



Foundations

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

Version 1

by Eric Menge

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The City of Greyhawk teeters on the edge of revolution. The Directing Oligarchy is in shambles, and the constabulary holds the city together by a thread. As the political rivalry between the Lord Mayor and the High Priest of St. Cuthbert escalates the very future of the Gem of the Flanaess lies in the balance. A one-round Core adventure set in the Free City of Greyhawk for characters level 1-15 (APLs 2-12) and the fourth and final intrigue of “Honor Among Thieves”.

Resources for this adventure [and the authors of those works] include B2 *Keep on the Borderlands* [Gary Gygax], *City of Greyhawk* [Douglas Niles, Carl Sargent, Rik Rose], *Complete Adventurer* [Jesse Decker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], COR1-03 *River of Blood* [Erik Mona], COR7-04 *A Freak of Nature* [Eric Menge], COR7-12 *Heart's Desire* [Eric Menge], COR8-01 *Machinations* [Bradley Lester], COR8-03 *Aspirations* [Gregory Hanigan and Ron Lundeen], COR8-07 *Celebrations* [Kevin Lawson and Shawn Merwin], D2 *Shrine of the Kuo-Toa* [Gary Gygax], D3 *Vault of the Drow* [Gary Gygax], *Drow of the Underdark* [Ari Marmell, Anthony Pryor, Robert J. Schwalb, Greg A. Vaughan], EX1 *Dungeonland* [Gary Gygax], EX2 *The Land Beyond the Magic Mirror* [Gary Gygax], *Expedition to the Ruins of Greyhawk* [Jason Bulmahn, James Jacobs, Erik Mona], G1 *Steading of the Hill Giant Chief* [Gary Gygax], G2 *Glacial Rift of the Frost Giant Jarl* [Gary Gygax], G3 *Hall of the Fire Giant King* [Gary Gygax], *Greyhawk: The Adventure Begins* [Roger Moore], *Greyhawk Ruins Sourcebook* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K Reynolds, Frederick Weining], *Magic Item Compendium* [Andy Collins et al.], *Player's Handbook II* [David Noonan], *Player's Guide to Greyhawk* [Anne Brown], Q1 *Queen of the Demonweb Pits* [Gary Gygax, Dave Sutherland], S1 *Tomb of Horrors* [Gary Gygax], S3 *Expedition to the Barrier Peaks* [Gary Gygax], S4 *The Lost Caverns of Tsojcanth* [Gary Gygax], *Spell Compendium* [Matthew Sernett et al.], T1 *The Village of Hommlet* [Gary Gygax], T1-4 *The Temple of Elemental Evil* [Gary Gygax, Frank Mentzer], WG4 *Forgotten Temple of Tharizdun* [Gary Gygax], WG6 *Isle of the Ape* [Gary Gygax]. Special thanks to Denis Tetreault and his website <http://melkot.com/> for making the research for this whole series survivable.

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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RPGA® SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay 1 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

CY598 began well for the Free City of Greyhawk. Narwell was being rebuilt apace, Rary the Traitor's plots seem foiled, and Turrosh Mak had been forced to stop his northern offensive into the Domain of Greyhawk to counter Keoland's attack on the Pomarj. Since then, things have gone rapidly downhill.

Over Growfest CY 598, Nerof Gasgal, the Lord Mayor of Greyhawk, successfully orchestrated events to force Eritai Kaan-Ipzirel, High Priestess of St. Cuthbert and the greatest threat to his rule, to resign from the Directing Oligarchy. Eritai is very popular with the common folk, and she is seen as the voice of the workers among all the thieves and merchants who dominate the council. Her removal caused unrest in the city, and her influence in the city actually increased despite no longer being a Directing Oligarch.

Nerof believed Eritai's removal was necessary, as he has been seeking to end the war with the Pomarj and open negotiations with Turrosh Mak. Word of this negotiation has leaked out. Eritai and many others in the city are opposed to any peace with the brutal orc empire and its Slaver allies. 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 to the opening of negotiations with Turrosh Mak's forces is nothing compared to Turin Deathstalker's response. The former head of the Greyhawk Assassin's Guild has a pathological hatred for humanoids, and he took the post commanding Safeton so that he could personally lead the fight to slaughter every last orc in the Pomarj. He views the peace negotiation as nothing less than treason, and he decided to repay Nerof and his cronies in kind.

Over the Centennial Celebration, commemorating Greyhawk's 100th year of freedom from the Great Kingdom, Turin assassinated two of the Oligarchs (Nerof and Cariel Mansharn), attempted to kill two others (Carmen Halmaster and Silas Steamgem), and caused the death of four more (Glodreddi Bakkanin, Stimtrin Cannasay, Gerda Hollardel, and Torrentz Hebvard). Turin has since fled the city, and Org Nenshen, the Guildmaster of the Thieves' Guild has gone after him.

Turin's rampage through the Directing Oligarchy has left the government in shambles. The Directing Oligarchy no longer has a quorum (it needs 11) and no longer has a Lord Mayor. Under the laws of Greyhawk, the Directing Oligarchy must have quorum to select a Lord Mayor and only the Lord Mayor can select new Oligarchs. No, it is not the best system, but Greyhawk's government evolved over the centuries and this issue has not come up before.

Dernan Nathane, Guildmaster of the Merchants' and Traders' Union, has stepped up as an unofficial Lord Mayor. He intends to appoint a new Oligarch to reach quorum and rebuild the Directing Oligarchy. However, he needs to shore up support with the commoners to avert a revolution that is brewing in the streets. So he has turned to the Public Council for Greyhawk.

The Public Council was created in CY 581 to pacify those calling for greater public participation in governmental affairs. Elections happen every four years starting in CY 582 and one councilor is elected from each ward. The Public Council meets with the Oligarchy for one day every quarterly festival. As fortune would have it, there is an election scheduled for the last day of Harvester CY 598. Dernan intends to get his hand-picked candidates elected as councilors. The Public Council will support his appointment of a new Oligarch, and the Directing Oligarchy will appoint Dernan as the new Lord Mayor. All the while revolution will be averted.

Other factions in the city also see the value in having the Public Council vote as they see fit and they decide to run their own candidates.

ADVENTURE SUMMARY

In the Introduction, the PCs see the unrest in the city, witness a demonstration, and are recruited by Marial, an agent of the Jallarzi Sallavarian.

In Encounter 1, the PCs meet with Jallarzi Sallavarian who urge them to run for the Public Council of Greyhawk. They meet with Salume Sewis, editor of the

Greyhawk Grumbler, who gives them an overview of campaigning in Greyhawk.

Encounter 2 provides information on how to handle the activities of the PCs as they try to get themselves elected. Encounter 3 describes the opponents of the PCs and the counter campaign waged against the PCs.

Encounter 4 details one of two heroic missions the PCs can undertake to improve their standing in the city. In this one, the PCs must root out a nest of xvarts in the sewers. Encounter 5 describes the other heroic mission where the PCs must retrieve the lost body and soul of Christa, a prominent Greyhawker, from a group of drow.

In Encounter 6, the PCs must overcome the tests of Zagyg the Mad Archmage to receive his wisdom. In Encounter 7, the PCs meet with an Aspect of Zagyg and receive the Last Act of Zagig, which can be used to reform the government of Greyhawk.

The Election and the Public Council meeting come to a head in Encounter 8, and the PCs have the fate of the city in their hands. In the Conclusion, the PCs rejoice in their triumph or are excluded from power.

PREPARATION FOR PLAY

This adventure concludes the “Honor Among Thieves” arc, which includes COR8-01 *Machinations*, COR8-03 *Aspirations*, and COR8-07 *Celebrations*. Play of the earlier adventures is recommended but not mandatory. Events from the earlier adventures have a direct impact on this adventure.

The author recommends that the judge of this event read the *Greyhawk Ruins Sourcebook* which provides information on the city, major NPCs, and affiliations. The source book is available at:
http://www.wizards.com/rpga/downloads/lggr_grs_v1-o.zip

NEW RULE ITEMS

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

INTRODUCTION

The adventure begins in the last day of Goodmonth. The PCs are in the City of Greyhawk for whatever reason they devise. The restrictions on weapons are in effect as described in Appendix 3.

Read:

The mood of the city is ugly; uglier than you have ever seen it before. The recent decimation of the Directing Oligarchy at the Centennial Celebrations has left the city reeling. The poorer neighborhoods are rife with discontent. The City Watch marches in large patrols to enforce a fragile peace on the streets. The Chief Constable Sir Ambus Gavin has declared a curfew and asked the Militia for supplementary troops. The city stands on the edge of chaos.

In the midst of this unrest, a woman approaches each of you. She is dressed in wizard's robes and has distinctive strawberry blonde hair. She introduces herself as Marial, and she tells you that Jallarzi Sallavarian wishes to speak with you as soon as possible about a matter of crucial interest to the city.

Marial is the lieutenant, confidant, and former apprentice of Jallarzi Sallavarian, one of the Circle of Eight. The PCs automatically recognize her if they have played COR8-01 *Machinations*. Otherwise, a successful DC 15 Knowledge (local - core) check tells the PCs that the name Marial has been associated with Jallarzi.

☛ **Marial:** female human wizard 15; AL CG.

Marial deflects any questions about the subject matter of the meeting, saying that Jallarzi will discuss this with them. Jallarzi awaits them at the Savant Tavern in Clerkgburg. Time is crucial, and she needs to take the PCs there immediately.

If all the PCs decline to meet with Jallarzi, then the adventure ends here. If one PCs goes, that individual can bring in all the other PCs later as running mates. Hopefully, the PCs agree to meet with Jallarzi. Read:

As you make your way through the city to Jallarzi, you chance upon a protest in the Low Market, led by the students of the Grey College in Clerkgburg. The most inspiring of these undergraduate rabble-rousers is Aisley Lockswell. Laborers, artisans, and the poor have joined the students to listen to her speak about a City of Greyhawk that is not run by thieves and a city where merchants do not control every last decision. A score of City Watchmen stand ready in case things get out of hand.

The Low Market is marked on DM's Map 1. Marial does not linger at the protest and urges the PCs on to the Savant Tavern.

The players may want more information about current events in the City of Greyhawk. If so, please refer to DM Aid 1. There is no time for the PCs to use Gather Information.

1: GREYHAWK NEEDS YOU

The Savant Tavern is located in Clerkgburg and is marked on DM's Map 1.

The Savant Tavern was once a professor's house and the interior is a maze of dark, narrow corridors and

small rooms with one table and a few chairs each. The patrons are sages and students from the surrounding universities, who vigorously debate the possibilities of revolution.

Marial leads you to a room that is isolated from the rest of the tavern. A slender, mature woman of striking appearance is standing by the window looking out at the gardens while holding a glass of wine loosely in her hand. Her pale skin and curly honey-blonde hair denotes a nearly purebred Suel heritage. She is dressed in the fashions from the far West and on her shoulder rests a draconic creature.

The woman standing by the window is Jallarzi Sallavarian, a member of the Circle of Eight. The PCs recognize the woman as Jallarzi if they have played COR8-02 *Aspirations* or COR8-07 *Celebrations*. Otherwise, they recognize her with a successful DC 10 Knowledge (local - core) check.

Jallarzi is the youngest and only female member of the Circle of Eight. Born into minor nobility in the Duchy of Urnst, she has studied magic all of her life and was the youngest mage ever inducted into the Society of Magi. She views her role on the Circle as a liaison between the more remote members (such as Mordenkainen) and the political powers and mages of the central Flanaess. She is deeply troubled about the future of the City of Greyhawk.

♦ **Jallarzi Sallavarian:** female human wizard 17; AL NG.

Jallarzi has brought the PCs here to convince them to run for the Public Council. She introduces herself if they do not know her and invites the PCs to make themselves comfortable as they talk. She asks Marial to see that they are not disturbed. Marial agrees and steps out of the room.

Jallarzi says, "You have seen the woes of the city. The time has come when watching is not sufficient. We need to act or chaos and ruin will consume the city. Are you familiar with recent events in the City of Greyhawk?"

If the PCs are not familiar (because they have not played the earlier adventures in the series or need a refresher), Jallarzi briefly gives the PCs the information contained in the Adventure Background. Give particular attention to the recent round of deaths on the Oligarchy and how there is no mayor.

"There is one last chance to maintain order. The election for the Public Council of Greyhawk is approaching. Ordinarily, this advisory council has no sway in the government, but now the Directing Oligarchy needs the validation of a popular election. For the first time in history, the Public Council will make a difference for Greyhawk."

"I want you to run for the Public Council. It is crucial that the stranglehold of thief, merchant, and

priest on the government be broken. Greyhawk needs new blood and fresh ideas. Your city needs you."

The PCs may have a lot of questions before they commit to this election. Jallarzi is happy to answer their questions. Below is information to answer the most common PC questions.

- Jallarzi wants the PCs to gain seats on the Public Council and try to bring peace to a city torn apart by strife. She is hoping their presence will lessen the influence of the thieves and merchants on the Oligarchy.
- The Directing Oligarchy needs legitimacy from the Public Council to appoint another oligarch.
- The election is held on the 28th of Harvester. Tomorrow is the first of Harvester and the first day on which candidates can register and campaign. The PCs have one month to get enough popular support to get elected.
- It costs one silver piece to vote, and anyone can vote. The Oligarchy has made it a point to not check to see if you have already voted.
- The Public Council meets with the Directing Oligarchy for one full day every quarterly festival. The next meeting is on the 5th day of Brewfest – 5 days after the election.
- Jallarzi does not offer to pay the PCs. She will not begin their corruption before they are even elected.
- Jallarzi cannot publicly support them as doing so would put her at odds with others on the Circle of Eight who demand neutrality. However, she will provide them with counsel and guidance as they need. Jallarzi will be at her tower in the High Quarter if they need to contact her.

Finally, Jallarzi has arranged for a well-connected friend to act as a campaign adviser. His name is Salume Sewis, the publisher of *The Greyhawk Grumbler*, a rather notorious broadside in town. If the PCs start asking questions about how to get elected, Jallarzi asks Marial, who is waiting outside the small room to discourage eavesdroppers, to ask Salume to join them. Shortly thereafter, Salume enters.

Salume Sewis is a thin man and rather rumped in appearance. His hair has gone gray at the temples, and he has a prominent widow's peak. He is nods to Jallarzi and then to you, all the while chewing on the stem of a pipe. "So you want to run for office, eh? We've got a lot of work. Dark horse candidate doesn't even begin to describe you."

Salume Sewis is the publisher, editor, and sole writer of the *Greyhawk Grumbler*. He is a rascal and trouble-maker extraordinaire who is always looking for the latest "scoop" to add to his newspaper. He has a sixth sense as to

what stories will be popular. Salume is cocky, confident, and self-deprecating at the same time.

The Greyhawk Grumbler is a broadside (a one-page newspaper) that is immensely popular with the lower classes (the ones that can read, that is) because of its style of mixing news, rumor, and outright lies into an entertaining whole. Or maybe it is popular because Salume prints the Grumbler on pressed onion skin and they can eat it afterward.

♦ **Salume Sewis:** male human expert 8; AL LN.

Salume gives the PCs the rundown on getting elected. He moves fast and forces the PCs to make decisions quickly. Time is crucial and there is a lot of ground to cover. Give the PCs Player Aid 1 as Salume speaks.

DM's Note: If you are playing in a convention setting, you have to move this encounter along quickly. Do not allow the PCs take too long. Use Salume as a pushy campaign manager if you need.

"First, you should run as a 'slate' and pick a name."

A slate is a group of candidates who share similar ideas and are linking their campaigns together even though they are representing different quarters of the city. Other groups have done this and it has been very popular. In order for the slate to be effective, the PCs need to pick a name.

The prominent slates running this year are:

- Absolutely Not a Front for an Evil Cult (ANFEC) – their only pledge is that they are not a front for an evil cult.
- A Chicken in Every Pot Party (CEPP) – founded by a rather crazy man in the Thieves' Quarter who hated chickens; now they are championing free distribution of food to the poor.
- Five-Fingered Discount (5FD) – the candidates backed by the Thieves' Guild who are in it for the bribes.
- Marvelous Talking Goat Party (MTGP) – formed around the wildly popular Hector the Talking Goat; Hector has since died but he continues to be the voice of the common man.
- People's Party for Golden Dreams (PPGD) – Caters to the merchants and their concerns about trade and taxes.
- Two Drink Minimum (2DM) – sponsored by the Gnarleyhouse fraternity in Clerkberg, these thickheaded party animals lost a bet and had to run.

"Second, pick which ward you want to represent."

The PC must live in the quarter, but there are no prior residency requirements. So each PC needs to pick a quarter and find housing there. If you are playing this adventure without time restrictions, the PCs can find

their own housing. Otherwise, Salume takes care of finding housing for the PCs.

The quarters are marked on DM's Map 1. There are no properties for sale or lease in the High Quarter and the Garden Quarter. However, Jallarzi knows a couple people who might be willing to run with the PCs on their slate. She asks Marial to fetch the collegian.

A vibrant, college-aged woman walks into your nook at the Savant Tavern. You immediately recognize her as Aisley Lockswell, the leader of the rally you passed earlier today. She says, "Jallarzi, thank you for inviting –" her eyes fall on Salume and her voice dies. "Oh, it's you."

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

PCs automatically recognize her but they know her backstory with a successful DC 15 Knowledge (local - core) check or Knowledge (nobility).

♦ **Aisley Lockswell:** female human bard 1/marshal 1; AL NG.

Jallarzi has asked Aisley here to discuss a way to bring reform and change to the city. She did not know that Salume was involved or she would not have come. She is still upset at him for "misquoting" her in an article. She will listen to what the PCs have to say for Jallarzi's sake.

The PCs should try to convince her to join their slate. If the PCs do not take the initiative, Jallarzi starts the conversation and then hands it over to the PCs to persuade Aisley to join. Salume tells them that they need her to represent the High Quarter, where her mother's family lives. She is a strong proponent of the poor and wants the government reformed.

Marial shows in the second prospective running mate as soon as Aisley agrees.

A short, slender person wearing an enveloping cloak with a deep hood that obscures the face in shadows enters the nook. "Salume?" says a woman's lyrical voice from inside. "Count me in." She pulls back her hood to reveal a gorgeous half-elf with curly honey-blond hair. No wonder she is incognito. The famous Aestrella Shanfarel would cause a scene wherever she went.

Aestrella Shanfarel is the recently retired diva of the Royal Opera of Celenian descent. She has performed at the opera house for decades and is widely acclaimed to be the greatest singer Greyhawk has ever known. She broke the hearts of her legion of adoring fans when she retired at the Centennial Celebration. Aestrella has a deep love for the city, and she has committed herself to charity work.

PCs automatically recognize her but they know her backstory with a successful Knowledge DC 10 (local - core) check.

◆ **Aestrella Shanfarel:** female half-elf bard 7; AL LN.

The PCs do not need to convince Aestrella to join their slate, as they have the backing of Salume. She lives in the Garden Quarter and can represent that ward. Unlike Aisley, she is more concerned with upholding law and stability than bringing reform. She urges the PC to repudiate any calls for violent revolution.

The PCs can reject either Aisley or Aestrella or both as part of their slate. If they do so, they need to find other running mates who live in the appropriate districts. If there are fewer than six PCs in the party, the PCs must recruit another person to join their slate. Who they find is up to them. If they have favors with Greyhawkers, they can use these to convince them to join their slate.

“Third, write your slate’s platform.”

There are three issues facing the City of Greyhawk which the PCs must address in their platform:

- How should the Directing Oligarchy be selected?
- How should the Lord Mayor of Greyhawk be selected?
- Should Greyhawk continue the war against the Pomarj or make peace?

The PCs may want what public opinion is on these three questions. Salume can tell the PCs the following:

- The city is split on the Directing Oligarchy. Some want the Lord Mayor to continue to appoint the Oligarchs. Some want the factions to appoint the Oligarchs that represent them. Others want the Oligarchs to be elected.
- The city is split on how the Lord Mayor should be selected. Some want the Oligarchy to appoint the Mayor for life as is the status quo. Some want the Lord Mayorship to be given to a noble house and made hereditary. Some want independent elections of the Lord Mayor.
- The city is split on the Pomarj too. The merchants want peace with the Pomarj, while the military and religious organizations want to eradicate the Orcish Empire.

“Last, you need to organize your campaign.”

The final step is for the PCs to strategize on how they can gain popular support. Salume explains that there are several ways to gain support from the public. They are listed on Player Aid 1. You should make multiple copies of this handout so that all the players can have a copy.

Development: There is one more procedural matter. The PCs must register to be on the ballot. Salume takes care of

this for them so the PCs need not worry about this. Instead, they need to get busy campaigning!

The mechanics for gaining support are discussed in Encounter 2, while adversity on the campaign trail is covered in Encounter 3.

2: GREYHAWK THE VOTE!

To get elected the PCs must gain backing of a significant number of Greyhawkers. For the purposes of this adventure, the popular support of the PCs is measured with a percentage score. For ease, a single total determines the popularity of all six PCs. The number of PCs elected is determined by the final popular percentage of the PCs in Encounter 8. The higher the percentage, the more PCs are elected.

The PCs start at 0% Popularity. If Aisley and Aestrella join the slate, they boost the PCs’ Popularity by 5% each for a total of 10%. Other running mates provide no bonus. If the PCs cannot find running mates, they receive a -5% to their Popularity for each missing running mate.

The PCs cannot use Aisley and Aestrella to make the checks for them in the course of the adventure. Their contributions are accounted for in their 5% boost.

The campaign stretches over the length of the month of Harvester. Instead of having the PCs account for each day that they are campaigning, the PCs can pick 10 campaign events to increase their Popularity. Many of the events are repeatable. Repeating an event counts as a separate event toward the total.

Each of the possible campaign events is described below. If you are playing this event without time constraints, please feel free to roleplay out the encounters and use the outcome to determine the support the PCs receive.

For a convention setting, you will not have time to play out each event. Instead use the skill check options listed under each entry. Inform the PCs of their popularity gains upon making the check so that they can adjust their campaign strategy depending upon the result.

Many of the more unsavory tactics give higher results to the PCs’ Popularity. It pays to go negative in Greyhawk.

ADVERTISING

The PCs can use a variety of forms of advertising to increase their popularity. The PCs should develop the theme of the advertisement and specify what message they want to spread. The PCs receive donations to cover the costs.

When done, have the PCs make a Gather Information check to simulate how well they can get their message across. PCs can assist each other on this check. Assign circumstance modifiers to the Gather Information check as appropriate depending upon the PCs’ actions.

Advertising improves the PCs’ Popularity by 1% with a DC 5+APL Gather Information check. Each additional 5

points of the check adds 1% with a maximum 5% possible per event. PCs can repeat this activity.

AFFILIATION SUPPORT

The PCs can gain popularity by getting the official backing of an affiliation. Affiliations are described in the *Greyhawk Ruins Sourcebook*. The level of support depends upon the strength of the PCs' Affiliation Score.

PCs gain backing of an affiliation by using their networks of supporters, friends, and contacts in the affiliation. PCs can get the backing of multiple affiliations, but the support of one affiliation precludes the support of other affiliations as noted.

Affiliation	Precludes	
Cartographers' Guild	Guild of Wizardry	Merchants' and Traders' Union
Guild of Wizardry	Cartographers' Guild	Mercenaries' Guild
Mercenaries' Guild	Guild of Wizardry	Nightwatchmen
Merchants' and Traders' Union	Cartographers' Guild	Religious Organizations
Nightwatchmen	Mercenaries' Guild	Thieves Guild
Religious Organizations	Merchants' and Traders' Union	Thieves Guild
Thieves Guild	Nightwatchmen	Religious Organizations

The PCs gain a 1% increase to their popularity for every 5 points of the highest Affiliation Score they have with the target affiliation. PCs can repeat this activity up to three times – each time with a new affiliation.

BARDIC PRAISE

The PCs can hire bards to sing songs of their glory, prowess, wisdom, or other beneficial qualities. The PCs should develop the theme of the song if not some of the lyrics. The PCs should also determine where they want the bards to perform.

When done, have the PCs make a Perform check since they are the one writing the song and designing the performances. PCs can assist each other on this check. Assign circumstance modifiers to the Perform check as appropriate depending upon the PCs' actions. If they actually write the song, give a significant bonus.

Bardic Praise improves the PCs' Popularity by 1% with a DC 5+APL Perform check. Each additional 5 points of the check adds 1% with a maximum 5% possible per event. PCs can repeat this activity.

BUYING THE VOTE

The PCs can out and out bribe people to vote for them. This is very effective as Greyhawkers like money. For each (25 x APL) gp the PCs spend, their popularity increases by 1%, up to a maximum of 5%. No check is needed, but the PCs receive no donations and have to cover the cost themselves. PCs can repeat this activity.

CHARITY EVENTS

The PCs can organize charity events to help the less fortunate in Greyhawk. The PCs should detail where they are holding the event and how they are hoping others. The PCs receive donations to cover the costs.

When done, have the PCs make a Sense Motive check to measure that they know when and how to demonstrate their compassion. PCs can assist each other on this check. Assign circumstance modifiers to the check as appropriate depending upon the PCs' actions.

Charity Events improve the PCs' Popularity by 1% with a DC 5+APL Sense Motive check. Each additional 5 points of the check adds 1% with a maximum 5% possible per event. PCs can repeat this activity.

DEBATES

If the PCs wish to have a debate, they should challenge the opposing parties, which are described in more detail in Encounter 3. The PCs should choose a place and time to hold their debate. An inn or tavern would be perfect. The PCs can make arguments based upon their party platform while the other party argues theirs.

If you choose to roleplay the debate, make up statements for each of the other parties attending based upon their positions as listed in Encounter 3. You may want to recruit some of the other players to help you play the other leaders.

To determine the results of the debate, the PCs make a Diplomacy or Bluff check. The PCs can assist each other on this check. Assign circumstance modifiers as appropriate depending upon the PCs' actions.

A Debate improves the PCs' Popularity by 1% with a DC 5+APL relevant skill check. Each additional 5 points of the check adds 1% with a maximum 5% possible per event. This event is not repeatable.

DIRTY SECRETS

The PCs can discover dirt about their opponent and make sure everyone knows it. This differs from slander in that it is actually true. Dirty Secrets of opposing parties are discussed in Encounter 3.

The PCs must first learn about the dirty secret. The PCs must choose one of their rival parties and make a DC 20+APL Gather Information check. PCs can assist each other on this check. If the check is unsuccessful, the PCs did not learn a dirty secret. Attempting to learn a dirty secret does not count as an event.

