revealed, and he does not think he can handle another scandal so soon. He wants to get rid of her now, before things reach a critical point, so he can lock down the Directing Oligarchy ahead of time. Since the war is going favorably, he has political capital to spend. He is currently manipulating the Directing Oligarchy to have Eritai removed and replaced with Silas Steamgem, the Guildmaster of the Moneychangers and Pawnbrokers Guild, who has just made a lot of money recently on the resettlement of Narwell.

Eritai is no fool and she suspects that something is up. She is gathering allies in the city, preparing for the inevitable confrontation between thief and priest. Her allies are the old money nobles, who despise their city being run by gangsters, and the leaders of the small artisan guilds and peasants who resent being kept down by the thieves, merchants, and lawyers.

ADVENTURE SUMMARY

The adventure begins on the third of Growfest at the Highway Gate, leading into Greyhawk. The PCs are introduced to the sights and sounds of the Free City of Greyhawk. They can use their Gather Information checks to learn about some of the local news; including the weapons and magic usage rules in the Free City. The PCs are given an invitation to stay at the Griffon's Nest by the owner's brother.

Encounter 1: Arrival at the Griffon's Nest. The PCs are introduced to the Griffon's Nest and its owner. The PCs can use their Gather Information skills to gather more local information. A Growfest party is in full swing.

Encounter 2: A Night on the Town. The PCs are at the Griffon's Nest when Silas Steamgem, a protégé of the Lord Mayor, puts in an appearance at the party. Silas hopes to generate some good talk among people. Over the course of interacting with the partygoers, a brawl breaks out, catching Silas and the PCs in the middle.

Encounter 3: The Morning After. Marial, an agent of the Circle of Eight, meets with the PCs to get them to investigate the plots of the two factions on the Directing Oligarchy. She cannot learn the information herself because she is known in town, and that would raise more questions than provide answers. The PCs are relatively unknown and because of the fight, have a motivation to inquire about such things. Marial gives the PCs until the start of the Growfest fireworks display on the evening of Freeday, four days from now.

Encounter 4: The Sticking of Noses. The PCs learn about the political situation by asking questions about various members of the city council. They can learn that Nerof Gasgal has plans to force one of the Oligarchs from office, that a high level paladin of St. Cuthbert is

redirecting food and supplies to the poor, and that one of the Oligarchs is meeting with emissaries from the Pomarj.

Encounter 5: Growfest. This optional encounter provides details on significant events in the City of Greyhawk during Growfest. The PCs can see the festival of St. Cuthbert Day, participate in a student protest rally in Clerksberg, and finally witness a session of the Public Council of Greyhawk.

Encounter 6: Dead Ends. Along their way to speak to the Beggar-master, the PCs are ambushed by thugs in the Slum Quarter. These thugs have rigged nearby buildings to drop onto passersby in the street. If they are defeated, the PCs find a chest that the beggars have failed to open with some odd treasure inside.

Encounter 7: The Palace of Trash. The PCs meet with Simeon the Beggar-master at the Palace of Trash to gain or confirm information. Simeon refuses to help them until they deal with a personal issue for the Beggar-master. His granddaughter has been kidnapped by a dangerous rascalion.

Encounter 8: Noses Get Broken. The PCs put together clues to find a hidden Cult of Iuz, which is led by the rascalion. The beggar-master's daughter is in dire peril and the PCs must end yet another incursion by the Cult of Iuz.

Encounter 9: A Meeting of the Minds. If they choose to do so, the PCs can meet with Eritai Kaan-Ipzirel or Talasek Thraydin, the paladin organizing the shipment of supplies to the poor. Talasek confirms that he is behind the supply shipments. If the PCs tell Eritai of the plot to remove her, then she is prepared when Nerof puts his plan into motion.

Encounter 10: Reporting In. The PCs get to see the fireworks display and report back to Marial. There, they meet Marial's benefactor – Otto of the Circle of Eight. The PCs can tell them as little or as much as they want. Otto reminds them of the Oligarch meeting the next day.

Conclusion. The showdown between the two factions takes place the morning of Starday at the meeting of the Directing Oligarchy. If the PCs informed Eritai about the Nerof's plan, she steps down at the Conclusion to keep the Free City from erupting into a riot. If the PCs did not meet with her, Nerof takes her by surprise, and she storms out of the meeting. A riot erupts in the Free City that takes the City Watch and Greyhawk Militia weeks to quell.

If the PCs prevented Silas Steamgem from being humiliated in Encounter 2, he is elected to replace her. If not, then Jawan Sumbar, Guildmaster of the Cartographers is elected to the Directing Oligarchy instead.

PREPARATION FOR PLAY

This adventure involves significant dealings with the political powers of the City of Greyhawk. There are far too many favors that could affect events within this

adventure to list here. Instead, make note of any significant favors gained by the PCs in the Free City. In addition, Free City Affiliations have a role to play in this adventure. Note which PCs are part of which affiliations. Specifics regarding the Free City Affiliations and the favors mentioned above are available in the *Greyhawk Ruins Sourcebook*.

PASSAGE OF TIME

Time is of critical importance in this adventure. The names of the seven day week are: Starday, Sunday, Moonday, Godsdays, Waterday, Earthday, and Freeday

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. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

This adventure takes place during Growfest – the festival celebrating the transition from spring to low summer.

When the adventure begins, the PCs are returning to the City of Greyhawk for whatever reason they choose. The PCs, either individually or in groups, arrive at the line to pass through the gates to the Free City of Greyhawk on the 3rd of Growfest, Moonday, just before noon. If the PCs decide to arrive separately, have them arrive in line at the same time.

The population of the city is swelling in anticipation of the upcoming Growfest celebrations and the start of the trade season. Entry into the Free City through any of its outer gates is an arduous process during the festival, but this adventure begins at the Highway Gate.

Whether for the first time or the hundredth time, your travels have brought you to the City of Greyhawk – the crossroads of the Flanaess. But you are not the only one. It is Moonday and the third day of the festival of Growfest. Hundreds of travelers from near and far have descended on the Highway Gate. Although the sun is not directly overhead yet, the line of carts, people, and assorted animals moves slowly through the massive gate as the City Watch and the tax collectors perform their jobs; at the standard bureaucratic snail's pace of course.

While the PCs wait in line, they have the opportunity to introduce themselves to each other.

The City Watch and the other people in line do not tolerate line jumping without Intimidation, Diplomacy, or Bribery. Each person allows a PC to skip ahead of them for a gold orb (the gold piece in Greyhawk) or a DC 15 Intimidate check or a DC 25 Diplomacy check. There are 150 people in front of the PCs.

The mounted City Watch members ride up and down the line looking for jumpers and those who look like they would cause problems (unusual weapons or animal companions for example). They also attempt to keep the street urchins from bothering those in line too much. They'll look the other way of a line jumper with 10 gp bribe, a DC 20 Intimidate check, or a DC 20 Diplomacy check.

TALKING TO OTHERS IN LINE

The PCs may converse with others in line. Allow each PC to make a Gather Information. A successful check allows them to learn the following information. If the check is not successful, the people that person talks to is not all that talkative. Half-orcs get a -4 to this check as people tend to associate them with the Pomarj rather than as honest individuals.

DC <10

- "Did you know that the Greyhawk City area was painted pink as a joke? It's faded to a rose color now."
- "The ruins of Castle Greyhawk offer never ending adventure, treasure, and death for those who are foolish enough to enter."
- "Great! Tomorrow is St. Cuthbert's Day. The Free City will be run amok with celebrating Cuthberites. Complain about it to one of them and you could find yourself getting the beating of your life."

DC 10-14

- "The lines to get through the gates get longer all the time. You think for all the money paid in taxes, they would figure out how to speed this up."
- "It's the time of year for the caravans to depart the city for their annual trading runs. Hopefully the Coinswords are able to keep most of the bandits run off." [Coinsword is a slang word for the Greyhawk Militia.]
- "There is talk among the Oligarchs that taxes will have to be raised again. I wonder whose pocket that will go into."
- "There are so many poor outside the walls. How do they find enough to eat?"

DC 15-19

- "The City Watch and the Guild of Nightwatchmen have been more aggressive over the past year. But crime never seems to get any better."
- "The forces of the Pomarj have not been attacking as often. Maybe they just got tired of fighting."

- "With some many people coming to town, the inns are going to be full. I hope we can find a place."
- "Many in the Free City want to see the Coinswords go on the offensive while the forces of the Pomarj are quiet; before they get the chance to recover their strength."
- "Many in the Free City want to see the Coinswords stay closer to home to provide better security within the Domain and fix the gods blessed roads."

DC 20+

- "Rumor has it that the meeting of the Directing Oligarchy last Starday was pretty heated. The Lord Mayor and another Oligarch were almost shouting at each other."
- "I heard there is a new Great Druid in the Gnarlley. I bet the trees are going to start attacking the villages near the forest."

ENTREPRENEURIAL EFFORTS

While the PCs are in line, they are approached by vendors.

Sellers, mostly children, ply those in line with all sorts of goods. The City Watch, slowly riding horses up and down the line, tries to keep the most annoying of these 'businessmen' from harassing those waiting to get into the City.

The Beggar's Union uses the street urchins to sell cheap Greyhawk-themed knickknacks to people. A successful DC 12 Appraise check tells the PC that the items are all of poor quality. When the urchins approach the PCs, they use a different tactic for adventurers:

A filthy boy of no more than ten years, dressed in layers of burlap rags, looks both ways along the line of people for the guards on horseback, then not seeing them, makes a beeline for you where he blurts out, "Hey Mister [or Ma'am]. You want a prized piece of Castle Greyhawk to remember your visit?" He holds out a lump of masonry that is scorched on one side.

The street urchin is offering the masonry for 1d4 gp. PCs can try and barter with the sellers, but they need a successful DC 25 Diplomacy check to get a 1 gp discount. No price falls below 1 gp. The use of Intimide or threatened violence causes the seller to immediately run off.

☛ **Street Urchin:** male human commoner 1, hp 4, AL N, (Bluff +5, Sense Motive +5).

If the PCs argue about the authenticity of the items, the urchin holds out a piece of paper and says,

"Hey, these are legit. I've gotta Certificate of Aw-tenticity. Spat on by a priest of Zagyg and everything."

The old piece of parchment has the word Certificate of Authenticity written in big words across the top and states that the lump of rock is Genuine Castle Greyhawk. There is a blotch on the paper where it used to be wet with a scribble under it that could be a signature.

Assuming no intimidating tactics are used, after two or three rebuffs, the seller gets the message and sees a more promising mark elsewhere in the line and runs off. If a sale is made, the urchin scurries off with his gold.

AN INVITATION

You are almost to the main gate when a half-elven man, with long dark hair, walks up to several wagons or groups in front of you and converses with them. After several moments, he shakes their hands and moves on to the next group. Eventually he makes his way to you.

He flashes a beaming smile and says, "Greetings travelers; my name is Severin Nyie. My brother manages the Griffon's Nest, one of the better establishments in town. Well, at least it is in my humble opinion. Have you heard of it? It's warm and the food is decent, and we usually have entertainment each night. As a matter of fact, we are having our Growfest celebration tonight. Here, take these tokens, they're good for a free drink."

Severin is happy to spend a few minutes talking to the PCs if it helps ensure rich adventurers come to stay at his brother's inn. He can provide much of the gossip given above, but use a Diplomacy check instead of a Gather Information to extract the information.

♦ **Severin Nyie:** male half-elf expert 5, AL N (Spot +10, Sense Motive +8).

If the PCs ask where the Griffon's Nest is, he says:

He continues "Go to the Strip in the River Quarter, you can't miss it. It's right across the street from McGloogan's Warehouse almost next to the Nightwatchmen's Guildstation. When you arrive, ask for Curain Nyie, my brother and give him those tokens."

GETTING TO THE GATE

An hour later, you finally make it to the gate. The guards and tax collectors descend on you; a group of three guards wearing tabards of Greyhawk over chain mail approach; followed closely by two nondescript scribes, carrying logbooks.

The guards remind the PCs about the rules (see the Greyhawk Ruins Sourcebook or Appendix 3) regarding Unusual Companions and Weapons/Spell restrictions. They ask the PCs if they have anything to declare. Banned items can be securely stored at the gate, for a 5 gp fee paid to the Free City. Evil items that are surrendered at this point carry no ill effects for the person or party.

Alter the encounter as needed to reflect the favors or disfavours the PCs may have. PCs can attempt to smuggle

items into the Free City per the rules in the Greyhawk Ruins Sourcebook and Appendix 3. If they are caught, they reap the rewards as defined in the Greyhawk Ruins Sourcebook and Appendix 3.

Once the guards are finished with the PCs, the tax collectors get their opportunity. They collect monies owed to the City per the Greyhawk Ruins Sourcebook and Appendix 3. Once the PCs have paid up and signed the gate roster, they are allowed to enter the Free City.

I: ARRIVAL AT THE GRIFFON'S NEST

When the PCs enter the Free City, read

The Promenade runs the length of the city and is crowded with travelers. The fabulous wealth of the merchants clashes with the squalid poverty that can be seen lurking in the alleys of the Old City. The heavy patrols along the great avenue keep the dregs of society in the shadows.

The Griffon's Nest is located on The Strip in the River Quarter of the Free City. Refer to DM Map 1 for the location.

The PCs can stay at any inn in the Free City that they choose. The lifestyle costs the players pay for each adventure covers such expenses. However, the adventure assumes that they stay at the Griffon's Nest. The PCs may use any of the inns listed in the Greyhawk Ruins Sourcebook. If the PCs go to a different inn, modify the adventure to remove the Griffon's Nest specific references to make it more generic.

Along the Strip, locations like Green Dragon Inn and the Low Seas Tavern are packed to capacity with people hanging around outside, waiting to get in.

Across the street from McGloogan's Warehouse is a small, two-story inn in its own walled compound. A gaudy picture of two griffons roosting in what appears to be a gigantic bird's nest decorates the street-facing wall of the compound. Some stables can be seen alongside the inn.

When the PCs enter the establishment, continue.

While not as crowded as the other inns, the atmosphere of the Griffon's Nest is quite boisterous. A large common room, with a stage area on which musicians perform, dominates the ground floor. The majority of the accommodations are located on the second floor which overlooks the common room.

At least three barmaids work the common room, deftly maneuvering between the tightly packed groups of people. Humans of all races can be seen along with some half-elves, dwarves, and the occasional halfling.

See DM Map 2 for the layout of the Griffon's Rest. If the PCs ask for Curain Nyie, a patron or barmaid points towards the bar.

Behind the bar stands a tall half-elf. He wears his long black hair in a single ponytail that hangs down below his shoulder blades. Clad in fine, tight-fitting studded leather armor he cuts quite the dashing figure. His right cheek and neck bears the silvery tracing of some very convoluted and old scarring.

If the PCs approach Curain, read:

"The man finishes refilling a dwarf's drink when he looks up to you. "Welcome! Welcome to the recently remodeled Griffon's Nest, how may I, Curain Nyie, proprietor of this fine establishment, provide you excellent service today?" he says with a broad smile.

☛ **Curain Nyie:** male half-elf bard 8, AL N (Profession (innkeeper) +15, Spot +10, Sense Motive +12).

If asked about the scarring, Curain says that it is an old wound he received back during his adventuring days in the March of Bissel. A trap went off, and he ducked when he should have jumped.

Curain still has rooms available. The cost is 1 gp per person per day (minimum of 3 days), paid in advance. ("A mere pittance compared to what the Green or the Low Seas charge!") The cost includes breakfast in the morning, stable space and food for animals, and first drink at the bar. The costs of the basic room are covered by standard lifestyle.

Curain has rooms available for those needing High or Luxury lifestyle. Those have upgraded linens, better furniture, and are farther from the common area so there is less noise. They are 5 gp and 10 gp a night respectively (and covered by rich and luxury lifestyle).

Spot checks made at the Griffon's Nest reveal nothing unusual. Although the fireplaces and hearths are a full blaze, the inn still has a chill in the air.

If the PCs present the tokens given to them by Severin, Curain gladly provides the first drink on the house. He has pretty much anything the PCs would want to drink. Meals are stews made from chicken, pork, or lamb with various vegetables and spices served with fresh bread and cheeses.

If the PCs chat with him about the goings on in the Free City, he relays up to the DC 10-14 Gather Information to the PCs listed below.

HANGING OUT AT THE INN

Over the next couple of hours, the PCs can use their Gather Information skills to learn the following information from the people at the Growfest party in the Griffon's Nest.

Note: PCs spending at least 10 gp in drinks over the course of the evening at the inn receive a +2 circumstance bonus to Gather Information checks made during that time. Half-orc PCs have a -4 penalty.

DC <10

- The PCs make polite conversation but learn nothing more than what is available in the Greyhawk Ruins Sourcebook.
- Tomorrow is St. Cuthbert's Day. The Free City is full of Cuthberites celebrating their holy day.
- Curain Nyie has owned the Griffon's Nest for a while, but recently completed a major renovation of the establishment in an attempt to raise the inn's credibility among its clients.
- There's a great deal of discontent in the city. Something's got to give soon.

DC 10-14

- The Griffon's Nest is not as popular as other inns in the area.
- There is a general unease among the population of the Free City in regards to the recent lack of attacks by the forces of the Pomarj and what it means.
- "Did you notice the collection of ruts and holes they call roads coming in here? The Wainwrights must be bribing the Council not to fix the roads."
- Two dwarven adventurers sitting at the bar tell the PCs that there is a substantial lack of activity along the southern border of the Domain of Greyhawk with the Pomarj. They are not sure why that is, but lucky for them though.
- A local artisan, a pot maker, tells the PCs that he thinks several members of the Directing Oligarchy are thieves. They're robbing the common people of the city blind.
- A merchant of fine porcelain tableware tells the party that if the Pomarj is content to stay out of the Domain; then so be it. Build up the defenses along the border and focus on cleaning up the thievery going on in and around the Free City. She believes it is better for business that way.
- A human bard tells the party that there are so many destitute and poor in this city. It is a shame that more is not done to help them. Especially at this time of the year.

DC 15-19

- The Griffon's Nest is reputed to be haunted, although the truth of this matter is the source of much conjecture among its patrons. Strange sounds in the night, chilly breezes, that sort of thing.
- One would think for all the effort Curain went into remodeling the Griffon's Nest, he would have gotten the roads in front of the building fixed too.
- "The militia is called Coinswords because that's what's on the crest of Greyhawk and that's all that matters in this city. If you don't have coin then you're nothing."
- Some of the citizens of the city believe it is high time the Coinswords crushed the Pomarj for good.

- A winemaker from a winery in the south part of the Domain tells the PCs that the Directing Oligarchy of the Free City should redouble its efforts to break the Pomarj. Beat them thoroughly enough and they will get the message: do not mess with the Domain of Greyhawk.
- A clothing trader tells the PCs that the Lord Mayor, Nerof Gasgal, is of the belief that increasing the security within the Domain and expanding trade with friendly regions is the only way to properly secure the future of the Free City.
- An acolyte of St. Cuthbert tells the PCs that the High Priestess of St. Cuthbert, Eritai Kaan-Iprizel has been delivering some fiery sermons on crushing the external enemies of the Free City as well as exposing the corruption and filth that plagues us from within.
- A half-elven male tells you that the Slum Quarter is filled to overflowing. The number of destitute have multiplied in recent years. The Beggar Union's membership, the absolute bottom of the Greyhawk barrel, has swelled.

DC20+

- Although Curain smiles at talk that his inn is haunted and derides it as the drunken ramblings of some of his most regular customers, a DC 20 Sense Motive check reveals that this subject makes him uncomfortable.
- Curain has been talking with friends in high places (bribing officials) in an attempt to get the roads in front of his establishment fixed as soon as possible.
- A younger partygoer, who brashly introduces himself (especially to attractive female PCs) as a Wheatmill, one of the old money noble families of Greyhawk. He complains that the Free City's government is rife with corruption.
- While talking to a young, attractive Suel priestess of Rao, she gets a faraway look in her eyes then tells the PCs that the 'shadows within the Free City move with purpose'. Afterwards, she returns to a bubbly cheerful woman and has no idea why she would say something like that or what it means.
- A gnome wagon driver tells the PCs that he noticed several wagons of food and blankets being escorted by well-armed men, it was too dark to tell who they were exactly, to someplace in the Slum Quarter, just before sunrise earlier this week. He did not stick around to find out more.

2: A NIGHT ON THE TOWN

A couple of hours after sundown on Moonday (the 3rd of Growfest), Silas Steamgem arrives at the Griffon's Nest. Silas is the Guildmaster of the Union of Moneychangers and Pawnbrokers, the most influential banking concern in the Domain of Greyhawk. Curain has been politicking with Silas to get the Oligarchs to fix the roads in front of his inn as soon as possible. In addition Curain owes Silas

a significant amount of money that he used for repairs on the Griffon's Rest.

Silas Steamgem, who is positioning himself to be the next person voted onto the Directing Oligarchy when a position opens up, told Curain to throw a party. The party allows Silas the opportunity to show the people his generosity and build up popular support.

The party has gone on for several hours when the door to the inn opens and a group of people enter. A muscular man wearing a chain shirt and tabard enters the common room, looks around, and nods back out the open door. A richly-dressed gnome enters the inn followed by another guard. The bodyguards constantly scan the crowd, while the gnome makes his way through the crowd as Curain Nyie greets them.

