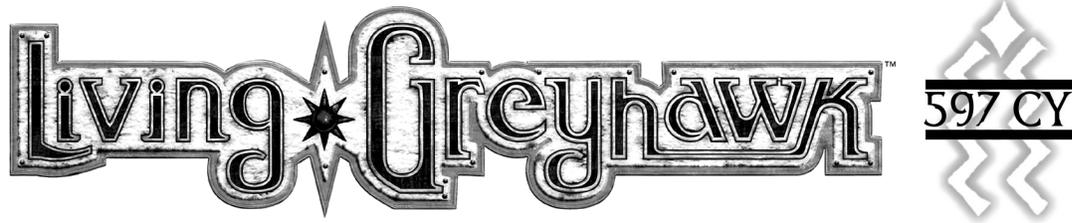


COR7-20



Murder in the River Quarter

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

Version 1

by Michael McKeown and Steve Yee

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Acknowledgments: Thanks to the players and judges of the Furyondy region. Also, thanks to Joe Carl from the Theocracy of the Pale for combat advice.

Tragedy has struck again in the Free City. With Turrosh Mak on the march, half-orcs are distrusted. Unsolved murders abound in the River Quarter, where tensions are strong. Is there a reason to this madness? Is the Maimed God to blame? An investigative one-round Core adventure set in the Domain of Greyhawk for characters level 1st-11th (APLs 2-8). Half-orc PCs may encounter some difficulty in this adventure. This is a sequel to COR6-10 *Murder in Elmshire*.

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *COR4-12 Key to the Grave* [Jason Bulman], *COR5-02 Voice of Reason* [Pierre van Rooden], *COR6-10 Murder in Elmshire* [Michael McKeown, Steve Yee], *Greyhawk: Gem of the Flanaess, The City of Greyhawk, The Adventure Begins* [Roger E. Moore], *Iuz the Evil* [Carl Sargent], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Player's Handbook II* [David Noonan], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liquette], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], and *Spell Compendium* [Mathew Sernett, Jeff Grubb, Mike McArtor].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

Chapters 1 and 5 of the *Living Greyhawk Campaign Sourcebook* present more information on lifestyle and upkeep.

ADVENTURE BACKGROUND

In *COR6-10 Murder in Elmshire*, a goat herder named Harlinn Pebblestone was murdered after discovering a necromantic smuggling operation running from the halfling village of Elmshire to the Free City of Greyhawk. Adventurers revealed the murderer to be a cleric of Iuz (Milton Merrifoot) and, subsequently, disrupted smuggling activities from that region. Further, the adventurers learned the Greyhawk's Embalmers and Gravediggers Guild was tangentially connected to this smuggling operation. Upon learning all that had transpired in Elmshire, the Greyhawk City Watch arrested many prominent members and leaders of the guild. Through various confessions, the Cult of Iuz was confirmed to be behind the necromantic smuggling activities. Several cult members were also revealed and quickly executed for their crimes.

Following the disastrous events in Elmshire, the cult ceased all smuggling activities for nearly three months, using this time to reorganize their operation. They attempted to gain necromantic goods from other sources, some as far away as the Kingdom of Furyondy. The Rhenman Braknor Vorreth – the late Milton Merrifoot's partner in the Elmshire smuggling arm – was placed in charge of receiving all smuggled goods coming into Greyhawk. Braknor immediately recruited a corrupt former City Watchman named Dwenn Hyer. Dwenn became one of Braknor's top lieutenants. He advised Braknor on ways to effectively smuggle goods into

Greyhawk via the Cargo Gate and Wharfgate. His loyalty and assistance proved particularly useful since the authorities were now vigilant to the cult's activities. Also, Dwenn's influence among his friends and compatriots in the City Watch was critical in subverting any ongoing investigations targeting the smuggling operation.

Braknor quickly rose to prominence within the cult and soon was placed in charge of all the cult's necromantic smuggling activities in the Free City. Under his leadership, within a year, smuggling returned to its previous level of activity. It was not an easy road, however. While some new sources for necromantic goods proved fruitful, others did not. Necromantic spell components and other supplies smuggled from the Kingdom of Furyondy were initially very successful until ownership of the Walthain Shipping Company passed to Rhovan Herfad. Rhovan eventually discovered the illegal shipments and turned over many of the smugglers to the Furyondian authorities. This unfortunate occurrence happened just a few short months after the smuggling operation had restarted and severely, but temporarily, crippled the cult's activities. Many within the cult's hierarchy grew bitter over the losses from the Walthain Shipping Company, adding to the already simmering anger from the events in Elmshire and the subsequent betrayals by the Embalmers and Gravediggers Guild.

Recently, Rhovan Herfad arrived in Greyhawk City to develop business relationships for his shipping company. As fate would have it, Griswald Hairhand, a halfling assassin and agent of Iuz, had been sent to Greyhawk to assassinate a meddling Knight of the Hart named Sir Lemajen Sterrich. Sir Lemajen was responsible for many losses to the forces of Iuz in Furyondy, Highfolk and the Shieldlands. Sir Lemajen, a Furyondian merchant in his own right, also happened to be a good friend of Rhovan Herfad. As a favor to the Cult, Griswald agreed to assassinate both Sir Lemajen and Rhovan Herfad, and place the blame for their deaths on the Greyhawk's Embalmers and Gravediggers Guild.

Unbeknownst to all, however, Griswald had an ulterior motive for helping the cult. Many months earlier, upon learning of his protégé Milton Merrifoot's death in Elmshire, Griswald swore vengeance against Harlinn's brother, Tomlinn Pebblestone, who he held personally responsible for Milton's death. Griswald had not yet had the opportunity to take his vengeance but now appeared to be the perfect time. Hence, Griswald planned to implicate both Tomlinn Pebblestone and the Embalmers and Gravediggers Guild in the assassinations.

Griswald's plan was to publicly assassinate Sir Lemajen and Rhovan in the guise of Tomlinn Pebblestone. In order to convincingly portray Tomlinn, Griswald traveled to Elmshire to observe him directly. Unfortunately, fate proved fickle as Tomlinn was away on business and would not return for several weeks. Griswald quickly adapted his plans and, after a short time befriended Eldon Nimblefoot, the best-friend of the late Harlinn Pebblestone. When Eldon left to visit friends in Greyhawk, Griswald volunteered to accompany Eldon on

the journey. However, before they arrived at the Free City, Griswald murdered Eldon and disposed of the body.

Assuming the identity of Eldon Nimblefoot, Griswald took a position as a cook at the Wizard Hat's Inn, where Sir Lemajen and Rhovan Herfad often frequented for dinner. One evening, while the two friends and their several guests dined, Griswald poisoned their fine meal. He used a poison specifically associated with the Embalmers and Gravediggers Guild. While dinner was being served, Griswald made his escape (leaving the Domain of Greyhawk, entirely). Griswald carefully left behind evidence incriminating Tomlin Pebblestone and the Guild. Sir Lemajen barely survived the poisoning attempt, but his friend Rhovan Herfad and their dinner guests did not.

Rumors of the scandal-ridden Embalmers and Gravediggers Guild's involvement in the poisonings quickly spread. Many citizens in Greyhawk began to strike out against the guild and their evil ways. Due, in part, to the bellicose news of Turrosh Mak and the Empire of Pomarj, much of the citizens' wrath fell upon half-orcs, the common workers of the guild.

ADVENTURE SUMMARY

Introduction: The PCs receive a message to meet Tomlin Pebblestone at the Barge Inn in Greyhawk City to assist in an ongoing investigation.

Encounter 1: On the way to the inn, the PCs encounter a mob of outraged citizens at the Common Crypt, temporary Guild Hall of the Embalmers and Gravediggers Guild. The PCs have the opportunity to diplomatically prevent the deaths of two innocent half-orc guild members. The PCs are later asked to clear the name of the guild from a recent mass poisoning at the Wizard Hat's Inn.

Encounter 2: At the Barge Inn, Tomlin asks the PCs to help him stop the Cult of Iuz from smuggling necromantic supplies into Greyhawk. The PCs are further instructed to meet with Lemajen Sterrich, who has critical information about the cult's smuggling activities. Unfortunately, since his arrival in the City, Tomlin has been unable to contact Lemajen to set up a meeting with him.

Encounter 3: The PCs gather information about recent events in the City, including the poisonings, and meet with the City Watch.

Encounter 4: Visiting the Wizard Hat's Inn, the PCs learn more about the poisonings. The PCs discover a cook named Eldon Nimblefoot disappeared at the time of the poisoning and may have rented a room at the Phoenix Boarding House in the Thieves' Quarter.

Encounter 5: At the Phoenix Boarding House, the PCs search "Eldon's" room and discover clues about a gang of young beggars and a warehouse located in Barge End. As the PCs leave the boarding house, summoned creatures attack them.

Encounter 6: The PCs share their findings with Tomlin, including the attempted poisoning of Lemajen

Sterrich and the possible suspects. If Tomlin is made aware he is a suspect, he turns himself in to the authorities. The PCs may dissuade Tomlin from turning himself in.

Encounter 7: At the Embassy of Furyondy, Lemajen reveals the Cult of Iuz use a warehouse, location currently unknown, to store their necromantic goods. Lemajen informs the PCs that his contact in the Beggars' Union may have more information and suggests the PCs talk with her. The Furyondian ambassador asks the PCs to discover who is behind the poisonings.

Encounter 8: Meeting the contact, the PCs learn the location of the warehouse and are given "permission" to search it.

Encounter 9: As the PCs approach the warehouse, screams are heard from inside. Rescuing the surviving beggars, the PCs learn the leaders of the gang are currently meeting with their employer Braknor Vorreth along the docks in Shack Town to renegotiate their contract.

Encounter 10: The PCs confront Braknor as he is attempting to flee the city. After the battle, enough evidence remains to clear both Tomlin and the Embalmers and Gravediggers Guild of the murders. Further, evidence reveals the Cult of Iuz is working with the Iuzian Ambassador.

Conclusion: The PCs are rewarded for proving the innocence of the Embalmers and Gravedigger Guild and Tomlin Pebblestone, ending the Cult of Iuz smuggling activities in Greyhawk City, and discovering the hidden Ambassador of Iuz is working with the Cult of Iuz.

PREPARATION FOR PLAY

Since some of the encounters may be played out of sequence and/or referred back to multiple times, the DM is encouraged to be well-prepared for this adventure.

Prior to the start of this adventure, determine if any of the PCs have played *COR4-12 Key to the Grave*, *COR5-02 Voice of Reason* or *COR6-10 Murder in Elmshire*. It is not necessary to have played any of these adventures to enjoy this one.

The NPCs Milnia Taquin (*COR4-12 Key to the Grave*) and Tomlin Pebblestone and Eldon Nimblefoot (*COR6-10 Murder in Elmshire*) appear in this adventure. Characters that have played *COR6-10 Murder in Elmshire* have a different introductory letter at the start of the adventure. Additionally, any character subject to "Edna's Curse" from *COR5-02 Voice of Reason* is adversely affected in the final fight against Braknor Vorreth (a pure Rhennee).

Finally, due to recent events in Greyhawk (various murders, news of Turrosh Mak's offer of peace, and so on), half-orcs are not well liked in the city. Common NPCs start as either indifferent or unfriendly toward half-orc PCs. These citizens give hostile looks toward such PCs and insult them regularly. They also have unkindly attitudes toward kobolds, who they view as evil creatures. However, all NPCs have enough common

sense not to provoke a fight and quickly run away if tempers flare. Do not go overboard with the half-orc (and kobold) prejudice, however. Try to make it an underlying event during roleplay, not something that obstructs game play. Also, keep in mind, to tread carefully when using prejudice as a roleplay mechanic as some players may find it highly offensive. Be sure to tone down the prejudice when dealing with immature or overly-sensitive players.

INTRODUCTION

Sometime before the start of the adventure, a messenger presents the PC(s) with Player Handout 1. If any of the PCs played COR6-10 *Murder in Elmshire*, give that PC Player Handout 1A. If a PC has not played COR6-10 *Murder in Elmshire*, give that PC Player Handout 1B. It is not necessary for all the PCs to receive Player Handout 1, however. PCs traveling to Greyhawk for other reasons have the opportunity to join the adventuring party later on.

It is more than two hours before noon on Starday, 15th of Harvester, 597 CY. The PCs have been traveling together for the last few days in a caravan bound for the Free City of Greyhawk. Allow a few minutes for PC introductions and the chance to briefly discuss combat tactics and coordinate spells. When the PCs are ready, read:

At last, the caravan has arrived at the Gem of the Flanaess, the Free City of Greyhawk. The temperature has grown unbearably warm or so complain your fellow travelers. Only two hours before noon, the stifling heat suggests today will be one of the hottest days Greyhawk has experienced in a long while. As the line of caravans, merchants, peasants, and other common-folk ahead of you slowly snakes closer to the Highway Gate, the talk on everyone's lips is of the weather...and the ever-present threat of the despot Turrosh Mak of the Orcish Empire of the Pomarj. More than a few hate-filled, fearful glances are made at the occasional groups of half-orcs patiently waiting in the line for their turn at the city gate.

A trio of city watchman move up and down the line shouting about various laws of the City, including restrictions on weapons and magic use. They warn of quick and harsh punishment for all who violate the laws of the Free City.

Give the PCs Player Handout 2. This handout provides information about the legal, permissible weapons in Greyhawk, rules about magic-use, and details of dangerous contraband.

A dozen feet from the thick walls and high towers of the gatehouse, a grizzled, old city watchman sits behind a small desk recording names and other information into a book. With a monotone voice,

the watchman drones, as you approach the front of the line, "State your full name and business in the Free City of Greyhawk. Do you possess any illegal weapons? If so, you are required by law to turn them over to nearest city watchman. You will be provided with a chit for the return of the weapons when you leave the city. Do you possess any dangerous contraband? If so, you are required by law to turn them over to nearest city watchman. You will be provided with a chit for the return of the banned items once you leave the city. If it is a creature, then it is your responsibility to leave said creature outside the city walls and ensure its safety. If said creature threatens or harms any innocents in the domain of Greyhawk while you are in the city, the authorities will not be held responsible for the actions of the City Watch and/or citizens trying to protect themselves from said creature. You will bear the cost of any fines incurred by said creature."

The grizzled city watchman, Sergeant-at-Arms Danner Fitzwarden (LG, male, human, fighter 3; Spot +3), is flanked by a pair of bored-looking watchmen- Rovar Mertides and Lothar Silvermane (LN, male, human, warrior 2; Spot +1) armed with longswords. Nearby, a dozen city watchmen stand ready in case of trouble. If necessary, a successful DC 10 Spot check reveals numerous watchmen, armed with crossbows, behind the crenellations and arrow slits of the guardhouse and the towers. This should discourage PCs from creating trouble.

Nearby city watchmen (LN, male, human, warrior 2; Spot +1) conduct a cursory search of the wagons but do not actively search the PCs, trusting them to their word. Should any illicit weapons and/or items be confiscated or handed over to the City Watch, the PC is provided a chit and the item(s) are returned when the PC leaves the city. Sergeant-at-Arms Fitzwarden is used to hearing complaints about the entry laws into Greyhawk. He attempts to be civil and sympathetic for as long as possible, but in the end enforces the laws of the City. If any PC openly refuses to turn over weapons and/or banned items, that PC is not allowed to enter Greyhawk and the adventure is over for him. Should the PC turn violent, there are ample city watchmen, wizards, and priests nearby to quickly subdue the PC. In addition to not completing this adventure, the offending PC is imprisoned with hard labor for two months (eight TUs).

Sergeant-at-Arms Fitzwarden is generally non-credulous to any name a PC chooses to give him. Although if the name is particularly silly or well known (Mordenkainen, Robilar, and so on), Sergeant-at-Arms Fitzwarden gives the PC a long, cold, hard stare before recording the name. He records both the name and the description of the individual entering Greyhawk, though he knows it will do little good if the particular PC is disguised or is using magic to alter his/her appearance. If a disguise is detected, Sergeant-at-Arms Fitzwarden questions why the PC is wearing a disguise and warns him/her against illegal activity in the City (and/or arrests

the PC if that PC is wanted in Greyhawk). Lastly, if a PC has trouble stating his/her reason for coming to Greyhawk, the Sergeant-at-Arms matter-of-factly states the PCs is an adventurer, reminding them of the Freesword Tax.

Normally, Rovar and Lothar do not interject comments about the PCs during the questioning. However, if the PC is a half-orc, the pair of city watchman openly mock that particular PC, making derisive comments about his/her intelligence, speech pattern, looks and so on. This baiting is non-threatening, but should the half-orc PC become angry, Sergeant-at-Arms Fitzwarden tells the two city watchman to be quiet and return to their duty. He then rises and looks directly into the eyes of the offended PC and says:

“You had best watch that temper. The citizens of Greyhawk take a dim view of half-orcs these days. Half-orcs have done more than their share of evil over the last years and most have no patience for your kind. Justice will be swift in this city and more often than not for someone like you...at the end of a rope or the business end of sword.”

Rovar and Lothar smirk as Sergeant-at-Arms Fitzwarden returns to his seat and begin to question the PC a new. The two city watchmen do not taunt the half-orc PC further. A successful DC 20 Sense Motive check reveals the actions by the city watchmen was likely rehearsed.

Once the PCs have dutifully answered the questions and turned over all the obvious banned weapons and/or items, the PCs are waved through the Highway Gate into Greyhawk proper. ***“Welcome to the Free City of Greyhawk, Gem of the Flaeness. Enjoy your stay.”*** It takes about an hour for the PCs to make their way through the line and into the city. Note, the guards assume the PCs may have smuggled some banned weapons or other items in the city but feel they have done their duty in informing the PCs of the consequences should they be caught. Proceed to encounter one.

1: OLD CITY

If the PCs have not already joined together as an adventuring party, now would be a good time to do so. The caravan they were traveling with departs and heads toward the Caravan Warehouse in the Slum Quarter. Any PC that was working to protect the caravan is given thanks by the caravan master for their service. No payment however is given as that would have been worked out before the start of the adventure. As the PCs make their way down the Processional toward the Barge Inn in the River Quarter, nasty (but non-threatening) looks are given to any half-orc (or kobold) PCs.

Crossing over the Old Bridge, you find yourself at the periphery of a crowd gathered along the Processional in front of a large mausoleum. The

crowd is rowdy and many voices shout out for justice and vengeance, but the predominant cries from the mob are “Murderers! Murderers! Murderers!” Just in front of the mausoleum, a pair of nooses hangs from a thick branch of a large elm tree. As the angry, hate-filled cries gain in momentum, a cart bearing two severely beaten half-orcs stops beneath the tree branch. Quickly, a group of humans, half-elves, and dwarves, scramble onto cart and tie the nooses about the necks of the two half-orcs. The crowd cheers wildly with shouts of “Murderers! Murderers! Murderers!” rising to a sharp frenzy.

The mob, consisting of several hundred 1st- or 2nd-level commoners and experts, has worked itself into a frenzy to bring vigilante justice upon a couple of innocent half-orcs. This mob of misguided citizens has not yet worked itself into a true mob (as described in DMG II), however, and can still be reasoned with. PCs that make a successful DC 10 Listen check overhear words and snatches of conversation from the mob about “murderers”, “scum”, “they’re the ones who poisoned everyone”, “all half-orcs are evil”, “never trust a half-orc”, “kill them all”, “half-orcs are monsters”, “half-orcs are spies for Turrosh Mak” and “half-orcs will betray Greyhawk and enslave us all.” Feel free to add similar statements/accusations/rants as long as they do not reveal plot points of the module and are not offensive to the players.

A successful DC 15 Spot Check reveals that an occasional half-orc along the Processional or one of the side streets covers himself/herself up and quickly walks away from the crowd either under the nasty glare of someone in the crowd or the sympathetic gaze of a passerby who aids the half-orc in making a quick escape. As the crowds’ frenzy for blood grows, on more than one occasion, someone shakes their head in disgust, as if coming to a sudden self-realization, and leaves the area muttering, ***“Madness...utter madness.”***

Glares of hatred from the periphery of the crowd and passer-bys are directed at half-orc PCs. At some point, a concerned citizen will walk up to the half-orc PC and declares, ***“This is madness, you must be away from here before the crowd turns on you. Please, go.”*** The kindly citizen offers a cloak to the half-orc PC and attempts to escort that PC to the safehaven of the nearby Merchants and Traders Union to wait out the crowds’ violence.