If the PCs learn the dirty secret, they need to spread it as far and as wide as possible. Have the PCs make a second Gather Information check to simulate how well they can get their message across. PCs can assist each other on this check. Assign circumstance modifiers as appropriate depending upon the PCs' actions. Spreading the dirty secret uses an event.

Spreading dirty secrets improves the PCs' Popularity by 2% with a DC 5+APL Sense Motive check. Each additional 5 points of the check adds 2% with a maximum

10% possible per event. PCs can repeat this activity once for each opposing party.

ENDORSEMENTS

The PCs can improve their popularity by getting the endorsement of prominent NPCs in the City of Greyhawk. To gain an endorsement, the PCs must meet with the individual and ask for support.

Each endorser asks for a campaign promise from the PC. The PCs can learn what campaign promise the endorser asks for before the meeting with a DC 20 Knowledge (local – core) check or a DC 15 Knowledge (nobility) check. If the PCs fail the check, they must learn what the endorser wants at the meeting.

If the PCs commit to a campaign promise (and it is on their platform), they can make a Diplomacy check. Only one Diplomacy check is made for the party, but all PCs may assist. If the PCs cannot commit to the campaign promise (because they have a differing party platform), they can still gain the endorsement but must make a Bluff check instead of a Diplomacy check.

The following NPCs have enough influence in the city that their endorsement matters. Each NPC has a brief background and the campaign promise desired. They are grouped into three blocks below. Once the PCs gain the endorsement from one member of a block, they can no longer get endorsements from the others in that block. If the PCs have a favor with one of the following NPCs, they may use it to give them a +5 Circumstance bonus to their Diplomacy check.

Selecting the Lord Mayor

Name	Description	Promise
Simeon Hellwater	Beggarmaster of Greyhawk and controls the nearly omnipresent beggars of the Slum Quarter.	Continue the selection of the Lord Mayor by the Oligarchy.
Maldin	Archmage and co-owner of Maldin & Elenderi's shop of the arcane. He refuses to join the Guild of Wizardry.	Call for independent elections of the Lord Mayor.
Lord Anton Wainwright	Became lord after the recent death of his father. Like his father, he is a master wagon builder.	Make the Lord Mayor a noble and hereditary title.

Selection of the Oligarchy

Name	Description	Promise
Derider Fanshen	Priest of Pelor, former Chief Constable of Greyhawk and former Oligarch. Now works as a legal defender. Renowned for being	Mandate elections of the Oligarchs by the general population

	clumsy.	
Iquander	Chief administrator of the Great Library of Greyhawk. Has an astounding memory and organizational skills	Continue the current system of selecting Oligarchs.
Hewler Silverfox	Chancellor of the prestigious Grey College and distant relative of Lady Silverfox.	Allow interest groups to select the Oligarch that represents them.

War or Peace

Name	Description	Promise
Brendigund	A prominent merchant who was involved in a scandal involving a cursed necklace.	Ratify a peace treaty with the Pomarj.
Talasek Thrayden	Trusted servant of St. Cuthbert and leader of the paladins of St. Cuthbert in the city. Famous for having fought an evil cult.	Support the war against the Orcish Empire of the Pomarj.

Each endorsement boosts the PCs' Popularity by 5%. PCs can repeat this activity up to three times.

HEROIC ACTS

The PCs can also make themselves loved by the public by performing acts of heroism. Not any adventuring activity will do. The PCs have to accomplish deeds that are important to the city and attract a wide audience. Salume tells the PCs about the two that are available.

The two heroic acts are described in Encounter 4 and Encounter 5. Aisley and Aestrella do not accompany the PCs on these acts.

Each successful act of Heroism improves the PCs' Popularity by 10%.

INTIMIDATION

The PCs can discourage support of other parties and increasing their own Popularity by intimidating supporters of other candidates. PCs should describe what steps they are taking to discourage supporters of the other parties.

Have the PCs make an Intimidate check to determine how effective their efforts are at terrorizing the other party's supporters. PCs can assist each other on this check. Assign circumstance modifiers to the check as appropriate depending upon the PCs' actions.

Intimidation improves the PCs' Popularity by 2% with a DC 5+APL Intimidate check. Each additional 5 points of the check adds 2% with a maximum 10% possible per event. PCs can repeat this activity.

SABOTAGE

The PCs can cause any number of accidents to befall the other candidates. The PCs involved should describe their plan in sufficient detail for you to choose a skill that would be used.

Depending on the plan, the PCs need to make a check based on the relevant skill – probably Disable Device, Hide, or Forgery. PCs can assist each other on this check. Assign circumstance modifiers to the check as appropriate depending upon the PCs' actions.

Sabotage improves the PCs' Popularity by 2% with a DC 5+APL relevant skill check. Each additional 5 points of the check adds 2% with a maximum 10% possible per event. PCs can repeat this activity.

SLANDER

The PCs can spread false statements to damage the reputations of other candidates. This differs from Dirty Secrets in that the PCs are fabricating the stories. Have the PCs describe the slander, identify the target party of the slander, and describe how they are spreading the slander.

When done, have the PCs make a Bluff check to determine how effective their negative message is. PCs can assist each other on this check. Assign circumstance modifiers as appropriate depending upon the PCs' actions.

Slander improves the PCs' Popularity by 2% with a DC 5+APL Bluff check. Each additional 5 points of the check adds 2% with a maximum 10% possible per event. PCs can repeat this activity.

SPEECHES

Public speeches are a crucial part of any campaign. To gain a boost to their Popularity from this activity the players must at least outline the speech. If you are outside of convention play, consider making the PCs write the speech.

The PCs need to identify a place and time to give their speech. An optimal place would have lots of visibility and plenty of room for an audience, such as the marketplace, a street corner, or the steps of one of the colleges in Greyhawk.

Have the PCs make a check using Diplomacy, Bluff, or Perform (Oration). PCs can assist each other on this check. Assign circumstance modifiers to the check as appropriate depending upon the PCs' actions.

Speeches improve the PCs' Popularity by 1% with a DC 5+APL relevant skill check. Each additional 5 points of the check adds 1% with a maximum 5% possible per event. PCs can repeat this activity.

TOWN HALL MEETING

The PCs can organize public appearances where they take questions from local Greyhawkers. The PCs should choose a place and time to hold their answer sessions. Member of the crowd ask each PC a question. Feel free to make up your own questions, but here are some samples.

- What is the ideal geographic size of the Domain and what methods are acceptable to obtain territory?"
- "If Robilar and Rary threw down, where's the smart money betting?"
- "Over the past several years, the City of Greyhawk has opened its doors to numerous races, including centaurs and kobolds. Should Greyhawk continue this policy? Which races would you preemptively exclude from entry and why?"
- "The City of Greyhawk is also known as the City of Thieves for good reason. The Thieves' Guild operates openly and many government officials are in their pocket. Do you see this as a necessary evil or unwelcome corruption that must be cleansed?"
- "Loincloth or codpiece?"
- "Greyhawk is the home of numerous inns, many of which are named after dragons. Which dragon inn is your favorite?"
- "There's been an awful lot of occulting going on in Greyhawk lately. Which evil cult is the greatest threat to the city?"

When done, have the PCs make a Bluff, Diplomacy, or Perform (Oration) check. PCs can assist each other on this check. Assign circumstance modifiers to the check as appropriate depending upon the PCs' answers and actions.

A Town Hall meeting improves the PCs' Popularity by 1% with a DC 5+APL the relevant check. Each additional 5 points of the check adds 1% with a maximum 5% possible per event. This event cannot be repeated.

ZAGYG'S BLESSING

Salume Sewis strongly encourages the PCs to get the blessing of the clergy of Zagyg. He comes back to it again and again if necessary until the PCs agree. Jallarzi second's Salume's opinion, saying that the priests of the greatest Lord Mayor of Greyhawk have more sway in town than most people realize. Gaining Zagyg's blessing is presented in Encounter 6.

DISCOURAGED ACTIVITIES

The PCs may come up with a couple ideas that Salume Sewis discourages.

Murder

PCs can murder the opposition. This improves the standing of the PCs considerably as there are fewer choices. However, the remnants of the Directing Oligarchy cannot overlook murder of the candidates. All the resources of the city will be bent to finding the killer. Any PC who participates in this sort of activity has the choice of fleeing Greyhawk (and being permanently exiled from the city) or being arrested, tried, convicted, and put to death. The resulting bad press ensures that no other PC is elected.

Voting Irregularities

While a time-honored Greyhawk tradition, there is too much attention placed on the election as discussed in Encounter 7. To be effective, you need wide-spread voter fraud, and the chances of being caught are too high.

3: ADVERSARIES

The PCs are not the only ones seeking election. They face some stiff competition from other parties who take actions to bring the PCs down when they start flying too high.

OPPOSING PARTIES

Below is a description of the parties with significant popular support.

PCs can learn the Description and Stated Agenda of the party with a DC 10 Knowledge (local – core) check. They can learn the identity of the leader of the party with a DC 15 Knowledge (local – core) check. They can learn the positions of the party with a DC 20 Knowledge (local – core) check. The PCs can learn the Dirty Secret with a DC 20+APL Gather Information check.

Absolutely Not a Front for an Evil Cult (ANFEC)

This party is made up off a wide variety of Greyhawkers who are tired of evil cults running lose in the city.

Stated Agenda: To keep evil cults off the Public Council.

Positions: Oligarchs selected by factions; Lord Mayor as hereditary noble; war with Pomarj.

Leader: Count Merleche (male human; class, level and alignment unknown; lord of Mardin's Field and Phlandish).

Dirty Secret: Only available in Encounter 5.

A Chicken in Every Pot Party (CEPP)

Founded by a rather crazy man in the Thieves' Quarter who hated chickens, this party now advocates distribution of free food.

Stated Agenda: To distribute free food to the poor.

Positions: Oligarchs elected; Lord Mayor elected; war with Pomarj.

Leader: Waldo Parstiche (male human Commoner 6; AL NG; owner of the Fat of the Hog).

Dirty Secret: They do not have one.

Five-Fingered Discount (5FD)

This party is backed by the Thieves' Guild but claim to be the party of the silent majority of Greyhawkers.

Stated Agenda: To give a voice to the poor masses of Greyhawk.

Positions: Oligarchs select replacements; Lord Mayor selected by Oligarchy; peace with Pomarj.

Leader: Merreck Purzell (male human rogue 9; AL N; Thieves' Guild member).

Dirty Secret: Merreck is a pawn of one of the missing Hierarchs of the Horned Society.

Marvelous Talking Goat Party (MTGP)

This party formed around the wildly popular Hector the Talking Goat; Hector has since died.

Stated Agenda: The common people need someone who has been a victim to speak for them.

Positions: Oligarchs elected; Lord Mayor elected; war with Pomarj

Leader: Xerien Albhart (female human rogue 6; AL CN; former head of Turin's Servant Agency)

Dirty Secret: Xerien is Nerof Gasgal's illegitimate daughter.

People's Party for Golden Dreams (PPGD)

This party caters to the merchants and their concerns about trade and taxes.

Stated Agenda: Keep takes low and trade flowing.

Positions: Oligarchs select replacements; Lord Mayor selected by oligarchy; peace with Pomarj.

Leader: Salif iz-Zelaq (female human expert 8; AL LN; Zeifan merchant princess).

Dirty Secret: Has ties to and trades with xvirt tribes. Only available in Encounter 4.

Two Drink Minimum (2DM)

This party is sponsored by the Gnarleyhouse fraternity in Clerkberg; these thickheaded party animals lost a bet and had to run.

Stated Agenda: Beer.

Positions: Oligarchs selected by factions; Lord Mayor as hereditary noble; peace with Pomarj.

Leader: Horst Manual (male human fighter 7; AL N; war hero).

Dirty Secret: One of their candidates is actually a straight A student at the Grey College.

During the election, the PCs may want to know how the other parties are doing. The PCs can get four polls over the course of the adventure. To determine how the PCs are doing in relation to other parties, for every 8% of the PCs' Popularity, they are ahead of one party. At 48%, they lead everyone.

Position	Poll 1	Poll 2	Poll 3	Poll 4
#1	5FD	PPGD	PPGD	MTGP
#2	PPGD	5FD	MTGP	PPGD
#3	CEPP	MTGP	5FD	5FD
#4	MTGP	CEPP	CEPP	CEPP
#5	2DM	ANFEC	ANFEC	ANFEC
#6	ANFEC	2DM	2DM	2DM

COUNTER CAMPAIGN

These parties start taking action against the PCs. Their actions are triggered by PC popular support.

The Pay Off

Trigger Popularity: 15%

The PCs have gathered enough popularity to be a threat to the other candidates. Salif iz-Zelaq of the PPGD decided to use her enormous treasury to get the PCs to drop out of the race.

Salif sends a note to the PCs asking them to meet her at the Red Serpent to discuss “matters of mutual interest”. If the PCs agree, she sets up a reservation for the following evening. The PCs can check the place out for ambushes or poisoning, but Salif is arranging neither so they find nothing.

Over pepper-and-rice and stir-fried dishes, Salif engages the PCs in conversation regarding recent events. She is very well connected and imports spices (allspice, cinnamon, ginger, vanilla, and the like – nothing illegal) from the Far West.

Salif wants the PCs to drop out of the race. She is willing to pay them; a lot. She starts small at 100 gp x APL each, but she improves her offer up to the maximum gold allowed per PC for the adventure. If that does not sway them, she offers them each access to any one item from Tables 7-27, 7-28, and 7-29 in the *Dungeon Master's Guide*.

To receive this bribe, the PCs must publicly withdraw their name from candidacy. Once withdrawn, Greyhawk law prohibits them from re-applying to run. She does not give the PCs the money and magic items beforehand, but is willing to give them to a trustee who dispenses the gold when their names are off the ballot.

If the PCs refuse this offer, Salif is very saddened by their lack of good business sense. They could have made a profit and escape embarrassment; now they are just going to be publicly humiliated when they lose.

Yellow Bardism

Trigger Popularity: 25%

As the PCs continue to gain popularity, they start taking support from Two Drink Minimum. Horst Manual, leader of 2DM, decides to take some of the wind out of their sails. He hires Nirifel Meldarin (female half-elf bard 12; AL N) to start spreading derogatory songs about the PCs. Nirifel does just that. Even worse for the PCs, she does a good job.

The song skewers their reputation as adventurers and depicts them acting like buffoons. Every verse ends with the chorus “We kill it and take its stuff.” The PCs automatically catch wind about this song as it spreads through the city.

Yellow Bardism cancels the Popularity gain of the PCs' single best campaign event at the time it is triggered. Since the PCs realize that their popularity is suffering from the song as they are made into a laughing stock, inform them of the effect.

How the PCs can counter Nirifel's song is limited only by their imagination. They can use Perform to make up their own song. They can intimidate people to stop singing the song. They can publicly refute the claims of the song with Diplomacy. Any skill can be used as long as the PCs can reasonably describe how.

Countering the song requires the PCs to spend one of their campaign events. The PCs make a DC 10+APL skill check to oppose the song's potency. Other PCs can assist on the check. If successful, this restores the benefit of the campaign benefit negated by Yellow Bardism.

Street Fighting

Trigger Popularity: 35%

The PCs have gained a significant following in Greyhawk. Five-Fingered Discount, who was once favored to win the election, decides it is time to pull the gloves off. They hire bands of thugs to wander the town and put fear into the hearts of the PCs' supporters.

The PCs quickly notice battered and bruised supporters showing up at the local temples and at their campaign events. The supporters tell the PCs that they are being jumped by thugs who are threatening them to stop supporting the PCs.

Street Fighting cancels the Popularity gain of the single best campaign event at the time it is triggered. Do not count events that are currently cancelled because of Yellow Bardism. The PCs are aware of the effect on their Popularity.

Like Yellow Bardism, how the PCs can counter the intimidation is limited only by their imagination. They can try to find the thugs with Track. They can try to counter-intimidate. They can use Bluff to deceive the thugs as to who are their supporters. They can use their Diplomacy to get the City Watch to guard their supporters. Any skill can be used as long as the PCs can reasonably describe how they are using it.

Countering Street Fighting requires the PCs to spend one of their campaign events. The PCs then make a DC 15+APL check to oppose the thugs. Other PCs can assist on the check. If successful, this restores the benefit of the campaign benefit negated by Street Fighting.

Scandal

Trigger Popularity: 45%

Through her connections in town, Xerien Albhart of the MTGP learns that a group of adventurers met with the goblin tribes of the Wild Coast and negotiated giving away all the land there to form a new goblin kingdom. If the PCs played COR8-04 *Aspirations*, then they may have been the adventurers in question. If they have not, Xerien spreads stories that the PCs are those adventurers anyway.

The news that the PCs were instrumental in creating a goblin nation rocks their campaign. Many refugees from the Wild Coast live in Greyhawk, and they are livid that the PCs are giving away their homes. They organize protests and circulate petitions. The PCs have a full-fledged scandal on their hands.

Scandal cancels the Popularity gain of the single best campaign event at the time it is triggered. Do not count events that are currently cancelled because of Yellow Bardism or Street Fighting. The PCs are aware of the effect on their Popularity.

As above, the PCs can counter this tactic using a skill of their choice, as the PCs can reasonably describe how they are using it. The PCs make a DC 20+APL check as described above. If successful, this restores the benefit of the campaign benefit negated by the Scandal. This counts as one of the PCs' campaign events.

Development: The PCs must overcome a series of challenges as other parties attempt to undermine their popularity.

4: XVARTS AND ALL

If the PCs decide to follow up on Salume's lead to help the sewer men, read:

The Guild of Sewermen and Streetcleaners has a problem. Something in the sewers is attacking them, and they are refusing to go below the streets until the problem is solved. If the sewers are not cleaned, then they are going to back up, and no one wants that.

To follow up on this lead, the PCs need to talk to Glayrin Mok, the Sewermen and Streetcleaners' Guildmaster. He can be found at the City Depot, which is marked on DM's Map 1.

Glayrin Mok is a tall albino who came to Greyhawk as a child from the Wild Coast city of Elredd. His early years formed his impression that life consists of taking advantage of others or they will take advantage of you.

🐉 **Glayrin Mok:** male human fighter 3/expert 2; AL NE.

If the PCs meet with Glayrin and offer to help him, he tells them that the guild has purchased (through great expense) several Sentry-Trained Gelatinous Cubes to clear the sewers of debris and rats. Lately, these nasty blue-skinned humanoids (which he has been told are called xvarts) have been attacking the cubes when they go after the rats. Three days ago, they ambushed "Jelly Belly" and ripped "her" up pretty good. The sewer men are guarding Jelly Belly and feeding her horse hooves until she gets better.

Glayrin wants the PCs to enter the sewers and wipe out the xvarts. The sewer men are too scared to enter and the City Watch has its hands full with the civic unrest. He can provide a rough map of the sewers and tells the PCs that the xvart attacks mostly are happening down by the River Quarter.

If the PCs enter the sewers, read:

The sewers of Greyhawk were built centuries ago at the order of Zagig Yragerne. Mocked as pure foolishness at the time, the wisdom of the sewers became clear as the city's population surged. Most of the sewers are arched tunnels with a water-filled trench down the center of the floor. Narrow pathways on either side of this trench allow you to

walk in single file. Grates that open onto the street above provide light and much-needed ventilation.

The PCs must spend the greater part of a day searching for the xvarts' lair. Eventually, the PCs come across the lair of the xvarts who have taken over part of the sewers at their own. Unless the PCs have taken significant precautions, the xvarts are alerted to their presence when the PCs enter the area on DM's Map 2.

Creatures: Baxitort, a boss among the xvarts, has taken advantage of the chaos in Greyhawk and led his tribe into the sewers. Here, he found rats (which are honored among the xvarts) galore and plenty of food. He views the sewer men and their oozes as threats since they kill his precious rats.

Two sewer tunnels meet in a large round room that has been turned into a vast rat's nest. The raised walkway circles around the edge, and metal bridges span the trenches where they enter the room. The center is filled with calf-deep water. Heaps of garbage are piled up on the walkway, and nets are strung from the ceiling, creating hammocks and rope bridges.

The place is crawling with rats and small, bald-headed, humanoids with beady orange eyes. The humanoids are chattering to each other in high-pitched, fast voices as they and their rats swarm to attack you.

APL 2 (EL 4)

🐉 **Baxitort, Aspiring Boss Xvart:** male xvart warrior 3; hp 16; Appendix 1.

🐉 **Xvart Guttersnipes (3):** male xvart warrior 1; hp 4; Appendix 1.

🐉 **Dire Rats (3):** hp 5; MM 64.

APL 4 (EL 6)

🐉 **Baxitort, Aspiring Boss Xvart:** male xvart warrior 3; hp 16; Appendix 1.

🐉 **Xvart Guttersnipes (6):** male xvart warrior 1; hp 4; Appendix 1.

🐉 **Dire Rats (6):** hp 5; MM 64.

🔪 **Submerged Pit Trap:** CR 1; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 10 ft. deep (must make DC 10 Swim check or be sucked to bottom); Search DC 24; Can't be Disabled. *Note:* This pit trap is uncovered, but hard to see because of the murky water.

APL 6 (EL 8)

🐉 **Baxitort, Xvart Ratmaster:** male xvart ranger 5/beastmaster 1; hp 43; Appendix 1.

🐉 **Xvart Guttersnipes (6):** male xvart warrior 1; hp 4; Appendix 1.

🐉 **Dire Rats (6):** hp 5; MM 64.

🔪 **Submerged Pit Trap (2):** CR 1; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 10 ft.

deep (must make DC 10 Swim check or be sucked to bottom); Search DC 24; Can't be Disabled. *Note:* This pit trap is uncovered, but hard to see because of the murky water.

APL 8 (EL 10)

✚ **Baxitort, Xvart Ratmaster:** male xvart ranger 5/beatmaster 3; hp 58; Appendix 1.

✚ **Wererat Xvarts (4):** male xvart warrior 2; hp 15; Appendix 1.

✚ **Rat Swarm (2):** hp 13; MM 239.

✚ **Submerged Pit Trap (2):** CR 2; mechanical; location trigger; no reset; DC 22 Reflex save avoids pit; 10 ft. deep (must make DC 15 Swim check or be sucked to bottom); Search DC 24; Can't be Disabled. *Note:* This pit trap is uncovered, but hard to see because of the murky water.

APL 10 (EL 12)

✚ **Baxitort, Xvart Ratmaster:** male xvart ranger 5/beatmaster 5; hp 73; Appendix 1.

✚ **Wererat Xvarts (8):** male xvart warrior 2; hp 15; Appendix 1.

✚ **Rat Swarm (4):** hp 13; MM 239.

✚ **Submerged Pit Trap (4):** CR 2; mechanical; location trigger; no reset; DC 22 Reflex save avoids pit; 10 ft. deep (must make DC 15 Swim check or be sucked to bottom); Search DC 24; Can't be Disabled. *Note:* This pit trap is uncovered, but hard to see because of the murky water.

APL 12 (EL 14)

✚ **Baxitort, Xvart Ratmaster:** male xvart ranger 5/beatmaster 7; hp 88; Appendix 1.

✚ **Wererat Xvarts (16):** male xvart warrior 2; hp 15; Appendix 1.

✚ **Rat Swarm (8):** hp 13; MM 239.

✚ **Submerged Pit Trap (4):** CR 4; mechanical; location trigger; no reset; DC 24 Reflex save avoids pit; 10 ft. deep (must make DC 20 Swim check or be sucked to bottom); Search DC 24; Disable Device DC 20. *Note:* This pit trap is uncovered, but hard to see because of the murky water.

Tactics: The xvarts use time-honored swarm tactics to overwhelm the PCs. The xvart guttersnipes or wererat xvarts gang up on one PC to leverage their Swarm Fighting feat and use their rats for flanking, if they have them. They use tanglefoot bags to stick heavily armed PCs in one place and then avoid that PC. The wererat xvarts fight in hybrid form. If they need to flee, they transform into dire rat form and squeeze into one of the tunnels in the walls.

The rat swarms are hiding in the walls of the sewer tunnels. They emerge two at a time to attack the PCs.

When Baxitort is just an Aspiring Boss, he drinks his *shield of faith* potion and feeds the *magic fang* potion to one of the rats before joining with his tribe. As a ratmaster,

Baxitort uses animal companions (rat, bat, and another rat, depending upon the APL) to screen against the PCs while he uses his bow. He sends the bat after any spellcasters. If possible, he feeds the *elixir of flaming fists* to his primary rat companion and takes the *potion of heroism* himself while his wererats keep the PCs busy.

If Baxitort is killed, the rest of the xvarts flee.

Battlefield: See DM's Map 2 for the layout of the xvart lair. The walls are laced with rat holes that small creatures can squeeze to enter.

Four sewer tunnels meet in a large cistern. The ceiling of the tunnels arches 10 ft. overhead. In the tunnels, two 5 ft.-wide walkways flank a 10 ft.-wide central trench. It is a 5 ft. drop down into the trench, which has about 1 ft. of shallow water running through in it. Treat the channel as a bog per the DMG – it costs 2 squares of movement to move into a square with shallow water, the DC of Tumble checks in such a square increases by 2, and there is no additional penalty for small creatures. The current in the trench leading into the cistern is not fast enough to affect people in the water but it is noticeable. Dropping down from the walkway into the water is a free action, but climbing back up requires a DC 5 Climb check and counts as two squares of movement.

The cistern has similar characteristics with the narrow walkway and shallow water (1 ft. deep – counts as difficult terrain) filling the center. Metal bridges cross the channels coming in from the tunnels. These are a bit slick and require a DC 10 balance check to cross. The ceiling is 20 ft. high.

Depending upon the APL, there can be up to four pipes in the water at the bottom of the cistern. These "pit traps" cannot be seen through the murky water without a Search check. If there is only one pit, use Pipe 1. If there are two pits, use Pipe 1 and Pipe 2. If there are four pit traps, use all four pipes.

If a PC enters one of the squares, they can feel the increase in the current and make a Reflex save (DC listed in the trap description above) to jump back. If failed, the PCs must make a successful Swim check or the suction drags the PCs down to the bottom. While a grate prevents the PCs from being sucked further than 10 ft. into the pipe, the water current holds them firmly against the grate unless they make the Swim check DC listed above. PCs can hold their breath as per standard drowning rules. The xvarts know the locations of these pipes and avoid them. They try to bait the PCs into stepping into these squares.

