

Celebrations

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

Version 1

by Kevin Lawson and Shawn Merwin

Circle Reviewers: Creighton Broadhurst

Reviewers: Eric Menge and Sam Weiss

Playtesters: Jeff Barnes, Mike Barnes, Jordan Conrad, and Rich Marflak

The centennial of Greyhawk City's independence from the Great Kingdom is here. For most, the weeklong festivities are a celebration of the Gem of the Flanaess, featuring the best Greyhawk has to offer. For a few, exultation quickly turns to terror as the gala cloaks deadly intentions. A one-round Core adventure set in the Domain of Greyhawk for characters level 1 to 15 (APLs 2 to 12) and the third intrigue of "Honor Among Thieves."

Resources for this adventure [and the authors of those works] include *City of Greyhawk* [Douglas Niles, Carl Sargent, Rik Rose], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Scoundrel* [Mike McArtor and F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Greyhawk: The Adventure Begins* [Roger Moore], *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], *Player's Handbook II* [David Noonan], *Sandstorm*, [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], 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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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 non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

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 the might of the Lion Throne of Keoland on his western borders, and preparations are underway for the celebrations commemorating 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 being elected in CY 570 is starting to take 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.

Recently Nerof Gasgal tried to remove one headache — Eritai Kaan-Ipzirel, High Priestess of St. Cuthbert. Even though he has near total control of the city, its finances, and its future, as a member of the Directing Oligarchy Eritai had proven a thorn in too many of Nerof's plans. Over Growfest CY 598, he orchestrated events to have her removed from the council. Unfortunately, this caused unrest in the city, and her influence in the city increased despite her no longer being a Directing Oligarch. Eritai is very popular with the common folk, seen as the voice of the workers among all the thieves and merchants who dominate the council.

Nerof believed her removal was necessary, as he has been seeking to end the war with the Pomarj. The Lord Mayor is eager to push the expense of the war onto

Keoland and the Ulek states, freeing up resources to deal with incursions from Dyvers and Urnst. To survive, Turrosh Mak must concentrate on the Principality of Ulek, so negotiations have begun.

Due to PCs' actions in previous adventures, word of this negotiation has leaked out. Eritai is opposed to any peace with the brutal orc empire and its Slaver allies. She is rallying supporters 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; the leaders of the small artisan guilds; and the common folk who resent being kept down by the thieves, merchants, and lawyers.

But Eritai's opposition is nothing compared to Turin Deathstalker's response to the opening of negotiations with Turrosh Mak's forces. The former head of the Greyhawk Assassin's Guild is very, very angry, and everyone on the Directing Oligarchy is terrified of him. He has a pathological hatred for humanoids, and he took the post commanding Safeton so that he could personally lead the fight to slaughter ever last one of them in the Pomarj. He views the peace negotiation as nothing less than treason, and he is determined to repay Nerof and his cronies in kind.

Turin's game involves eliminating Nerof's Inner Circle from their control of the Directing Oligarchy of Greyhawk. Meanwhile, the City of Greyhawk prepares to celebrate the Centennial Anniversary of its independence from the Great Kingdom.

ADVENTURE SUMMARY

The adventure begins as the PCs watch preparations for the opening ceremonies of the Centennial Celebration taking place in Greyhawk City. At a stall outside a tavern, an eel-eating contest is taking place. The PCs can enter the contest.

At the conclusion of the contest, at a nearby booth, Cariel Mansharn of the Union of Merchants and Traders suffocates from a concoction he drank earlier. The PCs can investigate and learn where he drank the concoction.

At the winery where Cariel drank the poison, the PCs learn that another Directing Oligarch of Greyhawk City, Carmen Halmaster, drank from the same cask. The PCs can find the whereabouts of Carmen and neutralize the threat with luck and skill before he perishes, but if they succeed they must fight a magical creature sent to finish the job.

Jallarzi Sallavarian, who can provide the PCs with information and direction, then contacts them. She fears that other Oligarchs may be in danger and fears hysteria — and possible rebellion — if stability is not maintained. She asks the PCs to attend to Silas Steamgem, the leader of the Pawnbrokers and Moneylenders Guild, who is a possible assassination target.

Silas plans to attend the opening ceremony of the Centennial Celebration. After that, he is taking part in a game of Cairn Hills Combat, a cross between horseshoes and dodgeball. One of the PCs is asked to play the part of

an expert in the game from Gradsul against the gnome in order to stay close to Silas without making it apparent the gnome is being protected. Turin Deathstalker's accomplices have sabotaged one of the beanbags used in the game, making it possible that a PC could accidentally kill Silas in front of the entire citizenry of Greyhawk City.

After the PCs detect the assassination attempt, or unwittingly carry out that attempt, Silas is either dead or terrified enough to finally go into hiding. Either way, after the situation is resolved, the citizenry is nearly in a panic—many believe Turin Deathstalker has gone mad and is going to kill everyone in Greyhawk City.

The PCs, at this point, have the opportunity to seek a parley with Turin. If the PCs have no favors (positive or negative) with Turin, he agrees to listen, but nothing comes of the meeting save an exchange of information. If the PCs have negative favors with Turin, the PCs find dead bodies at the meeting site and are framed for the murder. If the PCs have positive favors with Turin, they can use diplomacy and roleplaying to soften Turin slightly, although the Deathstalker still plans to finish his vendetta against Nerof Gasgal. If the PCs attack Turin or attempt to stop him, he vanishes.

Then the PCs get a strange call for help from Eritai Kaan-Ipzirel of St. Cuthbert. Eritai was the victim of an attempted murder, but not from Turin. In fact, Turin saved her from assassination at the hands of Nerof Gasgal's men. Eritai learns, through Turin, that other individuals in Greyhawk are using the panic caused by Turin's murders to carry out murders of their own, hoping to blame it all on the Deathstalker.

After the meetings with Turin Deathstalker and Eritai Kaan-Ipzirel, the PCs should understand that while the Deathstalker is behind the murders of Nerof's inner circle of Oligarchs, other people are using the bloody rampage to carry out their own attacks.

The PCs have a choice to make: they can attempt to stop the killing of two prominent dwarves by Vesparian Lafanel, stop the murder of two of Eritai's noble followers by Nerof, or stop Turin's attempt on Nerof Gasgal.

Who remains alive and who perishes depends on the choices, skills, and luck of the PCs over the course of the adventure.

PREPARATION FOR PLAY

Before play begins, check to see if the PCs have any of the following AR items. Make a note of which players have which AR items, as this information becomes very important in the adventure:

- Some PCs may have "Safeton Scofflaw" from COR8-03 *Aspirations*. These PCs run the risk of being framed for murder by Turin Deathstalker in Encounter Eight.
- Some PCs may have "The Deathstalker is Pleased" from COR8-03 *Aspirations* or "Heroes of Safeton" and "Thanks of the Deathstalker" from COR7-19 *Wrath of the Slavelord*. PCs with this favor get benefits when

dealing with Turin in Encounter Eight. If they have all three, the benefits should stack.

- Some PCs may have "You are Useful to Me" from COR8-03 *Aspirations*. PCs with this favor can use it to gain easier access to the Lord Mayor's Palace in Encounter 9C.
- Some PCs may have "The Cudgel Will Persevere" from COR8-01 *Machinations* or "Favor of Eritai Kaan-Ipzirel" from COR7-12 *Heart's Desire*. PCs with this favor are notified and asked for help from Eritai in Encounter Seven.

The PCs are very likely to rely upon magical divinations to help them in this adventure. Turin Deathstalker is warded from any magic. Treat this effect as the *mind blank* spell.

INTRODUCTION

When the players are ready, read:

Greyhawk City, the Gem of the Flanaess, is being polished to a high sheen. The Centennial Celebration, a weeklong, citywide party to commemorate the independence of the Free City from the Great Kingdom 100 years ago, is slated to begin tonight.

Even though the opening ceremonies are still hours away, the celebration has obviously started early. Throughout the city, much has been done to reinforce to residents and visitors alike that Greyhawk City is the most fabulous place on Oerth. Parades are planned. Merchants and craftsmen have appropriated any free space in the markets or along the Processional to set up booths and stalls.

A carnival atmosphere does not do justice to the sights and sounds around you right now. You can leave a carnival, but presently the city is taking on the airs of the largest circus you have ever seen.

The city is teeming with visitors, merchants, and entertainers. As the PCs make their way through the city, give them a sample of the carnival atmosphere that pervades Greyhawk. Think of a cross between a state fair and a Renaissance Fair for ideas. Examples include:

- Fruity ice treats
- Pennants made while you wait.
- Gambling games of all sorts
- Freshly popped corn
- A freak show (one large tent in the Low Market)
- A variety of games featuring tossing something at a target for a prize
- Dried pork sticks
- Puppet shows
- Jugglers and mimes
- Strolling musicians and bards
- Pick pockets

Do not limit yourself to just these ideas. If the PCs want to find something specific, then drop it in. When the PCs have had a taste of the merriment, move to Encounter One.

1: AN EEL—EATING CONTEST

As the PCs take in the atmosphere, they find themselves in front of one of the more grotesque attractions in the area: an eel-eating contest. They can take part in the contest, or watch, but the conclusion of the contest is interrupted by the gory death of one of the most powerful people in Greyhawk City: Cariel Mansharn of the Union of Merchants and Traders. This encounter takes place along The Strip outside of the Griffon's Nest, which is marked on DM's Map #1.

Whether the PCs are traveling together or separately, they all find themselves in the same place at the same time. Read:

Outside of the Griffon's Nest, an establishment along The Strip in the River Quarter, a large tank of cloudy water draws a crowd. A half-elven man with long dark hair, wet sleeves, and a stained apron shouts out: "Step right up and take part in the most delicious contest in the Free City. Only two silvers to enter. The winner will earn life-long fame! Step right up! Only the most hardy and brave souls need enter!"

The man is Severin Nyie, who's brother owns the Griffon's Nest. He is a gregarious half-elf who enjoys attention. The PCs may have met him in COR8-01 *Machinations*.

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

If the PCs completely ignore Severin and do not take part in the contest, skip immediately to the next encounter. However, if any of the PCs are interested in participating in or watching the contest, continue with this encounter.

The contest is an eel-eating contest. The contest is rather complex, and as soon as several people step forward and put up their two silver pieces, Severin provides the rules:

- The first step in the contest is to grab an eel out of the tank. This requires a DC 15 Dexterity check. (If a PC fails three straight Dexterity checks, they lose the contest.)
- Once an eel is grabbed, the slippery little things wriggle violently. It requires a DC 10 Strength check to keep hold of it. A failed check means the eel escapes, the PCs must repeat the first step to catch another. (Failing this check does not count against the three-failure limit in the previous step but does mean they must start again.)
- A DC 8 Constitution check is then required to summon the courage to place the still-wiggling

creature into the PC's mouth and start chewing. Two failed checks before a success means the PC cannot force himself to eat the eel, and he loses the contest.

- After a few bites, a DC 15 Will save keeps down the not-so-appetizing snack. A PC can add any ranks in Concentration to the saving throw. Two consecutive failed saves before one successful save means the bites of eel did not stay down, and the PC automatically loses the contest, and the contents of his stomach. A PC who fails is sickened for one minute.
- Finally, after getting this far in the contest, the PCs have to deal with the slightly noxious poison within the eels. While not truly dangerous, some people react badly to it. A PC is fine unless she fails a DC 10 Fortitude save. A failed save means the PC falls prone and is blinded for 1 minute, and is thereafter shaken for one hour. Any PC who succeeds at all of these steps wins the contest—and more importantly gains a +4 to saving throws versus poison for 48 hours, which may come in handy in later encounters.
- If more than one PC makes it through the contest, the winner is the one who does so the fastest. If no PC finishes, a local, Jedbo Hupp, wins the contest. The prize for winning is free food for life at the Griffon's Nest, and a sketch of the winner, created by a famous Greyhawk portrait artist, is placed in the tavern.

Whenever the contest ends – at a highly dramatic or hilarious moment, if possible – the events of Encounter Two interrupt. The greater the contrast between the light-hearted nature of Encounter One and the serious nature of Encounter Two, the better.

2: A HIGHLY VOLATILE VINTAGE

At a stall near the eel-eating contest, Cariel Mansharn of the Union of Merchants and Traders is speaking with a merchant concerning guild business. Unfortunately for Cariel, a few minutes earlier he visited his favorite wine shop. There he drank a sample of a new vintage – one that would have been wonderful if not for the magically tainted poison mixed with the wine.

Read the following after the PCs finish Encounter One:

A scream of terror rips through the festivities. It came from the crowd behind you, which is roiling in confusion. Some people are hurrying away, but most are staring at something with looks of shock and horror on their faces.

If the PCs choose to approach, continue:

The crowd parts, and in the center of a circle is body face-first in the muddy street. A few people kneel next to the corpse whose skin has turned a sick bluish-purple.

A DC 15 Heal check reveals that the man suffocated. His neck is covered with scratch marks where he was clawing at his own neck.

When the PCs get close enough, a DC 10 Knowledge (local: Core) check or a DC 15 Knowledge (nobility) check reveals that the corpse is Cariel Mansharn of the Union of Merchants and Traders and one of the Directing Oligarchs of the Free City of Greyhawk. Even if the PCs do not make this check, people around the gruesome scene chatter enough to reveal the victim's identity. Any PC who made the preceding checks or who played COR8-01 *Machinations* knows that Cariel Mansharn was a member of Nerof Gasgal's inner circle on the Directing Oligarchy.

The people kneeling around Cariel's body are his bodyguards and advisors, including his personal secretary, Qualim Verist. PCs can ask him questions. They learn that Cariel apparently started choking and gasping for breath. He turned blue as if he was being strangled, but no one saw who did it.

♣ **Qualim Verist:** male human expert 5, AL LN.

If the PCs talk to Qualim, they learn that he spent the morning touring the city and watching preparations for the Centennial Celebration unfold. Other than a normal breakfast at his residence, the only thing Cariel ate or drank all day was a glass of wine at the Fruit of the Mill. Cariel buys wine from that vendor frequently, and he had a glass of a new vintage about an hour ago. He did mention that the wine had a bit of an acidic taste to it.

If the PCs do not talk to Qualim, Deputy Constable Hans Ranek arrives in a few minutes to question Qualim, Cariel's bodyguards, and any onlookers (including the PCs). The PCs can overhear the information given above as Ranek conducts his questioning. If the PCs played COR7-12 *Heart's Desire*, they probably met him. Otherwise, they recognize him with a DC 15 Knowledge (local: Core) check. He is a tough, no-nonsense officer of the law, and unlike many watchmen he's not overly corrupt.

♣ **Deputy Constable Hans Ranek:** male human warrior 2/expert 5; AL LN.

Roleplay the situation based on the actions of the PCs. At the very least, the PCs should learn who the victim was, how the victim died, and that it was somehow linked to wine that the Cariel drank an hour earlier at Fruit of the Mill.

If the PCs somehow miss anything and ignore the clues, they miss Encounter Three, but are still notified by Jallarzi in Encounter Four, but Carmen Halmaster suffers a gruesome demise. As with any adventure, use your best judgment and your skill as a DM to make the adventure flow smoothly while still letting the PCs be the catalysts.

FRUIT OF THE MILL

The PCs can learn the location of the Fruit of the Mill with a DC 5 Gather Information check or a DC 10 Knowledge (local: Core) check. PCs that have played COR5-17 *Retribution* have already visited this location and know its location. The winery is in the Artisan Quarter (DM's Map 1.)

At the shop, the PCs can talk to the proprietress, Karin Keoffel, who is an affable middle-aged woman who is well-liked in the neighborhood. If the PCs have played COR5-17 *Retribution*, she greets them warmly.

♣ **Karin Keoffel:** female human expert 3, AL NG.

She reveals that Cariel commissioned the cask of wine for the Centennial Celebration from The Rosey Bush Winery, a vintner outside of Greyhawk. An assistant of the vintner, whom Karin has never seen before, delivered the cask this morning. She assumed that the vintner must have had to hire extra help because of the festivities.

If told about the death of Cariel, most likely because of the wine, she reveals with horror that another Directing Oligarch, Carmen Halmaster was invited by Cariel to try the wine and after joining Cariel for a drink, took the cask home with him! The PCs, if they hurry, can get to him before he suffers the same fate as Cariel.

The PCs can learn the location of Carmen's house with a DC 5 Gather Information check or a DC 10 Knowledge (local: Core) check. His house is in the Artisan Quarter along the Processional (DM's Map 1.)

3: THE SECOND VICTIM

As the PCs arrive at the home of Carmen Halmaster, read:

Your directions lead you to a stately address in the Artisan's Quarter that faces the Promenade. Two guards are closing a sturdy iron gate set into a formidable stone wall. A cart rests out front, a tarpaulin thrown aside. From inside the gate you hear grunting and groaning of many men moving something heavy.

In the courtyard, a winded (and getting worse) Carmen Halmaster is supervising a group of four carters who heave a statue into position. Before the PCs can save Carmen Halmaster from the poison he imbibed, they must gain entry. This requires a Diplomacy or Intimidate check of DC 15. Stating that the Oligarch is poisoned grants a +5 circumstance modifier, as Halmaster knows something is wrong and expressed that he feels ill to the guards. Once the PCs are inside, Halmaster is suspicious to the point of paranoia; however, he consents to being examined. Once the PCs have Halmaster's confidence, the guards return to their post at the gate.