A successful DC 20 Knowledge (local - core) check tells the PC that the gnome is Silas Steamgem, Guildmaster of the Union of Moneychangers and Pawnbrokers. The bodyguards wear guild tabards.

♣ **Silas Steamgem:** male gnome, expert 7, AL LN.

The gnome calls out "Curain, my friend, how are you? Good, yes? I have come to talk to you about this loan of yours I hold." All eyes in the tavern are on the two as the music from the bards dies away. Silas holds up a thick bundle of papers. Curain swallows nervously. "I was thinking that we should renegotiate. I'll tear up this loan but only if you give everyone in the bar a free drink. What say you?"

The choice is made in the blink of an eye. "Free drinks!" Silas prestidigitates and the loan contract goes up in a burst of flame. The crowd at the Griffon's Nest erupts into cheers.

The barmaids and Curain are overwhelmed with drink orders for the next half hour. The bards begin to play again.

Silas makes his way through the crowd, stopping at each knot of people to shake hands and have a brief conversation. His two bodyguards follow close behind. A successful DC 10Spot check followed by a DC 20 Sense Motive check tells the PCs that some of the groups are happy to see the Guildmaster while others are not as happy. Eventually, Silas approaches the PCs.

When the gnome offers his hand to you and says, "Hello, I am Silas Steamgem. I see that our good friend Curain Nyie has put together a wonderful Growfest event. Thank you for coming. Are you enjoying yourselves?"

Silas only lingers for a few minutes, but is happy to chat for a brief time. If the PCs bring up the issues use the following information to reply.

- “The weather has been quite lovely lately. Good for travel and good for trade. Is it good for adventuring too?”
- “I’ve heard that the Pomarj has been less active recently. I’m not sure what that means though. Do you have any insight?”
- “If we can get the borders fortified, we can allow the Coinswords to patrol the countryside more for bandits. Once the people feel more secure, they will be more productive. Improved productivity means more trade, which is good for everyone.”
- “Those that worship St. Cuthbert are indeed a strong breed of individual. Very focused they are. Do you follow the Straight and Narrow Path?”
- “By catering to travelers, Curain provides a valuable service to the city. Trade is the life’s blood of the City of Greyhawk and it is in the city’s interest to make sure it flourishes.”

When the PCs are finished with their discussions with the Silas, continue with the following.

“Excellent!” he says, “Please do continue to enjoy yourselves. And when you tell others about tonight, be sure they know that you have a friend in Silas Steamgem and the Union of Moneychangers and Pawnbrokers.” With that, Silas takes leave of you, making his way to another group.

A DC 5 Listen check) reveals that Silas begins the same conversation with the next group. Once the PCs meet Silas, they encounter the small group of people debating the issue of the war with the Pomarj.

Nearby, one of the groups that spoke with Silas earlier comes over. Leading them is a large, middle-aged fellow. He looks like he would be more at ease on a boat than in an urban setting such as this. “So what did that pompous windbag Silas say to you?”

If asked, the man identifies himself as Talbot Graymuck. He is an oyster farmer on Woolly Bay. Due to the number of times he has had to rebuild his farm after raids, he is a firm supporter of the Eritai faction within the Free City.

♣ **Talbot Graymuck:** male human expert 4.

Adjust Talbot’s answer to respond to the PCs, but regardless of what the PCs say, he launches into a tirade against Silas.

“He’s just another merchant thief talking out of both sides of his mouth. This is nothing but a stunt to buy favor. All they do is raise taxes, and then send some knee breakers to collect more. They’ve done nothing about the orcs down in the Pomarj in months. It’s high time the Coinswords were allowed to go at those buggers and crush them.”

During his tirade, another group, led by a shorter, but no less stocky man, wearing spectacles listens intently. “Simple thinking from simple

minds, eh Talbot?” he begins. “The answer always seems to be to bash ‘em to pieces. We need to get our own house in order. Don’t you agree?” he asks you.

The second man is Jonash Rekarum. He is a miner in the Cairn Hills. Since he pays protection to the Thieves’ Guild (under the table) and openly supports Nerof Gasgal, Jonash has had very little loss due to banditry or attacks. The Greyhawk Militia is always nearby to protect his interests.

♣ **Jonash Rekarum:** male human expert 4.

If the PCs wish to jump into the conversation, by all means let them. Talbot angrily responds to Jonash and any PC who sides with him.

“Oh don’t feed me that line of crap, Jonash!” Talbot responds, “You’ve have the Coinswords sitting on top of your precious mines in the Cairn Hills. Let someone come along and raze your hard work, then come talk to me.” He looks to you, “See what I’m saying? They’re always looking out for number one and that’s never us. What say you?”

These two people, and others in their respective parties, start a ‘vigorous’ vocal debate; each trying to win the PCs over to their side. As things heat up, Silas walks up to the assembled group.

“Gentlemen, there is no need for harsh language. Please, let’s enjoy what we have available here,” he says, with a smile, placing a hand on Talbot’s and Jonash’s arms.

Talbot knocks Silas’ hand off his shoulder. “Get your thieving hands off me!”

Jonash shoves Talbot hard, shouting, “Back off! He’s done nothing to deserve that!” One of Talbot’s friends takes a swing at Jonash and in seconds the entire place erupts into a brawl!

Curain yells, “I just fixed this place!” but no one listens. Silas screams in terror as his bodyguards are overwhelmed, leaving him at the mercy of the political pugilists.

The bar fight is represented mechanically by an encounter trap. However, this encounter is meant to be fun; it is not a serious threat to the PCs’. Consider it more of a wild barroom brawl than a serious fight. Before the brawl begins, explain to the players how their characters can interact with the trap.

Trap: The Griffon’s Nest bar is shown on DM Map 2. The PCs begin at table in the bottom right corner (marked on the map). The whole place is crowded with brawling patrons, throwing fists, chairs, drinks, and food. The goal of the PCs is either to “disarm” the trap (by neutralizing the other patrons) and/or to get Silas Steamgem (marked S on the map) out of the inn before he is humiliated. Silas begs for their help.

To escape from the Griffon’s Nest, the PCs must make it out of the inn. They can escape through any window or door. If they decide to help Silas, they must

escort Silas through one of the four doors marked on the map (the kitchen, the rear, and the double front doors). Silas will not suffer the indignity of climbing through a window as this immediately results in humiliation. The PCs must maneuver him across the room before he loses face in front of his guests because of the flying debris.

The trap consists of two parts. The first part consists of many sections of the bar that must be “disarmed” to escape. The sections are marked in yellow on DM Map 2. Each round a PC is in an active section of the brawl, the trap makes an attack on the PC to deal subdual damage. Also, each square of an active section is exceedingly difficult terrain and counts as four squares of movement. Disarmed sections count as difficult terrain, taking two squares of movement. Silas has a speed of 20 ft. and a +2 bonus to his initiative. The PCs cannot use planar travel to get out of the inn, as one of the brawlers successfully targets Silas with a *dimensional anchor* before the PCs act.

The PCs may disarm a section in several ways. They can use Diplomacy to talk their way past the brawlers in one section or Intimidate to force their way through one section. They can make a normal attack in order to brawl a path through a section. They may use magic to effectively “dispel” the brawlers in that section. Only spells that affect an area and that do not inflict any physical damage will work for this purpose. A spell that causes actual damage lands the party in jail and would do major damage to Silas’ reputation, which automatically humiliates him and gets the PCs arrested.

The second part of the trap is the attacks on Silas. The PCs must protect him or he will be humiliated and be unable to get the support he needs to join the Oligarchy. Each round on the trap’s turn, Silas (regardless of whether he is in an active section or not) suffers the indignity of food thrown at him, beer dumped on his head, and crude jokes about his nose and height. The PCs may try to block this with a successful ability check that exceeds the humiliation DC, as a standard action. Any ability score may be used, with an action appropriate to the ability and setting (Strength is using a table to cover Silas, Dexterity is pulling him aside, and so forth). This must be done on the trap’s turn so PCs may need to ready an action.

The trap does not reset, but it does leave quite a mess.

APL 2 (EL 2)

🗡️ **Bar Fight “Trap”:** Appendix 1.

APL 4 (EL 4)

🗡️ **Bar Fight “Trap”:** Appendix 1.

APL 6 (EL 6)

🗡️ **Bar Fight “Trap”:** Appendix 1.

APL 8 (EL 8)

🗡️ **Bar Fight “Trap”:** Appendix 1.

APL 10 (EL 10)

🗡️ **Bar Fight “Trap”:** Appendix 1.

APL 12 (EL 12)

🗡️ **Bar Fight “Trap”:** Appendix 1.

If the PCs were able to escort Silas Steamgem from the bar with his dignity still intact (he didn’t pass out from humiliation attacks), he is very grateful. He hurries home and promises to send a reward.

The next day, representatives of Silas Steamgem arrive and gives the PCs a small pouch and profusely thanking them for their assistance. They apologize for how things got out of hand and ask the PCs not to view the Union or the Guildmaster in a negative light.

If the PCs were unable to (or chose not to) escort Silas out of the Griffon’s Nest, he is humiliated. His reputation in the Free City drops like a stone and Nerof Gasgal is forced to find another candidate for the Oligarchy. The PCs receive no XP for defeating the encounter.

In addition, word of the PCs’ prowess or Silas’ humiliation spreads through the city. When the PCs make Gather Information checks, they hear people talking about the bar at the Griffon’s Nest and either Silas emerging triumphant with the heroic PCs, or Silas emerging drenched with beer and sobbing like a child.

Treasure: If the PCs accept Silas’ gift, the PCs (at all APLs) receive *silversheen* and a *glitter stone*. They also receive Bigby Left This as Collateral. If the PCs used lethal damage in the brawl, they get the Arrested!AR item at the end of the adventure.

Development: Jallarzi Sallavarian’s pseudodragon familiar, Edwina, has been scouring the Free City looking for credible people to investigate activities of the Directing Oligarchy. Edwina was checking out the party invisibly when the fight broke out. Based on the PCs actions, she decides that the PCs are the people her master is looking for and returns to Marial, Jallarzi’s former apprentice, to report. They meet with the PCs the next morning to get their assistance.

3: THE MORNING AFTER

The next morning, the 4th of Growfest, Godsdag, Marial and Edwina arrive at the Griffon’s Nest to get the PCs to help in their investigation. She sends one of Curain’s barmaids to summon the PCs. The barmaid softly knocks on the door and informs them that someone is waiting to see them. Assuming the PCs are agreeable, read:

The morning chill fills the large open area outside your room. The fireplaces and hearths are just glowing embers. Broken chairs, tables, and crockery litter the place. The larger table in the corner where you were sitting last night has survived. A single, hooded figure sits at the table, drinking from a steaming mug. A tray of food is in the center of the

table. A fat draconic creature is sitting next to the tray, finishing one of the muffins.

Edwina has a weakness for any sort of pastry. A successful DC 23 Knowledge (arcana) check tells the PCs that she is a pseudodragon. Once the PCs approach the table, read:

The hooded figure pulls back her hood enough to see her extremely pretty face and red hair. While she has no weapons obviously displayed on her person, a knotted wood staff leans against the wall behind her. "Please, have a seat and join us. I am Marial and this is Edwina."

The dragon reaches for one of the muffins from the tray in the center of the table, tears a big piece from it, and puts it in her mouth. She says, "Mmmmm... Mama Esther's muffins are sooooo good. They melt in your mouth."

A successful DC 15 Knowledge (local - core) check tells the PCs that the name Marial has been associated with Jallarzi Sallavarian, one of the Circle of Eight.

◆ **Marial:** female human wizard 15, AL CG.

A successful DC 15 Knowledge (local - core) check tells the PCs that the name Edwina has been associated with Jallarzi.

◆ **Edwina:** pseudodragon, MM 210.

Once the PCs are seated, the barmaid comes over and takes drink and food requests. Edwina quietly continues eating the muffin until the food orders are fulfilled. She then hurries off. Marial waits for her to be gone before continuing.

As Edwina swallows the last bite of her muffin, Marial says, "After what happened last night, no doubt that you are aware that the . . . political . . . situation in the Free City is in turmoil. People are fearful when things are uncertain and they lash out."

"Edwina and I are keeping an eye on the situation. Unfortunately, we're a bit known in town and there are some who will not speak with either of us. So we must adapt. That is where you come in. I am here to enlist your aid in our investigation while Edwina is here for the muffins. Does this sound like something you would do?" The Edwina looks up with blueberry stains and crumbs all over her snout.

The following are some of the questions that could be asked of Marial. Paraphrase Marial's responses as needed.

- **Who are you working for?** The red-headed woman smiles sweetly, "No one said we were working for anyone but ourselves. But we do know people who would be interested in learning what we find out; people who have a vested interest in the long-term success of the Free City." Marial does not directly reveal that she and Edwina serve the wizards of the Circle of Eight. She does her best to assuage any PC fears that she is working for someone of an evil bent. If it becomes a deal breaker for getting the PCs

assistance, she provides enough hints for the PCs to guess or assume that she works for the Circle of Eight.

- **Will you pay us?** Marial is willing to pay the PCs 100 gp plus another 50 gp per APL. She begins by offering half that amount. Payment is given when the PCs present their report on Freeday; she is not in the habit of giving away money.
- **What is the political situation?** "There are two major factions on the Directing Oligarchy. One group, centered on the Lord Mayor Nerof Gasgal, believes the lull in fighting with the Pomarj should be taken as a sign of their attention being directed elsewhere. The Directing Oligarchy should capitalize on this opportunity to fortify their military positions along the border, expand the trade routes with friendly nations, and re-direct resources within the Free City and the Domain. This would give the residents a visible sign of stability. When the residents feel more stable, then they are more productive. Higher productivity improves trade and thus the tax base for the Free City and the Domain."
- **And the other faction?** "The other group, centered on Eritai Kaan-Iprizel, High Priestess of St. Cuthbert, believes the lull in fighting represents the opportunity for the forces of the Free City to redouble their efforts to break the enemies of the Free City. Although the people may be tired of fighting, they know that true security can only be obtained by soundly defeating the enemy and breaking his or her will to fight, not surrendering an advantage in the hopes that the enemy will not fight further."
- **Who supports each faction?** "Mostly the merchants, lawyers, and other businessmen of the Free City are in Nerof's camp. Rumors exist that the nefarious elements of the Free City; thieves; assassins, and the like, also support this position, but not openly; bad for their existence I'm told. Mostly those more principled people support Eritai, such as the old noble families, the artisans, and the common folk. Many see this group as a counterbalance to the alleged negative influence of the thieves and greedy merchants on the Directing Oligarchy."
- **So what do you want us to do?** "As you saw last night, these two groups are poised for a showdown at some point in the near future, perhaps as soon as the upcoming Directing Oligarchy meeting next Starday. I suspect a lot of behind the scenes political maneuvering going on. I need to know what each group is up to. Beyond that, I leave up to you. I will, of course, deny ever having spoken with you." She smiles again revealing her dimples.
- **How do we find you to report back?** "Today is Godsdag, I will give you until Freeday evening to gather your information. You will be able to find me at the Golden Phoenix, watching the fireworks display. At that time, I expect a concise report of what each group is up to."

- **Where do we start?** “I suggest avoiding approaching Nerof or Eritai directly, at least at first. Once you start asking questions directly of people, word may start going around. Instead, focus on those around them. Call on friends and favors you may have. If one group is going to use the power of the Directing Oligarchy to push an agenda, then they would need the necessary votes from the other members to do so. You may want to start with Silas. He’s been courting favor with the populace lately, a rather odd action for a moneylender.”
- **And who is on the Directing Oligarchy?** “The Directing Oligarchy is currently composed 16 individuals. Here, I’ll write them down for you.” Give the PCs Marial’s list which is Player Handout 1.

If the PCs agree to help, and once the PCs questions are answered, Marial and Edwina take their leave of the PCs.

“Very well, I leave the task in your capable hands. Until Freeday evening then,” she says as she stands up. She pulls the hood over her head, collects her staff, and makes her way to the door. Edwina flies towards the door, slowly fading from view.

If the PCs turn down Marial, use the following.

“Very well, I hope your lack of concern does not leave you slack jawed when events overtake you. Good day,” she says as she stands up. She pulls the hood over her head, collects her staff, and makes her way to the door. Edwina flies towards the door, slowly fading from view.

If the PCs turn her down, Marial returns to Jallarzi’s tower in the Garden Quarter. If the PCs have a later change of heart, they can find her there.

Development: The PCs should be assisting Marial (and through her the Circle of Eight) to discover what is being planned for the next Oligarchy meeting. If the PCs turn her down, they can still do the investigation (and the rest of the adventure) but they unless they report their findings to her they get no benefits from the Circle of Eight.

4: THE STICKING OF NOSES

This encounter addresses the investigation of the Directing Oligarchy and its members. It is freeform in nature as the PCs can go pretty much anywhere in the Free City and talk to anyone.

The table provided in DM Aid 1 provides the information that can be gathered about each Oligarch (as well as Silas Steamgem and Simeon Hellwater). Depending on how time is running for the adventure, you can either play out the gathering of information or you can have the players make check and summarize the information presented. Each entry also lists whether or

not the PCs can meet with the individual. Feel free to embellish the meeting, but if you face time constraints, summarize what the PCs learn.

Many PCs have contacts and favors in the City of Greyhawk that they may wish to use. Let them take full advantage of these resources. These resources can give the PCs access to the information on DM Aid 1. Use your best judgment as to which favors gain which information.

Each Gather Information check takes 1d4+1 hours. The PCs may want to prioritize who they investigate first, as they could run out of time if they make inquiries after all 16 Oligarchs. If the PCs set up meetings with prominent people, this time is not included in the 1d4+1 hours.

The PCs can work cooperatively or individually on this task. Each person rolling may modify their Gather Information check (regardless if it is main check or the check to assist) with one of the following modifiers:

- Affiliation Score of 3 or less: +1
- Affiliation Score of 4-10: +2
- Affiliation Score of 11-20: +3
- Affiliation Score of 21-29: +4
- Affiliation Score of 30 or more: +5
- Favor of a Greyhawk affiliation: +1
- Disfavor of a Greyhawk affiliation: -1

The PCs may wish to draw upon their contacts with affiliations in the City of Greyhawk. DM Aid 2 provides information that members of a specific affiliation can learn about the situation if they think to ask.

PLOTS THAT ARE AFOOT

Being Greyhawk, there are numerous plots afoot in the city at any particular time. However, only three of them are of importance to this adventure.

Removal of Eritai

Nerof needs 11 of the 16 Directors to vote for removing Eritai. Nerof already has seven votes from his faction and a reason to force the vote (see Helping the Poor below). He needs four more from the Neutrals: Torrentz Hebvard, Stakaster Villaine, Gerda Hollardel, Stimtrin Cannsay, and Kieran Jalucian.

Judging Kieren as too dangerous to pressure, Nerof’s agents have approached four of the Neutral Directors. Gerda is being pressured through her relationship with Dernan Nathane. Stimtrin Cannsay is being blackmailed. Nerof has promised Stakaster special privileges that will allow for the building of a new and larger temple of Zilchus. Torrentz Hebvard has been persuaded through appealing to his political views.

Through their investigations, the PCs can learn of Gerda’s relationship with Dernan and may surmise that she will vote with Nerof’s faction. PCs can learn that Torrentz and Stakaster have met with Nerof and his aides quite a lot recently. If the PCs make appropriate inquiries, the PCs can also learn that it is an open secret among the Zilchan clergy that something big is in the works

between their patriarch and the Lord Mayor. The PCs can learn of the promised rezoning and plans for an enlarged temple with clever digging at either the temple or the Lord Mayor's office. The other members of the Union of Merchants and Traders who are on the Oligarchy are using their considerably economic clout to browbeat Stimtrin. If the PCs investigate at the Union of Merchants and Traders, they catch wind of the economic pressure being put on Stimtrin to vote with the other directors on an upcoming Oligarchy decision.

Until the PCs speak with the Beggar-master, they are likely to figure that something big is up, but they aren't exactly sure what it is.

Negotiations with the Pomarj

Cariel Mansharn of the Merchants' and Traders' Union has been meeting with half-orc envoys from the Pomarj. It is possible for the PCs to learn about these meetings by trailing Cariel or stealing his case of papers that he carries with him.

If the PCs follow Cariel, he works at the Merchants' and Traders' Union in the Thieves Quarter until noon then steps out for lunch at the Whitehorse Inn, which is owned by his half-brother. He then takes a coach to the Low Market where he changes to a different coach to return the Thieves' Quarter. There, he stops before a row house on one of the back streets. He enters it and departs through the backdoor for another, smaller house further down the street, which he enters through the backdoor. The entire time, Cariel is accompanied by two capable bodyguards.

At this second house, Cariel meets with two half-orcs emissaries for the Pomarj. The emissaries enter the front door of the meeting house. The emissaries are staying at the Phoenix Boarding House but can be found spending their evenings in various dives in the Old City.

Until nightfall, the two groups argue over the specifics of a peace treaty. A number of contentious issues have to be worked out, such as the new border, reparations (if any), assurances against future raids, opening channels for trade, and limiting of any slaving. Nerof doesn't just want peace. He wants an advantageous peace.