Baxitort (marked as B) begins on the far side of the cistern from the PCs. His animal companions begin in his square but quickly head off at his command. The guttersnipes and xvart wererats are both marked as X. If you have fewer xvarts than Xs, randomly determine which Xs to use. The same applies to the dire rats (marked as R). The rat swarms (marked as RS) begin in the wall. If there are only 2 rat swarms, use the two closest to the PCs. If there are 8 rat swarms, then two rat

swarms are in each of the four starting locations. They come out one per round.

Treasure: See Treasure Summary. If the PCs search the cistern, with a successful DC 20+APL Search check they find several empty crates that were once packed with tanglefoot bags for shipping. The crates have the merchant symbol of Salif iz-Zelaq.

If the PCs find the empty crates, they have a dirty secret on PPGD since Salif iz-Zelaq is their leader. The PCs can use this information to their advantage in the election as described under Dirty Secrets in Encounter 2. They still have to spend the campaign event to spread the news of the secret.

Development: Once the PCs destroy the xuart nest, they can return to the sewermen and report their success. Glayrin appreciates their efforts and sends the sewermen and Jelly Belly back into the sewers to start cleaning. The PCs get a 10% bonus to their popularity as word of their deed spreads.

5: BODY AND SOUL

If the PCs decide to follow up on Salume's lead for a heroic act to help save Christa, read:

Ricard Damaris is the owner of the Green Dragon Inn, a popular watering hole in the River Quarter. His heart was broken two years ago when Christa, his foster daughter, was killed by vengeful spirits from the Lords' Tomb. But rumor has it that there might be hope for her yet.

Ricard Damaris can be found at the Green Dragon Inn, (DM's Map 1). He is a tall, gruffly handsome man who looks about a decade younger than his sixty-one years. He wears his thick, black hair down to his shoulders, and he dresses fashionably but not ostentatiously. Ricard reveres Olidammara, the Laughing Rogue, and encourages the boisterous character of his inn, believing it to be the secret to its continuing financial success.

🗡️ **Ricard Damaris:** male human fighter 8; AL CN.

Ricard tells the PCs that Christa violated the Lords' Tomb to obtain money for him to pay off some debts. The ghosts of the lords came in vengeance, taking her body and soul. He had given up hope when one of the sons of Lord Silverfox told him that the ghost of their father knew what had become of her. However, to talk to Lord Silverfox, Ricard must enter the Lord's Tomb, and he is not brave enough for that. He asks the PCs to enter tomb for him.

The Lord's Tomb is in the High Quarter and marked on DM's Map 1. The PCs can enter the Lords' Tomb and get to Lord Silverfox without problem.

The noble families of Greyhawk have entombed their dead in these crypts for centuries. Each family has their own crypt, set aside for their use, and their

own responsibility to ward and maintain. The older families claimed their tombs first and are near the surface. The tombs of the newer noble families are several levels down.

The Silverfoxes have an extensive crypt on the second level. The family has been vigilant in keeping it clean and maintained. As you enter the tomb a ghost rises out of one of the sarcophagi, and speaks in a moaning voice. "You are not Silverfox. Are you thieves?"

Unlike many of the ghosts in the Lords' Tomb, Lord Silverfox is not inherently hostile to living beings. He is fiercely devoted to his city and his spirit is here because of the ongoing unrest in Greyhawk.

🗡️ **Lord Silverfox's Ghost:** male human undead fighter 5; AL LN.

If the PCs explain that they are not thieves and that they are seeking the body and soul of Christa, Lord Silverfox tells the PCs that Christa is being held by the spirit of Lord Marobanden. Silverfox does not like the ghost of Marobanden, who has been dealing with enemies of the city – the drow. He agrees to guide them to where Christa's body and soul are being held captive. He can distract Lord Marobanden while the PCs rescue Christa.

The ghostly form of Lord Silverfox leads you through the labyrinthine crypts. The crypts reach down and further down into the earth. Finally, Lord Silverfox stops and says, "These are the tombs haunted by Lord Marobanden. I will keep him occupied. Christa's body and soul are directly ahead. Do not dally." He then passes through the wall and disappears from sight.

There is only one way for the PCs to go – straight ahead down the wide hallway to a grand arch that leads to the Marobanden crypt.

At APLs 2 and 4, the PCs can sneak up on Clannair if they beat his Spot and Listen check. At APLs 6 and above, Imdrileth's keen eyes and ears almost certainly alert the drow to the PCs' presence before they even enter the crypt. When the PCs enter the crypt, read:

Wide steps lead down into an extensive crypt. Thick columns support the heavy and low roof overhead. Walls are lined with vaults of the dead. A young woman wrapped in a burial shroud rests on a stone bier. A lantern hangs from a chain overhead. It flickers with a light that barely illuminates the bier below.

The woman on the bier is Christa's soulless body, which is under the effects of a *gentle repose* spell. It can be picked up and moved without a problem but it is cold and clammy. Her soul is trapped in the magical lantern that hangs above. The lantern is closed, but it is not locked or trapped. If the PCs open the top of the lantern, the light

flutters out of it and descends rapidly to the body below. Christa then awakes.

✦ **Christa:** female human rogue 7; AL N.

The PCs cannot approach her unopposed; they must first contend with the drow.

Creatures: Clannair Blackshadow has aligned himself with Lord Marobanden and gained permission to use the tomb as a lair while he conducts negotiations with Count Merleche. Clannair has brokered a deal where Merleche trades food and timber to House Vae in return for mithral, gold, and gems. None of the goods are kept here, and Clannair has hidden his business records elsewhere.

Very recently, Myrethis Vae arrived with her servant Imdrileth to check up on Clannair. She does not intend on staying this near the hated lighted lands for long. Adjust the descriptive text down to one elf if the other two are not present.

Three elves with skin the color of a moonless night flit through the darkness around you. One of the male elves is dressed in armor and wields a shield and an elegant yet deadly-looking scimitar. The other male is lightly armored and holds a small but compact crossbow. The last is a female dark elf dressed in a spider motif whose beautiful but cruel face and lithe form demand nothing less than your entire attention.

APL 2 (EL 5)

✦ **Clannair Blackshadow:** male drow duskblade 3; hp 19; Appendix 1.

✦ **Bat Swarm:** hp 13; MM 237.

APL 4 (EL 7)

✦ **Clannair Blackshadow:** male drow duskblade 5; hp 31; Appendix 1.

✦ **Bat Swarm (2):** hp 13; MM 237.

APL 6 (EL 9)

✦ **Clannair Blackshadow:** male drow duskblade 5; hp 31; Appendix 1.

✦ **Imdrileth:** male drow Scout 5; hp 31; Appendix 1.

✦ **Myrethis Vae:** female drow cleric 5; hp 31; Appendix 1.

APL 8 (EL 11)

✦ **Clannair Blackshadow:** male drow duskblade 7; hp 42; Appendix 1.

✦ **Imdrileth:** male drow Scout 7; hp 42; Appendix 1.

✦ **Myrethis Vae:** female drow cleric 7; hp 42; Appendix 1.

APL 10 (EL 13)

✦ **Clannair Blackshadow:** male drow duskblade 9; hp 53; Appendix 1.

✦ **Imdrileth:** male drow Scout 9; hp 53; Appendix 1.

✦ **Myrethis Vae:** female drow cleric 9; hp 53; Appendix 1.

APL 12 (EL 15)

✦ **Clannair Blackshadow:** male drow duskblade 11; hp 64; Appendix 1.

✦ **Imdrileth:** male drow Scout 11; hp 64; Appendix 1.

✦ **Myrethis Vae:** female drow cleric 11; hp 64; Appendix 1.

Tactics: Even though they are chaotic, the drow fight well together out of necessity. They use their abilities to their greatest advantage and quickly change tactics to adjust to the PCs' actions. They communicate constantly with drow sign language so they are aware of each other's actions and intentions and pass along crucial information.

Unless the PCs are taking extraordinary precautions (traveling without light in silence), the drow are aware of the PCs before they reach the crypt. The drow have time to take one action each before initiative. Clannair casts *resist energy* (fire). Imdrileth uses his *drow house insignia* (shield) or poisons his crossbow bolts. Myrthis casts *recitation* or *shield of faith* at lower APLs. PCs can make a DC 25 Listen checks to hear spellcasting in the distance.

Clannair uses his *faerie fire* ability to paint the PCs with the light then his *darkness* ability as a free action to plunge the PCs into darkness (granting the drow concealment – 20% miss chance – while the *faerie fire* negates the drow's miss chance). He creates *darkness* as a free action each round if the PCs move out of the original area. He uses his Master of Poison ability to coat his weapon with poison as a free action as often as possible. He supplements his poisons with spells, preferring to cast *chill touch* early to get the bonus damage throughout the combat. He uses *vampiric touch* to replenish his hit points and *ray of enfeeblement* and *touch of idiocy* to weaken particularly dangerous foes.

Imdrileth uses skirmish as much as possible for the additional damage and AC instead of spending time to coat his bolts with drow sleep poison. He can reload his hand crossbow as a free action and he has abilities that add to his skirmish damage. At higher APLs, he has Shot on the Run and tries to end his turn behind a pillar to prevent being targeted with spells or charged. If targeted, he fights defensively, augmented by Tumble, to get the benefit his *vest of defense* (for a total bonus of +5 to his AC). If he has his *magebane crossbow*, he shoots at arcane casters. Imdrileth saves his *screaming bolts* until after Myrethis has weakened the PCs' saves.

Myrethis uses her abilities to weaken the PCs and assist the other drow, instead of doing direct damage. She casts *shield of faith* and uses her Gift of the Spider Queen early to create *mirror images* of herself. She saves the other use for a blinding vanish if that becomes necessary. If she has a coercive spell, she casts that early to damage as many PCs as possible so that they get the -2 to their Will saves. She then continues to hammer their saves with

wave of grief and bestow curse. Once the PCs' saves are weakened, she uses her *greater command* and *suggestion*. If any PCs are near death, she uses her Death Touch ability on them to finish them off. If Clannair has poisoned several of the PCs, she uses her Lolth's Caress feat to make secondary saves from the poison immediate. If she gets into melee, she casts *ring of blades*. She uses her *anklet of translocation* to escape being grappled or trapped.

For the *greater command*, Myrethis tells the PCs to "Flee!" For the *suggestion*, Myrethis tells the target to "kiss my shiny leather boots in adoration." If the target of the spell has made any sleazy comments about Myrethis, then kissing her boots in adoration is considered reasonable and the PC gets a -2 to the save.

If the drow manage to capture the PCs, they carry them off to the Underdark, where they are enslaved by House Vae. The PCs live out the rest of their short lives in toil and misery.

The drow have no wish to die at the end of adventurer's swords. If they are clearly outmatched, they surrender. Even though it galls them to do so, they bargain anything to survive. They surrender all their possessions except the *vest of ebonsilk* and the *drow house insignia*. They have one important piece of information – their contact here in Greyhawk. If the PCs allow them to leave, they give Merleche's name and what they have been doing. Torture or threats do not sway the drow – only their freedom.

If the PCs bargain with the drow, they have a dirty secret on ANFEC, since Merleche is their leader. The PCs can use this information to their advantage in the election as described under Dirty Secrets in Encounter 2. They still have to spend the campaign event to spread the news of the secret.

Battlefield: See DM's Map 3 for the layout of the Marobanden crypt. A widening stair leads down to the crypt. The floor is smoothly tiled. The ceiling is supported by arched vaulting which is 10 ft. high. Many stone pillars hold up the heavy ceiling.

The walls are lined with vaults where the dead of House Marobanden are laid to rest. They are sealed shut and cannot be opened without tools, time, or magic. If the PCs do get inside of a vault, they find a decaying corpse but nothing else. Many of the vaults are empty.

In the center of the crypt is a hemispherical sunken area with sloping sides. Four short stairs offer safe descent, but an individual can move up and down the sloped side as difficult terrain with a DC 10 Balance check. Failure by 5 or more means the individual slips and slides down to the bottom of the slope. Christa's body rests on a bier at the center of the sunken area.

Clannair (marked as C) begins on the far side of the room from the PCs. If present, Imdrileth (marked as I) and Myrethis (marked as M) are near him but behind other pillars. The two bat swarms, if present, (marked as B) cling to the ceiling of the arched vaults.

Treasure: See Treasure Summary. The *vest of ebonsilk* and the *drow house insignia* dissolve in sunlight. If any of the PCs are captured by the drow and taken to the Underdark, they receive Enslaved by the Drow.

Development: The PCs bring Christa back to Ricard at the Green Dragon. He is ecstatic at her returns and tells everyone what wonderful people the PCs are. The PCs get a 10% bonus to their popularity as word of their deed spreads.

6: ZAGYG'S TEST

Salume strongly encourages the PCs to receive the blessing of Zagyg's clergy as one of their ten campaign events. While Zagyg has clergy in town, he does not actually have a temple. The PCs are going to have to look for the followers of the Mad Archmage.

The PCs can learn the location of a priest of Zagyg through a Gather Information check (DC 10+APL). If the PCs make a DC 15 Knowledge (religion) check, they know that the Mad Archmage is a disciple of Boccob. If the PCs ask at the Temple of Boccob, the priests can give directions. Other efforts are successful at your discretion.

The PCs' inquiries lead the PCs to Cerge Arim Neel, a high priest of Zagyg. He is running a booth in the Low Market where he is attempting to sell Cart Assurance to skeptical Greyhawkers. The locals are not buying into his idea of paying him a small amount each month in return for an agreement that if their cart breaks, he will pay to have it fixed or replaced.

You find the priest of Zagyg sitting at a booth in the Low Market. He is dressed as an academic with spectacles and ink-stained robes, but his untamed white hair resembles a lion's mane. His booth has a large sign that reads "Zagyg's Reliable Cart Assurance." He is calling out to passers-by to stay and talk with him about their carts and the uncertain future.

With the exception of Grandfather Magic in the dungeons below Castle Greyhawk, Cerge Arim Neel is the most powerful cleric of Zagyg in the city and has holds the prestigious title "Assistant Regional Claims Adjustor." He is not doing very well with his assurance idea and is convinced that he would do better if he had a lizard familiar that could dance.

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 human cleric 13 [Zagyg]; AL CN.

Assuming that the PCs ask Cerge for the blessing of Zagyg, the priest gives them a good looking over. If the PCs have not accomplished the two heroic acts in Encounter 4 and Encounter 5, he informs them that they are not ready for Zagyg's blessing as they are not heroic

enough. He shoos them off, telling them to come back when they feel more heroic.

If the PCs have accomplished the two heroic acts, read:

The wild-haired cleric fixes an eye on you. "The blessing of Zagyg is not for the faint of heart. You must face the Chamber of Gratuitous Testing to see if you are worthy. Many are those who tried and were smooshed into paste and mixed with pungent seeds, vinegar, and white wine then stirred to form a creamy mustard and spread on slices of bread layered with roast beef. Knowing the culinary risks, are you still willing?"

Cerge cannot tell them about the Chamber of Gratuitous Testing as it changes every time it is used. Last time, it involved yodeling.

If the PCs are agreeable, Cerge tells them to prepare for adventure. He then leads them to the ruins of Castle Greyhawk. It is about a half-day's travel to the north of the city.

The ruins of Castle Greyhawk stand crumbling atop three steep hills. The path that leads to the ruins passes by an ancient statue of a stone raven, lying on its side. Cerge Arim Neel stops before the stone raven, puts his thumb over its eyes, and chants, "Praise to you, Lord Zagyg, whose divine whimsy, penchant for puns, and mirth-filled mayhem inspires dread and awe. Open the passage so that these penitents may enter and die horri – I mean face your test."

And nothing happens.

Cerge sighs heavily and pushes the raven with all his strength. The statue rolls over to reveal a stairwell.

Cerge instructs the PCs to go down the stairs. He does not accompany them, saying that they must pass Zagyg's test on their own merit. Besides, he would be too tempted to give them wrong answers.

He promises to keep the stairway open, but he warns them that leaving the Chamber before the test is over causes them to fail the test.

Before going down the stair, the PCs can make any preparations they like. The stairwell is unlit. When then go down the stairs, read:

The stairwell ends in a small room. The walls are painted with frescos of giant hands coming down from the clouds. In one, it is squashing someone with its thumb. In another, the giant hand is about to flick some poor soul. Another tiny mortal is about to receive the pinching of a lifetime.

Opposite the stairway, a single hallway leads from the room. The hallway is flanked by two sculptures – one giving a thumbs up; the other a thumbs down.

Nothing in the room is magical or reacts to the PCs in any way. The frescos and carvings are just that. The hall extends for 52 feet before opening up into the Chamber of Gratuitous Testing.

CHAMBER OF GRATUITOUS TESTING

The hall opens into one end of a rectangular room about 60 ft. long, 20 ft. across, with a high ceiling about 20 ft. overhead. The long walls are both decorated with six paintings for a total of 12. In front of each of the paintings is a narrow pedestal.

On the far wall from where you entered are shelves on which stand a variety of statues – a dozen in all – each about a foot tall. The bases of the statues are about the same diameter as the pedestals. At the center of far wall is a large lever with a sign over it.

There are no other exits that you can see.

In this chamber, Zagyg has left a puzzle for the PCs to see if they are truly heroic adventurers. To succeed at this puzzle, the PCs must place each of the 12 statues on the correct pedestal in front of the painting that matches the statue. If the PCs look at the paintings and statues, give the PCs Player Handout 3. (You should provide one copy of this handout for each player).

The statues are made of veined white marble and are unpainted and unadorned. The sign over the lever reads in Common:

"A place for everything, and everything is its place. Place them in their place, and I'll set a place for you at my place."

The solution to the puzzle is in DM Aid 2 which also details the Knowledge checks the PCs can make to learn more about the paintings and statues. Each painting and statue refer to an adventure written by E. Gary Gyga, which is noted on the DM Aid. (There are four other references to adventures written by Gyga in this adventure. Two are explicitly mentioned in the next encounter. See if you can find the other two.)

If the PCs place a statue on a pedestal, the top of the pedestal glows with a white light, illuminating the statue. If the statue is removed, the light fades.

When the lever is pulled, two glowing blue zigzag lines appear on the top of each pedestal in turn (so the pedestal before painting #1 glows first, then #2, and so forth). The sequence works through all 12 pedestals.

If the correct statue is on the pedestal when zigzag lines appear, the light on top of the pedestal that illuminates the statue turns from white to green. The lights remain green even if the trap is triggered as long as the statue remains on the pedestal. If the statue is removed, the light fades. If the statue is replaced, the top of the pedestal glows white again. If the statue is incorrect, the light illuminating the statue turns red. The red light remains after the trap is triggered, just like the green light.

If any of statues are incorrect, the trap triggers at the end of the sequence. After the trap triggers, the lever returns to its upright position.

Trap: The trap activates if any pedestal lacks the correct statue when the lever is pulled (including being empty). A *Bigby's forceful hand* materializes in the hall and pushes any PCs in the hall and the Thumb Room into the chamber before the trap operates. The hand is irresistible but does no damage. The hand then remains in place to block the PCs from leaving for 20 rounds. A new hand is conjured each time the trap is activated. While the trap functions, a *ghost sound* of a man's voice chuckling activates.

APL 2 (EL 3)

✦ **Burning Hands Trap:** CR 3; event trigger (pulled lever); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. Cost: 2,500 gp, 200 XP. *Note:* The spell effect emerges from lever.

APL 4 (EL 5)

✦ **Fireball Trap:** CR 5; magic device; event trigger (pulled lever); automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Note:* The spell effect is centered in middle of room.

APL 6 (EL 7)

✦ **Chain Lightning Trap:** CR 7; magic device; event trigger (pulled lever); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage, emerging from lever); Search DC 31; Disable Device DC 31. *Note:* The spell effect emerges from lever.

APL 8 (EL 9)

✦ **Reverse Gravity Trap:** CR 9; magic device; event trigger (pulled lever), visual trigger (*true seeing*); automatic reset; spell effect (*reverse gravity*, 16th-level wizard, 2d6 fall [upon hitting the ceiling of the 20-ft.-high room], then 2d6 fall [upon falling 20 ft. to the floor when the spell immediately ends the next round], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. *Note:* The trap picks four 10 ft. squares that has the PCs in it to be the target area of the spell.

APL 10 (EL 11)

✦ **Double Reverse Gravity Trap:** CR 11; magic device; event trigger (pulled lever), visual trigger (*true seeing*); automatic reset; spell effect (*reverse gravity*, 16th-level wizard, 2d6 fall [upon hitting the ceiling of the 20-ft.-high room], then 2d6 fall [upon falling 20 ft. to the floor when the spell immediately ends the next round], triggers the second casting of the spell, DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32.

Note: The trap picks four 10 ft. squares that has the PCs in it to be the target area of the spell. This trap is actually two castings of *reverse gravity*. The second casting triggers on the round after the first one ends.

APL 12 (EL 13)

✦ **Triple Reverse Gravity Trap:** CR 13; magic device; event trigger (pulled lever), visual trigger (*true seeing*); automatic reset; spell effect (*reverse gravity*, 16th-level wizard, 2d6 fall [upon hitting the ceiling of the 20-ft.-high room], then 2d6 fall [upon falling 20 ft. to the floor when the spell immediately ends the next round], triggers the second casting of the spell, completion of the second casting triggers the third casting, DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. *Note:* The trap picks four 10 ft. squares that has the PCs in it to be the target area of the spell. This trap is actually three castings of *reverse gravity*. The second casting triggers on the round after the first one ends. The third casting triggers on the round after the second one ends.

Development: When all 12 statues are in front of their proper paintings, the PCs have completed the puzzle. Read:

"Well done," says a disembodied man's voice. "Come down and see me." The floor to the room splits right down the middle and drops away, dumping you into a seemingly endless shaft.

The PCs are on their way to meet Zagyg's Avatar in Encounter 7.

7: ZAGYG'S ASPECT

The PCs are now entering Dungeonland where they meet with an aspect of Zagyg. This demi-plane of whimsy was first introduced in EX1 *Dungeonland* and revisited in EX2 *The Land Beyond the Magic Mirror*.

You have been falling, falling endlessly, but suddenly, it seems as if your fall is slowing. The shaft still goes down, but you are drifting gently now. After a few minutes, you detect a golden light far below, which, as you watch, comes nearer. It is the end of the shaft at last. With a gentle thump you land, all in a heap, atop a pile of twigs, brush, and leaves.

No spells work while the PCs are in the shaft. PCs can cast and the spell is spent, but there is no effect until the PCs exit the shaft into Dungeonland.

Because of their slow descent, PCs take no damage from the fall. When they land and look around, read.

You have landed on top of a pile of yard debris that is gathered near a curving line of thick forest. Before you stretches a verdant lawn leading to a very

unusual house. The dwelling is moderately large and made of wood, but its construction is superior to anything you have ever seen. The house has a tower that is useless for defense because of its large windows.

Shrubs, bushes, flowers, and a tree or two grow near the building, making the entire scene quite pleasing to the eye.

The PCs should investigate the house. The woodlands are thick and difficult to pass through. Discourage the players from going too far into the trackless forest. When the PCs approach the house, read:

The large wooden porch around the tower seems to serve as an outside resting place and point of easy entrance to the dwelling. The door to the house has a brass plate engraved with words beside it. You can hear the sound of snoring coming from around the corner of the tower.

If the PCs read the engraved brass plate, it states "DR. D.R. MURLYND, F.K.O., M.L.G.T.S.A – and that's not Merlin, it's Murlynd." If the PCs try to enter the house, they find that the door is *wizard locked*. Attempts to break the door down or dispel the magic awaken the Aspect of Zagyg on the porch who comes over to talk to them.

If the PCs follow the sound of snoring, read:

The porch is furnished with a few chairs and tables made of rough tree limbs bent into appropriate shapes. In one of those chairs is a bearded, stout, older man in sandals and garishly patterned wizard's robes. He has his gray hair pulled back into a ponytail. He is fast asleep with a copy of the Greyhawk Grumbler resting on his chest. A clay pitcher and glasses sit on the table next to him.

This is the Aspect of Zagyg, god of humor, eccentricity, occult lore, and unpredictability. He has been awaiting the PCs. If they awaken him, he is a bit embarrassed that he dozed off waiting for them. If they let him awaken on his own, he does so eventually. Then he is a bit embarrassed for sleeping with them standing there. Either way, he introduces himself, offers them some lemonade, and makes small talk.

When they have chatted for a bit, or the PCs mention receiving his wisdom, Zagyg says its time to get down to business and invites them inside the house. He has no problem opening the door. Read:

Zagyg leads you through the strange house. The walls are paneled, and the rooms are lit with strange, crystal-tipped torches. You walk past a tall box made of glass, wood, and metal. A flat face appears near the top and it says loudly, "Tick, tock, tock, tick, tick, tick, tock, tock." A parrot sits on its perch in a nearby cage, repeating, "Heward, fix the blasted organ. Squawk. Heward, fix the blasted organ."

In a bookcase-filled chamber, Zagyg waves absently to the leather-covered chairs scattered about the room. Books fill the shelves and cases and are piled atop each other on the tables and floor. Zagyg starts looking through the shelves as he talks.

If the PCs want to interject at any time, let them. Zagyg is more than happy to discuss his vision of the Gem of the Flanaess.

"When I left the city, I knew that the Directing Oligarchy would not last forever. Politics being what they are, it was only a matter of time before one faction or another collected too much power. This happens to every government and a little revolution now and then is a healthy thing.

"I've been away from Greyhawk for too long to handle matters myself. And where would the fun be if I did it? No, it needs someone in the know; someone who loves Greyhawk as much as I do – in short, you. Aha! Here it is." Zagyg pulls out a scroll case that tucked under some other books. "Are you ready to make history?"

Assuming the PCs say yes, Zagyg gives them the scroll case, which contains the Last Act of Zagig Yragerne. Zagyg just chuckles in response to questions about its contents and continues:

"Don't open it here. Wait until you are in Greyhawk. This should give you everything you need to put the shine back in the Gem of the Flanaess. The future of Greyhawk is in your hands." He looks at the back of his bare wrist. "And look at the time. You better be on your way."

If the PCs have any last questions, now is the time to ask them. When they are done, Zagyg shows them the portal back to Oerth.

Zagyg leads you through a study adjacent to the library where he opens a closet door. The back wall of the closet is completely filled with an evil-appearing devil face set into a mosaic. It's gaping mouth, nearly 3 feet across, is filled with dead blackness. "In you go," says Zagyg, gesturing to the mouth.