Many avenues are available to the PCs to help Halmaster, and they have 20 minus APL rounds from the time they reach the gate to Halmaster Hall before he suffocates: so APL 2 would have 18 rounds, and so on.

The clock starts ticking as the PCs stand outside the gate. It takes 2 rounds to walk from the front gate to Halmaster's position within his estate.

A DC 30 Heal check, a DC 22 Craft (alchemy) check, a *neutralize poison*, a *dispel magic* spell against caster level 13, or a *slow poison spell* are all valid ways to neutralize the magical poison in Halmaster. A DC 20 Heal check or a vial of antitoxin does not fix the problem, but it adds 2d6 rounds to the time before Halmaster suffocates.

Reward inventive ideas by the PCs. Halmaster's Hall is faces onto the Promenade just south of the Low Market, where the PCs can find anything for sale that is open access in an LG Core adventure (including potions and scrolls under 750 gp).

THE HEAVY HANDED APPROACH

The carters watch in amazement as the PCs attend to Halmaster. If the PCs fail to prevent the strangulation, the horrified carters wordlessly depart. If the PCs succeed, as everyone is breathing a sigh of relief, one of the carters doffs his hat and remarks, "Whew! I'm glad you're well, my lord. For a moment there I thought you'd never get to enjoy this fine gift from your friend in Safeton."

Unfortunately, while the Oligarch believes the carters are delivering the statue of his illustrious grandfather that he commissioned, they have in fact been hired by Turin Deathstalker to ensure the death of Carmen Halmaster. They were instructed to show him the statue and tell him it was a gift from his friend in Safeton if they found him at home. "Safeton" is the command word, instructing the construct to animate and attack the person addressed. As soon as the word is spoken, roll initiative. Allow PCs to make a Spot check of DC 15 to act in the surprise round.

Noncombatants: Carmen Halmaster is an open ally of Nerof Gasgal, Lord Mayor of Greyhawk. He was crippled in an assassination attempt years ago and is not an effective combatant. This brush with death left him quite paranoid. Halmaster is a wealthy cloth merchant who started his career as a smuggler. In addition to being a high-ranking member of the Merchants' and Traders' Union, Halmaster is a not-so-secret member of the Thieves' Guild.

🗡️ **Carmen Halmaster, Oligarch of Greyhawk City:** male rogue 8 (Hide + 10, Listen + 7, Spot + 7, Sense Motive +10); AC 12; hp 48.

The carters transporting and setting up the "statue of Carmen Halmaster's grandfather" have been hired by Turin Deathstalker and were unknowingly set up to trigger the killing machine they brought into the courtyard.

All APLs

🗡️ **Carters (4):** male human commoner 1; hp 3.

APL 2 (EL 3)

🗡️ **Animated Object:** hp 52; hardness 5; Appendix 1.

APL 4 (EL 5)

🗡️ **Animated Object:** hp 85; Appendix 2.

APL 6 (EL 7)

🗡️ **Flesh Golem:** hp 79; MM 135.

APL 8 (EL 9)

🗡️ **Shield Guardian:** hp 135; Appendix 4.

APL 10 (EL 12)

🗡️ **Stone Golem:** hp 107; MM 137.

APL 12 (EL 14)

🗡️ **Iron Golem:** hp 129; MM 136.

Tactics: The construct animates and attacks whomever the carter was addressing when the command word is spoken. If an individual gets between the construct and the target, the construct attacks the intervening individual until it dispatches the obstacle, then it proceeds to close on the target and attack again. See DM's Map 2 for the layout of Halmaster Hall and the courtyard.

DEVELOPMENT

If Carmen Halmaster survives, the shock of the second attempt on his life within an hour loosens his tongue. He shares with the PCs that the Lord Mayor and others among the Directing Oligarchy feared reprisals from Turin Deathstalker, the commander of Safeton and former oligarch of the Free City. Turin wishes for war against the Pomarj regardless of the cost, while the Lord Mayor and reasonable members of the Oligarchy favor a strong but prudent approach. It is rumored that Turin was the head of the Assassins Guild. The carters are completely oblivious that they were being hired to ensure the murder of Carmen Halmaster. The carters only know they were hired by a pleasant, non-descript gentleman to deliver a statue.

4: A DEFIANT SILAS

At this point, the news of the death of Cariel Mansharn has gotten back to Jallarzi Sallavarian, a member of the Circle of Eight. If the PCs played either COR8-01 *Machinations* or COR8-03 *Aspirations*, then they have had dealings with Jallarzi Sallavarian already.

Immediately following the happenings of the first three encounters, Jallarzi decides to call upon the PCs to help. Read:

Above you, a flapping noise draws your attention. A small dragon, purplish scales glistening, clears its throat. "Mistress Jallarzi wishes to speak with you. You can find her at the residence of Otto the mage, in the Garden Quarter near Cuthbert's Gate. Please come immediately, as the matter is most urgent."

Any PC who has played COR8-01 *Machinations* or COR8-03 *Aspirations* recognizes Jallarzi Sallavarian's pseudodragon familiar Edwina. PCs who have played neither of those adventures can make a DC 15 Knowledge (local: Core) to recognize the creature as an associate of one of the famous Circle of Eight. PCs need only ask around to find out who Jallarzi and Otto are, and they should quickly understand one does not refuse the summons of ones so powerful. In fact, anyone standing nearby when Edwina speaks to the PCs quickly steps away from the PCs, acting in a much more deferential manner toward them.

If the PCs agree to speak to Jallarzi, Edwina smiles a toothy grin, but then frowns:

"Oh, but I am so very tired. I failed to get one of my meals because of this errand, and I feel faint." She beats her wings and thrusts her hefty draconic rump in your direction. "Would one of you mind ever so much carrying me?"

If the PCs accompany Edwina, she guides them directly to Otto's House in the Garden District and getting them through the Garden Gate without problem. When they arrive at Otto's house, they are whisked right up to the chamber where Otto and Jallarzi currently wait at Otto's house. (DM's Map 1 shows both locations.)

The room you are shown into is a mess of crumpled clothes and cooking utensils, all strewn about an array of traveling trunks. A heavy man fusses and mutters to himself, busily picking up and putting down various outfits and implements. "Oh, I cannot bear the thought of life without my favorite spatula; 'twas a gift from Otiluke, you know. But what has become of it? Oh Jallarzi, please do not glare at me in derisive judgment. I can feel the grim hands of the Deathstalker seeking, reaching, clenching for my throat."

A handsome, middle-aged woman sits on a divan watching the histrionics. "You old fool, Otto. You are in no more danger than I am. Stop this nonsense."

Suddenly aware of your presence, Otto snaps his fingers, throws his arms in the air, and flees from the room shouting "Helpmehelpmehelpmehelpme!"

(Otto has just used a contingency to cast *mislead*. His image has fled, but he is invisible and still standing there, waiting to see who the PCs are.)

Jallarzi sighs heavily and rises to greet you. "Thank you for coming. I – that is, we – have need of your

services. Otto, I know you are still here. These are some adventurers who seem to have a knack for being in the right place at the right time."

Otto grumbles and reappears. He continues to bustle about, packing and unpacking his trunks. Occasionally he chimes in with a piece of information or an aside as Jallarzi relates the following information to the PCs:

- Jallarzi is aware that attempts have been made on the lives of two of the Directing Oligarchs: Cariel Mansharn and Carmen Halmaster. (The PCs should be aware of this as well.)
- Both of these men were considered to be members of Lord Mayor Nerof Gasgal's inner circle.
- Jallarzi and Otto fear that the force behind the recent assassination(s) was none other than Turin Deathstalker, the Mayor of Safeton and the former Master of the Greyhawk Assassin's Guild.
- Otto is terrified because he and Turin are long-standing enemies. Turin despised the foppish mage, while Otto disapproved of Turin's constant comments about his weight. Otto is convinced that he is going to be the next victim of the Deathstalker because Turin has threatened to "churn him like butter" or "roast him like a Needfest ham." Even with Otto's penchant for drama, the Deathstalker is powerful enough to strike fear into anyone – even members of the Circle of Eight.
- Jallarzi believes that Turin's wrath, whatever the reason it has been inflamed, is being reserved solely for the members of the Directing Oligarchy.
- Jallarzi has sent a warning to all of the members of the Directing Oligarchy, but she asks the PCs to lend a hand in protecting one of them.
- Jallarzi has been working to find a way to speak to the Deathstalker. She hopes maybe someone can reason with him. If the PCs have any of the positive favors with Turin Deathstalker, give them the chance to think of parley with him as an avenue. If no one has any, or if they do not think to use them, Jallarzi says that she is going to attempt to set up a meeting between the PCs and the Deathstalker, and she asks them to use whatever skills or leverage they have to convince him to stop the killings. Because of her membership on the Circle of Eight and friendship with Otto, she does not believe he will meet with her.

At the end of the discussion, Otto's butler shows into the room the Oligarch whom Jallarzi hopes the PCs can protect: Silas Steamgem, gnome, and high-ranking member of the Pawnbrokers and Moneylenders Guild.

Any PC who played COR8-01 *Machinations* knows Silas, and also knows that he is a crony of Nerof Gasgal who replaced the Cuthbertite Eritai Kaan-Ipzirel on the Directing Oligarchy. The same information can be learned with a DC 8 Knowledge (local: core) check.

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

Read:

Leaving his four personal bodyguards outside, Silas enters the room, shaking his finger at Jallarzi. "You cannot keep me from making myself visible to the citizenry. As the newest Oligarch, I cannot hide just because of a couple of unfortunate accidents. How would it look if I cowered behind closed doors when the people need me most?"

Jallarzi closes her eyes and rubs her temple as if she is getting a headache. "Just my luck. The one in no danger cowers and whines, and the one in the most peril refuses to retreat to safety. I will not argue with you, Silas, but you must allow these adventurers to act as protection."

"I already have all the protection I need," says the gnome. "I do not want it to appear to the public that I am overreacting or acting in fear."

"At least let them stay near you for the rest of the day," Jallarzi says. "If any more Oligarchs die today, the people may think the situation is out of control, and who knows what would happen then."

"The situation IS out of control," huffs Otto.

The PCs can chime in at any point. Although Silas is trying to act defiant, a DC 20 Sense Motive check reveals that he is actually quite frightened. After a bit of convincing, Silas agrees that the PCs can assist in the guarding of his person, but that they must not appear to be doing so. He doesn't want the general population of Greyhawk to think him a coward.

Silas plans to go to the opening ceremonies of the Centennial Celebration in a couple of hours. After that, he is scheduled to participate in an exhibition match of Cairn Hills Combat against a champion player from Gradsul. (For more information on Cairn Hills Combat, see Encounter Six.)

Jallarzi suggests that the PCs pose as the champion players of Cairn Hills Combat from Gradsul. That way, the PCs can remain relatively close to Silas, but no one will know that Silas has taken on extra protection. Encounter Six assumes that the PCs do this; if they do not modify event accordingly, in particular they gain no chance to notice the trapped beanbags.

Silas tells the PCs that if they are to act as his opponents, they must play the part to the fullest. He instructs them to act flamboyantly; hurling insults at the crowd and making Silas look the part of a hero when he beats them. Yes, Silas asks the PCs to allow him to win, although he assures them that he is much better at the game than they.

With the plan in place, the PCs have less than an hour to prepare themselves for the Centennial Celebration opening ceremonies, and then their roles as the Gradsul champions of Cairn Hills Combat.

Before the PCs leave, Jallarzi asks Silas to wait outside for a moment while she has a private word with the PCs and Otto. Once he does so, she gives the following warning:

"All of you should be frightened. If you face the Deathstalker in combat, one or all of you are sure to die." As Jallarzi speaks, Otto shuffles surreptitiously toward the door. "Unless, that is, you had an ace up your sleeve, m'lord Otto?"

Otto gasps, "What? I have naught up my sleeve! Behold!" Otto's robes rustle as he bares his forearms—then he is startled by a rather audible clunk as an oddly shaped utensil falls from his robes to his feet.

Otto's face turns ashen. "My spatula! You've found it!"

"Yes, your spatula!" Jallarzi says flatly. "Otiluke's gift should be just what these adventurers need, and you know it!"

The precious spatula is the item Otto most desires because it is actually a magic item crafted by Otiluke that can provide the best defense against Turin Deathstalker, at least for a time. It can be used, with the proper command word as a standard action, to imprison an individual in an Otiluke's unerring sphere, a force bubble that appears around the target with no saving throw (but magic resistance applies). To use it in this fashion, it must be attuned by a powerful mage to one target, known to the mage, over a period of hours. Otto has already attuned the spatula to Turin Deathstalker.

Through well-applied wheedling, Jallarzi and the PCs can obtain the spatula for the duration of the adventure. It is essential in Encounter 9C, as it allows one PC (it can be used by anyone) to imprison Turin Deathstalker for seven rounds – enough time to whisk the Lord Mayor away to safety.

Jallarzi concludes the conversation by giving the PCs her address in the High Quarter, should they need her in a dire emergency. (DM Map 1 shows the location of Jallarzi's house.)

After this conversation, Silas attends the opening ceremonies at the Lord Mayor's House. The PCs should accompany him. Go to Encounter Five.

5: OPENING CEREMONIES

The opening ceremonies take place outside the Lord Mayor's Palace in the High Quarter. Silas can guide the PCs there. Please see DM's Map 1 for location.

Try to instill an extreme sense of paranoia into your players. Describe various NPCs skulking about in the enormous crowd. Make the PCs make Spot and Sense Motive checks. The more you can worry the PCs about outside threats, the less likely they will be to catch the sabotaged beanbag in the next encounter.

Since Silas is one of the Directing Oligarchs, he has a seat of honor near the front of the ceremony. The PCs are not allowed to be directly next to him, but they can be in the next tier of people, a mere 10 feet away.

Also, while they are in the crowd, the PCs should hear mention of the Rededication Ceremony taking

place later that evening in the Lord Mayor's Palace. Be sure the PCs hear someone say that the only two times Nerof plans to be in public are now and at the Rededication Ceremony.

Standing near the PCs are two important figures: Eritai Kaan-Ipzirel and Vesparian "Vesper" Lafanel. The PCs may know these two people, but even if they don't, the conversation around them makes who they are very clear.

Eritai is the high priestess of St. Cuthbert and former Oligarch. She recently resigned from the council in response to a power play by Nerof Gasgal. She is dressed in vestments of St. Cuthbert and surrounded by secretaries, clerics, a paladin, and assistants.

Eritai greets the PCs cordially if they have any favors with her. If the PCs have never met her before, she introduces herself, thinking them the champion Cairn Hills Combat players from Gradsul who Silas has challenged.

☞ **Eritai Kaan-Ipzirel:** female cleric 14 (St. Cuthbert), AL LN.

Vesper is the current Master of the Assassin's Guild (DC 30 Knowledge (local: core) to know), and also an Oligarch of Nerof's faction. He is a gray elf and dressed in fine but conservative clothing of rather subdued appearance. He is freshly washed and smells of scented oils. Vesper is apparently here alone. If approached, he makes bland conversation.

☞ **Vesparian "Vesper" Lafanel:** male grey elf rogue 3/wizard 5/arcane trickster 7/assassin 3, AL NE.

When the PCs have talked all they want, read:

The area in front of the Palace of the Lord Mayor has been turned into a grand sight: banners, statues, and other decorations have been placed everywhere. Hundreds, if not thousands, of people create a loud murmur as all await the ceremonies to begin.

Finally, the murmur turns into an ear-splitting roar of approval when a man walks onto the makeshift stage. He is dressed as an academic complete with spectacles, but his untamed white hair resembles a lion's mane. He shouts at the crowd, "I dedicate this wonderful week to Zagig Yragerne! Without him, this place would not be the marvel it is! Without him, none of us would be here right now! Our collective voices are a testament to his vision!"

The wild cheering erupts again, and a man behind you says to you, "Who is that?"

The man is Doctor Professor Cerge Arim Neel, priest of Zagyg the Mad Archmage. He is the most powerful cleric of Zagyg in the city and has claimed the prestigious title "Assistant Regional Claims Adjustor." The PCs can make a DC 17 Spot check to see the circular symbol with zigzagging lines within it hanging from the man's neck. A DC 10 Knowledge (religion) check reveals that it is a holy symbol to Zagyg

☞ **Cerge Arim Neel:** male cleric 13 (Zagy), AL CN.

As the crowd's cheer reaches a crescendo, city guards run onto the stage from each direction. The man does a happy little dance, pirouettes, and dashes toward the front of the stage. With a bound, he leaps over the first row of dignitaries, coming straight at you with arms outstretched and eyes blazing with a mix of joy and madness.

Ask the PCs what they want to do. If at least two PCs say they catch him, the crazed priest of Zagyg lands in their arms safely. If they let him go, he says to anyone who caught him, "May the Mad Archmage bless you!" The PCs who caught Cerge receive Zagyg's Serendipity, as described in the Adventure Item Access section below.

