



RIDERS OF THE GRAVE

A One-Round DUNGEONS & DRAGONS® LIVING GREYHAWK™ Core Adventure

Version 1.0

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Sources: *The Adventure Begins* [Roger E. Moore], *Libris Mortis* [Andy Collins and Bruce Cordell], *COR1-03 River of Blood* [Erik Mona], the "Brendingund" series of adventures [John Richardson and Sean Flaherty], *COR3-13 Traitor's Road* [Paul Looby], *COR3-15 Nine Lives* [Jason O'Gorman], *COR5-04 Desecrators of the Lord's Tomb* [Bruce Paris], *COR4-12 Key to the Grave* [Jason Bulmahn], and *Mad God's Key* from *Dungeon* issue 114 [Jason Bulmahn].

A hint of treasure leads to adventure in the outskirts of Greyhawk City. A grizzly adventure set in the Free City of Greyhawk and its environs for characters level 1-11 (APLs 2-8).

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

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

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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).

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 determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. 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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Greyhawk. All characters pay two 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 scenario.

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

Many mysteries and treasures surround Oerth and its ancient times. The Cairn Hills, for example, are both said to be either completely looted, or still filled with treasures unimaginable. Still for many, it is a legendary area with loot for the taking, if they only know where to look.

Prior to the start of the adventure Argemus and his comrades discover the whereabouts of such a tomb and carry off a fair amount of treasure. Unfortunately this treasure is tainted with evil and as the adventure progresses Argemus falls under its spell. Refer to "Argemus and the Horseman" below for how this fall to evil affects the course of the adventure.

ARGEMUS AND THE HORSEMAN

Argemus was not (originally) an evil man; greedy, perhaps, but not evil. He and the rest of his party made it to the tomb and brought back some treasures. Once back in Greyhawk City though, some latent, tiny bit of evil, hidden deep in his share of the treasures began to eat at his soul. When the party first meets him, he has not been overtaken by this evil to the point of doing foul deeds. Instead, he has liquidated all of his personal assets in order to purchase his companions' shares (thus his store is barren of most remaining assets). As well as being tainted with evil the treasure has begun to delude him. He believes he has sold it all. In reality however he stored all his purchases in his warehouse so that only he can gaze upon them. Thus when the party first meet him he gladly sells them his part of the map in the hope that they acquire more of it for him to buy.

After the party visits him, the evil begins to quickly eat away at him. He becomes increasingly nervous that he does not possess all of the treasures brought back. Short of enough cash to purchase the goods outright, he asks, and then begs his comrades for their shares. They refuse. The only thing that matters to him is owning all of the treasure. Thus, he finally yields to the treasure's evil taint and decides to kill his former allies so that he may possess their remaining items. As he falls into evil he hits upon a scheme to deflect suspicion away from himself. Since Redd and Vikka had told nearly everyone about the treasure (and the many carvings of fierce knights

wielding scythes) he decides to masquerade as the now undead horseman returning from the grave to avenge itself on the tomb's desecrators.

Using his abilities as a sorcerer focusing on illusions, he killed his friends and fakes his own death. He uses *nondetection* each day to keep the Watch off of his trail. He then hires some local naer-do-wells to assist him in packaging up the treasures for their move to a new town. Before leaving however he decides to wait until the party returns so that he can take from them any items they recover. Before he has a chance to attack them and steal their treasure they discover his hiding place. Before they can bring Argemus to justice however the real undead knight appears and kills Argemus.

ADVENTURE SUMMARY

The party is in Greyhawk and bumps into a guide named Vikka. He tells them of his journey to the Cairn Hills with his companions (Argemus, Redd the Blade and Zizzo) and of their looting of a previously unknown tomb. He has part of a map to the tomb which he is willing to sell to the PCs. He will trade it to them for something of value (10 gp item or greater).

Encounters 1-4: In these encounters the PCs gather the other portions of the map from Vikka's companions. They learn each of the original party still has at least one trinket from the tomb, except for Argemus, who has sold all of his.

Encounter 5-7: The PCs go to the tomb and face, well, more or less nothing! On the way, they are ambushed by a few bandits, working as spies for Turrosh Mak. There are some rats and some (mostly) harmless traps in the tomb, but apart from that it seems completely unprotected. The remaining treasure is just piles of copper and silver coins and a few odd trinkets. All in all this meager treasure is hardly worth the journey. The tomb is replete with symbols depicting a man with a scythe, riding a horse.

Encounter 8: The party returns to Greyhawk City.

Encounter 9-10: Back in Greyhawk City, the PCs are accused of murdering Vikka and the other members of his party. Additionally Vikka's piece of the map is missing, and his remaining treasure from the tomb stolen. Although the authorities search the PCs there find no evidence to implicate them in the crime they are still suspected of some involvement. The party can search the murder scenes for clues. They discover that each victim died from horrible slashing wounds and witnesses swear they heard a horse's galloping away. They eventually learn that Argemus had a warehouse at the far end of the wharves and that Argemus was a skilled (but

greedy) illusionist.

Encounter 11: Going to Argemus's Warehouse the PCs find him very much alive. They catch him directing his minions as they load a few remaining artifacts from the tomb into crates. Argemus is wearing a sinister-looking grim reaper costume but escapes to the back of the warehouse. As the party fights the thugs, there is a horrible scream from the back of the warehouse.

Encounter 12: Argemus has just been killed by a scythe-wielding figure on horseback. The "grim reaper" is a necropolitan fighter on a skeletal warhorse. (At higher APLs additional riders are also present and they ride nightmares). The rider(s) want their treasures back. When slain, whatever essence in the artifacts that drew them here fades away, and most of the artifacts turn to dust.

PREPARATION FOR PLAY

Handout 1 contains a sketch of the four pieces of the map that the PCs can accumulate during this adventure. Prior to play cut out the four pieces of the map so that you can hand them to the party at the relevant time. Additionally print an addition copy for yourself as a reference aid.

Remember that the map was crudely broken up and therefore it will not fit back together exactly. Piece two slides up to the top of piece one. When one and two are rotated upside down, piece three attaches to the right side of two and piece four fits into the remaining gap.

GREYHAWK CITY

This adventure takes place in the middle of the month of Readying. Spring is mild this year. Nights are foggy and a heavy early-morning dew cloaks the ground. While the PCs are in the city, the weather will be more or less pleasant, but a bit chilly, and partly overcast. When the PCs venture outside Greyhawk city, randomly determine the weather twice per day.

1D12 result	Climate
1	Cold (High 30's F)
2	Chilly (Low 40's F)
3	Cold Showers (Low 40's F)
4	Spring Showers (50's F)
5	Perfect weather
6	Perfect weather
7	Perfect weather
8	Slightly overcast
9	Heavily overcast
10	Strong Rain
11	Downpour
12	Downpour and high winds

The above table is designed to set the mood for the adventure; however it may have some in-game affect when the PCs are attacked by bandits. Also, the foggy nights foreshadow the final, fog-enshrouded encounter.

Greyhawk City—A Primer

Read this area thoroughly before play. This adventure takes place in the City of Greyhawk, shining jewel of the Flanaess. Greyhawk has a number of districts as shown on the stylized map presented in Appendix 6.

Areas of Greyhawk

There are 12 sections to Greyhawk. In brief these are:

1. High Quarter. Filled with nobles, merchant princes, ambassadors, etc. No shops or businesses are here (more or less). Well illuminated by night.
2. Garden Quarter. Similar to High Quarter, but less stuffy and with more elaborate gardens.
3. Clerksburg. Lots of scribes, colleges and universities. The famous Black Dragon Inn is here, along with the Great Library of Greyhawk and the University of Magical Arts.
4. Foreign Quarter. Location of many 'temporary' residents. Many merchants and foreign visitors may have residences here. Considered very fashionable.
5. River Quarter. This area has a bad reputation for murders and abductions, although the reality is that most of the crime here is petty in nature (pick pocketing, etc.). Restaurants, inns, taverns and the like are common. The Fallen Mage Townhouse (once owned by Otiluke) is here, and is for sale for 150,000 gp.
6. Artisan's Quarter. The home of many hardworking artisans, crafts folk, and guild members. This area contains the Low Market, an area rife with thievery.
7. Thieves' Quarter. Many lower class families and recent immigrants live here. Law is enforced more by the Thieves' Guild than by the Watch.
8. Slum Quarter. Only the most downtrodden live here. The area is run (almost openly) by the Beggar's Guild. It is very rare for the Watch to patrol here, and when they do they travel in double-strength patrols. The Assassins' Guild is also located here, but no sane person will admit that to the party, nor should the party be looking to contact them.
9. The Wharves. Ships and boats of all sorts are always here. This area can always be a source of activity, except for the hours between two in the morning and dawn.
10. Shack Town. Filled with 1,200 to 1,500 penniless immigrants and locals, this area is

the lowest of the low. The locals survive by fishing, taking horrible jobs at terrible wages, and hunting. Still, they do not live in the Slum Quarter under the thumb of the Beggar's Guild.

Entering the City

After a short wait, the PCs will reach the front of the queue. Before entering the city, they have to submit to questioning before being allowed to pass through the gates. Here a bored-looking guard briefly questions them. Behind him sits a scribe recording all the PCs' responses. Each PC must answer the following questions:

- Name
- Birth place
- Business in the Free City.

In addition, the scribe will note a brief physical description of each traveler and the time of their entry. Unless the PCs give very bizarre answers, or spout anti-Greyhawk sentiments, they will eventually all be admitted to the city.

However, two races will receive a slightly harder time when entering the city.

Half-orcs are generally distrusted in the Free City because of the success of Turrosh Mak and his Orcish Empire in dominating the Pomarj. Individuals demonstrably of orcish heritage are required to submit to a search for hidden contraband and must swear that they are not part of Turrosh Mak's empire. Any suspect answers will result in the PC being held for additional questioning lasting up to 2 hours.

Centaurs are more an object of curiosity than anything else and so will eventually be admitted, although such travelers have to put up with more questioning from interested guardsmen than their companions. Such individuals will be quizzed about their homeland, their customs and so on before being admitted to the city.

The guard will also relate to the PCs the rules and regulations regarding magic and weapons within the city.

In regards to magic these are:

- Magic is strongly controlled in Greyhawk and cannot be used in public places 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 through the streets of Greyhawk City: dagger, dart, sling, staff, club, hammer and other similar weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes and other similar weapons may be carried through the streets but they must be in a scabbard or leather head-case.
- Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Watch, where it will be securely kept. If this is not done, the item will be confiscated and a PC must pay a fine of 100% of the items worth to regain it. A successful DC 15 + APL Diplomacy check enables the PC to reduce this cost by half. [Note, later on in the adventure PCs may be able to get permission to carry banned weapons around the city].

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.

Laws of Greyhawk

Greyhawk has many laws and the most important are listed here (beyond the standard "don't kill, steal, and so on" variety). The law is listed, followed by the penalty for violations. Note that in terms of play, a character has to be caught by the guard violating one of these provisions. Since these are well posted and somewhat famous (infamous?) laws, each character should know these in advance.

1. See "Entering the City" for information on weapon and magic use in the city.
2. Beasts. Animal type companions larger than small (other than standard animals such as guard dogs, horses, etc.) are treated as "exotic" and must be muzzled. For such animals, there is a 10 gp/hit dice companion fee to be paid for entering the city. *Penalty:* Slaughter of the creature plus a 50 gp/hit dice companion fine.

City Guard

The City Watch is supplemented by the Nightwatch. City Watch patrols usually consist of one junior sergeant (male or female human fighter

2) and 1d4+3 men-at-arms (male or female human warrior 2). The Nightwatch is privately funded (mostly by the church of St. Cuthbert). Their patrols consist of one sergeant (LN, male or female human ranger 3) and 1d6+4 men-at-arms (LN, male or female human warrior 1). Both groups typically wear chainmail and carry wooden shields and longsword or club. One in four guardsmen also carries a light crossbow with 10 bolts.

Lifestyle

A PC's lifestyle choice determines how they are viewed by Greyhawk's residents.

The following table expands this to show the circumstance penalty or bonus for interacting with residents of a particular quarter of the city. These modifiers affect all social skill checks made in the relevant portion of the city. "Living off the Wild" is considered "None" for the purposes of this chart.

Area/ Lifestyle	None	Standard	Rich	Luxury
High	-4	-2	0	+2
Garden	-2	0	+2	+2
Clerksburg	-2	0	0	+2
Foreign	0	0	0	0
River	-2	0	+2	+2
Artisans	0	0	+2	+4
Thieves'	-2	0	+2	+2
Slum	+4	+2	0	-2
Wharves	0	+2	0	-2
Shack	+4	+2	-2	-4

Prior AR Items

There are numerous prior AR items or old Certificates that affect a character in Greyhawk City. Those listed below have some affect in this adventure. Note, if a character has a different AR item or certificate that seems relevant, let them use it using your best judgment as to the results.

Influence with the Greyhawk Library:

Characters may have access to the Greyhawk Library. This prestigious organization gives such characters an additional +2 circumstance bonus to Charisma-based skill checks in Clerksburg. Additionally consider spending 1d2 hours in the library as taking "20" on a Knowledge check (even though taking "20" normally is not allowed).

Influence with the Greyhawk Thieves

Guild: Such characters suffer a -2 circumstance penalty to all Charisma-based skill checks with the City Watch and the Nightwatch. However, they gain a +2 bonus to all Gather Information checks in the city.

Influence Point in Residents of City of Greyhawk Slum Quarter: This grants a +2 circumstance bonus to all Charisma-based checks in the Slum Quarter.

Rescued Wifflepurrr: Fonkin the Alchemist can be found in Clerksburg. If a PC has previously rescued Wifflepurrr, Fonkin grants free

"Standard" lifestyle to that character and her party in his (now rebuilt) lab. They get a room on the ground floor. (Fonkin leaves the city soon after the PCs arrive but entrusts the character not to "blow anything up" while he is away).

Thanks of the City Watch: Such characters gain a +2 circumstance bonus to all Charisma checks with the city watch, and are not hassled over "minor" violations of the law. (They thus can enter the city like well-known citizens and can cast non-violent spells with out arrest and so on. As long as they don't open flaunt or violate the law consider the watch to turn a blind eye to their activities).

Ire of the Dark Cult: Before combat begins in Encounter 12 read aloud the text below to any character who has incurred the Ire of the Dark Cult. (See Encounter 12 for more information).

Suddenly, it feels as if misfortune has found you, and it could not be at a more unfortunate time! Could it be that someone has it out for you and their prayers are now being answered?