The mouth is actually a portal back to Oerth. The PCs may have heard rumors that the mouth of such carvings is filled with a *sphere of annihilation* and lead to their instant destruction. This is not the case here. PCs can experiment with the mouth. Anything placed into the mouth is *plane shifted* to Oerth. The shifting activates when more than 50% of the object is inside the mouth. If the PCs dally too long, the mouth starts to inhale, sucking the PCs through. All the while, Zagyg is laughing.

When the PCs go through the mouth, read:

You fall through the darkness and suddenly emerge onto the brightly lit steep stairway that descends the side of the pyramid of the Guild of Wizardry. You clang, thump, and bang down the stairs in a noisy jangling tumble. For a second time today, you land in a heap. Cerge Arim Neel stands at the foot of the stairs, nodding in approval.

"You have passed the test and received Zagig's Blessing. You have joined an elite club. Here is your secret decoder ring," He hands each of you a bulky and awkward wooden ring. "It doubles as a whistle." He blows into the side of his ring which spins making a loud "Vreeeeee!" sound.

The PCs have landed on the hall of the Guild of Wizardry in the High Quarter. The top of the secret decoder ring has two circles – one with letters; one with numbers. The center turns to allow matching different numbers with the letters.

Treasure: The PCs receive the Last Act of Zagig Yragerne. They also receive Zagig's Secret Decoder Ring.

Development: PCs arrive back in Greyhawk with the Last Act of Zagig Yragerne. The Blessing of Zagig improves their Popularity by 5%.

8: THE FUTURE OF GREYHAWK

LAST ACT OF ZAGIG YRAGERNE

At some point, PCs open the scroll case containing the Last Act of Zagig. It is unlocked and untrapped.

You open the scroll case and find a single piece of vellum inside along with a small note. The vellum is completely blank except for the signature and seal of Zagig Yragerne at the bottom.

The small note reads:

Two words of advice – write small.

While Zagig is not the current Lord Mayor of the city, he never technically resigned and he took his seal with him. Also, he was its greatest leader and his words carry great sway in the city. With this signed and sealed piece of vellum, the PCs have enormous ability to reform the government of Greyhawk. However, because Zagig was only a Lord Mayor, there are limits.

The basic form of government must remain the same – a Directing Oligarchy with a Lord Mayor. After that, the PCs have enormous flexibility. For example, they can change how the Oligarchs are selected. They can change how the Lord Mayor is selected. They can impose term limits or change the number of oligarchs. They can require elections or they can make the positions hereditary.

PCs realize the power of this Last Act with a DC 10 Knowledge (nobility) check or a DC 15 Knowledge (local – core) check. In addition, they realize that it would be unwise to reveal the existence of the Last Act to the general public until they are ready to use it. They need a very public location and event to proclaim its existence. The Public Council meeting would be perfect.

If the PCs show the Last Act to any of their NPC supporters, such as Jallarzi, Aisley, or Aestrella, they can inform the PCs of the potential of this blank piece of vellum and the necessity of revealing it at the right time. Naturally, Aisley and Aestrella attempt to convince the PCs to reform the government in a manner to their liking.

Aisley wants the PCs to reform the government to limit the corruptive influence of the thieves. Aestrella wants the PCs to reform the government to ensure that another lack of quorum crisis can cripple the Directing Oligarchy again. Jallarazi does not give a preference other than urging them to do what is best for Greyhawk.

ELECTION!

When the PCs have used up all ten of their campaign events, the month of Harvester is at an end and the City of Greyhawk holds the election.

After a month of frantic campaigning, it is election day. With the mood of the city, the Directing Oligarchy is taking no chances with this election. The City Watch is out in force and the City Guard is out to uphold the peace. Any riots this year will be swiftly put down.

The city has set up voting stations in each of the wards. The citizens line up to drop their silver noble into their candidate's bucket. Each voting station has a dozen observers to keep the corruption to manageable levels. For once, the Guild of Wizardry is taking an active role in the city and is keeping a watchful eye on the voting to limit the irregularities.

Calculate the PCs' Popularity using the DM Aid 3. When completed, compare that percentage on the following chart to see how well the PCs did.

Percentage	Result
Less than 25%	No PCs are elected
25%	1 PC is elected
30%	2 PCs are elected
35%	3 PCs are elected
40%	4 PCs are elected
45%	5 PCs are elected
50%	All 6 PCs are elected

If not all the PCs are elected, have the PCs make a Diplomacy check. PCs are elected in the order of highest Diplomacy check to lowest. Aisley and Aestrella are elected if at least one of the PCs is elected. They are separate from the above calculations.

Hopefully, at least one of the PCs is elected and they get to sit on the Public Council of Greyhawk. If any of the PCs are elected read:

Counting the thousands and thousands of silver nobles takes days, but on the 3rd of Brewfest, news of the election results races through the city. You have won! Your supporters sweep you up on their shoulders and carry you through the streets. Celebrating Greyhawkers chant your names over and over again, while confetti fills the air over the Promenade.

The PCs have a mammoth election party to attend. They are up until the wee hours celebrating their victory with food, drink, music, and dancing. For this moment, they are the darlings of the city.

If none of the PCs are elected, go to Conclusion.

THE PUBLIC COUNCIL OF GREYHAWK

On Waterday (5th of Brewfest), five days after the election, the PCs gather for the meeting of the Public Council at the Old City Great Hall of Greyhawk. This magnificent building in the Thieves' Quarter dates back centuries. While its cellars and offices have been overrun by the Thieves' Guild, the Great Hall is still used by the city for important functions. It is marked on DM's Map 1.

Ordinarily, the Public Council of Greyhawk meets without much fanfare, but these are not ordinary times. An enormous crowd gathers outside the Old City Great Hall for the convening of the council. The crowd roars its approval as you Aestrella and Aisley join on the stairs to the Old City Grand Hall. Aestrella is looking breathtakingly resplendent. Aisley positively beams.

Inside, the Public Council gathers in the Great Hall. It was here in 584 that the nations of the Flanaess signed the Pact of Greyhawk, ending the Greyhawk Wars. It was here that Rary revealed his dark heart and killed Otiluke and Tenser. Today, another Oerth-changing event will unfold under the great statue of Zagig Yragerne.

The galleries are filled with onlookers. Many rangers of the Gnarlley have come to see their lord's daughter be made councilor. You see [mention any of the PCs' endorsers] applauding for you as you enter. Jallarzi watches in silent approval while Otto waves his lace handkerchief at you. Salume Sewis is feverishly taking notes for his next publication.

At the far end of the hall is a long, curving table on a raised dais set with 15 chairs for the Directing Oligarchy. Facing the raised table is smaller table for the Public Council with 8 chairs. A mayoral aide gestures for you to take your seats.

After the disaster at the Pact of Greyhawk, the Grand Hall is thoroughly warded by Kieren Jalucien and is heavily protected with about 250 of the best soldiers of the

Greyhawk Militia, supplemented with the City Watch and the Nightwatch.

The remnants of the Directing Oligarchy enter the Grand Hall and take their seats at the raised table. Only ten Oligarchs enter. The remaining five seats are empty, a tribute to the tribulations that face Greyhawk.

Dernan Nathane takes the central chair as acting Lord Mayor, since Nerof Gasgal is dead on Turin's vengeful blade. "Rise," he instructs you, "and take your oath of office."

Dernan administers the oath, which each of the PCs should join together in saying.

"I solemnly swear that I will support and defend the City of Greyhawk against all enemies; that I will bear true faith and allegiance to the same; that I take this obligation freely; and that I will well and faithfully discharge the duties of Public Councilor. So help me Zagyg."

When the PCs take their oath of office, they may sit and the council meeting begins. While the council meeting takes all day, there are only two topics that warrant major discussion for the purposes of this adventure – the Last Act of Zagig and the peace treaty with the Pomarj.

If the PCs want to reveal the existence of Last Act of Zagig, ask them when they wish to present it. They can either interrupt the proceedings and flourish it right away, or they can wait until afternoon and present it during other new business. If the PCs wait until new business is discussed, the Council addresses the peace treaty first.

Peace with the Pomarj

Dernan Nathane presents a peace treaty that has been reached with the Orcish Empire of the Pomarj. In this treaty, Greyhawk recognizes the Orc Empire of the Pomarj. The orcs pledge to stop raiding on land and piracy on sea. Both parties recognize a new goblin territory (either called Scurfland or the Jebli Free State) for the southern half of the Wild Coast. The treaty needs to be ratified by the Directing Oligarchs. To show they have populace's backing, the Dernan wants the Public Council to endorse it. The PCs can respond how they like.

Last Act of Zagig

If the PCs present the Last Act of Zagig, they can rebuild the Directing Oligarchy and the Lord Mayor's position as they see fit. The Last Act is verified by numerous wizards (including Jallarzi and Kieren). Cerge Arim Neel vouches for it, and numerous clerics commune with their deities to determine its veracity. The Last Act is upheld and accepted. Whatever the PCs decided is what is adopted – assuming it complies with the restrictions discussed above.

Treasure: If any of the PCs are elected to Public Council, all PCs receive the Favor of the Circle of Eight. Any PC who is elected receives Public Councilor of Greyhawk.

can submit their results to determine the canonical future of the City of Greyhawk.

CONCLUSION

LOSING THE VOTE

If no PC was elected to the council, read:

The Public Council meets but you are not part of its deliberations. Others will make decisions for the city, and it is their opinions that will shape the future.

If the PCs try to use the Last Act of Zagig, read:

Efforts to use the Last Act of Zagig, come to naught. Your failure to get a single one of your number elected diminishes any stature you might have in the city. Your presentation of the Last Act is dismissed as a feeble attempt to invalidate the election.

Eventually Dernan Nathane is able to get the peace treaty with the Pomarj ratified, another Oligarch appointed, and himself made Lord Mayor.

GREYHAWK REFORMED

If a PC was elected to the council and the PCs reformed the government of Greyhawk, read:

You join Jallarzi Sallavarian as she stands on the balcony of her tower in the High Quarter overlooking Greyhawk. The sound of celebrations carries down the Promenade and across the cityscape. Occasionally, a gnomish firework streaks up into the night sky and bursts.

"And so it ends," she says. "You've done more than I ever thought possible. Mordenkainen is going to be furious at my meddling, but I have no regrets. I'm proud of all we've done together. My friends, a toast." Jallarzi hands each of you a glass. "To Greyhawk! May she thrive forever."

Hopefully, the PCs join her in the toast.

Thus concludes *Foundations*, the final intrigue of "Honor Among Thieves," and so closes the LIVING GREYHAWK campaign.

CAMPAIGN CONSEQUENCES

In this adventure, the players control the fate of the City of Greyhawk. Using the Last Act of Zagig Yragerne, they can reshape the Directing Oligarchy. The prosperity and survival of the Gem of the Flanaess is in their hands. Record their decisions for posterity on their Adventure Records. Those who play the adventure at Origins 2008

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.

4: Xvarts and All

Experience objective

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

5: Body and Soul

Experience objective

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

6: Zagyg's Test

Experience objective

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Story Award

The PC was elected (determined individually)

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Story Award

The PCs reformed the government of Greyhawk

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

Total Possible Experience

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

APL 10
APL 12

1,350 XP
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.

1: Introduction

APL 2: Coin: 50 gp.
APL 4: Coin: 50 gp.
APL 6: Coin: 50 gp.
APL 8: Coin: 50 gp.
APL 10: Coin: 50 gp.
APL 12: Coin: 50 gp.

4: Xvarts and All

APL 2: Gold 138 gp; Loot 139 gp; Magic 8 gp; *potion of magic fang* (4 gp), *potion of shield of faith +2* (4 gp); Total 285 gp.

APL 4: Gold 247 gp; Loot 205 gp; Magic 8 gp; *potion of magic fang* (4 gp), *potion of shield of faith* +2 (4 gp); Total 460 gp.

APL 6: Gold 222 gp; Loot 147 gp; Magic 489 gp; small +1 *longbow* (281 gp), *goggles of foefinding* (208 gp); Total 858 gp.

APL 8: Gold 153 gp; Loot 372 gp; Magic 1,073 gp; small +1 *studded leather armor* (98 gp), +1 *studded leather barding* (98 gp), small +1 *longbow* (281 gp), 4 *acrobat boots* (75 gp each), *goggles of foefinding* (208 gp), *potion of heroism* (63 gp), *potion of cure moderate wounds* (25 gp); Total 1,598 gp.

APL 10: Gold 231 gp; Loot 744 gp; Magic 1,918 gp; small +1 *studded leather armor* (98 gp), +1 *studded leather barding* (98 gp), small +1 *precise longbow* (781 gp), 8 *acrobat boots* (75 gp each), *goggles of foefinding* (208 gp), *elixir of flaming fists* (25 gp), *jumping caltrops* (21 gp), *potion of heroism* (63 gp), *potion of cure moderate wounds* (25 gp); Total 2,893 gp.

APL 12: Gold 127 gp; Loot 1,488 gp; Magic 2,616 gp; small +1 *studded leather armor* (98 gp), +1 *leather barding* (97 gp), +1 *studded leather barding* (98 gp), small +1 *precise longbow* (781 gp), 16 *acrobat boots* (75 gp each), *goggles of foefinding* (208 gp), *elixir of flaming fists* (25 gp), *jumping caltrops* (21 gp), *potion of heroism* (63 gp), *potion of cure moderate wounds* (25 gp); Total 4,231 gp.

5: Body and Soul

APL 2: Gold 131 gp; Loot 78 gp; Magic 270 gp; +1 *chain shirt* (104 gp), +1 *light steel shield* (97 gp), *drow house insignia* (protection from good) (52 gp), *greater skill shard* (17 gp), *cloak of elemental protection* (83 gp); Total 562 gp.

APL 4: Gold 181 gp; Loot 128 gp; Magic 362 gp; +1 *breastplate* (112 gp), +1 *light steel shield* (97 gp), *arcaneist's gloves* (42 gp), *dust of dispersion* (42 gp), *drow house insignia* (protection from good) (52 gp), *greater skill shard* (17 gp), *cloak of elemental protection* (83 gp); Total 855 gp.

APL 6: Gold 348 gp; Loot 207 gp; Magic 1,186 gp; +1 *full plate* (221 gp), +1 *breastplate* (112 gp), +1 *heavy steel shield* (97 gp), +1 *light steel shield* (97 gp), +1 *hand crossbow* (200 gp), *anklet of translocation* (117 gp), *arcaneist's gloves* (42 gp), *dust of dispersion* (42 gp), *drow house insignia* (protection from good) (52 gp), *cloak of elemental protection* (83 gp), *vest of defense* (167 gp), *greater skill shard* (17 gp), *screaming bolt* (22 gp); Total 1,824 gp.

APL 8: Gold 467 gp; Loot 306 gp; Magic 2,002 gp; +1 *full plate* (221 gp), +1 *breastplate* (112 gp), +1 *chain shirt* (104 gp), 2 +1 *heavy steel shields* (97 gp each), +1 *scimitar* (193 gp), +1 *hand crossbow* (200 gp), *anklet of translocation* (117 gp), *arcaneist's gloves* (42 gp), *dust of dispersion* (42 gp), *drow house insignia* (protection from good) (52 gp), *cloak of elemental protection* (83 gp), *drow house insignia* (shield) (52 gp), *gloves of agile striking* (183 gp), *ring of mystic healing* (292 gp), *vest of defense* (167 gp), *greater skill shard* (17 gp), *screaming bolt* (22 gp); Total 2,858 gp.

APL 10: Gold 1,233 gp; Loot 306 gp; Magic 3,594 gp; +1 *full plate* (221 gp), +1 *breastplate* (112 gp), +1 *chain shirt* (104 gp), 2 +1 *heavy steel shields* (97 gp each), +1 *toxic scimitar* (693 gp), +1 *magebane hand crossbow* (700 gp),

anklet of translocation (117 gp), *arcaneist's gloves* (42 gp), *dust of dispersion* (42 gp), *drow house insignia* (protection from good) (52 gp), *cloak of elemental protection* (83 gp), *drow house insignia* (shield) (52 gp), *enduring amulet* (125 gp), *gloves of agile striking* (183 gp), *ring of mystic healing* (292 gp), *vest of defense* (167 gp), *vestments of ebonsilk* (417 gp), *greater skill shard* (17 gp), 3 *screaming bolt* (22 gp each); Total 5,216 gp.

APL 12: Gold 624 gp; Loot 306 gp; Magic 6,465 gp; +2 *full plate* (471 gp), +1 *mithril full plate* (971 gp), +1 *chain shirt* (104 gp), 2 +1 *heavy steel shields* (97 gp each), +1 *toxic scimitar* (693 gp), +1 *magebane hand crossbow* (700 gp), *anklet of translocation* (117 gp), *arcaneist's gloves* (42 gp), *dust of dispersion* (42 gp), *drow house insignia* (protection from good) (52 gp), *cloak of elemental protection* (83 gp), *drow house insignia* (cat's grace) (275 gp), *enduring amulet* (125 gp), *gloves of agile striking* (183 gp), *mask of the matriarch* (750 gp), *skirmisher boots* (267 gp), *shadow cloak* (458 gp), *ring of mystic healing* (292 gp), *vest of defense* (167 gp), *vestments of ebonsilk* (417 gp), *greater skill shard* (17 gp), 3 *screaming bolts* (22 gp each), *potion of remove blindness* (62 gp); Total 7,476 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: 847 gp; **APL 4:** 1,365 gp; **APL 6:** 2,682 gp; **APL 8:** 4,453 gp; **APL 10:** 8,109 gp; **APL 12:** 11,707 gp.

ADVENTURE RECORD ITEMS

☛ **Enslaved by the Drow:** You have been captured by the drow and carried to their demesne in the Underdark. The drow work you to death, squeezing every drop of potential labor out of you. Your body is then tossed in the mushroom beds so that even your rotting corpse continues to serve them. Your character is permanently removed from the campaign.

☛ **Everyone Has a Price:** You agreed to withdraw from the Public Council election. In return, the merchants of Greyhawk offer you Open access to any one item from Tables 7-27, 7-28, and 7-29 in *Dungeon Master's Guide*.

☛ **Favor of the Circle of Eight:** Upon returning to Greyhawk, Otto praised your "cogent loquaciousness" on behalf of Jallarzi and the Circle of Eight. You may expend this favor to receive Core access to the *badge of valor*, *helm of tactics*, and the *horn of resilience* of the Regalia of the Hero in the *Magic Item Compendium*.

☛ **Zagyg's Secret Decoder Ring:** You have received the blessing of Zagyg and his secret decoder ring. The top of the ring has two circles – one with letters; one with numbers. The center turns to allow matching different numbers with the letters. This ring doubles as a masterwork signal whistle. Cost: 50 gp.

☛ **Public Councilor of Greyhawk:** You have been elected to the Public Council of Greyhawk as a representative for the following city ward:

☛ **Last Act of Zagig Yragerne:** You used the Last Act of Zagig Yragerne to reform the Directing Oligarchy of Greyhawk and made the following reforms:

- *Skirmisher boots* (Adventure; *Magic Item Compendium*)

ITEM ACCESS

APL 2:

- *Cloak of Elemental Protection* (Adventure; *Magic Item Compendium*)
- *Greater skill shard* (Adventure; *Magic Item Compendium*)

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

- *Arcanist's gloves* (Adventure; *Magic Item Compendium*)
- *Dust of dispersion* (Adventure; *Magic Item Compendium*)

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

- *Anklet of translocation* (Adventure; *Magic Item Compendium*)
- *Goggles of foefinding* (Adventure; *Magic Item Compendium*)
- *Screaming bolt* (Adventure; *Magic Item Compendium*)
- *Vest of defense* (Adventure; *Magic Item Compendium*)

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

- *Acrobat boots* (Adventure; *Magic Item Compendium*)
- *Gloves of agile striking* (Adventure; *Magic Item Compendium*)
- *Ring of mystic healing* (Adventure; *Magic Item Compendium*)

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

- *+1 toxic scimitar* (Adventure; *Drow of the Underdark*)
- *+1 magebane hand crossbow* (Adventure; *Magic Item Compendium*)
- *Elixir of flaming fists* (Adventure; *Magic Item Compendium*)
- *Enduring amulet* (Adventure; *Magic Item Compendium*)
- *Jumping caltrops* (Adventure; *Magic Item Compendium*)

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

- *+1 mithril full plate* (Adventure; *Dungeon Master's Guide*)
- *+2 full plate* (Adventure; *Dungeon Master's Guide*)
- *Mask of the matriarch* (Adventure; *Drow of the Underdark*)
- *Shadow cloak* (Adventure; *Drow of the Underdark*)

APPENDIX 1: APL 2

4: XVARTS AND ALL

BAXITORT, ASPIRING BOSS CR 1

Male xvirt* warrior 3

**Dragon Magazine* 339

CE Small humanoid

Init +2; **Senses** darkvision 60 ft., Listen -1, Spot -1

Languages Goblin

AC 17, touch 13, flat-footed 15

(+1 size, +2 Dex, +3 armor, +1 shield)

hp 16 (3 HD)

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

Speed 20 ft. in hide (4 squares), base speed 30 ft.

Melee mwk small trident +5 (1d6) or

Ranged net +7 (entangles)

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

Combat Gear acid (2), potion of *magic fang*, potion of *shield of faith* +2, tanglefoot bags (2)

Abilities Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 6

SQ speak with animals

Feats Swarm Fighting, Toughness

Skills Climb +2, Hide +4, Move Silently +2, Handle Animal +4, Swim +2,

Possessions combat gear plus masterwork hide armor, masterwork light wooden shield, masterwork trident, net, and 27 gp

Speak With Animals (Sp) Once per day a xvirt can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *speak with animals* spell.

XVART GUTTERSNIPE CR 1/3

Male xvirt* warrior 1

**Dragon Magazine* 339

CE Small humanoid

Init +2; **Senses** darkvision 60 ft., Listen -1, Spot -1

Languages Goblin

AC 17, touch 13, flat-footed 15

(+1 size, +2 Dex, +3 armor, +1 shield)

hp 4 (1 HD)

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

Speed 20 ft. in hide (4 squares), base speed 30 ft.

Melee small trident +2 (1d6) or

Ranged net +5 (entangles)

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

Combat Gear acid, tanglefoot bag

Abilities Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 6

SQ speak with animals

Feats Swarm Fighting

Skills Climb -1, Hide +3, Move Silently +1, Handle Animal +2, Swim -1

Possessions combat gear plus masterwork small hide, small light wooden shield, small trident, net, and 37 gp

Speak With Animals (Sp) Once per day a xvirt can use this ability to communicate with bats or rats

(including dire forms of these creatures) for 1 minute as if using the *speak with animals* spell.

5: BODY AND SOUL

CLANNAIR BLACKSHADOW CR 4

Male drow duskblade* 3

**Player's Handbook II* 19

CE Medium humanoid (elf)

Init +0; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Ancient Suel, Drow Sign

Language, Elven, Undercommon

AC 17, touch 10, flat-footed 17

(+0 Dex, +5 armor, +2 shield)

hp 17 (3 HD)

Immune magic *sleep* effects

SR 14

Fort +3, **Ref** +3, **Will** +4 (+6 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk scimitar +6 (1d6/18-20)

Ranged mwk hand crossbow +3 (1d4/19-20)

Base Atk +3; **Grp** +5

Atk Options Master of Poison, arcane channeling, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours)

Combat Gear 3 doses of drow sleep poison, *drow house insignia* (protection from good), *cloak of elemental protection*

Duskblade Spells Known (CL 3rd):

1st (5/day)—*cause fear* (DC 14), *chill touch* (DC 14), *ray of enfeeblement*, *resist energy*

0 (5/day)—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue* (DC 13)

Spell-Like Abilities (CL 3rd):

1/day—*dancing lights*, *faerie fire*

2/day—*darkness*

Combined 6/day—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic*

Abilities Str 15, Dex 10, Con 11, Int 16, Wis 12, Cha 12

SQ arcane attunement, armored mage (light), drow traits

Feats Master of Poison, Combat Casting, Instinctive Darkness

Skills Concentration +9 (+13 casting defensively), Decipher Script +9, Listen +3, Knowledge (arcana) +9, Knowledge (local-core) +9, Search +5, Spellcraft +11, Spot +3

Possessions combat gear plus +1 *chain shirt*, +1 *light steel shield*, masterwork scimitar, masterwork hand crossbow with 20 bolts, *greater skill shard*, 131 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Clannair for 1 round. In addition, they take a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Arcane Attunement (Sp) Clannair can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* 6 times per day. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (light) (Ex) Clannair limited focus and specialize training allows him to avoid arcane spell failure when using light armor and light shields.

Arcane Channeling (Su) Clannair can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

4: XVARTS AND ALL

BAXITORT, ASPIRING BOSS CR 1

Male xvirt* warrior 3

**Dragon Magazine 339*

CE Small humanoid

Init +2; **Senses** darkvision 60 ft., Listen -1, Spot -1**Languages** Goblin**AC** 17, touch 13, flat-footed 15

(+1 size, +2 Dex, +3 armor, +1 shield)

hp 16 (3 HD)**Fort** +3, **Ref** +3, **Will** +0**Speed** 20 ft. in hide (4 squares), base speed 30 ft.**Melee** mwk small trident +5 (1d6)**Ranged** net +7 (entangles)**Base Atk** +3; **Grp** -1**Combat Gear** acid (2), potion of *magic fang*, potion of *shield of faith* +2, tanglefoot bags (2)**Abilities** Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 6**SQ** speak with animals**Feats** Swarm Fighting, Toughness**Skills** Climb +2, Hide +4, Move Silently +2, Handle Animal +4, Swim +2,**Possessions** combat gear plus masterwork hide armor, masterwork light wooden shield, masterwork trident, net, and 27 gp**Speak With Animals (Sp)** Once per day a xvirt can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *Speak with animals* spell.**XVART GUTTERSNIPE** CR 1/3

Male xvirt* warrior 1

**Dragon Magazine 339*

CE Small humanoid

Init +2; **Senses** darkvision 60 ft., Listen -1, Spot -1**Languages** Goblin**AC** 17, touch 13, flat-footed 15

(+1 size, +2 Dex, +3 armor, +1 shield)

hp 4 (1 HD)**Fort** +2, **Ref** +2, **Will** -1**Speed** 20 ft. in hide (4 squares), base speed 30 ft.**Melee** small trident +2 (1d6)**Ranged** net +5 (entangles)**Base Atk** +1; **Grp** -3**Combat Gear** acid, tanglefoot bag**Abilities** Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 6**SQ** speak with animals**Skills** Climb -1, Hide +3, Move Silently +1, Handle Animal +2, Swim -1**Possessions** combat gear plus masterwork small hide, small light wooden shield, small trident, net, and 37 gp**Speak With Animals (Sp)** Once per day a xvirt can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *Speak with animals* spell.