If the PCs don't catch him, he lands with a thud on the ground at their feet, and the guards get there to take him away. Whatever happens, Nerof Gasgal takes the stage next, obviously perturbed by the interruption:

The Lord Mayor of Greyhawk City, Nerof Gasgal, strides onto the stage. "What would our city be without its diverse population, yes!? For every mad priest, there is a sane porter. For every down-on-his-luck merchant, there is a thriving laborer. Without each and every one of you, this great city would be less than it is.

"So, despite the wishes of our overzealous friend, this festival, this grand event commemorating the freedom of this even grander city, is dedicated to you! The people of Greyhawk! This Centennial Festival celebrates you all. Now go forth and revel in everything Greyhawk has to . . ." The Lord Mayor's final words are drowned out by a roar from the crowd. It seems the Centennial Celebration has now truly begun.

After his speech is completed, Nerof leaves the stage and returns to his palace. Vesper and Eritai likewise depart. The crowd breaks up and returns to the hard job of merriment. Silas also leaves, going to the Free City Arena for Carin Hills Combat. Go to Encounter Six.

6: CAIRN HILLS COMBAT

Because of the popularity of the game, Cairn Hills Combat is being held in the Free City Arena in Clerksberg. Please see DM's Map 1 for location.

Cairn Hills Combat is a mock warfare game played by two people, with any number of other players supporting them. Each player stands in a circle roughly three feet in diameter. The circles are set 25 feet apart. Players are not allowed to leave these circles during the game – doing so forfeits the game.

Each player has four beanbags roughly the size of a tanglefoot bag. Each player is also given a staff, just slightly smaller than a quarterstaff. To the front right,

front left, rear right, and rear left of each circle are four smaller circles.

The object of the game is to toss a beanbag into each of the four rings around the opposing player. The player is allowed to strike the beanbag while it is in the air to keep it from landing in a circle. Also, if the beanbag lands in the inner circle, or if it strikes the player, the opponent may place that beanbag in one of the smaller circles of his choice.

Each player is allowed a certain number of “seconds.” These are players who retrieve the beanbags that miss the circles and give them to the main player. If a second is struck by a beanbag thrown by an opponent, that second is out of the game. In most games, a player may have three seconds, but only one can be on the court at a time. If all of a player’s seconds are eliminated, he can only throw beanbags he can reach from his circle.

In game mechanics, here is how the game works:

- At the beginning of each round, the player must first decide if he is going to aim for an outer circle, aim for the inner circle, aim for the opponent, aim for the opponent’s second, or defend against a thrown beanbag.
- After this is decided, initiative is rolled. The player that wins may go first. If the first player to act decided to defend, they receive a +4 to their saving throw to defend. If the first player to act chose to attack, he gets a +2 on his attack roll. If both players chose to defend, move immediately back to the first step for the next round.
- A player must hit AC 20 with a ranged attack to get a beanbag to land in an outer circle. Defending an outer circle that is successfully hit requires a DC 20 Reflex save, and the player must have chosen to defend.
- A player must hit AC 20 with a ranged attack to get a beanbag to land in the inner circle. Defending an outer circle that is successfully hit requires a DC 15 Reflex save.
- Hitting the opponent (or the opponent’s second) requires a ranged touch attack against the target. The main player can make a DC 18 Reflex save to defend if the attack would have hit. Seconds are not allowed the Reflex save, and the player may not defend his seconds.
- Silas has a +8 to hit with a thrown beanbag, a touch AC of 15, and a +6 to his Reflex save. His seconds are his bodyguards, and they have a touch AC 14.
- The rules can be changed at your discretion to make the game more fun. What’s important to remember is that the game (and your discussion of the rules) is a ruse, as the game won’t last many rounds (if any).

When the PCs and Silas get to the area they see that a large crowd has gathered to watch. Silas strides purposefully to his place, an announcer introduces him, and the crowd cheers. Then the announcer introduces

one of the PC and his seconds as the champions from the Keoish city of Gradsul, and the crowd jeers and whistles.

Allow the PCs to make as big a spectacle as they wish, before the beanbag and staves are given to the players:

A boy approaches you, carrying four red beanbags and a short quarterstaff. He nods, bows, and hands you the game implements.

If the PC specifically asks to examine the beanbags and the staff, give her a DC 15 Search check to see that one of the beanbags looks odd, as if it is slightly lumpy and the stitching is different than the others.

If no one specifically requests to examine the items, give each PC a Spot check (DC 18+APL). The main player gets a +4 to the check, and the first player to act as a second gets a +2 to the check. Anyone with ranks in any Craft or Profession skill dealing with sewing gets a +10 to the check.

Also, if any PC casts *detect magic* and makes a DC 27 Spellcraft check on the equipment, they notice one of them handed to the PC player is radiating strong evocation magic.

One of the beans in one of the red beanbags given to the PC are actually beads that each hold a maximized, empowered *fireball* cast at 17th-level. For the fun of the game, the first bag the main player throws is not a sabotaged bag. After that, roll randomly to determine which bag has the bead.

When the sabotaged bag is thrown and strikes the ground, a person, or is struck by Silas with his staff, it explodes and does 190 points of fire damage to Silas and his bodyguards. Everyone else is outside of the blast, unless the PC does something unexpected with it. Unless the PCs took special precautions, this is enough to kill Silas and his bodyguards, even if they make their saving throws.

Depending on whether or not the PCs discovered the sabotage, got to When Oligarchs Go Boom or Finding the Bad Bean below.

WHEN OLIGARCHS GO BOOM

If the PCs fail to figure out the beanbag is trapped, it is likely that Silas is blown up right in from of hundreds of screaming citizens:

An inferno erupts and engulfs the gnome and his bodyguards. Some of the crowd nearest the court barely escape the conflagration with only singed hair. However, when the flames recede, all that is left of Silas and his guards is unrecognizable charcoal. A hush falls over the arena, as if the fireball sucked all of the air and sound out of the entire city. Then starts the screaming, crying, and the calls for the City Watch and your blood.

Dozens of Watchmen run forward to arrest the PCs. If the PCs flee, give them a tense chase scene but in the end

they are able to escape the constabulary. However, they become wanted criminals for the rest of the adventure. If they are unable to clear their name (by foiling Turin), they are found and arrested at the end of the adventure as if they committed a high crime in the city of Greyhawk.

If the PCs stand and fight the guards, they should be able to slaughter many of them. With the tighter security, there are plenty more watchmen present and they eventually overwhelm the PCs. If the PCs kill City Watchmen, they will be tried for a high crime as given in Appendix 3.

🐉 **City Watchmen:** male or female human warrior 2, AL LN, hp 15.

ARRESTED

If the PCs do not resist arrest, they are taken from the arena to the local City Watch Station for Clerksburg. See DM's Map 1 for the location. There, the PCs are kept before they can be brought before a magistrate later that day. PCs must improve the Magistrate's attitude to friendly (he begins at indifferent) to convince him that the PCs had nothing to do with the death of Silas. For each favor that a PC has with the City Watch, give the PCs a +2 circumstance modifiers. If the PC is a member of the Guild of Nightwatch affiliation he gains an additional +4 bonus. Other favors may give additional bonuses and can sway the Watch and the Magistrate; use your discretion.

If the PCs cannot make the check, Jallarzi comes forward to assist them. She uses her influence to get the PCs out of jail and back on the track of the adventure. The charges are still pending and the Watch warns the PCs not to leave the city. Since Silas is dead, he no longer needs protection, but the trail still needs to be followed. Their arrest may have consequences later.

FINDING THE BAD BEAN

If the PCs discover the sabotaged beanbag, how they respond is up to them. If they tell the City Watch, Greyhawk's finest immediately seal the arena off and start inspecting all the other gear. Silas is now so afraid that he is going deep into hiding, and so the PCs are free to pursue other leads.

The boy who handed the PCs the game implements is still in attendance. His name is Karew, and he says that he got the beanbags from Tam Yorish, a tailor who has a stall in the Low Market, as instructed by the master of ceremonies. The master of ceremonies is innocent and ignorant of the trapped beanbag. A simple trip to Tam's stall reveals that the tailor is dead. He has been strangled and hidden in the back of the stall under some bolts of cloth. No one nearby saw anything or heard anything unusual. Turin is warded from divinations and a *speaking with dead* reveals nothing as Tam did not see his assailant.

Karew says that a middle-aged man who was at the tailor shop gave him the beanbags and instructed him to handle them very, very gently. Karew cannot remember

too much about the man he met but he was not the same man who is now dead at the tailor's shop.

DEVELOPMENT

The PCs may have a variety of leads. If they attempt to contact Turin Deathstalker go to Encounter Seven. If they have exhausted their leads, go to Encounter Eight where Eritai needs their help.

7: THE DEATHSTALKER SPEAKS

At any time until PCs proceed to Encounter Nine, they may attempt to contact Turin Deathstalker. Allow any reasonable attempts to succeed. Turin, however, does not respond until his final plans are in motion and his response is predicated upon any favors or disfavours the PCs have. This is a roleplaying opportunity with implications for the final encounter.

If the PCs lack any favors with Turin, or if the favors equal the disfavours, the party is considered not worth the distraction, and Turin does not respond.

A FAVORABLE MEETING

If one of the PCs has "The Deathstalker is Pleased" from COR8-03 *Aspirations* or "Heroes of Safeton" and "Thanks of the Deathstalker" from COR7-19 *Wrath of the Savelord* and the positive favors with Turin outnumber the negative favors (such as "Safeton Scofflaw" from COR8-03 *Aspirations*), Turin deigns to meet with the PCs as indicated below.

An urchin calls to the PCs on the street. He tells them, "I know someone who wants to talk to you. He says you'll know who he is." He points to an empty stable nearby.

The empty stable is dark and smells of moldering hay. A cloaked figure stands between two stalls ten paces away. As you approach, the man raises his hand, signaling you to stop. An amulet dangles from a chain wrapped about his wrist. "That is close enough. Do not tempt my blade again. You wished to speak. Speak." His voice lacks any hint of humor.

This is not Turin himself, but a *projected image* cast from a magic item that also allows *clairvoyance* and *clairaudience*. If the PCs attack, this quickly becomes apparent. Turin consented to this meeting for two reasons: to justify his actions and to give a true accounting of the murders. Turin has a strong sense of justice and believes his actions morally correct. At the same time, a pathological hatred of humanoids underlies his motivations. If engaged in conversation, he relates the following:

- Turrosh Mak represents a continuing threat against the Domain of Greyhawk that must be eliminated.

- Nerof Gasgal has eliminated opposition among the oligarchy with the removal of Eritai and negotiated peace with the Pomarj.
- Cariel Mansharn, Carmen Halmaster and Silas Steamgem were part of the Lord Mayor's faction. Preservation of the Free City requires elimination of this faction so that leaders of more noble stature and moral fiber can take their places on the Directing Oligarchy.
- Turin is only responsible for the attacks on Cariel Mansharn, Carmen Halmaster and Silas Steamgem. Others have taken the opportunity to murder for no reason but self-interest, including the Lord Mayor. Even now further reprisals are underway.

While this conversation is taking place, the PCs have the opportunity to make a Spot check to see the amulet dangling from Turin's wrist more clearly. A Spot check (DC APL+12) allows the PC to notice the device on the amulet, a falcon. If the PC played COR8-03 *Aspirations*, she recognizes it as an amulet formerly worn by Ambly Peregrine, the Lord Mayor's spy and diplomat. Turin plans to strangle the Lord Mayor with this chain. The amulet is significant as it provides a circumstance modifier to identify a disguised Turin in the final encounter.

PCs also have the opportunity to temper Turin's behavior. Turin plans to dispatch all of those associated with the Lord Mayor's faction. A DC 40 Diplomacy check convinces Turin to limit himself to one last murder in the Free City. No matter how high the check, he cannot be dissuaded from his assassination of the Lord Mayor.

When he feels all has been discussed, he simply disappears.

AN UNFAVORABLE MEETING

If one of the PCs has "Safeton Scofflaw" from COR8-03 *Aspirations* and the negative favors with Turin outnumber the positive favors ("The Deathstalker is Pleased" from COR8-03 *Aspirations* or "Heroes of Safeton" and "Thanks of the Deathstalker" from COR7-19 *Wrath of the Slavelord*) the meeting is quite different as indicated below:

A street urchin calls to the PCs on the street. He tells them, "I know someone who wants to talk to you. He says you'll know who he is." He points to an empty stable nearby.

This is not Turin himself, but a *projected image* cast from a magic item that also allows *clairvoyance* and *clairaudience*. The illusion also cloaks the dead bodies. Turin intends to frame the PCs for these murders.

The empty stable is dark and smells of moldering hay. A cloaked figure stands between two stalls ten paces away. As you approach, the man raises his hand, signaling you to stop. "Stop, fools. You think I would reward disappointment with an audience? Look for me again and you will find only sorrow."

From out in the street you hear the ringing of boots on pavement and a shrill, child's voice,

"Murderers, I tell you. I saw them kill them with me own eyes."

The cloaked figure vanishes and two dead bodies suddenly appear at your feet. Shouts of alarm are almost upon you.

The boy and the two dead people are servants of Dernan Narthane. Dernan is another of the Directing Oligarchy, Guildmaster of the Union of Merchants and Traders, and another member of Nerof's faction. According, Dernan was on Turin's hit list.

Turin has kidnapped Gerda Hollardel, Dernan's fiancée, fellow Oligarch, and the Guildmistress of the Jewelers and Gemcutters Guild. To spare her life and his, Dernan has agreed to this charade and to sacrifice his servants to frame the PCs. He arrives to swear he saw the PCs enter the stables and overheard the fight, accusing the PCs of murder at Turin's command.

As described in Encounter Six, the PCs can escape if they take immediate action. However, they become wanted criminals for the rest of the adventure. If they are unable to clear their name (by foiling Turin), they are found and arrested at the end of the adventure as if they committed a high crime in the city of Greyhawk.

If they PCs remain, they are arrested by the Nightwatchmen. They are taken to the local City Watch station and held for a magistrate as described in the Arrested section of Encounter Six. However, this time the Magistrate's initial attitude is hostile.

8: STRANGE BEDFELLOWS

Shortly after the startling Cairn Hills Combat, returning home from the event, Eritai Kaan-Ipzirel was accosted by a group of thieves. Normally, Eritai would easily dispatch such enemies or find a means of escape, but, during the Cairn Hills Combat, an agent of the Lord Mayor was able to administer a powerful contact poison that left Eritai unable to concentrate and prevented her from casting spells. With only her escort for protection, she was very vulnerable to thugs in the employ of Nerof Gasgal. Nerof's faction decided to take advantage of Turin Deathstalker's killing spree to eliminate the opposition presented by Eritai and her followers, while pinning the blame on Turin.

After setting the stage for the Cairn Hills Combat fiasco, Turin observed the attention paid by Nerof Gasgal's men to Eritai and pursued them. And so Turin came to save Eritai's life. When the thieves had Eritai at their mercy, he quietly and rather casually slew them.

Regaining her senses, Eritai found herself alone on the street a crumpled, bloodstained note at her feet. She stumbled to the closest friendly tavern, the Savant Tavern, and there once the poison had worn off cast *helping hand* to summon the adventurers she trusted were nearby.

One of the PCs is contacted by the *helping hand*. Select a PC using the following criteria in order of preference:

- “Favor of Eritai Kaan-Ipzirel” from COR7-12 *Heart’s Desire*
- “The Cudgel Will Persevere” from COR8-01 *Machinations*
- Worshipper of St. Cuthbert
- Paladin
- Cleric of a lawful deity
- Cleric of a good deity
- Engaged Eritai in discussion at the opening ceremonies

The *helping hand* pokes, prods and leads the PC to the Savant Tavern in Clerksburg. Please see DM Map 1 for location. There, the barkeep shows the PCs into a private room where Eritai is recovering.

The nervous barkeep leads you out of the common room. “Summoned by her holiness Eritai, were you? I set her in a private room. She made her way here after being set upon a stone’s throw away. This is all a TERRIBLE business, isn’t it? And it’s terrible for business. I’m true, through and through, for the high priestess and her ilk. Break the power of the Mak once and for all, I say. I daresay many of the Oligarchs still serving agree. Even Glodreddi Bakkanin and old Cannsay assented to that earlier tonight, though I daresay Bakkanin must have been deep in his cups to disagree with his Lord Mayor, even drunkenly and unofficially. Here you go. The lady’s waiting within. I’ll have Kalb bring you some ale.”

With a half-bow, the barkeep waves you into a well-appointed private room. Within, the short and formidable person of Eritai Kaan-Ipzirel kneels on one knee, her forehead resting upon the cudgel propped on end before her. She struggles to her feet as you enter.

Eritai has a great deal to relate to the PCs, and she discloses information freely. She does not seem as energetic and alert as she has in previous encounters. She recounts the attack and being saved by a man she believes to be Turin Deathstalker, though she did not have her wits about her and cannot truly be sure.

If the PCs ask why she was attacked or by whom, she tells them Nerof Gasgal hatched the plan to remove her from the Directing Oligarchy. She believes Nerof may have wanted a thorn removed from his side once and for all. Should the PCs need background information presented or repeated, Eritai relates that there are two opposing factions in political circles in the Free City: those who wish to press on in the war against Turrosh Mak, as she does, and those comfortable with an alliance with murderous, pillaging barbarians enslaving the lands encircling the Pomarj, as Nerof Gasgal and his cronies do.