A successful DC 10 Knowledge (local – Core) check reveals the mausoleum in the Old City to be the Common Crypt of Greyhawk and is where the dead (commoners) of the city are eventually cremated or buried in underground catacombs. The Common Crypt is operated by the Guild of Embalmers and Gravediggers. In fact, the livery on the beaten bodies of the half-orcs identifies them as members of the guild.

LEARNING MORE

At this time, some PCs may attempt to quickly Gather Information from the crowd of on-lookers to learn the cause of the mob justice. A successful DC check earns the information from the lesser DCs, as well. The relevant information is provided in Player Handout 3. Either read the information provided there or give the handout to the players. Consider common information to be at DC 5, less common information to be at DC 10 and rare information to be at DC 15. Little known information is provided below:

DC 20

- Lemajen Sterrich is rumored to be more than just a merchant from Furyondy. He is supposedly a powerful Knight of the Hart. He barely survived a poisoning attempt and is recovering in the city at a safe location.
- It is rumored a fat halfling employed at the Wizard Hat's Inn disappeared shortly after the murders. The City Watch is said to be interested in the whereabouts of this rotund halfling.

DC 25

- It is said that Selczek Gobayuik, the old guildmaster had a long time disagreement with the Cult of Iuz. Most believe Selczek was likely not aware of the relationship between some of his guild members and the Cult of Iuz's necromantic smuggling activities. Rumor has it Selczek is somehow involved in the poisoning and is attempting to frame his own guild in the murders.
- At least three of the poisoned were merchants from Furyondy, including Rhovan Herfad, owner of the Walthain Shipping Company. The others, also from Furyondy, were Knights of the Hart and their Squires.
- The poisoned Furyondy merchants and knights have declined to be brought back to life due to the "Dead Shall not Rule" law within the Kingdom of Furyondy. Wherein once you are dead, your holdings and titles pass on to your next of kin regardless if you are brought back from the dead. Although this law applies mainly to nobles, many of the merchant and knights of the land uphold similar practices and often have no wish to return to life without their property or titles. (A DC 15 Knowledge [local – Iuz Border States] confirms this information).

INTERVENING

The death of these two half-orcs appears imminent. This is the time for "heroes" to step forward and talk sense to the crowd...or not. Should the PCs choose to not get involved, the half-orcs are quickly hung and the crowd becomes more violent. Several members of the mob begin shouting they should storm the Common Crypt and hang all the guild members hiding within. Before the crowd gains courage to do so, however, the City Watch

arrives and promptly disperses the crowd. If the PCs have not already left, then proceed to Encounter Two.

Intervening: The PCs preventive actions, regardless of whether or not they are successful, delay the crowd long enough for the City Watch to arrive. If the PCs choose violence, the PCs are subject to punishment to whatever laws were broken. However, the use of illusionary spells or lesser assaults, that disrupt the crowd without damage to nearby structures or serious injuries, may be overlooked by the City Watch in the end, especially if the beaten half-orcs survive the mob's justice. Ideally, the best way to break up or cause the crowd/mob hesitation is through diplomacy.

A DC 20 Diplomacy check is required to move the angry, unfriendly mob to an indifferent attitude. If the PCs also make a convincing argument against the mob's actions, this provides up to a +5 additional bonus (DM discretion). Possible arguments include, but are not limited to, the following:

- There is no direct evidence these half-orcs were responsible for the murders. They were cleaning the mausoleum when the crowd captured and beat them.
- If the City Watch had found evidence the guild was involved they would have arrested the responsible guild members already.
- Not all half-orcs are villainous. Some are good, hard-working folk.
- It is the Greyhawk justice system that decides the guilt of the half-orcs not the common citizen.
- Everyone in the mob will be held responsible for the deaths of these half-orcs and everyone here will be imprisoned and/or hanged for their crime.
- Killing the half-orcs so close to the mausoleum begs for them to become undead and hunt down those responsible for their deaths.

Further, give the PCs an additional +5 bonus for the judicious use of spells/abilities (*calm emotions* and so on) and up to a +10 bonus for good roleplaying that influence a portion of the crowd toward peace. Give up to a -10 penalty for bad roleplay, counter arguments that end up inciting the crowd or in-opportune or unfortunate in-character actions.

Within a few rounds of a successful Diplomacy check, the crowds' anger subsides. Common folk refuse to look directly at each other and the occasional shouts of "justice" or "vengeance" or "murderer" are ignored. Shortly thereafter, two score of City Watchmen, accompanied by several mages, arrive and disperse the now docile crowd. No resistance is met if the PCs move forward and free the half-orcs (Goruth Gnomesmaser and Rokgruk Runkiller, both CG, male half-orc expert 3). In fact if the PCs hesitate, several guilty-faced former members of the rowdy mob free the half-orcs themselves and offer apologies before disappearing into the crowd.

However, if the Diplomacy check fails, make it appear the hanging of the half-orcs is just moments away. But just shortly before the half-orcs are hung, several

loud explosions occur in the air and a loud voice echoes through the Processional for the crowd to disperse. Moments later two score of City Watchmen, accompanied by several mages, arrive. The crowd quickly loses its violent ferocity and disperses. The half-orcs are immediately freed.

Regardless of the PCs' success or failure to control the crowd, their actions are no less heroic and this has caught the attention of the half-orc victims and others members of the Guild of Embalmers and Gravediggers. Both Goruth and Rokgruk express their gratitude toward the PCs. Although they have nothing to reward the PCs with, they heap praises on them. Both half-orcs profess their innocence to anyone who will listen. Claiming they were not involved in the poisonings at the Wizard Hat's Inn two nights ago and were attending a guild meeting at the time of the murders. Earlier today, they were sweeping the steps of the Common Crypt when the mob captured and beat them.

Before the PCs depart for the Barge Inn, a short, wiry half-elf (Jerric Dentarin; NG, male half-elf expert 5/bard 2) approaches the PCs and says in a nasally voice:

“Excuse me good sirs [and ladies], my name is Jerric Dentarin and I am Guild Master of the Embalmers and Gravediggers Guild. May I have a few moments of your time? I promise to be brief.”

If the PCs agree, paraphrase the following information:

- Jerric thanks the PCs for their efforts in calming the crowd, whether they were successful or not. ***“The fact that you stepped forward proves there are still good, honest, fair people in Greyhawk.”***
- ***“The good name of my guild has been besmirched. Should you be willing to earn some coin, say 50 gold coins each, and the gratitude of the guild, I would like you to investigate the poisonings we have been accused of and clear the name of the guild.”***
- Jerric admits the past year has been rough on the guild. Some influential members were convicted of helping the Cult of Iuz smuggle necromantic goods into Greyhawk. The old guildmaster Selczek Gobayuik has not been seen in over a year. It is said Selczek harbored strong hatred toward the Cult of Iuz and did not know some in his guild were associating with the Cult.
- Since the convictions, the guild has worked hard to clear the guild of corruption and rebuild their reputation. In the last few months, the guild has elected new officers, including Jerric, as new guild master.
- Jerric knows the poisoning occurred at the Wizard Hat's Inn in the River Quarter. Merchants and knights of Furyondy were the victims. He does not know if any of the victims survived.
- Jerric confirms the two half-orc Goruth and Rokgruk were at a guild meeting at the time of the murders.

- Jerric suggests talking with the City Watch or searching the Wizard Hat's Inn for clues.

Jerric clears his throat and says, “This past year, the guild has gone through much scandal. We are trying to salvage as much of our good reputation as we can. Many of our workers, however, are half-orcs, who these days are looked upon with fear and distrust. I hope you can look beyond the prejudice and accusations and determine the true villains behind these despicable murders. We will be in your debt. If you need further assistance or have questions, please feel free to see me at the Common Crypt.”

As a sign of good faith, Jerric pays the PCs upfront. He then departs for the Common Crypt followed by several guild members.

Treasure: Refer to the Treasure Summary.

Development: At this point, the PCs may try to talk with the City Watch. The City Watch has been observing all the people in the area, including the PCs, and has held brief discussions with various guild members. Alternatively, if the PCs are leaving the area, Sergeant-at-Arms Tomas Greenfeld (LN, male human fighter 3) of the City Watch approaches the PCs.

Paraphrase the following talking points:

- “According to witnesses, your quick actions may have saved those two poor half-orcs from getting their necks stretched. Good work.”
- “I hear you might be looking into [this assumes the PCs have agreed to help Jerric and his guild] the poisoning that occurred at the Wizard Hat's Inn. Don't know much about the details but I suggest you meet with Deputy Constable Orrin Mordricksen at the River Quarter City Watch Station for more information. I know this time of day he is busy making the rounds, but he's always in his office from one to three bells in the afternoon and later in the evening.”
- Sergeant-at-Arms Greenfeld snorts, “I have been a city watchman for more than twenty years, and, based on my experience, most murders are the result of greed or vengeance. I hear there was never a more crooked lot than Furyondy merchants. Likely one of them was cooking the books and everyone ended up paying for it. Or, more likely, one of those so called virtuous knights from Furyondy was having an affair with someone's wife and the husband objected. Anyway, good luck.”

Sergeant-at-Arms Greenfeld has no other useful information and after a while suggests the PCs move along. Proceed to the next encounter.

2: BARGE INN

Making your way through the streets of Greyhawk, you finally arrive at the Barge Inn. One of the largest inns in the city, this four-storey structure has two large towers at each end and is rumored to have one of the better ale breweries in Greyhawk. The inn is rowdy and very noisy. Many dwarves and sailors loiter about the entrance to the inn.

This encounter assumes the PCs have come directly from Encounter One, if not then adapt as necessary.

The inside the inn is well lit and even more noisy and rowdy than expected from the outside. Murals and carvings of ships and barges are in every room and the smoky atmosphere echoes with the sounds of laughter, clanking mugs and song. The clientele appear to be adventurers, sailors, freight-haulers, and bargeman. Many humans, including Rhennee, and dwarves are drinking here. In fact, the most numerous humanoid, in the room appear to be dwarves. The servers and staff (all expert 2) appear to be predominantly dwarven. Interestingly, perhaps due to presence of so many sailors and teamsters, everyone is very tolerant of half-orcs (though they still regard kobolds with open contempt).

As the PCs enter the inn, a rough, muscular dwarf with a finely braided beard easily makes his way through the crowd and approaches the PCs with open arms.

“Welcome to the Barge Inn, I am Brak Snagtooth, owner and proprietor. And I would guess brave adventurers, such as yourselves, are seeking some of my fine ale to wash the taste of the road from your mouth. Follow me and I’ll find you a table...or are you here to meet with someone? An employer, perhaps?”

If the PCs don’t ask for Tomlinn Pebblestone, Brak Snagtooth (NG, male dwarf fighter 12) makes good-natured jokes as he brings the PCs to an empty table, taking their orders for food and drink along the way. It is presumed the PCs make eventual contact with Tomlinn. However, if the PCs fail to contact Tomlinn within twenty minutes, he asks Brak directly for any party of adventurers that have recently arrived at the inn and eventually meets the PCs. If the PCs ask for Tomlinn Pebblestone directly, then Brak laughs and says:

“So you’re the ones, my friend Tomlinn has been waiting for.” With a conspiratory wink, the dwarf continues, “I hear he has a minor proposition for you. He’s looking for half-dozen or so good adventurers to slay an ancient red dragon in its lair and steals all of its treasure. I think you might be the sort to pull it off.” The dwarf laughs heartily.

Brak continues with his good-natured jokes as he makes his way to a curtained-off table in one of the back room.

Pushing aside a heavy curtain, the dwarf points to a large round table with ten chairs and loudly announces, “Tomlinn, my friend! Your guests have arrived.” At the far end, sitting in a halfling-sized chair boosted to human height is a three foot tall, burly, middle-aged halfling. The halfling raises his hand in greeting and gestures for you to take a seat.

Brak nods to everyone at the table and says, “The curtain should muffle the sounds of my more boisterous clientele. Let me get you your orders...and I know, Tomlinn, another round of stale goat milk for you.” Tomlinn sputters ale. Coughing heavily, the halfling glares nastily at the laughing, departing innkeeper.

Recovering from his coughing fit, Tomlinn Pebblestone (NG, male halfling fighter 1/cleric 4; Will +7) takes on a more dignified pose. There is a commanding, competent air about this no-nonsense halfling. Tomlinn wears a medallion with two crossed short swords on it. A successful DC 10 Knowledge (religion) check reveals this is the symbol of Arvoreen, the halfling god of War and Protection. Any PCs that have played COR6-10 *Murder in Elmshire* immediately recognize the halfling as Tomlinn Pebblestone. Before Tomlinn begins talking with the PCs, a rotund, matronly female dwarf arrives with the PCs food and drink, and then quickly departs. The meal and drinks are of good quality. Tomlinn indicates he is paying for everything.

Looking somewhat embarrassed, Tomlinn gives a half-hearted explanation, “Brak and I are old friends.” Clearing his throat, the halfling begins, “At any rate, I want to thank you for agreeing to meet with me. The Cult of Iuz that sowed such grief for my family has resurfaced in Greyhawk and has once again begun to smuggle goods into the city. I would ask your help in stopping the cult, whom I have sworn to defeat. Are you willing? Let me tell you what I have learned and then perhaps you will decide.”

Tomlinn relates the following information to the PCs; either roleplay the conversation, or give Player Handout 4 to the players. Some of the more critical information is found below:

- Tomlinn does not reveal the names or locations of the people who have helped him during his investigation.
- Tomlinn suggests the PCs contact Lemajen Sterrich first to start their investigation. (Tomlinn is completely unaware that Lemajen was one of the victims in the recent poisonings at the Wizard Hat’s Inn.) He gives the PCs a token (a small medallion of Arvoreen) to present to Lemajen to verify the PCs are working with Tomlinn.
- Tomlinn also suggests the PCs find out any relevant information about the Cult of Iuz’s activities in the city. Additional intelligence on the cult would be useful.

- Tomlinn, aware of the city's prejudice toward half-orcs, advises half-orc PCs to be on their best behavior in the city.
- If the PCs relate the recent events to Tomlinn, the halfling is stunned. He points out that in the past the Guild of Embalmers and Gravediggers were associated with Cult of Iuz's smuggling operation but recently a prim, business-minded half-elf (Jerric Dentarin) cleaned the guild of most of the corruption and illegal activities.
- If the PCs know about the poisoning of Lemajen, Tomlinn suggests the PCs find out what happened to Lemajen Sterrich (confirm he is dead or alive) and, if he is alive, arrange a meeting with him. It may be beneficial to talk with the City Watch and/or talk with the patrons of the Wizard Hat's Inn to find out more information about the poisonings.

"Well, now you know all I know of the cult's activities. It must be stopped. The smuggling of necromantic goods into Greyhawk and then likely into the surrounding dominions must end. This can only aid those with evil intent, those who would harm the innocent and bring chaos to Greyhawk. So what say you? Will you aid me? I do not have much to pay you for your endeavors, if you require compensation. I know when I was an adventurer I was constantly in need of coin. But sometimes, if the cause was right, I would forego any payment for the greater good. Regardless, I can only afford 50 gold pieces each, but I can pay you in advance. Should you agree to help me, your actions would be greatly appreciated for it will serve to protect the innocent, prevent undue suffering and defeat evil."

If the PCs decline to help Tomlinn, the adventure is over at least from Tomlinn's standpoint (though the PCs may still be in the employ of the Gravedigger's Guild). On the other hand, if the PCs agree to help Tomlinn, he remarks:

"Good. I knew you would help me. Meet me at here an hour after sunset, so we can discuss all that you have discovered. I've asked Brak to prepare a feast and an old friend from my childhood, Milnia Taquin, will be joining us for dinner. She is a goodly serving wench down the road at the Blue Dragon Inn in the Foreign Quarter and a onetime resident of Elmshire. See you tonight, my friends."

PCs that have played COR4-12 *Key to the Grave* and/or COR6-10 *Murder in Elmshire* immediately recognize the name. PCs that played the latter core adventure recall that she and Harlinn Pebblestone were to be married.

Tomlinn offers no objection if the PCs reveal that they are also working to prove the innocence of the Guild of Embalmers and Gravediggers in a recent mass poisoning. He points out that although the guild in the past had done much evil, including associating with the cult, it has since regained its good reputation. He hints

(somewhat heavily), however, the PCs should preferentially focus their efforts in helping him first. Tomlinn carefully, and perhaps wisely, avoids making this a significant issue.

Treasure: Refer to the Treasure Summary.

3: INVESTIGATIONS AND THE CITY WATCH

This encounter is divided into four general sections.

The first part addresses Information Gathering checks regarding general information, the Cult of Iuz, the poisonings at the Wizard Hat's Inn, Lemajen Sterrich and the City Watch.

The second section deals with the PCs searching the home of Lemajen Sterrich and trying to contact him.

The third part involves further PC interactions with Jerric Dentarin.

Lastly, the fourth section addresses the PCs interacting with the City Watch. Due to the nature of the investigation, the various sections may be played out of order or used multiple times.

A: GATHERING INFORMATION

The PCs can make Gather Information checks on a variety of key subjects. If a PC makes any particular DC, he learns all the information from that DC and any of the lesser DCs. Further, should any of the PCs roleplay gathering information, allow the PC up to a +5 bonus on his/her Gather Information checks. For additional common information, refer back to the Gather Information section in Player Handout 3 and Encounter One.

General Information

- **DC 3:** Many people in Greyhawk have a strong distrust of half-orcs. Much of this fear, distrust and/or hatred are due to the threat of war with Turrosh Mak and the Orcish Empire of the Pomarj.
- **DC 6:** Recent events implicating half-orcs in murders and other criminal activities have not helped the situation any. Many half-orcs are thugs, part of the many street gangs in the city, threatening common-folk and merchants with daggers, axes and slings. Thankfully, they haven't managed to get their hands on banned weapons like greatswords, great axes and bows.
- **DC 10:** Half-orcs from the Guild of Embalmers and Gravediggers were responsible for the murders of several innocent merchants and stalwart knights at the Wizard Hat's Inn in the River Quarter. The half-orcs and other guild members used a particularly nasty poison that dissolves the insides of the victim (The description of the poison is an exaggeration; no Knowledge checks confirm its existence.)

- **DC 15:** Recently, a mob tried to hang guilty half-orcs in front of the temporary guildhall for the Embalmers and Gravediggers. The City Watch (and some adventurers) prevented the hangings and dispersed the crowd.
- **DC 20:** Jerric Dentarin portrays himself as an honest guildmaster who desires nothing more than to clean out the corruption and illegal activities within the Guild of Embalmers and Gravediggers. However, in truth, he is a powerful, evil necromancer plotting to take over Greyhawk. (This is a baseless rumor.)
- **DC 25:** Half-orcs are being unfairly blamed for the all the ills in Greyhawk. More than a few have become victims of assaults and property crimes. Most of the “murders” blamed on the half-orcs were actually the result of self-defense.

Cult of Iuz

- **DC 10:** The Cult of Iuz was thought to be inactive in Greyhawk for a long time, but recent events revealed it was involved in smuggling necromantic goods into the city. The Embalmers and Gravediggers Guild was also involved. Many prominent guild members and revealed cultists were executed for their crimes. These crimes included murder, sedition, assault, importation of banned items, and worshipping a banned religion.
- **DC 15:** It is rumored the Cult of Iuz has recovered from its losses a year ago and is now as strong as ever.
- **DC 20:** The cult is rumored to have influence in many guilds and maintains a strong relationship with the Beggars' Union, the Union of Sewermen and Streetcleaners and some say surviving factions within the Guild of Embalmers and Gravediggers.
- **DC 25:** The City Watch has been downplaying a recent rise in undead attacks. They believe the cult is responsible for these attacks and that the undead are led by half-orcs. (Malicious rumor.)
- **DC 30:** The Cult of Iuz has infiltrated many of the powerful guilds and public services to sow dissension in the city. (Rumor.)
- **DC 35:** It is rumored the assassin Griswald Hairhand is in Greyhawk. He was sent by the Cult to kill prominent members of the city, including Jerric Dentarin, the new guildmaster of the Embalmers and Gravediggers Guild.