That character is subjected to the effect of a caster level 10 *doom* spell requiring a DC 12 Will save to negate. Members of the Dark Cult have been praying to unknown powers for the character's downfall, and by happenstance, this is the time such prayers are answered!

INTRODUCTION

Greyhawk; city of scoundrels, saviors, adventures, and mishaps. To some it's the ultimate doorway to adventure while others find it merely the grave at the end of a miserable existence. The reasons for coming here are as numerous as persons walking its cobblestone streets. From simple merchant to virtuous paladin to dire scoundrel, each individual has their own motives for making the journey from the far corners of Oerth.

On this night, you no longer worry about your motives, reason or purpose. You are too intent on the scene in front of you. Somehow, you managed to find your way to the Scaled Fish, a dock-front tavern on the outside of the Cargo Gate, and only a javelin toss away from the Selintan River.

The moist, fresh smell of the river combines with the dust of the day, the sweat of nearly 70,000 inhabitants, and the strange incense of the tavern. As you look around, you see that early evening finds the tavern mostly full of sailors, merchants and dockworkers. As you are

deciding whether to stay or go, the doors open and a staggering old man pushes his way in.

Let the party introduce themselves at this point, and explain why they might be visiting Greyhawk.

The Scaled Fish is a simple, brick and mortar affair that has seemingly been here forever. Its back is close to the walls of Greyhawk itself (and the storeroom in the back has a secret door that leads into the city through a tunnel under the walls). The main common room is about 50 ft. square. A fireplace dominates one wall while opposite a very long bar with an enormous fish skeleton mounted on a plaque above it dominate the other. A room in the back serves as a storeroom and kitchen area.

The owner is never present, but it is run by a one-legged halfling named "Rafts". (His left leg was lost in the Greyhawk Wars and he now gets around on a peg leg and crutch.) The patrons are an unseemly mix of dock workers and sailors. The air is choked with the smoke of the fireplace and various pipes.

The old man who enters the bar is Vikka, a local merchant-guide of renown. As he enters the bar, it is apparent he has been drinking for some time. He staggers up to the bar and demands a drink. When the bartender says he his tab is too big to give him any drinks, Vikka reaches into a pouch and throws a handful of gold coins on the bar.

The PCs can overhear or learn the following from the resultant conversation:

- He has recently come into some money.
- He and his business partners went up to the Cairn Hills and hit it big, real big.
- He was taken along because he's always been known for having a great sense of direction and his skill in reading maps.
- He still has one piece of his share of the treasure, a chunk of grey-green stone with odd carvings on it. Vikka pulls it out from under his dirty cotton shirt (it is tied to a cord around his neck which runs through a hole in the carving). The carving is slightly smaller than hand-sized and looks to be part of a larger carving. The carving has odd-looking runes on it.

The party can interact with Vikka as much as they want. Looking around the bar shows that others have obvious and not-so-obvious interest, but none of these individuals are talking to Vikka.

Vikka is well spoken, but tipsy. He has no problems explaining he used to be a scout for the Shield Lands prior to "the war". After the war, he came here and put his skills to work where he could. His story is essentially as follows:

- One of the merchants he had worked for, Argemus, asked him if he wanted in on an adventure.
- Argemus (See Encounter 1), typically deals in antiquities from his shop in the Artisans' Quarter near the Low Market. He had come across rumors of an unluted treasure trove in the Cairn Hills. The map to the location was on a stone tablet. He's kind of well known so the party should have no problem finding him.
- Argemus recruited two other partners in the venture: a warrior named Redd the Blade (See Encounter 2) who spends much time in the Foreign Quarter and a sage from Clerksburg known as Zizzo (See Encounter 3).
- They went to the Cairn Hills and found a lot of treasure! Ancient coins, old sculptures, all manner of things.
- There was so much, the four of them couldn't carry it all back. So, they decided to divide up the map between the four of them so that no one person could cheat the others. Vikka has his piece hanging around his neck.
- Fortunately the four of them were quite skilled, because the roads are "thick with brigands" at the moment. They luckily managed to avoid encounters with any such individuals.

Vikka is willing to consider selling his bit of the map, but he won't discuss it in the tavern. If pushed on this point, he nods towards the others in the tavern and whisper in a not-so-hushed tone "Never conduct business in a bar, my friends..."

Vikka tells the party to wait for his cue and then yells out "I'm not sellin' you nothin'! Leave me alone!" He then winks at the bartender, grabs the bottle of booze from the counter, and heads off to the kitchen. The party is expected to follow him and the bartender lets the party into the kitchen.

Once the PCs join him Vikka leads them to the basement and through the secret tunnel under the city walls (into the River Quarter). If asked what he thought he accomplished by yelling, he will seem confused and say "Dunno... thought it made sense at the time..."

There, on the other side of the wall, he agrees to trade them his bit of map for something of value—any item the party has will do, along with 10 gp per person (the gold he claims is for replenishing his supply of "consumables"—a statement he thinks is very funny for some reason). He finishes by saying he doesn't know what good this part of the map will do the party without the other three pieces.

Other questions the party might ask.

Q: Can you draw me a map of the tomb?

A: "Hmmm.... No I can't. For some reason my memory of the tomb is fuzzy." (This is an affect of one the tomb's traps).

Q: Where was the treasure?

A: "The treasure was in a tomb in the Cairn Hills. There was a twisty road that meant the map was the only way to find the place."

Q: What was the "tomb" like?

A: "Creepy. It was like we were being watched the whole time. Still, the place was unguarded."

Q: What did they find for treasure?

A: "Mostly broken junk, but there were some very odd-looking statuettes, carvings, a few strange-looking weapons, and that sort of thing. Vikka thought it might be the tomb of a warrior because the statuettes all depicted a warrior."

Q: What treasures were left?


A: "There were still some coins we couldn't carry out as well as a few other carvings. I'm not interested in going back, though. I've enough gold and I'm not interested in being waylaid by bandits."

Q: Do you have any treasures left?

A: "Just this single item."
(He shows the PCs a necklace of a jade lance on a golden chain. Its approximate value is 500 gp. As a curiosity however it might be worth more to a collector or sage.)

Once he has answered all the PCs' questions he wanders off, leaving the party to their own devices. Apparently, he no longer has any interest in the party. If pressed, he will ask to be left alone and insists he's going to be meeting some friends.

If the party insists, they can spend the night following him around various low end bars in Greyhawk until the small hours of the morning when he passes out in an alley.

 **Vikka:** male human ranger 2.

Vikka's Shard (Piece 1): This piece of greenish stone is roughly human fist-sized and has a small hole drilled through one corner. A rope is strung through the hole. The piece is clearly part of a larger whole. The surface is rough and has strange runes and drawings marked into it. Some of the runes have an astrological feel, while others appear to be of a more sinister and vile purpose.

Troubleshooting: The party may choose to ignore Vikka for a variety of reasons. In such case, have a pair of the wharf workers get up from a table and walk by the party saying "I guess them

thar rumors iz true, then. Ol' Vikka hit it rich!" "Ya t'ink thars more loot where he found his?" "Tha's what he's been saying in every dive in Greyhawk! Mounds of treasure, just there for the taking!"

If this (more obvious) lead does not draw the party in, Vikka turns around, spot the PCs and says "Hey now! You're a bunch of fresh faces! Ever hear the story of the lost tombs of the Cairn Hills? Buy me a pint and I'll tell you the tale!" If none of this works, rumors spread the next day about a wondrous treasure that was found in the Cairn Hills. The PCs can then go and seek out Vikka one more time.

ENCOUNTER 1: ARGEMUS

Notes on the Artisans' Quarter: The Artisans' Quarter is one of the quieter and more peaceful of the districts of Greyhawk City. It lacks the wild taverns, risqué entertainment and thronged streets of other parts of the Free City. In the main, those working here are hardworking craftsmen and their families.

Private dwellings are small but often have surrounding gardens, which, although the houses are packed close together, give the illusion of privacy and space. The trade of each craftsmen is easily identifiable—examples of their handiwork are often displayed above the building's door as a way to attract business; many of the artisans work from home.

The Low Market: If the PCs enter the Low Market paraphrase the information in this section. Also called the Old Market or Petit Bazaar, stalls are open for business here every day of the year. Business is brisk from dawn to dusk with a jumbled mish-mash of booths, tents, tables and stalls selling mundane items of every description. Some vendors even possess handcarts or small wagons they drive through the press, selling their wares while on the move.

In addition, many stallholders employ children to hawk their wares. A veritable stream of such city denizens often follows rich-looking individuals around.

Prices are as listed in the *Player's Handbook*. Luxury items are rarely found here, these almost always being sold in the High Market.

The Low Market is divided into two areas—the West Market and the East Market. These two markets are divided by the Processional, the city's broad main thoroughfare, as it wends its way northwards. The West Market is far more disorganized than the East Market, which is laid out in relatively straight lines. At the north end of the West Market stands an immensely old roanwood; its mighty branches once used to hang criminals before the New City Walls enclosed this area.

Thieves and Pickpockets

The Low Market is a favorite haunt and training ground for thieves, cutpurses and pickpockets and is also frequented by the homeless and destitute of the slums. Locals know of this danger and take appropriate steps to protect their wealth. Travelers not native to Greyhawk City but who make a DC 15 Knowledge (local—Core) check are also aware of this danger. Such PCs may take precautions to protect their purses and gain a +2 circumstance modifier to any opposed Spot checks to notice a pickpocket's attempt against their person. Similarly PCs generally stating that they are taking care to protect their possessions get this bonus.

For every hour the PCs spend in the Low Market there is a 10% chance that they are targeted by a pickpocket. If the PC is obviously wealthy, displays much coin or talks loudly about his riches, this chance increases to 25%.

The skill of the pickpocket is APL dependant and is determined randomly using a d20.

Pickpocket Check	Level of Pickpocket
0 or lower	APL -4*
1-3	APL -3*
4-6	APL -2*
7-9	APL -1*
10-12	Party APL
13-15	APL +1
16-18	APL +2
19-21	APL +3
22 or higher	APL +4

*To a minimum of 1st-level.

Modifiers: Apply the following modifiers to this check:

- -1 per additional individual with the target PC.
- +2 if PC alone.
- +1 if PC openly displays wealth (Rich lifestyle).
- +2 if PC openly displays wealth (Luxury lifestyle; not cumulative with Rich lifestyle).

Pickpocket Skill Level: A pickpocket's Sleight of Hand check modifier is equal to his level +5.

Stolen: If the thief is successful he steals either 3d10+5 gp or the sum of that character's coin, whichever is lower.

ARGEMUS'S SHOP

Argemus's shop is fairly easy to find. Any PC making a DC 15 Knowledge (local—Core), Gather Information or bardic knowledge check knows where the shop is or gets the information from a

passer-by.

Alternatively, if they fail this check, each hour of asking around gives a +2 (cumulative) circumstance bonus to further Gather Information checks.

When the party locates the shop, read the following:

The shop is located at the north end of Low Market and is in a two story building. The upper level is about ten feet longer than the lower level so it forms an overhang. The plaster over the wooden upper level is a dirty yellow-white. In very precise letters above the door are the words "Argemus's Fine Findings".

The shop is open from approximately 8:00 a.m. until 7:00 p.m. each day, except between 11:30 a.m. and 1:30 pm when Argemus closes for lunch (he dines out in Low Market). He lives above the shop and can be roused by knocking on the door.

At night he places a *magic mouth* spell on the door to yell if opened by anyone else.

The ground floor of the shop is divided into a front room and a back room, with stairs to the upper level. In the small (15 feet by 15 feet) back yard is an outhouse and a gate to the alley. The front room, about 15 ft. by 15 ft, is surprisingly bare. It has only a few odd pieces in it. There are half a dozen coral daggers (marked "Kuo-Toa Battle Knives—From Bright Sentry. 25 gp each"). Additionally there is a single large brass ring (about the size of a man's head) with wire clasps on it. It is listed as "Fire Giant Earrings" and sells for 75 gp. He also has a pair of women's lizard-skin boots from the Vast Swamp (150 gp) and a feathered headband from the Amedio Jungle (marked at only 35 gp). Apart from these items the shelves are empty.

Argemus himself is a pleasant-smelling man (he carefully sprays perfume on himself multiple times through the day to keep away the "stench" of the city). He thinks he is smarter than others, which is possibly true (he has an Intelligence score of 16). His dress is very fine - he favors blue tunics and dark black trousers, tucked into shiny leather boots - but not upper class. Anything he wears is of quality. His gray-black hair seems to always flop in front of his left eye in rakish manner.

When the party enters, Argemus is in the front room, adjusting the position of the koa-toa daggers. Read or paraphrase the following, remembering that if the party wakes him at night he is in a foul mood.

Ah. Welcome to my store. I have few wares right now but what I have is of quality. Look around and ask questions!

The party can learn the following from him:

Q: Who are you?

A: "I am Argemus, a dealer in odd arts and antiquities. I apologize for the scarcity of my goods. I have been busy selling off a recent collection and have not had time to search for new acquisitions."

Q: Do you know Vikka, Redd the Blade, Zizzo?

A: Of course. Vikka worked for me on some caravans some years ago, as has Redd the Blade. Zizzo was an academic with skills in deciphering ancient scripts and the like.

Q: How did you come by the map?

A: "Through a friend (a female merchant named Axalia Goodheap). That person had been to the Irongate region where she met a traveling wizard. That wizard had been to the Cairn Hills years ago and picked up the stone tablet then. He ended up trading the map for a scroll of some odd spells the wizard was interested in."

Q: Where can we find Redd the Blade or Zizzo?

A: "Redd the Blade is typically at the Mercenaries Guildhall, when in town. Zizzo is a clerk at the University of Magical Arts and can sometimes be found there. He also has a small apartment near the Black Dragon Inn."

Q: What was the journey to the tomb like?

A: "Pretty rugged, actually. There were only the four of us and our pack animals. We were afraid of bandits, but never encountered any (he credits Vikka with that). The journey took about 5 to 6 days there and a bit longer back—we were laden down with treasure you see."

Q: What treasures did you find there?

A: At this question, his face will light up. "There were a number of excellent pieces—mostly statuettes, some jewelry, odd weapons and the like. I have already found a buyer for them."

(This is actually not entirely true. If a player is actively using the Sense Motive skill, have him make an opposed check against Argemus's Bluff check. For purposes of this check only, Argemus is treated as having 5 ranks in Bluff, a 16 Charisma, Skill Focus (Bluff) and the Persuasive feat giving him a total check modifier of +13. He also receives a +4 circumstance bonus to the check for having convinced himself of his own lie. The truth of the matter is that he is keeping the items for himself and is storing them in a warehouse. (However, he actively opposes any attempt to learn this.)