After meeting with the Pomarj emissaries, Cariel heads back to Merchant and Trader's Union in a circuitous route. He leaves all the papers regarding the treaty in the safe in his office and heads back to the Whitehorse Inn for some relaxation before going home to his house, which is also in the Thieves' quarter. As a powerful, wealthy Greyhawker, Cariel has warded his safe from theft. Because of the number of guards, locks, traps, and magical wards, the PCs have no opportunity in the tight timeframe they have to break into Cariel's safe. Make this clear to the PCs.

The PCs could approach Cariel himself. He is unwilling to say anything about the meetings. If the PCs accost him, he has a number of magical protections as well as his two very capable bodyguards. He *teleports* away immediately upon being attacked and does not appear in

Greyhawk until the meeting of the Oligarchy. If prevented from teleporting, he runs away. He has enough guards, money, and magic to escape the PCs.

The PCs can approach the half-orc emissaries. However, the two emissaries are discretely shadowed by half-a-dozen thieves who are making sure that nothing happens to the emissaries. The half-orcs refuse to talk to the PCs and if force is used the shadowing thieves step out and urge the PCs to move along. Since they're in the Thieves' Quarter, there are plenty of reinforcements. The half-orcs are not fools and don't keep anything on them that identifies them as being from the Pomarj. They do not take notes and have no paperwork with them. Cariel is keeping the drafts of the treaty.

Helping the Poor

Unbeknownst to Eritai, the senior paladin of St. Cuthbert in the city, Talasek Thraydin, has been using his contacts in the Greyhawk Militia and the City Watch to give food and supplies from the militia to the needy poor. Talasek tried to get the supplies transferred legally, but the bureaucracy (and opposition from Nerof's faction) caused the request to be permanently stuck in committee. Never one to let the politics of the city stand in the way of his ideals, Talasek arranged for the supplies to be secretly transported to Nicholi Nortoi, a Cuthberran priest for distribution to the poor.

Nerof Gasgal has learned of this "theft" and has gathered enough evidence and testimony to have Talasek arrested and Eritai discredited. At the Oligarchy meeting on Starday, he is revealing that she has diverted city resources for personal projects.

The PCs can track down the wagons, which leave every third day (the next trip after the PCs arrive is Earthday) from the Grand Citadel and go down the Processional through the Garden Gate, the Black ate, then the Highway Gate, to the outskirts of Greyhawk south of the city. There, the wagon is unloaded into a non-descript warehouse. The PCs can easily follow the wagons.

Each wagon comes with an escort of four militiamen as well as two teamsters. None of the escort knows more than that they were ordered to deliver the supplies on the wagon to a warehouse south of the city.

The warehouse itself is unmarked, but if the PCs make inquiries, they can learn that the warehouse is owned by the Church of St. Cuthbert. Later that morning, Father Nicholi arrives at the warehouse with several helpers. They open the crates of supplies and load them onto carts which are taken to several points scattered around the Greyhawk outskirts and the Slum Quarter for distribution to the poor. One of the points is a soup line. If PCs played COR7-12 *Heart's Desire*, they recognize this soup line.

Father Nicholi is unaware of the source of his donations and believes they are from an anonymous donor. If told the truth, he is a bit concerned, but the food and supplies are going to the needy.

Regardless of what the PCs do to learn about the wagons, their inquiries attract the attention of Simeon

the Beggarmaster. He sends one of his beggars to the PCs. The beggar finds the PCs wherever they are (beggars know these things) and extends the invitation to meet with the Beggarmaster at the Guildhall in the Slum Quarter.

Development: At some point in their investigation, the PCs should have an invitation with Simeon the Beggarmaster, who can provide them with substantial information. When the party goes to see the Beggarmaster, run encounter six.

5: GROWFEST

Growfest is a week-long festival in the City of Greyhawk. As a commercial center, trade never really stops, but along with the work there are plenty of events and parties.

This optional encounter details some of the events that transpire over the week. If you are playing this adventure under time constraints, summarize or make quick reference to the events described here. If you have time, let the PCs explore these events.

GODSDAY

Godsday during Growfest is St. Cuthbert's Day, the holiest day of the year for the faithful of St. Cuthbert. Just before dawn, people gather at the edges of the route that the faithful of St. Cuthbert will follow as part of the cleansing ritual in celebration of St. Cuthbert's Day. The route runs from the Highway Gate, along the Processional, through the High Market, along the Garden Road and ends in the courtyard of the Sacred Temple of St. Cuthbert. The children of the faithful, armed with green switches, run up and down the streets in anxious anticipation of the march of their parents towards the temple.

For the next few hours, the faithful of St. Cuthbert file into the city along the route, their children lightly lashing them with the green switches; enjoying it immensely. All the while, the adults sing and chant prayers to St. Cuthbert. As they finish the march, they congregate in the courtyard of the Sacred Temple of St. Cuthbert; the priests and clerics of the temple ministering to them as they prepare the great feast that begins at high noon.

A few bystanders, obviously not believers in the teachings of St. Cuthbert, shout deriding comments at those marching. They do not react to anything they say. The only time a few of the marchers react is when a young man tries to pelt the stream of people with some rotten fruit. He was quickly subdued by more militant members of the faith and 'properly educated' about appropriate conduct for such an important occasion. The entire event is over before the City Watch can intervene.

'Properly educated' means soundly beaten by several more militant members of the faith; leaving the young man bruised, a bloody nose, several missing teeth, and

forced to consume some of the rotten fruit he was throwing at the marchers.

Over the next few hours, the faithful of St. Cuthbert make their way through the food lines in the temple courtyard. The courtyard is not big enough to hold everyone, so as the first to arrive finish their meal, they depart to make room for those behind them. As they depart, they shake hands and warmly greet those patiently waiting behind them.

WATERDAY

Shortly after noon on Waterday, the activist students of the Grey College stage a rally to protest living conditions in the Free City and domination of city's government of "merchants, thieves, and lawyers". Several hundred students from the Grey College, the University of the Flanaess, and the Bard School (the School of Clerkship is noticeably absent) gather on the green between College Hall and the Hall of the Dean, listening to speakers who are standing on the steps of Hall of the Dean.

The lead agitator is Aisley Lockswell, the daughter of Lord Lockswell of Gnarlwood. Her mother insisted that she receive an education and sent her to Grey College. Unlike her ranger-lord father she has no skill in the woods, but she does have a penchant for words and she can command the crowd. She has inherited her parent's desire to do good and help her fellow man.

🐉 **Aisley Lockswell:** female human bard 1/marshal 1, AL NG (Diplomacy +13).

Aisley speaks passionately about the need of the poor and the stranglehold that the merchants, thieves, and lawyers have on the city and the need to bring reform and change to the city. Her words are enthusiastically received by the student crowd, who are mostly upper or middle class. At the end of the rally, the protesters agree to march on the Public Council meeting the next day.

EARTHDAY

Each quarterly festival, the Directing Oligarchy meets with the Public Council for one full day. The Public Council is composed of popularly elected representatives from each of the eight city quarters. This advisory council presents detailed conditions on each quarter and proposes courses of action to the Oligarchy.

Even though it has no direct power, the Public Council makes for excellent entertainment for the residents of Greyhawk as well as providing a voice of the people. The council meetings are open to the public and held at the Lord Mayor's Palace. News of each council member's report and other notable events spreads through the city pretty quickly.

The PCs can attend in person or hear through the street talk that the council has made numerous proposals.

- Settlement for those displaced by the orcs near the Gnarlley Forest;
- Strike the requirement license to carry weapons in town;

- A requirement that everyone gargle while crossing a street;
- A declaration that eggs are good for you;
- Fund shelters in the Slum Quarter;
- Require all beggars to remain at least five feet away from anyone of quality;
- Increase the tariffs on imports from Dyvers and Urnst;
- Disband the militia and allow them to return to their homes.

Feel free to make up your own proposals. Not all the councilors are elected for their political acumen, intelligence, or sanity. The PCs will also hear that a large number of students were forcibly rejected from the meeting. They remained outside chanting at the Oligarchs.

FREEDAY

The grand festivity on the last day of Growfest is the Desportium of Magic – a fabulous fireworks and magical illusion show followed by a grand feast that is open to the public for free. For many, it's the one time they get to eat all day.

The populace is anticipating the evening fireworks show. This is covered in encounter ten.

6: DEAD ENDS

When the PCs go to the Beggar's Union, read:

One of the flaws in the Gem of the Flanaess, the Slum Quarter of the Free City is the place everyone else would like to forget. The smell of rotting refuse and unwashed bodies mingles in the gentle breeze. Men, women, and children live in abject poverty and total filth. Misery and disease are rampant here. Hope checked itself at the gate through the Black Wall.

You will need to adjust the descriptive text to account for the number of “beggars” and dogs at the APL. This encounter presumes that the PCs are traveling normally through the streets. If they are flying, teleporting, all invisible, or similar things, adjust the encounter as needed.

As you make your way down the eerily quiet street named ‘Assassin’s End’, many of the people you keep their heads bowed away from you, pretending to do something else. From up ahead, you hear a scream in surprise and horror. A mad dog is viciously attacking a beggar, snapping at his throat.

The dog attack is the lure for an ambush waiting for the PCs on Assassin’s End. The muggers have been preparing for weeks now (in between other jobs, begging, and fighting with themselves) for some good marks to come

down Assassin’s End. They figured that eventually some adventurers would need information from the Beggarmaster. The PCs fit the bill perfectly.

Creatures: The ambush is composed of “beggars” and dogs as a lure. On top of the nearby buildings are roof toppers who activate the traps. Finally, a cutpurse moves in to steal from the PCs while they are distracted.

APL 2 (EL 4)

🐾 **Slum Quarter “Beggar”:** male human warrior 2; hp 9; Appendix 1.

🐾 **Dog:** hp 6; MM 271.

🐾 **Slum Quarter Roof Toppler:** male human commoner 2; hp 5; Appendix 1.

🐾 **Otjen, Slum Quarter Cutpurse:** female human rogue 1; hp 7; Appendix 1.

APL 4 (EL 6)

🐾 **Slum Quarter “Beggar”:** male human warrior 2; hp 9; Appendix 1.

🐾 **Dogs (3):** hp 6; MM 271.

🐾 **Slum Quarter Roof Toppler:** male human commoner 2; hp 5; Appendix 1.

🐾 **Otjen, Slum Quarter Cutpurse:** female human rogue 2; hp 11; Appendix 1.

🔧 **Bricks from Roof Trap:** CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

APL 6 (EL 8)

🐾 **Slum Quarter Bruiser:** male human warrior 4; hp 22; Appendix 1.

🐾 **Riding Dogs (2):** hp 13; MM 272.

🐾 **Slum Quarter Roof Topplers (2):** male and female human commoner 2; hp 5; Appendix 1.

🐾 **Otjen, Slum Quarter Cutpurse:** female human rogue 4; hp 20; Appendix 1.

🔧 **Collapsing Roof Trap:** CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24.

APL 8 (EL 8)

🐾 **Slum Quarter Bruisers (2):** male human warrior 4; hp 22; Appendix 1.

🐾 **Riding Dogs (4):** hp 13; MM 272.

🐾 **Slum Quarter Roof Topplers (4):** male human commoner 2; hp 5; Appendix 1.

🐾 **Otjen, Slum Quarter Cutpurse:** female human rogue 6; hp 29; Appendix 1.

🔧 **Collapsing Roof Trap (2):** CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24.

APL 10 (EL 10)

🐾 **Slum Quarter Block Bullies (2):** male human warrior 6; hp 33; Appendix 1.

🐾 **Riding Dogs (8):** hp 13; MM 272.

🐾 **Slum Quarter Roof Topplers (8):** male and female human commoner 2; hp 5; Appendix 1.

🐾 **Otjen, Slum Quarter Cutpurse:** female human rogue 8; hp 38; Appendix 1.

🔧 **Built-to-Collapse Wall (2):** CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16.

APL 12 (EL 12)

🐾 **Slum Quarter Block Bullies (2):** male human warrior 6; hp 33; Appendix 1.

🐾 **Riding Dogs (8):** hp 13; MM 272.

🐾 **Slum Quarter Roof Topplers (8):** male human commoner 2; hp 5; Appendix 1.

🐾 **Otjen and Faanil, Slum Quarter Cutpurses (2):** female human rogue 8; hp 38 each; Appendix 1.

🔧 **Built-to-Collapse Wall (4):** CR 8; mechanical; proximity trigger; no reset; Atk +20 melee (10d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 16.

Layout: See DM Map 3 for a layout of the street. The ground is hard packed earth. The buildings that border on Assassin's End are a mixture of wood and poorly built stone. All of the buildings are 10-ft. tall. Each of the buildings has an unlocked door that faces onto Assassin's End. Inside each building is a stair leading up to the roof. The roofs are gently sloped, requiring DC 10 Balance checks to run or charge, but are replete with gables, external staircases, and assorted debris, which provide cover from anyone on the street below. The high walls cast the entire alley into gloom (not quite shadowy illumination, but not bright sunlight either).

Tactics: The muggers are hoping that the PCs will run forward to help the "beggar" being attacked by the dog(s). When this happens, the ambush triggers. There is no surprise round as the dogs and "beggars" are plainly visible.

The "beggar" (marked B on the map; if your APL has fewer beggars use the lowest numbered B first) have trained the dogs (marked D on the map; use the lowest numbered D first) and are in no real danger. They use a move-action on the first round to command the dogs to attack the PCs; they then draw daggers to attack. They know where the traps are and avoid them. If the opportunity presents itself, they try to bull rush PCs into the trapped areas.

The roof topplers are hidden on the roofs of nearby buildings (marked R on the map; use the lowest numbered R first). To notice them, the PCs must make a Spot check opposed by the Toppler's Hide check.

On the first round of combat the roof topplers trigger a trap(s) if there are any PCs in the targeted area of the road (the traps are marked T on the map; the shaded area is the targeted area). The trap requires a manual trigger (the toppler to give the wall/piece of roof/ pile of bricks a push) which is a standard action. The topplers have some limited ability to aim the trap. At APLs 4-8, each trap can target one PC in the corresponding target area. At APLs 10-12, the wall falls on all PCs within one 10 ft. by 10 ft. section of the targeted area. There are no traps at APL 2, but describe the topplers' attempts to push down a mass of bricks on the PCs. Once they have failed once, they resort to hurling single bricks.

The roof topplers are patient. If no PCs are in the targeted area below, they stay hidden. Only one toppler is needed to trigger the trap, so excess topplers remain hidden. Once the traps have been dropped, the roof topplers start throwing rocks down onto the PCs.

While all this confusion is going on, Otjen the cutpurse (with her partner-in-crime Faanil at APL 12) starts in a position that gives her total cover to the PCs (marked C1 for Otjen and C2 for Faanil on the map). She hides then sneaks into the alley where the PCs are, moving at half speed so she does not take any negatives to her roll. The PCs can make opposed Spot and Listen checks to notice her. However, the PCs are distracted by the encounter and take a -5 circumstance penalty to their roll.

If she is undetected, the cutpurse uses her Sleight of Hand skill. She lifts a coin purse (stealing 1d10 gp per APL) with a successful DC 20 check. The PCs can make an opposed Spot check to notice her (PH 82), but they are still distracted and take the -5 circumstance penalty. Otjen repeats this process until she has attempted to steal from each PC. If Faanil is present, she does the same.

Note: While it uses the same d20 roll, success or failure of the Sleight of Hand check is determined separately from the opposed Spot check. Otjen can succeed on a Sleight of Hand check and still be noticed; likewise she can fail and not be noticed.

If Otjen is noticed, she runs away, hides, and tries again. If all the traps are sprung and the "beggar" and his dogs are dead, she gives up on this scheme and vanishes into the Old City. She surrenders if she cannot escape. Similarly, the other muggers have no wish to die. If in serious danger of dying, they run. If that is not an option, they surrender, begging for mercy.

Treasure: The beggars do not have much wealth, but if the PCs defeat them, they can take it all. What the beggars do have is a chest, which is hidden under some trash in the corner of the ally near their ambush spot (DC 15 Spot check to notice it; a Search check automatically finds it).

The beggars found this chest buried beneath one of the abandoned building in the Slum Quarter. They tried to open it, but they set off the poison needle trap that killed one of them. They have not tried to open it since.

The small iron chest is exotically decorated with many barbed loops and swirls. The PCs can recognize it as

vaguely Elven. The trap has been discharged, but the chest is still locked.

❖ **Exotic Iron Chest:** 2 in. thick; AC 5; hardness 10; hp 40; Break DC 25; Open Lock DC 25.

Inside, the PCs can find a black bag made of spider's silk containing a number of semi-precious stones (lapis lazuli worth 50 gp), a masterwork hand crossbow, a rod of viscid globs (at APLs 4 and higher), and a tentacle rod (at APL 12). They also find an unsigned note, written in Elvish, which reads:

"I will die for sending these to you, Saal. May all the fiends of the pits curse the day I agreed to your foul bargain."

Development: If the PCs slay the muggers, they can leave them in the alley with no consequences from the City Watch, the Guild of Nightwatchmen, the Beggar's Union, or the Thieves Guild. This is the Slum Quarter; this sort of thing happens all the time. However, the PCs are not rewarded for it either.

If the PCs capture the beggars or take their bodies to the City Watch, they find out that there is a 50 gp reward for the "beggars" and the cutpurses. If the PCs turn the muggers over to the Thieves' Guild, they learn that this gang is not a part of the guild and operating on the sly. The thieves give the PCs a bounty equal to the reward. If the PCs take captives or bodies with them to the Beggarmaster, he likewise gives them a bit of a reward for taking care of annoyance that he has not had the manpower to deal with.

7: THE PALACE OF TRASH

Once past the ambush, the PCs arrive at the Beggar's Union Guild Hall. Read:

The imposing three-storey building sometimes referred to as the Palace of Trash, houses the Beggar's Union. The building is in ill-repair; shutters are missing or hang loose; trash hangs from windows and lays about the street. Beggars, the homeless, and others who have been dealt a losing hand line the street on either side of the warped and stained door that hangs poorly from its hinges.

The beggars and homeless plead with the PCs for spare coin. When the PCs enter the building, continue.

Inside, the smell of unwashed bodies and urine is overpowering. At least outside, the breeze diluted the stench. Debris is heaped everywhere without rhyme or reason. You have to wade more than walk through the rooms of the Guildhall of the Beggar's Union. The eyes of a dozen leery beggars watch you.

The stench is so bad that the PCs need a DC 10 Fortitude save or become sickened (-2 on attack rolls, weapon

damage rolls, saving throws, skill checks, and ability checks) for as long as they are inside the Palace of Trash.

The guildhall is overflowing with members of the union. There are around 50 on the first floor alone. To speak with Simeon the Guildmaster, the PCs must use Diplomacy or Intimidate to improve the beggars' reaction from indifferent to friendly to get to the Beggarmaster. A Diplomacy check works, as does giving each of the 50 beggars a silver piece. If the PCs captured the ambushers and bring them with them (or bring the corpses) they automatically gain access to Simeon.

One of the beggars with a crippled arm, but two good legs, leads you to the third floor. The windows are flung open and the stench is not so bad up here. At the top of the stairs is a large 'office' with furniture and decorations that are obviously the choicest picks of the hall.

A gaunt, pale older man dressed in clothes that were fashionable a decade ago is standing by the window. A number of heavily muscled thugs are lounging on heaps of dirty clothes. The man by the window looks at you and raises an eyebrow. "What do you want?"

The man by the window is Simeon Hellwater. He is a penny-pinching, unscrupulous, meticulous bean counter. He is called "the Vampire" by some of the beggars because of his appearance and mannerisms, but he is not undead. Before rising to Beggarmaster, he was treasurer of the union. But in a brief clash between beggar and the Thieves' Guild several years ago, Simeon suddenly found he was the highest ranking officer still alive. He promptly took over the union and made peace with the thieves.

Simeon is a manager not a leader, but he is a great manager. He has the respect of the other beggars, even though he is not liked.

❖ **Simeon Hellwater:** male human fighter 2/rogue 10, hp 62, AL NE, (Bluff +12, Knowledge (local) - core +15, Sense Motive +10).

If the PCs bring the captured or dead ambushers with them, Simeon looks them over and comments, "So much for the small entrepreneur." He then orders one of his beggars to pay the PCs 50 gp for their good work in crushing his competition.

If the PCs ask Simeon to provide or confirm any information regarding current events in the City of Greyhawk, including information about the City Watch ferrying supplies through town, Simeon answers that before he tells them anything they have to something for him. Simeon orders one of his underlings to fetch "the box".

A minute later, the underling returns with a sealed box. When opened, a stench rolls out of the box that overrides the odor of the building. Inside is a mutilated, maggot-infested head of a dwarven male. Some of the flesh has been stripped away; revealing the skull, the flesh around the mouth is twisted into a smile.

The Beggarmaster pulls a handkerchief from his robe, covers his mouth, and pulls a blood splattered note from the box. He opens it slowly. "Several months ago, my granddaughter Duewella took up with a popinjay named Veron Pin. I didn't like him and said so. So they ran off together."

"I hired this sellsword from the Mercenary's Guild to track them down for me. It would seem that he found them. The note says that anyone else looking for her will end up in the same condition. It then begins with the blackmail. Give us gold or he will send her body back in pieces." Though his voice is a dispassionate monotone, one of his hands is slightly trembling.