Eritai also indicates that she found a bloodied note at her feet after her attack. She could not read it but believes one of the attackers dropped it when they were driven

off. The script is in code used by members of the Thieves’ Guild. It can be deciphered using *comprehend languages* or with a successful DC 20 Decipher Script check. Members of the Greyhawk City Thieves’ Guild receive a +10 circumstance bonus on the check.

The note indicates other targets are to be attacked this night, including Talasek Thraydin and Father Nicholi Nortoi, as well as other of Eritai’s followers and friends. A forged note in Eritai’s hand has been used to summon Talasek and Father Nicholi to a residence in the Foreign Quarter.

The note was taken from one of the thieves by Turin. He left it behind for Eritai to find. If the note is deciphered, give the PCs Player Handout 1.

During the discussion, Kalb, a recently hired servant at the Savant Tavern, serves the PCs ale. Ask as subtly and offhandedly as possible if the PCs would like some. Eritai herself consents; note who drinks the ale. After a few minutes, ask for a saving throw.

Kalb is himself an agent of Vesperian Lafanel, an Oligarch and the Guildmaster of Assassins in the Free City. Kalb was placed in this position at first to spy on the patrons of the Savant Tavern, a hotbed of academics who are often at the forefront of political opposition against Nerof Gasgal.

After weeks in the position, Kalb learned that two dwarven Oligarchs, Glodreddi Bakkanin and Stimtrin Cannsay, frequented the Savant Tavern as well. Vesper hates the two, and all dwarves in general, and he decided to use Turin’s killing spree as an opportunity to eliminate them and implicate Turin as the murderer. Vesper charged Kalb with poisoning the dwarves. However, their dwarven constitution served them well, and the poisoned ale that would have killed many a Greyhawk resident merely left them tipsy with blurred vision and a bad taste in the mouth. The dwarves stumbled off to Glodreddi’s house in the High Quarter to sample better ale before proceeding to the Rededication Ceremony at the Lord Mayor’s Palace.

Upon their departure, Kalb alerted another agent to follow and finish the job, and then hastily returned to the Savant Tavern. Unfortunately for the PCs, Kalb recognized them. Word has circulated among members of the Thieves’ Guild and Assassin’s Guild that the PCs are investigating the murders. Fearing that they may disrupt his boss’s plans, Kalb takes the opportunity to eliminate them himself, serving them the same poisoned ale.

Be as sly as possible in serving the ale, but, if a PC asks for checks to notice anything amiss in the ale itself or the situation, grant Spot and Sense Motive checks. A successful Spot check (DC 12 + APL) notices Kalb is watching or lingering more than typical for waiting staff. A successful Sense Motive check (DC 20) indicates that Kalb seems very nervous, and not about the size of his tip. Also, if a PC is a member of the Greyhawk City Thieves’ Guild, give them the option of making a Spot check and Knowledge (local: Core) check. With successful Spot check (DC 8 + APL), a PC recognizes Kalb as someone familiar, possibly a fellow member. A

subsequent Knowledge (local: Core) of DC 8 + APL reveals that the servant's name is Kalb and he is one of Vesparian "Vesper" Lafanel's men. Vesper is the Guildmaster of Assassins in Greyhawk City. Of course, PCs also have the opportunity to discover the poison by magical means as well.

Poison: Kalb's tainted ale; Ingested, DC 15 Fort; Initial Damage 1 Con; Secondary Damage 1d8 Con.

After the PCs' saving throws are rolled, give all PCs Spot and Sense Motive checks (DC 12+APL) to notice Kalb lingering about, spying on them. Kalb does not fight, but he attempts to flee if spotted. A successful Intimidate or Diplomacy check that shifts his reaction to friendly (he starts at unfriendly) loosens his tongue and gets him to reveal what he was doing. If they can improve his reaction to friendly, he tells them that the dwarves who recently left are targets for assassination.

Before the PCs depart, Eritai shares the fact that Turin has an immediate opportunity to act against Nerof Gasgal at the Rededication Ceremony. It is the only time he will be in public during the Centennial Celebration. However, she implores the PCs to defend her worthy followers. She plans to warn many of her followers, but with the sorry condition she is in she needs the PCs to look after Talasek and Nicholi. Eritai also mentions the possibility of contacting Turin directly if they have the contacts. Perhaps he can be dissuaded from his pursuits?

Creatures: Kalb is low-level minion of Vesparian Lanfanel. He knows he is expendable and wants to show his worth to Vesper by ensuring the dwarves are dispatched. If caught, he despairs that his minutes are numbered and talks if it presents a sliver of hope his life can be saved.

☞ **Eritai Kaan-Ipzirel:** female human cleric 14

☞ **Kalb:** male human rogue 2 (Bluff + 3, Hide + 6, Listen + 3, Move Silently + 6, Sleight of Hand + 6, Spot + 3).

DEVELOPMENT

The PCs have the option of immediately proceeding to rescue Eritai's followers (Encounter 9A), the dwarves (Encounter 9B), or the Lord Mayor (Encounter 9C). They may only choose to pursue one of the rescue missions unless they split up. Players indicating they wish to split the party should be warned that this is extremely dangerous.

9A: SAVE THE CUTHBERTITES

Only use this encounter if the PCs decide to attempt to prevent the assassination of key figures in Eritai Kaan-Ipzirel's faction: Talasek Thraydin and Father Nicholi Nortoi.

To prevent the assassination, PCs must immediately proceed to the Foreign Quarter and defeat Minder Welkin. If the PCs intend to delay, to rest and regain spells, or to attempt to prevent one of the other assassination attempts before proceeding to this

encounter, warn them that time is of the essence. Allow the PCs to split the party if they desire. Only those that proceed directly can take part in this encounter. If the PCs persist in delaying as a group, go to the Conclusion.

Agents of Nerof Gasgal have sent a forged message to the supporters of the war against Turrosh Mak in the hand of Eritai Kaan-Ipzirel, summoning them to meet with her at the Sacred Temple of St. Cuthbert in the Garden Quarter. The PCs can learn the location of the temple with a DC 5 Gather Information check or a DC 10 Knowledge (local: Core) check. PCs who have already been to the temple know exactly where it is, of course. Please see DM's Map 1 for location of the temple.

Nicholai Nortoli and Talasek Thrayden sit in the courtyard waiting for Eritai's arrival. A light repast has been set before them. It, of course, is poisoned. Merchants of poison in Greyhawk City have hit the jackpot this week. When the PCs arrive, the incapacitated Cuthbertites are about to be finished off by Minder Welkin, an assassin for hire whose services have been purchased by the Lord Mayor.

As you arrive at the scene, you can see a warm light emanating from the courtyard and hear a startled cry, "The Cudgel protect us!"

Within, Talasek Thraydin and Father Nicholi Nortoi are under attack by Minder Welkin and one of his conjured creatures. Under the influence of poison, they are incapable of fighting them off or fleeing.

All APLs

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

☞ **Nicholi Nortoi:** male human cleric 5 (Diplomacy +17, Sense Motive +11)

APL 2 (EL 4)

☞ **Minder Welkin:** male human wizard 4: hp 31; Appendix 1.

☞ **Fiendish Monstrous Scorpion:** hp 17; Appendix 1.

APL 4 (EL 6)

☞ **Minder Welkin:** male human wizard 6: hp 49; Appendix 1.

☞ **Fire Elemental:** hp 13; Appendix 1.

APL 6 (EL 8)

☞ **Minder Welkin:** male human wizard 8: hp 63; Appendix 1.

☞ **Fire Mephit:** hp 19; Appendix 1.

APL 8 (EL 10)

☞ **Minder Welkin:** male human wizard 10: hp 87; Appendix 1.

☞ **Fire Elemental:** hp 34; Appendix 1.

APL 10 (EL 12)

🔥 **Minder Welkin:** male human wizard 12: hp 101; Appendix 1.

🔥 **Fire Elemental:** hp 76; Appendix 1.

APL 12 (EL 14)

🔥 **Minder Welkin:** male human wizard 14: hp 115; Appendix 1.

🔥 **Fire Elemental:** hp 168; Appendix 1.

Tactics: Once Minder is aware of PCs on the scene, he casts *obscuring mist*, and then proceeds to cast conjure monsters to aid him—augmented and imbued, if possible. A list of preferred creatures and imbued spell effects appears in the respective appendices. If victory is in doubt, he attempts to escape.

9B: SAVE THE DWARVES

Only use this encounter if the PCs decide to attempt to prevent the assassination of Glodreddi Bakkanin and Stimtrin Cannsay.

To prevent the assassination, PCs must immediately proceed to Glodreddi's home in the High Quarter and defeat Winder Melkin. The PCs can learn the location of Glodreddi's home with a DC 5 Gather Information check or a DC 10 Knowledge (local: Core) check. Please see DM's Map 1 for location of his house.

If the PCs intend to delay, to rest and regain spells, or to attempt to prevent one of the other assassination attempts before proceeding to this encounter, warn them that time is of the essence. Allow the PCs to split the party if they desire. Only those that proceed directly can take part in this encounter. If the PCs persist in delaying as a group, go to the Conclusion.

The dwarves have been virtually incapacitated by several doses of poisoned ale supplied by Kalb. Winder Melkin, an assassin for hire whose services have been purchased by Vesper, is ready to finish the job.

As you arrive at the scene, you can see a warm light emanating from the courtyard and hear a slurred groan, "Glodreddi, either something is wrong with your ale, or I'm looking at my flaming doom. I canna say."

Within, the dwarves are under attack by Winder Melkin and one of his conjured creatures. Under the influence of poison, they are incapable of fighting them off or fleeing.

APL 2 (EL 4)

🔥 **Minder Welkin:** male human wizard 4: hp 31; Appendix 1.

🔥 **Fiendish Monstrous Scorpion:** hp 17; Appendix 1.

APL 4 (EL 6)

🔥 **Minder Welkin:** male human wizard 6: hp 49; Appendix 1.

🔥 **Fire Elemental:** hp 13; Appendix 1.

APL 6 (EL 8)

🔥 **Minder Welkin:** male human wizard 8: hp 63; Appendix 1.

🔥 **Fire Mephit:** hp 19; Appendix 1.

APL 8 (EL 10)

🔥 **Minder Welkin:** male human wizard 10: hp 87; Appendix 1.

🔥 **Fire Elemental:** hp 34; Appendix 1.

APL 10 (EL 12)

🔥 **Minder Welkin:** male human wizard 12: hp 101; Appendix 1.

🔥 **Fire Elemental:** hp 76; Appendix 1.

APL 12 (EL 14)

🔥 **Minder Welkin:** male human wizard 14: hp 115; Appendix 1.

🔥 **Fire Elemental:** hp 168; Appendix 1.

Tactics: Once Winder is aware of PCs on the scene, he casts *obscuring mist*, and then proceeds to cast conjure monsters to aid him—augmented and imbued, if possible. A list of preferred creatures and imbued spell effects appears in the respective appendices. If victory is in doubt, he attempts to escape.

9C: SAVE THE LORD MAYOR

Only use this encounter if the PCs decide to attempt to prevent Nerof Gasgal's assassination.

It can easily be discovered (DC 10 Gather Information check) that, despite the numerous opportunities for public appearance, the Lord Mayor has kept a low profile during the Centennial Celebration. One appearance he cannot avoid is the Rededication Ceremony in the Great Hall of Greyhawk. At this ceremony, the Lord Mayor accepts tokens of fealty and dedication from representatives of each of the key noble houses and guilds. It is obvious that the occasion provides Turin Deathstalker his best opportunity to dispatch the Lord Mayor.

To prevent the assassination, PCs must immediately proceed to the Lord Mayor's Palace. Please see DM's Map 1 for location.

If the PCs intend to delay, to rest and regain spells, or to attempt to prevent one of the other assassination attempts before proceeding to the Lord Mayor's Palace, warn the PCs that time is of the essence. Allow the PCs to split the party if they desire. Only those that proceed directly to the Palace can take part in the following encounter. If the PCs persist in delaying as a group, proceed to the Conclusion.

Nerof has taken precautions to minimize risk to his person during this event. This includes guards barring those who lack an invitation to the event and divesting

attendees of all weapons or other dangerous. He has instructed his hireling Gamgot Stimple to cast *great anticipate teleportation* and cleave to his side. Turin Deathstalker has had the same spell cast upon him. Both effects are assumed to cover the whole of the reception chamber. Any individual entering the Great Hall through spectacular means (such as *teleportation*) is assumed by Nerof and his guards to be an enemy.

Using typical means, the PCs can gain admission at the main gate. If this is the case, read:

A troop of city guards stands at the gate of the Lord Mayor's Palace. The guards are questioning guildsmen queuing to enter. Everyone is frustrated with the delay and troubled to hand over their meager weapons to the guards. Fear and suspicion reign in the wake of the murders, and nerves are all on edge.

The guards are checking for invitations to the Rededication Ceremony and appropriating weapons and perceived dangerous items from attendees.

Note: If PCs have been framed for the murder of Dernan Nathane's men, Turin has already spread word of their descriptions. PCs that do not take pains to disguise themselves suffer a -4 circumstance modifier for the skill checks to get inside, and bribery attempts require APLx50 gp rather than the amount stated below.

GETTING IN

There are a number of ways to gain entrance. Any reasonable means of gaining entrance succeeded; reward innovative play. If violence is employed, however, it results in a number of alarms being sounded and initiates events within the reception chamber, ending in the Lord Mayor's assassination.

Those entering are asked to surrender their weapons, remove their armor and hand over any other dangerous items. However, the PCs can avoid this in a number of ways:

- First, if a PC possesses the "You Are Useful to Me" favor from COR8-03 *Aspirations*, the PC can gain entry for himself and retain all items.
- Second, each of the people waiting to be admitted to the hall possesses an invitation. Invitations can be obtained through bribery (APLx25gp), through a DC 16 Sleight of Hand check or through a DC 12 Spot check followed by a DC 18 Forgery check.
- Third, if the PC is a member of the Guild of Nightwatchmen they are able to pass with all items.
- The PCs may hide their weapons in extradimensional spaces such as *bags of holding* and so on.

Failure: If the PCs fail to convince the guards to let them, enter with their weapons, all weapons larger than small size are confiscated. PCs may attempt to sneak in small weapons with a DC 22 Sleight of Hand check. For

numbers of small weapons greater than 1, assess a -1 circumstance modifier per weapon. Tiny weapons are not searched. Staves and rods are seized. Wands, potions and glamored armor are not confiscated. For other items, it is up to the DM's discretion, but use this rule: if it looks dangerous, it is seized.

Warning about the Assassination: If the PCs claim there is to be an assassination attempt against the Lord Mayor, and have the "You Are Useful to Me" favor or make a Diplomacy check, two guards accompany them inside. The DC for this check is variable – at higher APLs the guards are in a bad mood

APL 2-8: DC 20; APL 10-12: DC 30

If they are admitted, this escort provides a +5 circumstance modifier to any Diplomacy or Intimidate checks any members of the party make until the conclusion of this adventure.

♣ **City Guards:** male human warrior 4 (Forgery + 0, Listen + 3, Spot + 3, Sense Motive +0).

INSIDE

Once inside, PCs are escorted to the reception chamber. Read the following, or, if they enter the reception chamber in extraordinary fashion, skip to the alternate text below.

You jostle past groups of highly placed guildsmen, noblemen of Greyhawk accompanied by their retinues, and merchant princes with staff and servants arrayed about them, all waiting to be called to publicly rededicate themselves to the Free City's independence before Nerof Gasgal. Guards flank the entrance to this grand chamber, where once the Traitor, Tenser and Otiluke's duel shook the foundations of the Free City. Hundreds of citizens within profess their service to the Lord Mayor. Two figures stand on a dais at the far end of the chamber, receiving the dedicants.

A DC 15 Spot check identifies the Lord Mayor. The other individual can be identified as Gamgot Stimple, a prominent abjurer with a DC 20 Knowledge (local – Core) check.

Alternately, if the PCs enter the chamber in extraordinary fashion, read:

Your sudden entrance throws the Rededication Ceremony into a panic. A guildsman dedicant points in your direction and yells, "Assassins! Murderers! Save the Lord Mayor." Cries of shock and fear erupt from attendees who run screaming or cower in fear. This room has not known such chaos and turmoil since the Mages' Duel shook the foundations of the Free City. City guards draw steel and close upon you. The Lord Mayor standing upon the dais appears stricken and breaks for the exit.

If the PCs are perceived as enemies by the Lord Mayor, the uproar and chaos causes the following:

- All squares are difficult terrain
- PCs may not freely move through occupied squares.
- All Dexterity- and Charisma-based skill checks receive a -5 circumstance modifier in the reception chamber.

Calming the crowd and convincing them that they are enemies requires a DC 25 Diplomacy check.

Creatures: The Lord Mayor and Gamgot Stimple stand on the dais at one end of the chamber. If either spot anything fishy, they attempt to flee as indicated in the Tactics section. Guards are positioned at the entrances and about the dais.

☛ **Nerof Gasgul, Lord Mayor of Greyhawk City:** male human rogue 1/expert 5 (Hide + 16, Listen + 14, Spot + 14, Sense Motive +12).