Q: What treasures do you have left?

A: "Personally, I have none, as they have all been sold. Perhaps some of my comrades still have their share of the treasure."

Q: What monsters did you find there?

A: "None. The tomb was unguarded."

Q: Can you draw me a map of the tomb?

A: "Hmmm.... No I can't. For some reason my memory of the tomb is fuzzy." (This is an affect of one the tomb's traps).

Q: Why split up the map?

A: "At the time it seemed like a good idea as that way none of us could return and steal away the items from the others. There were some treasures we, regretfully, could just not carry back! There were lots of old coins, some odd trinkets and the like. If I weren't so worried about bandit activity I'd mount another expedition to go to the tomb again.

Q: Can we see/buy your copy of the map?

A: At first, he says no. Then he brightens up with an idea. If the party is willing to go back to the tomb and loot it, and they are willing to give him first refusal on any items brought back, he give them his section of the map.

Q: Why would you part with your shard of the map?

A: "I'm not going to go back for more bits of the treasure, but would love to obtain more of it to resell!"

☛ **Argemus:** male human sorcerer 6. (Bluff +13 [except regarding the treasure for which it is +17], Sense Motive +5).

Argemus's Shard (Piece 3): This broken piece of a greenish stone appears to be part of a larger whole. Its rough surface is carved with intricate symbols that bring to mind a starry night. Still, there are other symbols carved upon it that appear to be part of a larger drawing. Other lines twist and turn back and forth, seemingly at random.

ENCOUNTER 2: REDD THE BLADE

The Foreign Quarter: A confused blending of dialects, attitudes, dress, and cultures abound here. Generally, the common thought is that most of the locals are foreigners temporarily staying in Greyhawk, but in truth many of these have permanently live here. Crime is fairly low and the attitude on the streets seems to be to keep a polite distance from each other.

The buildings are mostly multi-story, multi-dwelling apartments rented out by the day, week,

month or even year. The buildings are as varied as the residents with some brick, some stone, some wood and some rarer ones of even odder materials.

The Mercenaries Guildhall is a solid-looking two-story building. Anyone is welcome here and there is a membership signup sheet available at the door (10 gp per year, you must have at least a +1 base attack bonus to join). Guild member receive free drinks (although the guild can always cut off someone heavily drunk), and there is lots of bunk-space available. See the AR and treasure section of this adventure for more information.

Fighter types (more or less—except for scouts and mounted warriors) are called "Feet" (for "foot soldier"). All others are considered "Specialists". Nearly every other guild in Greyhawk respects members of the Mercenary Guild.

All weapons in the guild hall must be "peace bonded" (tied down) and fighting is strictly banned. Nearly all the warrior-type, non-evil religions are represented here.

Redd the Blade is currently at the guild hall. He is actually unemployed and is not looking for work under any circumstances. He is currently quite satisfied with a good meal, good drinks, and the chance to swap war stories with anyone who will listen to him go on and on about his adventures. Dressed in sturdy-looking, red-dyed adventuring garb, it is clear he favors the spiked chain from the calluses on his hands. His bright blonde hair is nearly bleached white and he has a small goatee sprouting from his otherwise block-like chin. Redd is in his mid-thirties and if he comes off as overbearing, it's only because he's seen his share of combats. When he is not telling his war stories over and over again, he tends to absentmindedly scratch at a small red birthmark on the back of his left hand.

He is an otherwise pleasant person. The party can learn the following from him:

Q: Who are you?

A: "Redd the Blade. I am called "the Blade" because of my skill with a spiked (bladed) chain."

Q: Do you know Vikka, Argemus, Zizzo?

A: "Sure. Vikka I met a month ago, and Zizzo I knew from a year before. I was guarding a warehouse in the River Quarter for Argemus and Zizzo was there to work with a merchant to decipher some runes on some vase." (He does not remember where the warehouse was or even if it belonged to Argemus, which it did not).

Q: How did you come by the map?

A: "Argemus had it."

Q: Where can we find Argemus or Zizzo?

A: "Argemus has a shop near the Low Market. Dunno about Zizzo. I think he works for the Wizards in Clerksburg."

(Note—Zizzo actually works for the University of Magical Arts).

Q: What was the journey to the tomb like?

A: "Ah, piece of cake. Argemus and Zizzo were like two babies the entire trip, worried about this, that and the other thing. They thought bandits would attack. Vikka was pretty good and kept them out of trouble, though. The trip took 4 or 5 days there and about the same back."

Q: What treasures did you find there?

A: "Mostly junk; statues and stuff. I sold my share back to Argemus when we got back to town, except for a single dagger I fancied. We left piles of old coins and stuff like that but we were assured by Zizzo the best stuff was the junk."

(He sighs at the thought of the coins being left behind.)

Q: What treasures do you have left?

A: "I just have the dagger."

(He has it on him carefully wrapped in its peace bond. It is of exquisite workmanship and is masterwork quality. There are no special runes or markings to discern its true origins, but the hilt does not look like it would comfortably rest in a normal human hand.)

Q: What monsters did you find there?

A: "None! The place was quiet as a, well, as a tomb!" (Then he laughs).

Q: Can you draw me a map of the tomb?

A: "Hmmm.... No I can't. For some reason my memory of the tomb is fuzzy." (This is an affect of one the tomb's traps).

Q: Can we see/buy your copy of the map?

A: He will ponder this for a moment then agree to sell it to anyone who is a member of the guild for 10 gp. Non-members must pay double.

Q: Why would you part with the copy of the map?

A: "Why not? I'm not planning on going back."

☞ **Redd the Blade:** male human fighter 4.

Redd the Blade's Shard (Piece 2): This is a broken-off piece of greenish stone. The edges are rough and it's clear that great force was used to snap it. The surface of the stone has been etched with odd symbols evocative of the night sky. Other runes meander across its surface in a purposeful manner.

ENCOUNTER 3: ZIZZO

A few notes on Clerksburg: This region of the

City is contemplative, calm, and quiet. There is a park-like quality with many of the buildings (almost all are brick or stone) having private gardens. This area has an extremely low crime rate and troublemakers are quickly confronted by the city watch.

Most of the buildings are two or three story affairs with steep, tiled roofs. The average person walking through the area has a book bag of some sort and most have an academic look to them.

Zizzo spends almost all of his time at the University of Magical Arts. The party cannot possibly miss this place. It is a three-sided pyramid about 90 feet tall and 100 feet along each base. It is surrounded by a 6-foot high stone courtyard wall. There are no doors or windows to the building or courtyard wall; how anyone gets in without climbing the wall is a mystery.

The method of access varies from day to day and week to week. Currently, as part of their lessons, students have placed *magic mouth* spells around the wall. Anyone asking something along the lines of "So how do we get in there?" triggers a *magic mouth* with the following message. "Close your eyes and walk into me". This is, of course a trick. The students are invisibly standing around at various points around the wall. When someone tries to walk into the wall, they bounce off causing laughter to come from the invisible watchers above.

Whether the party falls for such a prank or not, after about five minutes of standing outside trying to figure out how to get in (or if the prank succeeds), a female wizard called Zella walks out of the wall and asks if she can assist the party. When they explain they are looking for Zizzo, she fetches him for them.

Zizzo

Zizzo is ink-stained and unkempt. His more or less white robes have numerous marks on the sleeves and legs where either he has leaned in ink or wiped inky hands. His particularly long hair is dyed a light green and is tied in an unkempt pony tail. His youthful face looks like he hasn't shaved for the last week and his beard is light brown.

He seems friendly enough, if a bit jumpy. As an annoying habit, he tends to refer to himself as the "Sage Zizzo" as in "I, Sage Zizzo, understand your question and will answer it as it deserves!"

The party can learn the following from him:

Q: Who are you?

A: "Well, obviously, I am Sage Zizzo. I am the Sage Zizzo who works for the university deciphering old scripts."

Q: Do you know Vikka, Redd the Blade, Argemus?

A: "Sure! Vikka was a guide on a recent adventure

to the Cairn Hills—very skilled. Redd the Blade was a hired mercenary."

(Zizzo always thought he was a scary fellow, but that was probably good because seeing him probably scared off any bandits).

"Argemus—a steady client. He often finds odd things for Zizzo to decipher."

Q: How did you come by the map?

A: "Argemus got it in trade. Apparently there was a story involving Irongate and a talking owl, but it was, well, boring and I do not remember it."

Q: Where can we find Redd the Blade or Argemus?

A: "Redd the Blade probably has hired out to some merchant band or warlord or something. Argemus lives near the Low Market."

Q: What was the journey to the tomb like?

A: "Dreadful! There were bandits EVERYWHERE and MONSTERS and horrible noises. It's a miracle we survived! Sage Zizzo was very afraid."

(Although he will admit he never saw any bandits or monsters...)

Q: What treasures did you find there?

A: "Some unusual ancient Flan burial statues. They didn't seem that valuable to Sage Zizzo, but Argemus insisted they were. The real treasures were some stones with markings on them in Ancient Flan. Sage Zizzo regretted leaving them behind but there was not much room and we were originally going to go back to retrieve even more treasures!"

Q: What treasures do you have left?

A: "None. Argemus ended up finding a buyer for Sage Zizzo's share, although Sage Zizzo did keep a stone tablet with odd markings on it. It seems to refer to a story of a cult of bloodthirsty warriors who served a dark god of murder! These warriors were so revered for their prowess they were entombed alive with guardian statues placed around them. These warriors were supposedly mighty knights wielding scythes. They were grim reapers of the souls of mortals for their bloodthirsty and savage god."

(He does not have the tablet with him—it's locked up in a box in his apartment and he sees no good reason to show it to anybody until he has completely translated it).

Q: What monsters did you find there?

Q: Lots! But they seemed to be afraid of the power of Redd the Blade! Well, actually, I didn't see any but I could hear them stalking us."

Q: Can you draw me a map of the tomb?

A: "Hmmm.... No I can't. For some reason my

memory of the tomb is fuzzy." (This is an affect of one the tomb's traps).

Q: Can we see/buy your copy of the map?

A: "Hmmm.... I suppose so! Sage Zizzo does not plan on returning. The party should try to recover any odd writings for Sage Zizzo to look at though. Hmmm. And lunch money. Can the party spare a coin or two for some lunch money? Sage Zizzo seems to have forgotten his coin purse at home." (He will settle for 20 gp).

Q: Why would you part with the copy of the map?

A: "The thought of facing all those bandits and monsters again... simply dreadful!"

☛ **Sage Zizzo:** male human bard 1.

Zizzo's Shard (Piece 4): This human hand-sized chunk of stone is greenish in hue. Runes and drawings have been carefully etched into its surface. While some of the carvings are moon-like, others cannot be explained with in such simple terms. Yet, as random as the lines appear, there can be no doubt that each was placed precisely where the carver intended.

ENCOUNTER 4: RESEARCHING THE MAP

The PCs may attempt to research the map when they have one or more pieces. All four sections however greatly enhance their chances of success. There are lots of ways they can do this.

THE MAP

The map was carved into a piece of stone and later broken into four pieces. Each piece has different markings. The breaks are more or less clean and the map can be pieced together quite easily. When describing the map (or a piece of it), read or paraphrase the following:

A chunk of green-tinted limestone, etched with odd symbols and lines. Some of the symbols have an equine quality to them, whilst others are reminiscent of a waning or a waxing moon.

Vikka's Shard (Piece 1): This piece of greenish stone is roughly human fist size and has a small hole drilled through one corner. A rope is strung through the hole. The piece is clearly part of a larger whole. The surface is rough and has strange runes and drawings marked into it. Some of the runes have an astrological feel, while others appear

to be of a more sinister and vile purpose.

Redd the Blade's Shard (Piece 2): This is a broken-off piece of greenish stone. The edges are rough and it's clear that great force was used to snap it. The surface of the stone has been etched with odd symbols evocative of the night sky. Other runes meander across its surface in a purposeful manner.

Argemus's Shard (Piece 3): This broken piece of a greenish stone appears to be part of a larger whole. Its rough surface is carved with intricate symbols that bring to mind a starry night. Still, there are other symbols carved upon it that appear to be part of a larger drawing. Other lines twist and turn back and forth, seemingly at random.

Zizzo's Shard (Piece 4): This human hand-sized chunk of stone is greenish in hue. Runes and drawings have been carefully etched into its surface. While some of the carvings are moon-like, others cannot be explained with in such simple terms. Yet, as random as the lines appear, there can be no doubt that each was placed precisely where the carver intended.

All Four Shards Together: Once all four shards are joined together, there appears to be more than mere astrological markings. Clearly, the artist intended to tell some sort of story about the central image of a rider with a scythe on top of a horse. Lines twist and turn in the background, making a journey for the eye to follow. Other symbols have a nastier edge to them. Thankfully, those runes appear to be incomplete.

Key to the Stone: There are a number of rough moon shapes waxing and waning around the outside edge of the map. Each is numbered with hash marks. The one that only has a square on it actually means "zero" and is the starting point. This relates to a known hill of that shape outside Greyhawk City. From there, the party can follow the lines up to the right past shapes 6 and 2 to a small skull shape near 1. This is what a sage can point out as the map. Piece 2 has two triangles on the line that are a key to understanding these are roads. The pitchfork shapes are symbolic of skeletal hands grasping at orbs (souls). The other shapes are skulls, scythes, jagged bits, and so on. The horse and rider image is a crude approximation of Rider of the Grave.

Research

The party can research each individual piece as they get it or wait until they have all four shards. However, because of the pattern of breaks across the map it is nearly impossible to get anything meaningful without all four pieces.

The table below lists the DCs for Knowledge (arcana) or Knowledge (history) checks made to ascertain more information about the map.

# of	Minor	Major Clue
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Pieces	Clue DC	DC
1	26	40
2	24	35
3	22	30
4	20	25

If a PC uses Knowledge (geography) or Survival to decipher the map, the DC is 30. PCs gain a +2 circumstance modifier for each piece of the map the in their possession.

Bardic knowledge treats the entire map as "Extremely Obscure" with a DC modifier to the check as follows: one piece = -6 circumstance penalty; two pieces = -4 circumstance penalty; three pieces = No modifier and four pieces = +2 circumstance bonus. If the PC is only looking for a minor clue, she gains an additional +4 circumstance modifier.

Much of the runes are strictly iconic and not intended to tell a story. As a result, *comprehend languages* will not be very effective. Casting it gives the party a +4 enhancement bonus to deciphering the map as it picks out the occasional word. Alternatively, a DC 30 Decipher Script check gains the same bonus. Finally, characters that speak Flan also get a +4 enhancement bonus as the runes rely heavily on that language. Characters also get their stonecunning bonuses to these checks if applicable. This is because it is presumed such a character one might have stumbled across similar runes or stories of them in the past.