A successful DC 15 Knowledge (religion) check tells the PCs that mutilation is reminiscent of the things that followers of The Old One, Iuz, would perform on their victims. It also reminds them that Iuz's name is never to be spoken aloud.

The Beggarmaster allows the PCs to make a careful examination of the head in the box. A DC 20 Search check reveals the following: the hair on the head is damp with fishy smelling water and the box was constructed from the broken pieces of a larger wooden box. The PCs find a partial impression of a symbol in the wood.

A DC 10 Survival check or DC 15 Knowledge (local - core) tells the PC that water like that could be found in the ditches of the River Quarter.

A successful DC 15 Knowledge (local - core) tells the PC that the symbol is one of a trader of some sort. If the PCs point this out to Simeon, he has beggars come look at it until one of them recognizes it. It belongs to a trading company, P&P Mercantile and Trade. None of the beggars have heard of P&P. It must be new to town.

Simeon returns to the window. "You look like capable people. You could do no worse than this moron from the Mercenary's Guild. I'll answer your questions if you can get Duewella back from that vagabond."

Simeon refuses to negotiate a reward or answer questions until he knows his granddaughter is safe. No amount of diplomacy or intimidation will change his mind.

Development: If the PCs agree to help the Beggarmaster, they should start the search for P&P Mercantile and Trade. If they recognized the smell, they can start their search in the River Quarter.

If the PCs refuse to help Simeon, they must make do with their own investigations. At the end of the adventure, they hear rumors that another cult of the Old One may be in town as the body of a young woman was found, ritually slain.

8: BREAKING OF NOSES

If the PCs take Simeon up on his offer, they need to find P&P Mercantile and Trade. Fortunately, Istus smiles on the PCs as P&P rented McGloogan's Warehouse in the River Quarter, which is just across the street from the Griffon's Nest. Any PC visiting the inn notices the sign with a successful DC 10 Spot check.

The PCs can also find the warehouse by with a successful DC 20 Gathering Information check. If the PCs know to look in the River Quarter, the DC drops to 15.

You approach a well-maintained, two-storey warehouse. All of its windows are tightly shuttered and those on the ground floor are barred. A small plain sign adorns the building, which reads P&P Mercantile and Trade.

The iron-bound aged oak door to the warehouse is locked and no one answers the door. The windows on the ground floor are all barred, but those on the second floor are just shuttered.

❖ **Windows with Iron Bars:** 1 in. thick; hardness 10; hp 60; AC 5; Break DC 25.

❖ **Windows with Good Shutters:** 1 1/2 in. thick, hardness 5; hp 15; Break DC 20; Can be pried open with a DC 20 Disable Device check or a DC 25 Open Lock check.

❖ **Masonry Walls:** 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 35; Climb DC 20.

❖ **Iron-Bound Strong Wooden Door:** 2 in. thick; AC 3; hardness 5; hp 20; Break DC 25 (if locked); Open Lock DC 25. The door can only be unlocked from the inside.

Once the PCs are inside, they find an empty building. Read:

The musty old smell common to most warehouses greets you. As far as you can tell, the place is empty of people.

If the PCs search inside the warehouse, they find nothing but poor quality furniture. The PCs need to make a DC 20 Search check to find the hidden door in the floor. At APL 2, the door is closed improperly, dropping the Search DC to 18. Beneath the hidden door is a rickety wooden ladder that extends down to a narrow hallway 30 ft. below the floor of the warehouse.

Ten feet down the ladder is a magic trap. To prevent the trap from going off on the cultists, they have a second ladder they put into place when they want to go down. Currently the ladder is lying on the ground in the tunnel near the bottom of the trapped ladder. If the PCs set off the trap, the PCs can use this ladder to get back up after dealing with the cultists.

✚ **Shatter Trap:** CR 3; magic device; proximity trigger (alarm); no reset; spell effect (shatter, 3rd-level wizard, triggers when small sized or larger creature steps on rung 10 feet down, targets non-magical ladder (which is under 30 pounds) automatically destroys ladder which causes anyone on ladder to fall 20 ft. down the shaft dealing 2d6 damage); Search DC 27; Disable Device DC 27.

If the PCs set off the trap, the noise carries to the cultists who immediately prepare for combat. In the following descriptions, the PCs are met with the sound of spellcasting instead of worship.

A short ladder brings you down to a well built tunnel. It heads off for several feet and takes a sharp right turn. A flickering glow comes from around it. You hear a voice exclaim, "Pain is Power!"

"Pain is Power!" several voices respond, along with several moans and cries of pain.

If the PCs peek around the corner, they see the following:

The narrow tunnel ends in a large circular room. By the flicking flames from a half-a-dozen everburning torches, several laborers from the River Quarter surround a thin-faced woman lying in the middle of the room atop of a white sheet that is dappled with blood splatters. She whimpers in fear and pain.

On the far side of the room is a barbed and gore-encrusted altar topped by half-a-dozen human skulls. All of the activities are overseen by a dashing man dressed in bloodstained white robes over the dark gray clothes of a merchant. He exhorts his congregation with cries that pain is power.

If the PCs are playing higher level and the babau are present, add:

Standing against the walls are four hideous fiends that reek of decay. These gaunt humanoids are covered in black leathery skin. Behind their pointed ears, large curved horn rises out of the back of their skull. They are licking their fingers with long sinuous tongues, catching every last drop of blood.

A DC 17 Knowledge (the planes) identifies the babau while a DC 22 knowledge (the planes) check identifies the glabrezu. If the glabrezu is present, add:

Perched atop the altar is an enormous fiend with a dog-like head. It is watching the ceremony with detached interest. His vast bulk and multiple arms, two of which end in pincers, belie the enormous and evil intelligence that lurks behind its eyes.

If the PCs set off the alarm, you need to change the description as the Iuzites are ready for battle. Veron is at the rear with as many of his congregation between him and the PCs as possible. The babau are spread out through

the congregation. The glabrezu remains on top of the altar.

Creatures: The Converts are citizens that have been corrupted and turned evil due to the persuasive ways of Veron, the dashing man dressed in fine clothes. At higher APLs, Veron has summoned demons to help him spread the word of Iuz here in the City of Greyhawk. The woman on the floor is Duewella.

All APLs

✚ **Duewella Hellwater:** female human expert 3; hp 15 (currently 2).

APL 2 (EL 4)

✚ **Converts of Iuz (2):** male human warrior 1; hp 4; Appendix 1.

✚ **Veron Pin, Agent of Iuz:** male human bard 3; hp 19; Appendix 1.

APL 4 (EL 6)

✚ **Converts of Iuz (8):** male human warrior 1; hp 4; Appendix 1.

✚ **Veron Pin, Agent of Iuz:** male human bard 3; hp 19; Appendix 1.

APL 6 (EL 8)

✚ **Converts of Iuz (6):** male human warrior 2; hp 9; Appendix 1.

✚ **Veron Pin, Agent of Iuz:** male human bard 5/evangelist 1; hp 23; Appendix 1.

APL 8 (EL 11)

✚ **Converts of Iuz (6):** male human warrior 2; hp 9; Appendix 1.

✚ **Veron Pin, Agent of Iuz:** male human bard 5/evangelist 1; hp 23; Appendix 1.

✚ **Babau (4):** hp 66; MM 40.

APL 10 (EL 13)

✚ **Converts of Iuz (8):** male human warrior 5; hp 27; Appendix 1.

✚ **Veron Pin, Agent of Iuz:** male human bard 5/evangelist 5; hp 37; Appendix 1.

✚ **Babau (4):** hp 66; MM 40.

APL 12 (EL 15)

✚ **Converts of Iuz (8):** male human warrior 5; hp 27; Appendix 1.

✚ **Veron Pin, Agent of Iuz:** male human bard 5/evangelist 5; hp 37; Appendix 1.

✚ **Babau (4):** hp 66; MM 40.

✚ **Glabrezu:** hp 174; MM 43.

Layout: See DM Map 4 for a layout of the lair. The room is lit by *everburning torches* in poorly constructed sconces along the wall. The wall and ceiling are packed earth. Wooden supports are embedded in the packed earth to support the 20 ft. ceiling. The floor is packed earth with a

thin layer of crushed stone covering it. The only feature of the chamber is the altar which is four feet high but slick with blood. Under the rumpled white sheet (marked D for Duewella) is a tiny drain grate that leads to a small-sized drainpipe. Small creatures can squeeze through the grate. The drainpipe angles down to eventually meet up with the city sewer after 100 ft.

Tactics: If the PCs did not set off the trap on the ladder, the Converts of Iuz (marked C on the map; start with the lowest numbers first) are in a circle focusing on the ceremony, which is led by Veron (marked V on the map). The babau (marked B on the map) are lurking near the walls. The glabrezu (marked G on the map) sits on top of the altar. The PCs can attack with surprise.

If the PCs set off the trap, then the Iuzians are ready for them.

Demons: The demons attempt to summon more of their kind then cast *mirror image* (for the glabrezu) and *see invisibility* (for the babau).

Babau: The babau attempt to get into flanking position as quickly as possible to make full-round attacks using their sneak attack ability. They rely on their DR and protective slime to discourage counter-attacks. They target archers first to eliminate ranged attacks.

Glabrezu: On the first round, the glabrezu casts *reverse gravity* on seven 10 ft. squares (he stacks his squares so that the area extends to the ceiling) to catch PCs grouped up around the far door. Those caught in the area take 2d6 points of damage from striking the ceiling. On the second round, the glabrezu targets the most powerful looking spellcaster (it prefers arcane casters) with his *power word stun*. It then waits for Veron's inspire dread before casting *confusion*, *unholy blight*, and *chaos hammer* over the next three rounds. Once it has used up these abilities, the glabrezu enters melee.

The glabrezu has not used its *wish* for this month and uses this ability to undo crippling debilitate spell effects on Veron that the demon cannot undo with *dispel magic*. As a last resort, it uses the *wish* to completely heal Veron and all his allies (including the demons) in this encounter of all damage (as per the *wish* spell description).

Cultists: The Converts position themselves halfway between Veron and the entrance to the room. Once battle is joined, the Converts of Iuz protect Veron to the best of their ability. They attempt to provide flanks for each other and the demons.

Veron: Veron casts *harmonize* and *mirror image* (so you will need to keep track of rounds after the Iuzians are alerted). At APLs 2, and 4, Veron casts *inspirational boost* then evokes inspire courage. He then casts *cause fear* on a fighter-type PC. Finally, Veron joins the attack, refreshing his song as needed. If he is in danger of dying, he uses his *cape of the viper*, turns into a small snake and slithers through the drain in the floor to the sewer (the small viper can slither under the rumpled sheet).

At APLs 6 and 8, Veron casts *harmonize* and *inspirational boost* then evokes inspire courage. The next round he casts *mirror image* and evokes Sound of Silence,

targeting a PC caster, as a move action. He continues casting a spell and evoking a bard song every round.

At APLs 10 and 12, Veron casts *harmonize* and *inspirational boost* then evokes inspire courage. The next round he evokes inflame the faithful and the following round he evokes inspire dread. He then uses convert the unfaithful on a PC who failed to resist inspire dread. All three are full-round actions (not a 1 round action like a summoning). He repeats this action once more, then uses his last oration to refresh the inflame the righteous. If the conversion is successful, each round Veron gives the new convert commands (as a free action), such as beat the sacrifice (Duewella) for the glory of Iuz or prostrate before the altar of Iuz. The PC can resist this command with an opposed Charisma check.

If the PC resists all these commands, Veron orders the PC to torture and kill the merchant converts. This means subduing the cultists then killing them with a spectacular coup de grace while cackling (technically, they could also snigger, leer, or even gibber). He'll permit alternate forms of torture. Since the PCs were fighting (and killing) the converts anyway, this is not something that the PC (as a worshipper of Iuz) is opposed to so there is no Charisma check.

If threatened, Veron adjusts his tactics as necessary to respond to the PCs' threat. Each round, he uses his ironskin chant as a swift action to give himself DR 5/-. If he has used all of his orations, he casts spells and uses Sound of Silence on PC spellcasters.

Fleeing: All the cultists (except for Veron) and the babau fight to the death. The glabrezu uses its *teleport* ability to flee if it is near death.

If the PCs are forced to flee, the cultists quickly kill Duewella (marked D on the map) and finish the ceremony. If given time, they destroy the shrine so that no evidence remains. The cultists disperse back into the city, while the demons return to the Abyss and await their next summons. The cultists take all the treasure with them, including the sealed and unsealed scrolls.

If the PCs flee and notify the Watch, the cultists are gone before the Watch arrives.

Treasure: The PCs can loot the cultists. In addition, the altar is and the cultists store supplies inside. If the PC discover the hidden panel in the side (DC 20 Search check), they find an *elixir of love*, *dust of tracelessness*, (APL 4 and higher), *elixir of truth* (APL 6 and higher), *elixir of hiding* (APL 8 and higher), *dust of illusion* (APL 10 and higher), and *dust of appearance* (APL 12).

In addition to the supplies, there are two scrolls – one sealed, one not. The unsealed scroll is Player Handout 2, which reads:

Contain your desire to inflict pain on the soft despots of the Gem. Do not give away your presence. Locate any agents of the Hierarchs. Several escaped the fall of Molag. We have tracked them to Greyhawk. Report as soon as you find them. Do not approach on your own.

Pain is power! -Gleed

The sealed scroll is Player Handout 3, which reads:

I have found no evidence of the Hierarchs yet, but agents of the Mak are meeting with the Oligarchy. A few are in town, but most are across the river in some caves to the west. I have made a map. I am unable to determine the purpose of meeting but intend to keep asking questions until people tell me what I want to know or they die.

The entire city is rife with discontent. A single match would send it all ablaze. The Old One grant that I will live to see the day when we burn the whole city down.

I will contact you later with more information. Pain is power! -Pin

Tucked inside the case is a second piece of parchment that is the map of a system of caves and is the one mentioned in the note. If the PCs follow up on this lead, they can find the caves on the Far Bank (the west bank of the Selintan). The orcs have moved to another location, but there is evidence that a group of ten individuals were recently camping here for several weeks. Travel there, the search, and the return trip takes an entire day.

If the PCs help Duewella, they find her gravely injured and in deep shock. Getting her to talk requires soothing words and mention of her grandfather. If calmed, she tells the PCs how she fell in love with Veron. Because of her homely looks and her father's profession, she hadn't received much attention from men. Veron was charming and lured her away. She found out too late he was a monster. She begs the PCs to return her to her grandfather.

Once the PCs are done, they are left with the decision of what to do with the cultists and their shrine. They could just leave the bodies here. Eventually, the stench of rotting bodies attracts notice and the City Watch investigates. The bodies are disposed of and the shrine is destroyed.

If the PCs fetch the Watch, they thank the PCs for their efforts, and take charge any prisoners, the disposal of the bodies, and oversee the destruction of this site.

Development: If the PCs take Duewella back to the Beggar-master, Simeon is happy to see his granddaughter again though it is hard to tell with his lack of visible emotion. He keeps his word and answers the PCs questions. He does not volunteer information (with one exception); he only answers specific questions.

If asked about the carts and supplies in the early dawn, he says that Talasek Thraydin, a prominent paladin of St. Cuthbert, has been using the Coinswords to move food and supplies from city storehouses to warehouses owned by the church. The supplies and food are being distributed to the poor and needy.

If asked about the Pomarj agents, Simeon says that he has heard rumors that they are present in the city, but he assumes they are spies and saboteurs. He does not know they are meeting with the Oligarchy.

Even if he is not asked directly about what plots are foot with the Directing Oligarchy, Simeon volunteers the following:

"His Most Solemn Authority," a trace of sarcasm creeps into his voice, "Nerof Gasgal has finally decided to shed the Oligarchy of the ponderous weight that is Eritai Kaan-Ipzirel. He is cutting deals with enough directors to have her removed from the council at the next meeting. Why now and not the hundred other times she's annoyed him in the past decade? That I don't know."

If any PC is a member of the Mercenary' Guild, the Beggar-master tells the Guildmaster of the Mercenary Guild about how the PC stepped up to honor the contract when the first moron they sent messed up. Completing the contract saves face and counts towards advancement in the Mercenary Guild (completes a job contracted by the guild: +2 to affiliation score).

If any PC is a member of the Guild of Nightwatchmen, any prisoners they turn count towards advancement in the Guild (completes a mission for the Nightwatch: +1 to affiliation score).

If any PC is a member of the Merchant and Traders Union or the Thieves' Guild; they can turn information over about the event and the P&P Mercantile and Trade front to count towards advancement in their respective Guilds. (Merchant's Guild: +2 to affiliation score; Thieves' Guild: +2 to affiliation score).

This map in the sealed case is considered new and unique for advancement within the Cartographer's Guild.

Treasure: If the PCs rescue Duewella, the PCs receives the Psst, You Gotta Hear This AR item.

9: THE MEETING OF MINDS

The PCs may decide to approach either Talasek Thraydin or Eritai Kaan-Ipzirel. Both can be found at the Sacred Temple of St. Cuthbert in the Garden Quarter.

The Sacred Temple of St. Cuthbert is home to the most powerful religious organization in the Free City. A great many religious artifacts and precious metals adorn the building. Interestingly, the temple has no guards except for its unusual Weissshund dogs. Rumors say that the clerics of this temple get divine warning about incoming attempts to rob the temple. The clerics are not above giving anyone doing evil a good thrashing to get them back onto the beaten path.

The Weissshunds are very similar in appearance to Saint Bernard's. They can sense creatures of non-lawful alignment and give them baleful looks.

With more than 30 priests in residence, the PCs have no problem finding a curate to request a meeting with Eritai or Talasek. Talasek is available to meet with the PCs

any afternoon. He is training future paladins in the morning.

Until the PCs have found out either: (1) what Talasek is up to, or (2) what Nerof is up to, Eritai is unavailable to meet with the party. If the PCs have done either, a meeting is arranged within a day. If a PC has the Favor of Eritai Kaan-Ipzirel, this speeds the process up to a couple hours.

MEETING WITH TALASEK

When the PCs meet with Talasek, read or:

The famous Talasek Thraydin meets you in the fresh air of the temple gardens. Talasek is a tall, handsome, solid-looking man with wavy brown hair shot through with gray. Though he is no longer young, the years have just made him more distinguished and the hope in his eyes burns undimmed. He greets each of you with a smile and firm handshake. After which he sits on a bench to scratch the ears of one of the great Weisshund dogs that is enjoying the afternoon sunlight.

Talasek is the Senior Paladin-in-Residence at the temple and has dedicated his life to helping the unfortunate. He has a network of friends and acquaintances all over the city, which provides food, lodging, work, and information to those in need. Talasek's past efforts have accomplished everything from obtaining cows to provide milk for the orphanage to helping crush the rise of the Falcon, an evil naga of great power, in CY 581.

🔮 **Talasek Thraydin:** male human paladin 12; AL LG (Diplomacy +19, Sense Motive +17).

If the PCs ask about the wagons and the diversion of supplies, Talasek readily admits that he is behind it. He does not view it as stealing as he reimburses the Greyhawk Militia for the cost of the supplies. What he does consider a crime is how the Oligarchy sits on all these supplies and food when there are people who desperately need them. He has tried repeatedly to go through the system to get the supplies given to the poor, but his efforts have all been blocked by "Nerof and his cronies."

Talasek knows nothing about the plot to have Eritai removed or the meetings between the Oligarchs and emissaries of the Pomarj. He is aghast and immediately takes the PCs to meet with Eritai.

If the PCs tell Talasek about the Cult of Iuz and their location, he zealously responds, gathering up a couple dozen clerics and paladins. They storm McGloogan's Warehouse, defeat the cultists, and rescue Duewella. Simeon is still grateful and answers their questions, but the PCs get no XP and no treasure as the Cuthbertites claim the booty as compensation for the poor.

MEETING WITH ERITAI

When the PCs meet with Eritai, read:

A cleric of St. Cuthbert leads you to a three-storey marble building behind the sacred temple. You enter through bronze double-doors to a large foyer. The floor is pink marble and a staircase winds up in great elliptical sweeps to the upper floors.

The cleric shows you to a large meeting room on the first floor. The room holds a long oval table and the walls are adorned with twelve life-size paintings of great paladins and clerics of St. Cuthbert. Your guide asks you to wait here while he informs the High Priestess of your presence.

The large oval table has a dozen chairs around it. If the PCs look at the portraits, they can count five paladins and seven clerics attired in their best. One of the paladins bears a striking resemblance to Talasek. The name "Talamar" is engraved on the frame.

The door opens and four clerics enter the room – two clerics followed by a short stocky but extremely formable looking woman, followed by a scribe. The three clerics greet you then take seats at the table. The scribe sits on a high stool at a small writing table and begins to write.

The woman is Eritai, probably the most influential woman in the City of Greyhawk. She is a strict, no-nonsense woman and a devout follower of the common-sense approach of St. Cuthbert. She has given all to the temple, having been divorced five times and no children. Her maternal instinct is channeled through nurturing those in need, but she does not tolerate tomfoolery, shenanigans, or even mischief.

🔮 **Eritai Kaan-Ipzirel:** female human cleric 14; AL LN.

Eritai begins the meeting with formal notations for the record as to all attendees and asks what the purpose of the meeting. The scribe dutifully scribbles it all down.