Poisonings at Wizard Hat's Inn

- **DC 5:** The Wizard Hat's Inn is one of the best inns in the River Quarter. The inn is known for its spiced venison dishes with potatoes and rice. Before becoming the proprietor of the inn, Dwaven May, a half-elf wizard, was a long time resident of Furyondy. The inn tends to be a gathering spot for many travelers and former residents of Furyondy.
- **DC 10:** The night before last, a group of merchants and knights from Furyondy were poisoned during dinner. The poisonings were fatal, all those affected

dying within a minute of each other. The Guild of Embalmers and Gravediggers have been implicated in these poisonings.

- **DC 15:** A halfling employed at the inn disappeared shortly after the poisonings occurred. He was a member of the Guild of Embalmers and Gravediggers and was seen at a recent meeting talking with several officers of the guild, including Jerric Dentarin, the new guildmaster.
- **DC 20:** Lemajen Sterrich was the only survivor of the poisonings. Lemajen, a merchant from Furyondy, is long-time resident of Greyhawk, with a home and business in the Foreign Quarter.
- **DC 25:** Eldon Nimblefoot, a former resident of the village of Elmshire, is the name of the missing halfling. He was an assistant cook at the inn.
- **DC 30:** Eldon was observed visiting the Old City at night.

Lemajen Sterrich

- **DC 15:** Lemajen Sterrich is a merchant from Furyondy who has his home and business in the Foreign Quarter. Lemajen specializes in the import and trade of dresadoe oil. He is a frequent visitor of the Mercenary Guildhall. (A successful DC 10 Knowledge [nature] identifies dresadoes as a unique golden sunflower indicative to Furyondy and one of its key exports.)
- **DC 20:** Lemajen Sterrich was the only victim to survive the deadly poisonings that occurred at the Wizard Hat's Inn.
- **DC 23:** Lemajen Sterrich is rumored to be more than he appears to be, possibly a Knight of the Hart. Lemajen is always eager to learn news about the servants of Iuz, especially the Cult of Iuz.
- **DC 26:** Lemajen Sterrich is Knight of Furyondy with strong connections to Directing Oligarchy of Greyhawk. He is recovering from the poisoning at the home of the Ambassador of Furyondy in the High Quarter.
- **DC 30:** It is rumored Lemajen has been involved in disrupting Iuz's plans in Furyondy, Highfolk and the Shieldlands.

City Watch

- **DC 5:** The City Watch is over-worked these days investigating property crimes and assaults against half-orcs and members of the Embalmers and Gravediggers Guild.
- **DC 10:** The City Watch has been using a lot of its resources investigating a recent series of vandalism and burglaries committed against the more well-to-do citizens of the city. The Watch has also been trying to halt a rise in street crimes (robberies, assaults, and so on) committed by half-orcs and youth gangs.
- **DC 15:** The City Watchmen attached to the River Quarter City Watch Station have been dragging their

feet investigating the poisonings at the Wizard Hat's Inn. This is no surprise since the River Quarter City Watch Station is rumored to be the most corrupt of all the Watch Stations in Greyhawk.

- **DC 20:** Deputy Constable Orrin "The Bull" Mordricksen took command of the River Quarter City Watch Station about six months ago. He has spent most of his life in the Watch and is near retirement. "The Bull" is part of the old school of Watchmen. He knows the capabilities of the men under his command and is not afraid to employ outside help or crack a few heads when the need arises.
- **DC 25:** A gang within the Beggars' Union was at one time claiming responsibility for the series of vandalism and burglaries. Supposedly, the gang is under the protection of Dwenn Hyer, a corrupt former City Watchman, who still has a lot of influence in the City Watch. If the rumors are true, however, not even Dwenn Hyer, will be able to protect this gang from retaliation by the Thieves' Guild.

B: CONTACTING LEMAJEN STERRICH

Lemajen Sterrich's Home: Lemajen Sterrich's home is located a few buildings west of the Mercenary Guildhall in the Foreign Quarter. This stout, two-storey brick structure has a small, well-kept courtyard in front. An elderly, grey-haired gentleman (Fodrin Almerstead; LG, male human expert 4) answers the door. In a polite, business-like manner, he informs anyone asking after Lemajen Sterrich that the master is not at home, but is expected back in a few days. Fodrin acknowledges well-wisher and confirms that a number of individuals, including Tomlinn Pebblestone, have left messages for Lemajen Sterrich. Upon a successful DC 30 Diplomacy check, the manservant's reveals Lemajen Sterrich is recovering at the home of the Ambassador of Furyondy in the High Quarter.

Any PC caught illegally entering the home by Fodrin or one of the four other staff members is immediately turned over to the City Watch. Regardless, the PCs find nothing of interest in the home.

Ambassador of Furyondy's Home: The home of the Ambassador of Furyondy in the High Quarter is on the grounds of the Embassy of Furyondy. (A successful DC 25 Knowledge [local – Core] check reveals the Ambassador of Furyondy actually has his private residence off the embassy grounds.) The embassy is well staffed and heavily guarded, not only by Knights of the Hart (mainly Knights of Furyondy) and Knights of the Holy Shielding, but also by a small private army. Entry into the Ambassador's official home, without the expressed permission of Elskan Saramade, the current Ambassador of Furyondy and a very powerful wizard in his own right, is not possible.

The Embassy staff confirms that Lemajen Sterrich is in seclusion at the official Ambassador's home on the grounds, but they refuse to allow the PCs to meet with

him at this time. Should the PCs leave a message requesting a meeting with Lemajen, the PCs receive a message by courier from the Union of Couriers and Messengers later in the evening inviting the PCs to Ambassador's official home tomorrow morning (16th Harvester) two hours after sunrise.

The embassy staff only reluctantly reveals (DC 15 Diplomacy) that before the Ambassador left on business, he gave strict instructions that no one was to disturb Lemajen's rest until the Ambassador returned on the 16th of Harvester. Additionally, Lemajen is currently under the care of arcane and divine spellcasters, who also forbid anyone from disturbing Lemajen's rest. There is some (unfounded) fear the poison used may have placed unknown magic or a curse upon Lemajen. Indeed, the arcane and divine investigations into Lemajen's health and well-being are scheduled to be completed by tomorrow morning. Upon learning this information, a successful DC 15 Intelligence check confirms to suspicious PCs the rumors that Lemajen Sterrich is likely more than he appears to be are probably true.

C: REVISITING JERRIC DENTARIN AT THE COMMON CRYPT

PCs are given immediate access to Jeric Dentarin. While he knows no further information about the poisoning, he confirms dark reaver powder was a common poison used by the guild in the recent past, when it was involved in illicit activities. Jeric is aware there are rumors about him. He denies being a necromancer, stating explicitly he has some small bardic skills but no real arcane talent. Further, he confirms having heard rumors that the Cult of Iuz has targeted him for assassination for cleaning up the guild but has dismissed these rumors as unfounded. Finally, he confirms speaking with a short, rotund halfling (with a mole on his left cheek) at a recent public meeting of the guild. The meeting was held to address any ill-feelings the public might still have toward the guild.

"Yes, I recall this explicitly...for its oddness. If I remember right, he said his name was Eldon Nimblefoot. Actually, he seemed very emphatic about his name. He claimed to be a former gravedigger from the village of Elmshire but was currently employed as a cook at a local inn. With morbid amusement, he insinuated he was skilled not just in cooking farm animals but other things, as well. Anyway, he was interested in returning to his old profession and a few weeks earlier had become a guild member. He was very talkative with me and the other officers and seemed very pleased to be publicly seen with us. We took this as nothing more than an ambitious guild member anxious to be seen associating with the guild leadership. He seemed to know a lot about each of us, almost sounding like we were all long-time friends to anyone, the general public, or other guild members,

who was listening. Now, however, I am beginning to wonder...."

Jerric becomes concerned the halfling may have ulterior motives for being seen with the guild and is bemused to learn that halfling worked at the Wizard Hat's Inn, where the poisonings occurred.

D: CITY WATCH

Assuming the PCs arrive at the River Quarter City Watch Station between one and three bells in the afternoon, a young, no-nonsense city watchman directs the PCs to the large corner office of Deputy Constable Orrin Mordrickson. If they have arrived at a different time, the deputy constable is unavailable to meet with the PCs. The deputy constable, however, returns to the Watch Station at sunset and remains there until four hours after sunset. He is available to meet with the PCs during this later time. The later the hour gets, the more irritable the deputy constable becomes. Most city watchmen and nightwatchmen tend to avoid interacting with him at night.

Sitting behind an oak desk is a short, muscular Oeridian male in his late fifties. He rises to his feet and says, "I'm Deputy Constable Orrin Mordrickson, commander of this watch station. How may I help you?"

Orrin (LN, male human (Oeridian) knight 3/fighter 6; Intimidate +10; Sense Motive +6) gives each PC a strong, firm handshake. The demeanor of this man is one of authority and competence. He appears to be very intelligent but there is also a quiet menace about him. As if he were a man used to violence and unafraid to use it to get what was needed for the common good. He bears a distinctly unfriendly attitude toward half-orcs and kobolds, clearly distrusting such folk. While he avoids any direct confrontations, he clearly holds these PCs in contempt.

Orrin relates the following information to the PCs, in the form of Player Handout 5, when the PCs ask him about the poisonings. This information can either be roleplayed from the handout or just given to the players to read. Note, Orrin does not take criticism of the City Watch lightly and should the PCs become difficult, rude, or abusive, he has the PCs thrown out of the Watch Station. A successful DC 25 Diplomacy check is needed to get back into Orrin's good graces.

Some of the more critical information on the handout is found below:

- Overall the City Watch serves a population of 70,000 residents and does not have the resources or manpower to investigate every crime.
- A successful DC 15 Diplomacy check gets the deputy constable to admit that there is some internal resistance to investigating the crime more thoroughly. He does not elaborate further. (Orrin is an old school city watchman very close to retirement.

He realizes that watchmen under his command are some of the most corrupt in the city. While Orrin believes someone may have bribed some of his men not to thoroughly investigate this crime, he has enough political savvy to know not to "rock the boat." He realizes forcing his watchmen to better investigate the crime would only alienate the watchmen under his command and provide him problems throughout the remainder of his tenure. He also respects the unwritten code and does not reveal names of problem officers to non-city watchmen).

- PCs that have played COR6-10 *Murder in Elmshire* immediately recognize the name Eldon Nimblefoot, the best friend of Harlinn Pebblestone, and confirm that this is an accurate description of him.
- A letter addressed to Tomlinn Pebblestone of Elmshire (see Player Handout 6) was seized from Eldon's room at the Wizard Hat's Inn implicating the new guild leadership and Tomlinn Pebblestone in a conspiracy to murder Lemajen Sterrich and Rhovan Herfad. (A successful DC 25 Forgery check reveals the letter to be fake.) Orrin prefers to keep the original, but can be persuaded to loan it to the PCs (on a successful DC 30 Diplomacy check). He freely allows the PCs to make a copy of the letter.
- No arrests have been made yet because Orrin wants to be sure that he has all the responsible parties. However, the evidence does implicate the Guild of Embalmers and Gravediggers, especially the guild leadership, and Eldon Nimblefoot. Tomlinn Pebblestone appears also to be a suspect. The City Watch is on the lookout for Eldon Nimblefoot, but no one has seen him since he disappeared from the inn.
- Orrin is unaware Tomlinn is in the city and believes him to be at the village of Elmshire. Should the PCs reveal Tomlinn presence in the city and that they have been employed by him to investigate the Cult of Iuz, the deputy constable muses: *"So what is Tomlinn up to? He must know Lemajen lives. That merchant is always interested in learning about the forces of Iuz. Is Tomlinn using a so-called investigation into the Cult of Iuz as a way of gaining access to Lemajen and finishing what Eldon could not complete?"* He urges the PCs to be wary of their employer and requests the PCs bring Tomlinn to him for questioning. Additionally, he asks the PCs to provide the location of Tomlinn Pebblestone so that he can be watched and perhaps brought in for questioning at a later time. Lastly, Orrin warns the PCs that if Lemajen dies and it is shown that they were responsible there will be nowhere in the City that the PCs will be able to hide from him and the Watch.
- If the PCs reveal the letter to be a forgery, the deputy constable comes to the conclusion someone is setting up Tomlinn for the murders and dismisses him as a suspect muttering he was always suspicious of the letter.

- Orrin suggests the PCs investigate the Wizard Hat's Inn and then talk with Lemajen Sterrich. He also suggests the PCs be on guard that they are not somehow setting Lemajen up for an ambush.

Orrin wishes the PCs the best of luck in their investigations. If asked, the deputy constable gives the PCs a writ indicating they are helping the City Watch. The writ, however, explicitly states the PCs are concerned individual helping the City Watch and are neither members of the City Watch nor are authorized to bear any of the rights and privileges of the City Watch. Further, Orrin warns the PCs that this writ does not give the PCs license to break any laws of the city. If they do so and are caught, they will be prosecuted...but not before the PCs answer to Orrin first. Finally, if the PCs asked Orrin to arrange a meeting with Lemajen, then later in the evening a courier delivers a message to the PCs instructing them to meet with Lemajen at the Embassy of Furyondy tomorrow morning two hours after sunrise.

4: WIZARD HAT'S INN

The Wizard Hat's Inn is along one of the major thoroughfares in the River Quarter. It is a broad two-storey structure in excellent condition.

The interior of the inn is bright and lively. The banners of Furyondy and its provinces hang along the walls. Above the bar is a portrait of an elderly man with strong features and a regal bearing. A nearby plaque, written in common, identifies the man as "King Belvor IV, King of Furyondy".

The Wizard Hat's Inn is one of the best inns in the River Quarter, well known for its spiced venison dishes (a successful DC 10 Knowledge [local – Core] confirms this). An elderly female half-elf runs the inn (Dwaven May; NG female half-elf wizard 1) and is assisted by a gnome (Nikithafur "Nicky" Burrowfoot; LN, male gnome expert 3) barkeep and several attractive human (Oeridian) females. The inn's clientele are mostly Oeridian humans, with the occasional Flan human, elf, half-elf, and dwarf. While the patron and staff are tolerant of just about every race in Greyhawk, they have clear contempt of half-orcs (unless they are from Furyondy) and outright hostility toward kobolds.

Shortly after the PCs arrive, a serving wench (Amelia) gestures for the PCs to sit at an open table and takes their orders. Any questions to the staff about the recent poisoning at the inn are directed to Dwaven May. Note, however that "Nicky" has key information (see below). If any patrons at the inn (including a few who were present at the time of the murders) are questioned about the incident, they reveal similar information as from Encounter 3.D. and point out that Dwaven likely knows more.

Dwaven knows the following information, paraphrase as needed (some information is repeated from Encounter 3.D.):

- Two nights ago, a group of merchant and knights from Furyondy were murdered at the inn. All were long-time clientele.
- Of the victims, three were merchants, two were Knights of the Hart, and three were squires. They were Lemajen Sterrich, a well known merchant in the city; Rhovan Herfad, the owner of the Walthain Shipping Company; Darvin Littleberg, a friend and business associate of Rhovan Herfad; Sir Tomas Cire; Sir Anton Albrecht; and the squires Ricard Goldfeld, Michel Albrecht (son of Sir Anton) and Rupert DeGranoir.
- Lemajen Sterrich was the only survivor and he is recovering at the Embassy of Furyondy.
- Dwaven's assistant cook Eldon Nimblefoot was likely involved in the murders. Eldon was a member of the Guild of Embalmers and Gravediggers. According to Dwaven's friends in the City Watch, Eldon is a suspect and is wanted for questioning.
- The poison used was one commonly employed by the Embalmers and Gravediggers Guild of old.
- All the victims died within minutes of each other. The poison was very strong.
- Eldon started working at the inn about month ago. He came from the village of Elmshire, where he was an undertaker and gravedigger. He said he came to Greyhawk for a fresh start.
- Dwaven describes Eldon as a short, rotund halfling with black hair, brown eyes, and a small mole on his left cheek. He was very jovial and had an engaging personality. (Any PC who has played COR6-10 *Murder in Elmshire* recognizes this description to be consistent for Eldon Nimblefoot.)
- Eldon often talked about his friendship with Harlinn and Tomlinn Pebblestone. Eldon claimed Harlinn was killed in part by evil, greedy merchants. (*Dwaven pauses and then wonders aloud, "Could the merchants murdered at the inn be responsible for the death of Eldon's friend?"*)
- Eldon was a good cook and helped Dwaven prepare meals for the guests at the inn.
- Lastly, Eldon was heavily involved in the Guild of Embalmers and Gravediggers, often talking about their work. The members of the guild were his only friends outside of work. He apparently was a good friend of Jerric Dentarin, the new guildmaster. Also, Eldon did mention that he had a friend in the city but did not want to see her because it brought back too many painful memories of Harlinn.
- Dwaven allows the PCs to search Eldon's room and informs them the City Watch took an incriminating letter from the room. She suggests the PCs see Deputy Constable Orrin Mordrickson for more information.

5: OUTSIDE TALENT

As Dwaven is talking to the PCs, “Nicky” moves into earshot and interrupts.

The short gnome clears his throat and then spits a stream of tobacco juice into a nearby spittoon. “You know, Dwaven, with you talking about Eldon, a thought just occurred to me. Some time back, Eldon mention he was having trouble with his landlord in the Old City. I was surprised since he stayed here at the inn and was about to say so, when Eldon quickly said he was referring to a friend of his having trouble with her landlord. He looked annoyed and I figured this had something to do with a girlfriend of his, so I dropped the subject. Eldon could be a very private person at times. He used to wander the city at night after his shift, often heading to the Old City. I don’t know if this....”

Dwaven interrupts the gnome, a surprised look across her face, “I got a note this morning from Soria Damaris of the Phoenix Boarding House, which I think, is in the Old City. The note said she tracked someone name Mot to the inn and knew he was working here as a cook. She said something to the effect of, ‘he’d better pull the gold for his overdue rent from the hairy mole on his cheek by this time tomorrow or she was going to throw his fat behind out on the street’ or something like that. I thought nothing of the note and threw it away since no one named Mot worked for me or is staying at my inn. Now that I think of it that description kind of fits Eldon. But why would he call himself Mot and be living at a boarding house when he had free room and board here. I wonder if I still have the note....” Dwaven quickly goes into her office.

Dwaven gives the PCs the note; it basically says what Dwaven told the PCs, though the note uses much more colorful language, especially in describing Mot’s (Eldon’s) mole and his excessive weight. She also informs the PCs that the Phoenix Boarding House is in the part of the Old City known as the Thieves’ Quarter.

Eldon’s room looks to have already been thoroughly searched. Nothing of interest appears to be in the room other than some halfling-sized clothes and general reading material from the Embalmers and Gravediggers Guild. A careful search (DC 25 Search check) of the room, however, reveals a large vial hidden under the room’s wardrobe. A tiny amount of dark powder can be found in the vial. A successful DC 15 Craft (alchemy) check reveals the powder to be remnants of dark reaver powder. There is not enough of the poison left to be dangerous.

No other relevant information can be learned from searching the inn or from talking with Dwaven, her staff or her patrons.

Located on Black Lane, the Phoenix Boarding House is a three-storey stone-and-timber building with a bright yellow roof of painted wooden shingles. Smoke rises from its many chimneys. A pair of stocky humans and a grizzled, old dwarf stands near the front entrance smoking tobacco pipes.

The humans and the dwarf, residents of the boarding house, are chatting amiably at the entrance and greet the PCs in a friendly manner. Should the PCs ask, they have seen nothing suspicious in the area and, while they knew someone with Mot’s (Eldon’s) description, they rarely saw him and never talked with him much other than friendly greetings. A successful DC 15 Knowledge (local – Core) reveals this boarding house was built on the former site of the Black Orchid Boarding House, which catered to disreputable and unsavory boarders. The Phoenix Boarding House, for the most part, has a more normal clientele these days, however.

The staff of the Boarding House consists of a mature woman named Soria Damaris (N, female human (Oeridian), fighter 2/expert 4; Will Save +4) and her two adult, unmarried sons (Dwor and Stor; N male human (Oeridian); expert 1; Will Save –1). Soria has a very nasty personality and is prone to using colorful language, especially when describing anyone who irritates her (which is just about everyone). Her sons are not very bright and have polite, docile personalities.