The party can attempt multiple avenues of research. Alternatively, they can hire a sage or use the Greyhawk Library. Without a special favor, either method takes time and money. Technically, at this point in the adventure, there is no "time pressure", but the party does not need to know that.

Alternatively Zizzo can examine the map, and can impart all the minor and major clues, but is not interested in revealing his knowledge unless paid another 20 gp. If compelled to, by magic or similar methods, he reveals all the minor and major clues, but will afterwards treat the party as "hostile."

Otherwise the research takes the party 1d3 days, if a successful DC 20 Gather Information check is made to locate a particularly competent sage. This search will cost 10 gp per day. The Greyhawk Library will normally charge 15 gp and it takes a day and half to perform the research. In either case, the PCs get all of the clues listed below. This may be the only solution for a lower APL party. DMs should not discourage such a resolution, or penalize them for attempting it.

In order to know where the map leads in the Cairn Hills, the party either has to discover all 4 minor and all 4 major clues, or the map itself needs to be deciphered.

Minor Clues

1. The map is old, from before the founding of the Great Kingdom, during the migrations following the Twin Cataclysms. (From -422 CY to -1 CY.)
2. The runes seem to be based on the Ancient Flan language.
3. The map looks like it was broken off from a larger work.
4. The creators were undoubtedly human, but also skilled in some form of dark magic.

Major Clues

1. The runes may be related to an ancient cult of warriors, probably from the time of the Oerid-Suel wars.
2. There are stories of an ancient cult of evil warriors—mounted knights who were particularly savage in combat. The map has symbols telling of great fear of the mounted warriors. It is possible this map was part of something that was actually a memorial or warning.
3. It is possible the symbols shown are that of Nerull—there is a scythe and symbols dealing with collection (probably of souls).
4. There is a legend from those days that a band of warriors was so evil and greedy that anything they acquired from slaughter was so tainted with their depravity and evil that it would forever be worthless to honest folk. The warriors would go out of their way to slaughter anyone who they thought had stolen from them.

Roleplaying Note: If the party uses a sage to decipher the information, the sage describes each feature while pointing at the map. For example: “You can see here where the map was broken off from a larger work. Now who would do such a thing? A tragedy, really...anyways, here is a symbol that seems horse-like” and so on.

The map itself, once deciphered clearly shows a few well known features of the Cairn Hills. As a result, one could follow the twisting set of runes to a specific location about 3-5 days travel away from Greyhawk City.

When they decide to journey to the tomb the party may leave by Garden Gate (as it is closest to the Cairn Hills). While doing so they notice two patrols of guards in this area and overhear locals muttering about “thieves and brigands” coming and going from this location (indicating what the locals think of merchant/adventuring caravans in the Garden Quarter).

ENCOUNTER 5: INTO THE CAIRN HILLS

Once the party leaves the City of Greyhawk note their marching order, watches, camping arrangements, and any unusual tactics they use when traveling.

At APL 8 it is possible a party member may have powerful magical abilities (such as *teleport*, many *overland flight* spells and so). Such PCs should be rewarded for their ability to use such skills. In the area where the brigands attack (Encounter 6), they receive an alternate paragraph of information for successfully avoiding the encounter.

Read or paraphrase the following to the party.

The roads from Greyhawk gently rise from low, flat farmlands into gentle hills. To a limited extent, traveling away from Greyhawk is a little like a fish swimming against the current. The roads to Greyhawk seem busy with post-winter travelers and merchants making their way to the Jewel of the Flanaess.

Eventually the hills become more rugged and the road you are on less well traveled. Truly, the wilderness of the Cairn Hills is before you. The early spring weather creates heavy fogs that do not burn off until late morning and that creep back in as the sun sets. A distinct chill is in the air and every step echoes between the otherwise silent mounds.

If the party listened at all to the NPCs they met in Greyhawk they should be alert for bandits. Not counting the day the party leaves Greyhawk, it takes them three days to reach the location on the map.

On day one, in the late evening, a smell of a campfire can be detected. Searching does not yield anything. That night, there will be the rattle of rocks down a nearby hillside, but again, nothing else disturbs the party's rest.

On day two, the PCs feel as if they are being followed. Around mid-afternoon, if the PCs make a DC 24 Spot check they spot an enormous mountain lion on a nearby hill (about a quarter mile away—1300+ feet). It runs off if the party tries to go near it. The encounter with the brigands takes place at the end of day two (See Encounter 6, Bandit Trouble). That night, no sound of any night creatures at all can be heard.

Travel on day three is uneventful until the party reaches the location of the tomb around nightfall.

ENCOUNTER 6: BANDIT TROUBLE

The following encounter is with a band of brigands that have been preying on travelers in the Cairn Hills. They hail from the Wild Coast and sometimes supplement their income by selling prisoners to slavers from the Pomarj.

The encounter occurs late in the afternoon as the party wends its way over the top of a hill. At the start of this encounter the bandits are hiding at the top of the hill waiting for travelers. When they spot the PCs they move back down the other side of the hill to set up an ambush. (PCs making a opposed Spot check against the bandits' Hide check spot them leaving the hill's crest and can act accordingly). The brigands get a +2 circumstance bonus to Hide checks as they have scouted this area in advance. See Development for more information.

If the PCs do not spot the bandits they lie in ambush, waiting for the PCs to approach. The brigands are full of bravado and attempt to attack the party with surprise.

Read or paraphrase one of the following to the party depending on if they are surprised or not, or if they avoided the encounter entirely, by flying/teleporting.

Most of the party is surprised:

As your party wends its way down the hillside, men appear out of the brushes on your right-hand side. They are silent as ghosts and dressed in dark leathers. They say nothing as they move to attack.

Most of the party is NOT surprised or they managed to somehow out-scout the brigands:

Laying in wait, on the far side of the hill, is a small band of men. They are hiding (or so they believe) in brushes on the right-hand side of the trail.

The party manages to avoid the encounter, by flying, for example:

There is just a moment in your travels, when the sun itself seems to go out. It feels as if you had died and your grave had been stepped upon. But then, blessedly, the feeling is gone.

APL 2 (EL 3)

☛ **Brigands (3):** male human ranger 1; hp 7 each; Appendix 1.

APL 4 (EL 5)

☛ **Brigands (3):** male human ranger 1/rogue 1; hp 12 each; Appendix 1.

APL 6 (EL 7)

☛ **Brigands (3):** male human ranger 2/rogue 2; hp 26 each; Appendix 1.

APL 8 (EL 9)

☛ **Brigands (3):** male human ranger 3/ogue 3; hp 36 each; Appendix 1.

Tactics: The brigands focus their attacks on one random party member and try to take them down. When a target is dead (or dropped to negative hit points) the brigands move on to the next target. They stay silent in combat.

If they can get into combat and flank opponents, they do so. If it makes sense for them to stay in cover and attack with their slings, they will do that.

Treasure: Their only treasure is their weapons and armor.

APL 2-4: Loot—10 gp

APL 6-8: Loot—12 gp

Development: At first glance the bandits do not have any obvious markings on them that could give some clue to their origin. If their equipment is examined as a whole however, a DC 20 Knowledge (local: Core) check reveals that Pomarj slavers use similar equipment. Anyone who has played *COR5-09 A Gateway to the Bright Sands*, making a DC 10 Knowledge (local: Core) check realize this.

ENCOUNTER 7: THE TOMB OF NO HORRORS

Note that really, there is no danger to the party in this tomb, but initially they do not know this. Further, it is possible the party acts in a foolish or unlucky manner and ends up injuring themselves (such as when crossing the crevasses).

Make sure to find out what parties are using for light and feel free to describe echoes, shadows, etc. to make the mood of the tomb a bit on the creepy side. Finally, be sure to adjust the encounters depending on whether the party arrives during the day or night.

OUTSIDE

The valley below you could never have been found except by accident or by following the map. Many times, the road had completely vanished, at other times it was nothing more than a game trail. But now it appears again, almost clearly, running a few hundred yards down the side of a hill, into the valley, and then up to a cave on valley's other side.

Shrubby and prairie grass lies thick on either side of the road, but nothing like it must be in the full bloom of summer. A thin mist has formed, giving the area a ghostly appearance.

The road is of carefully carved hexagonal stones, interlinked to form the pathway. In the shrubbery on either side of the path, shapes like boulders or crouching beasts can be seen. These are broken statues that have collapsed. It is impossible to determine what they may have once been.

AREA 1

The cave mouth itself is heavily covered with hanging roots and is about twenty feet across. The interior is dank, smells of moist earth, and dying things. It is about 30 feet in diameter.

At the far end of the cave is a pair of granite double doors. The face of the left-hand door has a squadron of cloaked riders on what may be demonic horses carved into it. They carry scythes.

The right hand door has a carving of screaming humans running before the slaughter.

Set into the wall on the right-hand side is a plaque of limestone. A chunk of it has been chipped out.

If the PCs try and fit the map into the missing section of the limestone plaque it fit into it nearly perfectly.

The doors are not locked, but they are stuck and require a DC 20 Strength check to open. They scrape open loudly as they are pushed inwards. As they are pushed in, bits of dirt and rock from the ceiling fall onto the party. This has no game effect but may make the party cautious.

AREA 2

These doors open into a 10 ft. wide and 20 ft. high corridor running about 30 ft. long. The walls, floor, and ceiling are choked in dusty old cobwebs. All are made from the same hexagonal stones as the roadway outside. A thin layer of dust covers everything. A confused trail of footprints leads down the corridor.

If the PCs take additional time examining the corridor read the following:

At first, nothing unusual can be seen, but after a while you discern a pattern. The stones have been selected for the variations in their color. A crude pattern of a horseman, covered in thick robes, on a powerful steed, can be discerned. The

floor itself seems to be an elongated skull, its mouth waiting for someone to step inside.

After 30 feet, the hallway expands to 25 feet wide. In this section of the hallway, the stones themselves are individually carved. Again the stones seem to tell the story of a band of horsemen—all terrifying fighters—that savaged the weak and slaughtered the strong. Eventually, they were caught and entombed alive for their crimes. A DC 20 Knowledge (history) or Knowledge (religion) check reveals this to be unusual for any culture to do with their foes. Further, there is no specific reference to any particular deity the warriors followed, but there are repeated references to the fighters all worshiping death itself (and by extension, most likely Nerull).

About two-thirds of the way down the corridor, the ground itself has been split apart, apparently from an earthquake or tremor. The gap is only five feet across, but the chasm is thirty feet deep. As it disappears into the walls the chasm gets smaller and smaller just outside of the corridor until it can no longer be followed.

A pair of stone doors is on the far side. These are stuck and require a DC 20 Strength check to open.

Note there is a secret door to Area 4 about 30 ft. in. It is very difficult to find requiring a DC 24 Search check. The door, once found, opens (it slides into the floor) by pushing in one of the hexagonal stones. After three hours, the door suddenly resets. Fortunately, in Area 4, there is a clear inset stone that can be pushed to lower it again. It should seem amazing to the PCs that this door still works so well after so much time has passed.

AREA 3

The room is a vault, thirty feet on a side, and thirty feet tall. Runes and symbols of protection and warding appear everywhere. On the far side of the room is an altar, five feet wide, five feet tall, and fifteen feet long. It is carved from granite and its rune-encrusted lid is snugly set into its surface.

A DC 15 Search check reveals a lot of areas where the dust has been disturbed - most likely from when the prior adventurers took various statuettes and other treasures.

The rune and symbols themselves have no magical power. A DC 15 Knowledge (arcana) check reveals they are common symbols used by average folk as hopeful wards against evil and carry no special magic.

The altar lid is inscribed with an inscription

written in Ancient Flan: *May ye never rest, but be tormented for all eternity.*

The granite lid requires a DC 25 Strength check to slide aside. Inside, lies the skeleton of a human wearing tattered clothes on cloth nearly disintegrated with time. This was originally a false crypt, designed to be a ruse against tomb robbers.

AREA 4

As the hidden door slides silently into the floor, a grim visage lies in front of you. The very floor itself (still composed of those hexagonal stones) has been etched to depict a mounted warrior. The warrior's visage is hidden in the hood of its cape, but its piercing eyes seem to watch you. It rides a nightmare of a horse, and wields a cruel-looking scythe.

At the end of the corridor, it opens to a much wider (25 ft. wide) corridor heading to your right. This corridor is clean of dust and debris.

At the far end of the corridor stand a pair of double doors. (These are described below).

There is another chasm in the rock, similar to the one in Area 2. The gap is only five feet across, but the chasm is thirty feet deep. However, as the party tries to cross this chasm, a swarm of rats erupt out of it. Most of the rats scatter, but a few determined rats attack the party, partly out of anger for their nest being disturbed, and partly out of a liking for fresh blood.

APL 2 and 4 (EL 1)

➤ **Rats (9):** hp 2 each; *Monster Manual* 278.

APL 6 and 8 (EL 1)

➤ **Rats (12):** hp 2 each; *Monster Manual* 278.

Tactics: The rats swarm as few of the characters as possible, instinctively knowing they need to stay together. They tend to attack the shortest members of the party. However, if a character they attack has an exposed animal with them (such as a familiar or an animal companion), they savagely attack that creature, thinking they may be able to carry it off for food.

Development: The chasm itself has a rat's nest in the side of it. There are numerous small holes leading (eventually) back to the outside.

AREA 5

The doors before you are of carved granite. Strange glyphs are carved into the doors; runes upon runes are etched into their surface. Strangely, there is a carved circle, about two feet across, half of which is on each side of the door.

Careful examination suggests that at one time a brass ring had been imbedded into the stone.

The runes are quite real. A DC 20 Knowledge (arcana) check reveals they would have formed a *glyph of warding* of extreme power, possibly letting loose some sort of positive energy burst when triggered.

The door is stuck tightly and requires a DC 24 Strength check to open. When the door is opened, a *magic mouth* appears before the party and says in Common "Close this tomb and do not enter! Flee while your souls are intact and you may be spared." This spell was placed here by Argemus when his party left. Clever PCs may realize this as the *magic mouth* spoke in Common. After the mouth speaks, read or paraphrase the following:

This 40-foot by 40-foot chamber must have been luxurious at one time. Hooks on the wall reveal where curtains must once have hung and holes in the floor suggest where standing candelabras must have been screwed in. Dozens upon dozens of pedestals lie around the room, many broken; all of them empty.

In the center of the room is a granite box. The box is ten feet square and stands only three feet tall. Every inch of its surface is covered with runes. Inlaid into it are countless brass rings. They overlap and hook together in a seemingly random but complex patterns.