If the PCs inform Eritai about her of Talasek's activities, she raises an eyebrow while pursing her lips. She asks for details on how the PCs discovered this information. If Talasek is present, she demands an explanation. Talasek presents his opinion of the matter as described above. Eritai thanks the PCs for their diligence and their foresight and informs them that she will see to the matter.

If the PCs inform her about the plot to have her expelled from the Directing Oligarchy, she quietly contemplates the news. She asks for details on how the PCs discovered this information. Afterward, she thanks them for their diligence and their foresight then excuses herself so that she can contemplate through prayer on how to respond.

Treasure: If the PCs tell Eritai of Nerof's plan, the PCs receive The Cudgel Will Persevere AR item.

Development: Depending on how much information the PCs reveal to Eritai determines how she responds from her ouster from the Directing Oligarchy.

10: REPORTING IN

On the evening of Freeday, the 7th day of Growfest, the PCs can meet with Marial to relay their findings.

Evening comes on Freeday and thousands pour northward up the Processional toward the Grand Citadel in anticipation of the magical contest, featuring an illusionary assault on the Citadel. The Golden Phoenix Inn, situated in the heart of the Garden Quarter has an excellent view of the Citadel and tonight's display.

You find Marial and Edwina on a private balcony of the Golden Phoenix. Edwina is munching on some fruits from a basket. Marial looks to you and smiles, "There you are. Allow me to introduce my benefactor. He wanted to meet you."

She gestures to a short, rotund man with a waxed mustache and long hair in curls, both dyed light orange. He lifts a wine glass to you and says, "Otto's my name and magic's my game. This wine is simply divine though not as great a pleasure as meeting with you to dine."

This is indeed Otto, member of the Circle of Eight, cleric of Boccob, archmage, artiste, connoisseur, and dandy. He is very expressive in his speech and gestures. He never uses small word when a polysyllabic one will do.

☛ **Otto:** male human cleric 3/wizard 15; AL N.

Otto wants to hear everything the PCs have found out. Let the players describe the information they learned. If they mention that Nerof seeks to expel Eritai from the Oligarchy, Otto says:

"So our Lord Mayor is going to expunge Eritai from the Directing Oligarchy? That bodes ill. Multiple segments of this grand metropolis will presume this a sign that the thieves have tightened their control over the city."

If they mention Veron and his cult of Iuz, he responds:

"An agent of the Old One? Hardly worth mentioning isn't it? The City Watch finds them with regularity. What makes this one distinct?"

If they mention that Veron worked for Gleed, was making the other Cults of Iuz, and was looking for Hierarchs, he says:

"Hierarchs in Greyhawk? That is most disturbing news. I had presumed that had been eradicated."

If the PCs mention that the Oligarchy is meeting with agents from the Pomarj:

"Curiouser and Curiouser. What advantage could the Oligarchy leverage through negotiation with the Pomarj? This bears watching."

At last, the fireworks display gets underway. Otto says:

"I'm told the first caster is an expert in illusions, all the way from the Grand Duchy of Geoff, training in the gnome illusionary college there."

The Desportium of Magic does not disappoint. The first performance is a fanciful tale of exaggeratedly large giants and evil dragons attacking the Citadel of Greyhawk. The defenders halt the advance and, with the help of some metallic dragons, turn it around. By the time the display is over, a group of six wizards and warriors, slay the commander of the enemy in a fantastic display of lights.

After the first display completes, Otto says, "Splendid demonstration. I hope the others are as delightful."

The PCs are free to stay with Marial and Otto and enjoy the remainder of the show. The price of drinks is extremely steep (minimum 10 gp for a bottle of wine).

The sounds of cheering echoes from all across the Free City as the display ends. The other displays are equally impressive. The judges spend several hours in contemplation but finally award the victory to the young illusionist from the Sheldomar Valley.

When the PCs leave, Otto gives them one last piece of advice:

"If you are correct, then tomorrow's meeting at the Lord Mayor's Palace should be a show not to be missed."

Treasure: If the PCs asked for a payment to do the investigation, Marial pays the amount agreed upon. If the PCs did not ask for money, she rewards them depending upon how much information they presented her.

In addition, if the PCs tell Otto of Nerof's plan, the PCs receive Favor of the Circle of Eight AR item.

Development: Depending upon how much information the PCs passed onto Otto and Marial, the Circle of Eight knows what Nerof is planning, what Talasek is doing, and that Greyhawk is in negotiations with the Pomarj.

CONCLUSION

On Starday, the Directing Oligarchy meets and Nerof's plot unfolds. If the PCs go to the Lord Mayor's residence, read the following. If the PCs do not go to the mayor's palace, then you need to adjust the box text so that the PCs hear of his actions.

In the heart of the High Quarter, the Lord Mayor's Palace is one of the finest mansions in the city. Many people refer to it as City Hall as it handles the same function. When you arrive, all sorts of people are filing in and out of the building. Those going in are carrying logbooks and coming out empty handed. Although the crowd is small, a large number of common folk and artisans are gathered near the Lord Mayor's Palace.

Today is the 1st of Planting and all guilds must present their membership lists to the Inspector of Taxes by noon. Those that fail to do so are declared to have no members and are disbanded unless a huge fine is paid.

Also, in the afternoon, the Grand Council of Greyhawk Guilds meets with the Directing Oligarchy. The Oligarchy meets in private session in the morning. What happens at the Oligarchy meeting depends upon whether or not the PCs warned Eritai.

A: ERITAI KNOWS OF NEROF'S PLAN

If the PCs told Eritai of Nerof's intentions, she decides to beat him to the punch by resigning from the Oligarchy. She believes that this is the best way to preserve her position in the city and to prevent general rioting and destruction.

About an hour after the meeting supposedly started, the High Priestess of the Sacred Temple of St. Cuthbert emerges into the daylight. The crowd goes silent waiting on her words.

"My friends," she calls out to the crowd. Her voice is firm and strong. "Through the guidance of St. Cuthbert, it has become apparent to me that I no longer have a role to play on the Directing Oligarchy. Effective immediately, I am resigning my position as Oligarch. Do not lose faith! I shall continue tirelessly in my efforts for this great city. May the Cudgel guide us all on the straight and narrow path."

After she finishes, Eritai leaves the Lord Mayor's Palace and makes her way back to the Temple. Her strong and controlled presence keeps the crowd from rioting. Across all the quarters, the city seems to hold its collective breath as if it has just stepped back from the brink of chaos.

If the PCs prevented Silas from being humiliated, then he is elected to the Oligarchy in Eritai's place. If Silas was humiliated, then Jawan Sumbar, Guildmaster of the Cartographers is elected in Eritai's place.

B: ERITAI IS SURPRISED BY NEROF

If the PCs did not relay the plot to Eritai, the Lord Mayor accuses Eritai in open session of stealing from the Greyhawk Militia she claims to support and diverting it to others. She is blindsided by the accusation, the proof, and the speed by which the other Oligarchs voted her off the council.

About an hour after the meeting supposedly started, the High Priestess of the Sacred Temple of St. Cuthbert emerges into the daylight. The crowd goes silent waiting on her words.

"My friends," she begins angrily, "Based on trumped up accusations, I have been dismissed from the Oligarchy. This affront to the honest people of Greyhawk cannot stand. Do not lose faith! I shall continue tirelessly to rid this great city of the corruption that grips it."

Eritai storms from the Lord Mayor's Palace back to the Temple. The crowd turns ugly in her wake as word of her sacking spread. Across many of the quarters of Greyhawk, word of the deed fans the flames of discontent. Rioters take to the streets and barricades rise in the streets as the city slips closer to chaos.

If the PCs prevented Silas from being humiliated, he is elected to the Oligarchy in Eritai's place. If Silas was humiliated, Jawan Sumbar, Guildmaster of the Cartographers is elected in Eritai's place.

The End

CAMPAIGN CONSEQUENCES

Depending upon how the PCs used the information gained in the adventure, Greyhawk is either plagued by civil unrest or teetering on the brink. The rioting continues from several weeks before the City Watch is able to contain and suppress it. Nerof is forced to release Talesek Thraydin in order to convince the mob to disperse. This does not solve the long-term problems facing the city but does return some level of normalcy and safety to the streets.

Eritai's reputation is enhanced among the common people and the old nobility because of her dismissal from the Oligarchy. Her rivalry with Nerof intensifies as she actively begins undermining his power through sermons and her city-wide influence.

Without Eritai on the Oligarchy and rioting in the streets, Nerof quickly moves forward with negotiating peace with the Pomarj. He believes that once he brings the militia back from the Wild Coast, most of the unrest will dissipate. If not, he'll then have a trained army to contain it.

If you play this adventure before 1st May 2008, email creighton@greyworks.co.uk, noting which conclusion you ran and who replaced Eritai on the Directing Oligarchy.

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.

2: A Night on the Town

Defeating or surviving the Bar Brawl Trap

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

6: Dead Ends

Defeating the Beggars Ambush

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

8: Breaking of Noses

Defeating the trap of the ladder

APL 2	90 XP
APL 4	90 XP
APL 6	90 XP
APL 8	90 XP
APL 10	90 XP
APL 12	90 XP

8: Breaking of Noses

Defeating Veron and his cultists

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Award

Rescuing Silas from Humiliation

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Report information on Nero's activities to Marial.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

APL 10	180 XP
APL 12	210 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 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.

2: A Night on the Town

APL 2: Magic 58 gp; *silversheen*; (20 gp); *glitter stone* (37 gp); Total 58 gp.

APL 4: Magic 58 gp; silversheen (20 gp); glitter stone (37 gp each); Total 58 gp.

APL 6: Magic 58 gp; silversheen (20 gp); glitter stone (37 gp each); Total 58 gp.

APL 8: Magic 58 gp; silversheen (20 gp); glitter stone (37 gp); Total 58 gp.

APL 10: Magic 58 gp; silversheen (20 gp); glitter stone (37 gp); Total 58 gp.

APL 12: Magic 58 gp; silversheen (20 gp); glitter stone (37 gp); Total 58 gp.

6: Dead Ends

APL 2: Loot 36 gp; Coin 16; Total 52 gp.

APL 4: Loot 36 gp; Coin 16; Magic 166 gp; rod of viscid globs (166 gp); Total 218 gp.

APL 6: Loot 54 gp; Coin 16; Magic 166 gp; rod of viscid globs (166 gp); Total 236 gp.

APL 8: Loot 57 gp; Coin 16; Magic 166 gp; rod of viscid globs (166 gp); Total 239 gp.

APL 10: Loot 37 gp; Coin 16; Magic 746 gp; +1 dagger (2) (192 gp each), +1 studded leather armor (2) (98 gp each); rod of viscid globs (166 gp); Total 819 gp.

APL 12: Loot 39 gp; Coin 16; Magic 1,913 gp; +1 dagger (2) (192 gp each), +1 studded leather armor (2) (98 gp each); rod of viscid globs (166 gp); tentacle rod (1,167 gp); Total 1,867 gp.

8: Breaking of Noses

APL 2: Loot 6 gp; Loot 16 gp; Magic 211 gp; +1 chain shirt (104 gp), vest of resistance +1 (83 gp), scroll of eagle's splendor (12 gp), elixir of love (12 gp); Total 233 gp.

APL 4: Loot 36 gp; Loot 16 gp; Magic 232 gp; +1 chain shirt (104 gp), vest of resistance +1 (83 gp), scroll of eagle's splendor (12 gp), elixir of love (12 gp), dust of tracelessness (21 gp); Total 284 gp.

APL 6: Loot 151 gp; Loot 16 gp; Magic 1,138 gp; +1 buckler (97 gp), +1 chain shirt (104 gp), scroll of eagle's splendor (12 gp), scroll of invisibility (12 gp), cape of the viper (167 gp), vest of resistance +1 (83 gp), +1 studded leather (6) (98 gp each), elixir of love (12 gp), dust of tracelessness (21 gp), elixir of truth (42 gp); Total 1,305 gp.

APL 8: Loot 151 gp; Loot 16 gp; Magic 1,159 gp; +1 buckler (97 gp), +1 chain shirt (104 gp), scroll of eagle's splendor (12 gp), scroll of invisibility (12 gp), cape of the viper (167 gp), vest of resistance +1 (83 gp), +1 studded leather (6) (98 gp each), elixir of love (12 gp), dust of tracelessness (21 gp), elixir of truth (42 gp), elixir of hiding (21 gp); Total 1,326 gp.

APL 10: Loot 151 gp; Loot 16 gp; Magic 2,134 gp; barricade buckler (347 gp each), +1 chain shirt (104 gp), scroll of eagle's splendor (12 gp), scroll of invisibility (12 gp), cape of the viper (167 gp), vest of resistance +2 (333 gp), mask of lies (375 gp) +1 studded leather (6) (98 gp each), elixir of love (12 gp), dust of tracelessness (21 gp), elixir of truth (42 gp), elixir of hiding (21 gp), dust of illusion (100 gp); Total 2,301 gp.

APL 12: Loot 151 gp; Loot 16 gp; Magic 2,284 gp; barricade buckler (347 gp each), +1 chain shirt (104 gp), scroll of eagle's splendor (12 gp), scroll of invisibility (12 gp),

cape of the viper (167 gp), vest of resistance +2 (333 gp), mask of lies (375 gp) +1 studded leather (6) (98 gp each), elixir of love (12 gp), dust of tracelessness (21 gp), elixir of truth (42 gp), elixir of hiding (21 gp), dust of illusion (100 gp), dust of appearance (150 gp); Total 2,451 gp.

10: Reporting In

APL 2: Coin 200 gp; Total 200 gp.

APL 4: Coin 300 gp; Total 300 gp.

APL 6: Coin 400 gp; Total 400 gp.

APL 8: Coin 500 gp; Total 500 gp.

APL 10: Coin 600 gp; Total 600 gp.

APL 12: Coin 700 gp; Total 700 gp.

Treasure Cap

APL 2: 450 gp; **APL 4:** 650 gp; **APL 6:** 900 gp; **APL 8:** 1300 gp; **APL 10:** 2300 gp; **APL 12:** 3300 gp.

Total Possible Treasure

APL 2: 543 gp; **APL 4:** 760 gp; **APL 6:** 1,899 gp; **APL 8:** 2,023 gp; **APL 10:** 3,678 gp; **APL 12:** 4,976 gp.

ADVENTURE RECORD ITEMS

☛ **Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to half the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

☛ **Bigby Left This as Collateral:** For preventing the public humiliation of Silas Steamgem, the Guild Moneylenders and Pawnbrokers quietly extends you a special offer. You may expend this favor to borrow one non-consumable item you currently have access to for one adventure set in the City of Greyhawk. The item must be returned or purchased at the end of the adventure. If the item cannot be returned, you must pay its full value immediately, using the Charity of Friends rule in the LGCS if necessary.

☛ **The Cudgel Will Persevere:** You have warned Eritai Kaan-Ipzirel of the plots against her within the City of Greyhawk. In gratitude, the High Priestess of Saint Cuthbert opens the plentiful resources of the Temple of St. Cuthbert to you. You may expend this favor to gain access (frequency: adventure) to *Sacred Armor* armor and shield enhancement (*Arms and Equipment Guide*), the *holy surge* weapon enhancement (*Magic Item Compendium*), and *Surcoat of Valor* (*Magic Item Compendium*).

☛ **Favor of the Circle of Eight:** Otto has described your efforts as "stupendous" and worthy of a factotum to the Circle of Eight. This favor counts as a recommendation of a member with an affiliation score of 21 or higher for the Wizard's Guild. You gain open access to the following spells: *create fetch* (*Complete Scoundrel*), *disobedience* (*Complete Scoundrel*), *grasping wall* (*Complete Scoundrel*), and *spymaster's coin* (*Complete Scoundrel*). Finally at APL 8 and

higher, you gain access to the *bracers of blinding strike* part of the *fleet warrior's array* (*Magic Item Compendium*).

☛ **Psst, You Gotta Hear This:** For your assistance in locating his errant granddaughter, Simeon Hellwater the Beggarmaster assigns Gammarstank the Scrofulous as a contact for you. Once per adventure set in the City of Greyhawk, Gammarstank (male human expert 7, gather information +12), can make a gather information check for you. This costs you 1d4+1 gp.

☛ **Affiliations:** You improved your standing with your affiliation. Score through any that do not apply:

Mercenaries Guild: +2 for completing a job contracted by the guild

Guild of Nightwatch: +1 for completing a mission for the Nightwatch.

Merchant and Trader's Union: +2 for advancing the power of the Union

Thieves' Guild: +2 for completing a mission against a Guild enemy.

ITEM ACCESS

APL 2:

- *Silversheen* (Adventure; DMG)
- *Elixir of love* (Adventure; DMG)
- *Glitter stone* (Adventure; CL 3rd; *Magic Item Compendium*; 450 gp)

APL 4 (all of APL 2 plus the following):

- *Dust of tracelessness* (Adventure; DMG)
- *Rod of viscid globs* (Adventure; CL 9th; *Magic Item Compendium*; 2,000 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Cape of the viper* (Adventure; CL 6th; *Magic Item Compendium*; 2,000 gp)
- *Elixir of truth* (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

- *Pearl of brain lock* (Adventure; CL 3rd; *Magic Item Compendium*; 900 gp)
- *Elixir of hiding* (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following):

- *Barricade buckler* (Adventure; CL 9th; *Magic Item Compendium*; 4,165 gp)
- *Mask of lies* (Adventure; CL 5th; *Magic Item Compendium*; 4,500 gp)
- *Dust of illusion* (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following):

- *Dust of appearance* (Adventure; DMG)
- *Tentacle rod* (Adventure; CL 6th; *Magic Item Compendium*; 14,000 gp)

APPENDIX 1: APL 2

2: A NIGHT ON THE TOWN

BAR FIGHT "TRAP"

CR 2

Description See Encounter 2.

Search Not applicable; **Type** Special

Trigger Location; **Init** +1

Effect Humiliation of Silas DC 13; 5 successful humiliations will "defeat" Silas, a hit may be blocked by the PCs

Effect Brawl Atk + 2, 2d4 subdual damage

Duration 8 rounds

Destruction AC 12; hp 5 (defeats one section)

Disarm Intimidate DC 22 (disarms one section)

Disarm Diplomacy DC 17 (disarms one section)

Dispel DC 13 (although the PC does not use a dispel magic spell for this, treat it as a regular dispel attempt, dispels one section)

Block Humiliation DC 13, any ability score check may be used

5: DEAD ENDS

SLUM QUARTER "BEGGAR"

CR 1

Male human warrior 2

N Medium humanoid (human)

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

Languages Common, Dwarven

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 9 (2 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 30 ft. (6 squares)

Melee unarmed strike +3 (1d3+1) or

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

Base Atk +2; **Grp** +3

Atk Options Improved Bull Rush, Power Attack

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

Feats Improved Bull Rush, Power Attack

Skills Climb +4, Handle Animal +4, Intimidate +0, Jump +4, Knowledge (local – core) +2, Profession (beggar) +1, Swim -0,

Possessions dagger, studded leather armor

SLUM QUARTER ROOF TOPPLER CR 1

Male human commoner 2

N Medium humanoid (human)

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

Languages Common, Dwarven

AC 11, touch 10, flat-footed 11

(+1 armor)

hp 5 (2 HD)

Fort +2, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)

Melee unarmed strike +0 (1d3-1) or

Melee club +0 (1d6-1)

Ranged brick -3 (1d4-1)

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

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

Feats Endurance, Great Fortitude

Skills Climb +5, Jump +5, Knowledge (local – core) +2, Profession (beggar) +3, Swim +1,

Possessions club, padded armor

OTJEN

CR 1

Female human rogue 1

CN Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +3

Languages Common, Dwarven

AC 14, touch 12, flat-footed 12

(+2 armor, +2 Dex)

hp 7 (1 HD)

Fort +1, **Ref** +4, **Will** -1

Speed 30 ft. (6 squares)

Melee dagger -1 (1d4-1/19-20)

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

Atk Options sneak attack +1d6

Abilities Str 9, Dex 15, Con 12, Int 14, Wis 8, Cha 13

SQ trapfinding

Feats Deft Hands, Stealthy

Skills Appraise +3, Balance +6, Bluff +5, Climb +3, Escape Artist +6, Gather Information +2, Hide +8, Jump +3, Knowledge (local – core) +3, Listen +0, Move Silently +8, Sleight of Hand +8, Spot +3, Tumble +6,

Possessions dagger, leather armor

6: NOSES GET BROKEN

CONVERT OF IUZ

CR 1/2

Male human warrior 1

CE Medium humanoid (human)

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

Languages Common, Dwarven

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 4 (1 HD)

Fort +4, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)

Melee unarmed strike +0 (1d3-1) or

Melee dagger +0 (1d4-1/19-20)

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

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

Feats Endurance, Great Fortitude

Skills Climb -1, Handle Animal +0, Intimidate +0, Jump -1, Knowledge (geography) +2, Knowledge (local – core) +2, Knowledge (nature) +2, Knowledge (nobility and royalty) +2, Profession (merchant) +2, Ride +1, Swim -2,

Possessions dagger, studded leather armor

VERON, AGENT OF IUZ**CR 3**

Male human bard 3

CE medium human (humanoid)

Init +5; **Senses** Listen +6, Spot +0**Languages** Abyssal, Common, Gnome, Halfling

AC 16, touch 11, flat-footed 15

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

hp 19 (3 HD)**Fort** +3, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)**Melee** rapier +1 (1d6-1) or**Ranged** dagger +3 (1d4-1)**Base Atk** +2; **Grp** +1**Special Actions** bardic music 3/day (countersong, *fascinate*, inspire courage +1, inspire competence)**Combat Gear** scroll of *eagle's splendor***Bard Spells Known** (CL 3rd):1st (2/day)—*alarm*, *cause fear* (DC 13), *inspirational boost*0 (3/day)—*dancing lights*, *daze*, *flare*, *message*, *open/close*, *prestidigitation*

Abilities Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha 15**SQ** bardic Knowledge +7**Feats** Improved Initiative, Toughness, Persuasive**Skills** Bluff +10, Concentration +7, Diplomacy +10, Disguise +8, Gather Information +8, Intimidate +10, Knowledge (local-core) +6, Perform (Oratory) +8, Listen +6, Speak Language +3.**Possessions** combat gear plus rapier, dagger, +1 *chain shirt*, *vest of resistance* +1, buckler, merchants outfit, 100 gp.