5: BODY AND SOUL

CLANNAIR BLACKSHADOW CR 6

Male drow duskblade* 5

**Player's Handbook II 19*

CE Medium humanoid (elf)

Init +0; **Senses** darkvision 120 ft.; Listen +3, Spot +3**Languages** Common, Ancient Suel, Drow Sign

Language, Elven, Undercommon

AC 18, touch 10, flat-footed 18

(+0 Dex, +6 armor, +2 shield)

hp 31 (5 HD)**Immune** magic *sleep* effects**SR** 16**Fort** +5, **Ref** +3, **Will** +5 (+7 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 20 ft. in breastplate (4 squares), base speed 30 ft.**Melee** mwk scimitar +8 (1d6/18-20)**Ranged** mwk hand crossbow +5 (1d4/19-20)**Base Atk** +5; **Grp** +7**Atk Options** Master of Poison, arcane channeling, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours)**Special Actions** quick cast**Combat Gear** 5 doses of drow sleep poison, *drow house insignia* (protection from good), *arcanist gloves*, *dust of dispersion*, *cloak of elemental protection***Duskblade Spells Known** (CL 5th):2nd (3/day)—*touch of idiocy*1st (6/day)—*cause fear* (DC 14), *chill touch* (DC 14), *Kelgore's fire bolt*, *ray of enfeeblement*, *resist energy*0 (6/day)—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue* (DC 13)**Spell-Like Abilities** (CL 5th):1/day—*dancing lights*, *faerie fire*2/day—*darkness*Combined 6/day—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic***Abilities** Str 15, Dex 10, Con 12, Int 16, Wis 12, Cha 12**SQ** arcane attunement, armored mage (medium), drow traits**Feats** Master of Poison, Combat Casting, Instinctive Darkness**Skills** Concentration +11 (+15 casting defensively), Decipher Script +11, Listen +3, Knowledge (arcane) +8, Knowledge (local-core) +8, Search +5, Spellcraft +13, Spot +6**Possessions** combat gear plus +1 *breastplate*, +1 *light steel shield*, masterwork scimitar, masterwork hand crossbow with 20 bolts, *greater skill shard*, 181 gp**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Clannair for 1 round. In addition, he takes a -1 circumstance

penalty on attack rolls, saves, and checks while operating in bright light.

Arcane Attunement (Sp) Clannair can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* 6 times per day. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (medium) (Ex) Clannair's limited focus and specialize training allows him to avoid arcane spell failure when using medium armor and light shields.

Arcane Channeling (Su) Clannair can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Quick Cast 1/day Clannair may cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

4: XVARTS AND ALL**BAXITORT, XVART RATMASTER CR 6**

Male xuart* ranger 5/beastmaster** 1

Dragon Magazine* 339*Complete Adventurer* 26

CE Small humanoid

Init +8; **Senses** darkvision 60 ft., Listen +0, Spot +3**Languages** Goblin**AC** 18, touch 15, flat-footed 14

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

hp 43 (6 HD)**Fort** +8, **Ref** +10, **Will** +1**Speed** 30 ft. (6 squares)**Melee** dagger +7/+2 (1d3)**Ranged** +1 longbow +12/+7 (1d6+1) or
+1 longbow +10/+10/+5 (1d6+1) with Rapid Shot**Base Atk** +6; **Grp** +2**Atk Options** Point Blank Shot, Rapid Shot, favored
enemy – humans +4, oozes +2**Combat Gear** goggles of foefinding, potion of cure
moderate wounds, potion of heroism,**Ranger Spells Prepared** (CL 2nd):

1st—arrow mind

Abilities Str 10, Dex 18, Con 14, Int 8, Wis 11, Cha 11**SQ** speak with animals, wild empathy +6 (+2 magical
beasts)**Feats** Endurance, Improved Initiative, Natural Bond,
Point Blank Shot, Rapid Shot, Track**Skills** Handle Animal +8, Hide +12, Move Silently +10,
Spot +3, Survival +4**Possessions** combat gear plus small +1 longbow, 60
arrows, masterwork studded leather**Speak With Animals (Sp)** Once per day a xuart can
use this ability to communicate with bats or rats
(including dire forms of these creatures) for 1 minute
as if using the *Speak With Animals* spell.**RAT****CR –**

N Small animal

Init +4; **Senses** low-light vision, scent; Listen +4, Spot
+4**Languages** None**AC** 20, touch 15, flat-footed 16

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

hp 27 (5 HD)**Resist** evasion**Fort** +5, **Ref** 87, **Will** +3**Speed** 40 ft. (8 squares), climb 20 ft.**Melee** bite +9 (1d4+1 plus disease)**Base Atk** +3; **Grp** +0**Atk Options** disease**Abilities** Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4**SQ** link, devotion**Feats** Alertness, Weapon Finesse, Weapon Focus (bite)**Skills** Climb +12, Hide +11, Listen +4, Move Silently +7,
Spot +4, Swim +12,**Disease (Ex):** Filth fever—bite, Fortitude DC 13,
incubation period 1d3 days, damage 1d3 Dex and
1d3 Con. The save DC is Constitution-based.**Skills** Dire rats have a +8 racial bonus on Swim checks.
Dire rats have a +8 racial bonus on Climb checks and
can always choose to take 10 on Climb checks, even
if rushed or threatened. Dire rats use their Dexterity
modifier for Climb and Swim checks.**XVART GUTTERSNIPE****CR 1/3**

Male xuart* warrior 1

**Dragon Magazine* 339

CE Small humanoid

Init +2; **Senses** darkvision 60 ft., Listen -1, Spot -1**Languages** Goblin**AC** 17, touch 13, flat-footed 15

(+1 size, +2 Dex, +3 armor, +1 shield)

hp 4 (1 HD)**Fort** +2, **Ref** +2, **Will** -1**Speed** 20 ft. in hide (4 squares), base speed 30 ft.**Melee** small trident +2 (1d6)**Ranged** net +5 (entangles)**Base Atk** +1; **Grp** -3**Combat Gear** acid, tanglefoot bag**Abilities** Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 6**SQ** speak with animals**Feats** Swarm Fighting**Skills** Climb -1, Hide +3, Move Silently +1, Handle
Animal +2, Swim -1**Possessions** combat gear plus masterwork small hide,
small light wooden shield, small trident, net, and 37
gp**Speak With Animals (Sp)** Once per day a xuart can
use this ability to communicate with bats or rats
(including dire forms of these creatures) for 1 minute
as if using the *Speak With Animals* spell.

5: BODY AND SOUL

CLANNAIR BLACKSHADOW

CR 6

Male drow duskblade* 5

**Player's Handbook II* 19

CE Medium humanoid (elf)

Init +0; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Ancient Suel, Drow Sign Language, Elven, Undercommon

AC 18, touch 10, flat-footed 18
(+0 Dex, +6 armor, +2 shield)

hp 31 (5 HD)

Immune magic *sleep* effects

SR 16

Fort +5, **Ref** +3, **Will** +5 (+7 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee mwk scimitar +8 (1d6/18-20)

Ranged mwk hand crossbow +5 (1d4/19-20)

Base Atk +5; **Grp** +7

Atk Options arcane channeling, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours)

Special Actions quick cast

Combat Gear 5 doses of drow sleep poison, *drow house insignia* (protection from good), *arcanist gloves*, *dust of dispersion*, *cloak of elemental protection*

Duskblade Spells Known (CL 5th):

2nd (3/day)—*touch of idiocy*

1st (6/day)—*cause fear* (DC 14), *chill touch* (DC 14), *Kelgore's fire bolt*, *ray of enfeeblement*, *resist energy*

0 (6/day)—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue* (DC 13)

Spell-Like Abilities (CL 5th):

1/day—*dancing lights*, *faerie fire*

2/day—*darkness*

Combined 6/day—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic*

Abilities Str 15, Dex 10, Con 12, Int 16, Wis 12, Cha 12

SQ arcane attunement, armored mage (medium), drow traits

Feats Master of Poison, Combat Casting, Instinctive Darkness

Skills Concentration +11 (+15 casting defensively), Decipher Script +11, Listen +3, Knowledge (arcane) +8, Knowledge (local-core) +8, Search +5, Spellcraft +13, Spot +6

Possessions combat gear plus +1 *breastplate*, +1 *light steel shield*, masterwork scimitar, masterwork hand crossbow with 20 bolts, *greater skill shard*, 181 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Clannair for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Arcane Attunement (Sp) Clannair can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost*

sound, and *read magic* a combined total of 6 times per day. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (medium) (Ex) Clannair's limited focus and specialize training allows him to avoid arcane spell failure when using medium armor and light shields.

Arcane Channeling (Su) Clannair can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Quick Cast 1/day Clannair may cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

IMDRILETH

CR 6

Male drow scout* 5

**Complete Adventurer* 10

NE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Listen +11, Spot +11

Languages Common, Drow Sign Language, Goblin, Elven, Undercommon

AC 18, touch 14, flat-footed 14; Dodge, uncanny dodge, *vest of defense*, skirmish
(+4 Dex, +4 armor)

hp 31 (5 HD)

Immune magic *sleep* effects

Resist evasion; SR 16

Fort +3, **Ref** +8, **Will** +2 (+4 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 40 ft. (8 squares)

Melee mwk rapier +4 (1d6/19-20)

Ranged +1 *hand crossbow* +8 (1d4+1/19-20)

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

Atk Options Point Blank Shot, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours), skirmish (+2d6, +1 AC)

Combat Gear 3 doses of drow sleep poison, *screaming bolt*

Spell-Like Abilities (CL 5th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 11, Dex 18, Con 12, Int 14, Wis 13, Cha 10

SQ battle fortitude +1, drow traits, fast movement, poison use, trackless step, trapfinding

Feats Point Blank Shot, Hand Crossbow Focus, Dodge

Skills Balance +10, Climb +6, Hide +11, Jump +10, Knowledge (dungeoneering) +7, Knowledge (nature) +9, Listen +11, Move Silently +11, Search +7, Speak Language +2, Spot +11, Survival +7, Tumble +13, Use Rope +9

Possessions combat gear plus masterwork chain shirt, +1 *hand crossbow* with 20 bolts, masterwork rapier, *vest of defense*, assorted gems worth 138 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Imdrileth

for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Skirmish (Ex) +2d6 bonus on damage rolls and +1 to AC in any round in which Imdrileth moves at least 10 feet.

Battle Fortitude (Ex) Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying a light load.

successful and if the target has less than 5d6 hit points, it dies without a saving throw.

MYRETHIS VAE

CR 6

Female drow cleric 5

NE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Listen +5, Spot +5

Languages Common, Drow Sign Language, Elven, Undercommon

AC 23, touch 11, flat-footed 22
(+1 Dex, +9 armor, +3 shield)

hp 31 (5 HD)

Immune magic *sleep* effects

SR 16

Fort +5, **Ref** +5, **Will** +7 (+9 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

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

Melee mwk whip +3 (1d3-1)

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

Atk Options Gift of the Spider Queen, death touch

Special Actions rebuke undead 5/day, spontaneous casting (*inflict spells*)

Combat Gear *anklet of translocation*

Cleric Spells Prepared (CL 5th):

3rd—*bestow curse* (DC 16), *dispel magic*, *suggestion* (DC 16)^D

2nd—*cure moderate wounds*, *death knell*^P, *spiritual weapon*, *wave of grief* (DC 15)

1st—*cloak of dark power*^P, *command* (DC 14), *cure light wounds*, *doom* (DC 14), *shield of faith*

0—*cure minor wounds*, *detect magic*, *detect poison*, *mending*, *purify food and drink*

D: Domain spell. Deity: Lolth. Domains: Death, Drow

Spell-Like Abilities (CL 5th):

2/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 8, Dex 12, Con 12, Int 14, Wis 16, Cha 15

SQ drow traits

Feats Lightning Reflexes, Gift of the Spider Queen, Master of Shadow,

Skills Concentration +9, Diplomacy +7, Heal +8, Knowledge (religion) +7, Listen +5, Sense Motive +4, Speak Language +1, Spellcraft +7, Spot +5

Possessions combat gear plus +1 *heavy shield*, +1 *full plate*, masterwork whip, silver holy symbol of Lolth (2), assorted gems worth 29 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Myrethis for 1 round. In addition, she take a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Death Touch (Su) Myrethis can make death touch as a melee touch attack against a living creature 1/day. If

4: XVARTS AND ALL**BAXITORT, XVART RATMASTER CR 8**

Male xvirt* ranger 5/beastmaster** 3

*Dragon Magazine 339

**Complete Adventurer 26

CE Small humanoid

Init +8; **Senses** darkvision 60 ft., Listen +2, Spot +11**Languages** Goblin**AC** 18, touch 15, flat-footed 14

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

hp 58 (8 HD)**Fort** +9, **Ref** +11, **Will** +1**Speed** 30 ft. (6 squares)**Melee** dagger +9/+4 (1d3)**Ranged** +1 longbow +14/+9 (1d6+1) or
+1 longbow +12/+12/+7 (1d6+1) with Rapid Shot**Base Atk** +8; **Grp** +4**Atk Options** Point Blank Shot, Rapid Shot, favored
enemy – humans +4, oozes +2**Combat Gear** goggles of foefinding, potion of cure
moderate wounds, potion of heroism**Ranger Spells Prepared** (CL 2nd):

1st—arrow mind

Abilities Str 10, Dex 19, Con 14, Int 8, Wis 11, Cha 11**SQ** speak with animals (as xvirt), speak with animals
(as beastmaster) 1/day, wild empathy +8 (+4 magical
beasts)**Feats** Alertness, Endurance, Improved Initiative, Natural
Bond, Point Blank Shot, Rapid Shot, Track**Skills** Handle Animal +8, Hide +12, Listen +2, Move
Silently +10, Spot +11, Survival +4,**Possessions** combat gear plus small *precise* + 1
longbow, +1 studded leather, 60 arrows, dagger, and
assorted coins equaling 125 gp**Speak With Animals (Sp)** Once per day a xvirt can
use this ability to communicate with bats or rats
(including dire forms of these creatures) for 1 minute
as if using the *speak with animals* spell.**Speak With Animals (Sp)** Starting at 3rd level, a
beastmaster can use *speak with animals* once per
day as the spell cast by a caster of her class level.
She can use this ability twice per day at 6th level and
three times per day at 9th level.**RAT**

N Small animal

Init +5; **Senses** low-light vision, scent; Listen +4, Spot
+4**Languages** None**AC** 27, touch 16, flat-footed 22

(+1 size, +4 armor +5 Dex, +7 natural)

hp 36 (7 HD)**Resist** evasion**Fort** +6, **Ref** +10, **Will** +3**Speed** 40 ft. (8 squares), climb 20 ft.**Melee** bite +12/+7 (1d6+1 plus disease)**Base Atk** +5; **Grp** +2**Atk Options** disease**Abilities** Str 13, Dex 20, Con 12, Int 1, Wis 12, Cha 4**SQ** link, devotion**Feats** Alertness, Improved Natural Attack (bite),
Weapon Finesse, Weapon Focus (bite)**Skills** Climb +13, Hide +13, Listen +4, Move Silently +9,
Spot +4, Swim +13**Possessions** combat gear plus +1 studded leather
barding**Disease (Ex)** Filth fever—bite, Fortitude DC 14,
incubation period 1d3 days, damage 1d3 Dex and
1d3 Con. The save DC is Constitution-based.**Skills** Dire rats have a +8 racial bonus on Swim checks.
Dire rats have a +8 racial bonus on Climb checks and
can always choose to take 10 on Climb checks, even
if rushed or threatened. Dire rats use their Dexterity
modifier for Climb and Swim checks.**WERERAT XVART****CR 2**

Male wererat xvirt* warrior 2

*Dragon Magazine 339

CE Small humanoid (shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent;
Listen +2, Spot +2**Languages** Goblin, rat empathy**AC** 24, touch 16, flat-footed 19

(+1 size, +5 Dex, +4 armor, +1 shield, +3 natural)

hp 15 (3 HD); DR 10/silver**Fort** +5, **Ref** +4, **Will** +4**Speed** 30 ft. (6 squares)**Melee** mwk small rapier +9 (1d4) and
bite +3 (1d4) or**Ranged** net +8 (entangles)**Base Atk** +2 **Grp** -2**Atk Options** curse of lycanthropy, disease, tanglefoot
bag**Combat Gear** acrobat boots, tanglefoot bag**Abilities** Str 10, Dex 21, Con 13, Int 10, Wis 11, Cha 6**SQ** alternative form, speak with animals**Feats** Alertness, Iron Will, Swarm Fighting, Weapon
Finesse**Skills** Climb +6, Hide +5, Move Silently +3, Handle
Animal +2, Swim +14, Tumble +7**Possessions** combat gear plus masterwork small chain
shirt, masterwork small light wooden shield,
masterwork small rapier, net, and 7 gp**Alternative Form (Su)** A wererat can assume a bipedal
hybrid form or the form of a dire rat.**Curse of Lycanthropy (Su)** Any humanoid or giant hit
by a wererat's bite in animal or hybrid form must
succeed on a DC 15 Fortitude save or contract
lycanthropy.**Disease (Ex)** Filth fever, Fortitude DC 12, incubation
period 1d3 days**Rat Empathy (Ex)** Communicate with rats and dire rats
and a +4 racial bonus on Charisma-based checks
against rats and dire rats.

Speak With Animals (Sp) Once per day a xuart can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *Speak with animals* spell.

Skills A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Dexterity modifier for Climb or Swim checks. In dire rat form, it has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks.

5: BODY AND SOUL

CLANNAIR BLACKSHADOW

CR 8

Male drow duskblade* 7

**Player's Handbook II* 19

CE Medium humanoid (elf)

Init +0; **Senses** darkvision 120 ft.; Listen +3, Spot +8

Languages Common, Ancient Suel, Drow Sign Language, Elven, Undercommon

AC 19, touch 10, flat-footed 19
(+0 Dex, +6 armor, +3 shield)

hp 42 (7 HD)

Immune magic *sleep* effects

SR 18

Fort +6, **Ref** +4, **Will** +6 (+8 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee +1 *scimitar* +10/+5 (1d6+1/18-20) or

Ranged mwk hand crossbow +7 (1d4/19-20)

Base Atk +7; **Grp** +9

Atk Options Master of Poison, arcane channeling, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours), poison (purple worm poison, Fort DC 25, 1d6 Str / 2d6 Str), quick cast

Combat Gear 3 doses of drow sleep poison, 3 doses of purple worm poison, *drow house insignia* (protection from good), *arcanist gloves*, *dust of dispersion*, *cloak of elemental protection*

Duskblade Spells Known (CL 7th):

2nd (6/day)—*dimensional hop*, *ghoul touch* (DC 15), *touch of idiocy*

1st (7/day)—*chill touch* (DC 14), *Kelgore's fire bolt*, *ray of enfeeblement*, *resist energy*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue* (DC 13)

Spell-Like Abilities (CL 7th):

1/day—*dancing lights*, *faerie fire*

3/day—*darkness*

Combined 6/day—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic*

Abilities Str 15, Dex 10, Con 12, Int 16, Wis 12, Cha 12

SQ arcane attunement, armored mage (medium and heavy shield), drow traits

Feats Master of Poison, Combat Casting, Instinctive Darkness, Intensify Darkness

Skills Concentration +13 (+17 casting defensively), Decipher Script +13, Listen +3, Knowledge (arcane)

+8, Knowledge (local-core) +8, Search +5, Spellcraft +15, Spot +8

Possessions combat gear plus +1 *breastplate*, +1 *heavy steel shield*, +1 *scimitar*, masterwork hand crossbow with 20 bolts, *greater skill shard*, 20 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Clannair for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Arcane Attunement (Sp) Clannair can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of 6 times per day. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (medium and heavy shield) (Ex)

Clannair's limited focus and specialize training allows him to avoid arcane spell failure when using medium armor and heavy shields.

Arcane Channeling (Su) Clannair can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Spell Power +2 (Ex) If Clannair has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter.

Quick Cast 1/day Clannair may cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

IMDRILETH

CR 8

Male drow scout* 7

**Complete Adventurer* 10

NE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Listen +13, Spot +13

Languages Common, Drow Sign Language, Goblin, Elven, Undercommon

AC 19, touch 14, flat-footed 15; Dodge, Mobility, uncanny dodge, vest of defense, skirmish
(+4 Dex, +5 armor)

hp 42 (7 HD)

Immune magic *sleep* effects

Resist evasion; **SR** 18

Fort +4, **Ref** +9, **Will** +3 (+5 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 40 ft. (8 squares)

Melee mwk rapier +6 (1d6/ 19-20)

Ranged +1 *hand crossbow* +10 (1d4+1/19-20)

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

Atk Options poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours), skirmish (+2d6, +2 AC)

Combat Gear 3 doses of drow sleep poison, *drow house insignia* (*shield*), *gloves of agile striking*, *screaming bolt* (3)

Spell-Like Abilities (CL 7th):1/day—*dancing lights, darkness, faerie fire***Abilities** Str 11, Dex 18, Con 12, Int 14, Wis 13, Cha 10**SQ** able to notice secret or concealed doors, battle fortitude +1, fast movement, trackless step, trap finding**Feats** Point Blank Shot, Hand Crossbow Focus, Dodge, Mobility**Skills** Balance +10, Climb +8, Hide +13, Jump +12, Knowledge (dungeoneering) +7, Knowledge (geography) +6, Knowledge (nature) +9, Listen +13, Move Silently +13, Search +7, Speak Language +2, Spot +13, Survival +9, Tumble +15, Use Rope +9**Possessions** combat gear plus mithral chain shirt, +1 hand crossbow with 20 bolts, masterwork rapier, vest of defense, assorted gems 118 gp**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Imdrileth for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.**Skirmish (Ex)** +2d6 bonus on damage rolls and +2 to AC in any round in which Imdrileth moves at least 10 feet.**Battle Fortitude (Ex)** Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying a light load.**Flawless Stride (Ex)** Imdrileth ignores movement penalties in any terrain that slows movement.1st—*bless, cloak of dark power^D, command* (DC 14), *cure light wounds, doom* (DC 14), *shield of faith*
0—*cure minor wounds, detect magic, detect poison, mending, purify food and drink***D:** Domain spell. Deity: Lolth. Domains: Death, Drow**Spell-Like Abilities** (CL 7th):2/day—*dancing lights, darkness, faerie fire***Abilities** Str 8, Dex 12, Con 12, Int 14, Wis 16, Cha 15**SQ** drow traits**Feats** Lightning Reflexes, Gift of the Spider Queen, Master of Shadow, Lolth's Caress**Skills** Concentration +11, Diplomacy +7, Heal +8, Knowledge (religion) +7, Listen +5, Sense Motive +7, Speak Language +1, Spellcraft +7, Spot +5**Possessions** combat gear plus +1 full plate, +1 heavy shield, masterwork whip, silver holy symbol of Lolth (2), assorted gems worth 329 gp**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Myrethis for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.**Death Touch (Su)** Myrethis can make death touch as a melee touch attack against a living creature 1/day. If successful and if the target has less than 7d6 hit points, it dies without a saving throw.**MYRETHIS VAE****CR 8**

Female drow cleric 7

NE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Listen +5, Spot +5**Languages** Common, Drow Sign Language, Elven, Undercommon**AC** 23, touch 11, flat-footed 22
(+1 Dex, +9 armor, +3 shield)**hp** 42 (7 HD)**Immune** magic *sleep* effects**SR** 18**Fort** +6, **Ref** +5, **Will** +8 (+10 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 20 ft. in full plate (4 squares), base speed 30 ft.**Melee** mwk whip +5 (1d3-1) or**Base Atk** +5; **Grp** +4**Atk Options** Gift of the Spider Queen, Lolth's Caress, death touch**Special Actions** rebuke undead 5/day, spontaneous casting (*inflict spells*)**Combat Gear** anklet of translocation, ring of mystic healing**Cleric Spells Prepared** (CL 7th):4th—*discern lies^D, recitation*3rd—*bestow curse* (DC 16), *dispel magic, ring of blades, suggestion* (DC 16)^D2nd—*cure moderate wounds, death knell^D, hold person*, (DC 15) *spiritual weapon, wave of grief* (DC 15)

4: XVARTS AND ALL

BAXITORT, XVART RATMASTER CR 10

Male xvirt* ranger 5/beastmaster** 5

*Dragon Magazine 339

**Complete Adventurer 26

CE Small humanoid

Init +8; **Senses** darkvision 60 ft., Listen +2, Spot +15**Languages** Goblin**AC** 18, touch 15, flat-footed 14

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

hp 73 (10 HD)**Fort** +10, **Ref** +12, **Will** +1**Speed** 30 ft. (6 squares)**Melee** dagger +11/+6 (1d3)**Ranged** +1 *precise longbow* +16/+11 (1d6+1) or
+1 *precise longbow* +14/+14/+9 (1d6+1) with Rapid
Shot**Base Atk** +10; **Grp** +6**Atk Options** Point Blank Shot, Rapid Shot, favored
enemy – humans +7, oozes +5**Combat Gear** *elixir of flaming fists*, *goggles of*
foefinding, *jumping caltrops*, *potion of cure moderate*
wounds, *potion of heroism***Ranger Spells Prepared** (CL 2nd):1st—*arrow mind***Abilities** Str 10, Dex 19, Con 14, Int 8, Wis 11, Cha 11**SQ** speak with animals (as xvirt), speak with animals
(as beastmaster) 1/day, wild empathy +8 (+4 magical
beasts)**Feats** Alertness, Endurance, Improved Initiative,
Improved Favored Enemy, Natural Bond, Point Blank
Shot, Rapid Shot, Track**Skills** Handle Animal +8, Hide +12, Listen +2, Move
Silently +12, Spot +15, Survival +4,**Possessions** combat gear plus small +1 *precise*
longbow, +1 *studded leather*, 60 arrows, dagger, and
assorted coins worth 175 gp.**Speak With Animals (Sp)** Once per day a xvirt can
use this ability to communicate with bats or rats
(including dire forms of these creatures) for 1 minute
as if using the *speak with animals* spell.**Speak With Animals (Sp)** Starting at 3rd level, a
beastmaster can use *speak with animals* once per
day as the spell cast by a caster of her class level.
She can use this ability twice per day at 6th level and
three times per day at 9th level.**RAT**

N Small animal

Init +5; **Senses** low-light vision, scent; Listen +4, Spot
+4**Languages** None**AC** 25, touch 16, flat-footed 20

(+1 size, +5 Dex, +9 natural)

hp 45 (9 HD)**Resist** evasion**Fort** +7, **Ref** +11, **Will** +4**CR –****Speed** 40 ft. (8 squares), climb 20 ft.**Melee** bite +13/+8 (1d6+2 plus disease)**Base Atk** +6; **Grp** +4**Atk Options** disease**Abilities** Str 14, Dex 21, Con 12, Int 1, Wis 12, Cha 4**SQ** link, devotion**Feats** Ability Focus (disease), Alertness, Improved
Natural Attack (bite), Weapon Finesse, Weapon
Focus (bite)**Skills** Climb +13, Hide +14, Listen +4, Move Silently
+10, Spot +4, Swim +13,**Possessions** combat gear plus +1 *studded leather*
*barding***Disease (Ex)** Filth fever—bite, Fortitude DC 17,
incubation period 1d3 days, damage 1d3 Dex and
1d3 Con. The save DC is Constitution-based.**Skills** Dire rats can always choose to take 10 on Climb
checks, even if rushed or threatened.**RAT****CR –**

N Small animal

Init +3; **Senses** low-light vision, scent; Listen +4, Spot
+4**Languages** None**AC** 15, touch 14, flat-footed 12

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

hp 5 (1 HD)**Fort** +3, **Ref** +5, **Will** +3**Speed** 40 ft. (8 squares), climb 20 ft.**Melee** bite +4 (1d4 plus disease)**Base Atk** +0; **Grp** -4**Atk Options** disease**Abilities** Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4**SQ** link**Feats** Alertness, Weapon Finesse**Skills** Climb +11, Hide +8, Listen +4, Move Silently +4,
Spot +4, Swim +11,**Disease (Ex)** Filth fever—bite, Fortitude DC 11,
incubation period 1d3 days, damage 1d3 Dex and
1d3 Con. The save DC is Constitution-based.**Skills** Dire rats can always choose to take 10 on Climb
checks, even if rushed or threatened.**WERERAT XVART****CR 2**

Male wererat xvirt* warrior 2

*Dragon Magazine 339

CE Small Humanoid (shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent;
Listen +2, Spot +2**Languages** Goblin**AC** 24, touch 16, flat-footed 19

(+1 size, +5 Dex, +4 armor, +1 shield, +3 natural)

hp 15 (3 HD); **DR** 10/silver**Fort** +5, **Ref** +4, **Will** +4**Speed** 30 ft. (6 squares)**Melee** mwk small rapier +9 (1d4) and
bite +3 (1d4)

Ranged net +8 (entangles)

Base Atk +2 **Grp** -2

Atk Options curse of lycanthropy, disease

Combat Gear acrobat boots, tanglefoot bag

Abilities Str 10, Dex 21, Con 13, Int 10, Wis 11, Cha 6

SQ alternative form, rat empathy, speak with animals

Feats Alertness, Iron Will, Swarm Fighting, Weapon Finesse

Skills Climb +6, Hide +5, Move Silently +3, Handle Animal +2, Swim +14, Tumble +7

Possessions combat gear plus masterwork small chain shirt, masterwork small light wooden shield, masterwork small rapier, net, and 7 gp

Alternative Form (Su) A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su) Any humanoid or giant hit by a wererat's bite in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex) Filth fever, Fortitude DC 12, incubation period 1d3 ladies

Rat Empathy (Ex) Communicate with rats and dire rats and a +4 racial bonus on Charisma-based checks against rats and dire rats.