Finally in the center of the floor is a massive mound of coins, mixed with some statuettes.

The pile of coins contains roughly equal amounts of copper and silver coins. They have markings on them. A DC 20 Knowledge (history) check identifies them as coming from before the founding of the Great Kingdom. A DC 25 Knowledge (history) check identifies many of them as from the legendary Kingdom of Sulm (a kingdom that once flourished where the Bright Desert now holds sway).

Also in the pile are twelve fragile stone statuettes. Each is about 150 pounds and stands three feet tall. They are excellently designed carvings of horsemen. Each horseman is heavily cloaked and wields a scythe. Their mounts are almost demonic in appearance. They are ferocious-looking warhorses. The appraised value of each is approximately 500 gp.

There is also a copper metal plate about 20 inches in diameter and one half inch thick. On it is scribed a rune of protection (or it would be if the surface had not suffered an unfortunate gouge). It appears otherwise completely unremarkable and worthless. However, it contains a secret

compartment (which can be found with a DC 22 Search check). If opened, it reveals twin papyrus scrolls written in a crabbed hand. These vile sheets are the *Nycoptic Manuscripts* (See *Libris Mortis* 79 and Appendix 5).

The granite box is rune encrusted. It radiates strong necromantic magic and is protected by a *greater glyph of warding* spell. The spell in the glyph is a heightened (CL 13th) *cause fear* spell that bursts in a 30 ft. radius if the *glyph* is disturbed. Resisting the spell requires a DC 14 Will save. There is no challenge rating for this trap as there is, ultimately, no real danger to the party. It may keep them away from the granite box for a short time, or possibly even make them take precautions searching, but that is about it.

The prior party set off another *glyph* that caused a short-term memory loss regarding the tomb itself (hence why they could not accurately describe its layout)..

The lid to the granite box can be shifted, pushed or lifted off with a DC 26 Strength check. Up to four characters can assist with this. When the lid falls off, a permanent variant of a *ghost sound* spell is triggered. In Ancient Flan, a stern matronly voice says "Take nothing from this tomb. It contains evil and only evil will it yield. It belongs to evil and to evil it will return."

The box opens to a pit, thirty feet on a side and thirty feet deep. In the bottom of the pit is a mass of bones. There is no obvious access to the bottom of the pit (no ladders, etc.). This is, in effect, a form of oubliette (a chamber with access in, but not out, in which prisoners would be trapped in).

The bones in the bottom of the pit are a mix of human and horse. It would take hours to sort them all out. However, a DC 20 Heal check identifies this mixture of bones and the fact that they are ancient. An educated guess would be the evil warriors and their mounts were unceremoniously dumped inside, alive, to die. Note that messing with the bones (destroying them, and so on.) does nothing to affect the final encounter.

Treasure:

APL 2 Coin—167 gp, Magic – *Nycoptic Manuscripts*—200 gp.

APL 4 Coin—214 gp, Magic – *Nycoptic Manuscripts*—200 gp.

APL 6 Coin—522 gp, Magic – *Nycoptic Manuscripts*—200 gp.

APL 8: Coin—879 gp, Magic – *Nycoptic Manuscripts*—200 gp.

Note two things about the treasure: First, the statuettes are not listed as treasure. This is because in the final conclusion they are destroyed when the Riders are slain.

Second, the coins are about half copper and

half silver pieces. The amounts shown are per party member in gold pieces value. The actual amount of coins is (approximately):

APL 2: 61,000

APL 4: 73,000

APL 6: 180,000

APL 8: 322,000

The real issue for the party is how to get all of this back to Greyhawk?" Coins weigh 50 to the pound and an accurate view of the size of the coins is shown in the *Player's Handbook* on page 168. Further, the statuettes appear to be a big part of the treasure (although they really are not) and will be difficult to move. Given the chasm between the party and the door, it may be difficult to get the treasure out easily. This should not be made into a huge issue but should be an interesting puzzle for the characters to solve.

ENCOUNTER 8: THE ROAD TO GREYHAWK

The PCs make their way back to Greyhawk City unmolested by brigands, monsters or disasters. However, make the party explain their preparations for the travel back to keep them on their toes.

Then read or paraphrase the following (based on how they travel):

Despite the hazards of the wild, the road back to Greyhawk is even more uneventful than the journey to the tomb. The occasional crack of twig or rattle of rocks has given your party pause on more than one occasion, but the four-day journey was otherwise quiet.

Still, ever since you left the tomb, you have had an unshakable feeling of being watched...

As the party gets closer to Greyhawk, the roads become busy. Many travelers are nothing more than merchants with a few adventurers and others mixed in. If time permits roleplay a few encounters with other travelers. Here are some suggestions:

1. A band of halflings, roaming the land looking for adventure. They are very inquisitive and try to poke under any tarps covering treasure, into any heavy backpacks, and so on.
2. A family going to Greyhawk to start a new life in the Artisan Quarter. The mother has a job in a pottery shop and the father with the local leather guild. The children just seem bored and whiney.
3. A group of mercenaries looking for work. They politely inquire if the party needs any

guards until they reach Greyhawk (they have other work lined up after that).

In addition to these optional encounters, the party see a brightly covered wagon parked on the side of the road. Its wheel is broken and six tough-looking guards stand nearby (three women and three men). The horse works lazily on a feed bag as the owner and her assistant try to replace the wheel. The owner is Margil Myzil and her assistant is Argak. Argak is a half-orc. If the party stops to help, Margil gladly accepts their aid and then offer to sell them some of her magic wares. She is taking them to Greyhawk, where she hopes to sell them.

She has available the following items (all at the prices shown in the *Dungeon Master's Guide*): *caster's shield*, *mithril shirt*, *+2 dagger*, *wand of knock*, *elixir of love*, *elixir of sneaking*. If the party laments they do not have the money for these items right now, she tells them she will be around Greyhawk for a few weeks so they can buy them later (Thus the PCs have Adventure access to these items). If the party does not stop to help, they lose out on this access.

☞ **Margil Myzil**: female human sorcerer 5.

☞ **Argak**: male half-orc fighter 1

ENCOUNTER 9: MURDER!

Eventually, the party arrives back at the City of Greyhawk. They may enter the city a number of different ways: they might try to use the secret tunnel detailed in the Introduction. Alternatively they may be able to *fly* or *teleport* in, or may simply use the city gates. If they try to use the tunnel, the owner of the Scaled Fish will not allow them to use it. If they try to *fly* or *teleport* in, make sure they have the weight limits for the items they are carrying. (Additionally if they fly over the walls they are intercepted by several patrols of city watch when they land).

If they go through the gates, they have to sign their names as they go through. The following text presumes the party goes through the city gates. If they manage to enter a different way, this encounter as the DM feels is appropriate. In such case paraphrase the following information to suit the situation:

As you sign your names in the register, one of the guards signals to a few of the other guards standing around. They begin to converge on you. "I'm sorry, but I'm going to have to ask you to step out of the line" one says. You notice these guards look grim.

The guards tell the party they are being stopped

because their names and/or descriptions match an alert they were given. They do not know what the alert was about, but it just came in that morning. A watch commander has been called, and will be here soon.

But it is not a City Watch commander that appears, but a Nightwatch officer, along with two full patrols. Some friends of Zizzo have arranged for the Nightwatch to investigate the matter, and to have them alerted before the City Watch when the party shows up.

The commander approaches the party and introduces herself:

I am Captain Quinze of the Nightwatch. I regret to inform you that I have to question you on the matter of murder.

At this point Captain Quinze is convinced the PCs are guilty, and is hoping they will confess to save her the time and effort of a full investigation. The party has to make a serious and persuasive effort to convince her otherwise. This might be easy, if the party has not used magic or illegal means to enter the city. If they signed out when they left the city, a simple check of the records will show they were on the road and could not have committed the murders. Or they can present their loot, the map, and other evidence that they were on the road. Don't let the party just brush past the encounter, but don't make it impossible for them to prove they weren't in the city when the murders took place.

Provided they can do this, Captain Quinze tells the party that she has been up all night working on the fourth murder in as many nights, and would welcome some assistance. (If the party is reluctant to help she can note that while the Nightwatch cares about discovering the truth, the City Watch just cares about hanging someone for the murder. Helping to find the real killer is in their best interest.)

Once the party agrees to help, she tells them that all of the murders were reportedly caused by a ghostly rider on a hellish steed. The murderer used a scythe to slay his victims. She also volunteers the following information:

1. She was drawn into this because of the murder of a local guide, Vikka. Each night thereafter, she found herself investigating a new murder: On the second night a merchant named Argemus was slaughtered. On the third night a mercenary named Redd the Blade was killed. Last night, a sage from Clerksburg known as Zizzo died.
2. She asks the PC a number of questions such as: Do they know the victims? Where have they been? For how long? Did they kill Vikka, or the others, for their treasure? Do they know anyone who might have wanted them

dead?

3. Vikka died just inside the river quarter in a deserted alley. A number of the locals heard a horse's whinny, a hideous laugh, and then a scream. They remember a fog appearing just before the attack.
4. Argemus died just outside his store. It looks like he was trying to get back inside. A number of people in the area saw a ghostly rider on a demonic horse appear from a fog bank. It then killed Argemus with a single swing of its scythe.
5. Redd the Blade died on his way to the Mercenaries Guild. It is unknown what he was doing out so late, but again, the locals heard a horrible laugh, a horse whinnying and Redd shouting out "No! Not you!"
6. Finally, Zizzo was found dead just outside of his apartment. She has the statement of the merchant Kiv who was passing by who called the guard. Kiv said "I was on my way back from a very long negotiation session. Suddenly, the night air became filled with a mist. I looked around and saw... it! A horrible rider, all in robes, wielding a scythe. Its horse appeared to be a demon! With a hideous laugh, the rider cut down a man with a single swing of its bloody scythe!" Kiv left for Verbobonc after giving his statement. He is a regular visitor to Greyhawk and will be back in a month or so.
7. She put out a "hold" order on the party because persons matching their description were heard arguing with Vikka in a bar about a week ago. Patrons had heard Vikka shout out something about not wanting to sell a map.
8. She also did some checking and learned the each of the four murdered persons had claimed to have come back from an adventure. All of them mentioned a tomb with horse- and rider-like glyphs. All of them seemed to have come into money lately due to a treasure they claimed to have found in the tomb. Does the party know anything about this?
9. No such treasures as would be found in an old tomb were found in any of the victim's possessions.
10. If the party is carrying anything back from the tomb, she wants to inspect it. She questions them on their journey, what they saw, and so on.
11. The bodies are being stored at the Nightwatch headquarters, in the basement. She does not let the party see the bodies at this time (it would be tampering with the evidence). She sees no harm in telling the party the exact locations of each of the murders.

Note: Because the party can use magic, it is possible they traveled to and from the tomb in a much quicker amount of time. In such a case, the murders all occur on the same night.

If they cannot make a reasonable show of why they are innocent, and if they don't foolishly confess, Captain Quinze concludes her interview of the party by saying she has no proof they were involved with the murders. But they are currently her number one suspects. She tells the party they are free to move about the city, but not to leave Greyhawk until this matter is straightened out. If they come up with any new information, they can reach her through the River Quarter Nightwatch headquarters.

Either way, at this point, the PCs should have enough incentive to investigate the murders. If they choose to do nothing, two days later, Captain Quinze sends word that matters straightened themselves out and they are free to leave town. In this case the adventure is over for the party.

ENCOUNTER 10: INVESTIGATION

In the following section, the party can investigate each of the four murder sites in any order they choose. There are four basic clues they need to collect: 1) A lack of tracks, 2) a bit of fleece, 3) a receipt for a purchase from a dressmaker in the Garden Quarter, and finally, 4) an address hastily written down of a warehouse on the river.

- Clue 1 can be discovered at the scene of Zizzo's murder.
- Clue 2 can be discovered at the scene of Redd's murder.
- Clue 3 can be found at Argemus's shop.
- Clue 4 can be found only at the scene of Vikka's murder.

In addition there are 12 others bits of information to learn. At each site, the party may decide to talk to neighbors, or passing folk to see if they heard or saw anything. Use these rumors (about three per scene) as examples of what witnesses saw or heard. Finally, the locations for the Dressmaker and the Nightwatch headquarters in the River Quarter are given if the party tries to go to those locations.

The PCs may also be able to "break" this part of the module using divination or scrying magic. Let them. It should be fun to use spells to solve problems.

VIKKA

The alley is a dirty, twisty path, barely five feet wide. It runs the length of a block back to the walls of Greyhawk. A ranting beggar wanders by the entrance,

scaring any locals away with tales of fiendish killers on the loose.

The PCs can easily investigate the filth-choked alley. Except for a few rats in the area, there is no sign of life. Here the PCs find an area where the ground seems clear of debris. Instead, there is a huge amount of what must be dried blood.

A Search check (any result) reveals a couple of bones. However, they turn out to be nothing more than animal bones, probably from a dog.

A DC 20 Search check reveals a small scrap of parchment in one corner of the pool of blood. It is a small scrap of parchment, the writing nearly obliterated by the blood, reading simply: "Warehouse 42A, Barge End"

While other people in the area may be questioned, and reveal the information noted below, the beggar only shrieks madly, telling tales of hideous creatures from beyond. If the PCs persist, he eventually tries to flee from them. (Use descriptions of the most powerful demons and devils a PC can identify with a Knowledge (the planes) check, or just embellish on descriptions of balors and pit fiends).

ARGEMUS

Argemus's shop is locked, and a notice states that it is sealed by order of the Greyhawk Merchants' and Traders' Union.

The Union has sealed the shop pending an investigation into the death of its member. On the ground is a big pool of what must be dry blood. The PCs can go into Argemus's shop if they want; a DC 20 Open Locks check is required to gain access. The *magic mouth* effects are gone. The downstairs area has no inventory left in it at all. Instead, there is a bit of parchment placed prominently on a shelf indicating the Nightwatch took the possessions to inventory them. In the back of the ground floor is a kitchen area with some food in it.

Upstairs are normal living quarters, but no valuables.

No ledger can be found, but in the desk with dozens of other scraps of paper, is a receipt. It is buried among the other papers; PCs need a make a DC 20 Search check to find it. The receipt is from Vilether's Dresses and Costumes in the Garden Quarter. It was for "Custom cloak and mask—15 gp". There is no date on it.

REDD

The rear of the Mercenary Guild is quiet. Instead of local toughs standing around and chatting about adventures that did or did not take place, the training yard is empty.