☛ **Gamgot Stimple, Hireling Abjurer:** male halfling wizard 12 (Knowledge (arcana) + 16, Listen + 2, Spellcraft + 16, Spot + 2, Sense Motive +1).

☛ **City Guards:** male human warrior 2 (Listen + 1, Spot + 1, Sense Motive +1).

Turin and his minions have entered disguised as representatives from the Merchants and Traders Union. The disguises can be pierced with a Spot check opposed by Turin's Disguise check (+22 modifier). Turin himself may be identified more easily by the Amulet of Ambly Peregrine in Encounter Eight. If PCs saw the amulet, they receive a +4 circumstance modifier to this roll, and if they identified it as the Amulet of Ambly Peregrine, the modifier is +8.

All APLs

☛ **Turin Deathstalker:** male human fighter 4 rogue 5/assassin 10.

APL 2 (EL 4)

☛ **Minions of the Deathstalker:** male human monk 1 (4): hp 9; Appendix 1.

APL 4 (EL 6)

☛ **Minions of the Deathstalker:** male human monk 1/rogue 1 (4): hp 14; Appendix 1.

APL 6 (EL 8)

☛ **Minions of the Deathstalker:** male human monk 2/rogue 1/fighter 1 (4): hp 31; Appendix 1.

APL 8 (EL 10)

☛ **Elite Minions of the Deathstalker:** male human monk 2/rogue 1/fighter 2/assassin 1 (3): hp 45; Appendix 1.

☛ **Lesser Minions of the Deathstalker:** male human monk 1/rogue 1 (4): hp 14; Appendix 1.

APL 10 (EL 12)

☛ **Elite Minions of the Deathstalker:** male human monk 2/rogue 1/fighter 2/assassin 3 (3): hp 57; Appendix 1.

☛ **Lesser Minions of the Deathstalker:** male human monk 2/rogue 1/fighter 1 (4): hp 31; Appendix 1.

APL 12 (EL 14)

☛ **Elite Minions of the Deathstalker:** male human monk 2/rogue 1/fighter 4/assassin 3 (3): hp 73; Appendix 1.

☛ **Lesser Minions of the Deathstalker:** male human monk 2/rogue 1/fighter 2/assassin 1 (4): hp 45; see Appendix 1.

ASSASSINS IN THE HALL!

If PCs are observed entering the reception chamber by Turin (Spot + 20), he calls out, "Assassins in the Hall! Defend the Lord Mayor," pointing out the PCs and moving to intercept the Lord Mayor as the Lord Mayor attempts to escape.

Actions taken by those present depend on the means of the PCs' arrival and whether they are spotted by Turin. If not spotted by Turin Deathstalker, allow the PCs to proceed toward the Lord Mayor. If the PCs are able to alert the Lord Mayor to the danger before chaos erupts in the chamber, give the Mayor a one-round head start on his actions listed below. Once the Mayor starts to leave, whether he perceives and can point out the PCs or not, Turin shouts "Assassins!" and spurs his minions to act.

If PCs enter in extraordinary fashion, or when Turin Deathstalker yells "Assassins!" the following takes place:

- **Round 1:** Lord Mayor activates his *displacer cloak* and calls to his guards to defend him. Turin signals his men to move toward Lord Mayor and block routes of escape.
- **Round 2:** Lord Mayor moves toward the southeast exit and spots Turin's minions intercepting him. Turin circles around behind the Lord Mayor.
- **Round 3:** The Lord Mayor is surrounded, and his immediate guards have been incapacitated.
- **Round 4:** Turin acts last in this round. If nothing intervenes between him and the Lord Mayor, he assassinates the Lord Mayor

Tactics: Turin Deathstalker is a formidable foe, but if the PCs have been able to obtain the Spatula of Otiluke from Otto, they can effectively remove him from the combat. This leaves the PCs to overcome Turin's minions. Turin has bought the services of several individuals present. For the sake of simplicity, assume that these individuals have incapacitated Gamgot Stimple and the guards when the action starts.

Each of the minions is armed with a spiked ring that has been poisoned. This can be applied with a successful touch attack. The minions only use this attack against the Lord Mayor. If Turin catches up with Nerof, the Lord Mayor is slain.

DEVELOPMENT

Proceed to the Conclusion.

CONCLUSION

What happens at the conclusion of the adventure depends entirely on whom, if anyone, the PCs decide to (and manage to) save.

NEROF GASGAL DIES

If Turin successfully kills Nerof Gasgal, read:

Word of Nerof Gasgal's assassination quickly spreads through the city. Most Greyhawkers are stunned at the news that Turin was able to strike down the Lord Mayor at the height of the Celebrations. Fear runs rampant as people see the government unraveling before their eyes.

No priest in Greyhawk is willing to raise Nerof. Turin left a jeweled dagger in the collection boxes of every church in town that has a cleric of 9th level or higher with the following note:

"Raise Nerof and the next one will be in your heart."

If a PC volunteers to cast the spell, they find no jeweler in town will sell a 5,000 gp diamond.

The funeral for the slain Lord Mayor of Greyhawk is a somber state occasion. High ranking city officials, guild leaders, and foreign ambassadors politely attend but shed few tears for one of the longest serving mayors of the city.

THE CUTHBERTITES DIE

If the assassins successfully kill Talasek Thraydin and Nicholi Nortoli, the Church of St. Cuthbert takes steps to have them raised, but their spirits decline the raising, content to remain near their patron deity in the afterlife as reward for a lifetime of service.

The deaths of Talasek Thraydin and Nicholi Nortoli are a painful blow to the poor and downtrodden of Greyhawk. The two are laid in state at the Sacred Temple of St. Cuthbert. Thousands come to see them one last time and say goodbye.

The deaths of Talasek and Nicholi energize the temple to step up their efforts to wrest control of the city away from the merchants and thieves.

THE DWARVEN OLIGARCHS DIE

Without Glodreddi, Greyhawk is without a treasurer. The loss of two Oligarchs pushes the city closer toward anarchy. If the assassins successfully killed Glodreddi Bakkanin and Stimtrin Cannsay, read:

The deaths of the two dwarves on the Oligarchy passes almost unnoticed with the barrage of corpses from Turin's rampage. Neither one was popular, and Glodreddi was actively hated by most Greyhawkers. Their funerals are sparsely attended and hurried.

TURIN FLEES THE CITY

After events at the rededication ceremony, Turin flees the city. His massacre of the Directing Oligarchy has left Nerof's faction in tatters. Even if Nerof survives, Turin has broken the Lord Mayor's power block on the Oligarchy. In addition, after the ceremony, Nerof goes into deep hiding and is beyond Turin's reach.

JALLARZI AND THE FUTURE

Regardless of what happens in Encounter Nine, Jallarzi summons the PCs to her tower. Read:

Jallarzi Sallavarian stands with you on the balcony of her tower overlooking the city. She is silent for several long minutes, gazing intently into the night sky. "Mordenkainen be damned. We have watched too long," she says. "It is time we acted. I will call upon you soon. When I do, you must be ready for the future of Greyhawk is at stake."

ACCUSED OF HIGH CRIMES

If the PCs have been accused of high crimes during this adventure they need to prove their innocence or the City Watch begins actively searching for them. They could be accused of high crimes for one of the following:

- **Encounter Six:** The assassination of Silas Steamgem.
- **Encounter Seven:** The slaying of two of Dernan Narthane's servants and a street urchin.
- **Killing Guardsmen:** If the PCs resist arrest and kill guardsmen they are accused of high crimes.

If the PCs cannot prove their innocence, by swearing their innocence in a *zone of truth*, foiling one of the assassination attempts in Encounter Nine, or so on, they receive the Accused of High Crimes AR item.

CAMPAIGN CONSEQUENCES

By law, the Directing Oligarchy cannot elect a Lord Mayor without a quorum (which is set at 12 members) and only the Lord Mayor can propose new Oligarchs. Depending on how many Oligarchs die in this adventure, the City of Greyhawk may be without a functioning government – a situation that cannot last long without the city falling into chaos.

Email Creighton@greyworks.co.uk with the names of which Directing Oligarchs died.

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.

3: The Second Victim

Save Carmen Halmaster.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	360 XP
APL 12	420 XP

6: Cairn Hills Combat

Make sure Silas Steamgem survives.

APL 2	120 XP
APL 4	175 XP
APL 6	225 XP
APL 8	275 XP
APL 10	290 XP
APL 12	340 XP

7: Strange Bedfellows

Catch the poisoner.

APL 2	60 XP
APL 4	100 XP
APL 6	125 XP
APL 8	150 XP
APL 10	160 XP
APL 12	205 XP

9a or 9b: Save the Cuthbertites/Dwarves

Save the Cuthbertites or dwarves.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
or	

9c: Save Nerof Gasgal

Save Nerof Gasgal.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Discretionary roleplaying award

APL 2	60 XP
APL 4	70 XP
APL 6	100 XP

APL 8	120 XP
APL 10	130 XP
APL 12	190 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 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.

9A/B: The Trap is Sprung

APL 2: Loot 29 gp; Magic 583 gp; headband of intellect +2 (333 gp), ring of protection +1 (167 gp), pearl of power (1st) (83 gp); Total 612 gp.

APL 4: Magic 1,358 gp; +1 dagger (192 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), lesser silent metamagic rod (250 gp), ring of protection +1 (167 gp), pearl of power (1st) (83 gp); Total 1,358 gp.

APL 6: Magic 2,358 gp; +1 dagger (192 gp), amulet of health +2 (333 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), silent metamagic rod (917 gp), ring of protection +1 (167 gp), pearl of power (1st) (83 gp); Total 2,358 gp.

APL 8: Magic 2,358 gp; +1 dagger (192 gp), amulet of health +2 (333 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), silent metamagic rod (917 gp), ring of protection +1 (167 gp), pearl of power (1st) (83 gp); Total 2,358 gp.

APL 10: Magic 3,775 gp; +1 dagger (192 gp), amulet of health +2 (333 gp), cloak of resistance +3 (750 gp), headband of intellect +4 (1,333 gp), silent metamagic rod (917 gp), ring of protection +1 (167 gp), pearl of power (1st) (83 gp); Total 3,775 gp.

APL 12: Magic 3,775 gp; +1 dagger (192 gp), amulet of health +2 (333 gp), cloak of resistance +3 (750 gp), headband of intellect +4 (1,333 gp), silent metamagic rod (917 gp), ring of protection +1 (167 gp), pearl of power (1st) (83 gp); Total 3,775 gp.

9C: The Trap is Sprung

APL 2: Loot 12 gp; Total 12 gp.

APL 4: Loot 12 gp; Total 12 gp.

APL 6: Loot 12 gp; Magic 583 gp; 4 periapts of wisdom +2 (333 gp ea.); Total 1,344 gp.

APL 8: Loot 14 gp; 3 periapts of wisdom +2 (333 gp ea.); Total 1,013 gp.

APL 10: Loot 14 gp; 4 periapts of wisdom +2 (333 gp ea.), 3 periapts of wisdom +4 (1,333 gp ea.); Total 5,345 gp.

APL 12: Loot 14 gp; 4 periapts of wisdom +2 (333 gp ea.), 3 periapts of wisdom +4 (1,333 gp ea.); Total 5,345 gp.

Treasure Cap

APL 2: 450 gp; **APL 4:** 650 gp; **APL 6:** 900 gp; **APL 8:** 1,300 gp; **APL 10:** 2,300 gp; **APL 12:** 3,300 gp.

Total Possible Treasure

APL 2: 624 gp; **APL 4:** 1,370 gp; **APL 6:** 3,702 gp; **APL 8:** 3,071 gp; **APL 10:** 9,120 gp; **APL 12:** 9,120 gp.

ADVENTURE RECORD ITEMS

Thanks of Eritai Kaan-Ipzirel: If the PCs save Talasek Thraydin and Father Nicholi Nortoi in Encounter Eight, they gain this AR item.

Accused of High Crimes: If the PCs have been accused of high crimes and they fail to clear their names, they gain this AR item.

Zagyg's Serendipity: PCs who caught Cerge in Encounter Five gain this AR item.

Favor of the Circle of Eight: PCs who help Otto and Jallarzi gain this AR item.

The Streets Run With Blood: Every PC gets this AR item. Simply circle all the Directing Oligarch who died during the adventure.

Dwarves Pay Their Debts: If the PCs saved Glodreddi Bakkanin and Stimtrin Cannsay the gain this AR item.

☛ **Thanks of Eritai Kaan-Ipzirel:** You have helped Eritai Kaan-Ipzirel and she is grateful. You gain a +2 bonus to your affiliation score with the Church of St. Cuthbert.

☛ **Dwarves Pay Their Debts:** You have helped Glodreddi Bakkanin and Stimtrin Cannsay and they grumble their thanks. You gain a +2 bonus to your highest affiliation score.

☛ **Accused of High Crimes:** You have been accused of high crimes in the City of Greyhawk. Consequently, the City Watch and the Guild of Nightwatchmen are actively searching for you. This has the following detrimental effects:

- You suffer a -10 penalty to your affiliation score with every affiliation except the Thieves' Guild.
- For every round of adventure set in the Domain of Greyhawk, you must spend 100 gp x APL in bribes and disguises to avoid the authorities.

You may be able to remove this AR item in future adventures.

☛ **Favor of the Circle of Eight:** Before fleeing the city, Otto declared you to be "fortitudinous" which he assures you is a good thing. Jallarzi is particularly grateful for your timely assistance in a bloody affair. You also receive Core access to any item listed in the Item Access box marked thus: "8". If you failed your mission, however, you lose access to one item at each APL. (You may choose which item to cross off.)

☛ **The Streets Run with Blood:** The following Oligarchs died at the Centennial Celebrations in the City of Greyhawk (circle all that apply): Glodreddi Bakkanin, Stimtrin Cannsay, Nerof Gasgal, Carmen Halmaster, Gerda Hollardel, Eritai Kaan-Ipzirel, Vesparian Lanfanel, Cariel Mansharn, Nicholi Nortoli, Otto, Jallarzi Sallavarian, Silas Steamgem, Talasek Thraydin.

☛ **Certificate of Mayoral Appreciation:** You have saved the live of Nerof Gasgal and after vetting with his lawyers, his office extends to you this certificate of appreciation. You gain a +2 bonus to your highest affiliation score.

☛ **Zagyg's Serendipity:** "Save vs. Rods, Staffs, and Wands" because Zagyg's blessing are on you! The next

time you roll a 1 on a d20, that roll counts as if it were a 20. The effect is automatic and only manifests once.

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

ITEM ACCESS

APL 2:

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

*Stone of alarm*⁸ (Core; DMG)

*Chime of opening*⁸ (Core; DMG)

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

Lesser silent metamagic rod (Adventure; DMG)

*Robe of useful items*⁸ (Core; DMG)

*Slippers of spider climbing*⁸ (Core; DMG)

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

*Immovable rod*⁸ (Core; DMG)

*Gem of brightness*⁸ (Core; DMG)

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

*Ring of force shield*⁸ (Core; DMG)

*Scabbard of keen edges*⁸ (Core; DMG)

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

*Ring of minor energy resistance*⁸ (Core; DMG)

*Staff of healing*⁸ (Core; DMG)

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

*Ring of invisibility*⁸ (Core; DMG)

*Horn of blasting*⁸ (Core; DMG)

APPENDIX 1: APL 2

3: THE SECOND VICTIM

ANIMATED OBJECT

CR 3

N Large construct

Init +0; **Senses** darkvision 60 ft.; low-light vision

AC 14, touch 9, flat-footed 14

(-1 size, +5 natural)

hp 52 (4 HD); hardness 5

Immunity construct immunities

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

Speed 30 ft. (6 squares)

Melee slam +5 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +10

Abilities Str 18, Dex 10, Con -, Int -, Wis 1, Cha 1

9A/9B: THE TRAP IS SPRUNG

MINDER WELKIN/WINDER MELKIN CR 4

Male human (Oeridian) wizard 4

N Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +3

Languages Common, Draconic, Ignan, Oeridian

AC 20, touch 12, flat-footed 19

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

hp 31 (4 HD)

Fort +3, **Ref** +5, **Will** +6

Speed 30 ft. (6 squares)

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

Ranged mwk dagger +4 (1d4/19-20)

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

Wizard Spells Prepared (CL 4th; +3 ranged touch, +2 melee touch):

2nd—*false life*†, *scorching ray*, *rapid summon*

monster I, *summon monster II*†

1st—*mage armor*†, *obscuring mist*, *ray of enfeeblement*, *shield*†, *shocking grasp*

0—detect magic, message, open/close, resistance†

† Already cast

Combat Gear *pearl of power* (1st-level)

Abilities Str 10, Dex 12, Con 14, Int 18, Wis 13, Cha 8

Feats Alertness (if familiar is within 5 ft.), Augment

Summoning, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration)

Skills Concentration +9, Hide +3, Knowledge (arcana)

+11, Knowledge (local: Core) +8, Knowledge (the

planes) +9, Listen +5, Move Silently +3, Spellcraft

+12, Tumble +2

Possessions masterwork dagger, *headband of intellect*

+2, *ring of protection* +1

Spellbook spells prepared

Augment Summoning All summoned monsters have

+4 Str and +4 Con

JIMINY, WEASEL FAMILIAR CR -

N Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision; scent; Listen +4, Spot

+3

Languages empathic link

AC 20, touch 14, flat-footed 18

(+2 size, +2 Dex, +4 armor, +2 natural)

hp 20 (4 HD)

Resist improved evasion

Fort +4, **Ref** +5, **Will** +5

Speed 20 ft. (4 squares), climb 20 ft.