Speak With Animals (Sp) Once per day a xuart can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *speak with animals* spell.

Skills A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Dexterity modifier for Climb or Swim checks. In dire rat form, it has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check even if rushed or threatened.

5: BODY AND SOUL

CLANNAIR BLACKSHADOW

CR 10

Male drow duskblade* 9

**Player's Handbook II* 19

CE Medium humanoid (elf)

Init +0; **Senses** darkvision 120 ft.; Listen +5, Spot +8

Languages Common, Ancient Suel, Drow Sign Language, Elven, Undercommon

AC 19, touch 10, flat-footed 19

(+0 Dex, +6 armor, +3 shield)

hp 53 (9 HD)

Immune magic *sleep* effects

SR 20

Fort +7, **Ref** +5, **Will** +7 (+9 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee +1 *toxic scimitar* +13/+8 (1d6+1/18-20)

Ranged mwk hand crossbow +9 (1d4/19-20)

Base Atk +9; **Grp** +12

Atk Options Master of Poison, arcane channeling, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours), poison (purple worm poison, Fort DC 25, 1d6 Str / 2d6 Str), quick cast

Combat Gear 3 doses of drow sleep poison, 3 doses of purple worm poison, drow house insignia (protection from good), *arcanist gloves*, *dust of dispersion*, *potion of remove blindness*, *cloak of elemental protection*

Duskblade Spells Known (CL 9th):

3rd (3/day)—*vampiric touch*

2nd (7/day)—*dimensional hop*, *ghoul touch* (DC 15), *see invisibility*, *touch of idiocy*

1st (8/day)—*chill touch* (DC 14), *Kelgore's fire bolt*, *ray of enfeeblement*, *resist energy*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue* (DC 13)

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *faerie fire*

3/day—*darkness*

Combined 6/day—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic*

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

SQ arcane attunement, armored mage (medium and heavy shield), drow traits

Feats Master of Poison, Combat Casting, Instinctive Darkness, Intensify Darkness, At Home in the Deep

Skills Concentration +15 (+19 casting defensively), Decipher Script +15, Listen +5, Knowledge (arcane) +8, Knowledge (local-core) +8, Search +5, Spellcraft +17, Spot +8

Possessions combat gear plus +1 *breastplate*, +1 *heavy steel shield*, +1 *toxic scimitar*, masterwork hand crossbow with 20 bolts, *greater skill shard*, 620 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Clannair for 1 round. In addition, he take a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Arcane Attunement (Sp) Clannair can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of 6 times per day. These spell-like powers do not count against your total of spells known or spells per day.

Armored Mage (medium and heavy shield) (Ex)

Clannair's limited focus and specialize training allows him to avoid arcane spell failure when using medium armor and heavy shields.

Arcane Channeling (Su) Clannair can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Spell Power +2 (Ex) If Clannair has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter.

Quick Cast 1/day Clannair may cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

IMDRILETH**CR 10**

Male drow Scout 9

*Complete Adventurer 10

NE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Listen +15, Spot +15**Languages** Common, Drow Sign Language, Goblin, Elven, Undercommon**AC** 19, touch 14, flat-footed 15; Dodge, Mobility, uncanny dodge, skirmish, *vest of defense* (+4 Dex, +5 armor)**hp** 53 (9 HD)**Immune** magic *sleep* effects**Resist** evasion; **SR** 20**Fort** +5, **Ref** +10, **Will** +5 (+7 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 40 ft. (8 squares)**Melee** mwk rapier +7 (1d6/ 19-20)**Ranged** +1 *magebane hand crossbow* +11 (1d4+1/19-20)**Base Atk** +6; **Grp** +6**Atk Options** Point Blank Shot, Shot on the Run, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours), skirmish (+3d6, +2 AC), Xanikos School**Combat Gear** 3 doses of drow sleep poison, drow house insignia (*shield*), *gloves of agile striking*, *screaming bolt* (3)**Spell-Like Abilities** (CL 9th):1/day—*dancing lights*, *darkness*, *faerie fire***Abilities** Str 11, Dex 18, Con 12, Int 14, Wis 14, Cha 10**SQ** battle fortitude +1, camouflage, drow traits, fast movement, trackless step, trapfinding**Feats** Point Blank Shot, Hand Crossbow Focus, Dodge, Mobility, Xanikos School, Shot on the Run**Skills** Balance +10, Climb +10, Hide +15, Jump +14, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +9, Listen +15, Move Silently +15, Search +9, Speak Language +2, Spot +15, Survival +12, Tumble +17, Use Rope +9**Possessions** combat gear plus +1 *chain shirt*, +1 *magebane hand crossbow* with 20 bolts, masterwork rapier, *vest of defense*, assorted *gems* worth 184 gp**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Imdrileth for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.**Skirmish (Ex)** +3d6 bonus on damage rolls and +2 to AC in any round in which the dark sniper moves at least 10 feet.**Battle Fortitude (Ex)** Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying a light load.**Flawless Stride (Ex)** Imdrileth ignores movement penalties in any terrain that slows movement.**Camouflage (Ex):** Imdrileth can use the Hide skill in any sort of natural terrain. He loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.**MYRETHIS VAE****CR 10**

Female drow cleric 9

NE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Listen +5, Spot +5**Languages** Common, Drow Sign Language, Elven, Undercommon**AC** 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)**hp** 53 (9 HD)**Immune** magic *sleep* effects**SR** 20**Fort** +9, **Ref** +8, **Will** +11 (+13 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 20 ft. in full plate (4 squares), base speed 30 ft.**Melee** mwk whip +6 (1d3-1/x2)**Base Atk** +6; **Grp** +5**Atk Options** Gift of the Spider Queen, Lolth's Caress, death touch**Special Actions** rebuke undead 6/day, spontaneous casting (*inflict spells*)**Combat Gear** *anklet of translocation*, *enduring amulet*, *ring of mystic healing***Cleric Spells Prepared** (CL 9th):5th—*greater command* (DC 18), *slay living* (DC 18)^D4th—*discern lies*^D, *recitation*, <*sacrificed*>3rd—*bestow curse* (DC 16), *dispel magic*, coercive *sound burst* (DC 16), *ring of blades*, *suggestion* (DC 16)^D2nd—*cure moderate wounds*, *death knell*^D, *hold person* (DC 15), *silence*, *spiritual weapon*, *wave of grief* (DC 15)1st—*bless*, *cloak of dark power*^D, *cure light wounds*, *divine favor*, *doom* (DC 14), *shield of faith*0—*cure minor wounds*, *detect magic*, *detect poison*, *mending*, *purify food and drink***D:** Domain spell. Deity: Lolth. Domains: Death, Drow**Spell-Like Abilities** (CL 9th):At will—*spider climb*2/day—*dancing lights*, *darkness*, *faerie fire***Abilities** Str 8, Dex 12, Con 12, Int 14, Wis 16, Cha 16**SQ** drow traits**Feats** Lightning Reflexes, Gift of the Spider Queen, Master of Shadow, Lolth's Caress, Coercive Spell**Skills** Concentration +13, Diplomacy +12, Heal +10, Knowledge (Religion) +7, Listen +5, Sense Motive +8, Speak Language +1, Spellcraft +9, Spot +5**Possessions** combat gear plus +1 *full plate*, +1 *heavy shield*, *vestments of ebonsilk*, masterwork whip, silver holy symbol of Lolth (2), assorted *gems* worth 659 gp**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Myrethis for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.**Death Touch (Su)** Myrethis can make death touch as a melee touch attack against a living creature 1/day. If successful and if the target has less than 9d6 hit points, it dies without a saving throw.

4: XVARTS AND ALL

BAXITORT, XVART RATMASTER CR 12

Male xuart *ranger 5/beastmaster** 7

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***Complete Adventurer* 26

CE Small humanoid

Init +8; **Senses** darkvision 60 ft., Listen +2, Spot +17

Languages Goblin

AC 18, touch 15, flat-footed 14

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

hp 88 (12 HD)

Fort +11, **Ref** +14, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +13/+8/+3 (1d3)

Ranged +1 *precise longbow* +19/+14/+9 (1d6+1/19-20 plus 1d6 acid) or

+1 *precise longbow* +17/+17/+12/+7 (1d6+1/19-20 plus 1d6 acid) with Rapid Shot

Base Atk +12; **Grp** +8

Atk Options Point Blank Shot, Rapid Shot, favored enemy – humans +7, oozes +5

Combat Gear *elixir of flaming fists*, *goggles of foefinding*, *jumping caltrops*, *potion of cure moderate wounds*, *potion of heroism*

Ranger Spells Prepared (CL 2nd):

1st—*arrow mind*

Abilities Str 10, Dex 20, Con 14, Int 8, Wis 11, Cha 11

SQ speak with animals (as xuart), speak with animals (as beastmaster) 2/day, wild empathy +8 (+4 magical beasts)

Feats Alertness, Endurance, Improved Critical, Improved Initiative, Improved Favored Enemy, Natural Bond, Point Blank Shot, Rapid Shot, Track

Skills Handle Animal +8, Hide +12, Listen +2, Move Silently +16, Spot +17, Survival +4,

Possessions combat gear small +1 *precise acidic longbow*, +1 *studded leather*, 60 arrows, dagger, and various coins worth 15 gp

Speak With Animals (Sp) Once per day a xuart can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *Speak With Animals* spell.

Speak With Animals (Sp) Starting at 3rd level, a beastmaster can use *Speak With Animals* once per day as the spell cast by a caster of her class level. She can use this ability twice per day at 6th level and three times per day at 9th level.

RAT

N Small animal

Init +6; **Senses** low-light vision, scent; Listen +4, Spot +4

Languages None

AC 25, touch 14, flat-footed 22

(+1 size, +3 Dex, +11 natural)

hp 60 (11 HD)

Resist improved evasion

CR –

Fort +8, **Ref** +13, **Will** +4 (+8 against enchantment spells and effects)

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +16/+11 (1d6+2 plus disease)

Base Atk +8; **Grp** +6

Atk Options disease

Abilities Str 15, Dex 22, Con 12, Int 1, Wis 12, Cha 4

SQ link, share spells, devotion, multiattack

Feats Ability Focus (disease), Alertness, Improved Natural Attack (bite), Weapon Finesse, Weapon Focus (bite)

Skills Climb +11, Hide +13, Listen +4, Move Silently +9, Spot +4, Swim +11

Possessions +1 *studded leather barding*

Disease (Ex) Filth fever—bite, Fortitude DC 18, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills Dire rats can always choose to take 10 on Climb checks, even if rushed or threatened.

BAT

N Large animal

Init +6; **Senses** blindsense 40 ft.; Listen +12, Spot +8

Languages None

AC 23, touch 15, flat-footed 17

(-1 size, +6 Dex, +3 armor, +5 natural)

hp 30 (4 HD)

Fort +7, **Ref** +10, **Will** +6

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +5 (1d8+4 plus disease)

Space 10 ft.; **Reach** 5 ft.

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

Abilities Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

Feats Alertness, Stealthy

Skills Hide +4, Listen +12, Move Silently +11, Spot +8

Possessions +1 *leather barding*

Blindsense (Ex) A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

RAT

N Small animal

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

Languages None

AC 15, touch 14, flat-footed 12

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

hp 5 (1 HD)

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

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +4 (1d4 plus disease)

Base Atk +0; **Grp** -4

CR –

Atk Options disease

Abilities Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
SQ link

Feats Alertness, Weapon Finesse

Skills Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Disease (Ex) Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills Dire rats can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

WERERAT XVART**CR 2**

Male wererat xuart warrior 2

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CE Small Humanoid (shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Listen +2, Spot +2

Languages Goblin

AC 24, touch 16, flat-footed 19

(+1 size, +5 Dex, +4 armor, +1 shield, +3 natural)

hp 15 (3 HD); DR 10/silver

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

Speed 30 ft. (6 squares)

Melee mwk small rapier +9 (1d4) and bite +3 (1d4) or

Ranged net +8 (entangles)

Base Atk +2 **Grp** -2

Atk Options curse of lycanthropy, disease

Combat Gear *acrobat boots*, tanglefoot bag

Abilities Str 10, Dex 21, Con 13, Int 10, Wis 11, Cha 6

SQ alternative form, rat empathy, speak with animals

Feats Alertness, Iron Will, Swarm Fighting, Weapon Finesse

Skills Climb +6, Hide +5, Move Silently +3, Handle Animal +2, Swim +14, Tumble +7

Possessions combat gear plus masterwork small chain shirt, masterwork small light wooden shield, masterwork small rapier, net, and 7 gp

Alternative Form (Su) A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su) Any humanoid or giant hit by a wererat's bite in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex) Filth fever, Fortitude DC 12, incubation period 1d3 days

Rat Empathy (Ex) Communicate with rats and dire rats and a +4 racial bonus on Charisma-based checks against rats and dire rats.

Speak With Animals (Sp) Once per day a xuart can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *speak with animals* spell.

Skills A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Dexterity modifier for Climb or Swim checks. In dire rat form, it has a +8 racial bonus on Climb checks and can always choose to take 10

on a Climb check even if rushed or threatened.

Wererats have a +8 racial bonus on Swim checks.

5: BODY AND SOUL**CLANNAIR BLACKSHADOW****CR 12**

Male drow duskblade* 11

**Player's Handbook II 19*

CE Medium humanoid (elf)

Init +0; **Senses** darkvision 120 ft.; Listen +5, Spot +10

Languages Common, Ancient Suel, Drow Sign

Language, Elven, Undercommon

AC 22, touch 10, flat-footed 19

(+0 Dex, +9 armor, +3 shield)

hp 64 (11 HD)

Immune magic *sleep* effects

SR 22

Fort +8, **Ref** +5, **Will** +8 (+10 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

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

Melee +1 *toxic scimitar* +15/+10/+5 (1d6+1/18-20) or

Ranged mwk hand crossbow +9 (1d4/19-20)

Base Atk +11; **Grp** +14

Atk Options Master of Poison, arcane channeling, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours), poison (purple worm poison, Fort DC 25, 1d6 Str / 2d6 Str), quick cast

Combat Gear 3 doses of drow sleep poison, 3 doses of purple worm poison, *drow house insignia* (protection from good), *arcanist gloves*, *dust of dispersion*, *potion of remove blindness*, *cloak of elemental protection*

Duskblade Spells Known (CL 11th):

3rd (6/day)—*crown of might*, *energy surge*, *vampiric touch*

2nd (8/day)—*dimensional hop*, *ghoul touch* (DC 15), *see invisibility*, *touch of idiocy*

1st (9/day)—*chill touch* (DC 14), *Kelgore's fire bolt*, *ray of enfeeblement*, *resist energy*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue* (DC 13)

Spell-Like Abilities (CL 11th):

1/day—*dancing lights*, *faerie fire*

3/day—*darkness*

Combined 6/day—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic*

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

SQ arcane attunement, armored mage (medium and heavy shield), drow traits

Feats Master of Poison, Combat Casting, Instinctive Darkness, Intensify Darkness, At Home in the Deep

Skills Concentration +17 (+21 casting defensively), Decipher Script +17, Listen +5, Knowledge (arcana) +8, Knowledge (local-core) +8, Search +5, Spellcraft +19, Spot +10

Possessions combat gear plus +1 *mithril full plate*, +1 *heavy steel shield*, +1 *toxic scimitar*, masterwork hand crossbow with 20 bolts, *greater skill shard*, 570 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Clannair for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Arcane Attunement (Sp) Clannair can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of 6 times per day. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (medium and heavy shield) (Ex) Clannair's limited focus and specialize training allows him to avoid arcane spell failure when using medium armor and heavy shields.

Arcane Channeling (Su) Clannair can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Spell Power +3 (Ex) If Clannair has injured an opponent with a melee attack, he gains a +3 bonus on his caster level check to overcome spell resistance for the remainder of the encounter.

Quick Cast 2/day A duskblade may cast a spell as a swift action 2/day, so long as the casting time of the spell is 1 standard action or less.

IMDRILETH

CR 12

Male drow scout* 11

*Complete Adventurer 10

NE Medium humanoid (elf)

Init +6; **Senses** darkvision 120 ft.; Listen +17, Spot +17

Languages Common, Drow Sign Language, Goblin, Elven, Undercommon

AC 20, touch 15, flat-footed 16; Dodge, Mobility, uncanny dodge, vest of defense, skirmish (+4 Dex, +5 armor, +1 deflection)

hp 64 (11 HD)

Immune magic *sleep* effects

Resist evasion, 5 fire; **SR** 22

Fort +6, **Ref** +11, **Will** +5 (+7 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 50 ft. (8 squares)

Melee mwk rapier +9 (1d6/ 19-20)

Ranged +1 *magebane hand crossbow* +13 (1d4+1/19-20)

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

Atk Options Point Blank Shot, Shot on the Run, poison (drow sleep poison, Fort DC 13, unconscious 1 minute / unconscious 2d4 hours), skirmish (+3d6, +3 AC), Xanikos School

Combat Gear 3 doses of drow sleep poison, *screaming bolt* (3), *gloves of agile striking*, *drow house insignia* (cat's grace), *shadow cloak*

Spell-Like Abilities (CL 11th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 11, Dex 18, Con 12, Int 14, Wis 14, Cha 10
SQ battle fortitude +1, camouflage, drow traits, fast movement, trackless step, trapfinding

Feats Point Blank Shot, Hand Crossbow Focus, Dodge, Mobility, Xanikos School, Shot on the Run

Skills Balance +10, Climb +11, Hide +22, Jump +15, Knowledge (dungeoneering) +8, Knowledge (geography) +8 Knowledge (nature) +10, Listen +17, Move Silently +17, Search +14, Speak Language +2, Spot +17, Survival +12, Tumble +19, Use Rope +9

Possessions combat gear plus +1 *chain shirt*, +1 *magebane hand crossbow* with 20 bolts, masterwork rapier, *vest of defense*, assorted gems worth 25 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Imdrileth for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Skirmish (Ex) +3d6 bonus on damage rolls and +3 to AC in any round in which Imdrileth moves at least 10 feet.

Battle Fortitude (Ex) +2 bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying a light load.

Flawless Stride (Ex) Imdrileth ignores movement penalties in any terrain that slows movement.

Camouflage (Ex): Imdrileth can use the Hide skill in any sort of natural terrain. He loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

MYRETHIS VAE

CR 12

Female drow cleric 11

NE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Listen +5, Spot +5

Languages Common, Drow Sign Language, Elven, Undercommon

AC 24, touch 11, flat-footed 23
(+1 Dex, +10 armor, +3 shield)

hp 64 (11 HD)

Immune magic *sleep* effects

SR 22

Fort +10, **Ref** +8, **Will** +12 (+14 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

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

Melee mwk whip +8 (1d3-1)

Base Atk +8; **Grp** +7

Atk Options Gift of the Spider Queen, Lolth's Caress, death touch

Special Actions rebuke undead 6/day, spontaneous casting (*inflict spells*)

Combat Gear *anklet of translocation*, *enduring amulet*, *mask of the matriarch*, *ring of mystic healing*

Cleric Spells Prepared (CL 11th):

6th—*coercive mass inflict light wounds* (DC 18), *greater dispelling screen*^D

5th—*greater command* (DC 18), *mass curse of ill fortune*, *slay living* (DC 18)^D

4th—*discern lies*^D, *recitation*, *coercive ring of blades*,
 <*sacrificed*>
 3rd—*bestow curse* (DC 16), *cure serious wounds*,
dispel magic, *invisibility purge*, *coercive sound burst*
 (DC 16), *suggestion* (DC 16)^D
 2nd—*cure moderate wounds*, *death knell*^D, *hold*
person (DC 15), *silence*, *spiritual weapon*, *wave of*
grief (DC 15)
 1st—*bless*, *cloak of dark power*^D, *cure light wounds*,
divine favor, *doom* (DC 14), *protection from good*,
shield of faith
 0—*cure minor wounds*, *detect magic*, *detect poison*,
mending, *purify food and drink*

D: Domain spell. Deity: Lolth. Domains: Death, Drow

Spell-Like Abilities (CL 11th):

At will—*spider climb*

2/day—*dancing lights*, *darkness*, *faerie fire*

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

SQ drow traits

Feats Lightning Reflexes, Gift of the Spider Queen,
 Master of Shadow, Lolth's Caress, Coercive Spell

Skills Concentration +15, Diplomacy +13, Heal +10,
 Knowledge (Planes) +7, Knowledge (Religion) +7,
 Listen +5, Sense Motive +8, Speak Language +1,
 Spellcraft +9, Spot +5

Possessions combat gear plus +2 *full plate*, +1 *heavy*
shield, *vestments of ebonsilk*, masterwork whip, silver
 holy symbol of Lolth (2), assorted gems worth 29 gp

Light Blindness (Ex) Abrupt exposure to bright light
 (such as sunlight or a daylight spell) blinds Myrethis
 for 1 round. In addition, she take a -1 circumstance
 penalty on attack rolls, saves, and checks while
 operating in bright light.

Death Touch (Su) Myrethis can make death touch as a
 melee touch attack against a living creature 1/day. If
 successful and if the target has less than 11d6 hit
 points, it dies without a saving throw.

APPENDIX 2: NEW RULES ITEMS

FEATS

AT HOME IN THE DEEP

Your innate power over the darkness extends to your senses.

Prerequisite: *Darkness* as a spell-like ability, darkvision.

Benefit: You can see through the shadowy illumination created by a *darkness* spell as if the spell weren't there.

This ability doesn't apply to other spells that have the darkness descriptor.

Source: *Drow of the Underdark* 47

COERCIVE SPELL [METAMAGIC]

Living foes damaged by your spell become more pliable and vulnerable to your commands.

Benefit: You can alter a spell that deals damage to foes so that any living creature dealt damage by the spell takes a –2 penalty on Will saves for 3 rounds.

Penalties from multiple coercive spells do not stack. A coercive spell uses up a spell slot one level higher than the spell's actual level.

Source: *Drow of the Underdark* 47

GIFT OF THE SPIDER QUEEN

You can combine your racial spell-like abilities in new and potent ways.

Prerequisite: Drow.

Benefit: As an immediate action, you can activate any of the following spell-like abilities (using your class level as your caster level). You spend one daily use of each spell-like ability used in this combination.

Curtain of Darkness: You can expend one daily use of *dancing lights* and *darkness* to extinguish all nonmagical light sources within 100 feet. This is not a magical darkness effect; the fires (or other sources, such as sunrods) simply go out. This ability does not function on any flame larger than that of a torch or lantern, so it cannot be used to extinguish a burning building or as a defense against fire used as a weapon. This is the equivalent of a 2nd-level spell.

Mirror Image: You can expend one daily use of *dancing lights* and *faerie fire* to use *mirror image* (as the spell, except you gain only 1d4 images).

See Invisibility: You can expend one daily use of *darkness* and *faerie fire* to use *see invisibility* (as the spell, except the duration is only 1 round per caster level).

Blinding Vanish: You can expend one daily use of *dancing lights*, *darkness*, and *faerie fire* to disappear in a blinding flash of light. All creatures within a 20-foot-radius burst are blinded for 1 round; a successful Fortitude save (DC 14 + your Cha modifier) reduces the effect to dazzled for 1 round. In addition, you become invisible (as the *invisibility* spell, except the duration is 1 round per caster level).