Apparently Redd was crossing the training yards when he was attacked and killed. The area has spots of drying blood. Inside, the staff let the PCs look at Redd's room. There they will find just normal day-to-day possessions (clothes, and so on). The staff tells them the Nightwatch took the rest of Redd's possessions.

If the PCs ask around they discover the guild members consider the place where Redd was murdered to be "unlucky", and are avoiding it. A PC may make a DC 21 Search check to discover a small bit of fleece caught on some rough brick. A DC 21 Spellcraft check reveals that it is of spell component quality, and quite out of place on the training ground.

ZIZZO

This area of Clerksburg is a quiet, out of the way corner. Except for a tavern close by, no businesses are nearby. The door to the apartment where Zizzo once lived has been locked.

What must be blood has dried on the cobblestone ground outside his door. His friends from the university have secured the room, and a neighbor must be found to let the PCs in. Alternatively a DC 20 Open Locks check allows the party access. The room is immaculate and orderly, filled with all sorts of writing equipment and ordinary possessions (clothes, and so on). Neighbors tell the PCs that the Nightwatch gathered up some stuff. A DC 20 Survival check by someone with the Track feat reveals there are absolutely no horse tracks in the area (which is odd in the city). If none of the PCs have the Track feat, they might miss this clue (which is not fatal to the investigation).

RUMORS

These rumors about the attacks can be gathered from neighbors, passers-by and so on who may have heard or seen something)

1. There was a heavy mist that suddenly appeared!
2. There was a horrible laugh, then a scream.
3. There was the clear clack of horse hooves on the pavement, and the snort and whinny of a horse.
4. There was a glow from the direction of the mist.
5. Before the attack, there was nothing out of the ordinary.
6. The attacks were late at night (about 11:00 p.m. to 1:00 a.m.).
7. The victims screamed horribly.
8. The rider was a cloaked figure wielding a scythe. It seemed to whisper in a raspy voice: "Mine.... Give me what's mine!"

9. The horse was a horrible skeletal/black steed. It seemed as though fire flew from its eyes!
10. The scythe seemed to only take a single swing to kill each victim.
11. Blood flew everywhere!
12. After the attack, the witnesses ran, so they do not know what occurred next.

DRESSMAKERS

The dressmaker's shop is a simple affair. The dressmaker is Vilether, a male halfling very skilled with a thread and needle. He remembers the job in question when given the receipt. It was for a custom black cloak of unusual length and weight. He sold it to a fellow who matched the description of Argemus (if asked). This was about a week ago. He also sold a black mask to him. The fellow said he had a costume ball to go to.

THE NIGHTWATCH

The River Quarter Nightwatch building is a two-story affair with a basement. The PCs don't find Captain Quinze here. She is at her home resting after four nights investigating the murders but can be roused with an hour's notice. She is not happy however to be roused.

The PCs can talk their way in to the guard post to see the victims' corpses on a DC 25 Diplomacy or Bluff check. There they will find the bodies of Zizzo, Redd and Vikka, each dead from an obvious blade attack. However, Argemus's body is missing and in its place is a human-sized piece of wood. If this is discovered, the watch go and get the Captain who after seeing this for herself goes to see her superiors. She does not discourage the PCs from going off on their own to investigate the warehouse but can spare no watchmen to assist.

ENCOUNTER 11: WAREHOUSE 42A, BARGE END

Warehouse 42A, Barge End, is in a smelly, dirty section of the warehouse district outside of the walls of Greyhawk. The edges of Shack Town are only five minutes away and the river is about 100 yards away. The warehouse is wedged up close to the walls of Greyhawk.

The warehouse has no visible windows, but the front of the building has a wide set of double doors (20-foot wide each). The doors are shut.

The brick building shares common walls with two other heavily locked warehouses.

If the PCs arrive here at night, a light shines out

from under the doors.

If the PCs want to investigate the other two warehouses, they can. The locks are extremely well made requiring a DC 30 Open Locks check to open and the warehouses are empty. There is no connection between them and 42A.

Amazingly, the doors to Warehouse 42A are not locked. However, inside the doors is an *alarm* spell. If anyone touches the doors without saying the password "Scythe Rider," a silent alarm sounds in Argemus's head. He then warns his guards.

Inside the warehouse there are number of men loading and packing statuettes into straw-filled boxes. These are items clearly looted from the tomb. This room is about 60 feet wide and 50 feet deep. At the far end of the room, stands Argemus. He is in a doorway leading to the back area of the warehouse.

The warehouse doors open to reveal a room about 60 feet wide and 50 feet deep. The raftered ceiling is about 20 feet overhead. Rafters over head have oil lamps hanging from them, bathing the room in a thin, yellowed light.

A number of tough-looking humans turn towards you. Apparently they had been loading a number of statuettes and other items into crates packed with straw.

At the back of the room, stands Argemus. He is dressed in a heavy cloak and carries a theatrically over-sized scythe, a mask hanging from a belt. He is at an open doorway apparently leading into another room. As you enter, he steps through the doorway and shuts it.

It is possible for the PCs to surprise Argemus's men, probably through magic. In such a case, Argemus does not fight but tries to escape to the back room. In the back room is a secret trapdoor leading to a tunnel leading down to the river. The party, if they catch up with him, can easily kill him as he has run out of spells. If this happens, the next encounter will be with the Riders of the Grave appearing and attacking the party instead.

APL 2 (EL 4)

➤ **Hired Fighters (4):** male human fighter 1; hp 9 each; Appendix 1.

APL 4 (EL 6)

➤ **Hired Fighters (3):** male human fighter 2; hp 18 each; Appendix 1.

➤ **Hired Sorcerer:** female human sorcerer 2; hp 8; Appendix 1.

APL 6 (EL 8)

➤ **Hired Fighters (3):** male human fighter 4; hp 36 each; 1 Appendix 1.

➤ **Hired Sorcerer:** female human sorcerer

4; hp 16; Appendix 1.

APL 8 (EL 10)

➤ **Hired Fighters (3):** male human fighter 6; hp 54 each; Appendix 1.

➤ **Hired Sorcerer:** female human sorcerer 6; hp 23; Appendix 1.

Tactics: The fighters form a wall to protect the sorcerer. They do not hesitate to knock boxes over, flank, and so on, but they know their best chance is to protect the sorcerer and Argemus. They are very savvy tacticians and at high levels they attempt to sunder their enemy's weapons.

The sorcerer uses her spells as intelligently as possible. When the *alarm* goes off, she protects herself with *shield*. In combat, she uses *ray of enfeeblement*s against fighters, *glitterdust* on groups of opponents and strategically places *grease* on character's main weapons. At higher levels, she uses *Melf's acid arrow* to target enemy spellcasters or *stinking cloud* to take out crowds of PCs. She has a single scroll of *blade of pain and fear* for hand to hand combat. She was given it by Argemus.

Treasure:

APL 2: Loot—38 gp; Magic—*blade of fear and pain*—12 gp;

APL 4: Loot—29 gp; Magic—*blade of fear and pain*—12 gp;

APL 6: Loot—103 gp; Magic—*blade of fear and pain*—12 gp;

APL 8: Loot—103 gp; Magic—*blade of fear and pain*—12 gp;

Other than the sorcerer's scroll the only treasure here are the fighters' weapons and armor. At APL 2, the scroll is lying on top of one of the boxes. (At APL 2, the scroll is considered to have been something Argemus found when searching Zizzo's room and has not yet been identified).

Development: Argemus is in the back room, looking to gather a few stacks of notes and his spell components. He hopes to both rejoin his hired help and slaughter the PCs. If this is impossible he attempts escape down a tunnel in the back room leading to the river.

ENCOUNTER 12: THE RIDERS OF THE GRAVE

This encounter occurs in the rear of the warehouse or where the PCs catch up with Argemus. Normally it begins after Argemus's guards are killed as the PCs open the door to the back room.

As Argemus is gathering his effects, the Riders of the Grave materialize in the back room. These evil beings have been summoned by the

power of greed. Their spirits have learned of Argemus's robbery and now seek to reclaim their possessions. No matter what the PCs did in the tomb, the spirits of these evil riders now reform. Until their possessions have been reclaimed, they unerringly know the location of anyone who has stolen items from their tomb. They are able to *teleport without error* to within 30 feet of such a person once per day. (Today, this ability is used to track down Argemus).

When the Riders of the Grave materialize, two things occur: First, the temperature drops 20 degrees in an area within 100 feet of them. Second, a light mist appears in a 100 feet radius (This has no effect on visibility and is merely an atmospheric effect). The Riders stay for up to 1 hour. At the end of the hour, they dematerialize (along with any of their possessions within 100 feet) for 2d12 hours, and then reappear again. This process continues until all their possessions have been reclaimed.

When Argemus is killed, the rider(s) try to enter the main room (if the PCs have not gone into the back room) to claim its possessions. The following presumes the PCs open the door just in time to see Argemus killed.

As you open the door to the back of the warehouse, Argemus is standing with his back to you. His hands fly up defensively to protect himself and papers fly everywhere. In front of him is a skeletal being, wearing heavy grave-dusted robes. It wields a mighty scythe and rides a skeletal steed.

As Argemus yells "NO!" the being cleaves heavily into Argemus, killing him instantly. It then focuses its gaze on you...

(At higher levels) Behind it you can see other mounted figures!

Ire of the Dark Cult: Any PC with the Ire of the Dark Cult AR award now falls victims to the dark cult's machinations. Before combat begins read aloud the text below to any character so inflicted:

Suddenly, it feels as if misfortune has found you, and it could not be at a more unfortunate time! Could it be that someone has it out for you and their prayers are now being answered?

That PC is subjected to the effect of a caster level 10 *doom* spell requiring a DC 12 Will save to negate. Members of the Dark Cult have been praying to unknown powers for the character's downfall, and by happenstance, this is the time such prayers are answered!

APL 2 (EL 4)

➤ **Rider of the Grave (1):** necropolitan fighter 3; hp 27; Appendix 1.

➤ **Skeletal Light Warhorse:** hp 27; Appendix 1.

APL 4 (EL 6)

➤ **Rider of the Grave (2):** necropolitan fighter 3; hp 27 each; Appendix 1.

➤ **Skeletal Light Warhorse (2):** hp 27; Appendix 1.

APL 6 (EL 8)

➤ **Rider of the Grave (1):** necropolitan human fighter 4/ ranger 1/ blackguard 2; hp 63; Appendix 1.

➤ **Nightmare (1):** hp 48; *Monster Manual* 194.

APL 8 (EL 10)

➤ **Rider of the Grave (2):** necropolitan human fighter 4/ ranger 1/ blackguard 2; hp 63 each; Appendix 1.

➤ **Nightmare (2):** hp 48 each; *Monster Manual* 194.

Tactics: At APLs 2 and 4, the Riders of the Grave focus on the most obvious threat, usually focusing on one opponent at a time. They are not mindless, and use their mounts as best they can, including using them as cover.

At APLs 6 and 8, the Riders of the Grave have already cast *golden barding* and *magic weapon* for use against Argemus. This adds +1 to attack rolls and damage and gives their mounts a +4 armor bonus. (These modifiers are not included in their statistics.)

Even though at higher APLs, the Riders have nightmare steeds, they do not use the nightmare's powers to escape to another plane. They want their possessions back and fight to the "death" to get them.

Treasure: After the Riders of the Grave are destroyed, their weapons and armor remains.

APL 2: Loot—23 gp

APL 4: Loot—185 gp

APL 6: Loot—43 gp

APL 8: Loot—86 gp

Development: When the last of the Riders of the Grave (and their mounts) is destroyed, there is a ghastly moaning sound, followed by the sound of a large volume of sand being poured onto a hard stone floor. These sounds come from the treasure. The statuettes swiftly turn into a fine, grey powder. As they do, the dust swirls into the air and eventually forms the shape of a ghostly woman. She appears to be about 40 years old and is dressed in a very old-fashioned manner. (Her dress is from

the time of the Oerid-Suel war and is actually of Flan origin).

She gazes at the PCs for several seconds before saying the following (in Flan):

"Thank you! You have done what should have been done before, but could not. You have destroyed a great evil. For this I and the souls of those destroyed by the evil ones thank you! Stay on the path of light, and walk not into darkness. The days ahead are overcast with evil, but if you continue to be filled with light, you will see your way through."

With that, she fades away, leaving you with a warm feeling, like lying in the sun on a summer's day.

CONCLUSION: PUNISHMENT AND REWARD

With the Riders of the Grave destroyed, and Argemus and his fellow thugs stopped, the adventure is basically over.

PCs searching the back room near Argemus's body find his journal. Entries within it reveal his descent into madness and evil. It is clear that Argemus did not start out as evil, just greedy. However, as time went by, some evil in the tomb's treasures began to eat at his soul. Consequently, he never really sold off the treasure, and in fact liquidated everything he owned to buy back his fellow member's shares. Shortly after the PCs visited him, he began to lose his battle against the treasure's evil taint.

He became nervous that he did not own all the treasure brought back. He asked each of his companions to yield their treasures to him but they refused. It was then that he finally gave in to treasure's call and decided to kill his former companions.

The journal goes on to describe his plan to masquerade as an undead knight and the killings of his companions. Using his abilities as a sorcerer focused on illusions, he killed his friends and faked his own death. He hired some local near-dwells to assist him in packaging up the treasures so he could move to a new town. That is where the journal ends as at this point the PC caught up to him.

The Nightwatch summon Captain Quinze when the PCs report on what they found at the warehouse. She is truly impressed with the job the party has done.

"You have done well, a lot better than I could have expected. By the Gates of Greyhawk, he fooled even me! That's the

trouble with sorcery; it can make investigating these cases very difficult.

"You know, I'll put in a good word for you. Maybe you'd be interested in helping out on the occasional case in the future..."

With that the party is free to come and go from the city. A day later however, any PC who has the ability to cast arcane spells is approached by Zella, from the university.

"Thank you for avenging the death of Zizzo. He was a valued member of our staff and he will be missed. We had offered to assist the Nightwatch in their investigation, but they like to do things in their own way.

"Well, anyway, your initiative and skill in finding the murderer and facing down an evil power seems to be the sort of thing we'd like to teach our students. Please consider becoming a part-time instructor. You can contact us at your leisure. I will let you think on this for now. Again, thank you!"

With that, she teleports away.

Finally when you have answered any remaining questions the PCs may have and they have completed any other tasks in the city they may have read the following:

Looking back on the recent events in Greyhawk, one might ponder the nature of greed. How strong the evil in those mysterious horsemen must have been to be obsessed with tracking down their treasures from beyond the grave. Still, you have possessions of your own, ones that may be difficult to give up. Nearly everyone in the city does. Are material goods that important? That is a question for the sages.