Melee bite +6 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** -10

Atk Options attach, deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5

Feats Weapon Finesse

Skills Balance +12, Climb +10, Hide +11, Jump +0,

Listen +4, Move Silently +8, Search +0, Spot +3

Attach (Ex) If a weasel hits with its bite attack, it latches on and automatically deals bite damage each round it remains attached. While attached, it loses its Dexterity bonus to AC. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills A weasel can choose to take 10 on a Climb check, even if rushed or threatened

FIENDISH MONSTROUS SCORPION CR -

NE Medium magical beast (extraplanar)

Init +0; **Senses** darkvision 60 ft.; tremorsense 60 ft.;

Listen +0, Spot +4

AC 14, touch 10, flat-footed 14

(+4 natural)

hp 17 (2 HD)

Resist cold 5, fire 5; **SR** 7

Fort +7, **Ref** +0, **Will** +0

Speed 40 ft. (8 squares)

Melee 2 claws +4 (1d4+3) and

sting -1 (1d4+1 plus poison)

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

Atk Options constrict (1d4+3), improved grab, poison

(DC 15, 1d3 Con), smite good (+2 damage)

Abilities Str 17, Dex 10, Con 18, Int 3, Wis 10, Cha 2

Skills Climb +5, Hide +4, Spot +4

Constrict (Ex) a monstrous scorpion deals automatic claw damage on a successful grapple check

Improved Grab (Ex) a successful claw attach must be made to use this ability

9C: THE TRAP IS SPRUNG

MINIONS

CR 1

Female human monk 1

LN Medium humanoid (human)

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

Languages Common, Old Oeridian

AC 14, touch 14, flat-footed 12

(+2 Dex, +2 Wis)

hp 9 (1 HD)

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

Speed 30 ft. (6 squares)

Melee unarmed strike +1 (1d6)

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

Atk Options Combat Expertise, Stunning Fist 1/day

(DC 12), flurry of blows,

Combat Gear poisoned ring

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

Feats Combat Expertise, Improved Unarmed Strike,
Stunning Fist, Weapon Focus (Unarmed Strike)

Skills Balance +6, Escape Artist +4, Hide +6, Listen +4,
Move Silently + 6, Sense Motive +4, Spot +4, Tumble
+6

3: THE SECOND VICTIM

ANIMATED OBJECT CR 5

N Large construct
Init +0; **Senses** darkvision 60 ft.; low-light vision

AC 14, touch 9, flat-footed 14
 (-1 size, +5 natural)

hp 85 (10 HD); hardness 5

Immune construct traits

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

Speed 30 ft. (6 squares)

Melee 2 slams +12 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +16

Abilities Str 19, Dex 10, Con -, Int -, Wis 1, Cha 1

9A/9B: THE TRAP IS SPRUNG

MINDER WELKIN/WINDER MELKIN CR 6

Male human (Oeridian) wizard 6

N Medium humanoid (human)

Init +1; **Senses** Listen +6, Spot +3

Languages Common, Draconic, Ignan, Oeridian

AC 20, touch 12, flat-footed 19

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

hp 61 (6 HD)

Fort +7, **Ref** +7, **Will** +8

Speed 60 ft. (12 squares)

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

Ranged +1 dagger +5 (1d4+1/19-20)

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

Wizard Spells Prepared (CL 6th; +4 ranged touch, +3 melee touch):

3rd—*haste*, rapid *summon monster II*, *summon monster III*†, *vampiric touch*

2nd—*bear's endurance*†, *false life*†, *scorching ray*, empowered *shocking grasp* (2)

1st—*expeditious retreat*†, *mage armor*†, *obscuring mist*, *ray of enfeeblement*, *shield*†

0—*detect magic*, *message*, *open/close*, *resistance*

† Already cast

Combat Gear *lesser rod of metamagic silent*, *pearl of power* (1st-level)

Abilities Str 10, Dex 12, Con 14, Int 18, Wis 13, Cha 8

Feats Alertness (if familiar is within 5 ft.), Augment Summoning, Empower Spell, Improved Toughness, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration)

Skills Concentration +11, Escape Artist +2, Hide +4, Knowledge (arcana) +12, Knowledge (local: Core) +8, Knowledge (the planes) +9, Listen +6, Move Silently +4, Spellcraft +13, Tumble +3

Possessions +1 dagger, headband of intellect +2, cloak of resistance +2, ring of protection +1

Spellbook spells prepared

Augment Summoning All summoned monsters have +4 Str and +4 Con

JIMINY, WEASEL FAMILIAR CR -

N Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision; scent; Listen +4, Spot +3

Languages empathic link

AC 21, touch 14, flat-footed 19

(+2 size, +2 Dex, +4 armor, +3 natural)

hp 42 (6 HD)

Resist improved evasion

Fort +6, **Ref** +5, **Will** +5

Speed 50 ft. (10 squares), climb 50 ft.

Melee bite +7 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** -9

Atk Options attach, deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5

Feats Weapon Finesse

Skills Balance +12, Climb +10, Hide +11, Jump +0, Listen +4, Move Silently +9, Search +0, Spot +3

Attach (Ex) If a weasel hits with its bite attack, it latches on and automatically deals bite damage each round it remains attached. While attached, it loses its Dexterity bonus to AC. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills A weasel can choose to take 10 on a Climb check, even if rushed or threatened.

FIRE ELEMENTAL CR -

N Small elemental (fire, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Listen +2, Spot +3

AC 15, touch 12, flat-footed 14; Dodge

(+1 size, +1 Dex, +3 natural)

hp 13 (2 HD)

Immune fire

Fort +2, **Ref** +4, **Will** +0

Weakness vulnerability to cold

Speed 50 ft. (10 squares)

Melee slam +5 (1d4+2 plus 1d4 fire)

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

Atk Options burn (DC 13)

Abilities Str 14, Dex 13, Con 14, Int 4, Wis 11, Cha 11

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Listen +2, Spot +3

Burn (Ex) those hit by a slam attack must make a DC 13 reflex save or catch fire. The flame burns for 1d4 rounds. Creatures hitting the elemental with natural weapons or unarmed attacks must also make a save or catch fire.

9C: THE TRAP IS SPRUNG

MINIONS

CR 2

Female human monk 1/rogue 1

LN Medium humanoid (human)

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

Languages Common, Old Oeridian

AC 13, touch 13, flat-footed 11

(+2 Dex, +2 Wis)

hp 13 (2 HD)

Fort +3, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)

Melee unarmed strike +1 (1d6)

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

Atk Options Combat Expertise, Stunning Fist (DC 13),
flurry of blows, sneak attack +1d6

Combat Gear poisoned ring

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

SQ trapfinding

Feats Combat Expertise, Improved Unarmed Strike,
Stunning Fist, Weapon Focus (Unarmed Strike)

Skills Balance +9, Disguise +4, Escape Artist +4, Hide
+6, Listen +4, Move Silently +6, Open Locks +3,
Sense Motive +4, Search +2, Spot +4, Tumble +7

9A/9B: THE TRAP IS SPRUNG

MINDER WELKIN/WINDER MELKIN CR 8

Male human (Oeridian) wizard 8

N Medium humanoid (human)

Init +1; **Senses** Listen +7, Spot +3, *see invisibility*

Languages Common, Draconic, Ignan, Oeridian

AC 20, touch 12, flat-footed 19

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

hp 71 (8 HD)

Resist cold 20

Fort +7, **Ref** +7, **Will** +9

Speed 60 ft. (12 squares)

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

Ranged +1 dagger +6 (1d4+1/19-20)

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

Wizard Spells Prepared (CL 8th; +4 melee touch, +5 ranged touch):

4th—*dimension door*, *rapid summon monster III*, *summon monster IV*†

3rd—*blink*, *fly*, *haste*, *protection from energy*†, *vampiric touch*

2nd—*false life*†, *resist energy*†, *see invisibility*†, *empowered shocking grasp*, *touch of idiocy*

1st—*expeditious retreat*†, *familiar pockett*†, *mage armor*†, *obscuring mist*, *ray of enfeeblement*, *shield*†

0—*detect magic*, *message*, *open/close*, *resistance*

† Already cast

Combat Gear *rod of metamagic silent spell*, *pearl of power* (1st-level)

Abilities Str 10, Dex 12, Con 16, Int 19, Wis 13, Cha 8

Feats Alertness (if familiar is within 5 ft.), Augment Summoning, Empower Spell, Improved Toughness, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration)

Skills Concentration +14, Escape Artist +4, Hide +5, Knowledge (arcana) +13, Knowledge (local: Core) +8, Knowledge (the planes) +10, Listen +7, Move Silently +5, Spellcraft +13, Tumble +3

Possessions +1 dagger, *amulet of health* +2, *headband of intellect* +2, *cloak of resistance* +2, *ring of protection* +1

Spellbook spells prepared

Augment Summoning All summoned monsters have +4 Str and +4 Con

JIMINY, WEASEL FAMILIAR CR -

N Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision; scent; *see invisibility*; Listen +5, Spot +3

Languages empathic link

AC 22, touch 14, flat-footed 20

(+2 size, +2 Dex, +4 armor, +4 natural)

hp 42 (8 HD)

Resist cold 20, improved evasion

Fort +5, **Ref** +5, **Will** +6

Speed 50 ft. (10 squares), climb 50 ft.

Melee bite +8 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -8

Atk Options attach, deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5

Feats Weapon Finesse

Skills Balance +12, Climb +10, Hide +11, Jump +0, Listen +5, Move Silently +11, Search +0, Spot +3

Attach (Ex) If a weasel hits with its bite attack, it latches on and automatically deals bite damage each round it remains attached. While attached, it loses its Dexterity bonus to AC. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills A weasel can choose to take 10 on a Climb check, even if rushed or threatened.

Fire Mephit CR -

N Small outsider (extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Common, Ignan

AC 16, touch 12, flat-footed 15; Dodge

(+1 size, +1 Dex, +4 natural)

hp 19 (3 HD); fast healing 2 touching fire; **DR** 5/magic

Immune fire

Resist cold 96 (*protection from energy*)

Fort +5, **Ref** +4, **Will** +3

Weakness vulnerability to cold

Speed 30 ft. (6 squares), fly 50 ft. (average)

Melee 2 claws +6 (1d3+2 and 1d4 fire)

Base Atk +3; **Grp** +1

Special Actions breath weapon (DC 14, 1d8 fire), summon mephit

Spell-Like Abilities (CL 6th):

1/hour—*scorching ray* (+4 ranged touch)

1/day—*heat metal* (DC 14)

Abilities Str 14, Dex 13, Con 14, Int 6, Wis 11, Cha 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)

Breath Weapon (Su) 15 ft. cone, 1d8 fire, Reflex half DC 14.

9C: THE TRAP IS SPRUNG

MINIONS

CR 4

Female human fighter 1/monk 2/rogue 1

LN Medium humanoid (human)

Init +2; **Senses** Listen +6, Spot +6

Languages Common, Old Oeridian

AC 16, touch 16, flat-footed 14; Deflect Arrows
(+2 Dex, +4 Wis)

hp 29 (4 HD)

Resist evasion

Fort +6, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)

Melee unarmed strike +3 (1d6)

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

Atk Options Combat Expertise, Stunning Fist 2/day
(DC 16), fiery fist (+1d6 fire damage), flurry of blows,
sneak attack +1d6

Combat Gear poisoned ring

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 18, Cha 8

SQ trapfinding

Feats Combat Expertise, Deflect Arrows, Fiery Fist,
Improved Toughness, Improved Unarmed Strike,
Stunning Fist, Weapon Focus (unarmed strike)

Skills Balance +9, Disguise +5, Escape Artist +5, Hide
+9, Listen +6, Move Silently + 9, Open Locks + 3,
Sense Motive +6, Search +2, Spot +6, Tumble +9

Possessions combat gear plus *peripat of wisdom* +2

Fiery Fist (Ex) Expend one stunning fist feat as a swift
action to gain an extra 1d6 points of fire damage on
his unarmed strikes for 1 turn.

3: THE SECOND VICTIM

SHIELD GUARDIAN

CR 9

N Large construct

Init +0; **Senses** darkvision 60 ft.; low-light vision**AC** 24, touch 9, flat-footed 24

(-1 size, +15 natural)

hp 112 (15 HD); fast healing 5**Immune** construct immunities**Fort** +5, **Ref** +5, **Will** +5**Speed** 30 ft. (6 squares)**Melee** 2 slams +16 (1d8+6+1d6 sonic)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +11; **Grp** +21**Atk Options** spell storing**Abilities** Str 22, Dex 10, Con -, Int -, Wis 10, Cha 1**Spell Storing (Sp)** Sonic Weapon -- when the shield guardian activates it "casts" the *sonic weapon* spell as a standard action. Duration is 3 minutes. This spell adds 1d6 sonic damage to its slam attacks

9A/9B: THE TRAP IS SPRUNG

MINDER WELKIN/WINDER MELKIN CR 10

Male human (Oeridian) wizard 10

N Medium humanoid (human)

Init +1; **Senses** *see invisibility*; Listen +8, Spot +3**Languages** Common, Draconic, Ignan, Oeridian**AC** 20, touch 12, flat-footed 19

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

hp 87 (10 HD)**Resist** cold 20; half damage from fire-based attacks, no damage with save**Fort** +8, **Ref** +6, **Will** +10**Speed** 60 ft. (12 squares)**Melee** +1 dagger +6 (1d4+1/19-20)**Ranged** +1 dagger +7 (1d4+1/19-20)**Base Atk** +5; **Grp** +5**Wizard Spells Prepared** (CL 10th; +5 melee touch, +6 ranged touch):5th—*greater fireburst* (DC 21), *rapid summon monster IV*, *summon monster V*†4th—*bestow curse* (DC 19), *dimension door*, *fire shield*†, *empowered vampiric touch*3rd—*blink*, *enhance familiar*†, *fly*, *haste*, *protection from energy*†2nd—*false life*†, *glitterdust* (DC 17), *resist energy*†, *see invisibility*†, *empowered shocking grasp*, *touch of idiocy*1st—*expeditious retreat*†, *familiar pocket*†, *mage armor*, *obscuring mist*, *ray of enfeeblement*, *shield*†0—*detect magic*, *message*, *open/close*, *resistance*

† Already cast

Combat Gear *rod of metamagic silent spell*, *pearl of power* (1st-level)**Abilities** Str 10, Dex 12, Con 16, Int 19, Wis 13, Cha 8**Feats** Alertness (if familiar is within 5 ft.), Augment Summoning, Empower Spell, Improved Familiar,

Improved Toughness, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration), Sudden Empower

Skills Concentration +16, Escape Artist +5, Hide +6, Knowledge (arcana) +14, Knowledge (local: Core) +8, Knowledge (the planes) +12, Listen +8, Move Silently +6, Spellcraft +14, Tumble +3**Possessions** +1 dagger, *amulet of health* +2, *rod of metamagic silent spell*, *headband of intellect* +2, *cloak of resistance* +2, *ring of protection* +1**Spellbook** spells prepared**Fire Shield (Chill Shield)** Half damage from fire-based attacks, no damage with save. Melee attacks (except for reach attacks) take 1d6+10 cold damage on a hit**Augment Summoning** All summoned monsters have +4 Str and +4 Con

FIRE MEPHIT, IMPROVED FAMILIAR CR -

N Small outsider (extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; *see invisibility*; Listen +6, Spot +6**Languages** Common, Ignan, empathic link**AC** 27, touch 14, flat-footed 24; Dodge

(+1 size, +1 Dex, +4 armor, +9 natural+2 dodge)

hp 51 (10 HD); fast healing 2 touching fire; **DR** 5/magic**Immune** fire**Resist** cold 20; half damage from fire-based attacks, no damage with save**Fort** +8, **Ref** +6, **Will** +9**Weakness** vulnerability to cold**Speed** 60 ft. (12 squares), fly 80 ft. (average)**Melee** 2 claws +8 (1d3+2 and 1d4 fire)**Base Atk** +5; **Grp** +1**Atk Options** deliver touch spells,**Special Actions** breath weapon (DC 12, 1d8 fire), summon mephit**Spell-Like Abilities** (CL 6th):1/hour—*scorching ray* (+6 ranged touch)1/day—*heat metal* (DC 14)**Abilities** Str 10, Dex 13, Con 10, Int 10, Wis 11, Cha 15**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)**Fire Shield (Chill Shield)** half damage from fire-based attacks, no damage with save. Melee attacks (except for reach attacks) take 1d6+12 cold damage on a hit.