Soria confirms that she has a boarder who is a short, overweight halfling with black hair, brown eyes, and a small mole on his left cheek. She says the boarder’s name is Mot Nakurit and, if asked, she never heard him referred to as “Eldon Nimblefoot”. Should the PCs ask permission to search Mot’s (Eldon’s) room, she freely gives it...for a fee of 15 gp, which is the overdue rent Mot owes. In fact, before telling the PCs what room Mot/Eldon is staying in, she demands the 15 gp payment. She does not ask why the PCs want to search his room. Further, if the PCs discover which room Mot/Eldon is staying in and breaks into the room, no boarders interferes, carefully minding their own business and making no direct eye contact. However, if Soria or her sons catch the PCs, Soria refrains from calling the authorities for double the back rent and an “inconvenience” fee of 100 gp.

Soria and the staff know no useful information about “Mot Nakurit” other than he was rarely in during the day and kept to himself. He was very quiet and never spoke about his job, friends, or associates.

Mot/Eldon’s room contains of a lumpy bed, a chest, a wardrobe, a medium-sized table and a small fireplace. A cursory search of the room reveals halfling-sized clothes, including the following types of outfits or vestments: artisan, cleric, courtier, entertainer, noble, peasant, scholar and traveler. On the table are a small steel mirror and two disguise kits. In the chest, is a small bag containing a silver locket. Inside the locket are the small

portraits of an elderly male and female halfling. A careful search (DC 25 Search check) of the room reveals a scrap of burnt paper in the fireplace. The scrap of paper is written in Common (see Players Handout 7). It is not written in the handwriting of “Eldon Nimblefoot”. There is nothing else of interest in this room.

Treasure: Refer to the Treasure Summary for details of what the PCs find here.

Development: As the PCs leave the boarding house, a very old, senile woman, cackles, *“Something evil approaches...”* The woman has no idea why she said this and refers to male PCs as “Ruff” and female PCs as “Kitty”. Nothing else of interest can be learned from the old woman.

Once the majority of the PCs have emerged from the boarding house (refer to DM Map 1), combat begins. The PCs were located and tracked to the boarding house by various riff-raff, snitches and judicious use of divinatory magic. Similar to Griswald Hairhand, the summoner of the creatures has long since left the vicinity.

Do not get bogged down with the exact dimensions, building layout and/or placement of innocent bystanders in DM Map 1. When the PCs leave the boarding house, the summoned creatures move into position. At APL 2 and 4, the presence of the hellhound(s) causes a panic. At APL 6 and 8, a hellcat pounces on an innocent bystander killing that person immediately. All bystanders in the vicinity immediately scream and flee the area. All bystanders should be gone from the map by the end of the second round of combat. Describe the creatures as follows:

APLs 2 and 4

This creature resembles a big, powerfully built dog with short, rust-red fur; its markings, teeth, and tongue are sooty black. It has red, glowing eyes.

APLs 6 and 8 (assuming a PC can see the creature)

This creature has the shape of an enormous lion, but its form consists of blinding light and fiery sparks, as though its body were made of energy and not flesh and bone.

APL 2 (EL 3)

🐾 **Hell Hound:** hp 22; MM 151.

APL 4 (EL 5)

🐾 **Hell Hound (2):** hp 22 each; MM 151.

APL 6 (EL 7)

🐾 **Hellcat:** hp 60; MM 54.

APL 8 (EL 9)

🐾 **Hellcat (2):** hp 60 each; MM 54.

Tactics: These are summoned creature(s) and will be in the area for 24 rounds. The hell hound(s) and the

hellcat(s) preferentially target the PCs. However, they have little care if any innocent bystanders are injured in the process. If the PCs refuse to engage the hell hounds/hellcats, then they attack any remaining nearby innocent bystanders (assume all bystanders have: AC 10, 3 hp) until the PCs attack them or the summoning ends.

Hell Hound Tactics: The hell hound(s) catch as many PCs as possible in their breath weapon before attacking the closest PC.

Hellcat Tactics: The hellcat(s) at the first opportunity pounce on a spellcasting and/or lightly armored PC before attacking the other PCs.

Development: The City Watch arrives a few minutes after the fighting has ended. They take charge of situation and collect statements. As long as the PCs did not damage the buildings or harm/kill any innocents, the City Watch has no problem with the way the PCs dispatched the summoned creatures. The City Watch thanks the PCs for their service, giving each a firm handshake and a pat on the back. No further reward is given.

6: TOMLINN

For most of the day, Tomlinn stayed in his room at the Barge Inn. About an hour before sunset, looking worried and depressed, Tomlinn returns to the table where he met the PCs earlier in the day. Milnia Taquin joins him shortly after sunset. The pair of halflings talk quietly to each other, drinking and patiently waiting for the PCs to join them for supper an hour after sunset.

Assuming the PCs arrive at the appointed time, Brak escorts the PCs to their table. Brak signals for the wait staff to begin serving the feast (roast beef, pork, vegetables).

Tomlinn raises his mug of ale in greetings. An attractive female halfling sitting at the table also raises her mug. Tomlinn smiles, “So, my friends, what have you learned?”

Tomlinn introduces Milnia Taquin (NG, female halfling expert 3; Will +4) to any PC who does not know her. Milnia is a young, attractive, female halfling of average height and weight with black hair and deep brown eyes. She has a friendly, affectionate, and flirtatious personality. Any PC that played COR4-12 *Key to the Grave* and/or COR6-10 *Murder in Elmshire* immediately recognizes her. Conversely, Milnia also recognizes the PC and remembers his/her name. Milnia is a long time friend of the Pebblestone family.

Tomlinn sits back and patiently listens to what the PCs have to say, interjecting questions or answering questions himself, whenever appropriate.

- If the PCs have not already revealed that Lemajen was the only surviving victim of the poisonings at the Wizard Hat’s Inn, Tomlinn appears to be aware of it now. He confirms he heard the story from patrons in

the bar and is aware Lemajen is still alive. Tomlinn sent a message to the embassy trying to arrange a time to meet with him.

- If the PCs have not already talked with the City Watch or visited the Wizard Hat's Inn to learn more about the poisonings, he urges the PCs to do so as soon as possible.
- If the PCs confront Tomlinn and accuse him of being responsible for the poisonings, Tomlinn is incredulous and denies any involvement. Tomlinn admits he was working with Lemajen to uncover information about the cult. Tomlinn does not consider Lemajen to be an enemy, rather he believes Lemajen to be a close ally. Tomlinn readily points out that Lemajen had nothing to do with his brother's murder. He does not know any of the other poisoned guests at the Wizard Hat's Inn.
- Tomlinn was aware Eldon Nimblefoot was going to be in Greyhawk the same time he was and had planned to visit him later at the Blue Dragon Inn, where Milnia works. Eldon had talked months earlier about visiting the city and some friends there, namely Milnia. As Tomlinn now understands it, Eldon never visited Milnia or took a room at the Blue Dragon Inn.
- Milnia confirms that Eldon had plans to visit Greyhawk and had contacted her. She arranged a room for him at the Blue Dragon Inn but he never showed up. She heard rumors he was in the City but did not understand why he never visited her.
- Both confirm the description of Eldon (a short, rotund halfling with black hair, brown eyes and a small mole on his left cheek) as being consistent with the appearance of the Eldon they knew. Tomlinn and Milnia also confirm his jovial personality but are mystified by his claim of having been an undertaker and a gravedigger. Eldon was a goat herder and had been all his life.
- Again, Tomlinn is stunned to learn about the contents of the letter addressed to him found in Eldon's room. He emphatically denies his involvement in the poisonings and denies that he gave Eldon any money to pay the Guild of Embalmers and Gravediggers for the poison. Tomlinn, however, does confirm his wife's name is Alvia and he has two daughters.
- ***Milnia looks both confused and concerned, "If this halfling wasn't Eldon, then the letter must be a forgery. I saved many of the letters Eldon wrote to me, including the one he sent me months ago about his planned visit to Greyhawk. In his last letter, he said he made a new friend, someone named Mot, and that Mot was traveling with him to Greyhawk..."*** If requested, Milnia brings the letters to the PCs for comparisons with the original letter found at the Wizard Hat's Inn. The letters give a +2 bonus to detect the letter from the Wizard Hat's Inn is a forgery. Milnia is highly suspicious of the letter found at the Wizard Hat's Inn.

- If the PCs inform Milnia and Tomlinn of the locket they found at the Phoenix Boarding House, both confirm the locket belonged to Eldon. The portraits inside the locket are of his parents. ***Milnia begins to cry and Tomlinn looks distraught. Tomlinn starts to say something then chokes up, fighting back tears, he continues, "Eldon would never have willingly given up that locket. It was his most prized possession. Based on what you have told me about the halfling who called himself Eldon, I can only surmise something bad has happened to our Eldon. I suspect he is dead."***
- After a while, Tomlinn eyes narrow, and he muses aloud, ***"I wonder... All these coincidences... Is the cult aware of my investigations? Could this false Eldon have been working for the cult attempting to frame me for these murders?"*** He looks askance toward the PCs for their opinion.

By the end of the conversation, both Tomlinn and Milnia are very depressed. Because on his conversation with the PCs, Tomlinn begins to wonder aloud if he should go to the City Watch and try to clear his name. Indeed, if the PCs inform Tomlinn he is wanted for questioning by Orrin Mordrickson of the City Watch, he immediately declares he will turn himself in and depend on the PCs to clear him of involvement in the crime. The PCs can dissuade him from this course of action with a successful DC 20 Diplomacy check. If the PCs do not intervene, Tomlinn immediately turns himself over to Orrin Mordrickson. A few hours later, however, Tomlinn is released following intense questioning and is told not to leave the city until further notice. Additionally, if the PCs allow Orrin to compare the original letter from the Wizard Hat's Inn and Eldon's letters to Milnia, then Orrin quickly determines the letter found at the Wizard Hat's Inn to be a forgery.

Before the end of the meal, a courier arrives with a message from Lemajen Sterrich to meet with him at the Embassy of Furyondy tomorrow morning, two hours after sunrise. The message is delivered as a result of the PCs, Tomlinn, and/or Orrin having sent a request for a meeting with Lemajen. If both the PCs and Tomlinn sent the request, the message to the PCs reflects that Lemajen is aware of the importance of this meeting.

Should any of the PCs go to the Blue Dragon Inn in the Foreign Quarter, the owner of the inn, Gustin Longpike, confirms Eldon Nimblefoot was supposed to stay at the inn but never arrived. He also confirms Milnia was distraught upon hearing a rumor that Eldon was in the city. She was upset Eldon decided not to stay at the inn and never visited her.

Otherwise, the night passes uneventfully for the PCs. Proceed to Encounter Seven.

7: SIR LEMAJEN

The guards (LG, male human (Oeridian) fighter 2; Sense Motive +3, Spot +3, Will +3) at the embassy appear especially vigilant the next morning (16th of Harvester). The Ambassador has returned and is displeased the City Watch is dragging its heels in the investigation into the poisoning of Furyondy citizens at the Wizard Hat's Inn. The guards politely ask the PCs to turn over any weapons while visiting the Embassy. A Guard Sergeant (LG, male human (Oeridian) paladin 4) carefully looks over the PCs (using *detects evil*) and refuse entrance to any PCs that even faintly detect evil, asking that PC to remain outside the Embassy grounds as the rest of the PCs visit with Lemajen. All the guards are highly suspicious of half-orcs and kobolds but allow them entry.

The following read-aloud text assumes the PCs brought the message they received from Lemajen and presented it the staff. Modify as necessary.

Showing the guards the message from Lemajen Sterrich, you are quickly ushered through the embassy compound to a well-kept, modestly sized two-story home on the grounds. A manservant greets you at the door and after giving a cursory glance at the message, leads you into a richly furnished dining room. At the far end of the table sits a tired-looking middle-aged Oeridian man. "I am Lemajen Sterrich and I believe you wanted to talk with me. Please sit and join me for some tea."

Lemajen looks and acts like a very tired, slightly ill man. In his late thirties, Lemajen Sterrich (NG, male human (Oeridian) ranger 12) has light brown hair, brown eyes and a square face with strong jaw lines (Note, he has fully recovered from the poisoning.) Shortly after the PCs sit, a servant brings out a tray of pastries and serves tea. Lemajen drinks the tea slowly and picks at a pastry. *"I apologize for my unkempt appearance. I have been poked and prodded by priests and wizards since the poisoning attempt on my life a few days ago. The ambassador and I are old friends and I am very grateful for all that he has done for me, but he can be overly thorough at times. So tell me how I might be of service?"* After polite introductions, Lemajen talks about his dinner at the Wizard Hat's Inn and the events surrounding the poisoning. He reluctantly talks about the Cult of Iuz, but only in general terms, until the PCs show him the medallion to Arvoreen that Tomlinn told the PCs to present to Lemajen. He is tolerant of all races, including half-orcs and kobolds.

After carefully inspecting the amulet, Lemajen relates (paraphrase, if possible) the following information to the PCs in the form of Player Handout 8. Either roleplay this information from the handout or give it to the players to read. Some of the more critical information is found below:

- If the PCs inform Lemajen of all they have discovered about the halfling cook, then Lemajen realizes that

the cook may have been the halfling agent and assassin of Iuz named Griswald Hairhand. He informs the PCs Griswald has likely already fled the city and that the real Eldon Nimblefoot is most certainly dead.

- Lemajen is slightly confused that Tomlinn was implicated in the poisonings since Tomlinn shared an equal hatred for the forces of Iuz, and in Tomlinn's case, especially, the Cult of Iuz. In other words, Tomlinn had no reason to harm him.
- It is very likely those loyal to Iuz knew of Tomlinn's investigation into the Cult of Iuz. Framing Tomlinn for these murders would be a very convenient way of stopping and discrediting any further investigations by him.
- If indeed the Cult of Iuz was behind the poisonings, then this would make sense. Lemajen and the other dinner guests were involved in disrupting the cult's influence and activity. Implicating the Guild of Embalmers and Gravediggers in the murders also makes sense. The guild sorely crippled the cult's organization when its former leadership revealed much of the inner workings of the cult to avoid execution (which didn't really work). Hence, this is vengeance against the guild. Also, Tomlinn was likely targeted because of his involvement in disrupting the Cult of Iuz's operation in Elmshire and for his subsequent investigations into the Cult of Iuz.
- Lemajen concludes that Tomlinn may be in some danger while he is in the city (as are the PCs). Lemajen informs the PCs that Tomlinn would be welcomed as a guest of the embassy.
- Lemajen had planned to meet with Tomlinn later in the week. Lemajen had learned of a warehouse outside the city walls, which was connected to the Cult's smuggling activities. Lemajen however was unable to learn the warehouse's exact location.
- If the PCs inform Lemajen about the note found in "Eldon's" room in the Phoenix Boarding House, then Lemajen becomes elated. *"A gang of beggars protecting a warehouse, now that is interesting. I have a contact from the Beggars' Union I have used in the past. Her name is Liasa Smithfeld and she can be found working at the Cargo Gate."*
- Lemajen describes Liasa as Tehna refugee. She is a human (Flan) female in her twenties with a bronze complexion. She has amber eyes and curly, deep brown hair. She pretends to be a cripple but is not. She has a sharp mind and is very observant.
- Lemajen gives the PCs a small token bearing the name "Sterrich" on it. He also gives the PCs a single platinum coin from Furyondy. *"Present both the token and this paladin – this is what we call platinum coins in Furyondy – to Liasa and she will know you are working with me and can trust you."*

Once the conversation winds down, read:

Lemajen appears lost in thought for a moment, “Yes, my friends, I think we near the mysteries end. Contact Liasa and ask her what she knows of this gang of beggars and their leader Willem Fanshem. The warehouse these beggars guard is likely the root of the cult’s mischief. Expose the cult’s activities and you will expose the culprits behind the poisonings and ease both my heart and Tomlinn’s, as well as do a great service for Greyhawk.”

Although Lemajen does not so much as say it, he implies he plans to reward the PCs should they succeed in finding the warehouse and disrupt the Cult’s smuggling activities. Lemajen suggests the PCs meet with Liasa as soon as possible and urges the PCs to bring Tomlinn to the Embassy immediately. The PCs have no trouble in convincing Tomlinn to stay at the embassy.

Lastly, as the PCs are leaving the embassy grounds, an older gentleman approaches them. The average-sized human (Oeridian) appears to be in his early fifties with dark brown hair and grey eyes. There is a noble bearing about him.

“I understand you have met with my friend Lemajen Sterrich and have discussed with him the recent murders of my fellow countrymen. I am Elskan Saramade, Ambassador of Furyondy, and I would be most appreciative if you were to find out who were responsible for these poisonings. Now, if you will excuse me, I have other matters to attend to.”

Elskan (LG, male human (Oeridian), wizard 17) does not know any additional information that can be helpful to the PCs, though he does confirm the bodies of the other victims have been shipped home to Furyondy for burial. He politely declines how he knows the PCs were meeting with Lemajen about the poisonings. He excuses himself at the first possibility. Proceed to encounter eight.

8: AT THE CARGO GATE

Making your way to the Cargo Gate in the River Quarter, you quickly spot a young Flan woman matching the description given by Lemajen Sterrich. The pitiful, crippled-looking woman sits near the gatehouse, begging for coins.

Liasa Smithfeld (N, female, human (Flan) rogue 4; Bluff +8, Disguise +8, Perform +5) denies her name is “Liasa Smithfeld” and any knowledge about the Beggars’ Union, young beggar gangs, warehouses in Barge End and/or Lemajen Sterrich. With a shaky voice, the Flan woman claims her name is “Truda Farlorn” from Tenh. She cooperates with the PCs, as long as they are non-threatening, and if given over 5 gp, makes up a story that would satisfy the PCs (careful to avoid the truth). She is not afraid to call for aid from the City Watch if the PCs become difficult or threatening.

However, if the PCs give Liasa the token and the Furyondy platinum coin from Lemajen, her manner changes abruptly. Her voice becomes stronger and her personality becomes less servile and more business-like.

Smiling slightly, the young Flan woman nods and looks at you speculatively, “Let’s go somewhere we can talk in private.” She slowly, painfully rises to her feet and hobbles off down the street.

The further she moves away from the environs of the gatehouse, the more purposeful and natural her strides become. Her body slowly contorts from the twisted, arthritically crippled body she posed as having moments ago to a healthy, normal-looking Flan woman. Stretching to ease tired, cramped muscles, the young woman gestures for the PCs to follow her into a nearby tavern called the Wayward Goose.

Liasa sits herself at a corner table, waving a server over for a drink, indicating the PCs are to pay. Regardless, the Flan woman sips from her drink and confirms:

“I am Liasa Smithfeld and by the token and coin you have given me I know you are friends of Lemajen Sterrich. How can a humble beggar such as me be of service?”

After listening to the PCs and their request for information, Liasa relates the following (paraphrase, if possible):

- Willem Fanshem leads a score or more of teenage beggars. Willem is arrogant, ruthless, and very brutal. The young beggars are more bullies and ruffians than actual beggars.
- Willem and his gang are unwisely claiming they are responsible for the recent vandalisms and break-ins throughout the city.
- The leaders of the Union do not believe the gang is responsible. However, since the last Thieves’ Guild-Beggar Union War started because of robberies and burglaries committed by the Union, the guild leaders are taking no chances. They will punish Willem very soon...or possibly let the Thieves’ Guild have them.
- Unfortunately, Willem and his gang are under the protection, in part, of a former Watchman named Dwenn Hyer. Dwenn’s involvement complicates matters for the Union and hence Willem and his gang have not been reined in...yet.
- Willem and his gang use a warehouse in Barge End. Supposedly, they guard the warehouse for their benefactor, most likely Dwenn Hyer.
- Liasa provides directions to the warehouse and warns the PCs to expect anywhere from ten to twenty young gang members present at the warehouse at any time. Some of the gang members are very handy with clubs, daggers, and slings, but they do not appear to have any spellcasters among them. They may have a few other thrown weapons as well but other than slings

they don't have (not for the lack of trying) any serious missile weapons such as bows and crossbows.