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.

Encounter 6

Defeat Assassins

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 7

Defeat Rats

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP

Encounter 11

Defeat Argemus's Hired Help

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

Encounter 12

Defeat Riders of the Grave

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

Story Award

Objective met—Uncovering Argemus and destroying the Riders of the Grave:

APL 2	45 XP
APL 4	62 XP
APL 6	90 XP
APL 8	112 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	63 XP
APL 6	90 XP
APL 8	113 XP

Total possible experience

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

TREASURE SUMMARY

During an adventure, characters encounter

treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 6:

APL 2: Loot: 10 gp; Coin: 0 gp; Magic 0 gp

APL 4: Loot: 10 gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 20 gp; Coin: 0 gp; Magic: 0 gp

APL 8: Loot: 20 gp; Coin: 0 gp; Magic: 0 gp

Encounter 7:

APL 2: Loot: 0 gp; Coin: 167 gp; Magic 200 gp

APL 4: Loot: 0 gp; Coin: 214 gp; Magic: 200 gp
APL 6: Loot: 0 gp; Coin: 530 gp; Magic: 200 gp
APL 6: Loot: 0 gp; Coin: 887 gp; Magic: 200 gp

Encounter 11:

APL 2: Loot: 38 gp; Coin: 0 gp; Magic: 12 gp
APL 4: Loot: 29 gp; Coin: 0 gp; Magic: 12 gp
APL 6: Loot: 103 gp; Coin: 0 gp; Magic: 12 gp
APL 6: Loot: 103 gp; Coin: 0 gp; Magic: 12 gp

Encounter 12:

APL 2: Loot: 23 gp; Coin: 0 gp; Magic: 0 gp
APL 4: Loot: 185 gp; Coin: 0 gp; Magic: 0 gp
APL 6: Loot: 43 gp; Coin: 0 gp; Magic: 0 gp
APL 6: Loot: 86 gp; Coin: 0 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 71 gp; Coin: 179 gp; Magic: 212 gp - Total: 450 gp
APL 4: Loot: 214 gp; Coin: 214 gp; Magic: 212 gp - Total: 650 gp
APL 6: Loot: 166 gp; Coin: 522 gp; Magic: 212 gp - Total: 900 gp
APL 8: Loot: 209 gp; Coin: 879 gp; Magic: 212 gp - Total: 900 gp

Special

‡ **Mercenary!:** You have joined the Greyhawk Mercenaries Guild. You must pay 10 gp per year or incur a permanent -2 penalty on all Charisma-based skill check when dealing with other members. Members enjoy free standard lifestyle for one TU of any adventure set in the City of Greyhawk. Members are also considered “a mercenary” and may not be favorably viewed by everyone.

‡ **University of Magical Arts Visiting Professor:** In showing your magical prowess, and for avenging the death of Zizzo, you were offered a Visiting Professor position (which you may accept now or at some time in the future on any other AR). When you join, you must be able to cast 3rd-level arcane spells and have 8 ranks in Knowledge (arcana), 8 ranks in Spellcraft, and 4 ranks in Decipher Script. You must spend 6 TU each year teaching classes. The position is unpaid, but their library is opened to you. After an adventure that took place (at least in part) in the City of Greyhawk, you may purchase one scroll from the *Dungeon Master's Guide* of a spell you could normally cast. Also, you receive a +2 circumstance bonus on Diplomacy and Intimidate checks when in Greyhawk City (and the surrounding area) from the respect and awe your position brings.

‡ **Nightwatch:** For solving the “Riders of the

Grave” murders, you’ve been offered the opportunity to join the prestigious Nightwatch. This costs you 4 TU per year in patrolling the streets of Greyhawk, but your pay equate to free Standard lifestyle in adventures set in Greyhawk City. Also, you gain +2 circumstance bonus to Gather Information and Knowledge (local: Core) checks made in Greyhawk City (and the surrounding area). You must have 4 ranks in Listen, Spot or Sense Motive to accept this position. Only characters of Lawful Good or Lawful Neutral alignment may become members.

‡ **Spectral Thanks:** For defeating the Riders of the Grave you have may receive the benefits of an *aid* spell (caster level 5) once per adventure as a standard action that provokes attacks of opportunities for the next 5 adventures.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Nycoptic Manuscripts* (Adventure; *Libris Mortis*)
- *Scroll of blade of pain and fear* (Adventure; *Libris Mortis*)
- *Caster's shield** (Adventure; CL 6th; DMG; 3,153 gp)
- *Mithril shirt** (Adventure; DMG)
- *+2 dagger** (Adventure; CL 6th; DMG)
- *Wand of knock** (Adventure; CL 3rd; DMG)
- *Elixir of love** (Adventure; CL 4th; DMG)
- *Elixir of sneaking** (Adventure; 5th; DMG)
- *Gloves of arrow snaring*^M (Adventure; 3rd; DMG)
- *Goggles of night*^{NW} (Core; 3rd; DMG)
- *Ring of protection +2*^{UMA} (Core; 6th; DMG)

APL 4 - 8 (all of APL 2)

‡ **Special Thanks:** Items marked below with an * are from successfully interacting with Margil Myzil, those marked with a ^M are for members of the Mercenary Guild, those marked with an ^{NW} are available to members of the Nightwatch and those marked with an ^{UMA} are for University of Magical Arts Visiting Professor.

APPENDIX 1: NPCs AND MONSTER STATISTICS

APL 2

Encounter 6

➤ **Bandits:** male human ranger 1; CR 1; Medium humanoid (human); HD 1d8+1; hp 7; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword) +3 ranged (1d4+2 sling); Full Atk +4 melee (1d8+2/19-20, longsword), +3 ranged (1d4+2, sling); SA favored enemy (human) +2; SQ wild empathy; AL NE; SV Fort +3, Ref +4, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Hide +6, Jump +6, Move Silent +6, Spot +5, Survival +5, Tumble +4; Combat Reflexes, Track, Weapon Focus (longsword).

Languages: Common.

Possessions: Black clothes, studded leather armor, longsword, sling with 10 bullets.

Physical Description: Their hate-filled eyes and ferocious grins mark these men as professional killers.

Encounter 11

➤ **Hired Fighters:** male human fighter 1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 30 ft.; AC 15 touch 11, flat-footed 13; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword); Full Atk +4 melee (1d8+2/19-20, longsword); AL NE; SV Fort +4, Ref +1, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +4, Listen +3, Tumble +1; Power Attack, Iron Will, Weapon Focus (longsword).

Languages: Common.

Possessions: Chain shirt, longsword.

Encounter 12

➤ **Rider of the Grave:** necropolitan fighter 3; CR 3; Medium undead (augmented humanoid [human]); HD 3d12; hp 30; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +6;

Atk +8 melee (2d4+3/x4, masterwork scythe); Full Atk +8 melee (2d4+3/x4, masterwork scythe); SA -; SQ +6 turn resistance, darkvision 60 ft., resist control, undead traits, unnatural resilience; AL NE; SV Fort +4, Ref +1, Will +3; Str 15, Dex 14, Con -, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb -3, Handle Animal +5, Jump +2 Ride +10; Dodge, Improved Initiative, Improved Turn Resistance, Power Attack, Weapon Focus (scythe).

Languages: Ancient Flan.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Turn Resistance (Ex): A necropolitan has +2 turn resistance.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Possessions: Masterwork scythe, breastplate.

Physical Description: This gaunt, skeletal figure is heavily cloaked and wields a particularly nasty scythe.

➤ **Skeletal Light Warhorse:** skeletal light warhorse; CR 1; Large undead; HD 3d12; hp 27; Init +5; Spd 40 ft.; AC 17, touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk +4 melee (1d4+3, hoof); Full Atk +4/+4 melee (1d4+3, 2 hooves,) and -1 melee (1d3+1, bite); SA -; SQ darkvision 60ft., damage reduction 5/bludgeoning, immunity to cold, undead traits; Space/Reach: 10ft./5 ft. AL NE; SV Fort +1, Ref +3, Will +; Str 16, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Hide barding.

APL 4

Encounter 6

➤ **Bandits:** male human ranger 1/rogue 1; CR 2; Medium humanoid (human); HD 1d8+1 plus 1d6+1; hp 12; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +4 melee (1d8+2/19-20, longsword), +3 ranged (1d4+2, sling); Full Atk +4 melee (1d8+2/19-20, longsword) or +3 ranged (1d4+2, sling); SA favored enemy (human) +2, sneak attack +1d6, wild empathy; SQ trapfinding; AL NE; SV Fort +3, Ref +6, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Hide +7, Jump +7, Listen +2, Move Silent +7, Spot +6, Survival +6, Tumble +8; Combat Reflexes, Track, Weapon Focus (longsword).

Languages: Common.

Possessions: Black clothes, studded leather, longsword, slings with 10 bullets.

Physical Description: Their hate-filled eyes and ferocious grins mark these men as professional killers.

Encounter 11

➤ **Hired Fighters:** male human fighter 2; CR 2; Medium humanoid (human); HD 2d10+4; hp 18; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); AL NE; SV Fort +5, Ref +1, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +4, Listen +3, Tumble +1; Power Attack, Improved Initiative, Iron Will, Weapon Focus (longsword).

Languages: Common.

Possessions: Chain shirt, longsword.

➤ **Hired Sorcerer:** female human sorcerer 2; CR 2; Medium humanoid (human); HD 2d4+4; hp 8; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20, dagger); Full Atk +0 melee (1d4-1/19-20, dagger); SA spells; SQ -; AL NE; SV Fort +2, Ref +1, Will +4; Str 8, Dex 13, Con 14, Int 10, Wis 12, Cha 15.

Spells Known (6/5; base DC = 12 + spell level): 0—*detect magic, flare, guidance, ray of frost, touch of fatigue*; 1st—*ray of enfeeblement, shield*.

Skills and Feats: Listen +3, Spellcraft +4, Tumble +3; Improved Initiative, Scribe Scroll.

Languages: Common.

Possessions: Dagger, scroll of *blade of pain and fear*.

Encounter 12

➤ **Riders of the Grave:** necropolitan fighter 3; CR 3; Medium undead (augmented humanoid [human]); HD 3d12; hp 27; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +6; Atk +8 melee (2d4+3/x4, masterwork scythe); Full Atk +8 melee (2d4+3/x4, masterwork scythe); SA -; SQ +6 turn resistance, darkvision 60 ft., resist control, undead traits, unnatural resilience; AL NE; SV Fort +4, Ref +1, Will +3; Str 15, Dex 14, Con -, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb -3, Handle Animal +5, Jump +2, Ride +10; Dodge, Improved Initiative, Improved Turn Resistance, Power Attack, Weapon Focus (scythe).

Languages: Ancient Flan.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Turn Resistance (Ex): A necropolitan has +2 turn resistance.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Possessions: Masterwork scythe, breastplate.

Physical Description: This gaunt, skeletal figure is heavily cloaked and wields a particularly nasty scythe.

➤ **Skeletal Light Warhorse:** skeletal light warhorse; CR 1; Large undead; HD 3d12; hp 27; Init +5; Spd 40 ft.; AC 17, touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk +4 melee (1d4+3, hoof); Full Atk +4/+4 melee (1d4+3, 2 hooves,) and -1 melee (1d3+1, bite); SA -; SQ darkvision 60ft., damage reduction 5/bludgeoning, immunity to cold, undead traits; Space/Reach: 10ft./5 ft. AL NE; SV Fort +1, Ref +3, Will +; Str 16, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Hide barding.

APL 6

Encounter 6

➤ **Bandits:** male human ranger 2/rogue 2; CR 4; Medium humanoid (human); HD 2d8+2 plus 2d6+2; hp 26; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (1d8+2/19-20, longsword), +6 ranged (1d4+2, sling); Full Atk +5 melee (1d8+2/19-20, longsword) or +3 (1d8+2/19-20, longsword) and +3 melee (1d6+1/19-20, short sword) or +6 ranged (1d4+2, sling); SA favored enemy (human) +2, sneak attack +1d6, two-weapon fighting combat style; SQ trapfinding, wild empathy; AL NE; SV Fort +4, Ref +8, Will +1; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Hide +9, Jump +9, Listen +3, Move Silent +9, Spot +8, Survival +8, Tumble +10; Combat Reflexes, Track, Weapon Focus (longsword), Weapon Focus (short sword).

Languages: Common.

Possessions: Black clothes, studded leather armor, longsword, short sword, sling with 10 bullets.

Physical Description: Their hate filled eyes and ferocious grins mark these men as professional killers.

Encounter 11

○ **Hired Fighters:** male human fighter 4; CR 4; Medium humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 13; Base Atk +4; Grp +7; Atk +9 melee (1d8+5/19-20, masterwork longsword); Full Atk +9 melee (1d8+5/19-20, masterwork longsword); AL NE; SV Fort +6, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Jump +8, Listen +4, Tumble +6; Power Attack, Improved Initiative, Iron Will, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common.

Possessions: Chain shirt, masterwork longsword.

○ **Hired Sorcerer:** female human sorcerer 4; CR 4; Medium humanoid (human); HD 4d4+8; hp 16; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger); Full Atk +1 melee (1d4-1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +5; Str 8, Dex 13, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Listen +4, Spellcraft +6, Tumble +4; Improved Initiative, Scribe Scroll,

Spell Focus (conjunction).

Languages: Common.

Spells Known (6/7/3; base DC = 13 + spell level): 0—*detect magic, flare, guidance, ray of frost, resistance, touch of fatigue*; 1st—*grease, ray of enfeeblement, shield*; 2nd—*glitterdust*.*

*Conjunction spell: base DC = 14 + spell level

Possessions: Dagger, scroll of *blade of pain and fear*.

Physical Description: Her sneering face is filled with hate.

Encounter 12

➤ **Rider of the Grave:** necropolitan fighter 4/ranger 1/blackguard 2; CR 7; Medium undead (augmented humanoid [human]); HD 7d12; hp 63; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +7; Grp +10; Atk +13 melee (2d4+6/x4, masterwork scythe); Full Atk +13/+8 melee (2d4+6/x4, masterwork scythe); SA favored enemy (human) +2; *smite good* 1/day; SQ +6 turn resistance, aura of evil, dark blessing, darkvision 60 ft., *detect good*, resist control, unnatural resilience, undead traits, AL NE; SV Fort +10, Ref +7, Will +3; Str 16, Dex 14, Con -, Int 10, Wis 10, Cha 13.

Skills and Feats: Concentration +4, Handle Animal +10, Hide +2, Knowledge Religion +2, Listen +1, Ride +13; Dodge, Improved Initiative, Improved Turn Resistance, Power Attack, Track, Weapon Focus (scythe), Weapon Specialization (scythe).