2: A NIGHT ON THE TOWN

BAR FIGHT "TRAP"

CR 4

Description See Encounter 2.

Search Not applicable; **Type** Special

Trigger Location; **Init** +2

Effect Humiliation of Silas DC 14; 5 successful humiliations will "defeat" Silas, a hit may be blocked by the PCs

Effect Brawl Atk + 4, 4d4 subdual damage

Duration 10 rounds

Destruction AC 14; hp 10 (defeats one section)

Disarm Intimidate DC 24 (disarms one section)

Disarm Diplomacy DC 19 (disarms one section)

Dispel DC 15 (although the PC does not use a dispel magic spell for this, treat it as a regular dispel attempt, dispels one section)

Block Humiliation DC 14, any ability score check may be used

5: DEAD ENDS

SLUM QUARTER "BEGGAR"

CR 1

Male human warrior 2

N Medium humanoid (human)

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

Languages Common, Dwarven

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 9 (2 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 30 ft. (6 squares)

Melee unarmed strike +3 (1d3+1) or

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

Base Atk +2; **Grp** +3

Atk Options Improved Bull Rush, Power Attack

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

Feats Improved Bull Rush, Power Attack

Skills Climb +4, Handle Animal +4, Intimidate +0, Jump +4, Knowledge (local – core) +2, Profession (beggar) +1, Swim -0,

Possessions dagger, studded leather armor

SLUM QUARTER ROOF TOPPLER

CR 1

Male human commoner 2

N Medium humanoid (human)

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

Languages Common, Dwarven

AC 11, touch 10, flat-footed 11

(+1 armor)

hp 5 (2 HD)

Fort +2, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)

Melee unarmed strike +0 (1d3-1) or

Melee club +0 (1d6-1)

Ranged brick -3 (1d4-1)

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

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

Feats Endurance, Great Fortitude

Skills Climb +5, Jump +5, Knowledge (local – core) +2, Profession (beggar) +3, Swim +1,

Possessions club, padded armor

OTJEN

CR 2

Female human rogue 2

CN Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +4

Languages Common, Dwarven

AC 14, touch 12, flat-footed 12

(+2 armor, +2 Dex)

hp 11 (2 HD)

Resist evasion

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

Speed 30 ft. (6 squares)

Melee dagger +0 (1d4-1/19-20)

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

Atk Options sneak attack +1d6

Abilities Str 9, Dex 15, Con 12, Int 14, Wis 8, Cha 13

SQ trapfinding

Feats Deft Hands, Stealthy

Skills Appraise +3, Balance +9, Bluff +6, Climb +4, Escape Artist +7, Gather Information +4, Hide +9, Jump +6, Knowledge (local – core) +7, Listen +0, Move Silently +9, Sleight of Hand +11, Spot +4, Tumble +9,

Possessions dagger, leather armor

6: NOSES GET BROKEN

CONVERT OF IUZ

CR 1/2

Male human warrior 1

CE Medium humanoid (human)

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

Languages Common, Dwarven

AC 13, touch 10, flat-footed 13

(+3 armor)

hp 4 (1 HD)

Fort +4, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)

Melee unarmed strike +0 (1d3-1) or

Melee dagger +0 (1d4-1/19-20)

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

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

Feats Endurance, Great Fortitude

Skills Climb -1, Handle Animal +0, Intimidate +0, Jump -1, Knowledge (geography) +2, Knowledge (local – core) +2, Knowledge (nature) +2, Knowledge (nobility and royalty) +2, Profession (merchant) +2, Ride +1, Swim -2,

Possessions dagger, studded leather armor

VERON, AGENT OF IUZ**CR 3**

Male human bard 3

CE medium human (humanoid)

Init +5; **Senses** Listen +6, Spot +0**Languages** Abyssal, Common, Gnome, Halfling

AC 16, touch 11, flat-footed 15

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

hp 19 (3 HD);**Fort** +3, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)**Melee** rapier +1 (1d6-1) or**Ranged** dagger +3 (1d4-1)**Base Atk** +2; **Grp** +1**Special Actions** bardic music 3/day (countersong, *fascinate*, inspire courage +1, inspire competence)**Combat Gear** scroll of *eagle's splendor***Bard Spells Known** (CL 3rd):1st (2/day)—*alarm*, *cause fear* (DC 13), *inspirational boost*0 (3/day)—*dancing lights*, *daze*, *flare*, *message*, *open/close*, *prestidigitation*

Abilities Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha 15**SQ** bardic knowledge +7**Feats** Improved Initiative, Toughness, Persuasive**Skills** Bluff +10, Concentration +7, Diplomacy +10, Disguise +8, Gather Information +8, Intimidate +10, Knowledge (local-core) +6, Perform (Oratory) +8, Listen +6, Speak Language +3.**Possessions** combat gear plus rapier, dagger, +1 *chain shirt*, *vest of resistance* +1, buckler, merchants outfit, 100 gp.

2: A NIGHT ON THE TOWN**BAR FIGHT "TRAP"****CR 6****Description** See Encounter 2.**Search** Not applicable; **Type** Special**Trigger** Location; **Init** +3**Effect** Humiliation of Silas DC 15; 5 successful humiliations will "defeat" Silas, a hit may be blocked by the PCs**Effect** Brawl Atk +6, 6d4 subdual damage**Duration** 12 rounds**Destruction** AC 16; hp 15 (defeats one section)**Disarm** Intimidate DC 26 (disarms one section)**Disarm** Diplomacy DC 21 (disarms one section)**Dispel** DC 17 (although the PC does not use a dispel magic spell for this, treat it as a regular dispel attempt, dispels one section)**Block Humiliation** DC 15, any ability score check may be used**5: DEAD ENDS****SLUM QUARTER BRUISER****CR 3**

Male human warrior 4

N Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common, Dwarven**AC** 13, touch 10, flat-footed 13

(+3 armor)

hp 22 (4 HD)**Fort** +5, **Ref** +1, **Will** +2**Speed** 30 ft. (6 squares)**Melee** unarmed strike +5 (1d3-1) or**Melee** mwk dagger +5 (1d4-1/19-20)**Base Atk** +4; **Grp** +5**Atk Options** Improved Bull Rush, Power Attack,**Abilities** Str 13, Dex 10, Con 12, Int 12, Wis 9, Cha 8**Feats** Improved Bull Rush, Power Attack, Iron Will**Skills** Climb +4, Handle Animal +7, Intimidate +4, Jump +4, Knowledge (local – core) +2, Profession (beggar) +1, Swim -0,**Possessions** masterwork dagger, studded leather armor**SLUM QUARTER ROOF TOPPLER****CR 1**

Male human commoner 2

N Medium humanoid (human)

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

(+1 armor)

hp 5 (2 HD)**Fort** +2, **Ref** +0, **Will** +1**Speed** 30 ft. (6 squares)**Melee** unarmed strike +0 (1d3-1) or**Melee** club +0 (1d6-1)**Ranged** brick -3 (1d4-1)**Base Atk** +1; **Grp** +0**Abilities** Str 9, Dex 10, Con 11, Int 12, Wis 13, Cha 8**Feats** Endurance, Great Fortitude**Skills** Climb +5, Jump +5, Knowledge (local – core) +2, Profession (beggar) +3, Swim +1,**Possessions** club, padded armor**OTJEN****CR 4**

Female human rogue 4

CN Medium humanoid (human)

Init +2; **Senses** Listen +6, Spot +6**Languages** Common, Dwarven**AC** 14, touch 12, flat-footed 12; uncanny dodge, +1 against traps

(+2 armor, +2 Dex)

hp 20 (4 HD)**Resist** evasion**Fort** +2, **Ref** +6 (+7 against traps), **Will** +0**Speed** 30 ft. (6 squares)**Melee** dagger +2 (1d4-1/19-20)**Base Atk** +3; **Grp** +2**Atk Options** sneak attack +2d6**Abilities** Str 9, Dex 16, Con 12, Int 14, Wis 8, Cha 13**SQ** trapfinding**Feats** Deft Hands, Skill Focus (sleight of hand), Stealthy**Skills** Appraise +3, Balance +11, Bluff +8, Climb +6,

Escape Artist +9, Gather Information +5, Hide +11,

Jump +8, Knowledge (local – core) +7, Listen +6,

Move Silently +11, Sleight of Hand +16, Spot +6,

Tumble +11,

Possessions dagger, leather armor**6: NOSES GET BROKEN****CONVERT OF IUZ****CR 1**

Male human warrior 2

CE Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common, Dwarven**AC** 14, touch 10, flat-footed 14

(+4 armor)

hp 9 (2 HD)**Fort** +5, **Ref** +0, **Will** +1**Speed** 30 ft. (6 squares)**Melee** unarmed strike +1 (1d3-1) or**Melee** dagger +3 (1d4-1/19-20)**Base Atk** +2; **Grp** +1**Abilities** Str 9, Dex 10, Con 11, Int 12, Wis 13, Cha 8**Feats** Endurance, Great Fortitude**Skills** Climb -1, Handle Animal +0, Intimidate +0, Jump -1, Knowledge (geography) +3, Knowledge (local – core) +2, Knowledge (nature) +2, Knowledge (nobility and royalty) +2, Profession (merchant) +3, Ride +1, Swim -2,**Possessions** masterwork dagger, +1 studded leather armor

VERON, AGENT OF IUZ**CR 6**

Male human bard 5/evangelist 1

CE medium human (humanoid)

Init +5; **Senses** Listen +9, Spot +0**Languages** Abyssal, Common, Gnome, Halfling

AC 18, touch 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 29 (6 HD)**Fort** +3, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares)**Melee** rapier +2 (1d6-1) or**Ranged** dagger +4 (1d4-1)**Base Atk** +3; **Grp** +2**Special Actions** Sound of Silence, bardic music 5/day (countersong, *fascinate*, inspire courage +1, inspire competence), great orator 1/day (inspire dread)**Combat Gear** *cape of the viper*, scroll of *invisibility*, scroll of *eagle's splendor***Bard Spells Known** (CL 5th):2nd (2/day)—*harmonize*, *mirror image*, *shatter* (DC 16)1st (4/day)—*alarm*, *cure light wounds*, *inspirational boost*, *Tasha's hideous laughter* (DC 15)0 (3/day)—*dancing lights*, *daze*, *flare*, *message*, *open/close*, *prestidigitation*

Abilities Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha 18**SQ** bardic knowledge +9**Feats** Improved Initiative, Extra Music, Persuasive, Sound of Silence**Skills** Bluff +14, Concentration +10, Diplomacy +15, Disguise +11, Gather Information +11, Intimidate +15, Knowledge (local-core) +6, Knowledge (religion) +6, Perform (Oratory) +13, Listen +9, Sense Motive +6, Speak Language +3.**Possessions** combat gear plus rapier, dagger, +1 *chain shirt*, +1 *buckler*, *vest of resistance* +1, merchants outfit, 100 gp.

Great Orator (Su) Veron can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.*Inspire Dread (Su)* Veron can (as a full-round action) inspire hopelessness in all enemies within 30 feet. This ability imposes a –4 penalty on Will saves to all such enemies. This ability requires concentration each round to continue the effect. The effect lasts as long as Veron speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.

2: A NIGHT ON THE TOWN**BAR FIGHT "TRAP"****CR 8****Description** See Encounter 2.**Search** Not applicable; **Type** Special**Trigger** Location; **Init** +4**Effect** Humiliation of Silas DC 16; 5 successful humiliations will "defeat" Silas, a hit may be blocked by the PCs**Effect** Brawl Atk +8, 8d4 subdual damage**Duration** 14 rounds**Destruction** AC 18; hp 20 (defeats one section)**Disarm** Intimidate DC 28 (disarms one section)**Disarm** Diplomacy DC 23 (disarms one section)**Dispel** DC 19 (although the PC does not use a dispel magic spell for this, treat it as a regular dispel attempt, dispels one section)**Block Humiliation** DC 16, any ability score check may be used**5: DEAD ENDS****SLUM QUARTER BRUISER****CR 3**

Male human warrior 4

N Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common, Dwarven**AC** 13, touch 10, flat-footed 13

(+3 armor)

hp 22 (4 HD)**Fort** +5, **Ref** +1, **Will** +2**Speed** 30 ft. (6 squares)**Melee** unarmed strike +5 (1d3-1) or**Melee** mwk dagger +5 (1d4-1/19-20)**Base Atk** +4; **Grp** +5**Atk Options** Improved Bull Rush, Power Attack,**Abilities** Str 13, Dex 10, Con 12, Int 12, Wis 9, Cha 8**Feats** Improved Bull Rush, Power Attack, Iron Will**Skills** Climb +4, Handle Animal +7, Intimidate +4, Jump +4, Knowledge (local – core) +2, Profession (beggar) +1, Swim -0,**Possessions** masterwork dagger, studded leather armor**SLUM QUARTER ROOF TOPPLER CR 1**

Male human commoner 2

N Medium humanoid (human)

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

(+1 armor)

hp 5 (2 HD)**Fort** +2, **Ref** +0, **Will** +1**Speed** 30 ft. (6 squares)**Melee** unarmed strike +0 (1d3-1) or**Melee** club +0 (1d6-1)**Ranged** brick -3 (1d4-1)**Base Atk** +1; **Grp** +0**Abilities** Str 9, Dex 10, Con 11, Int 12, Wis 13, Cha 8**Feats** Endurance, Great Fortitude**Skills** Climb +5, Jump +5, Knowledge (local – core) +2, Profession (beggar) +3, Swim +1,**Possessions** club, padded armor**OTJEN****CR 6**

Female human rogue 6

CN Medium humanoid (human)

Init +2; **Senses** Listen +8, Spot +8**Languages** Common, Dwarven**AC** 14, touch 12, flat-footed 12; Combat Expertise, uncanny dodge, +2 against traps (+2 armor, +2 Dex)**hp** 29 (6 HD)**Resist** evasion**Fort** +3, **Ref** +7 (+9 against traps), **Will** +1**Speed** 30 ft. (6 squares)**Melee** dagger +3 (1d4-1/19-20)**Base Atk** +4; **Grp** +3**Atk Options** sneak attack +3d6**Abilities** Str 9, Dex 16, Con 12, Int 14, Wis 8, Cha 13
SQ trapfinding**Feats** Combat Expertise, Deft Hands, Skill Focus (sleight of hand), Stealthy**Skills** Appraise +3, Balance +13, Bluff +10, Climb +8, Escape Artist +11, Gather Information +5, Hide +13, Jump +10, Knowledge (local – core) +7, Listen +8, Move Silently +13, Sleight of Hand +18, Spot +8, Tumble +13,**Possessions** dagger, leather armor**6: NOSES GET BROKEN****CONVERT OF IUZ****CR 1**

Male human warrior 2

CE Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common, Dwarven**AC** 14, touch 10, flat-footed 14

(+4 armor)

hp 9 (2 HD)**Fort** +5, **Ref** +0, **Will** +1**Speed** 30 ft. (6 squares)**Melee** unarmed strike +1 (1d3-1) or**Melee** dagger +3 (1d4-1)**Base Atk** +2; **Grp** +1**Abilities** Str 9, Dex 10, Con 11, Int 12, Wis 13, Cha 8**Feats** Endurance, Great Fortitude**Skills** Climb -1, Handle Animal +0, Intimidate +0, Jump -1, Knowledge (geography) +3, Knowledge (local – core) +2, Knowledge (nature) +2, Knowledge (nobility and royalty) +2, Profession (merchant) +3, Ride +1, Swim -2,**Possessions** masterwork dagger, +1 studded leather armor

VERON, AGENT OF IUZ**CR 6**

Male human bard 5/evangelist 1

CE medium human (humanoid)

Init +5; **Senses** Listen +9, Spot +0**Languages** Abyssal, Common, Gnome, Halfling

AC 18, touch 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 29 (6 HD)**Fort** +3, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares)**Melee** rapier +2 (1d6-1) or**Ranged** dagger +4 (1d4-1)**Base Atk** +3; **Grp** +2**Special Actions** Sound of Silence, bardic music
5/day (countersong, *fascinate*, inspire courage +1,
inspire competence), great orator 1/day (inspire
dread)**Combat Gear** scroll of *invisibility*, scroll of *eagle's
splendor*, *cape of the viper***Bard Spells Known** (CL 5th):2nd (2/day)—*harmonize*, *mirror image*, *shatter* (DC
16)1st (4/day)—*alarm*, *cure light wounds*, *inspirational
boost*, *Tasha's hideous laughter* (DC 15)0 (3/day)—*dancing lights*, *daze*, *flare*, *message*,
open/close, *prestidigitation*

Abilities Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha
18**SQ** bardic knowledge +9**Feats** Improved Initiative, Extra Music, Persuasive,
Sound of Silence**Skills** Bluff +14, Concentration +10, Diplomacy +15,
Disguise +11, Gather Information +11, Intimidate
+15, Knowledge (local-core) +6, Knowledge
(religion) +6, Perform (Oratory) +13, Listen +9,
Sense Motive +6, Speak Language +3.**Possessions** combat gear plus rapier, dagger, +1
chain shirt, +1 *buckler*, *vest of resistance* +1,
merchants outfit, 100 gp.

Great Orator (Su) Veron can inspire, protect, and
otherwise improve the situation of his allies simply
by speaking clearly and being heard. Evangelist
oratory abilities function in exactly the same
manner as bardic music except the evangelist must
speak loudly and clearly, rather than sing or play
an instrument.*Inspire Dread (Su)* Veron can (as a full-round
action) inspire hopelessness in all enemies within
30 feet. This ability imposes a –4 penalty on Will
saves to all such enemies. This ability requires
concentration each round to continue the effect.
The effect lasts as long as Veron speaks and for 3
rounds thereafter. Inspire dread is a mind-affecting
ability.

2: A NIGHT ON THE TOWN

BAR FIGHT "TRAP"

CR 10

Description See Encounter 2.