- Dwenn (short, fat, and balding Oeridian male) and some henchmen are sometimes seen at the warehouse, so the PCs had best be on guard.
- She does not know where the PCs may find any illegal/banned weapons, such as bows and crossbows. Note, at APLs 2 and 4, if the PCs do not appear to have any missile or thrown weapons, she suggests they buy some slings before going to the warehouse.
- Liasa claims the warehouse was at one time general property of the Beggar Union until Willem took it over for his own uses. Liasa claims as a part of the leadership in Union, she can authorize the PCs to search the warehouse, should they desire. (A successful DC 20 Sense Motive suggests Liasa is not exactly being honest about her authority.) In fact, the PCs investigating the warehouse may be a boon to the Union in the long run.
- Willem and his gang are very dangerous, are no doubt engaged in multiple criminal activities and are evil, in general. Liasa has very little sympathy for Willem and his gang.

Liasa cannot provide any additional information about the Cult of Iuz or the poisonings at the Wizard hat's Inn. She is aware that Lemajen was one of the victims of the poisonings and survived. Liasa inquires after Lemajen's health and wishes him a speedy recovery. Further, before the PCs depart, she suggests the PCs provide her some coin for her information (at least 10 gp) and looks disappointed if they do not. Finally, Liasa wishes the PCs luck in whatever endeavor they have planned.

9: A NASTY SURPRISE

The warehouse is located in a secluded and definitely rough area of Barge End, near Shack Town. The warehouse is situated at the end of cul-de-sac, many storehouses and other warehouses are nearby. There is a conspicuous lack of people in the area, as if something or someone has scared them off. As the PCs are about fifty feet away from the warehouse, have them make a DC 20 Listen check to realize that the screams and sounds of battle are coming from inside the warehouse.

Within 10 feet of the warehouse, the sounds of screams and battle are more obvious (DC 16 Listen check). At this point the PCs can choose to either rush in or wait out the battle and then enter at their leisure. The twenty gang members (CN, male human commoner 1; hp 3; all armed with clubs and slings) inside are fodder and either all die (save one), if the PCs block the door, or within three rounds of the PCs' arrival two surviving gang members manage to open the door and escape. Regardless, a young beggar in his early teens, hidden in one of the barrels in the office, survives the fight. Any surviving gang members and this young beggar reveal an interesting story (see Development).

Note the door to the warehouse is unlocked and can easily be opened from the outside. Use DM's Map Two for the combat. Do not be concerned about the exact placement of the gang members as this can shift during the battle. Should the PCs enter the warehouse, at least 10 gang members have already been killed. The surviving gang members, who are struggling to get to the door, use the PCs' entrance as a distraction to flee the warehouse; their will to fight thoroughly broken. They do not fight the PCs and are only interested in their own survival. It is unlikely they will ever venture into criminal activity again.

When the PCs enter the warehouse read (modifying as necessary):

The warehouse is a scene of utter chaos. Grave-risers are attacking the living! Nearly a dozen bodies of young human teenagers, some no more than thirteen summers old, lie on the floor, blood pooling about their lifeless bodies. Slings and broken clubs are still clenched in their dead hands. The surviving youths scramble about the room in stark terror, desperate to escape these foul creatures. A few braver youths valiantly fight the grave-risers, only to be quickly slaughtered for their futile efforts.

Describe the creatures as follows:

APL 2 (EL 3)

👹 **Bugbear Zombie:** hp 29; slam only; MM 267.

👹 **Troglodyte Zombie:** hp 42; slam only; MM 266.

Bugbear zombie:

This creature looks like a 7-foot tall half-decayed corpse of a muscular, savage-looking humanoid. Coarse hair covers most of its worm-eaten body. Its rotting mouth is full of long, sharp fangs and what remains of its nose is much like that of a bear.

A DC 16 Knowledge (religion) check identifies it as a zombie. A DC 13 Knowledge (local – any) reveals it was once a bugbear.

Troglodyte Zombie:

This creature looks like the half-decayed corpse of a reptilian, muscular humanoid with a long slender tail. Its rotting head is lizard-like and crowned with frills that extend from the forehead to the base of the neck.

A DC 14 Knowledge (religion) check identifies it as a zombie. A DC 12 Knowledge (local – any) reveals it was once a troglodyte.

APL 4 (EL 5)

👹 **Ogre Zombie:** hp 55; slam only; MM 267.

👹 **Troll Skeleton:** hp 39; MM 227.

Ogre Zombie:

This 9-foot tall creature appears to the worm-eaten corpse of hulking brute. Its rotting mouth is full of long, sharp fangs. The rotting, thick hide of this creature is covered with warty bumps.

A DC 18 Knowledge (religion) check identifies it as a zombie. A DC 14 Knowledge (local – any) reveals it was once an ogre.

Troll Skeleton:

This big, bipedal creature is easily one and a half times as tall as a human and is nothing but a set of animated bones. Pin points of red light smolder in its empty eye sockets.

A DC 16 Knowledge (religion) check identifies it as a skeleton. A DC 16 Knowledge (local – any) reveals it was once a troll.

APLs 6 (EL 7)

☠️ **Boneclaw** (2): hp 105 each; Appendix 1.

This 8-foot tall skeletal humanoid's claw-like fingers are at least two feet long. Sinister pin-points of blood-red light smolder from its eye sockets.

A DC 20 Knowledge (religion) check identifies it as a boneclaw.

APL 8 (EL 9)

☠️ **Advanced Boneclaw** (3): hp 147 each; Appendix 1.

This 8-foot tall skeletal humanoid's claw-like fingers are at least two feet long. Sinister pin-points of blood-red light smolder from its eye sockets.

A DC 20 Knowledge (religion) check identifies it as a boneclaw.

Tactics: The creature(s) are here to kill the gang members and anyone else in the warehouse that is not a part of the Cult of Iuz). They attack everyone without mercy, fighting to the best of their abilities. After the PCs arrive, they focus their attacks almost exclusively on the PCs. At APLs 6 and 8, the boneclaws coordinate their tactics, and should the opportunity exist, mislead the PCs to the true extent of their reach. Regardless, the undead do not leave the warehouse and do not chase fleeing opponents.

Treasure: Neither the gang members nor the undead have any notable treasure. While the majority of the necromantic spell components and goods are worthless on the open market, some of it has substantial value. Refer to the Treasure Summary.

Necromantic Trade Goods: These trade goods include various body parts from humanoids, good-aligned magical beasts and outsiders, pieces of holy relics, and so forth. The specific details are not important other than that they are particularly vile and evil. Feel free to make improvise but be aware of the player's age and maturity.

Wooden Chest: In the far corner of the room is a large locked (Open Locks DC 25) wooden chest. Written in Common on a note attached to one of the handles is the following: *"Open before boss's arrival. Contains spellbooks and necromantic tomes. Handle with care!"* Tied to other handle is the key to unlock the chest.

The chest is trapped and filled with dirt and rocks. The trap activates when anyone tries to unlock the chest (whether they use the key or not). Hence, there is no Open Locks bypass.

All APLs (EL 1)

☠️ **Poisoned Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +10 ranged (1 plus poison, arrow); poison (black adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 24; Disable Device DC 24.

Development: Either the PCs defeated the undead creatures or they were forced to flee. If the PCs ran, the young beggar (Royce Arbathden) eventually escapes out of a small window in the office and flees to the Beggars' Union, where he encounters Liasa Smithfeld. Liasa immediately contacts Lemajen Sterrich and together they hear the boy's story. Lemajen then contact the PCs (by leaving a message for them at the Barge Inn or via messengers) to meet him at the Embassy of Furyondy, where he lets them debrief the boy further. This should get the PCs back on track for the last encounter. Unfortunately, any PCs returning to the warehouse find it empty of undead and all necromantic spell components and goods missing.

However, if the PCs defeated the undead, they have the surviving gang members and/or the young beggar (Royce Arbathden) to question. After the undead have been defeated, Royce emerges from the office. Crying, he enthusiastically thanks the PCs for their rescue, swearing that he will never do anything wrong again. The surviving gang members fully realize the undead were sent by their former employers to kill them. They have been thoroughly disheartened by recent turn of events.

Surviving gang members and/or Royce Arbathden know the following information (paraphrase, as needed):

- Willem Fanshem leads the gang of young beggars. All are members of the Beggars' Union. No one in the gang is a half-orc, though they have been trying to recruit some.
- Willem is an Oeridian human in his late teens. He is arrogant, ruthless, and brutal. He imagines himself as a master thief and hopes to impress the Thieves' Guild one day.

- Willem and the gang took control of this warehouse and made it their home.
- Dwenn Hyer (short, fat, and balding older Oeridian), a former City Watchman, employs Willem and the gang to guard the contents of this warehouse. Dwenn stores a lot of disgusting and vile stuff here, mainly necromantic items. Willem and the gang are paid well to guard everything.
- Dwenn looked out for the gang's welfare and keeps the City Watch away. Dwenn wanted the gang to keep a low profile and said this would impress his boss, who is connected to the Thieves' Guild. Dwenn refused to provide the gang with any banned weapons, afraid they would attract too much attention to themselves.
- Willem, however, felt guarding these goods was beneath him and his gang. He wanted everyone to know what a great leader and thief he is. He especially wanted to impress the powers that be. He ordered the gang to vandalize the homes of the wealthy merchants and the upper class.
- Willem later claimed to anyone who would listen, he and the gang was responsible for burglarizing the homes of the wealthy and stealing coins, jewelry, and other items. Neither Willem nor the gang actually had anything to do with the burglaries. They have no idea who really is responsible, but suspect thieving half-orcs are the ones committing these crimes (This is a guess.)
- The vandalism and supposed thievery angered Dwenn greatly. Dwenn informed Willem that his boss was greatly displeased with Willem and the gang. His actions reflected poorly on the gang and showed that they could not obey orders. Willem insisted on meeting Dwenn's boss to renegotiate their deal. Dwenn refused.
- Dwenn also told Willem that his vandalism and burglary claims were angering the Thieves' Guild, not impressing them.
- Finally, Willem showed some restraint and had the gang stop vandalizing property. He also stopped claiming responsibility for the burglaries.
- Last night, Dwenn complimented Willem on his wisdom and said that his ability to follow orders had impressed Dwenn's boss, Braknor Vorreth. Braknor wanted to meet Willem. Dwenn instructed the gang to pick up over a dozen boxes and crates from a home this morning and unpack them. Braknor was personally going to inspect the warehouse and wanted to see all his goods, including the newly acquired items.
- Willem and his lieutenants left a couple of hours ago to meet with Braknor. About an hour ago they retrieved the boxes and crates, all of which smelled of strong spices and incense, and only recently began unpacking them. They were instructed to unpack the books from the chest last. (They don't know the chest is trapped.)

- A short time ago, when the larger crates were opened, the undead emerged and started killing everyone.
- Dwenn set up the gang up. Willem and the lieutenants are likely dead or are being tortured by Dwenn and Braknor at Braknor's office.
- If the PCs hurry they may be able to catch everyone together.

Royce and/or the surviving gang members want nothing more to do with Willem, Dwenn, and anyone else associated with criminal activities. They gladly give the exact location in Shack Town where Willem was supposed to meet with Dwenn Hyer and Braknor Vorreth. The meeting was to take place at Braknor's office located at the end of an alleyway near the Wharfgate. The gang members do know the necromantic goods were usually delivered by Rhenmen and other shady individuals. Some of these individuals would later pick up the goods. Royce and/or the gang members have no idea the necromantic items belonged to the Cult of Iuz or that the gang was indirectly working for them. The gang members have no other useful information about their employers or have any knowledge about the poisonings at the Wizard Hat's Inn.

The gang members hope that by providing this information the PCs will let them go. However, some PCs may choose to turn them over to the authorities. If this is the case, they are charged with multiple crimes and are promised only short prison sentences if they cooperate. They all do.

Further, the PCs should be given the impression they need to go to Braknor Vorreth's office as soon as possible. However, there is enough time for the PCs to purchase any healing they may need before heading there. This should especially be emphasized if the PCs were heavily injured during this fight. Regardless, if the PCs waste too much time, by sundown Braknor manages to escape.

Finally, if the PCs defeated the undead, no one comes to collect the necromantic spell components and goods. It may be assumed the villains had some way of monitoring the undead or have been watching event unfold at the warehouse from a safe distance. Proceed to the next encounter.

10: MEETING BRAKNOR

Early last evening, based on a combination of learning the PCs survived the summoned monsters attack and continued their investigation, grumbings from Willem and his young gang and various other setbacks, Braknor decided to err on the side of caution and temporarily halt all of the cult's smuggling activities. Braknor dispatched his henchmen to tie up any loose ends. As usual, Dwenn Hyer proved most creative. He had some undead packed into crates. He later had the young gang members unwittingly pick up these crates and unpack them at the warehouse...precipitating their own demise. One of Braknor's henchmen was to enter the warehouse hours

later to recover the undead and remove all the necromantic spell components and goods, but spies (and some divine spells) reported that the PCs were near the warehouse, thwarting these plans. Braknor and his remaining henchmen proceeded to clear out his office of records and other incriminating materials.

Shortly after Braknor and several henchmen slew Willem Fanshem and the young beggar's lieutenants, Dwenn Hyer accompanied by Darvin Nial (a cleric of Iuz), Groth Kellainen (a roguish fighter type) and Keth Lorgrak (a modest fighter) left the office with a good portion of incriminating evidence and critical files. They cursed Braknor bitterly for his extensive record keeping, claiming that it would be his undoing. By the time the PCs arrive, Braknor and Jhenk have loaded their last wagon with the remaining files. Braknor is in the process of removing the last pieces of information from his office. The wagon is also loaded with two large stained-glass panels from his office. At APLs 6 and 8, these panels are the resting place of his secret guardians, the stained-glass golem(s). The rope used to tie the panels to the wagon was carefully placed to avoid interfering with golems emerging from the panels.

Braknor and Jhenk are really hoping they won't become embroiled in any fight. Because of Braknor's extensive (and many argue excessive) record keeping, they had to split their forces to ensure that all the critical records did not fall into the wrong hands. Consequently, they are at a disadvantage as their major fighters are Dwenn Hyer, Groth Kellainen, and Keth Lorgrak. More importantly, Darvin Nial was the group's main source of healing and support spells. If a fight does occur, both Braknor and Jhenk know they have to end the fight quickly or flee. They assume anyone approaching them, whether peaceably or not, are enemies and immediately attack (or, if given the chance, prepare for combat and then attack). See Tactics, below.

Braknor's familiar, Fethnul, guards (at APL 8, he is invisible) the entrance to the alleyway and if he spots the PCs (or heavily armed individuals approaching the alleyway), he immediately warns Braknor. Unfortunately, Fethnul's view is somewhat limited so he cannot see anyone approaching the alleyway from afar and only notices them, if possible, when they are right at the entrance. This warning, in theory, gives Braknor and his henchmen one round to prepare for combat. However, if Fethnul fails to spot the PCs, Braknor and Jhenk are caught unawares. Braknor has a lot of confidence in Fethnul's abilities...perhaps overconfidence. At APL 6 and 8, the stained-glass golems step out from their panels at the start of their initiative, given a signal (verbal or gesture) from Braknor, Jhenk, and/or Fethnul.

Lastly, if the PCs have chosen to forego the final combat and send the City Watch in their place, Braknor is able to escape, though Jhenk Reaverson dies in the process.

When the PCs are ready to proceed, read (modify as necessary):

At the far end of the alley is a small courtyard. An unhitched wagon is almost filled to capacity with boxes. Secured to the sides of the wagon are several glass panes. Next to the wagon stands a bored-looking half-orc. He appears to be paying more attention to the activity occurring behind him than actually watching the entrance to the alleyway.

Jhenk is not actually standing guard as such. He assists Braknor lifting boxes onto the wagon when required.

APL 2 (EL 5)

☛ **Braknor Vorreth:** male human (Rhennee) cleric 1/evoker 3; hp 29; Appendix 1.

☛ **Fethnul:** male hawk (familiar); hp 14; Appendix 1.

☛ **Jhenk Reaverson:** male half-orc barbarian 1/fighter 1; hp 22 (26); Appendix 1.

APL 4 (EL 7)

☛ **Braknor Vorreth:** male human (Rhennee) cleric 1/evoker 5; hp 41; Appendix 1.

☛ **Fethnul:** male fiendish hawk (familiar); hp 20; Appendix 1.

☛ **Jhenk Reaverson:** male half-orc barbarian 1/fighter 2/ranger 1; hp 37 (45); Appendix 1.

APL 6 (EL 9)

☛ **Braknor Vorreth:** male human (Rhennee) cleric 1/evoker 6; hp 47; Appendix 1.

☛ **Fethnul:** male fiendish hawk (familiar); hp 23; Appendix 1.

☛ **Jhenk Reaverson:** male half-orc barbarian 1/fighter 4/ranger 1; hp 59 (71); Appendix 1.

☛ **Stained Glass Golem:** hp 86; Appendix 1

APL 8 (EL 11)

☛ **Braknor Vorreth:** male human (Rhennee) cleric 1/evoker 8; hp 59; see Appendix 1.

☛ **Fethnul:** male imp (familiar); hp 29; Appendix 1.

☛ **Jhenk Reaverson:** male half-orc barbarian 1/fighter 6/ranger 1; hp 77 (93); Appendix 1.

☛ **Stained Glass Golem (2):** hp 86 each; Appendix 1.

At APLs 2 and 4, the courtyard (covered in loose gravel) is considered rough terrain. This prevents Jhenk from immediately charging into the alley to confront the PCs. At APLs 6 and 8, neither the alley nor the courtyard is considered difficult terrain.

Tactics: Use DM's Map Three for this combat. Note, any PCs with the Edna's Curse AR Item from COR5-02 *Voice of Reason* are adversely affected by this combat.

The combat assumes the villains are caught by surprise and/or have not had time to prepare for battle. If the villains, however, were given time to prepare, then at all APLs Braknor first casts *protection from good* on Jhenk Reaverson. At APLs 6 and 8, Jhenk drinks a *potion of haste*

before raging. Lastly, if time permits, at APLs 2-6, Braknor casts *shield* on himself. At APL 8, he first casts *improved invisibility* and then *shield* on himself. Further, at APLs 6 and 8, Braknor casts *wind wall* to primarily prevent missile attacks against him.

Relatively, the combat tactics are the same for all APLs. Braknor, from the best cover possible, casts offensive spells to kill the PCs, careful not to catch Jhenk in any spell effects, though he is not as cautious with the stained-glass golems at higher APL. Braknor reserves the *resurgence* or *dispel magic* spell to prevent any untoward effect to happen to Jhenk (which is his main line of defense) first and himself second. Jhenk rages at the first opportunity.

At APLs 2 and 4, Braknor depends greatly on Jhenk for protection. Moreover, because of the difficult terrain in the courtyard, Braknor cannot immediately charge out and confront potential enemies. But at APL 6 and 8, this protective role falls to the stained-glass golem(s). At these higher APLs, the courtyard is not considered difficult terrain and Jhenk Reaverson charges at a PC doing as much damage as possible. He uses Shock Trooper (and at APL 8, Combat Brute, which triples his Power Attack damage with a two-handed weapon) to the best of his ability. Unfortunately, Jhenk depends on Darvin Nial to heal him during such charges, but Darvin is not present so he must be a little less reckless and withdraw from combat to healing. Regardless, the villains resort to their slings if the PCs are flying or against any difficult to reach but bothersome PCs. Braknor and Jhenk do not waste their time pursuing any fleeing PCs. Rather, they use this time to flee the city. If the battle appears lost, Braknor does what he can to flee from the PCs, including sacrificing Jhenk.

At APLs 4-6, Braknor does not use his highest-level fire spell. He uses this spell to power his Fiery Burst ability, which he uses whenever he has no better spells to use. Remember, since Fiery Burst is a supernatural attack, it is not subject to dispelling, disruption or spell resistance, but has a short range (30 feet).

Specifically, at APL 2, Braknor uses his offensive spells (opening with *glitterdust* first) and his tanglefoot bag to incapacitate the PCs, while depending on Jhenk to protect him. He sends his familiar to set up flanks, if need be. At APL 4, Braknor additionally has his familiar deliver *touch of idiocy* to any spellcasters, targets the main fighter with *ray of enfeeblement*, and large groupings of PCs with *fireball* or *web*. At APL 6, Braknor may opt to target a buffed up PC, likely a fighter, with *dispel magic*. If possible, Braknor drinks his *potion of fly* and/or then uses his remaining spells to the best of his ability. Finally, at APL 8, Braknor has his familiar deliver *vampiric touch* to a spellcaster or a lightly armored PC. Additionally, he uses *Evard's black tentacles* to tie down and/or divide his opponents. He reserves the use *dimension door* to free himself from grappled/entangled situations to continue his attack. Lastly, Fethnul drops a tanglefoot bag on a fighter at the first opportunity.

Treasure: The villains' treasure consists of their equipment and magic items. Refer to the Treasure Summary for what the PCs find here.

Development: After the PCs have defeated the villains, they have ample opportunity to search Braknor's office and the surrounding grounds. The doors to the office, stables and storage areas are propped open for easy access as the villains were loading the wagon. Inside the stables are a team of horses. The dead bodies of three brutally beaten and tortured young men (which match the descriptions of Willem and his lieutenants) are in the storage area closest to Braknor's office. The wagon and office contain a few miscellaneous coins and records of transactions for the necromantic spell components and goods. These records include the buyer's name and destinations of the goods, names of corrupt city watchmen and other officials, as well as the locations of several meeting places for the Cult of Iuz in the city.

The PCs also find Players Handouts 9 and 10. The first letter effectively clears the Guild of Embalmers and Gravediggers of any wrongdoing and is helpful in proving Tomlinn's innocence. Lastly enclosed with the letter to Melagor is an amethyst in the shape of a dragon scale. This detects as magical and is a *memento magica* (1st-level spells).

The Watch Arrive: Within five minutes of the PCs' victory, the City Watch arrives to investigate the battle and take statements. If the PCs managed to capture Braknor or any of his henchmen, the villains are immediately arrested and taken in to custody.

CONCLUSION

Select the appropriate conclusion based on the PCs' actions:

The PCs failed to discover who was behind the poisonings and did not disrupt the Cult's smuggling activities.

If the PCs fail to discover who is behind the poisonings, Tomlinn and the Guild of Embalmers and Gravediggers are officially accused of the murders. Jerric Dentarin and the guild leadership are arrested, tried and executed for their involvement. A similar fate awaits Tomlinn Pebblestone. However, testimony from Lemajen Sterrich and the PCs (should they be willing and successfully make a DC 25 Diplomacy check), reduces Tomlinn's sentence to a lifetime of hard labor in prison. Tensions in the city against half-orcs continue to rise, leading to many more murders and crimes against half-orcs. Lastly, Braknor and his henchmen successfully escape from Greyhawk and after a short time resume smuggling activities into the city. Read:

An ill-fated wind blows through Greyhawk, as this day sees innocents convicted of crimes they did not commit and the assurance that evil will continue unabated in the city.

PCs discovered who was behind the poisoning and/or disrupted the Cult's smuggling activities.

Evidence gathered by the PCs at the Phoenix Boarding House and Braknor's office, and the testimony of the surviving gang members all work to clear Tomlinn Pebblestone and the Guild of Embalmers and Gravediggers of the poisonings. Both the City Watch and the Furyondy Ambassador are very interested to learn the Cult of Iuz was ultimately responsible for murders and that the Cult of Iuz is now working with the Ambassador of Iuz, who presently remains hidden somewhere in the city. Additionally, the PCs' actions reduce some of the overall tensions and ill-will against half-orcs in the city. While half-orcs are still distrusted, most citizens are more tolerant of half-orcs.

Even if Braknor managed to escape, the Cult of Iuz's influence in the city has been crippled and the smuggling activity has been permanently destroyed. If Braknor and/or Jhenk were captured, the villains try to make deals with the authorities to spare their lives. This does not work. However, the information learned from these villains leads to the arrests and eventual executions of many cult members. The whereabouts of the Iuzian ambassador is never discovered.

Further, the records acquired by the PCs leads to the arrest of many prominent citizens in the city, including some in the Beggars' Union, and city watchman for corruption, worship of banned religion, possession of banned items and other major crimes. These captured records are critical in permanently ending the Cult's necromantic smuggling operation.

The PCs are profusely thanked by Lemajen Sterrich, Tomlinn Pebblestone, Jerric Dentarin, Deputy Constable Orrin Mordrickson and the Furyondy Ambassador. Effectively, the PCs earn the Gift of Tomlinn Pebblestone, Favor of the Embalmers and Gravediggers Guild, Favor of Lemajen Sterrich, and the Favor of the Furyondy Ambassador AR items in addition to whatever else the PCs were able to acquire during the adventure. A celebration is held at the Barge Inn in honor of the PCs' accomplishments.

Tomlinn Pebblestone, Milnia Taquin and Lemajen Sterrich treat you to a magnificent dinner at the Barge Inn. Together, they celebrate your victory over the Cult of Iuz. Tonight, though it may be brief, a strong wind blows through Greyhawk ridding the city of the foul stench of necromancy, the oppression of innocents and the evil machinations of the wicked.

THE END

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.

5: Outside Talent

Defeat summoned creatures

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

9: A Nasty Surprise

Defeat undead

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

Defeat/Bypass Trap

All APLs	30 XP
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10: Meeting Braknor

Defeat Braknor Vorreth and his minion(s)

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award

Determined Cult of Iuz's is behind the poisonings and disrupted its smuggling activities:

All APLs	50 XP
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Discretionary Roleplaying Award

APL 2	40 XP
APL 4	85 XP
APL 6	130 XP
APL 8	175 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1: Old City

All APLs: Coin 50 gp; Total 50 gp.

2: Barge Inn

All APLs: Coin 50 gp; Total 50 gp.

5: Outside Talent

APL 2: Loot 19 gp; Total 19 gp.

APL 4: Loot 19 gp; Total 19 gp.

APL 6: Loot 19 gp; Total 19 gp.

APL 8: Loot 19 gp; Total 19 gp.

9: A Nasty Surprise

APL 2: Loot 50 gp; Magic 0 gp; Total 50 gp.

APL 4: Loot 50 gp; Magic 0 gp; Total 50 gp.

APL 6: Loot 50 gp; Magic 0 gp; Total 50 gp.

APL 8: Loot 50 gp; Magic 0 gp; Total 50 gp.

10: Meeting Braknor

APL 2: Loot 304 gp; Coin 10 gp; Magic 258 gp – *vest of resistance* +1 (83 gp), 2 potions of *cure moderate wounds* (25 gp each), *memento magica* (125 gp); Total 572 gp.

APL 4: Loot 104 gp; Coin 10 gp; Magic 891 gp – 2 +1 mithril chain shirt (175 gp each), 2 *vest of resistance +1* (2) (83 gp each), 2 *potion of cure moderate wounds* (25 gp each), +1 *great falchion* (200 gp), *memento magica* (125 gp); Total 1,005 gp.

APL 6: Loot 104 gp; Coin 10 gp; Magic 1,824 gp – 2 +1 mithril chain shirt (175 gp each), 2 *vest of resistance +1* (2) (83 gp each), 2 *potion of cure moderate wounds* (25 gp each), +1 *mithril buckler* (168 gp), +1 *great falchion* (200 gp), +2 *amulet of health* (333 gp), *memento magica* (125 gp), +2 *headband of intellect* (333 gp), *potion of fly* (63 gp), *potion of haste* (63 gp); Total 1,938 gp.

APL 8: Loot 108 gp; Coin 10 gp; Magic 2,587 gp – 2 +1 mithril chain shirt (175 gp each), 2 *vest of resistance +1* (2) (83 gp each), 2 *potion of cure moderate wounds* (25 gp each), +1 *mithril buckler* (168 gp), +1 *keen great falchion* (700 gp), +2 *amulet of health* (333 gp), *memento magica* (125 gp), +2 *headband of intellect* (333 gp), *healing belt* (63 gp), *potion of fly* (63 gp), *potion of haste* (63 gp); Total 2,705 gp.

Treasure Cap

APL 2: 400 gp.

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

Total Possible Treasure

APL 2: Loot 373 gp; Coin 110 gp; Magic 258 gp; Total 741 gp.

APL 4: Loot 173 gp; Coin 110 gp; Magic 1,005 gp; Total 1,288 gp.

APL 6: Loot 173 gp; Coin 110 gp; Magic 1,824 gp; Total 2,107 gp.

APL 8: Loot 177 gp; Coin 110 gp; Magic 2,587 gp; Total 2,875 gp.

ADVENTURE RECORD ITEMS

☛ **Gift from Tomlinn Pebblestone:** For helping to further unravel the mysteries surrounding the Cult of Iuz in the Free City, Tomlinn has arranged for the PC to receive free Rich upkeep in the next four Core adventures set in the Domain of Greyhawk. This upkeep includes free licenses and automatically friendly results on any bribe attempts with the City Watch.

☛ **Favor of the Embalmers and Gravediggers Guild:** For helping to clear their name of any wrong-doing, the Guild has arranged Core access to *gravedust* and *bloodwine* (*Libris Mortis*), *liquid sunlight* (*Complete Scoundrel*) and *longspoon thieves tools* (*Complete Adventurer*).

☛ **Favor of Lemajen Sterrich:** For destroying the Cult of Iuz's necromantic smuggling activity, Lemajen has arranged Open access to one of the following armor upgrades from the *Magic Item Compendium*: *axeblock*, *hammerblock*, or *spearblock*.

☛ **Favor of the Furyondy Ambassador:** For solving the murder of Furyondian citizens in Greyhawk, the Furyondy Ambassador has arranged Open access to one of the following weapon upgrades: *bane* (undead), *bane* (evil outsiders), *bane* (orc) or *sacred* (*Libris Mortis*). Alternatively, the PC may gain access to one of the following spells from *Spell Compendium*: *ray of clumsiness*, *protection from negative energy*, or *sheltered vitality* (SC). Only one benefit may be chosen. Cross this favor off when used.

☛ **Braknor Vorreth's Spellbook:** This small traveling tome, bound in human skin, contains the following spells (Frequency: Adventure; cost varies, see below)

APL 2: 0—*detect magic*, *disrupt undead*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*; 1st—*burning hands*, *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*flaming sphere*, *glitterdust*, *mirror image*, *scorching ray*. (2,100 gp).

APL 4: All of the above and 2nd—*touch of idiocy*, *web*; 3rd—*dispel magic*, *fireball*. (3,100 gp).

APL 6: All of the above and 3rd—*vampiric touch*, *wind wall*; 4th—*enervation*. (4,100 gp).

APL 8: All of the above and 3rd—*stinking cloud*; 4th—*Evard's black tentacles*, *dimension door*, *improved invisibility*, *wall of fire*. (6,000 gp).

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

ITEM ACCESS

APL 2:

- *Memento magica* (1st-level, Core; MIC).
- *Mithril shirt* (Adventure; DMG)

APL 8 (all of APL 2 plus the following):

- +1 *keen great falchion* (Adventure; 8,400 gp; DMG)
- *Healing belt* (Adventure, MIC)

APPENDIX 1: APL 2

10: MEETING BRAKNOR

BRAKNOR VORRETH **CR 4**

Male human (Rhennee) cleric 1/evoker 3
 NE Medium humanoid (human)
Init +5; **Senses** Listen +5, Spot +8
Languages Common, Halfling, Orc, Rhopan

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 armor)
hp 29 (4 HD)
Fort +6, **Ref** +3, **Will** +6

Speed 30 ft. (6 squares)
Melee heavy mace +0 (1d8-1)
Ranged sling +2 (1d4/)
Base Atk +1; **Grp** +1
Special Actions rebuke undead 4/day (+1, 2d6+2, 1st),
 spontaneous casting (*inflict* spells)
Combat Gear tanglefoot bag, potion of *cure moderate wounds*
Cleric Spells Prepared (CL 1st):
 1st—*protection from good*^D, *cure light wounds*,
resurgence
 0—*detect magic*, *light*, *read magic*
D: Domain spell. Deity: luz. Domains: Evil, Trickery
Wizard Spells Prepared (CL 3rd, arcane spell failure
 10%, ranged touch +2):
 2nd—*flaming sphere* (DC 15); *glitterdust* (DC 15),
mirror image
 1st—*burning hands* (DC 14); *magic missile*, *ray of*
enfeeblement, *shield*
 0—*mage hand*, *mending*, *message*, *prestidigitation*

Abilities Str 8, Dex 13, Con 14, Int 16, Wis 10, Cha 12
SQ familiar (hawk)
Feats Alertness^B, Brew Potion, Improved Initiative,
 Improved Toughness, Scribe Scroll^B
Skills Bluff +1, Concentration +9, Diplomacy +2, Escape
 Artist +2, Handle Animal +2, Heal +1, Knowledge
 (arcana) +6, Knowledge (local – Core) +4,
 Knowledge (nature) +4, Knowledge (the planes) +4,
 Knowledge (religion) +4, Listen +3 (+5 when familiar
 within 5 ft.), Profession (bargeman) +1, Sense Motive
 +1, Spellcraft +9, Spot +6 (+8 when familiar within 5
 ft.), Tumble +2
Possessions mithral chain shirt, heavy mace, sling with
 10 sling bullets, traveler's outfit, 2 wooden holy
 symbols, *vest of resistance* +1
Spellbook (banned schools: enchantment and
 transmutation) spells prepared plus 0—*detect magic*,
disrupt undead, *read magic*; 1st—*grease*, *mage*
armor; 2nd—*scorching ray*

FETHNUL (FAMILIAR) **CR -**

Male hawk
 NE Tiny animal
Init +3; **Senses** low-light vision; Listen +5, Spot +13
Languages empathic link

AC 19, touch 15, flat-footed 16
 (+2 size, +3 Dex, +4 natural)
hp 14 (4 HD)
Resist improved evasion
Fort +3, **Ref** +5, **Will** +7

Speed 10 ft. (2 squares), fly 60 ft. (average)
Melee talons +6 (1d4-2)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +1; **Grp** -9

Abilities Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6
SQ deliver touch spells, share spells
Feats Weapon Finesse
Skills Listen +3, Spot +11

JHENK REAVERSON (RAGING) **CR 2**

Male half-orc barbarian 1/fighter 1
 CE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Orc

AC 13, touch 9, flat-footed 12
 (+1 Dex, -2 class, +4 armor)
hp 26 (2 HD)
Fort +8, **Ref** +1, **Will** +5

Speed 40 ft. (8 squares)
Melee mwk greatsword +8 (2d6+7/19-20)
Ranged sling +3 (1d4+5)
Base Atk +2; **Grp** +7
Atk Options Power Attack, rage 1/day (7 rounds)
Combat Gear potion of *cure moderate wounds*

Abilities Str 21, Dex 13, Con 18, Int 8, Wis 12, Cha 6
Feats Iron Will, Power Attack
Skills Jump +4, Listen +3, Sense Motive +2, Spot +3,
 Survival +2, Tumble +3
Possessions combat gear plus mithril shirt, masterwork
 greatsword, warhammer, sling with 20 sling bullets,
 traveler's outfit, scabbard, locked gauntlets

When not raging, Jhenk has the following statistics:
AC 15, touch 11, flat-footed 14
hp 22
Fort +6, **Will** +3
Melee mwk greatsword +6 (2d6+4/19-20)
Ranged sling +3 (1d4+3)
Grp +5
Abilities Str 17, Con 14
Skills Jump +4

10: MEETING BRAKNOR

BRAKNOR VORRETH CR 6

Male human (Rhennee) cleric 1/evoker 5
 NE Medium humanoid (human)
Init +5; **Senses** Listen +5, Spot +9
Languages Common, Halfling, Orc, Rhopan

AC 16, touch 11, flat-footed 15
 (+1 Dex, +5 armor)
hp 41 (6 HD)
Fort +6, **Ref** +3, **Will** +7

Speed 30 ft. (6 squares)
Melee heavy mace +1 (1d8-1)
Ranged sling +3 (1d4)
Base Atk +2; **Grp** +2

Special Actions Fiery Burst (3d6; DC 15), rebuke undead 4/day (+1, 2d6+2, 1st), spontaneous casting (*inflict* spells)

Combat Gear tanglefoot bag, potion of *cure moderate wounds*

Cleric Spells Prepared (CL 1st):
 1st—*protection from good*^D, *cure light wounds*, *resurgence*
 0—*detect magic*, *light*, *read magic*

D: Domain spell. Deity: luz. Domains: Evil, Trickery

Wizard Spells Prepared (CL 5th, fire spells CL 6, arcane spell failure 10%, ranged touch +3):
 3rd—*dispel magic*, *fireball* (2) (DC 16)
 2nd—*scorching ray*, *glitterdust* (DC 15), *touch of idiocy*, *web* (DC 15)
 1st—*burning hands* (DC 14), *magic missile*, *magic missile*, *ray of enfeeblement*, *shield*
 0—*mage hand*, *mending*, *message*, *prestidigitation*

Abilities Str 8, Dex 13, Con 14, Int 16, Wis 10, Cha 12
SQ familiar (hawk)
Feats Alertness^B, Brew Potion, Fiery Burst, Improved Familiar, Improved Initiative, Improved Toughness, Scribe Scroll^B
Skills Bluff +1, Concentration +11, Diplomacy +2, Escape Artist +3, Handle Animal +2, Heal +1, Knowledge (arcana) +8, Knowledge (local – Core) +4, Knowledge (nature) +4, Knowledge (the planes) +4, Knowledge (religion) +4, Listen +3 (+5 if familiar within 5 ft.), Profession (bargeman) +1, Sense Motive +2, Spellcraft +11, Spot +7 (+9 if familiar within 5 ft.), Tumble +4

Possessions combat gear plus +1 *mithral shirt*, heavy mace, sling with 10 sling bullets traveler's outfit, 2 wooden holy symbols, *vest of resistance* +1

Spellbook (banned schools: enchantment and transmutation) spells prepared plus 0—*detect magic*, *disrupt undead*, *read magic*; 1st—*grease*, *mage armor*; 2nd—*flaming sphere*, *mirror image*

FETHNUL (FAMILIAR) CR -

Male fiendish hawk

NE Tiny animal
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +14
Languages empathic link, speak with master

AC 20, touch 15, flat-footed 17
 (+2 size, +3 Dex, +5 natural)
hp 20 (6 HD); DR 5/magic
Resist cold 5, fire 5, improved evasion; **SR** 11
Fort +3, **Ref** +5, **Will** +8

Speed 10 ft. (2 squares), fly 60 ft. (average)
Melee talons +7 (1d4-2)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +2; **Grp** -8
Atk Options deliver touch spells, smite good 1/day (+6 damage)

Abilities Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 6
SQ share spells
Feats Weapon Finesse
Skills Listen +5, Spot +14

JHENK REAVERSON (RAGING) CR 4

Male half-orc barbarian 1/fighter 2/ranger 1
 CE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Orc

AC 14, touch 9, flat-footed 13
 (+1 Dex, -2 class, +5 armor)
hp 45 (4 HD)
Fort +12, **Ref** +4, **Will** +6

Speed 40 ft. (8 squares)
Melee +1 *great falchion* +11 (1d12+10/18-20)
Ranged sling +5 (1d4+6)
Base Atk +4; **Grp** +10
Atk Options Improved Sunder, Power Attack, favored enemy (human) +2, rage 1/day (7 rounds)
Combat Gear potion of *cure moderate wounds*

Abilities Str 22, Dex 13, Con 18, Int 8, Wis 12, Cha 6
SQ wild empathy -1 (-5 magical beasts)
Feats Exotic Weapon Proficiency (great falchion), Improved Sunder, Iron Will, Power Attack, Track^B
Skills Jump +8, Listen +4, Sense Motive +2, Spot +4, Survival +2, Tumble +5
Possessions combat gear plus +1 *mithral shirt*, +1 *great falchion*, warhammer, sling with 20 sling bullets, locked gauntlets, *vest of resistance* +1

When not raging, Jhenk has the following statistics:
AC 16, touch 11, flat-footed 15
hp 37
Fort +10, **Will** +4
Melee +1 *great falchion* +9 (1d12+7/18-20)
Ranged sling +5 (1d4+4)
Grp +8
Abilities Str 18, Con 14
Skills Jump +6

9: A NASTY SURPRISE

BONECLAW*

CR 5

* *Monster Manual III* 17

CE Large undead (outsider)

Init +8; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Abyssal, Common

AC 16, touch 13, flat-footed 12

(-1 size, +4 Dex, +3 natural)

hp 104 (10 HD); **DR** 5/bludgeoning

Resist +2 turn resistance

Immune cold, mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Fort +3, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares)

Melee piercing claw +9 (2d6+5) or 2 piercing claws each +9 (2d6+5)

Space 10 ft.; **Reach** 20 ft.

Base Atk +5; **Grp** +14

Atk Options Combat Reflexes, Power Attack, reaching claws

Abilities Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19

SQ undead traits, unholy toughness

Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack

Skills Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15

Reaching Claws (Ex) A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance up to 20 feet (thereby allowing the boneclaw to threaten more square than even its Large size would otherwise indicate).

10: MEETING BRAKNOR

BRAKNOR VORRETH

CR 7

Male human (Rhennee) cleric 1/evoker 6

NE Medium humanoid (human)

Init +5; **Senses** Listen +5, Spot +9

Languages Common, Halfling, Orc, Rhopan

AC 18, touch 11, flat-footed 17

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

hp 47 (7 HD)

Fort +7, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)

Melee mwk heavy mace +3 (1d8-1)

Ranged sling +4 (1d4-1)

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

Special Actions Fiery Burst (3d6; DC 17), rebuke undead 4/day (+1, 2d6+2, 1st), spontaneous casting (*inflict* spells)

Combat Gear tanglefoot bag, *potion of cure moderate wounds*, *potion of fly*

Cleric Spells Prepared (CL 1st):

1st—*protection from good*^D, *cure light wounds*, *resurgence*

0—*detect magic*, *light*, *read magic*

D: Domain spell. Deity: luz. Domains: Evil, Trickery

Wizard Spells Prepared (CL 6th, fire CL 7th; arcane spell failure 10%):

3rd—*dispel magic*, *fireball* (DC 17) (2), *wind wall*

2nd—*scorching ray*, *glitterdust* (DC 16), *mirror image*, *touch of idiocy*, *web* (DC 16)

1st—*burning hands* (DC 15), *magic missile* (2), *ray of enfeeblement*, *shield*

0—*mage hand*, *mending*, *message*, *prestidigitation*

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

SQ familiar (hawk)

Feats Alertness^B, Brew Potion, Fiery Burst, Improved Familiar, Improved Initiative, Improved Toughness, Scribe Scroll^B

Skills Bluff +1, Concentration +12, Diplomacy +2, Escape Artist +3, Handle Animal +2, Heal +1, Knowledge (arcana) +9, Knowledge (local - Core) +4, Knowledge (nature) +4, Knowledge (the planes) +4, Knowledge (religion) +4, Listen +5, Profession (bargeman) +1, Sense Motive +2, Spellcraft +11, Spot +9, Tumble +6

Possessions combat gear plus +1 *mithral shirt*, +1 *mithril buckler*, masterwork heavy mace, morningstar, sling with 10 bullets, traveler's outfit, scabbard, 2 wooden holy symbols, *vest of resistance* +1, *headband of intellect* +2.

Spellbook (banned schools: enchantment, transmutation), spells prepared plus 0—*detect magic*, *disrupt undead*, *read magic*; 1st—*grease*, *mage armor*; 2nd—*flaming sphere*; 3rd—*vampiric touch*; 4th—*enervation*.

FETHNUL (FAMILIAR)

CR -

Male fiendish hawk

NE Tiny animal

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +14

Languages empathic link, speak with master

AC 20, touch 15, flat-footed 17

(+2 size, +3 Dex, +5 natural)

hp 23 (7 HD); **DR** 5/magic

Resist cold 5, fire 5, improved evasion; **SR** 12

Fort +4, **Ref** +5, **Will** +9

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee Talons +8 (1d4-2)

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

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

Atk Options deliver touch spells

Special Actions smite good 1/day (+7 damage)

Abilities Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 8

SQ share spells

Feats Weapon Finesse

Skills Listen +5, Spot +14

JHENK REAVERSON (RAGING) CR 6

Male half-orc barbarian 1/fighter 4/ranger 1
CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +5, Spot +4

Languages Common, Orc

AC 14, touch 9, flat-footed 13

(+1 Dex, -2 class, +5 armor)

hp 71 (6 HD)

Fort +14, **Ref** +5, **Will** +7

Speed 40 ft. (8 squares)

Melee +1 *great falchion* +13/+8 (1d12+10/18-20)

Ranged sling +7/+2 (1d4+6)

Base Atk +6; **Grp** +12

Atk Options Improved Bull Rush, Improved Sunder, Power Attack, Shock Trooper, favored enemy (human) +2, rage 1/day (8 rounds),

Combat Gear potion of *cure moderate wounds*, potion of *haste*

Abilities Str 22, Dex 13, Con 20, Int 8, Wis 12, Cha 6

SQ wild empathy -1 (-5 magical beasts)

Feats Exotic Weapon Proficiency (great falchion), Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Shock Trooper, Track^B

Skills Jump +8, Listen +5, Sense Motive +2, Spot +4, Survival +2, Tumble +5

Possessions combat gear plus +1 *mithril shirt*, +1 *great falchion*, warhammer, sling with 20 bullets traveler's outfit, scabbard, locked gauntlets, *vest of resistance* +1, *amulet of health* +2

When not raging, Jhenk has the following statistics:

AC 16, touch 11, flat-footed 15

hp 59

Fort +12, **Will** +5

Melee +1 *great falchion* +11/+6 (1d12+7/18-20)

Ranged sling +8/+3 (1d4+4)

Grp +10

Abilities Str 18, Con 16

Skills Jump +6

STAINED GLASS GOLEM* CR 5

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N Medium construct

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

Languages Common

AC 15, touch 10, flat-footed 15

(+5 natural)

hp 86 (10 HD); fast healing 5; DR 10/adamantine

Immune mind-affecting effects, poison, sleep effects, paralysis, stunning, disease death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless, magic)

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

Speed 30 ft. (can't run)

Melee 2 rakes each +10 (1d8+1/19-20)

Base Atk +9; **Grp** +10

Atk Options Blind-Fight, Cleave, Great Cleave, Power Attack, keen

Abilities Str 13, Dex 10, Con –, Int 4, Wis 13, Cha 7

SQ construct traits

Feats Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (Hide)

Skills Hide +18

Keen (Su) A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex) A stained glass golem is immune to any spell of spell-like ability that allows spell resistance. A *shatter* spell affects it normally. A mending spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

9: A NASTY SURPRISE**ADVANCED BONECLAW*****CR 6***Monster Manual III 17*

CE Large undead (outsider)

Init +8; **Senses** darkvision 60 ft.; Listen +19, Spot +19**Languages** Abyssal, Common**AC** 16, touch 13, flat-footed 12

(-1 size, +4 Dex, +3 natural)

hp 147 (14 HD); DR 5/bludgeoning**Immune** cold, mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** +2 turn resistance,**Fort** +4, **Ref** +8, **Will** +11**Speed** 40 ft. (8 squares)**Melee** piercing claw +13 (2d6+6) or
2 piercing claws each +13 (2d6+6)**Space** 10 ft.; **Reach** 20 ft.**Base Atk** +7; **Grp** +17**Atk Options** Combat Reflexes, Power Attack, reaching claws**Abilities** Str 22, Dex 18, Con –, Int 14, Wis 14, Cha 19**SQ** undead traits, unholy toughness**Feats** Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack, Weapon Focus (claw)**Skills** Balance +12, Hide +13, Intimidate +17, Listen +19, Move Silently +17, Search +15, Spot +19, Tumble +14**Reaching Claws (Ex)** A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance up to 20 feet (thereby allowing the boneclaw to threaten more square than even its Large size would otherwise indicate).**10: MEETING BRAKNOR****BRAKNOR VORRETH****CR 9**

Male human (Rhennee) cleric 1/evoker 8

NE Medium humanoid

Init +5; **Senses** Listen +7, Spot +8**Languages** Common, Halfling, Orc, Rhopan**AC** 18, touch 11, flat-footed 17

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

hp 59 (9 HD)**Fort** +7, **Ref** +4, **Will** +9**Speed** 30 ft. (6 squares)**Melee** mwk heavy mace +4 (1d8-1)**Ranged** sling +5 (1d4)**Base Atk** +4; **Grp** +4**Special Actions** Fiery Burst (4d6; DC 18), rebuke undead 4/day (+1, 2d6+2, 1st), spontaneous casting (*inflict* spells)**Combat Gear** cleric tanglefoot bag, potion of *cure serious wounds*, potion of *fly***Spells Prepared** (CL 1st):1st—*protection from good*^D, *cure light wounds*, *resurgence*0—*detect magic*, *light*, *read magic***D:** Domain spell. Deity: luz. Domains: Evil, Trickery**Wizard Spells Prepared** (CL 8th, fire CL 9th; melee

touch +3, ranged touch +5, arcane spell failure 10%):

4th—*wall of fire* (DC 18); *dimension door*, *Evard's black tentacles*, *improved invisibility*3rd—*dispel magic*, *fireball* (2) (DC 17), *vampiric touch*, *wind wall*2nd—*scorching ray*; *glitterdust* (DC 16), *mirror image*, *touch of idiocy*, *web* (DC 16)1st—*burning hands* (DC 15), *magic missile* (2), *ray of enfeeblement*, *ray of enfeeblement*, *shield*0—*mage hand*, *mending*, *message*, *prestidigitation***Abilities** Str 8, Dex 13, Con 14, Int 19, Wis 10, Cha 12**SQ** summon familiar (imp)**Feats** Alertness^B, Brew Potion, Combat Familiar, Fiery Burst, Improved Familiar, Improved Initiative, Improved Toughness, Scribe Scroll^B**Skills** Bluff +1, Concentration +14, Diplomacy +2, Escape Artist +4, Handle Animal +2, Heal +1, Knowledge (arcana) +9, Knowledge (local – Core) +4, Knowledge (nature) +4, Knowledge (the planes) +4, Knowledge (religion) +4, Listen +5 (+7 if familiar within 5th.), Profession (bargeman) +1, Sense Motive +2, Spellcraft +11, Spot +6 (+8 if familiar within 5 ft.), Tumble +6**Possessions** combat gear plus +1 *mithral shirt*, +1 *mithril buckler*, masterwork heavy mace, morningstar, sling with 10 sling bullets, traveler's outfit, scabbard, 2 wooden holy symbols, *vest of resistance* +1, *headband of intellect* +2.**Spellbook** (banned schools: enchantment and transmutation), spells prepared plus 0—*detect magic*, *disrupt undead*, *read magic*; 1st—*grease*, *mage armor*; 2nd—*flaming sphere*; 3rd—*stinking cloud*; 4th—*enervation*.**FETHNUL (FAMILIAR)****CR -**

Male imp

LE Tiny outsider (evil, lawful, extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +7, Spot +7**Languages** empathic link, speak with master**AC** 24, touch 15, flat-footed 21; Dodge

(+2 size, +3 Dex, +9 natural)

hp 29 (9 HD); fast healing 2; DR 5/good or silver**Immune** poison**Resist** fire 5, improved evasion**Fort** +4, **Ref** +6, **Will** +9**Speed** 20 ft. (4 squares), fly 50 ft. (perfect)**Melee** sting +10 (1d4 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +4; **Grp** -4

Atk Options deliver touch spells, poison
Special Actions alternate form
Combat Gear tanglefoot bag
Spell-Like Abilities (CL 6th)
At Will—*detect good*, *detect magic*, *invisibility* (self only)
1/day—*suggestion* (DC 15)
1/week—*commune* (6 questions; CL 12)

Abilities Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
SQ share spells
Feats Dodge, Weapon Finesse
Skills Diplomacy +8, Hide +17, Knowledge (Arcana) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks).

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Alternate Form (Su) As *polymorph*, caster level 12th, except that an imp does not regain hit points for changing forms and can assume only a raven or rat.

JHENK REAVERSON **CR 8**

Male half-orc barbarian 1/fighter 6/ranger 1
CE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Orc

AC 14, touch 9, flat-footed 13
(+1 Dex, -2 class, +5 armor)

hp 93 (8 HD)

Fort +15, **Ref** +6, **Will** +8

Speed 40 ft. (6 squares)

Melee +1 *keen great falchion* +15/+10 (1d12+10/15-20)

Ranged sling +9/+4 (1d4+6)

Base Atk +8; **Grp** +14

Atk Options Combat Brute, Improved Bull Rush, Improved Sunder, Power Attack, Shock Trooper, trooper favored enemy (human) +2, rage 1/day (8 rounds)

Combat Gear potion of *cure moderate wounds*, *healing belt*, potion of *haste*

Abilities Str 23, Dex 13, Con 20, Int 8, Wis 12, Cha 6

SQ wild empathy -1 (-5 magical beasts)

Feats Combat Brute, Exotic Weapon Proficiency (great falchion), Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Shock Trooper, Track

Skills Jump +8, Listen +5, Sense Motive +2, Spot +5, Survival +2, Tumble +5

Possessions combat gear plus +1 *mithril shirt*, +1 *keen great falchion*, warhammer, sling with 20 sling bullets

traveler's outfit, scabbard, locked gauntlets, *vest of resistance* +1, *amulet of health* +2

When not raging, Jhenk has the following statistics:

AC 16, touch 11, flat-footed 15

hp 77

Fort +13, **Will** +6

Melee +1 *keen great falchion* +13/+8 (1d12+7/15-20)

Ranged sling +9/+4 (1d4+4)

Grp +12

Abilities Str 19, Con 16

Skills Jump +6

STAINED GLASS GOLEM* **CR 5**

N Medium construct

Monster Manual II 116

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

Languages Common

AC 15, touch 10, flat-footed 15
(+5 natural)

hp 86 (10 HD); fast healing 5; DR 10/adamantine

Immune mind-affecting effects, poison, sleep effects, paralysis, stunning, disease death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless, magic)

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

Speed 30 ft. (can't run)

Melee 2 rakes each +10 (1d8+1/19-20)

Base Atk +9; **Grp** +10

Atk Options Blind-Fight, Cleave, Great Cleave, Power Attack, keen

Abilities Str 13, Dex 10, Con —, Int 4, Wis 13, Cha 7

SQ construct traits

Feats Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (Hide)

Skills Hide +18

Keen (Su) A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex) A stained glass golem is immune to any spell of spell-like ability that allows spell resistance. A *shatter* spell affects it normally. A mending spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

APPENDIX 2: NEW RULES ITEMS

FEATS

Combat Brute

You employ strength and leverage to great effect in battle.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2. bonus on attack and damage rolls against that orc the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 PHB). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield..

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on the attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x 3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points of damage if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Source: *Complete Warrior* 110

Combat Familiar

Your familiar is skilled in delivering attack spells against your foes. It flits past their defenses to discharge its spell without leaving itself vulnerable to attack.

Benefit: If your familiar holds the charge for a touch spell, it does not provoke an attack of opportunity for entering an opponent's square.

Source: *Player's Handbook II* 76-77

Fiery Burst

You channel your magical talent into a blast of fire.

Benefit: As long as you have a fire spell of 2nd level or higher available to cast, you spend a standard action to create a 5-foot-radius burst of fire at a range of 30 feet. This burst deals 1d6 points of supernatural fire per level of the highest-level fire spell you have available to cast. A successful Reflex save halves the damage. As a secondary benefit you gain a +1 competence bonus to your caster level when casting fire spells.

Source: *Complete Mage* 43

Improved Toughness

You are significantly tougher than normal.

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

Source: *Complete Warrior* 101

Shock Trooper

You are adept at breaking up formations of soldiers when you rush into battle.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Headless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to your normal charge modifiers (which give you a -2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Source: *Complete Warrior* 112

EQUIPMENT

Great Falchion

This heavy executioner's sword has the same basic profile as a falchion, albeit with a much greater blade surface.

Type: Exotic Two-Handed Weapon; **Cost:** 100 gp; **Dmg (M):** 1d12; **Critical:** 18-20/x2; **Weight:** 12 lbs.; Slashing.

Source: *Sandstorm* 96

MAGIC ITEMS

Memento Magica

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a *memento magica*.

Description: A *memento magica* appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

Effect: A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls, much as a *pearl of power* is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that was previously used that day. The spell slot is

available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. Different *mementos magica* exist for recalling one spell slot per day of each level from 1st through 9th.

Aura/Caster Level: Strong transmutation; CL 17th.

Construction: Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; 750 gp, 60 XP, 2 days (1st); 3,000 gp, 240 XP, 6 days (2nd); 6,750 gp, 540 XP, 14 days (3rd); 12,000 gp, 960 XP, 24 days (4th); 18,750 gp, 1,500 XP, 38 days (5th); 27,000 gp, 2,160 XP, 54 days (6th); 36,750 gp, 2,940 XP, 74 days (7th); 48,000 gp, 3,840 XP, 96 days (8th); 60,750 gp, 4,860 XP, 122 days (9th).

Weight: —

Price: 1,500 gp (1st); 6,000 gp (2nd); 13,500 gp (3rd); 24,000 gp (4th); 37,500 gp (5th); 54,000 gp (6th); 73,500 gp (7th); 96,000 gp (8th); 121,500 gp (9th).

Source: *Races of the Dragon* 124

Healing Belt

Description: A broad leather belt studded with three moonstones.

Effect: While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has three charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage

2 charges: Heals 3d8 points of damage

3 charges: Heals 4d8 points of damage.

Aura/Caster Level: Faint Conjunction; CL 3rd.

Construction: Craft Wondrous Item, *cure moderate wounds*; 500 gp, 40 XP, 1 day XP

Weight: 1lb.

Price: 750 gp.

Source: *Magic Item Compendium* 110

SPELLS

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigue, or nauseated that were caused by a spell, spell-like ability or supernatural ability.

If a spell, spell-like ability or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Source: *Spell Compendium* 174-175

PLAYER HANDOUT 1A

Dear Friend,

I am forever in your debt for solving my brother's murder. Although the true culprit was discovered and his punishment justly given, the organization behind this villain remains intact. I have it on good authority that the Cult of Iuz is once again smuggling necromantic spell components and other items into Greyhawk. It is my greatest wish that the cult be held responsible for its actions in Elmshire and its evil afflictions upon the innocent. I am in need of your assistance to achieve this goal. My friend, though the pay will be meager and the danger great, the reward of knowing you have helped in bringing these foul villains to justice will ease your good heart. Should you have the willingness and courage, meet me at the Barge Inn in the River Quarter in Greyhawk City at noon on the 15th of Harvester. Together, we will stand against the Cult of Iuz and prevent its wicked influence upon the free citizens of Greyhawk. Feel free to bring like-minded adventurers with you to our meeting.

Your Friend,

Tomlinn Pebblestone

PLAYER HANDOUT 1B

Dear Adventurer,

I have consulted several diviners and they have all attested to your skills as an adventurer, your problem-solving abilities and/or your prowess in battle. I would propose that you and I undertake an adventure to oppose the Cult of Iuz and its activities in Greyhawk for the sake of the innocent. I will warn you from the start the pay will be meager and the danger great, but the reward of knowing you have brought these foul villains to justice will ease your good hearts. Should you be the courageous and just individual I believe you to be, please meet me at the Barge Inn in the River Quarter in Greyhawk City at noon on the 15th of Harvester. Together, we will stand against the Cult of Iuz and prevent its wicked influence upon the free citizens of Greyhawk. Feel free to bring like-minded adventurers with you to our meeting.

Your Friend,

Tomlinn Pebblestone

PLAYER HANDOUT 2: LAW AND ORDER IN THE FREE CITY

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

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

UNUSUAL COMPANIONS

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

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

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

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

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

WEAPON AND SPELL RESTRICTIONS

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

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

Spells that do not damage a foe, such as *hold person*, are permitted.

Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.

Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.

Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons the rules are:

It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer, and other light weapons. They should be tied to one's belt or in a scabbard whenever possible.

Swords, axes, and other similar melee weapons can be carried through the streets but they must be in a scabbard or leather head-case. Characters wanting to carry such weapons in the city must purchase a license (5 gp for one-handed, 20 gp for two-handed weapons). Licenses are valid for one week.

Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Guild of Nightwatchmen who maintain a secure storage facility warded with powerful magics maintained by the Guild of Wizardry.

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

TWO MINOR LAWS

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers cannot talk with any patrons, or sell any loot. Characters paying at least standard upkeep are assumed to have paid this tax.

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

BREAKING THE LAW

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards. Doing so requires a successful opposed Bluff check to avoid attracting suspicion and provoking a search. The

guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

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

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

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

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

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

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

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

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

AVOIDING THE PENALTY FOR BREAKING THE LAW

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

only take 60% of the fine. And if you make them helpful, they let you off for only 40% of the normal fine.

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

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

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

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

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

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

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

ARRESTED!

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

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

PLAYER HANDOUT 3

The following information is learned from the crowd at the Common Crypt:

COMMON INFORMATION

- The mausoleum is the Common Crypt of Greyhawk and is the temporary Guild Hall of the Embalmers and Gravediggers Guild of Greyhawk. The Common Crypt is where the dead common folk in the city are brought to be buried.
- The guild has been rocked by scandal. A year ago, many of its prominent members and leaders were successfully convicted of working with the Cult of Iuz to smuggle necromantic spell components and goods into the City.
- The old guildmaster, Selczek Gobayuik, a half-orc, long rumored to have been involved in necromantic activity, has since disappeared and is believed to be on the run. Many half-orcs work for the guild. The newly elected guildmaster is an unassuming half-elf named Jerric Dentarin.
- Half-orcs are very unpopular in the city, especially because of Turrosh Mak's activities to the south. All half-orcs are untrustworthy, liars, bullies, and thieves, who take pleasure hurting defenseless innocents.
- The two half-orcs about to be hanged are members of the guild. They were cleaning the steps of the Common Crypt when the mob set upon them.
- The rest of the guild members ran into the mausoleum and barricaded the doors. Perhaps there are twenty guild members inside, including the new guild master, Jerric Dentarin

LESS COMMON INFORMATION

- Two nights ago a group of merchants and knights from Furyondy were poisoned at the Wizard Hat's Inn in the River Quarter.
- The poison used was common amongst the guild in times of old. It is rumored that half-orcs from the guild of Embalmers and Gravediggers were involved in the murders.
- The gossip amongst the City Watch and those in the know say there is irrefutable evidence left at the Wizard Hat's Inn that the Guild of Embalmers and Gravediggers were involved in the poisonings.
- Last night the guild hall of the Embalmers and Gravediggers was set on fire and the guild has started using the mausoleum as a meeting place.

RARE INFORMATION

- A well known merchant from Furyondy named Lemajen Sterrich was amongst those poisoned.
- The ambassador from Furyondy, Elskan Saramade, is rumored to be outraged and holds the Guild of Embalmers and Gravediggers personally responsible for the death of his countrymen,
- Rumors of assaults and murders of half-orcs living in the city, especially those that belong to the Guild of Embalmers and Gravediggers, abound.

PLAYER HANDOUT 4

Tomlinn provides the following information:

- I arrived in Greyhawk a few hours ago.
- I have arranged for you all to stay for free at the Barge inn for the next week.
- More than a year ago, Milton Merrifoot murdered my younger brother, Harlinn Pebblestone. Many years earlier, Milton was also responsible for murdering our parents. Milton covered up my brother's murder by blaming the local Rhennee. Adventurers eventually discovered the truth and slew Milton Merrifoot and his henchmen. These heroes discovered Milton was a member of the Cult of Iuz's and was involved in smuggling necromantic supplies into Greyhawk.
- Since that time, I have been studying and investigating the Cult of Iuz in Greyhawk. My plan is to permanently disrupt their smuggling operation and cause their downfall.
- I've met with several like-minded individuals, including merchants, sailors, wizards, and knights, who have helped me over the many months.
- The Cult of Iuz briefly halted their smuggling activities after the events in Elmshire. Since then, someone very dangerous in the underworld of Greyhawk has taken control of the smuggling ring.
- Apparently, when the cult's smuggling activities resumed, it suffered a series of disastrous setbacks, some of which occurred within other areas in the domain of Greyhawk, including the towns of Safeton and Hardby.
- After these initial setbacks the cult was able to fully recover and begin anew supplying evil with necromantic goods and spell components.
- I have heard rumors that some in the City Watch work for the Cult of Iuz.
- I hope to learn more information about the Cult's smuggling activities from a Furyondy merchant named Lemajen Sterrich. Lemajen is rumored to be well connected. Hopefully, he has the information I need to end the necromantic smuggling and destroy the Cult of Iuz.
- I've sent several messages to Lemajen's but have not yet received an answer. His home is just west of the Mercenary Guildhall in the Foreign Quarter.

PLAYER HANDOUT 5

Orrin provides the following information:

- Resources are tight. With the recent problems directed toward half-orcs and a series of unsolved vandalisms and burglaries, not to mention groups of young criminals armed with clubs and slings harassing commoners and street merchants, the City Watch isn't able to devote as much time to some investigations as I would like.
- The poisonings at the Wizard Hat's Inn was in my district. It is a crime I would like to investigate more thoroughly, but my resources (manpower) are limited. I have received some pressure from the Embassy of Furyondy to investigate the poisonings more swiftly and bring all the responsible parties to justice. This investigation has been slow going, however, and I have been doing the best I can.
- I am open to having some private assistance in helping out with the investigation. However, this is not an excuse to break laws or to expect any reward other than a handshake and a profound thank you. I will not authorize the return of any banned weapons or use of dangerous contraband in the city.
- Two nights ago, on the 13th of Harvester, eight people from Furyondy were poisoned at the Wizard Hat's Inn. Three were merchants: Lemajen Sterrich, a well known merchant in the city; Rhovan Herfad, the owner of the Walthain Shipping Company; and Darvin Littleberg, a friend and business associate of Rhovan Herfad. The five others were two Knights of the Hart (Furyondy) Sir Tomas Cire and Sir Anton Albrecht and their squires Ricard Goldfeld, Michel Albrecht (son of Sir Anton) and Rupert DeGranoir. Lemajen was the only one to survive the poisonings. All the bodies have since been claimed by the Embassy of Furyondy and have been shipped home for burial.
- It was determined before the bodies were given to the Embassy that none of the victims desired to return to life or had any additional information relevant to their murders.
- Lemajen Sterrich is at the official home of the Ambassador of Furyondy on the grounds of the embassy. Lemajen has already talked with the City Watch but if you wish to talk with him personally, I can arrange it.
- The poison used was a particular powerful variant of dark reaver powder, a poison that has been associated in the past with Guild of Embalmers and Gravediggers. The use of this poison was revealed about a year ago during the trials of some of the former guild leadership accused of working with the Cult of Iuz.
- A halfling named Eldon Nimblefoot from the village of Elmshire worked as an assistant cook at the inn. He was the one who prepared the spiced venison for the table. After the food was delivered, he went out to smoke his pipe but never returned to work.
- The halfling was described as short and overweight with black hair, brown eyes and a small mole on his left cheek.
- This halfling was seen accompanying many of the present guild officers and the new guild master, Jerric Dentarin, at a recent public meeting. Eldon is a guild member and appears to be good friends with the new guild leadership.

PLAYER HANDOUT 6

[The outside of this letter is addressed to Tomlinn Pebblestone, Village of Elmshire.]

Tomlinn,

I hope this letter finds you and your family well. I have good news. Working with our contacts in the new leadership of the Guild of Embalmers and Gravediggers, I have learned more about those responsible for your brother's death. Milton Merrifoot's contacts were Rhovan Herfad from Furyondy and his fellow merchant Lemajen Sterrich in Greyhawk. According to Jerric Dentarin, the new guildmaster, both dine regularly at the Wizard Hat's Inn. Jerric gave me some poison used commonly within the guild. It's called dark reaver powder and is supposedly very deadly. Jerric assures me as long as I don't eat it I will be fine. So planting the poison in their food won't be a problem. As you instructed, I gave the guild the money you sent me, though at first everyone was reluctant to take it. I think they wanted to be sure taking the money would not upset our new found friendship. I told them we had nothing against the guild now and all our hatred was with the old administration. Anyway, as long as those responsible for Harlinn's death pay dearly, we are satisfied. He was my best friend and I sorely miss him.

Once I've planted the poison, I'll have to leave Greyhawk quickly. I'm not sure how fast the poison will work but I know I don't want to be around when the City Watch arrives. Besides, I'll be plenty nervous enough when I poison these villains. I've never murdered anyone before, but this is done for a just cause.

See you soon. Give Alvia and the girls a hug from me.

Warmest Regards,

Eldon

PLAYER HANDOUT 7

...Willem Fanshem leads the gang of young beggars. He's not too bright but very ruthless. He's part of the Union, though they may kick him out soon. The warehouse is outside the city in Barge End on....

PLAYER HANDOUT 8

Lemajen provides the following information:

- I suspect the forces of Iuz were somehow behind the poisonings at the Wizard Hat's Inn.
- I am a Knight of the Hart and have been influential in disrupting the forces of Iuz predominantly in the lands of Furyondy, Highfolk and the Shieldlands. This I believe has made me a prime target.
- Many at my table in the Wizard Hat's Inn that night have...had sworn to disrupt and defeat the forces of Iuz and evil, whenever and wherever possible.
- That night I was discussing the Cult of Iuz in Greyhawk with my friend Rhovan Herfad. I had planned to introduce Rhovan to Tomlinn Pebblestone later in the week.
- Close to a year ago, Rhovan Herfad inherited the Walthain Shipping Company based in Furyondy. Rhovan soon discovered that some of his employees in Sendrift, a small port town in Furyondy, along the Nyr Dyv, were working in secret for the Cult of Iuz and shipping necromantic spell components and good into Greyhawk. This is similar to what adventurers discovered to be occurring in Elmshire.
- Rhovan immediately went to the Furyondy authorities and those responsible were arrested and later executed for their crimes.
- Rhovan and I never finished our conversation as we were poisoned shortly thereafter.
- I am deeply distressed by the death of so many of my friends. The poison was most strong and affected us immediately. My friends died within a span of a minute or so, but somehow I managed to survive.
- I remember there was something oddly familiar about the halfling cook. I hear he was the one who prepared our meal. He briefly chatted with everyone and wished us well.

PLAYER HANDOUT 9

Braknor,

Our old friend Griswald Hairhand has finally arrived in Greyhawk. The halfling assassin is in town to murder Lemajen Sterrich, a Knight of the Hart who has meddled in the affairs of our Master one too many times. While Hairhand is here, he has agreed to assassinate Rhovan Herfad for us, as well. I'm sure this is welcome news to you after the bad turn Rhovan gave the cult's smuggling activities in Furyondy. It turns out both Lemajen and Rhovan are old friends and dine regularly together at the Wizard Hat's Inn in the River Quarter. This is very convenient for us since the River Quarter City Watch Station is the most corrupt in the entire city. Your new friend Dwenn Hyer should be able to use his influence amongst his former colleagues and our gold to steer the City Watch's investigation anywhere we want.

Hairhand has taken a job as a cook at the inn. So everything is in progress as I write this. As agreed, Hairhand will implicate the Guild of Embalmers and Gravediggers in the murders. This will be another nice bit of revenge for us. The guild's betrayal of the cult was most costly. A lot of good people and old friends were lost thanks to the guild. The bad news is that Hairhand is in the guise of a halfling from Elmshire. Hairhand is playing some game of his own and it's a personal one. Did you know our late friend Milton Merrifoot was Hairhand's protégé? I hope his game doesn't end up hurting us in the end.

As to your earlier question, yes, we have used the sorcerer Melagor D'Arbenoir in the past. He's very reliable, discrete and reasonable to deal with. Melagor is an excellent conjurer and a far better student of the arcane than we ever were at university. Go ahead and use him if you're looking for outside talent.

I must mention there is some concern within the hierarchy about your excessive record keeping. We urge you to cull your records to only the most critical information lest something falls into the wrong hands. Your extensive records could end up being a liability to the cult. I know, my friend, your records are essential to the smuggling operation continued success. But not everything needs to be documented. I and the hierarchy have faith in your abilities.

Lastly, and this is very good news my old friend, I can now confirm the Ambassador of Iuz is working in conjunction with the cult. Although he is hiding somewhere in the city, we can expect his full cooperation and support. This will greatly help in all our activities and future endeavors.

Hope all is well.

*Yours in Friendship,
Devin*

PLAYER HANDOUT 10

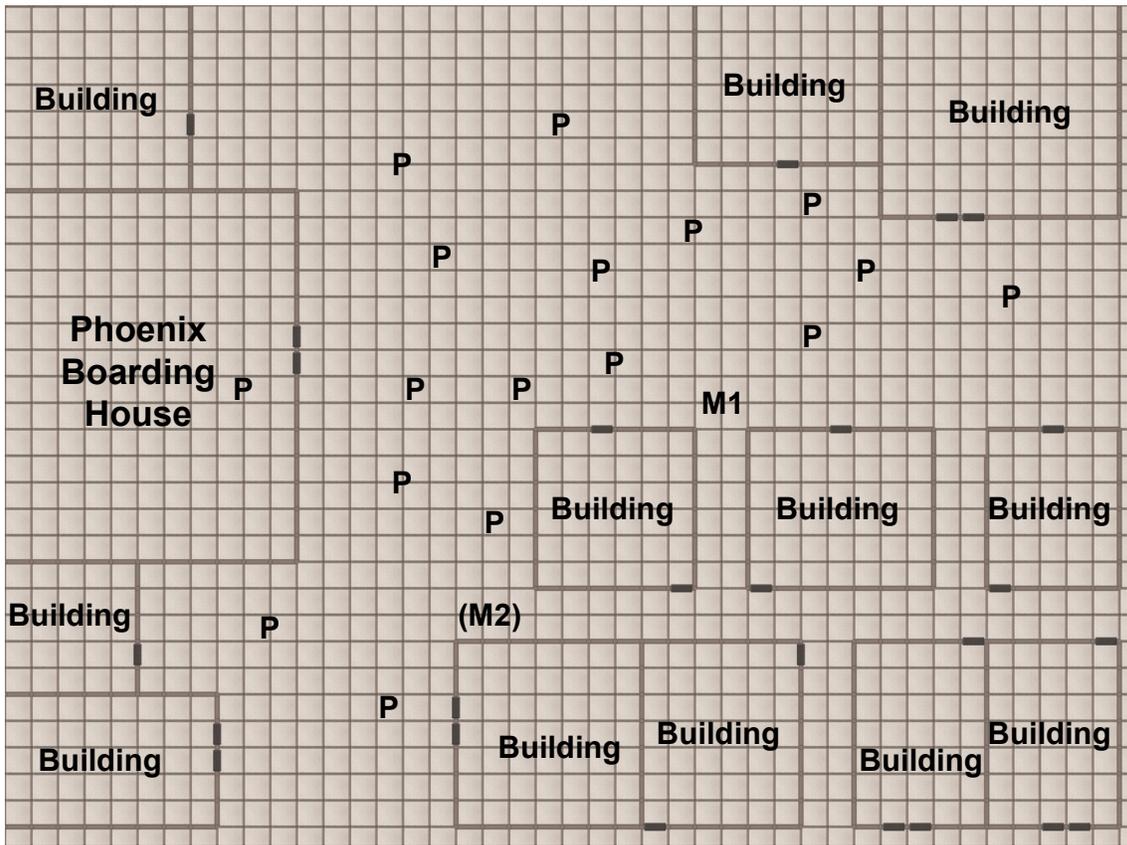
Melagor,

Thanks for the summoning the outsiders for us yesterday. It'll make any adventurers think twice before meddling in our affairs again. Enclosed is our agreed upon payment and a token of our appreciation. I think this is a good start for a long working relationship between us.

Sincerely,

Brañnor

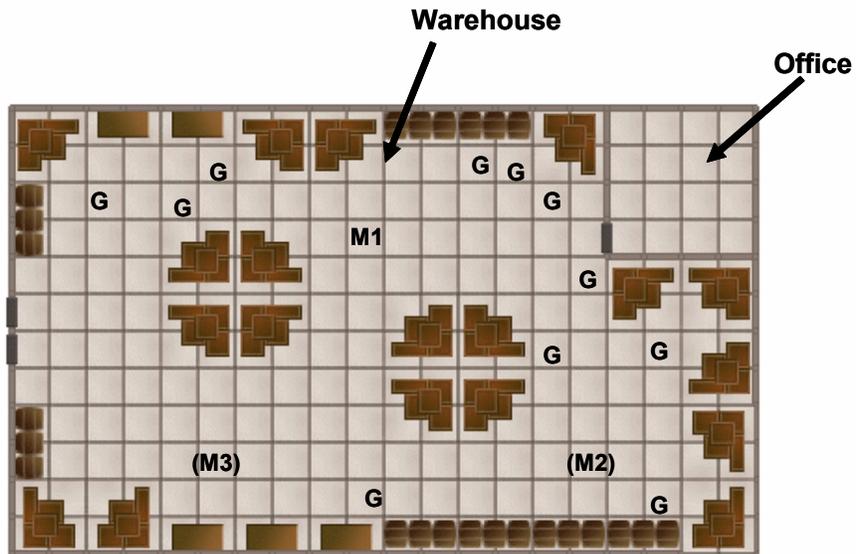
DM MAP 1: OUTSIDE TALENT



M = Monster
P = Innocent Person



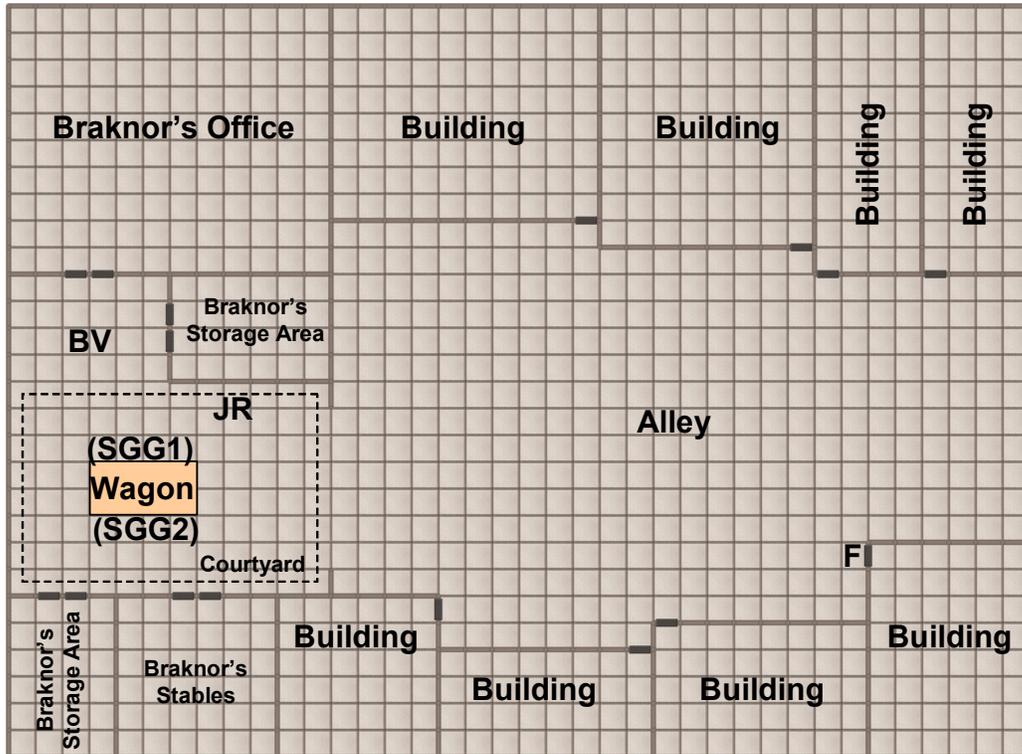
DM MAP 2: A NASTY SURPRISE



M = Monster
G = Gang Member



DM MAP 3: MEETING BRAKNOR



BV = Braknor Vorreth
F = Fethnul
JR = Jhenk Reaverson
SGG = Stained Glass Golem