Languages: Ancient Flan.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Turn Resistance (Ex): A necropolitan has +2 turn resistance.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Spells Prepared (2; base DC = 12 + spell level): 1st—*golden barding, magic weapon*.

Possessions: Masterwork scythe, breastplate.

Physical Description: This gaunt, skeletal figure is heavily cloaked and wields a particularly nasty scythe.

APL 8

Encounter 6

➤ **Bandits:** male human ranger 3/ rogue3; CR 6; Medium humanoid (human); HD 3d8+3 plus 3d6+3; hp 36; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +7; Atk +7 melee (1d8+2/19-20, longsword), +8 melee (1d6+1/19-20, short sword) or +8 ranged (1d4+2, sling); Full Atk +7 melee (1d8+2/19-20, longsword) or +5 melee (1d8+2/19-20, longsword) and +6 melee (1d6+1/19-20, short sword) or +8 ranged (1d4+2, sling); SA favored enemy (human) +2, sneak attack +2d6, two-weapon fighting combat style; SQ trapfinding, wild empathy; AL NE; SV Fort +4, Ref +8, Will +1; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Hide +11, Jump +11, Listen +4, Move Silent +11, Spot +10, Survival +10, Tumble +12; Combat Reflexes, Endurance, Track, Weapon Finesse, Weapon Focus (longsword), Weapon Focus (short sword).

Languages: Common.

Possessions: Black clothes, studded leather armor, longsword, short sword, sling with 10 bullets.

Physical Description: Their hate filled eyes and ferocious grins mark these men as professional killers.

Encounter 11

➤ **Hired Fighters:** male human fighter 6; CR 6; Medium humanoid (human); HD 6d10+12; hp 54; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 13; Base Atk +6; Grp +9; Atk +11 melee (1d8+3/19-20, longsword); Full Atk +11/+6 melee (1d8+3/19-20, longsword); AL NE; SV Fort +7, Ref +3, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Jump +8, Listen +5, Tumble +7; Combat Reflexes, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common.

Possessions: Chain shirt, masterwork longsword.

➤ **Hired Sorcerer:** female human sorcerer 6; CR 6; Medium humanoid (human); HD 6d4+6; hp 23; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20, dagger); Full Atk +2 melee (1d4-1/19-20, dagger); SA spells; SQ -; AL NE; SV Fort +4, Ref +3, Will +6; Str 8, Dex 13, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Listen +5, Spellcraft +8, Tumble +5; Improved Initiative, Point Blank Shot, Scribe Scroll, Spell Focus (conjunction).

Languages: Common.

Spells Known (6/7/6/4; base DC = 3 + spell level*): 0—*detect magic, flare, guidance, ray of frost, resistance, touch of fatigue*; 1st—*grease, ray of enfeeblement, shield*; 2nd—*glitterdust**, *Melf's acid arrow*; 3rd—*stinking cloud*.

Possessions: Dagger, scroll of *blade of pain and fear*.

*Conjunction spell: base DC = 14 + spell level).

Physical Description: Her sneering face is filled with hate.

Encounter 12

➤ **Rider of the Grave (1):** necropolitan fighter 4/ ranger 1/blackguard 2; CR 7; Medium undead (augmented humanoid [human]); HD 7d12; hp 63; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +7; Grp +10; Atk +13 melee (2d4+6/x4, masterwork scythe); Full Atk +13/+8 melee (2d4+6/x4, masterwork scythe); SA favored enemy (human) +2; *smite good* 1/day; SQ +6 turn resistance, aura of evil, dark blessing, darkvision 60 ft., *detect good*, resist control, unnatural resilience, undead traits, AL NE; SV Fort +10, Ref +7, Will +3; Str 16, Dex 14, Con -, Int 10, Wis 10, Cha 13.

Skills and Feats: Concentration +4, Handle Animal +10, Hide +2, Knowledge Religion +2, Listen +1, Ride +13; Dodge, Improved Initiative, Improved Turn Resistance, Power Attack, Track, Weapon Focus (scythe), Weapon Specialization (scythe).

Languages: Ancient Flan.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Turn Resistance (Ex): A necropolitan has +2 turn resistance.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Spells Prepared (2; base DC = 12 + spell level): 1st—*golden barding, magic weapon*.

Possessions: Masterwork scythe, breastplate.

Physical Description: This gaunt, skeletal figure is heavily cloaked and wields a particularly nasty scythe.

APPENDIX 2: NEW RULE ITEMS

NEW SPELLS

Blade of Pain and Fear

Libris Mortis, page 63

Evocation

Level: Assassin 2, blackguard 1, cleric 2, Deathbound 2, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Sword-like column of gnashing teeth

Duration: 1 min./level (D)

Saving Throw: Will partial

Spell Resistance: Yes

A 3-foot-long column of disembodied gnashing teeth springs forth from your hand, screaming and chanting with unholy vigor. You make melee touch attacks with this *blade of fear and pain*. The blade deals 1d6 points of damage +1 point per two caster levels (maximum of +10). Your Strength modifier does not apply to the damage. A creature that you successfully deal damage to must also make a saving throw or become frightened.

Golden Barding

Conjuration (Creation) [Force]

Level: Blackguard 1, paladin 1

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Effect: Special mount touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You conjure forth a glowing, golden suit of barding for your special mount.

The *golden barding* you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the barding depends on your caster level.

2nd-3rd: Scale mail barding (+4 armor bonus).

4th-5th: Chainmail barding (+5 armor bonus).

6th-7th: Splint mail barding (+6 armor bonus).

8th-9th: Half-plate barding (+7 armor bonus).

10th+: Full plate barding (+8 armor bonus).

Because *golden barding* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

NEW FEATS

Improved Turn Resistance

Libris Mortis, page 27.

You have a better than normal chance to resist

turning.

Prerequisite: Undead Type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for a turn, rebuke, command and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of a turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

NEW TEMPLATE

Necropolitan

Libris Mortis, 114

"Necropolitan" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature).

A necropolitan speaks any languages it knew in life, and it has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead, and it gains the augmented subtype. Do not recalculate the base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase to d12.

Special Qualities: A necropolitan retains all the special qualities of the base creature and gains those described below.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

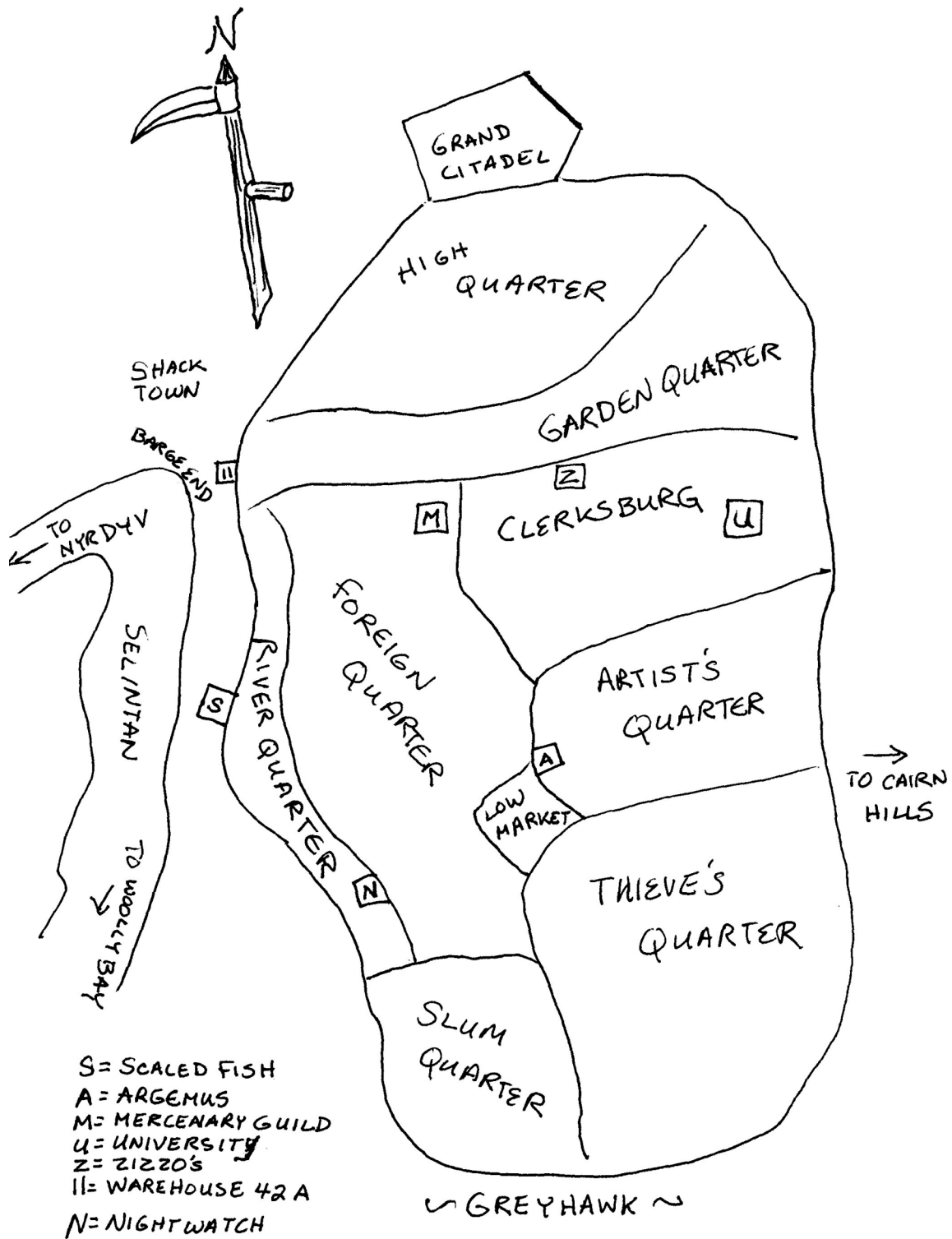
Turn Resistance (Ex): A necropolitan has +2 turn resistance.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

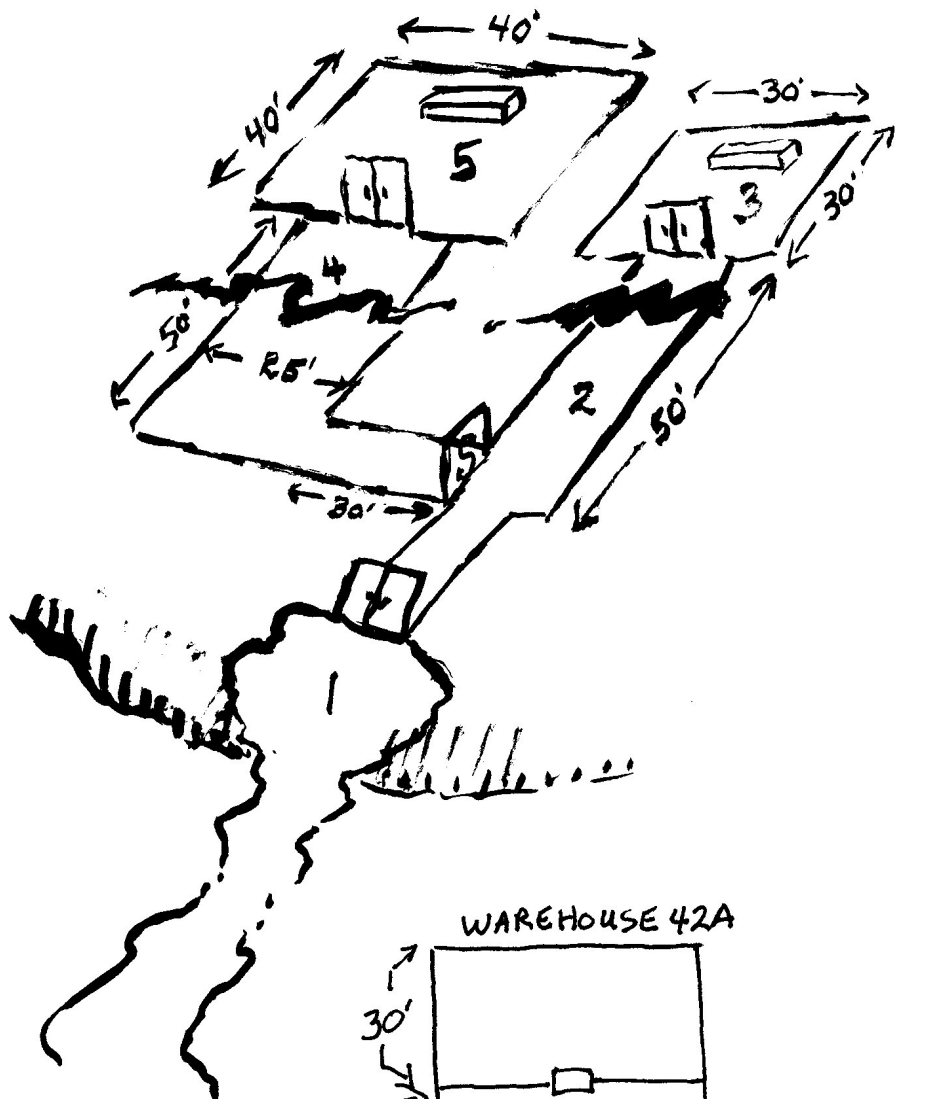
Abilities: Same as the base creature, except that as undead creatures, necropolitans have no Constitution score.

Level Adjustment: Same as the base creature.

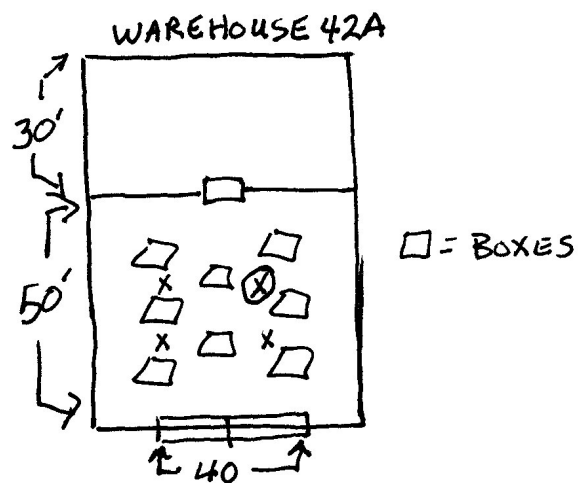
APPENDIX 3: MAPS



THE TOMB



X = MERCENARIES
 (X) = SORCERER
 AT APL 4-8



PLAYER HANDOUT 1: THE MAP SHARDS