Source: *Drow of the Underdark* 50

HAND CROSSBOW FOCUS

Your hand crossbow attacks gain accuracy and speed.

Prerequisite: Proficiency with hand crossbow, base attack bonus +1.

Benefit: You can reload a hand crossbow as a free action. You also gain a +1 bonus on attack rolls with a hand crossbow. This bonus does not stack with the bonus from Weapon Focus, but it is the equivalent of Weapon Focus for the purpose of qualifying for feats, prestige classes, and anything else that requires the feat.

Special: A fighter can select Hand Crossbow Focus as a fighter bonus feat.

Source: *Drow of the Underdark* 50

INSTINCTIVE DARKNESS

After extensive training, you can negate light instinctively.

Prerequisite: *Darkness* as a spell-like ability.

Benefit: You can use your *darkness* spell-like ability as an immediate action. This does not provoke attacks of opportunity.

You also gain one extra daily use of your *darkness* spell-like ability.

Normal: Using *darkness* requires 1 standard action and provokes attacks of opportunity.

Source: *Drow of the Underdark* 50

INTENSIFY DARKNESS

By extending your effort, you can expand the area of your *darkness* spell-like ability.

Prerequisite: *Darkness* as a spell-like ability.

Benefit: If you spend a full-round action to use your *darkness* spell-like ability, you create *deeper darkness* instead.

You also gain one extra daily use of your *darkness* spell-like ability.

Source: *Drow of the Underdark* 50

LOLTH'S CARESS [DIVINE]

You can channel negative energy to accelerate poisonous effects.

Prerequisite: Rebuke undead, drow or Lolth as patron deity.

Benefit: You can spend a rebuke undead attempt to speed up the effects of poison, affecting all creatures within 20 feet of you. Any poisoned creature in the area that has not yet attempted its saving throw against the poison's secondary effect must do so immediately. (This takes the place of the saving throw at the end of the normal poison duration.)

Source: *Drow of the Underdark* 54

MASTER OF POISONS

You are highly trained and adept in the use of toxic substances.

Benefit: You can apply poison or oil to a weapon as a swift action, without provoking attacks of opportunity. In addition, you never risk accidentally poisoning yourself when applying poison to a weapon.

Normal: Applying poison or oil to a weapon is a standard action that provokes attacks of opportunity. When applying poison to a weapon, you have a 5% chance of accidentally poisoning yourself.

Source: *Drow of the Underdark* 51

MASTER OF SHADOW

You gain extra uses of your drow powers of light and darkness.

Prerequisite: Drow.

Benefit: You gain one extra daily use of each of your drow spell-like abilities (*dancing lights*, *darkness*, and *faerie fire*).

In addition, you gain a +2 bonus to your caster level with these spell-like abilities.

Source: *Drow of the Underdark* 51

SWARMFIGHTING [GENERAL]

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Small size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

Source: *Complete Warrior* 105

XANIQOS SCHOOL [STYLE]

You have learned the fighting style of House Xanikos, which favors aggressive crossbow maneuvers.

Prerequisite: Dex 13, Dodge, Mobility, Point Blank Shot, Shot on the Run, base attack bonus +6.

Benefit: If you have moved at least 10 feet toward your target since the start of your turn, your crossbow attacks deal an extra 1d6 points of damage against that target in this round. This feat's benefit doesn't apply when you are mounted.

In addition, reloading your crossbow does not provoke attacks of opportunity.

Source: *Drow of the Underdark* 57

MAGIC ITEMS

ANKLET OF TRANSLOCATION

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: —

A pewter chime hangs from this simple leather ankle-band.

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 71

ACROBAT BOOTS

Price (Item Level): 900 gp (4th)

Body Slot: Feet

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: — and swift (command)

Weight: 1 lb.

Multiple brass buckles run from the ankle to the top of the calf on these finely crafted, black leather boots.

A pair of *acrobat boots* grants you a +2 competence bonus on Tumble checks. This is a continuous effect and requires no activation.

In addition, these boots have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you an enhancement bonus to your speed for 1 round.

1 charge: +10-foot enhancement bonus.

2 charges: +15-foot enhancement bonus.

3 charges: +20-foot enhancement bonus.

Prerequisites: Craft Wondrous Item, *cat's grace*, *longstrider*.

Cost to Create: 450 gp, 36 XP, 1 day.

Source: *Magic Item Compendium* 67

ARCANIST'S GLOVES

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

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: —

These sleek blue gloves bear tiny golden stars across the knuckles.

When you activate *arcanist's gloves*, you add 2 to the caster level of the next 1st-level arcane spell you cast before the end of your turn. *Arcanist's gloves* function two times per day.

Prerequisites: Craft Wondrous Item, *fox's cunning*.

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

Source: *Magic Item Compendium* 72

DROW HOUSE INSIGNIA (SPELL)

Price (Item Level): See table

Body Slot: Throat

Caster Level: 5th

Aura: Faint; (DC 17) see text

Activation: Standard (command)

Weight: —

This small unusually shaped amulet bears a strange symbol.

Each *drow house insignia* (spell) is keyed to a specific noble house of a particular drow city, and is wrought to reflect the house that created it. Some might be stylized versions of crossbows, javelins, maces, or even just spiders.

A *drow house insignia* (spell) contains a single minor magical effect that can be used once per day, usually a 1st-, 2nd-, or 3rd-level spell, with the more powerful spells reserved for drow of significant station or influence.

These insignia typically contain one of the following spells: *blur*, *cat's grace*, *comprehend languages*, *feather fall*, *jump*, *levitate*, *shield*, *spider climb*, *unseen servant*, and *water breathing*. The aura of this item is of the same school as the spell it contains.

Since each insignia is slightly different—even those from the same noble house—a person aware of the unique shape of an individual *insignia* can magically locate that amulet with a *scrying* or similar spell.

Lore: A DC 15 Knowledge (local), or a DC 20 Knowledge (dungeoneering) or bardic knowledge check reveals the house to which an insignia is keyed.

Drow gain a +4 circumstance bonus on these checks.

Prerequisite: Craft Wondrous Item, appropriate spell, drow.

Cost to Create: See table.

Drow House Insignia (Spell)

Price Spell (Item Cost Level Level) to Create

1st 620 gp 310 gp, 25 XP, (3rd) 1 day

2nd 3,300 gp 1,650 gp, 132 XP, (8th) 4 days

3rd 8,200 gp 4,100 gp, 382 XP, (12th) 9 days

Source: *Drow of the Underdark* 99

DUST OF DISPERSION

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

Body Slot: —

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration, illusion

Activation: Standard (thrown)

Weight: —

This fine powder sparkles like ground gems.

You can fling this powder into the air up to 10 feet away from yourself to create a translucent cloud that occupies a 10-foot cube. Creatures outside the cloud can see into it and through it (though their sight is slightly blurred), but any ranged attack entering or passing through the cloud has a 50% miss chance.

Creatures within the cloud make ranged attacks normally.

The cloud persists for 3 minutes, but a moderate wind (11+ mph) disperses it in 4 rounds. A strong wind (21+ mph) disperses the cloud in 1 round, and any spell that deals fire damage burns away any part of the cloud in its area. *Dust of dispersion* cannot be used underwater.

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

Prerequisites: Craft Wondrous Item, *blur*, *glitterdust*.

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

Source: *Magic Item Compendium* 158

ELIXIR OF FLAMING FISTS

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

Body Slot: —

Caster Level: 3rd

Aura: Faint; (DC 16) evocation

Activation: Standard (manipulation)

Weight: —

The viscous liquid inside this cut glass bottle is red-orange and roils like the heart of an inferno.

When you drink this elixir, your hands immediately burst into flame, allowing you to deal an extra 1d6 points of fire damage with each of your unarmed attacks. These flames do not harm you.

This effect lasts for 3 minutes.

Prerequisites: Craft Wondrous Item, *burning hands*.

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

Source: *Magic Item Compendium* 159

ENDURING AMULET

Price (Item Level): 1,500 gp (5th)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) abjuration

Activation: — and immediate (command)

Weight: —

This circular, coin-shaped talisman is half flame red and half ice blue.

An *enduring amulet* protects you from extremes of temperature, as if by the *endure elements* spell. This is a continuous effect and requires no activation.

In addition, the amulet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you resistance to cold and fire for 1 round.

1 charge: Resistance to cold 10 and fire 10.

2 charges: Resistance to cold 15 and fire 15.

3 charges: Resistance to cold 20 and fire 20.

Prerequisites: Craft Wondrous Item, resist energy.
Cost to Create: 750 gp, 60 XP, 2 days.
Source: Magic Item Compendium 97

GLOVES OF AGILE STRIKING

Price (Item Level): 2,200 gp (6th)
Body Slot: Hands
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (mental)
Weight: —

These forest-green silk gloves feel like a second skin.

Gloves of agile striking grant you brief bursts of impressive dexterity in combat. When you activate these gloves, you deal an extra 1d6 points of damage with ranged weapons and light weapons (as well as nonlight weapons that can be used with Weapon Finesse, such as a rapier). If you are delivering a skirmish attack (see the scout class, CAd 10), this bonus improves to 2d6. This effect lasts for 1 round.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, divine agility (SC 69).

Cost to Create: 1,100 gp, 84 XP, 3 days.

Source: Magic Item Compendium 105

GOGGLES OF FOEFINDING

Price (Item Level): 2,500 gp (7th)
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: —
Weight: —

The lenses of these goggles continually fade back and forth between soot black and snow white.

When you attack foes that have cover while you wear goggles of foe-finding, you can ignore the cover bonus to AC they would normally receive. The goggles do not, however, allow you to circumvent the effect of total cover.

Prerequisites: Craft Wondrous Item, clairvoyance/clairaudience.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Source: Magic Item Compendium 108

JUMPING CALTROPS

Price (Item Level): 250 gp (2nd)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate; (DC 20) transmutation
Activation: Standard (command)
Weight: 2 lb.

This leather bag periodically twitches and jerks, as though it holds something alive.

Jumping caltrops function just like normal ones, except that each round at the start of your turn, if no targets are in their square, they move 5 feet toward the nearest enemy (chosen randomly if more than one is equidistant). Upon entering an occupied square, the jumping caltrops “attack” that creature as normal for caltrops. They remain capable of movement for 5 rounds after being activated, then function like normal caltrops until dawn the next day.

Prerequisites: Craft Wondrous Item, animate objects.

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

Source: Magic Item Compendium 162

MAGEBANE

Price: +1 bonus
Property: Weapon
Caster Level: 8th
Aura: Moderate; (DC 19) evocation
Activation: —

The surface of this black iron weapon is inscribed with runes representing the grounding of energy, and its pommel or grip is set with three diamonds.

Weapons that have this property are feared by arcane spellcasters. Against any creature that can cast arcane spells or use invocations (CAr 7), a magebane weapon's enhancement bonus is 2 higher than normal. (Thus, a +1 longsword with the magebane property becomes a +3 longsword when wielded against such targets.)

Furthermore, a magebane weapon deals an extra 2d6 points of damage against targets capable of casting arcane spells or using invocations.

The magebane property can be added to a cold iron weapon without paying the extra 2,000 gp (DMG 284).

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, dispel magic.

Cost to Create: Varies.

Source: Magic Item Compendium 38

MASK OF THE MATRIARCH

Price (Item Level): 9,000 gp (12th)
Body Slot: Face
Caster Level: 11th
Aura: Moderate; (DC 20) necromancy
Activation: Standard (command)
Weight: 5 lb.

This obsidian mask has been fashioned into the likeness of a drow female. Framing the face are eight straps that hold the mask in place on the wearer's head.

Three times per day, you can make a gaze attack (DMG 294) against all creatures that can clearly see you and are within 30 feet. Those who fail a DC 20 Will save cower in fear for 1 round and are shaken on the following round.

Your gaze remains effective for 1 round.

Prerequisite: Craft Wondrous Item, imperious glare^{SC}.
Cost to Create: 4,500 gp, 360 XP, 9 days.
Source: Drow of the Underdark 100

RING OF MYSTIC HEALING

Price (Item Level): 3,500 gp (8th)
Body Slot: Ring
Caster Level: 5th
Aura: Faint; (DC 17) conjuration
Activation: — and swift (command)
Weight: —

This steel ring glimmers with a faint golden light.

A ring of mystic healing provides a boost to your healing spells. When casting cure spells, you gain a +1 competence bonus to your caster level. This is a continuous effect and requires no activation.

In addition, this ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants a bonus to the damage healed by the next cure spell you cast before the end of your turn.

1 charge: +2d6 points of healing.

2 charges: +3d6 points of healing.

3 charges: +4d6 points of healing.

Prerequisites: Forge Ring, cure serious wounds.

Cost to Create: 1,750 gp, 140 XP, 4 days.

Source: Magic Item Compendium 126

SHADOW CLOAK

Price (Item Level): 5,500 gp (10th)
Body Slot: Shoulders
Caster Level: 12th
Aura: Strong; (DC 21) conjuration, illusion
Activation: — and immediate (command)
Weight: 1 lb.

This black cloak writhes as if it were alive.

A shadow cloak grants a +1 deflection bonus to AC. If you are attacked, you can use the cloak three times per day to produce one or the other of the following effects. You can gain concealment for 1 round, or you can teleport to a space you can see clearly up to 10 feet in any direction.

Prerequisite: Craft Wondrous Item, blur, dimension hop^{PH2}, mage armor.

Cost to Create: 2,750 gp, 220 XP, 6 days.

Source: Drow of the Underdark 101

SKILL SHARD

Price (Item Level): 50 gp (1/2) (normal); 300 gp (2nd) (greater)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: Swift (command)
Weight: —

This tiny fragment of cast-off crystal glows with a minuscule bit of power.

When held, a skill shard telepathically whispers its command word into your mind. When you activate it, you gain a competence bonus on your next check with a specific skill, chosen during the item's creation. The check must begin before the end of your turn and must be completed within 10 minutes. A skill shard disintegrates when used.

Normal: +2 competence bonus.

Greater: +5 competence bonus.

Prerequisites: Craft Wondrous Item, specified skill 2 ranks (lesser) or 5 ranks (greater).

Cost to Create: 25 gp, 1 XP, 1 day (lesser); 150 gp, 6 XP, 1 day (greater).

Source: Magic Item Compendium 185

TOXIC

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —

When exposed to any light, this weapon gleams with an unhealthy ochre glow.

When you apply contact or injury poison to a toxic weapon, the weapon retains its potency after two successful hits instead of just one.

Prerequisite: Craft Magic Arms and Armor, gentle repose.

Cost to Create: Varies.

Source: Drow of the Underdark 96

VEST OF DEFENSE

Price (Item Level): 2,000 gp (6th)
Body Slot: Torso
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Swift (command)
Weight: 1 lb.

This snug-fitting vest is crafted from the skin of a huge tan-and-black snake.

A vest of defense improves your ability to dodge attacks. When activated, this vest improves the dodge bonus to AC granted by fighting defensively, the total defense action, or the Combat Expertise feat by 2. Using more than one of these techniques doesn't provide more than a +2 bonus. This bonus lasts for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, cat's grace.

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

Source: Magic Item Compendium 146

VESTMENTS OF EBONSILK [RELIC]

Price (Item Level): 5,000 gp (9th)

Body Slot: Torso

Caster Level: 20th

Aura: Strong; (DC 25) abjuration

Activation: —

Weight: 1 lb.

These lightweight black robes are covered in a silvery spiderweb tracery. The clasp at the neck is a silver brooch shaped like a spider with amethyst eyes.

Thus far, the only known vestments of ebonsilk have been found in the possession of drow clerics. If you are chaotic evil, neutral evil, or chaotic neutral, wearing these vestments grants you a +2 resistance bonus on saving throws.

Relic Power: If you have established the proper divine connection, the vestments also grant you a continual spider climb effect.

To use the relic power, you must worship Lolth and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD. If you sacrifice a 7th-level spell slot or have at least 13 HD and the True Believer feat, you also gain a continual freedom of movement effect.

Lore: Said to be woven from silk extruded by Lolth herself, vestments of ebonsilk are occasionally awarded to undeserving followers of Lolth as a test to see how quickly her favored clerics can appropriate them (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, freedom of movement, spider climb.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Source: Magic Item Compendium 147

SPELLS

ARROW MIND

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

The bow in your hand feels more like an extension of your body as you complete the spell—as if it's become a part of your arm. Creatures nearby seem sharper to your eyes, more in focus.

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of

opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Source: Spell Compendium 15

CLOAK OF DARK POWER

Abjuration

Level: Drow 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A dim gray haze appears around the creature. Light bends around this haze, leaving the creature in a patch of strange and shifting darkness.

Cloak of dark power creates a dusky haze around the subject. The haze does not interfere with vision, but the subject and anything it wears or carries is protected from the effects of full sunlight, even under the open, daytime sky of the surface world. A drow subject suffers no blindness or bright illumination combat penalties while under the effect of cloak of dark power.

The subject also gains a +4 resistance bonus on saves against light or darkness spells or effects.

Source: Spell Compendium 48

CROWN OF MIGHT

Transmutation

Level: Cleric 3, duskblade 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A crown of plain copper appears upon the recipient's head. The crown has a front piece fashioned to resemble a bull's head.

This spell creates a crown of magical energy that grants the spell's recipient a +2 enhancement bonus to Strength. As an immediate action, the creature wearing a crown of might can discharge its magic to gain a +8 enhancement bonus to Strength for 1 round. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

Focus: A copper hoop 6 inches in diameter.

Source: Player's Handbook II 108

CURSE OF ILL FORTUNE

Transmutation

Level: Blackguard 2, cleric 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Letting loose a stream of foul incantations, you curse the subject.

You place a temporary curse upon the subject, giving it a –3 penalty on attack rolls, saving throws, ability checks, and skill checks. *Curse of ill fortune* is negated by any spell that removes a *bestow curse* spell.

CURSE OF ILL FORTUNE, MASS

Necromancy

Level: Cleric 5

Targets: Enemies in a 20-ft.-radius burst

This spell functions like *curse of ill fortune*, except that it affects multiple enemies.

Source: *Spell Compendium* 56

DIMENSION HOP

Conjuration (Teleportation)

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

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

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

Source: *Player's Handbook II* 110

ENERGY SURGE

Transmutation [see text for *lesser energy surge*]

Level: Duskblade 3, sorcerer/wizard 3

This spell functions like *lesser energy surge*, except that the attack deals an extra 2d6 points of energy damage.

ENERGY SURGE, LESSER

Transmutation [see text]

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

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

Target: One weapon

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a single utterance, you sheath the weapon in elemental energy—dripping acid, vaporous ice, crackling electricity, smoking flame, or thunderous air.

You temporarily imbue a weapon with elemental energy. When you cast this spell, specify an energy type (acid, cold, electricity, fire, or sonic). This spell is a spell of that type, and the target weapon is sheathed in that energy. If the attack is successful, it deals an extra 1d6 points of damage of the specified energy type.

Source: *Player's Handbook II* 112

KELGORE'S FIRE BOLT

Conjuration/Evocation [Fire]

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: See text

You conjure a shard of red-hot rock and hurl it toward an opponent. As it streaks through the air, a nimbus of arcane energy crackles around it.

This spell conjures a small orb of rock and sheathes it in arcane energy. This spell deals 1d6 points of fire damage per caster level (maximum 5d6). If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orb's impact.

Material Component: A handful of ashes.

Source: *Player's Handbook II* 116

WAVE OF GRIEF

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness.

All within the cone when the spell is cast take a –3 penalty on attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Source: *Spell Compendium* 236

RACES

XVART

This short large-headed humanoid is mostly bald, with bright blue skin and vivid orange eyes.

Xvarts are small humanoids living primarily in the Bandit Kingdoms, former lands of the Horned Society, the Bone March, the Pomarj, near Verbobonc, and the Vesve Forest. Although xvarts have a primitive society compared to humans, it serves them well and allows them to support large tribes on limited resources. As a whole they are not a threat to civilization, as they fear humans and prefer to occasionally take out their aggression on kobolds. Goblins often use xvarts as spies for warbands, and xvarts often act as mediaries between goblins and kobolds. Although they are goblin-sized and have other traits in common with goblins, xvarts are not goblinoids.

Xvarts have bright blue skin and vivid orange eyes. Tolerant of most weather extremes, they dress in little more than loose cloth doublets. Xvarts of both sexes are mostly bald, having only a fringe of wiry black hair on the back and sides of the head that connects with their eyebrows and possess large ears. Xvarts' claws look impressive but are insufficient for combat, and their teeth are barely larger than those of a human child. Xvarts speak Goblin; those with Intelligence scores of 12 or above also speak Draconic.

Most xvarts encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Xvarts prefer to ambush and overwhelm their opponents, resorting to superior numbers instead of fairness. Although they fear humans and only attack them if they have a tremendous edge in numbers, xvarts hate halflings and almost always attack them, even if their numbers are equal.

Xvart officers sometimes have better armor (preferring chain shirts to anything more cumbersome). Sergeants are trained in the use of nets, and other officers learn to use nets or Two-Weapon Fighting with a dagger or another short sword. Hunting parties use scouts to drive prey toward a readied net, and ambushes usually involve at least one net and enough xvarts to pile upon every person in a group.

Speak With Animals (Sp): Once per day a xvart can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *speak with animals* spell.

Skills: Xvarts have a +2 racial bonus on Move Silently checks.

Challenge Rating: Xvart's with levels in NPC classes have a CR equal to their character level –2.

Xvart Society

Xvarts are tribal. Their leaders are generally the strongest and most clever creatures in the tribe. They live in a communal existence, with hunting parties leaving the lair daily to bring back food for the entire tribe. If hunting is poor, they sometimes resort to stealing livestock or crops from farms. They war with enemy humanoids for territory but never with their own kind, preferring to move or eliminate a common foe when the population grows too large. Xvarts rarely raid unless a powerful leader has driven them to a cause, such as avenging many deaths by adventurers or the encroachment of humans. When they take prisoners, it is only for torture and ransom, as the xvarts have little need for laborers.

These creatures live in caves underground or in deep and remote portions of forests. Their camps are well-patrolled by xvarts, bats, and rats, and are kept reasonably clean, particularly when compared to goblins. Often, a tribe is allied with one or more wererats, with the tribe providing shelter in emergencies and the wererats ferrying ransom notes. Xvarts with lycanthropy are greatly respected by their peers. Other tribes form close alliances with goblins, although these pairings never involve worg mounts as the canines tend to eat the xvarts' rat guardians.

Xvarts worship the god Raxivort, who teaches that xvarts will eventually come to dominate and rule all of the small creatures of the world, aided by rat and bat allies and using the tools of fire and the sword as their means to this goal.

Xvarts As Characters

Xvart leaders tend to be fighters or fighter/clerics. Xvart clerics can choose two of the following domains: Animal, Chaos, Evil, and Trickery. Xvart clerics prefer spells that summon rats and bats or create fire. Most xvart spellcasters are adepts and prefer bat or rat familiars.

Xvart characters possess the following racial traits.

— –2 Strength, +2 Dexterity, –2 Charisma.

— Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A xvart's base land speed is 30 feet.

—Darkvision out to 60 feet.

— Special Qualities (see above): *Speak with animals*.

— +2 racial bonus on Move Silently checks.

—Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.

—Favored Class: Fighter.

Source: *Dragon* 339 by Sean K. Reynolds

APPENDIX 3: LAW AND ORDER IN THE FREE CITY

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

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

Unusual Companions

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

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

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

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

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

Weapon and Spell Restrictions

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

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

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

In regards to weapons the rules are:

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

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

Two Minor Laws

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers cannot talk with any patrons, or sell any loot. Characters paying at least standard upkeep are assumed to have paid this tax.

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

Breaking the Law

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards. Doing so requires a successful opposed Bluff check to avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

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

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

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

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

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

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

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

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

Avoiding the Penalty for Breaking the Law

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

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

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

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

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

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

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

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

Arrested!

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

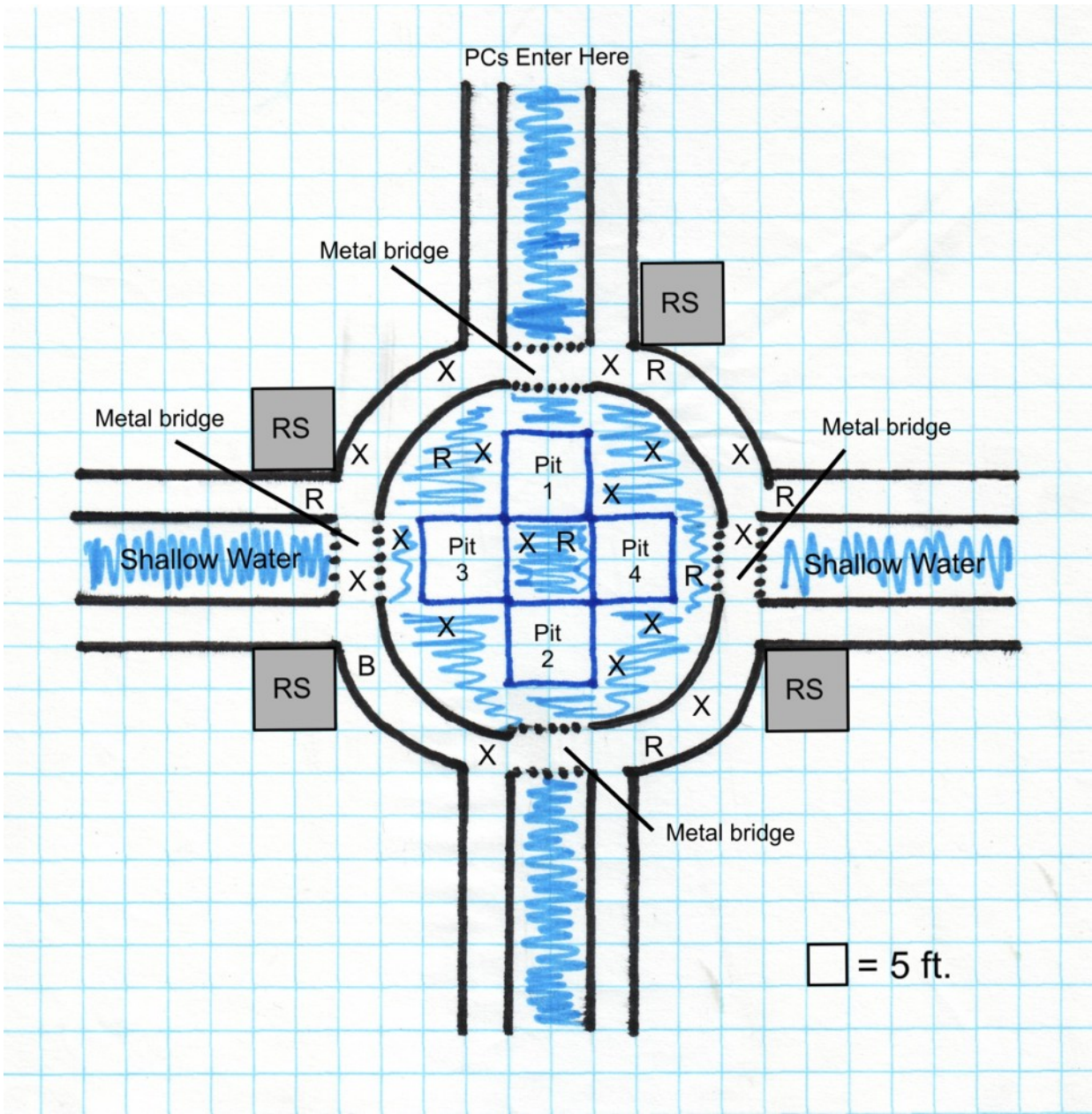
A comprehensive list of what warrants arrest is beyond the scope of these notes, but in general common sense should prevail. Non-capital crimes include assault, theft, magical coercion of a citizen (*charm*, *dominate*), obtaining illegal items (such as sealed court records), gross property damage (such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

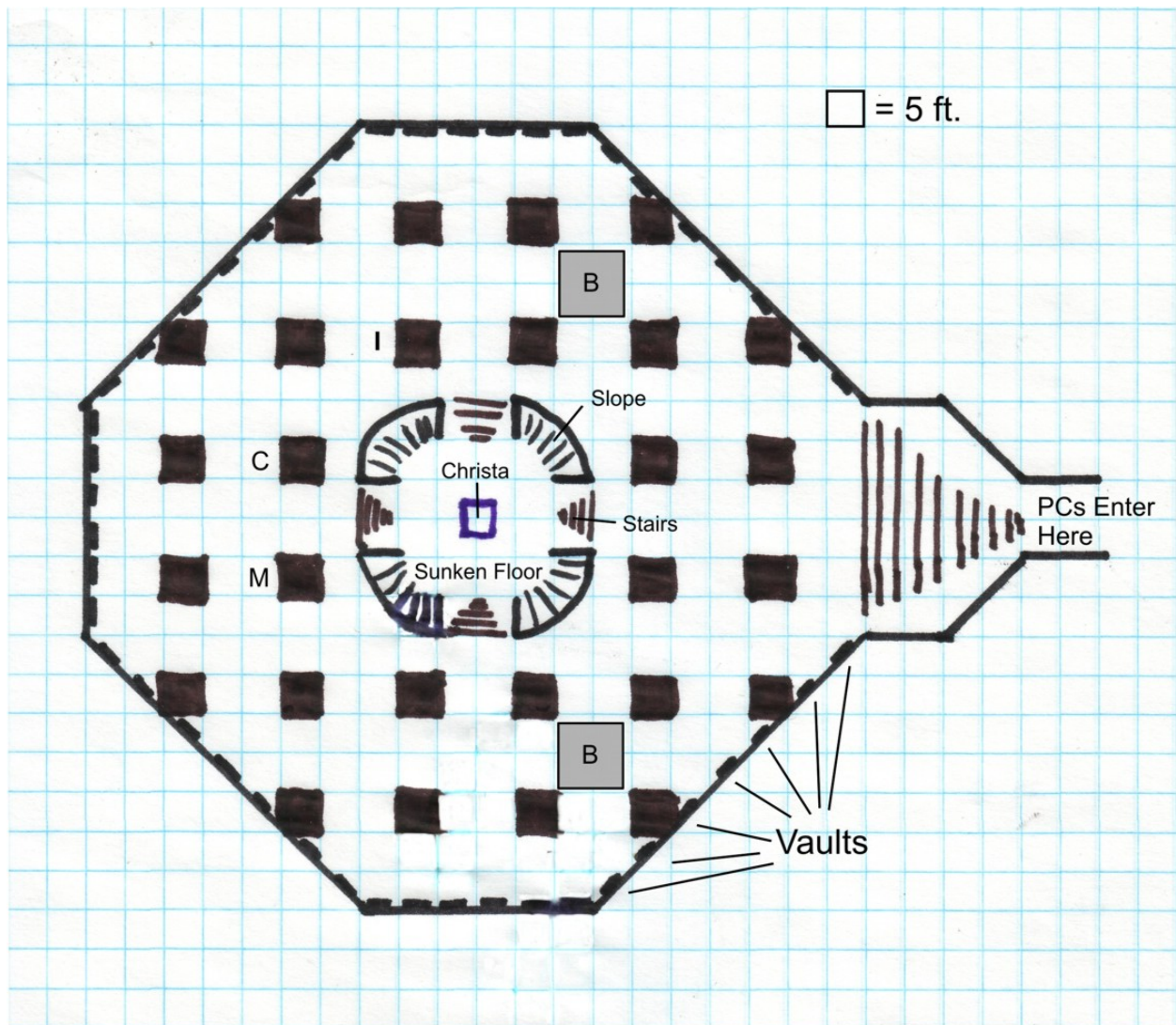
More serious crimes, in general, would be evil acts and as such are prohibited in the *Living Greyhawk* campaign.

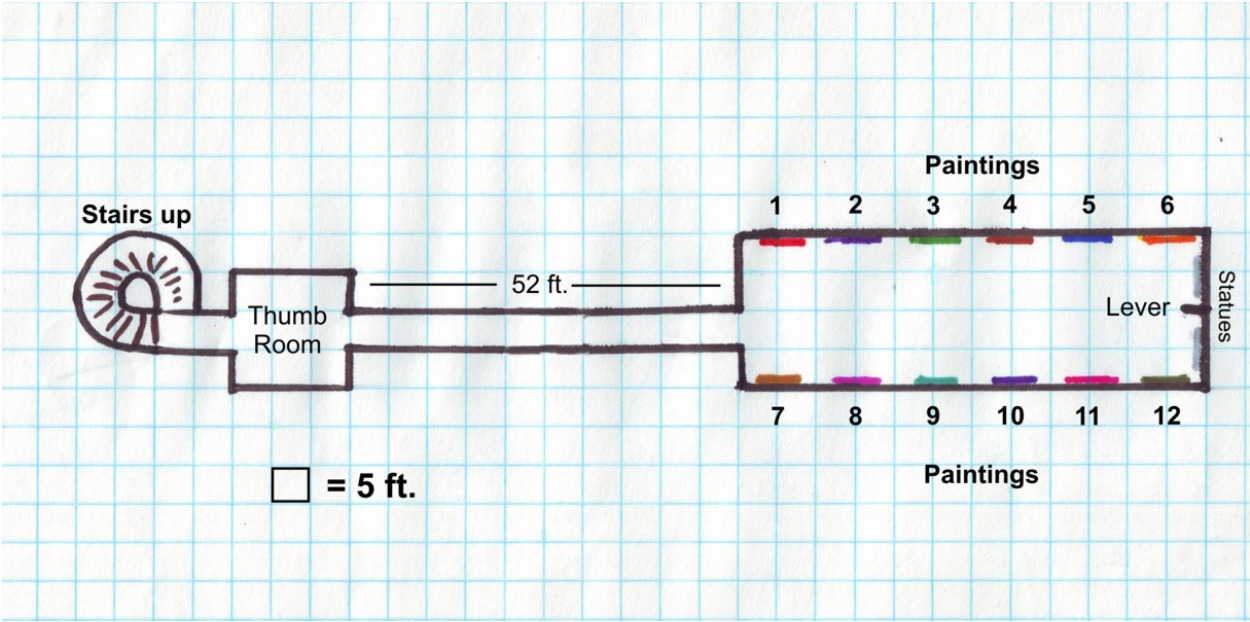
In all cases, you should *always* warn player(s) taking actions that will lead to arrest. Less serious cases of smuggling are dealt with as detailed above, and do not result in any TU penalty.

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









GOVERNMENT OF GREYHAWK

DC 10 Knowledge (nobility) or DC 12 Knowledge (local – core) The City of Greyhawk is ruled by a Directing Oligarchy, composed of 15 members. These members represent important civic, religious, and military interests. The Oligarchy chooses new members as others retire, and selects one of their number to rule as Lord Mayor for life.

DC 12 Knowledge (nobility) or DC 17 Knowledge (local – core) The current Oligarchs are:

- Sir Gavin Ambus – City Constable
- Ravel Dasinder – Patriarch of Boccob
- Tigran Gellner – Captain-General of the Greyhawk Militia
- Carmen Halmaster – Member of the Union of Merchants and Traders
- Kieran Jalucian – Guildmaster of the Guild of Wizardry
- Vesparian Lafanel – merchant (secretly the Guildmaster of the Assassin's guild)
- Dernan Nathane – Guildmaster of the Union of Merchants and Traders
- Org Nenshen – Guildmaster of the Thieves' Guild
- Silas Steamgem – Guildmaster of the Union of Moneychangers and Pawnbrokers
- Stakaster Villaine – Patriarch of Zilchus

DC 15 Knowledge (nobility) or DC 20 Knowledge (local – core) Due to deaths and other recent events, there are currently only ten Oligarchs and no Lord Mayor. Eleven Oligarchs must be present for quorum, which means the Directing Oligarchy cannot make major decisions, such as selecting new members or appointing a Lord Mayor.

RECENT EVENTS

Use Gather Information or Knowledge (nobility) as seems appropriate.

DC 10 Knowledge (local – core) Turin Deathstalker assassinated Lord Mayor Nerof Gasgal at the height of the Centennial Celebrations over the summer. He is blamed for killing three other oligarchs – Cariel Mansharn, Glodreddi Bakkanin, and Stimtrin Cannasay. He is thought to have left the city.

DC 12 Knowledge (local – core) Eritai Kaan-Ipzirel, High Matriarch of St. Cuthbert, was forced off the Oligarchy by Nerof Gasgal. She was replaced by Silas Steamgem. This act triggered protests throughout the city as Eritai is very popular.

DC 14 Knowledge (local – core) The recent tragedies were too much for Torrentz Hebvard, Oligarch and

president of the Society of Magi. The octogenarian died of shock when Turin killed Nerof right in front of him.

DC 16 Knowledge (local – core) The City of Greyhawk is holding elections for its Public Council at the end of the month of Harvester. This advisory body is the closest thing the city has to elected representatives.

DC 18 Knowledge (local – core) Directing Oligarch Gerda Holladrel was disgraced and forced to resign as Guildmistress of the Jewelers and Gemcutters Guild for revealing guild secrets to the Thieves' Guild. She fled the city, but was found murdered not long ago.

DC 20 Knowledge (local – core) Aestrella Shanfarel, diva of the Royal Opera, retired this summer. Her last performance was at the Centennial Celebration. Her legions of fans are heartbroken.

DC 22 Knowledge (local – core) Dernan Nathane has taken the role of unofficial Lord Mayor to see that the city continues to function. He plans to use the Public Council of Greyhawk to ratify his appointment of a new Oligarch to restore a quorum.

DC 24 Knowledge (local – core) Nerof Gasgal was negotiating a peace treaty with Turrosh Mak, the orc warlord, to end the war between Greyhawk and the Orcish Empire of the Pomarj for the past two years. The war has bogged down into raiding over a poorly defined border.

DC 26 Knowledge (local – core) Org Nenshen, the Guildmaster of the Thieves' Guild and Oligarch, has left the city. It is said that he is hunting down his former friend Turin to extract vengeance for the assassinations.

PAINTING		STATUE		REFERENCE
#1 Ziggurat on the peak	DC 15 Knowledge – geography: the mountains are the Yatils	#10 Obelisk	DC 15 Knowledge – arcane: the obelisk could be a prison or a gateway	WG4 <i>Forgotten Temple of Tharizdun</i>
#2 Ravine with caves	DC 15 Knowledge – architecture and engineering: the walls of the ravine are riddled with small tunnels	#12 Goblin	DC 15 Knowledge – nature to identify	B2 <i>Keep on the Borderlands</i>
#3 Ruined temple	DC 20 Knowledge – history: this temple near Verbobonc was destroyed several decades ago	#2 Four cultists	DC 15 Knowledge – religion: the symbols denote elemental evil	T1-4 <i>The Temple of Elemental Evil</i>
#4 Wooden fort	DC 15 Knowledge – architecture and engineering: the stronghold is much too large for humans	#9 Hill giant	DC 15 Knowledge – nature to identify	G1 <i>Steading of the Hill Giant Chief</i>
#5 Jungle isle	DC 15 Knowledge – geography: the island is home to dinosaurs and enormous beasts	#4 Giant ape	DC 15 Knowledge – nature to identify	WG6 <i>Isle of the Ape</i>
#6 Eerie city	DC 15 Knowledge – architecture and engineering: the building style of the towers is elven	#6 Drow	DC 11 Knowledge – nature: to identify	D3 <i>Vault of the Drow</i>
#7 Webbed pathway	DC 15 Knowledge – planes: this is an abyssal plane	#11 Yochlol	DC 15 Knowledge – planes to know it is a demon	Q1 <i>Queen of the Demonweb Pits</i>
#8 Ruined moat house	DC 15 Knowledge – history: this moathouse near Verbobonc was ruined several decades ago	#8 Dire toad	DC 14 Knowledge – nature: to identify	T1 <i>The Village of Hommlet</i>
#9 Aquatic-looking shrine	DC 15 Knowledge – Religion: this is a shrine to Bilbdoolpoolp, the sea mother	#1 Kuo-toa	DC 12 Knowledge – nature to identify	D2 <i>Shrine of the Kuo-Toa</i>
#10 Volcanic region	DC 15 Knowledge – geography: the location is the Hellfurnaces	#7 Fire giant	DC 15 Knowledge – nature to identify	G3 <i>Hall of the Fire Giant King</i>
#11 Metal cave	DC 15 Knowledge – geography: the mountains are the Barrier Peaks	#5 Metal golem	DC 15 Knowledge – arcana: this golem is of a design not native to Oerth	S3 <i>Expedition to the Barrier Peaks</i>
#12 Glacial rift	DC 15 Knowledge – geography: the mountains are the Crystalmists	#3 Frost giant	DC 15 Knowledge – nature to identify	G2 <i>Glacial Rift of the Frost Giant Jarl</i>

Activity	Mechanic	Popularity Gain
Starting Popularity		0%
Running Mates	Aisley and Aestrella improve the PCs' Popularity by 5% each.	
Advertising	Advertising improves the PCs' Popularity by 1% with a DC 5+APL Gather Information check; each additional 5 points adds 1%; maximum 5% per event.	
Affiliation Support	1% gain for every 5 points of highest affiliation score.	
Bardic Praise	Bardic Praise improves the PCs' Popularity by 1% with a DC 5+APL Perform check; each additional 5 points adds 1%; maximum 5% per event.	
Buying the Vote	1% per (25 x APL) gp spent; maximum 5% per event	
Charity Events	Charity Events improve the PCs' Popularity by 1% with a DC 5+APL Sense Motive check; each additional 5 points adds 1%; maximum 5% per event.	
Debate	Debate improves the PCs' Popularity by 1% with DC 5+APL relevant check; each additional 5 points adds 1%; maximum 5% per event.	
Dirty Secrets	Dirty Secrets improve the PCs' Popularity by 2% with a DC 5+APL Gather Information check; each additional 5 points adds 2%; maximum 10% per event.	
Endorsements	Each endorsement improves the PCs' Popularity by 5%.	
Heroic Act Xvarts and All	Each heroic act improves the PCs' Popularity by 10%.	
Heroic Act Body and Soul	Each heroic act improves the PCs' Popularity by 10%.	
Intimidation	Intimidation improves the PCs' Popularity by 2% with a DC 5+APL Intimidate check; each additional 5 points adds 2%; maximum 10% per event.	
Sabotage	Sabotage improves the PCs' Popularity by 2% with a DC 5+APL relevant check; each additional 5 points adds 2%; maximum 10% per event.	
Slander	Slander improves the PCs' Popularity by 2% with DC 5+APL Bluff check; each additional 5 points adds 2%; maximum 10% per event.	
Speeches	Speeches improve the PCs' Popularity by 2% with a DC 5+APL relevant check; each additional 5 points adds 1%; maximum 5% per event.	
Town Hall Meeting	Town Hall Meeting improves the PCs' Popularity by 1% with a DC 5+APL relevant check; each additional 5 points adds 1%; maximum 5% per event.	
Zagy's Blessing	Zagy's Blessing improves the PCs' Popularity by 5%.	
Total		

THE GREYHAWK GRUMBLER'S GUIDE TO GETTING ELECTED

Party Name

You need a name for your slate of candidates. Something catchy is preferred.

Quarters

You must each run for election in a separate quarter. Here are the quarters:

Artisans' Quarter	a lower-class working neighborhood filled with craftsmen
Clerkberg	a quiet, park-like area dominated by universities and students
Foreign Quarter	a cosmopolitan section of the city renowned for its variety and local color
Garden Quarter	center for moneyed elite and the commercial hub for the upper city
High Quarter	home of Greyhawk's nobility
River Quarter	a densely settled area with many warehouses and businesses
Slum Quarter	the poorest neighborhood of Greyhawk, overrun with beggars
Thieves' Quarter	the oldest and largest ward with many merchants and a large criminal underworld

Party Platform

You've got to stand for something. What's your position on important issues for the City of Greyhawk?

1. How should the Directing Oligarchy be selected?
2. How should the Lord Mayor of Greyhawk be selected?
3. Should Greyhawk continue the war against the Pomarj or make peace?

Campaigning

You've got a whopping 28 days to win the hearts of the people before the election at the end of the month. What? You think you can save the city in a day? It takes a whole month to do that. Pick from the following list of campaign activities. You only have time to do 10 events. You can repeat some of them, but each time counts as a separate event. You don't have to pick them all at once; you can pick as you go.

Advertising

You can improve your popularity by putting up signs, hiring town criers to scream your virtues in the Low Market, or using word-of-mouth advertising. You know you've always wanted to brag about how great you are; now's your chance. The truth of the messages doesn't matter. This is repeatable.

Affiliation Support

You can gain popularity by getting an affiliation to back you. If you're a member and have some influence, go talk to them. The more sway you have in the affiliation; the stronger their support (and more votes). Gaining the support of each affiliation counts as one event. You can repeat for each affiliation

- Cartographers' Guild
- Guild of Wizardry
- Mercenaries' Guild
- Merchants' and Traders' Union
- Nightwatchmen
- Religious Organizations
- Thieves Guild

Bardic Praise

You can hire bards (or other people) to sing songs or tell stories of your glory, wisdom, or other beneficial qualities. Make the story or song catchy enough and you'll see your popularity rise. This is repeatable.

Buying the Vote

You can out-and-out bribe people to vote for you. This is pricey, but effective. This requires no skill and no talent; just handing out a lot of silver nobles. This is repeatable.

Charity Events

Everyone loves a giver. Organize some charity events and people will come flocking to your party. Who cares if you love and support the needy tomorrow, as long as you appear to do so today. This is repeatable.

Debate

Debates in Greyhawk are informal things with two or more candidates engaging in rapid-fire point-counter-point arguments over a wide variety of topics. Bring lots of friends. If the numbers are too lopsided, one side will physically beat the tar out of the other and declare themselves the winner. Not repeatable.

Dirty Secrets

You can uncover dirt about your opponents and make sure everyone knows about it. Hey, it's not your fault that your opponent is flawed, and the public has the right to know. You can repeat this event once for each opposing party.

Endorsements

When people can't make up their own mind, they look to see who else has made a choice. Get the endorsement of prominent people in Greyhawk and votes will follow. You can repeat for each endorsement. Each endorsement counts as an event. Possible endorsers include:

- Brendigund
- Derider Fanshen
- Simeon Hellwater
- Iquander
- Maldin
- Hewler Silverfox
- Talasek Thrayden
- Lord Wainwright

Heroic Act – Sewer Trouble

You can make yourselves loved by the public by performing acts of heroism. Greyhawkers love daring deeds. Go do something heroic then make sure everyone knows about it. This will lead to a significant boost to your popularity. I've learned about two opportunities for you. Each counts as one event. The first is problems in the sewers. Talk to the Guild of Sewermen and Streetcleaners. Not repeatable.

Heroic Act – Saving Christa

This is the other heroic act. Ricard Damaris has news about the fate of his adoptive daughter Christa. You can find him at the Green Dragon. Not repeatable.

Intimidation

You can discourage support of other parties and increase your own popularity by intimidating supporters of other candidates. Get some toughs to thump a few skulls and you'll get your message across. This is repeatable.

Sabotage

Any number of accidents to befall the other candidate – a mad horse to drag a wagon through an opposing party's rally or smoke sticks could ignite during a speech. Hoping doesn't make it so, and it's best not to leave things to chance. This is repeatable.

Slander

You can tear your opponents down through lies and innuendo. You'd be surprised how effective this is. It's much easier to spread false statements than to learn dark secrets. This is repeatable.

Speeches

Public speeches are a crucial part of any campaign. The people want to see who their voting for and hear what you're going to do for them. You can speak from your heart or lie through your teeth, as long as you sound convincing. This is repeatable.

Town Hall Meeting

You can organize public appearances where you take questions from locals. Greyhawkers love questioning their officials and will come to such an event in droves. Not repeatable.

Zagy's Blessing

You need to get the blessing of the clergy of Zagyg. This is crucial because the mortal Zagig (Yeah, he used an "i" when mortal. Don't ask me why.) was the Lord Mayor of Greyhawk. Having the blessing of his priests will carry enormous weight with Greyhawkers. Not repeatable.

PLAYER HANDOUT 2

PAINTINGS

Painting 1: Atop a low peak is a two-stepped pyramid of basalt. The lower floor seems to grow directly out of the rock. A track leads across a bridge and up a steep ramp to the upper story. Behind the pyramid is a range of mountains that scratch at a sky heavy with clouds and torn by lightning.

Painting 2: Framed by grasping briars, a ravine slices into the hillside. Walls of dark, streaked rock mingled with earth rise rather steeply to either side. At varying heights on all sides of the ravine, you can see the black mouths of small cave-like openings in the rock walls. The sunlight is dim, and there is an oppressive feeling here – as if something evil is watching and waiting to pounce.

Painting 3: A leprous gray temple rises from twisted scrub growth. Myriad leering faces and contorted forms writhe and posture on every side of the structure. The façade of the temple is dominated by a pair of huge bronze doors held fast by iron chains. All the cracks are sealed with soft iron. Engraved upon each portal are magical runes that glow in a silvery radiance.

Painting 4: A solid, wooden fortress without visible windows is nestled in a valley of the foothills of a great mountain range. Fog clings to the hillsides. The scale of the timber stronghold is enormous using entire trees stripped of their branches. Smoke from a dozen cook fires curl up from gaps in the roof.

Painting 5: An island rises out of a trackless sea. It appears to be covered in unrelenting jungle except for several volcanoes that ring the island. Facing you is a pleasant beach of pure white sand. Near the beach, you can barely make out what appears to be a village of huts built on stilts.

Painting 6: At the far end of a miles-wide hemispherical cyst in the earth's crust is a eerie city ringed in walls of black stone. Beyond the wall, numerous towers rise into the ever-darkened heights of the great cavern. The architecture is foreign, elegant, and mesmerizing at the same time. The city is awash in eldritch lights of yellow, green, and purple.

Painting 7: Four winding, interwoven pathways made of what seems to be polished stone form a lattice-work that stretches through a howling nothingness. Closer examination reveals that the stone is actually composed of distorted bodies and faces. In many places, webbing completely obscures the stonework.

Painting 8: The jagged silhouette of a ruined moat house is barely visible through the marshland. The vegetation is dense and prolific, but somehow sickly and unhealthy. The rushes and cattails bend in a slight zephyr and creepers and vines throw their strangling loops over the skeletons of dead saplings and living bushes alike.

Painting 9: Greenish phosphorescence from lichens gives this cavern an undersea appearance. An enormous idol made of malachite stands on the summit of three-tiered ziggurat. The statue appears to be of a giant lobster-headed woman with articulated shells for clothing and one pincer raised and the other extended ahead and open.

Painting 10: A distant volcano casts a dim red light on a blasted and drab plain and two great slabs of obsidian set into a cliff side. The ground is full of cinders and spiny, broken heaps of slag. The sky is gray and filled with sooty clouds. In the distance, a glowing river of molten lava moves sluggishly down a slope and out of sight.

Painting 11: Erosion has worn the rubble of an avalanche away from a metal-doored cave set into the steep mountainside. Higher above, flat pieces of metal can be seen through the rock and dirt that have accumulated over the years.

Painting 12: High in the mountains, two icy ledges run along either face of a deep rift that splits a glacier in two. The ledges slope slightly downward with occasional high steps into the freezing depths of the ice. Peaks of ice and rock thrust up here and there like fangs. Snow spirals on the wind.

STATUES

Statue 1: A googley-eyed humanoid with a bloated pudgy body covered in fine scales. Its hands and feet look much like flippers.

Statue 2: Four cultists pounding on each other. They are all dressed in enveloping robes but each has a different symbol – a circle, a square, a triangle, and a eight-pointed star.

Statue 3: A giant muscular man dressed in mail and fur. He wears a horned helm and rests his hands on a great battle axe.

Statue 4: An ape that is standing on two legs and beating its chest.

Statue 5: A golem seemingly made completely out of metal. It is cylindrical in shape with two arms that end in claws and two segmented tentacles.

Statue 6: A male elf with its lip curled into sneer. His clothing is daring and provocative and he wields a rapier and a hand crossbow.

Statue 7: A mammoth dwarf, squat and powerful, with wild hair and a prognathous jaw. He carries a massive greatsword and is garbed in thick iron plates of armor.

Statue 8: A toad with its mouth open as if about to swallow a fly.

Statue 9: A massive man with an oddly simian appearance with overlong arms, stooped shoulders, low forehead, and thick powerful limbs.

Statue 10: An obelisk with runes of madness and entropy carved on the sides.

Statue 11: A creature that resembles a melted candle. In the middle of the forehead is a single eye. Four dripping tendrils project from its tapered form.

Statue 12: A little humanoid with a flat face, broad nose, pointed ears, wide mouth, and small sharp fangs. It stands upright but its arms hang down almost to its knees.