FIRE ELEMENTAL**CR -**

N Medium elemental (fire, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +3, Spot +4**AC** 16, touch 13, flat-footed 13; Dodge, Mobility (+3 Dex, +3 natural)**hp** 32 (4 HD)**Resist** cold 120 hp (*protection from energy*)**Immune** fire**Fort** +5, **Ref** +7, **Will** +1**Weakness** vulnerability to cold**Speed** 50 ft. (10 squares)**Melee** slam +6 (1d6+2 plus 1d6 fire)**Base Atk** +3; **Grp** +6**Atk Options** burn (DC 16)**Abilities** Str 16, Dex 17, Con 18, Int 4, Wis 11, Cha 11**Feats** Dodge, Improved Initiative, Mobility, Weapon Finesse**Skills** Listen +3, Spot +4**Burn (Ex)** those hit by a slam attack must make a DC 16 reflex save or catch fire. The flame burns for 1d4 rounds. Creatures hitting the elemental with natural weapons or unarmed attacks must also make a save or catch fire.

Female human monk 1/rogue 1

LN Medium humanoid (human)

Init +2; **Senses** Listen +4, Spot +4**Languages** Common, Old Oeridian**AC** 13, touch 13, flat-footed 11

(+2 Dex, +2 Wis)

hp 13 (2 HD)**Fort** +3, **Ref** +6, **Will** +3**Speed** 30 ft. (6 squares)**Melee** unarmed strike +1 (1d6)**Base Atk** +0; **Grp** +2**Atk Options** Combat Expertise, Stunning Fist 1/day (DC 13), flurry of blows, sneak attack +1d6**Combat Gear** poisoned ring**Abilities** Str 10, Dex 14, Con 12, Int 13, Wis 15, Cha 8**SQ** trapfinding**Feats** Combat Expertise, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)**Skills** Balance +9, Disguise +4, Escape Artist +4, Hide +6, Listen +4, Move Silently +6, Open Locks +3, Sense Motive +4, Search +2, Spot +4, Tumble +7**Possessions** combat gear**9C: THE TRAP IS SPRUNG****ELITE MINIONS****CR 6**

Female human fighter 2/monk 2/rogue 1/assassin 1

LE Medium humanoid (human)

Init +2; **Senses** Listen +6, Spot +6**Languages** Common, Old Oeridian**AC** 16, touch 16, flat-footed 14; Deflect Arrows, Dodge, Mobility

(+2 Dex, +4 Wis)

hp 42 (6 HD)**Resist** evasion**Fort** +7, **Ref** +9, **Will** +6**Speed** 30 ft. (6 squares)**Melee** unarmed strike +4 (1d6)**Base Atk** +3; **Grp** +3**Atk Options** Combat Expertise, Fiery Fist, Stunning Fist 2/day (DC 17), death attack (DC 12), flurry of blows, poison use, sneak attack +2d6**Combat Gear** poisoned ring**Abilities** Str 10, Dex 14, Con 12, Int 13, Wis 18, Cha 8**SQ** trapfinding**Feats** Combat Expertise, Deflect Arrows, Dodge, Fiery Fist, Improved Toughness, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Focus (unarmed strike)**Skills** Balance +10, Disguise +8, Escape Artist +5, Gather Information +1, Hide +11, Listen +6, Move Silently +11, Open Locks +3, Sense Motive +6, Search +2, Spot +6, Tumble +9**Possessions** combat gear plus *peripat of wisdom* +2**Fiery Fist (Ex)** Expend one stunning fist use as a swift action to gain an extra 1d6 points of fire damage on his unarmed strikes for 1 round.**LESSER MINIONS****CR 2**

9A/9B: THE TRAP IS SPRUNG

MINDER WELKIN/WINDER MELKIN CR 12

Male human (Oeridian) wizard 12

N Medium humanoid (human)

Init +1; **Senses** *see invisibility*; Listen +7, Spot +3

Languages Common, Draconic, Ignan, Oeridian

AC 22, touch 12, flat-footed 21

(+1 Dex, +6 armor, +4 shield, +1 deflection)

hp 101 (12 HD)

Resist cold 30; half damage from fire-based attacks, no damage with save

Fort +10, **Ref** +8, **Will** +12

Speed 60 ft. (12 squares)

Melee +1 dagger +7/+2 (1d4+1/19-20)

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

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

Wizard Spells Prepared (CL 12th; +6 melee touch, +7 ranged touch):

6th—*mass bear's endurance*, *rapid summon monster V*, *summon monster VI*†

5th—*arc of lightning* (DC 23), *greater blink*, *greater fireburst*, (DC 23), *mass fly*,

4th—*bestow curse* (DC 21), *dimension door*, *fire shield*†, *empowered vampiric*

3rd—*enhance familiar*†, *fireball* (DC 20), *haste*, *greater mage armor*†, *protection from energy*†, *slow* (DC 20)

2nd—*false life*†, *glitterdust* (DC 19), *resist energy*†, *see invisibility*†, *empowered shocking grasp*, *touch of idiocy*

1st—*expeditious retreat*†, *familiar pocket*†, *mage armor*, *obscuring mist*, *ray of enfeeblement*, *shield*†

0—*detect magic*, *message*, *open/close*, *resistance*

† Already cast

Combat Gear *rod of metamagic silent spell*, *pearl of power* (1st-level)

Abilities Str 10, Dex 12, Con 16, Int 22, Wis 13, Cha 8

Feats Alertness (if familiar is within 5 ft.), Augment Summoning, Empower Spell, Imbued Summoning, Improved Familiar, Improved Toughness, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration), Sudden Empower

Skills Concentration +18, Escape Artist +7, Hide +7, Knowledge (arcana) +17, Knowledge (local: Core) +11, Knowledge (the planes) +14, Listen +8, Move Silently +7, Spellcraft +17, Tumble +4

Possessions +1 dagger, *amulet of health* +2, *headband of intellect* +4, *cloak of resistance* +3, *ring of protection* +1

Spellbook spells prepared

Fire Shield (Chill Shield) Half damage from fire-based attacks, no damage with save. Melee attacks (except for reach attacks) take 1d6+12 cold damage on a hit

Augment Summoning All summoned monsters have +4 Str and +4 Con

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Listen +6, Spot +6

Languages Common, Ignan, empathic link

AC 30, touch 14, flat-footed 27; Dodge

(+1 size, +1 Dex, +6 armor, +10 natural, +2 dodge)

hp 58 (12 HD); fast healing 2 touching fire; **DR** 5/magic

Immune fire

Resist cold 30; half damage from fire-based attacks, no damage with save; improved evasion; SR 17

Fort +9, **Ref** +7, **Will** +10

Weakness vulnerability to cold

Speed 60 ft. (12 squares), fly 80 ft. (average)

Melee 2 claws +9 (1d3+2 and 1d4 fire)

Base Atk +6; **Grp** +2

Atk Options deliver touch spells

Special Actions breath weapon (DC 12, 1d8 fire), summon mephitis

Spell-Like Abilities (CL 6th):

1/hour—*scorching ray* (+7 ranged touch)

1/day—*heat metal* (DC 14)

Abilities Str 10, Dex 13, Con 10, Int 11, Wis 11, Cha 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Escape Artist +7, Hide +11, Listen +7, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)

Fire Shield (Chill Shield) Half damage from fire-based attacks, no damage with save. Melee attacks (except for reach attacks) take 1d6+12 cold damage on a hit

FIRE ELEMENTAL

CR -

N Large elemental (fire, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Listen +5, Spot +6

AC 18, touch 14, flat-footed 13; Dodge, Mobility

(-1 size, +5 Dex, +4 natural)

hp 76 (8 HD); **DR** 5/-

Immune fire

Resist cold 120 hp (*protection from energy*)

Fort +7, **Ref** +11, **Will** +2

Weakness vulnerability to cold

Speed 50 ft. (10 squares); Spring Attack

Melee 2 slams +12 (2d6+4 plus 2d6 fire)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +14

Atk Options burn (DC 19)

Abilities Str 18, Dex 21, Con 20, Int 6, Wis 11, Cha 11

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Skills Listen +5, Spot +6

Burn (Ex) Those hit by a slam attack must make a DC 19 reflex save or catch fire. The flame burns for 1d4 rounds. Creatures hitting the elemental with natural weapons or unarmed attacks must also make a save or catch fire.

FIRE MEPHIT, IMPROVED FAMILIAR CR -

N Small outsider (extraplanar, fire)

9C: THE TRAP IS SPRUNG

ELITE MINIONS

CR 8

Female human fighter 2/monk 2/rogue 1/assassin 3
LE Medium humanoid (human)

Init +2; **Senses** Listen +7, Spot +7

Languages Common, Old Oeridian

AC 17, touch 17, flat-footed 15; Deflect Arrows, Dodge, Mobility, uncanny dodge
(+2 Dex, +5 Wis)

hp 53 (8 HD)

Resist evasion

Fort +8 (+9 against poison), **Ref** +10, **Will** +7

Speed 30 ft. (6 squares)

Melee unarmed strike +6 (1d6)

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

Atk Options Combat Expertise, Fiery Fist, Stunning Fist 3/day (DC 19), death attack (DC 15), flurry of blows, poison use, sneak attack +3d6

Combat Gear poisoned ring

Abilities Str 10, Dex 14, Con 12, Int 14, Wis 20, Cha 8

SQ trapfinding

Feats Combat Expertise, Deflect Arrows, Dodge, Fiery Fist, Improved Toughness, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Focus (unarmed strike)

Skills Balance +10, Disguise +8, Escape Artist +5, Gather Information +1, Hide +13, , Jump +7, Listen +7, Move Silently + 13, Open Locks + 3, Sense Motive +6, Search +2, Spot +7, Tumble +15

Possessions combat gear plus *peripat of wisdom* +4

Fiery Fist (Ex) Expend one stunning fist feat as a swift action to gain an extra 1d6 points of fire damage on his unarmed strikes for 1 turn.

LESSER MINIONS

CR 4

Female human fighter 1/monk 2/rogue 1
LN Medium humanoid (human)

Init +2; **Senses** Listen +6, Spot +6

Languages Common, Old Oeridian

AC 16, touch 16, flat-footed 14; Deflect Arrows, (+2 Dex, +4 Wis)

hp 29 (4 HD)

Resist evasion

Fort +6, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)

Melee unarmed strike +3 (1d6)

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

Atk Options Combat Expertise, Fiery Fist, Stunning Fist 2/day (DC 16), flurry of blows, sneak attack +1d6

Combat Gear poisoned ring

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 18, Cha 8

SQ trapfinding

Feats Combat Expertise, Deflect Arrows, Fiery Fist, Improved Toughness, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Balance +9, Disguise +5, Escape Artist +5, Hide +9, Listen +6, Move Silently + 9, Open Locks + 3, Sense Motive +4, Search +2, Spot +6, Tumble +9

Possessions combat gear plus *peripat of wisdom* +2

Fiery Fist (Ex) Expend one stunning fist feat as a swift action to gain an extra 1d6 points of fire damage on his unarmed strikes for 1 turn.

9A/9B: THE TRAP IS SPRUNG

MINDER WELKIN/WINDER MELKIN CR 14

Male human (Oeridian) wizard 14

N Medium humanoid (human)

Init +1; **Senses** *see invisibility*; Listen +9, Spot +3

Languages Common, Draconic, Ignan, Oeridian

AC 22, touch 12, flat-footed 21

(+1 Dex, +6 armor, +4 shield, +1 deflection)

hp 115 (14 HD)

Resist cold 30; half damage from fire-based attacks, no damage with save

Fort +10, **Ref** +8, **Will** +13

Speed 60 ft. (12 squares)

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

Ranged +1 *dagger* +9/+4 (1d4+1/19-20)

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

Wizard Spells Prepared (CL 14th; +8 ranged touch, +7 melee touch):

7th—*rapid summon monster VI* (2), *summon monster VII*†

6th—*empowered arc of lightning* (DC 22), *mass bear's endurance*, *empowered greater fireburst*, (DC 22), *summon monster VI*

5th—*arc of lightning* (DC 22), *greater blink*, *mass fly*, *empowered orb of force*

4th—*bestow curse* (DC 20), *confusion* (DC 20), *dimension door*, *fire shield*†, *empowered vampiric touch*

3rd—*enhance familiar*†, *fireball* (DC 19), *haste*, *greater mage armor*†, *protection from energy*†, *slow* (DC 19)

2nd—*false life*†, *glitterdust* (DC 19), *resist energy*†, *see invisibility*†, *empowered shocking grasp*, *touch of idiocy*

1st—*expeditious retreat*†, *familiar pocket*†, *mage armor*, *obscuring mist*, *ray of enfeeblement*, *shield*†

0—*detect magic*, *message*, *open/close*, *resistance*

† Already cast

Combat Gear *rod of metamagic silent spell*, *pearl of power* (1st-level)

Abilities Str 10, Dex 12, Con 16, Int 22, Wis 13, Cha 8

Feats Alertness (if familiar is within 5 ft.), Augment Summoning, Empower Spell, Imbued Summoning, Improved Familiar, Improved Toughness, Rapid Spell, Scribe Scroll, Spell Focus (Conjuration), Sudden Empower

Skills Concentration +20, Escape Artist +9, Hide +8, Knowledge (arcana) +18, Knowledge (local: Core) +11, Knowledge (the planes) +14, Listen +9, Move Silently +8, Spellcraft +18, Tumble +5

Possessions +1 *dagger*, *amulet of health* +2, *headband of intellect* +4, *cloak of resistance* +3, *ring of protection* +1

Spellbook spells prepared

Fire Shield (Chill Shield) Half damage from fire-based attacks, no damage with save. Melee attacks (except for reach attacks) take 1d6+14 cold damage on a hit

Augment Summoning All summoned monsters have +4 Str and +4 Con

FIRE MEPHIT, IMPROVED FAMILIAR CR -

N Small outsider (extraplanar, fire)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Listen +6, Spot +6

Languages Common, Ignan, empathic link

AC 31, touch 14, flat-footed 28; Dodge

(+1 size, +1 Dex, +6 armor, +11 natural, +2 dodge)

hp 65 (14 HD); fast healing 2 touching fire; **DR** 5/magic

Immune fire

Resist cold (3); half damage from fire-based attacks, no damage with save; improved evasion; **SR** 19

Fort +9, **Ref** +9, **Will** +11

Weakness vulnerability to cold

Speed 60 ft. (12 squares), fly 80 ft. (average)

Melee 2 claws +10 (1d3+2 and 1d4 fire)

Base Atk +7; **Grp** +3

Atk Options deliver touch spells

Special Actions breath weapon (DC 12, 1d8 fire), summon mephit

Spell-Like Abilities (CL 6th):

1/hour—*scorching ray* (+8 ranged touch)

1/day—*heat metal* (DC 14)

Abilities Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Escape Artist +9, Hide +11, Listen +8, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +8, Spot +6, Use Rope +1 (+3 with bindings)

Fire Shield (Chill Shield) half damage from fire-based attacks, no damage with save. Melee attacks (except for reach attacks) take 1d6+14 cold damage on a hit

FIRE ELEMENTAL**CR -**

N Huge elemental (fire, extraplanar)

Init +11; **Senses** darkvision 60 ft.; Listen +11, Spot +12**AC** 19, touch 15, flat-footed 12; Dodge, Mobility (-2 size, +7 Dex, +4 natural)**hp** 168 (16 HD); **DR** 5/-**Immunity** fire**Resist** cold 120 hp (*protection from energy*)**Fort** +11, **Ref** +17, **Will** +7**Weakness** vulnerability to cold**Speed** 60 ft. (12 squares); Spring Attack**Melee** 2 slams +19 (2d8+6 plus 2d8 fire)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +12; **Grp** +26**Atk Options** Combat Reflexes, burn (DC 24)**Abilities** Str 22, Dex 25, Con 22, Int 6, Wis 11, Cha 11**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse**Skills** Listen +11, Spot +12**Burn (Ex)** Those hit by a slam attack must make a DC 24 reflex save or catch fire. The flame burns for 1d4 rounds. Creatures hitting the elemental with natural weapons or unarmed attacks must also make a save or catch fire.**9C: THE TRAP IS SPRUNG****ELITE MINIONS****CR 10**

Female human fighter 4/monk 2/rogue 1/assassin 3

LE Medium humanoid (human)

Init +2; **Senses** Listen +7, Spot +7**Languages** Common, Old Oeridian**AC** 17, touch 17, flat-footed 15; Deflect Arrows, Dodge, Mobility, uncanny dodge

(+2 Dex, +5 Wis)

hp 68 (10 HD)**Resist** evasion**Fort** +9 (+10 against poison), **Ref** +11, **Will** +8**Speed** 30 ft. (6 squares)**Melee** unarmed strike +8/+3 (1d6+2)**Base Atk** +7; **Grp** +7**Atk Options** Combat Expertise, Fiery Fist, Stunning Fist 4/day (DC 20), Throat Punch death attack (DC 15), flurry of blows, poison use, sneak attack +3d6**Combat Gear** poisoned ring**Abilities** Str 10, Dex 14, Con 12, Int 14, Wis 20, Cha 8
SQ trapfinding**Feats** Combat Expertise, Deflect Arrows, Dodge, Fiery Fist, Improved Toughness, Improved Unarmed Strike, Mobility, Stunning Fist, Throat Punch, Weapon Focus (unarmed strike) Weapon Specialization (unarmed strike)**Skills** Balance +10, Climb +2, Disguise +8, Escape Artist +5, Gather Information +1, Hide +13, Jump +10, Listen +7, Move Silently +13, Open Locks +3, Sense Motive +6, Search +2, Spot +7, Tumble +15**Possessions** combat gear plus *periapt of wisdom* +4**Fiery Fist (Ex)** Expend one stunning fist feat as a swift action to gain an extra 1d6 points of fire damage on his unarmed strikes for 1 turn.**Throat Punch (Ex)** A successful sneak attack with unarmed strike temporarily hinders the target's ability to speak. For 3 rounds, the target takes -5 penalty on any skill check requiring speech and has 50% chance of failure when casting a spell with a verbal component or activating a magic item with a command word. Multiple uses do not increase the duration beyond 3 rounds.**LESSER MINIONS****CR 6**

Female human fighter 2/monk 2/rogue 1/assassin 1

LE Medium humanoid (human)

Init +2; **Senses** Listen +6, Spot +6**Languages** Common, Old Oeridian**AC** 16, touch 16, flat-footed 14; Deflect Arrows, Dodge, Mobility

(+2 Dex, +4 Wis)

hp 42 (6 HD)**Resist** evasion**Fort** +7, **Ref** +9, **Will** +6**Speed** 30 ft. (6 squares)**Melee** unarmed strike +4 (1d6)**Base Atk** +3; **Grp** +3**Atk Options** Combat Expertise, Fiery Fist, Stunning Fist 2/day (DC 17), death attack (DC 12), flurry of blows, poison use, sneak attack (2d6)**Combat Gear** poisoned ring**Abilities** Str 10, Dex 14, Con 12, Int 13, Wis 18, Cha 8
SQ trapfinding**Feats** Combat Expertise, Deflect Arrows, Dodge, Fiery Fist, Improved Toughness, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Focus (unarmed strike)**Skills** Balance +10, Disguise +8, Escape Artist +5, Gather Information +1, Hide +11, Listen +6, Move Silently +11, Open Locks +3, Sense Motive +6, Search +2, Spot +6, Tumble +9**Possessions** combat gear plus *periapt of wisdom* +2**Fiery Fist (Ex)** Expend one stunning fist feat as a swift action to gain an extra 1d6 points of fire damage on his unarmed strikes for 1 turn.