Search Not applicable; **Type** Special

Trigger Location; **Init** +5

Effect Humiliation of Silas DC 17; 5 successful humiliations will "defeat" Silas, a hit may be blocked by the PCs

Effect Brawl Atk +10, 10d4 subdual damage

Duration 16 rounds

Destruction AC 20; hp 25 (defeats one section)

Disarm Intimidate DC 30 (disarms one section)

Disarm Diplomacy DC 25 (disarms one section)

Dispel DC 21 (although the PC does not use a dispel magic spell for this, treat it as a regular dispel attempt, dispels one section)

Block Humiliation DC 17, any ability score check may be used

5: DEAD ENDS

SLUM QUARTER BLOCK BULLY

CR 5

Male human warrior 6

N Medium humanoid (human)

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

Languages Common, Dwarven

AC 14, touch 12, flat-footed 14

(+4 armor)

hp 33 (6 HD)

Fort +6, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)

Melee unarmed strike +7/+2 (1d3+1) or

Melee +1 dagger +8/+3 (1d4+2/19-20)

Base Atk +6; **Grp** +7

Atk Options Improved Bull Rush, Power Attack, Iron

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

Feats Improved Bull Rush, Power Attack, Iron Will, Toughness

Skills Climb +4, Handle Animal +8, Intimidate +8, Jump +4, Knowledge (local – core) +2, Profession (beggar) +3, Swim -0,

Possessions +1 dagger, +1 studded leather armor

SLUM QUARTER ROOF TOPPLER

CR 1

Male human commoner 2

N Medium humanoid (human)

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

Languages Common, Dwarven

AC 11, touch 10, flat-footed 11

(+1 armor)

hp 5 (2 HD)

Fort +2, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)

Melee unarmed strike +0 (1d3-1) or

Melee club +0 (1d6-1)

Ranged brick -3 (1d4-1)

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

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

Feats Endurance, Great Fortitude

Skills Climb +5, Jump +5, Knowledge (local – core) +2, Profession (beggar) +3, Swim +1,

Possessions club, padded armor

OTJEN

CR 8

Female human rogue 8

CN Medium humanoid (human)

Init +2; **Senses** Listen +10, Spot +10

Languages Common, Dwarven

AC 14, touch 12, flat-footed 12; Combat Expertise, improved uncanny dodge, +2 against traps (+2 armor, +2 Dex)

hp 38 (8 HD);

Resist evasion

Fort +3, **Ref** +8 (+10 against traps), **Will** +1

Speed 30 ft. (6 squares)

Melee dagger +5/+0 (1d4-1/19-20)

Base Atk +6; **Grp** +5

Atk Options sneak attack +4d6

Abilities Str 9, Dex 16, Con 12, Int 14, Wis 8, Cha 14

SQ trapfinding

Feats Combat Expertise, Deft Hands, Skill Focus (sleight of hand), Stealthy

Skills Appraise +3, Balance +15, Bluff +13, Climb +10, Escape Artist +13, Gather Information +6, Hide +15, Jump +11, Knowledge (local – core) +7, Listen +10, Move Silently +15, Sleight of Hand +20, Spot +10, Tumble +15,

Possessions dagger, leather armor

6: NOSES GET BROKEN

CONVERT OF IUZ

CR 4

Male human warrior 5

CE Medium humanoid (human)

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

Languages Common, Dwarven

AC 14, touch 10, flat-footed 14

(+4 armor)

hp 27 (5 HD)

Fort +7, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)

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

Melee mwk dagger +5 (1d4-1/19-20)

Base Atk +5; **Grp** +4

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

Feats Endurance, Great Fortitude, Iron Will

Skills Climb -1, Handle Animal +0, Intimidate +0, Jump -1, Knowledge (geography) +3, Knowledge (local – core) +5, Knowledge (nature) +2, Knowledge (nobility and royalty) +3, Profession (merchant) +5, Ride +1, Swim -2,

Possessions masterwork dagger, +1 studded leather armor

VERON, AGENT OF IUZ**CR 10**

Male human bard 5/evangelist 5

CE medium human (humanoid)

Init +5; **Senses** Listen +13, Spot +0**Languages** Abyssal, Common, Gnome, Halfling**AC** 18, touch 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 57 (10 HD)**Fort** +5, **Ref** +7, **Will** +9**Speed** 30 ft. i (6 squares)**Melee** rapier +5 (1d6-1) or**Ranged** dagger +7 (1d4-1)**Base Atk** +6; **Grp** +5**Special Actions** Sound of Silence, Ironskin Chant, bardic music 9/day (countersong, *fascinate*, inspire courage +2, inspire competence), fast talk, great orator 5/day (inspire dread, inflame the righteous, convert the unfaithful)**Combat Gear** scroll of *invisibility*, scroll of *eagle's splendor*, *barricade buckler*, *mask of lies*, *cape of the viper***Bard Spells Known** (CL 5th):2 2nd (2/day)—*harmonize*, *mirror image*, *shatter* (DC 16)1st (4/day)—*alarm*, *cure light wounds*, *inspirational boost*, *Tasha's hideous laughter* (DC 15)0 (3/day)—*dancing lights*, *daze*, *flare*, *message*, *open/close*, *prestidigitation***Abilities** Str 8, Dex 12, Con 14, Int 14, Wis 10, Cha 16**SQ** bardic knowledge +9, skill mastery (Bluff, Disguise, Intimidate)**Feats** Improved Initiative, Extra Music, Persuasive, Sound of Silence, Ironskin Chant**Skills** Bluff +15, Concentration +14, Diplomacy +17, Disguise +13, Gather Information +13, Intimidate +18, Knowledge (local-core) +6, Knowledge (religion) +6, Perform (Oratory), +16 Listen +13, Sense Motive +6, Speak Language +3.**Possessions** combat gear plus rapier, dagger, +1 *chain shirt*, *vest of resistance* +2, merchants outfit, 200 gp.**Fast Talk (Ex)** Veron knows the right thing to say at the right time. He may make a rushed Diplomacy check as a full-round action at only a –5 penalty.**Great Orator (Su)** Veron can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.*Inspire Dread (Su)* Veron can (as a full-round action) inspire hopelessness in all enemies within 30 feet. This ability imposes a –4 penalty on Will saves to all such enemies. This ability requires concentration each round to continue the effect. The effect lasts as long as Veron speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.*Inflame the Righteous (Su)*: Veron can (as a full-round action) wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of a *fire shield* (CL 10) spell. The damage caused by the spell is, however, purely

divine and not subject to a creature's resistance or immunity to fire. This oratory requires concentration each round to continue the effect. The effect lasts as long as Veron speaks and for three rounds thereafter.

Convert the Unfaithful (Su) Veron may attempt to convert a single enemy within 30 feet. As a full-round action, he delivers an impassioned speech on the righteousness of his beliefs to a single enemy, who must attempt a Will save (DC 18). If the creature succeeds, it is shaken for one round. If the creature fails its saving throw, it converts. Creatures with an alignment subtype (such as angels and devils) are immune to this ability. A converted creature is effectively charmed Veron (similar to a *charm monster* spell). In addition, a converted creature temporarily becomes chaotic evil and acts accordingly. This may mean some of the creature's class abilities, spells, or other abilities are unavailable to it for the duration of the spell. When the duration elapses, the creature then has a choice: It can continue to act according to its new alignment, or it can shift back. If the creature chooses to permanently change its alignment to the evangelist's, it acts as if a cleric of the appropriate alignment had cast *atonement* on it. If the creature chooses to change back, it must make another saving throw (against the same save DC). If it fails this saving throw its alignment changes back but it needs an *atonement* spell to gain back any abilities it lost due to its temporary alignment change.

2: A NIGHT ON THE TOWN**BAR FIGHT "TRAP"****CR 12****Description** See Encounter 2.**Search** Not applicable; **Type** Special**Trigger** Location; **Init** +6**Effect** Humiliation of Silas DC 18; 5 successful humiliations will "defeat" Silas, a hit may be blocked by the PCs**Effect** Brawl Atk +12, 12d4 subdual damage**Duration** 18 rounds**Destruction** AC 22; hp 30 (defeats one section)**Disarm** Intimidate DC 32 (disarms one section)**Disarm** Diplomacy DC 27 (disarms one section)**Dispel** DC 23 (although the PC does not use a dispel magic spell for this, treat it as a regular dispel attempt, dispels one section)**Block Humiliation** DC 18, any ability score check may be used**5: DEAD ENDS****SLUM QUARTER BLOCK BULLY****CR 5**

Male human warrior 6

N Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common, Dwarven**AC** 14, touch 12, flat-footed 14

(+4 armor)

hp 33 (6 HD)**Fort** +6, **Ref** +2, **Will** +4**Speed** 30 ft. (6 squares)**Melee** unarmed strike +7/+2 (1d3+1) or**Melee** +1 dagger +8/+3 (1d4+2/19-20)**Base Atk** +6; **Grp** +7**Atk Options** Improved Bull Rush, Power Attack,**Abilities** Str 13, Dex 10, Con 12, Int 12, Wis 9, Cha 8
Feats Improved Bull Rush, Power Attack, Iron Will, Toughness**Skills** Climb +4, Handle Animal +8, Intimidate +8, Jump +4, Knowledge (local – core) +2, Profession (beggar) +3, Swim -0,**Possessions** +1 dagger, +1 studded leather armor**SLUM QUARTER ROOF TOPPLER****CR 1**

Male human commoner 2

N Medium humanoid (human)

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

(+1 armor)

hp 5 (2 HD)**Fort** +2, **Ref** +0, **Will** +1**Speed** 30 ft. (6 squares)**Melee** unarmed strike +0 (1d3-1) or**Melee** club +0 (1d6-1)**Ranged** brick -3 (1d4-1)**Base Atk** +1; **Grp** +0**Abilities** Str 9, Dex 10, Con 11, Int 12, Wis 13, Cha 8**Feats** Endurance, Great Fortitude**Skills** Climb +5, Jump +5, Knowledge (local – core) +2, Profession (beggar) +3, Swim +1,**Possessions** club, padded armor**OTJEN AND FAANIL****CR 8**

Female human rogue 8

CN Medium humanoid (human)

Init +2; **Senses** Listen +10, Spot +10**Languages** Common, Dwarven**AC** 14, touch 13, flat-footed 11; Combat Expertise, improved uncanny dodge, +2 against traps (+1 armor, +3 Dex)**hp** 38 (8 HD)**Resist** evasion**Fort** +3, **Ref** +8 (+10 against traps), **Will** +1**Speed** 30 ft. (6 squares)**Melee** dagger +5/+0 (1d4-1/19-20)**Base Atk** +6; **Grp** +5**Atk Options** sneak attack +4d6**Abilities** Str 9, Dex 16, Con 12, Int 14, Wis 8, Cha 14**SQ** trapfinding**Feats** Combat Expertise, Deft Hands, Skill Focus (sleight of hand), Stealthy**Skills** Appraise +3, Balance +15, Bluff +13, Climb +10, Escape Artist +13, Gather Information +6, Hide +15, Jump +11, Knowledge (local – core) +7, Listen +10, Move Silently +15, Sleight of Hand +20, Spot +10, Tumble +15,**Possessions** dagger, padded armor**6: NOSES GET BROKEN****CONVERT OF IUZ****CR 4**

Male human warrior 5

CE Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common, Dwarven**AC** 14, touch 10, flat-footed 14

(+4 armor)

hp 27 (5 HD)**Fort** +7, **Ref** +1, **Will** +4**Speed** 30 ft. (6 squares)**Melee** unarmed strike +4 (1d3-1) or**Melee** mwk dagger +5 (1d4-1/19-20)**Base Atk** +5; **Grp** +4**Abilities** Str 9, Dex 10, Con 12, Int 12, Wis 13, Cha 8
Feats Endurance, Great Fortitude, Iron Will**Skills** Climb -1, Handle Animal +0, Intimidate +0, Jump -1, Knowledge (geography) +3, Knowledge (local – core) +5, Knowledge (nature) +2, Knowledge (nobility and royalty) +3, Profession (merchant) +5, Ride +1, Swim -2,**Possessions** masterwork dagger, +1 studded leather armor

VERON, AGENT OF IUZ**CR 10**

Male human bard 5/evangelist 5

CE medium human (humanoid)

Init +5; **Senses** Listen +13, Spot +0**Languages** Abyssal, Common, Gnome, Halfling**AC** 18, touch 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 57 (10 HD)**Fort** +5, **Ref** +7, **Will** +9**Speed** 30 ft. (6 squares)**Melee** rapier +5 (1d6-1) or**Ranged** dagger +7 (1d4-1)**Base Atk** +6; **Grp** +5**Atk Options** bardic music 9/day (countersong, *fascinate*, inspire courage +2, inspire competence), great orator 5/day (inspire dread, inflame the righteous, convert the unfaithful)**Special Actions** Sound of Silence, Ironskin Chant, fast talk**Combat Gear** scroll of *invisibility*, scroll of *eagle's splendor*, *barricade buckler*, *mask of lies*, *cape of the viper***Bard Spells Known** (CL 5th):2 2nd (2/day)—*harmonize*, *mirror image*, *shatter* (DC 16)1st (4/day)—*alarm*, *cure light wounds*, *inspirational boost*, *Tasha's hideous laughter* (DC 15)0 (3/day)—*dancing lights*, *daze*, *flare*, *message*, *open/close*, *prestidigitation***Abilities** Str 8, Dex 12, Con 14, Int 14, Wis 10, Cha 16**SQ** bardic knowledge +9, skill mastery (Bluff, Disguise, Intimidate)**Feats** Improved Initiative, Extra Music, Persuasive, Sound of Silence, Ironskin Chant**Skills** Bluff +15, Concentration +14, Diplomacy +17, Disguise +13, Gather Information +13, Intimidate +18, Knowledge (local-core) +6, Knowledge (religion) +6, Perform (Oratory), +16 Listen +13, Sense Motive +6, Speak Language +3.**Possessions** combat gear plus rapier, dagger, +1 *chain shirt*, *vest of resistance* +2, merchants outfit, 200 gp.**Fast Talk (Ex)** Veron knows the right thing to say at the right time. He may make a rushed Diplomacy check as a full-round action at only a –5 penalty.**Great Orator (Su)** Veron can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.*Inspire Dread (Su)* Veron can (as a full-round action) inspire hopelessness in all enemies within 30 feet. This ability imposes a –4 penalty on Will saves to all such enemies. This ability requires concentration each round to continue the effect. The effect lasts as long as Veron speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.*Inflame the Righteous (Su)*: Veron can (as a full-round action) wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of a *fire shield* (CL 10) spell.

The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire. This oratory requires concentration each round to continue the effect. The effect lasts as long as Veron speaks and for three rounds thereafter.

Convert the Unfaithful (Su) Veron may attempt to convert a single enemy within 30 feet. As a full-round action, he delivers an impassioned speech on the righteousness of his beliefs to a single enemy, who must attempt a Will save (DC 18). If the creature succeeds, it is shaken for one round. If the creature fails its saving throw, it converts. Creatures with an alignment subtype (such as angels and devils) are immune to this ability. A converted creature is effectively charmed Veron (similar to a *charm monster* spell). In addition, a converted creature temporarily becomes chaotic evil and acts accordingly. This may mean some of the creature's class abilities, spells, or other abilities are unavailable to it for the duration of the spell. When the duration elapses, the creature then has a choice: It can continue to act according to its new alignment, or it can shift back. If the creature chooses to permanently change its alignment to the evangelist's, it acts as if a cleric of the appropriate alignment had cast *atonement* on it. If the creature chooses to change back, it must make another saving throw (against the same save DC). If it fails this saving throw its alignment changes back but it needs an *atonement* spell to gain back any abilities it lost due to its temporary alignment change.

APPENDIX 2: NEW RULES ITEMS

FEATS

Ironskin Chant [Bardic Music]

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

Prerequisites: Bardic music, Concentration 12 ranks, Perform 12 ranks.

Benefit: As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/— to yourself or to one ally within 30 feet who can hear you until the start of your next turn.

This feat does not function in an area of magical silence.

Source: *Complete Adventurer* 113

Sound of Silence [Bardic Music]

You can channel the power of your bardic music to deafen your foes.

Prerequisite: Bardic music, Perform 9 ranks.

Benefit: As a standard action, you can expend two daily uses of your bardic music ability to deafen a single target for 3 rounds. A successful Will save (using your Perform check result as the DC) negates the effect. The target must be within 30 feet of you and be able to hear you.

Source: *Complete Scoundrel* 81

MAGIC ITEMS

Barricade Buckler

Price (Item Level): 4,165 gp (9th)

Body Slot: — (held)

Caster Level: 9th

Aura: Moderate; (DC 19) evocation

Activation: Swift (command)

Weight: 5 lb.

This buckler is set with numerous polished green stones: one at its center, and the rest in concentric rings around it. The center stone is the smallest, with larger stones in each ring toward the buckler's edge.

By speaking the command word, you can transform this +1 buckler into a 5-foot-by-5-foot vertical wall of force. The wall persists for 1 minute or until you speak a second command word to return the buckler to its normal condition.

The wall of force ability functions three times per day.

Prerequisites: Craft Magic Arms and Armor, wall of force.

Cost to Create: 2,000 gp (plus 165 gp for masterwork buckler), 160 XP, 4 days.

Source: *Magic Item Compendium* 16

Cape of the Viper

Price (Item Level): 2,000 gp (6th)

Body Slot: Shoulders

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Swift (command)

Weight: 1 lb.

This viridian cape is shot with threads of greenish metal.

A cape of the viper allows you to transform into a poisonous serpent. The cape has 3 charges, which are renewed each day at dawn. Spending 1 or more charges transforms you into a viper for 7 rounds.

1 charge: Small viper.

2 charges: Medium viper.

3 charges: Large viper; add +2 to the save DC of your bite's poison.

While in viper form, you replace all your normal statistics and special abilities with those of a typical viper of the appropriate size, except for your alignment, your hit points, your Hit Dice (for the purpose of adjudicating effects based on HD), and your ability to understand (but not speak) the languages you normally understand. Any gear worn or carried melds into the new form and becomes nonfunctional. Treat this as a poly-morph effect, as defined on page 95 of *Player's Handbook II*.

Prerequisites: Craft Wondrous Item, ability to wild shape.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 84

Mask of Lies

Price (Item Level): 4,500 gp (9th)

Body Slot: Face

Caster Level: 5th

Aura: Faint; (DC 17) abjuration

Activation: — and swift (mental)

Weight: 1 lb.

This black, featureless mask has cross-shaped slits where the wearer's eyes and mouth should be.

While wearing this mask, you gain a +5 competence bonus on Bluff checks and your alignment is disguised as if by an *undetectable alignment* spell. This is a continuous effect and requires no activation.

When you activate the mask, you can alter your appearance as if by a *disguise self* spell. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *disguise self*, *undetectable alignment*.

Cost to Create: 2,250 gp, 180 XP, 5 days.

Source: *Magic Item Compendium* 115

SPELLS

Harmonize

Transmutation

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

Source: *Races of Stone* 162

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple handchopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: *Spell Compendium* 124

APPENDIX 3: LAW AND ORDER IN THE FREE CITY

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 resulted 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 light weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes, and other similar melee weapons can 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 cannot talk with any patrons, or sell any loot. Characters paying at least standard upkeep are assumed to have paid this tax.

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 successful opposed Bluff 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. These fines may be waived or reduced by 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 of obvious loot found with them.

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.

Arrested!

The AR for all adventures set in the Free City has the Arrested! item. If a PC runs afoul of the law, they are immediately incarcerated and penalized the noted number of TUs. This is by decision of the DM, and the arrest of the PC occurs by fiat; you don't need to play out the arrest, it simply happens.

A comprehensive list of what warrants arrest is beyond the scope of these notes, but in general common sense should prevail. Non-capital crimes include assault, theft, magical coercion of a citizen (*charm*, *dominate*), obtaining illegal items (such as sealed court records), gross property damage (such as the careless use of *fireball*), and so on. For such offenses, the PCs suffer the listed loss of TUs.

More serious crimes, in general, would be evil acts and as such are prohibited in the *Living Greyhawk* campaign.

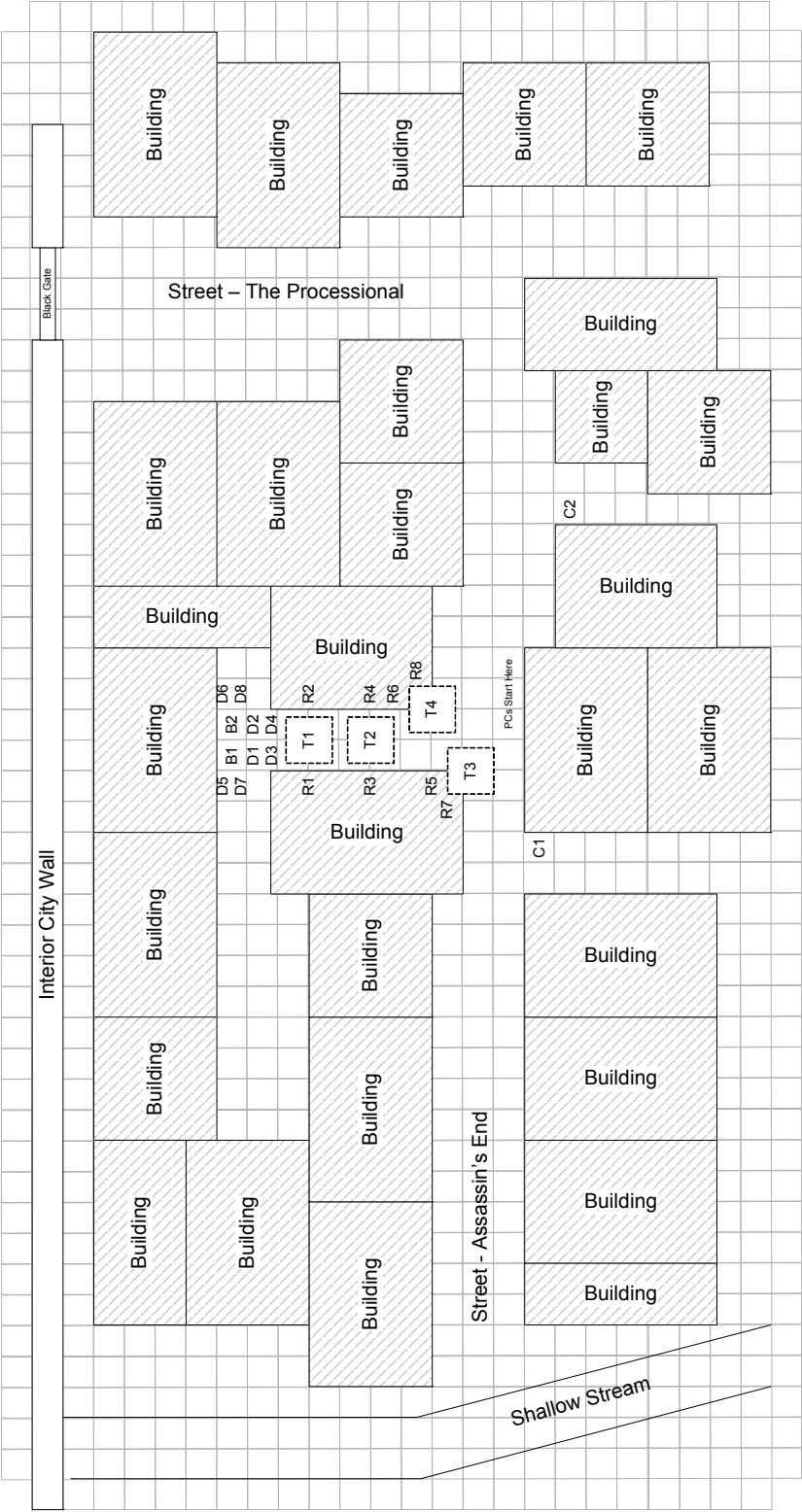
In all cases, you should *always* warn player(s) taking actions that will lead to arrest. Less serious cases of smuggling are dealt with as detailed above, and do not result in any TU penalty.

Arrest takes place as soon as possible given the circumstances of the adventure. If a PC wishes to continue the adventure, they may post bail for non-capital crimes. This bail amount is equal to the "Treasure Cap" amount listed for the table's APL in the adventure Treasure Summary section. If paid, the PC is released. PCs may contribute to another's bail. The bail deposit is returned at the end of the adventure. Note that posting bail does *not* absolve a PC of the TU penalty for being arrested – it just allows them to continue with the adventure. The process of being arrested, brought before a magistrate, and posting of bail takes roughly two days.

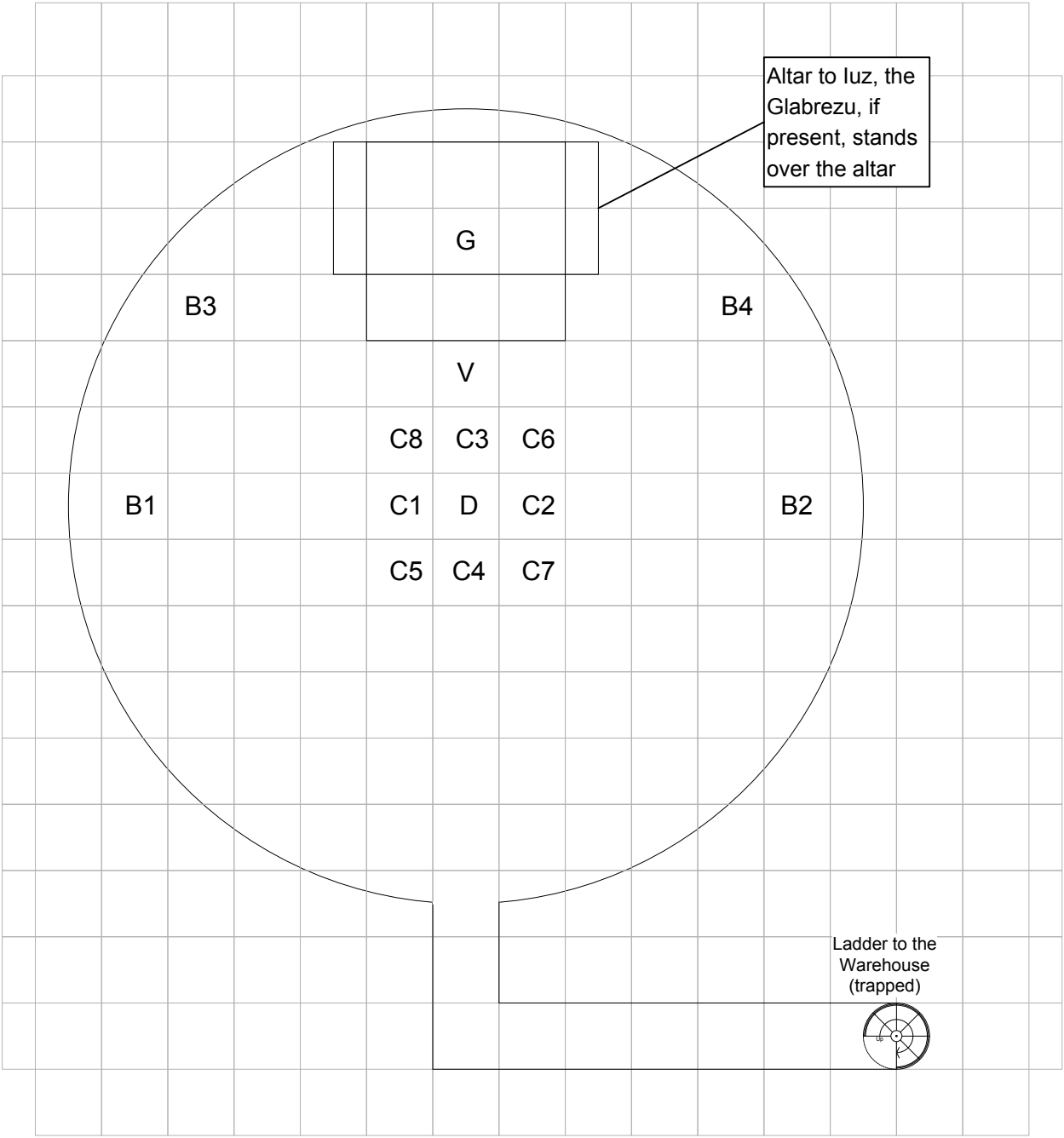
DM MAP 1







Encounter 5 – Dead Ends



DM AID 1

The following table describes the information available about the various Oligarchs that make up the Directing Oligarchy of the Free City of Greyhawk.

Name	Information
Cariel Mansharn	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, 46 years old. - Member of the Union of Merchants and Traders. - Strong supporter of Nerof. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Can usually be found at the Merchants and Traders Guildhouse conducting business. - Selfish with a short, nasty temper. Gather Information / Diplomacy (DC 25) - He is conducting meetings with foreign dignitaries, an activity usually undertaken by the Lord Mayor himself. These meetings have been so delicate that their location is undisclosed. PCs get conflicting answer as with whom he is meeting. Can PCs get a meeting? No, he is conducting trade meetings. (DM Note: These are the secret meetings between the Directing Oligarchy and the envoys from the Pomarj.)
Carmen Halmaster	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, 64 years old. - Member of the Union of Merchants and Traders. - Strong supporter of Nerof. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Can usually be found at his cloth shop in Halmaster's Hall. - A cult of the Old One attempted an assassination against him during a festival celebration. Since then, he fears evil cults and is distrustful of any cleric he does not personally know Gather Information / Diplomacy (DC 25) - Paying a lot of money to various people secretly. Not sure what those people are doing. - Carmen and Nerof have been meeting with Stakaster and Torrentz almost daily lately to discuss the economic future of Greyhawk. Can PCs get a meeting? No, he only meets with customers who do a lot of business with him over time and have been investigated by his associates. Members of the Merchants affiliation can meet with some of his underlings.
Dernan Nathane	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, 54 years old. - Guildmaster of the Union of Merchants and Traders. - Strong supporter of Nerof. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Rumors say that he is deeply involved with someone. - People say he is very outgoing and charming. - Can normally be found at the Merchants and Traders Guildhouse conducting business. Gather Information / Diplomacy (DC 25) - He is having an affair with Gerda Holladrel, Guildmistress of Jewelers and Gemcutters. This liaison has been going on for years now. Can PCs get a meeting? Not before Freeday. Dernan is a busy man with a full schedule. Members of the Merchants affiliation can meet with his executive secretary.
Name	Information
Eritai Kaan-Ipzirel	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, female, 51 years old. - High Priestess of St. Cuthbert.

	- Can usually be found at the Sacred Temple of St. Cuthbert. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Believes the Free City should do more to encourage the citizenry to serve the common good. - Has gone through five divorces. - Very aggressive on defense, 'The best defense is a better offense'. - At odds with the criminal elements within the Free City. - Has donated large amounts of resources to help those in need. The common folks like her and believe she is all that stands between them and the thieves overrunning the Free City. Gather Information / Diplomacy (DC 25) - One of her subordinates, Talasek Thraydin, has convinced officers in the Greyhawk Militia to redirect supplies of food and blankets from the Militia storehouse to aid those in the Slum Quarter. Eritai is not aware of this activity. - Talasek has also gotten assistance from officers in the City Watch to protect and route the supplies into the Slum Quarter and outside the walls. Can PCs get a meeting? See Encounter 7.
Sir Gavin Ambus	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Known as a fair City Constable. - Works very hard to root out corruption in the Constabulary force. - Strong supporter of Eritai. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Can usually be found at his office in the Grand Citadel. - A crazy-eyed beggar from the Beggar's Union tells anyone who will listen that members of the City Watch have been spotted in the Slum Quarters during the early morning hours. It is known that the City Watch does not go into the Slum Quarter except in larger numbers. Gather Information / Diplomacy (DC 25) - A couple of his officers have been working with Talasek Thraydin to protect and route wagons of supplies from the Militia stores to points near the Slum Quarter. - Members of the City Watch have sold this information to third parties in the Beggar's Union. The PCs will need to talk a beggar to learn more. Can PCs get a meeting? If a PC has a favor of the city watch. He knows about the movement of supplies but believes it legal since Talasek is compensating the city.
Gerda Holladrel	Gather Information / Diplomacy / Knowledge (local – core) (DC 10) - Human, female, 39 years old. - Guildmistress of Jewelers and Gemcutters Guild. - Replaced her retired father as head of the Guild and took his seat on the Directing Oligarchy. - Neutral but usually supports Nerof. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Known to be a brilliant and strong-willed businesswoman. - Can usually be found at the Guildhouse of the Jewelers and Gemcutters. Gather Information / Diplomacy (DC 25) - Having affair with Dernan Nathane, the Guildmaster of the Union of Merchants and Traders. This liaison has been going on for years now. - Gerda is sick and has not left her house in the Garden Quarter in several days. Can PCs get a meeting? No. She is ill and is not receiving visitors.
Name	Information
Glodreddi Bakkanin	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Dwarf, male, more than 100+ years old, no one knows his true age. - Inspector of Taxes. - Known as a financial genius as well as a cold hearted schemer. - Supports Nerof. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Has been known to be fairly vengeful if cheated (as he sees it) of taxes or monies promised.

	- Several people whisper that he is grossly corrupt and wicked, but no one dares say it publicly. Gather Information / Diplomacy (DC 25) - Rumor has it that the Lord Mayor told the Inspector of Taxes that he stands to make a lot of money should business do well in the coming year. - Anyone foolish enough to try and prove Glodreddi is corrupt has disappeared, never to be seen again. People tend to let him be. Can PCs get a meeting? He assumes they're going to complain about something so no.
Kieran Jalucian	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, more than 100 years old. - Guildmaster of the Guild of Wizardry. - Neutral in regards to Nerof and Eritai on the Oligarchy. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Rarely acts in Oligarchy activities. - Can usually be found at the Guild of Wizardry. Gather Information / Diplomacy (DC 25) - Kieran is rumored to be in a long-term relationship with Jallarzi. It must be platonic. The opposite is just too disturbing to contemplate. Can PCs get a meeting? No, Kieran is unavailable at this time.
Nerof Gasgal	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, 58 years old. - Lord Mayor of the Free City of Greyhawk, elected to that office in CY 570 - Holds the position until his death, retirement, or a no confidence vote of two-thirds of the sitting Oligarchs. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Rumor says that he has been dealing with less than savory individuals within the Free City. - Can be currently found at the Lord Mayor's Estate. Gather Information / Diplomacy (DC 25) - Nerof has been meeting regularly with select members (his faction) of the Directing Oligarchy for the past two weeks. - Nerof plans to introduce something contentious at the next Oligarchy meeting on Starday. - Nerof has met with Stakaster Villaine and Torrentz Hebvard in the past two days to discuss economic policy. - The Lord Mayor's office is proposing granting a building permit to the Temple of Zilchus to allow it to expand and become the largest temple in the Free City. Can PCs get a meeting? No. The Lord Mayor's schedule is booked for the next two weeks.
Name	Information
Org Nenshen	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, 59 years old. Attractive for his age. - Is a member of the Union of Merchants and Traders. - Good friend of the Lord Mayor and supports Nerof. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Known for hunting down several evil cults in the Free City in his younger days. - Is a successful merchant in the Free City. - Can usually be found at his house in the High Quarter. Gather Information / Diplomacy (DC 25) - Has a live-in girlfriend named Zartis Deen. - He is rumored to be a prominent member of the Thieves Guild. Can PCs get a meeting? Sure. It's a pleasant conversation but he reveals nothing. His bluff is too high

	and he has too many magical protections for the PCs to learn anything of value from him.
Ravel Dasinder	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, 80 years old. - Highest ranking cleric of Boccob in the Free City and is the Patriarch of Boccob. - Supporter of Eritai. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Can usually be found at the Temple of Boccob. - Hates aggression and thinks that Eritai is far too aggressive. - Concerned with security of Greyhawk. Gather Information / Diplomacy (DC 25) - Although he does not advertise it, he is a close ally of Mordenkainen, member of the famed Circle of Eight. Can PCs get a meeting? No. The Patriarch is engaged in mystical research.
Silas Steamgem	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Gnome, male, more than 100 years old - Guildmaster of the Union of Moneychangers and Pawnbrokers. - Strong supporter of Nerof. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - Would like to rise on the ladder of power in the city. - Has been spreading a lot of money around town, trying to secure favor. Gather Information / Diplomacy (DC 25) - Known to be providing the Lord Mayor with financial advice - Many members of Nerof's inner circle have large outstanding loans with Silas. Can PCs get a meeting? Other than the initial meeting at the party, no. He is working with the Lord Mayor at the meeting with people from Keoland. He gives his regrets!
Simeon Hellwater	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, more than 50 years old - Guildmaster of the Beggar's Union - The Beggarmaster is in charge of what goes on in the Slum Quarter Gather Information / Diplomacy / Knowledge (local - core) - It is believed that the Beggar's Union is aware of wagonloads of supplies coming into the Slum Quarter. Gather Information / Diplomacy (DC 25) - The Beggar's Union has been suspected of being used as thugs for other groups within the Free City. - Simeon suspects who is bringing the wagonloads of supplies coming into the Slum Quarter. Can PCs get a meeting? See Encounter 6.
Name	Information
Stakaster Villaine	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) - Human, male, 61 years old. - Patriarch of Zilchus. - Neutral in regards to Nerof and Eritai on the Oligarchy. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) - A widower for many years. - Can be found at the Temple of Zilchus. - Known as a very quiet and introverted man. Gather Information / Diplomacy (DC 25) - Believes that the Thieves' Guild has too much influence in Greyhawk. - Has been in daily meetings with Nerof and Carmen Halmaster regarding the economic future of the City of Greyhawk. - Has given several sermons lately that praise the benefits of peace and stability.

	Can PCs get a meeting? Yes, but he's not a talkative fellow. He expresses his opinions but has no proof.
Stimtrin Cannsay	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) • Dwarf, male, 162 years old. • Member of the Union of Merchants and Traders. • Respected by many people for knowledge regarding economics. • Neutral in regards to Nerof and Eritai on the Oligarchy. Gather Information / Diplomacy / Knowledge (local - core) (DC 25) • Can usually be found at the Guildhouse of Union of Merchants and Traders • His opinions on other matters is generally ignored by the Directing Oligarchy • He has been a nervous wreck lately. Gather Information / Diplomacy (DC 25) • Dernan Nathane, Carmen Halmaster, and Cariel Mansharn are leaning on Stimtrin to vote as they vote in an upcoming election. Each one has promised economic ruin for Stimtrin if he refuses. Can PCs get a meeting? Only if it concerns some aspect of trade. He will not meet to discuss Oligarchy business. If it is brought up, he ends the meeting, fearful of what might happen to him.
Tigran Gellner	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) • Human, male, 53 years old. • Captain-General of the Greyhawk Militia. • Believes the Pomarj is greatest external threat to the Free City. • Supporter of Eritai's position. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) • He believes that the citizenry of the Free City should do more towards its defense by volunteering to serve in the Militia. • Married to cleric of Pholtus. • Can usually be found in the Redoubt of the Grand Citadel. Gather Information / Diplomacy (DC 25) • A couple of his officers have been working with Talasek Thraydin from the Sacred Temple of St. Cuthbert. • They believe that by giving excess food and blankets to the needy in the Slum Quarter, they can increase the numbers of people signing up to serve in the Militia. Can PCs get a meeting? Yes, if the PCs are of good moral fiber or have favors with the Watch or similar lawful groups. He is unaware of Talasek's activities and he is unaware of Nerof's plotting to remove Eritai.

Name	Information
Torrentz Hebvard	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) • Human, male, 88 years old • President of the Society of Magi • Neutral in regards to Nerof and Eritai on the Oligarchy. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) • Married to a cleric of Zilchus • Can usually be found at the Guild of Wizardry. Gather Information / Diplomacy (DC 25) • Perhaps the most politically active wizard in Greyhawk; strong advocate of political neutrality and nonintervention in foreign wars or governments; • Torrentz has been meeting with Nerof and Carmen Halmaster almost daily. Can PCs get a meeting? Only if the PCs are members of the College of Wizardry or have favors with appropriate magically-inclined groups or individuals. The meeting will be brief as he is setting up the fireworks festivities for Freeday.
Vesparian Lafanel	Gather Information / Diplomacy / Knowledge (local - core) (DC 10) • Elf, male, 100+ years old. • No one knows his true age. • Supporter of Nerof. Gather Information / Diplomacy / Knowledge (local - core) (DC 15) • Hates dwarves. • Can usually be found at his Pawnshop in the Thieves' Quarter. Gather Information / Diplomacy (DC 25) • Many people believe he demonstrates sociopathic tendencies. Anyone who has said such things and he hears about it tend to end up dead. (DM Note: If any PC is a member of the Thieves' Guild, they are told to lay off asking many questions about Vesparian. No reason given.) Can PCs get a meeting? No. The PCs can't possibly afford his rates.

The following table describes the Interest of the various Affiliations within the Free City of Greyhawk regarding the situation between Nerof Gasgal and Eritai Kaan-Iprizel.

Affiliation	Interest
Cartographer's Guild	The Guild has no opinion on the issue of being more aggressive (Eritai's position) or defensive (Nerof's position). The leadership of this Guild does not make a recommendation to members to support one position over the other.
Faithful Religious Organizations (as listed in the <i>Greyhawk Ruins Sourcebook</i>)	These organizations support the position of being more aggressive with the enemies of the Free City (Eritai's position). They also think that Eritai is a balancing force against the greed and perceived thievery of other Oligarchs or their supporters. The leadership of these organizations recommends that its members support Eritai's faction. They also pass a request to their brother/sister PC ask that the PC report back any unsavory or illegal activities to the organization. Only by exposing such activities to the light can the corruption in this city be expunged.
Guild of Wizardry	The Guild has no opinion on the issue of being more aggressive (Eritai's position) or defensive (Nerof's position). The leadership of this Guild does not make a recommendation to members to support one position over the other.
Mercenaries Guild	This Guild supports the position of being more aggressive with the enemies of the Free City (Eritai's position) rather than being more defensive (Nerof's position). More fighting means more work. The leadership of this Guild recommends that its members support Eritai's position over Nerof's. If the PCs find any evidence of enemies of Greyhawk, it should be brought to the attention of the guild so that a case for war can be made.
Merchant's and Trader's Union	This Guild supports the position of strengthening the border defenses and focusing on the internal security of the Free City and Domain of Greyhawk (Nerof's position) rather than expending resources (both men and materiel) to expand the conflicts with their enemies (Eritai's position). The leadership of this Guild recommends that its members support Nerof's position over Eritai's. The PCs should quietly remove any threats to the city without making it public knowledge, which could lead to a case for war.
Nightwatchmen	This Guild supports the position of being more aggressive with the enemies of the Free City (Eritai's position) rather than being more defensive (Nerof's position). They also think that Eritai is a balancing force against the greed and perceived thievery of other Oligarchs or their supporters. The leadership of this Guild recommends that its members support Eritai's position over Nerof's.
Thieves' Guild	This Guild tend to support the position of strengthening the border defenses and focusing on the internal security of the Free City and Domain of Greyhawk (Nerof's position) rather than expending resources (both men and materiel) to expand the conflicts with their enemies (Eritai's position). The leadership of this Guild recommends that its members support Nerof's position over Eritai's. They also pass a warning to their brother/sister PC stating that people are taking notice of the PCs activities. They also report that small groups of City Watch and the Greyhawk Militia have been seen in Shacktown during the early morning hours.

Directing Oligarchy of the City of Greyhawk

Nerof's Inner Circle

Nerof Gasgal

Cariel Mansharn

Carmen Halmaster

Dernan Nathane

Glodreddi Bakkanin

Org Nenshen

Vesparian Lafanel

Eritai's Faction

Eritai Kaan-Oprizel

Sir Gavin Ambus

Tigran Gellner

Ravel Dasinder

The Neutrals

Gerda Holladrel

Kieran Jalucian

Stakaster Villaine

Stimtrin Cannsaj

Torrentz Heboard

CONTAIN YOUR DESIRE TO INFLICT PAIN ON THE SOFT
DESPOTS OF THE GEM. DO NOT GIVE AWAY YOUR
PRESENCE. LOCATE ANY AGENTS OF THE
HIERARCHY. SEVERAL ESCAPED THE FALL OF
MOLAG. WE HAVE TRACKED THEM TO GREYHAWK.
REPORT AS SOON AS YOU FIND THEM. DO NOT
APPROACH ON YOUR OWN.

PAIN IS POWER!

GLEED

PLAYER HANDOUT 3

I have found no evidence of the Hierarchs yet, but agents of the Mak are meeting with the Oligarchy. A few are in town, but most are across the river in some caves to the west. I have made a map. I am unable to determine the purpose of meeting but intend to keep asking questions until people tell me what I want to know or they die.

The entire city is rife with discontent. A single match would send it all ablaze. The Old One grant that I will live to see the day when we burn the whole city down.

I will contact you later with more information.

Pain is power!

Pin