APPENDIX 2: NEW RULES ITEMS

FEATS

Extra Stunning [General]

You gain extra stunning attacks.

Prerequisites: Stunning Fist, base attack bonus +2.

Benefit: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

Source: *Complete Warrior* 98

Fiery Fist

By channeling your *ki* energy, you sheathe your limbs in magical fire. Your unarmed strikes deal extra fire damage.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

Benefit: As a swift action, you can expend one of your uses of the Stunning Fist feat to surround your fists and feet in flame. For the rest of your turn, you gain an extra 1d6 points of fire damage on your unarmed strikes.

When you select this feat, you gain an additional daily use of Stunning Fist.

Special: A fighter can select Fiery Fist as one of his fighter bonus feats. A monk with the Stunning Fist feat can select Fiery Fist as her bonus feat at 2nd level, even if she does not meet the other prerequisites.

Source: *Player's Handbook II* 79

Imbued Summoning

Your summoning spells gain an element of surprise. You can summon creatures that come into existence with the benefit of a spell such as *invisibility* or *bull's strength*.

Prerequisites: Augment Summoning, Spell Focus (conjunction).

Benefit: When you cast a spell from the summoning subschool, you can choose to grant the summoned creature the benefit of any spell of 3rd level or lower you can cast that has a range of touch. You cast the spell you wish to grant the creature (using a prepared spell or a spell slot) at the same time you cast your summoning spell. The creature gains the benefit of the spell when it appears.

An imbued summoning spell uses up a spell slot one level higher than the spell's actual level.

Source: *Player's Handbook II* 92

Improved Familiar

You can acquire a new familiar from a nonstandard list of creatures.

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level.

Benefit: When you choose a familiar, the creatures on the table below are also available. You can choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). For example, a chaotic good spellcaster

could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar. Except as noted here, improved familiars otherwise use the normal rules for familiars (PH 52).

Special: This feat was originally presented on page 200 of the DMG; the description here provides new alternatives for arcane spellcasters who want familiars stealthy and versatile enough to follow them anywhere.

Source: *Complete Scoundrel* 78

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Source: *Complete Warrior* 101

Rapid Spell [Metamagic]

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour.

A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine* 84

Sudden Empower [Metamagic]

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

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Source: *Complete Arcane* 83

Throat Punch [Ambush]

By making a precise punch to the throat, you can render a target unable to speak effectively.

Prerequisite: Improved Unarmed Strike, sneak attack +3d6.

Benefit: Your successful sneak attack delivered with an unarmed strike temporarily hinders the target's ability to speak. For the next 3 rounds, the target takes a –5 penalty on any skill check requiring speech and has a 50% chance of failure when casting a spell with a verbal component or activating a magic item with a command word. Multiple uses of this feat don't increase the duration beyond 3 rounds.

Using this feat reduces your sneak attack damage by 2d6.

Special: You must be able to reach your foe's neck to use this feat.

Source: *Complete Scoundrel* 82

SPELLS

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Source: *Spell Compendium* 15

Enhance Familiar

Universal

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

After you touch the target familiar, the creature perks up and appears more alert.

You infuse your familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class.

Source: *Spell Compendium* 82

Familiar Pocket

Universal

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One container or garment with a pocket touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You move your hand along the mouth of the pocket intended for your familiar, and a line of glowing white energy follows in its wake. The glow fades, and the space seems strangely larger inside than a normal pocket.

When you cast this spell, a garment or container becomes a safe haven for a Tiny or smaller familiar. The spell turns the target pocket into a comfortable extradimensional space (about 1 cubic foot). The familiar can fit inside the space without creating any noticeable bulge in the item. Whenever the familiar is touching you, you can whisk it inside the space as a free action by speaking a command word chosen by you when the spell is cast. If the familiar can speak, it can command itself inside. As a free action, you can call the familiar forth or it can leave the space on its own.

Once inside, the familiar has total cover and total concealment, and as a free action, you or the familiar can further seal the space to make it airtight and waterproof. The air supply inside the sealed space lasts for 1 hour, but with the pocket unsealed, the familiar can remain inside indefinitely. The familiar cannot attack or cast spells from within the space, but can use supernatural or spell-like abilities as normal (provided they don't require line of sight, which the pocket blocks). You continue to gain the special ability granted by your familiar. While inside the pocket, the familiar continues to benefit from the share spells ability as if it were adjacent to you. The spell ends if the *familiar pocket* is placed within or taken into another extradimensional space (such as a *portable hole*). If your familiar is within the pocket when the spell duration expires or if the spell ends abnormally (as above), the familiar appears in your space unharmed.

Material Component: A tiny golden needle and a strip of fine cloth given a half twist and fastened at the ends.

Source: *Spell Compendium* 88

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Source: *Spell Compendium* 93

Fireburst, Greater

Evocation [Fire]

Level: Sorcerer/wizard 5

Effect: Burst of fire extending 15 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 15 feet of you and deals 1d10 points of fire damage per caster level (maximum 15d10).

Source: *Spell Compendium* 94

Orb of Force

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Source: *Spell Compendium* 151

Sonic Weapon

Transmutation [Sonic]

Level: Bard 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level (D)

Holding the weapon to your mouth, you whisper the spell's arcane words, shrouding the weapon in visible sound like a thin sheen of water.

While the spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful attack. The sonic energy does not harm the weapon's wielder. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

Source: *Spell Compendium* 195

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 resulting in a tightening of the laws, particularly in the areas of public safety and smuggling. Relevant minor laws appear, below.

Unusual Companions

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

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

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

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

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

Weapon and Spell Restrictions

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

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

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

In regards to weapons the rules are:

- It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer, and other 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.

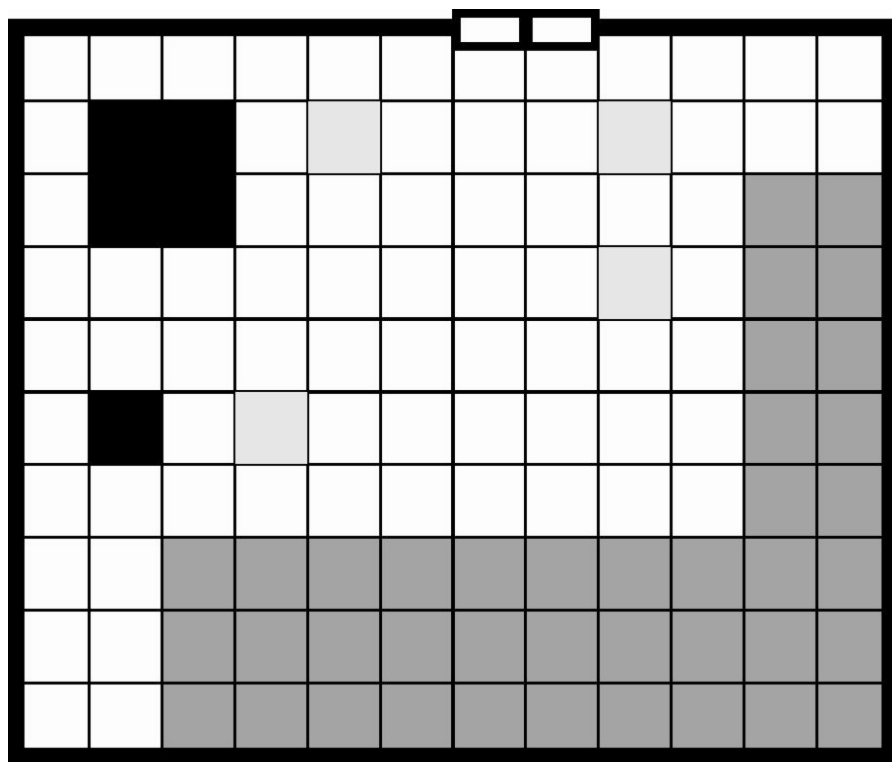
In all cases, you should *always* warn player(s) taking actions that will lead to arrest. Less serious cases of smuggling are dealt with as detailed above, and do not result in any TU penalty.

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 3 MAP



11

C. Halmaster

5

Carters

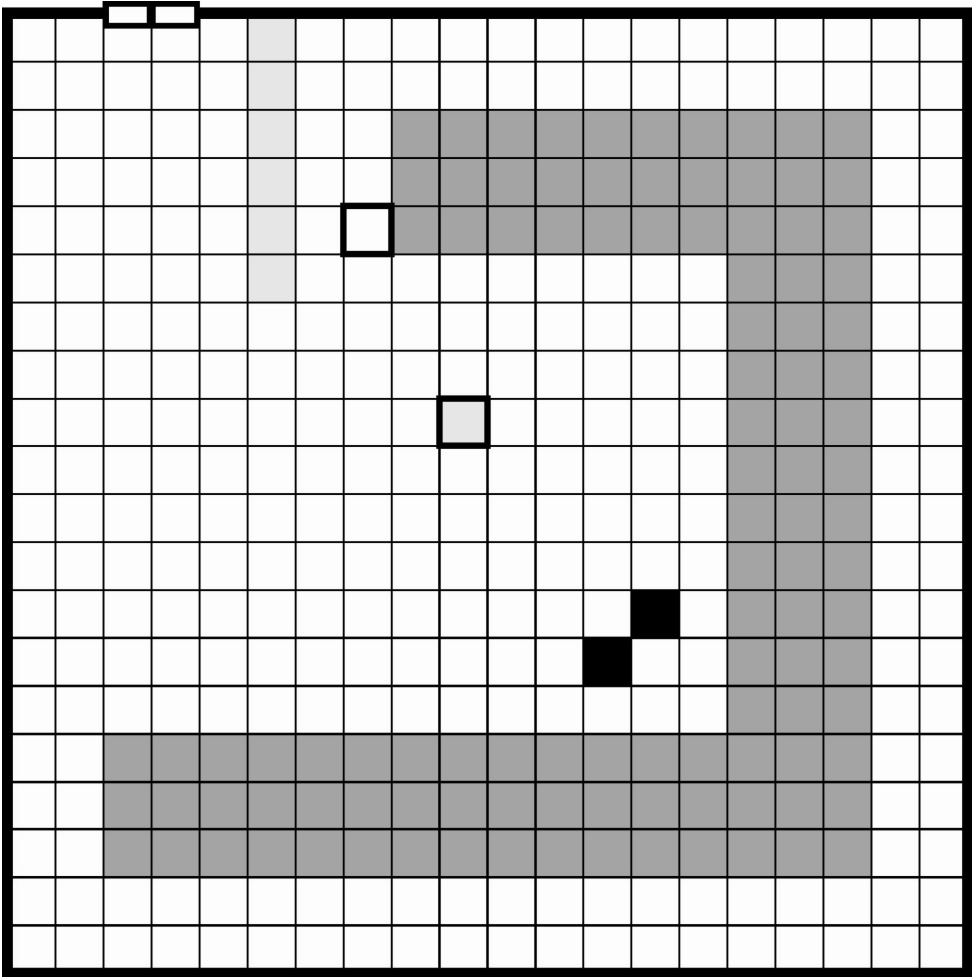
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Construct

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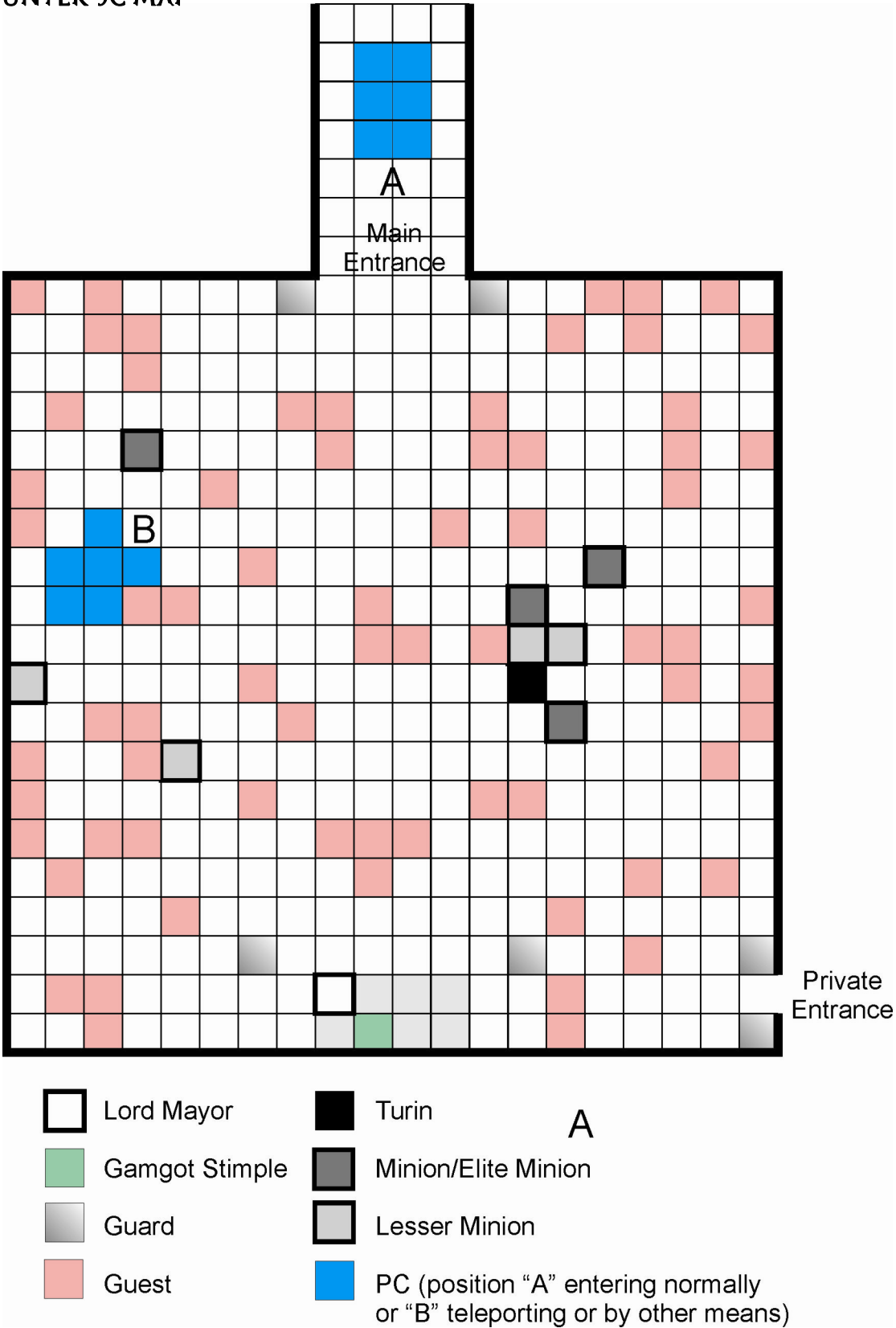
House

ENCOUNTER 9A/9B MAP



- | | | | |
|---|------------------|---|-------|
|  | Assassinees |  | Hedge |
|  | Welkin/Familiar |  | House |
|  | Summoned Monster | | |

ENCOUNTER 9C MAP



The following note is coded on blood-stained paper:

