

An Empty Seat

A Two-hour D&D Living Greyhawk Interactive

Set in The Duchy of Urnst

By Ryan Hicks

A seat is left vacant on the Honorable Chamber and many Noble Houses vie for the vote of the next recipient. Regional Interactive 1 for the Duchy of Urnst.

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This event is specifically written for the Living Greyhawk Interactive (LGI) at Dragonflight, 2000. It will not be run more than once, which means that if it's going to work, it needs to work the first time.

This LGI was written before the official Living Greyhawk Interactive Guidelines are published; therefore, it is designed to have minimal impact on gameplay. It should be considered an effective method of presenting some of the ongoing Duchy of Urnst plotlines to the players.

In standard campaign terms, this is the "meeting at the inn" that gets characters involved in the plot. While it doesn't have something for every plotline we're working on, it does give most characters a way to get involved and get interested in the campaign.

This Packet Contains

The part of the packet you are holding contains the instructions to run the event. An additional packet is provided that contains knowledge the characters have prior to the interactive, represented as Lore Sheets. A third packet contains NPCs for the that distribute rumors, bribes, and threats during the interactive. The final packet contains the mini-module, entitled ***Folly By The Sea***.

People Required

Most of the interactive is designed to be handled by three people: the **interactive coordinator**, and two **interactive assistants**.

During the mini-module, additional people may be required to run the event. For every five players at the interactive, you will need one **interactive judge**.

Interactive judges will likely have their own characters which they would like to play during the interactive. At the end of the interactive, they will be awarded the maximum experience for their character. This is an incentive to get them to help out; without it, it is unlikely we will have enough judges to run the entire event.

Interactive judges will still be encouraged to roleplay their characters during the first stage of the event.

Summary

House Kerken has lost its seat on the Honorable Chamber, because Meuril Kerken died of old age one month ago without any eligible heirs. As a result, many Noble Houses are jockeying for position to be chosen by the Honorable Chamber as the recipient of the vacant seat. Five houses have come to the fore and everyone is talking about them:

- **House Coriner** – A relatively new Noble House that is known for its balls and galas. Its representative is **Delina Coriner**.
- **House Kruske** – An older Noble House that has always been closely tied to the Seul religions. Its representative is **Maeltan Kruske**.
- **House Kilbourne** – A Noble House that has always been renowned for its involvement in the military. Its representative is **Viclef Kilbourne**.
- **House Verana** – A Noble House that has managed to become wealthy through working with Merchant Houses. Its representative is **Korin Verana**.
- **House Verle** – An as-yet non-influential Noble House that has worked with the lumber trade. Its representative is **Seoman Verle**.

The city of Leukish is abuzz with rumors of who will receive the new seat. At times, brawls have broken out as political tensions rise, so the guard has stepped up its efforts to enforce the peace.

Timeline of Interactive

First, the players sign into the interactive. While doing so, they select their primary character that they will run during the event. When they sign in, they are asked to make a series of die rolls to receive a list of facts

and rumors about the five houses who are likely to get the empty seat.

When the characters are in the interactive, they should be encouraged to meet other characters in the Duchy and get a feel for some of the political landscape. While some characters wouldn't care much for Duchy politics, hopefully the rumors will elicit some reaction from even the most uncaring character. During this time, interactive assistants will distribute additional rumors, bribes, and threats to characters, which should stir up some interesting debates.

Also during this time, players are able to sign up their characters for backgrounds and additional metagaming activities.

Roughly one 45 minutes after the interactive has started, players are encouraged to sit at a table and play a quick mini-module that allows them to portray their character in-game for the first time. All booths will close and the **interactive coordinator** and all **interactive assistants** will run this mini-module, and any required **interactive judges** will fill in the remaining tables. It should last roughly 45 minutes and let characters make choices which may affect the decision of the Honorable Chamber's selection.

At the end of the mini-modules, experience will be awarded and character votes for the Honorable Chamber's selection will be tallied. When all votes are counted, and a few other things factored in, a town crier will come through announcing the Honorable Chamber's decision.

The remaining time allowed for the interactive will be spent finishing up character enrollment in metagame activities.

When everything is completed, it should've been a pretty fun time. If it wasn't then the interactive wasn't a success and the **interactive coordinator**, **interactive assistants**, and this **author** should all be publicly humiliated.

Running the Reception Desk

The **interactive coordinator** will run the reception desk, signing the PCs into the interactive and welcoming them to Leukish.

First, the player is asked to provide proof of Guild-level membership. Only players who are Guild-level will be allowed into the Interactive.

Second, the PC must be notified that this interactive will take one TU, to be marked at the end of the mini-module.

Third, the PCs must pay a lifestyle cost as represented in **Appendix 1: Lifestyle Costs**.

This is payed on a log sheet for the interactive; the interactive coordinator hands one of these out to each participant. This log sheet will also be used to collect all monies from bribes, and pay all fees for certain rumors. At the end of the mini-module, this running total is inserted into the log sheet.

Next, each PC is asked to make five Gather Information, Knowledge Nobles, or Knowledge Duchy Lore rolls. Depending on the outcome of the roll (DC 5, DC 10, DC 15, DC 20), they will receive a list of facts and rumors about the five houses who are likely to get the empty seat.

A player rolls a separate roll for each House. Hand the sheet for that House that the player rolled for. If a player does not make DC 5, then no sheet is handed out.

Finally, each PC signs in with player name, character name, and RPGA number. After that, they are sent into the interactive.

Wrapping Up

After the mini-module, the Interactive Coordinator and Interactive Assistants tally the PC votes. The representative with the most votes is the new recipient of the empty seat. The Interactive Coordinator should announce to everyone the following:

At sunset this night, heralds run through the streets of Leukish, bearing news of the Honorable Chamber's decision.

“Hear ye! Hear ye! The Honorable Chamber has made its decision! Due to the evident support of the people, the empty seat goes to House [insert name here]. [insert name here] is now a Seated House! Spread the news!”

Depending on the candidate chosen and any interesting events that occurred during the Interactive, the Interactive Coordinator is encouraged to make some improvisational comment about the outcome of the Duchy based on this decision.

Appendix 1: Lifestyle Costs

PCs in Living Greyhawk events must pay a lifestyle cost associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify. The lifestyle costs are divided according to the economic level that the PC wants to maintain, and there are Charisma-related penalties and bonuses for maintaining certain lifestyles.

- **Destitute:** You have no living space, and must carry all your gear everywhere. You stink and are undernourished. You suffer a -3 on Charisma-related skill checks.
- **Poor:** You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer -2 on Charisma-related skill checks.
- **Low:** You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value laying around. You suffer -1 on Charisma-related skill checks.
- **Medium:** You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave

items of moderate value without worrying about them disappearing.

- **High:** You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus on Charisma-related skill checks.
- **Luxury:** You have the best of everything - Spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. You have a +2 bonus on Charisma-related skill checks. Equipment left at home is generally quite secure.

Penalties or bonuses to CHA-related skills should be applied at the DM's discretion, and can sometimes backfire -for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not. You are encouraged to roleplay these reactions whenever possible. Have the players deduct the lifestyle CoStS for their characters before play starts, noting the lifestyle on the log sheet.

Lifestyle	Cost	Charisma-related mod
Destitute	0	-3
Poor	2	-2
Low	10	-1
Medium	50	0
High	200	+1
Luxury	1000	+2

Appendix 2: The Honorable Chamber

The Honorable Chamber is an ancient institution predating the office of the Duke; in fact, before it was the Honorable Chamber, it was a group of nobles known as the senate that selected the first Duke. At its core it is simply a gathering of Suel nobility to promote their own interests and protection. Only Suel nobles who trace their ancestry back to the first Suel House in the Duchy area, House Maure, may serve in the Chamber. It traditionally has 162 hereditary seats and 91 lifetime appointed seats.

Purpose. The Honorable Chamber is officially only an advisory body to the Duke. However, in practice it provides a strong base of loyalty for the Duke with the Noble Class by giving the most powerful of that class a strong say in the affairs of the Duchy. Likewise, for the nobility, the Honorable Chamber protects the nobility's powers and prerogatives against the central government. Thus the tradition of the Honorable Chamber is extremely important in understanding the functioning of governance in the Duchy.

Hereditary Seats. By tradition the hereditary seats in the Chamber pass to the oldest child of the current holder of the seat upon death or retirement.

Removal or Vacation. Hereditary members may be removed only by the Duke for conviction of treason or murder of a Noble. In those rare cases, the seat in the Chamber is forfeit to the Duke. Additionally, occasionally a family line will effectively end (no descendants and/or siblings and their descendants).

Replacement. In either case where a hereditary seat is empty, depending upon the politics of the situation, the seat may be granted to a more distant relative or be granted to another family. These replacements are very rare, occurring perhaps 2-3 times a generation.

Appointed Seats. The 91 appointed seats generally are occupied by the Duke's family and friends. However, a great many are given to individual Suel for outstanding service to the Duchy or to appease one or more Noble factions. Finally, a few are occupied by the highest government officials, who might not otherwise be in the Honorable Chamber. These include the three admirals, any field marshals, and the governors of the Counties of Nellix, Leukish, and Seltaren. In the past, the appointments also included the chief priests of the major faiths, but this tradition was discontinued with Justinian, and not reinstated by Duke Karll, due in large part to the clerical organizations well founded distrust and hostility to the Honorable Chamber itself. Many faiths are trying to reestablish their seats, a task that is difficult as Justinian placed many Skeptics in their previous positions.

Organization. The Honorable Chamber is organized by a First Council, selected by the Duke. The First Council selects the committees and their chairs. The Committee chairs constitute the Privy Council, which is the real governing body of the Chamber.

First Council Selection. The First Council is obviously the most powerful of the Honorable Chamber members. Selection by the Duke of this person theoretically gives the Duke considerable power over the Chamber. However, as a practical matter, the First Council is not able to function well and maintain cooperation between the Nobles and the Duke without a working control of the Chamber. Therefore, in all but a few noted circumstances, the duke merely appoints the member who is both acceptable to him and who the Honorable Chamber desires. Thus, the Duke is more able to not select someone, or dismiss someone from the office, than to actually designate whom he might prefer.

Meeting. The Honorable Chamber meets in Leukish every year after harvest for one month and as the Duke from time to time may call it into session.

Powers. As stated previously, officially the Honorable Chamber is merely an advisory council to the Duke. However, both by custom and by political reality, recommendations of the Chamber in areas affecting the nobility are rarely ignored by the Duke, and then only at the peril of his office. Without the cooperation of the nobility, a duke is able to do little in the very dangerous world of Greyhawk. The Nobility's voice is the Honorable Chamber.

The Honorable Chamber's recommendations may cover, and have in fact covered, any matter. However, the recommendations take on particular importance in areas directly involving the Nobility: revenue, taxation, general laws, charters of all sorts, and disputes between Nobles regarding charters and land title.

It should be noted here that a person in the Duchy may not legally maintain or conduct any business matter beyond the county in which one lives without a charter from the Duke. By tradition, the Honorable Chamber decides such matters for the Duke, subject to the Duke's modifying or overruling the Chamber's decision. While modifications, particularly in revenue, are sometimes made, the granting or rejection of a charter against the recommendation of the Honorable Chamber is almost never done.

Politics. The politics of the Honorable Chamber are reflective of the Duchy Suel themselves: confusing, ever shifting, Byzantine in their logic, often paranoid, and sometimes violent. No weapons or spell components are allowed in the Chamber due to the frequency of fights. The real business is often performed in secret by the powerful heads of factions. Such control is usually gained through economic pressures on a member's estates; trade, personal and/or family relationships; and/or outright bribery. Reason and rhetoric are rarely decisive. The most important of these factions are the various noble-merchant Houses of Terenor, Szabo, Meissel, Saevil, and Trevenal. This is followed by the older Noble Houses of Lorinar, Grek, Rekken, Maunt, Urlik, and Palken. For this reason the successful First Councils have all come from one or more of the foregoing Houses.

While Duke Karll has attempted, particularly in recent years, to reconcile the various clergies to the Duchy, the Honorable Chamber is overwhelmingly dominated by followers of the Skeptic movement. The few clerics who are members are largely ignored, publicly chastised by the other members when they are recognized by the First Council, and in many ways treated poorly. In reaction, the pronouncements of the Honorable Chamber in matters of faith are either ignored by Duke Karll or publicly condemned by him. It is one of the few areas where Duke Karll has exercised his power as against the Chamber. This has led to a great deal of tension with the Nobles and some considerable bitterness between them and the Duke.

An Empty Seat

(Lore Sheets)

**Lore Sheets for
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House Coriner – DC 20

Representative: Delina Coriner, Suel female

Appearance: Delina Coriner is a slender 30 year old woman with shoulder-length blonde hair and peaceful blue eyes. She is often noted as wearing flowing brown robes, tied at the waist with a cord of silver-embroidered silken cord. Many people have seen her walking the halls of her family estate in Seltaren with songbirds circling around her. She is the heart-throb of many youthful politicians.

House Description: House Coriner has only been a recognized Noble House for less than 10 years. During that time, however, the house has managed to persuade many other noble families to support their causes. A common phrase among nobles when referring to a newborn babe is “as charming as a Coriner;” as House Coriner is often regarded as the newborn house of choice to have at balls and parties.

Not in itself very wealthy, the House has a large amount of favors from other Houses. Due to the constant demand for appearances at parties, House Coriner has gained many personal debts from the nobles. It is through these debts that the House acquired the Ilmaera Estate in upper Seltaren, the manor house with the largest ballroom, in which some of the finest balls in all the Duchy are held.

Personality: Delina Coriner is an extremely charming woman with smiles that melt the hearts of everyone. Her charm is said to only slightly eclipse her intelligence, though she has yet to prove this in political circles. She is everyone’s friend and is especially kind to those who have less than her. Her compassion extends to animals and nature as well as people.

Position on Issues:

Foreign Policies: House Coriner encourages open communication with other cultures and other races. Through careful negotiation, the Duchy of Urnst can become a bastion of cultural integration, thereby achieving the same worldwide influence of Greyhawk itself.

The lands in the Cairn Hills that were ceded to Greyhawk should be returned to the Duchy of Urnst so that they can be adequately cared for and tended in the natural state that they represent. Further mining in these areas should be carefully regulated by the Duchy of Urnst government.

Internal Policies: Oeridians should be encouraged to seek training in the Duchy of Urnst, to promote their ability to join the workforce. With an open-arms policy, the Oeridians could become a valuable asset to any Merchant or Noble House.

Trade: House Burlondin should be afforded reduced taxation, so that it may more easily integrate itself within the Duchy culture. By allowing House Burlondin into the Duchy, we pave the way for other demihuman Houses as well.

Military: Emphasis on military issues should be discouraged. While it is important to protect our borders from external threats, excessive military build-up is economically wasteful and harmful to nature.

Religion: Organized religion is often detrimental to personal connection with the gods, therefore the current state of the religions in the Duchy of Urnst is promising. By allowing personal worship to continue, priests will be better able to attend to their own calling.

House Kruske – DC 20

Representative: Maeltan Kruske, Suel male

Appearance: Maeltan Kruske looks to be around 40 years old, although is likely more than 60 as his worship of Lendor has kept the ravages of time away from his body. He is commonly seen wearing the silver robes of Lendor, even when pursuing his political endeavors. His short-cropped hair is platinum blonde and he is very healthy. He is often seen visiting temples and shrines to Suel dieties all across the Duchy.

House Description: House Kruske is a very old Noble House. Before the Temple Coalition Revolt, the House was moderately powerful, with connections to many Houses and three seats on the Honorable Chamber due to its religious influence. Members of House Kruske are encouraged to find their own calling, and often seek out religious knowledge from all across the realm; however, no member of House Kruske has ever worshipped a non-Seul diety.

Currently, House Kruske is still weakened from the losses it received during the Temple Coalition Revolt. When the House voluntarily pulled itself from the politics of the Duchy of Urnst, all three of its seats on the Honorable Chamber were assigned to known Sceptics; a loss which it now considers unpardonable.

Personality: As a priest of Lendor, Maeltan Kruske is a patient, thoughtful man. He is a strong leader, and is very vocal when it comes to the reinstatement of organized religion.

Position on Issues:

Foreign Policies: Very little effort should be put into aiding other countries until the Duchy's own internal problems are addressed. Support for Nyrond should be reduced to aiding the religious organizations only.

Diplomats should be sent to temples of Seul dieties across the realm, encouraging them to send priests to the Duchy of Urnst, in order to reinstate the religious orders. The time has come for a return.

Internal Policies: More effort should be made to keep the Duchy free of Oeridian and other influence.

Trade: House Burlondin is an insult to proper Suel culture. The charter for its Merchant House should be pulled, and its workers should be distributed to Noble Houses who could use the added workforce.

Military: While undoubtedly, Rary's forces pose a threat to the Duchy, monies should not be spent to further increase our already sizeable defensive force at Knife's Edge Pass. Rary will not act quickly, therefore we should instead try to return faith to the Duchy. The best defense is to have faith in the agents of the gods.

Religion: Reparations should be made to all Seul churches that left the Duchy during the Temple Coalition Revolt. All excessive taxes should be refunded and apologies should be sent to them.

House Kilbourne – DC 20

Representative: Viclef Kilbourne, Suel male

Appearance: Viclef Kilbourne is a strong man who is very fit for his age of 45. With his short-cropped hair greying at the temples, he strikes an imposing figure. Anyone who has spoken with him has been startled by his commanding voice, and his keen mind. Some say that his is one of the best tactical minds in all of the Duchy of Urnst.

House Description: House Kilbourne was a non-entity until the war with Nyronde. At that time, however, seven of its members achieved rank in the army and propelled the family into prestige and power. Always involved in the military, nobles of House Kilbourne have since served the Duchy as members of the Bar Rampant, teachers at the Stalwart Pines ranger school, and as captains of ships in the navy. Currently, Captain Drevis Kilbourne pilots *The Marching Bear*, the pride of the Leukish navy.

Personality: Viclef is a strong-willed man, who is filled with pride for the Duchy of Urnst. His opinions are often one-sided towards military concerns, but few people can dispute his knowledge of tactics and strategy.

Position on Issues:

Foreign Policies: Turrosh Mak should be destroyed at all costs. A warlord gathering tribes is weakest when he's still dealing with the petty problems of the tribal leaders. A strong show of military force will strike fear into the leaders of those tribes, causing them to reject Turrosh Mak's proposal of war.

Internal Policies: The Nyronde are not deserving of our support any longer. They have been very useful in keeping the forces of Luz at bay, and now that the Duchy of Urnst is in a position of strength; these monies should be spent on martial training for the Duchy populace.

Trade: The gnomes of House Burlondin are skilled at what they do and should be respected for it. While a Merchant House may be too much for them at this point, maintaining good relations with the people of our border with Greyhawk is extremely important.

Military: The Bar Rampant should be doubled in size. The forces in Knife's Edge Pass should be tripled. We cannot underestimate the power that Rary will bring against us.

Religion: Gods don't support an army; armies support armies. While in small doses, priests can benefit large military campaigns, their preaching can adversely affect the minds of men. Their worship takes an extremely useful hour out of the day's activities. If the men of the army simply put their faith in their own abilities, the army would be ten times stronger.

House Verana – DC 20

Representative: Korin Verana, Suel male

Appearance: Korin Verana is a thin man who is said to have studied every tome in the libraries of Nellix. While this is unlikely, he has often been seen in Nellix with many scrolls under his arm, walking from building to building. Contrary to what one would expect, however, he is known to be surprisingly strong and very skilled with the rapier. He is 32 years old.

House Description: House Verana is one of the few Noble Houses that have achieved great wealth without getting a Merchant House charter. Through careful study of tax laws, the House has set up an organization in Seltaren that filters money between chartered Merchant Houses as goods are exchanged in Seltaren Lake. By skimming a small percentage off the transactions, the Noble House is able to evade certain tax laws and benefit both houses as well as itself.

House Verana has the support of most of the Merchant Houses in its bid for the seat. Houses such as Teranor, Pontirun, Szabo, and Reede have already vocalized support in favor of House Verana.

Personality: Korin Verana is a determined man, who has followed through with many endeavors for his House to the very end, whether they were doomed for failure or primed for success. His steadfast mind and bullheaded dedication to his goals is the cause for the Merchant House support.

Position on Issues:

Foreign Policies: Trade should be made very secure; the best way to achieve this is with military threats and a sizeable military to back it up. Turrosh Mak would not come through the Duchy of Urnst, but he may disrupt caravans; therefore a strong show of force in these caravans will help to ensure their safety.

Internal Policies: The Cairn Hills should be returned to the Duchy of Urnst. With vague threats of military action, Greyhawk will cede the lands to us without a fight. We just need to wait for the proper moment and send the appropriate person. This person should be himself.

Trade: House Burlondin has an illegitimate claim on its Merchant Charter. The charter should be disbanded and the House's assets should be distributed to the major Merchant Houses operating in the area. At this time, the only major Merchant House in the area is House Teranor.

Military: Forces in Knife's Edge Pass should be slightly increased over time, to create the appearance that it is continually growing. This is economical and will be extremely effective.

Religion: In many places in the Duchy, organized religion has proven to be useful, especially in rural areas. However, attempts should be made to keep it out of the well organized mercantilism of the Duchy, as the proven instability of faith would threaten to weaken it.

House Verle – DC 20

Representative: Seoman Verle, Suel male

Appearance: Seoman Verle is a self-proclaimed simple man, who walks through Leukish in commoner's clothes and often dines with common people. Though he rarely smiles, he has welcoming eyes that encourage people to talk. Some say that his simple, open appearance is the sign of a man who is a good listener. Some say that it is a sign of a man with ulterior motives.

House Description: House Verle is renowned for its lumber trade. It is based out of Nellix and has very good relations with the elves of the Celadon. Because of these relations, it has a virtual monopoly on lumber traffic along the Nesser. In years past, rival Houses have claimed that House Verle was cutting timber from the Celadon forest; all of these allegations have been proven false.

House Verle has the weakest claim to the Honorable Chamber seat, primarily because it was extremely late in completing the paperwork required for the representative. Seoman was able to speak to the bureaucrats in charge of the appointment, and managed to get the paperwork in, only one week ago.

Personality: Seoman Verle is a quiet man. He listens well when spoken to and gives sound advice when he considers it important. Some say that this quiet attitude will not fit in with the usual bickering at the Honorable Chamber. Those that have spoken with him, however, often believe that they have made a friend—therefore, though he doesn't have many, his supporters to the seat are very sure about him being the correct choice.

Position on Issues:

Foreign Policies: A careful eye should be kept on Turrosh Mak, but any direct involvement should be avoided. By keeping away from his eye, the wealth of the Duchy of Urnst should remain safe.

Internal Policies: An alliance should be made with the elves as soon as possible. In recent years, they have opened up their trade with the Duchy, and combined organizations such as the Stalwart Pines ranger school have proven to be extremely successful.

The Cairn Hills should be left alone, until we see what Greyhawk does with them. With our three strong corundim gem mines still in operation, we do not need the added land at this point.

Trade: More support should be sent to Nyronnd to help rebuilt their infrastructure and reduce their need to harm the Celadon Forest.

House Burlondin has been successful on its own merit, and it should be watched. If the gnomes fail to seamlessly fit in with the Duchy mercantilism, the charter should be removed. This is a good test to see if other races have the ability to follow the standard set forth by the Seul.

Military: Our borders should be protected entirely for defensive purposes. If Nyronnd takes any action against the Celadon Forest, immediate military support should be sent to the elves.

The Bar Rampant and other cavalry forces should be increased, but forces at Knife's Edge Pass should be stabilized, until more information on the exact size of Rary's army is determined.

Religion: Without involving the government, religions will return to the Duchy on their own accord, at their own pace. There is no need to influence their actions at all.

House Coriner – DC 15

Representative: Delina Coriner, Suel female

Appearance: Delina Coriner is a slender 30 year old woman with shoulder-length blonde hair and peaceful blue eyes. She is often noted as wearing flowing brown robes, tied at the waist with a cord of silver-embroidered silken cord. She is the heart-throb of many youthful politicians.

House Description: House Coriner has only been a recognized Noble House for less than 10 years. During that time, however, the house has managed to persuade many other noble families to support their causes.

Not in itself very wealthy, the House has a large amount of favors from other Houses. Due to the constant demand for appearances at parties, House Coriner has gained many personal debts from the nobles.

Personality: Delina Coriner is an extremely charming woman with smiles that melt the hearts of everyone. Her charm is said to only slightly eclipse her intelligence, though she has yet to prove this in political circles. She is everyone's friend and is especially kind to those who have less than her.

Position on Issues:

Foreign Policies: House Coriner encourages open communication with other cultures and other races. Through careful negotiation, the Duchy of Urnst can become a bastion of cultural integration.

The lands in the Cairn Hills that were ceded to Greyhawk should be returned to the Duchy of Urnst so that they can be adequately cared for and tended in the natural state that they represent.

Internal Policies: Oeridians should be encouraged to seek training in the Duchy of Urnst, to promote their ability to join the workforce.

Trade: House Burlondin should be afforded reduced taxation, so that it may more easily integrate itself within the Duchy culture. By allowing House Burlondin into the Duchy, we pave the way for other demihuman Houses as well.

Military: Emphasis on military issues should be discouraged.

Religion: Organized religion is often detrimental to personal connection with the gods, therefore the current state of the religions in the Duchy of Urnst is promising.

House Kruske – DC 15

Representative: Maeltan Kruske, Suel male

Appearance: Maeltan Kruske looks to be around 40 years old. He is commonly seen wearing the silver robes of Lendor, even when pursuing his political endeavors. His short-cropped hair is platinum blonde and he is very healthy. He is often seen visiting temples and shrines to Suel deities all across the Duchy.

House Description: House Kruske is a very old Noble House. Before the Temple Coalition Revolt, the House was moderately powerful, with connections to many Houses and three seats on the Honorable Chamber due to its religious influence. Members of House Kruske are encouraged to find their own calling, and often seek out religious knowledge from all across the realm.

Currently, House Kruske is still weakened from the losses it received during the Temple Coalition Revolt. When the House voluntarily pulled itself from the politics of the Duchy of Urnst, all three of its seats on the Honorable Chamber were assigned to known Sceptics..

Personality: As a priest of Lendor, Maeltan Kruske is a patient, thoughtful man. He is a strong leader, and is very vocal when it comes to the reinstatement of organized religion.

Position on Issues:

Foreign Policies: Very little effort should be put into aiding other countries until the Duchy's own internal problems are addressed. Support for Nyrond should be reduced to aiding the religious organizations only.

Internal Policies: More effort should be made to keep the Duchy free of Oeridian and other influence.

Trade: House Burlondin is an insult to proper Suel culture. The charter for its Merchant House should be pulled, and its workers should be distributed to Noble Houses who could use the added workforce.

Military: While undoubtedly, Rary's forces pose a threat to the Duchy, monies should not be spent to further increase our already sizeable defensive force at Knife's Edge Pass. Rary will not act quickly, therefore we should instead try to return faith to the Duchy. The best defense is to have faith in the agents of the gods.

Religion: Reparations should be made to all Suel churches that left the Duchy during the Temple Coalition Revolt.

House Kilbourne – DC 15

Representative: Viclef Kilbourne, Suel male

Appearance: Viclef Kilbourne is a strong man who is very fit for his age of 45. With his short-cropped hair greying at the temples, he strikes an imposing figure. Anyone who has spoken with him has been startled by his commanding voice, and his keen mind. Some say that his is one of the best tactical minds in all of the Duchy of Urnst.

House Description: House Kilbourne was a non-entity until the war with Nyronde. At that time, however, seven of its members achieved rank in the army and propelled the family into prestige and power. Always involved in the military, nobles of House Kilbourne have since served the Duchy as members of the Bar Rampant, teachers at the Stalwart Pines ranger school, and as captains of ships in the navy. Currently, Captain Drevis Kilbourne pilots *The Marching Bear*, the pride of the Leukish navy.

Personality: Viclef is a strong-willed man, who is filled with pride for the Duchy of Urnst. Few people can dispute his knowledge of tactics and strategy.

Position on Issues:

Foreign Policies: Turrosh Mak should be destroyed at all costs. A warlord gathering tribes is weakest when he's still dealing with the petty problems of the tribal leaders. A strong show of military force will strike fear into the leaders of those tribes, causing them to reject Turrosh Mak's proposal of war.

Internal Policies: The Nyronde are not deserving of our support any longer. They have been very useful in keeping the forces of Luz at bay, and now that the Duchy of Urnst is in a position of strength.

Trade: The gnomes of House Burlondin are skilled at what they do and should be respected for it.

Military: The Bar Rampant should be doubled in size. The forces in Knife's Edge Pass should be tripled. We cannot underestimate the power that Rary will bring against us.

Religion: Gods don't support an army; armies support armies. While in small doses, priests can benefit large military campaigns, their preaching can adversely affect the minds of men. If the men of the army simply put their faith in their own abilities, the army would be ten times stronger.

House Verana – DC 15

Representative: Korin Verana, Suel male

Appearance: Korin Verana is a thin man who is said to have studied every tome in the libraries of Nellix. While this is unlikely, he has often been seen in Nellix with many scrolls under his arm, walking from building to building. He is 32 years old.

House Description: House Verana is one of the few Noble Houses that have achieved great wealth without getting a Merchant House charter. Through careful study of tax laws, the House has set up an organization in Seltaren that filters money between chartered Merchant Houses as goods are exchanged in Seltaren Lake.

House Verana has the support of most of the Merchant Houses in its bid for the seat. Houses such as Teranor, Pontirun, Szabo, and Reede have already vocalized support in favor of House Verana.

Personality: Korin Verana is a determined man, who has followed through with many endeavors for his House to the very end, whether they were doomed for failure or primed for success. His steadfast mind and bullheaded dedication to his goals is the cause for the Merchant House support.

Position on Issues:

Foreign Policies: Trade should be made very secure; the best way to achieve this is with military threats and a sizeable military to back it up. Turrosh Mak would not come through the Duchy of Urnst, but he may disrupt caravans.

Internal Policies: The Cairn Hills should be returned to the Duchy of Urnst. With vague threats of military action, Greyhawk will cede the lands to us without a fight. We just need to wait for the proper moment and send the appropriate person.

Trade: House Burlondin has an illegitimate claim on its Merchant Charter. The charter should be disbanded and the House's assets should be distributed to the major Merchant Houses operating in the area. At this time, the only major Merchant House in the area is House Teranor.

Military: Forces in Knife's Edge Pass should be slightly increased over time, to create the appearance that it is continually growing. This is economical and will be extremely effective.

Religion: In many places in the Duchy, organized religion has proven to be useful, especially in rural areas. However, attempts should be made to keep it out of the well organized mercantilism of the Duchy.

House Verle – DC 15

Representative: Seoman Verle, Suel male

Appearance: Seoman Verle is a self-proclaimed simple man, who walks through Leukish in commoner's clothes and often dines with common people. Though he rarely smiles, he has welcoming eyes that encourage people to talk. Some say that his simple, open appearance is the sign of a man who is a good listener.

House Description: House Verle is renowned for its lumber trade. It is based out of Nellix and has very good relations with the elves of the Celadon. Because of these relations, it has a virtual monopoly on lumber traffic along the Nesser. In years past, rival Houses have claimed that House Verle was cutting timber from the Celadon forest.

House Verle has the weakest claim to the Honorable Chamber seat, primarily because it was extremely late in completing the paperwork required for the representative. Seoman was able to speak to the bureaucrats in charge of the appointment, and managed to get the paperwork in, only one week ago.

Personality: Seoman Verle is a quiet man. He listens well when spoken to and gives sound advice when he considers it important. Some say that this quiet attitude will not fit in with the usual bickering at the Honorable Chamber. Those that have spoken with him, however, often believe that they have made a friend.

Position on Issues:

Foreign Policies: A careful eye should be kept on Turrosh Mak, but any direct involvement should be avoided.

Internal Policies: An alliance should be made with the elves as soon as possible. In recent years, they have opened up their trade with the Duchy, and combined organizations such as the Stalwart Pines ranger school have proven to be extremely successful.

The Cairn Hills should be left alone, until we see what Greyhawk does with them.

Trade: More support should be sent to Nyronnd to help rebuilt their infrastructure and reduce their need to harm the Celadon Forest.

House Burlondin has been successful on its own merit, and it should be watched. If the gnomes fail to seamlessly fit in with the Duchy mercantilism, the charter should be removed.

Military: Our borders should be protected entirely for defensive purposes.

The Bar Rampant and other cavalry forces should be increased, but forces at Knife's Edge Pass should be stabilized, until more information on the exact size of Rary's army is determined.

Religion: Without involving the government, religions will return to the Duchy on their own accord, at their own pace. There is no need to influence their actions at all.

House Coriner – DC 10

Representative: Delina Coriner, Suel female

Appearance: Delina Coriner is a slender 30 year old woman with shoulder-length blonde hair and peaceful blue eyes. She is the heart-throb of many youthful politicians.

House Description: House Coriner has only been a recognized Noble House for less than 10 years. During that time, however, the house has managed to persuade many other noble families to support their causes.

Personality: Delina Coriner is an extremely charming woman with smiles that melt the hearts of everyone. Her charm is said to only slightly eclipse her intelligence. She is everyone's friend and is especially kind to those who have less than her.

Position on Issues:

Foreign Policies: House Coriner encourages open communication with other cultures and other races. Through careful negotiation, the Duchy of Urnst can become a bastion of cultural integration.

Internal Policies: Oeridians should be encouraged to seek training in the Duchy of Urnst.

Trade: House Burlondin should be afforded reduced taxation, so that it may more easily integrate itself within the Duchy culture.

Military: Emphasis on military issues should be discouraged.

Religion: Organized religion is often detrimental to personal connection with the gods, therefore the current state of the religions in the Duchy of Urnst is promising.

House Kruske – DC 10

Representative: Maeltan Kruske, Suel male

Appearance: Maeltan Kruske looks to be around 40 years old. His short-cropped hair is platinum blonde and he is very healthy. He is often seen visiting temples and shrines to Suel dieties all across the Duchy.

House Description: House Kruske is a very old Noble House. Before the Temple Coalition Revolt, the House was moderately powerful, with connections to many Houses and three seats on the Honorable Chamber due to its religious influence.

Personality: Maeltan Kruske is a patient, thoughtful man. He is a strong leader, and is very vocal when it comes to the reinstatement of organized religion.

Position on Issues:

Foreign Policies: Very little effort should be put into aiding other countries until the Duchy's own internal problems are addressed.

Internal Policies: No knowledge.

Trade: House Burlondin's charter for its Merchant House should be removed.

Military: Monies should not be spent to further increase our already sizeable defensive force at Knife's Edge Pass. We should instead try to return faith to the Duchy. The best defense is to have faith in the agents of the gods.

Religion: Reparations should be made to all Seul churches that left the Duchy during the Temple Coalition Revolt.

House Kilbourne – DC 10

Representative: Viclef Kilbourne, Suel male

Appearance: Viclef Kilbourne is a strong man who is very fit for his age of 45. With his short-cropped hair greying at the temples, he strikes an imposing figure. Anyone who has spoken with him has been startled by his commanding voice, and his keen mind. Some say that his is one of the best tactical minds in all of the Duchy of Urnst.

House Description: House Kilbourne was a non-entity until the war with Nyronde. At that time, however, seven of its members achieved rank in the army and propelled the family into prestige and power. Always involved in the military, nobles of House Kilbourne have since served the Duchy as members of the Bar Rampant, teachers at the Stalwart Pines ranger school, and as captains of ships in the navy. Currently, Captain Drevis Kilbourne pilots *The Marching Bear*, the pride of the Leukish navy.

Personality: Viclef is a strong-willed man, who is filled with pride for the Duchy of Urnst. Few people can dispute his knowledge of tactics and strategy.

Position on Issues:

Foreign Policies: Turrosh Mak should be destroyed at all costs.

Internal Policies: The Nyronde are not deserving of our support any longer.

Trade: No knowledge.

Military: The forces in Knife's Edge Pass should be tripled. We cannot underestimate the power that Rary will bring against us.

Religion: No knowledge.

House Verana – DC 10

Representative: Korin Verana, Suel male

Appearance: Korin Verana is a thin man who is said to have studied every tome in the libraries of Nellix. He is 32 years old.

House Description: House Verana is one of the few Noble Houses that have achieved great wealth without getting a Merchant House charter. House Verana has the support of most of the Merchant Houses in its bid for the seat.

Personality: Korin Verana is a determined man, who has followed through with many endeavors for his House to the very end, whether they were doomed for failure or primed for success.

Position on Issues:

Foreign Policies: Trade should be made very secure.

Internal Policies: The Cairn Hills should be returned to the Duchy of Urnst.

Trade: House Burlondin has an illegitimate claim on its Merchant Charter.

Military: No knowledge.

Religion: No knowledge.

House Verle – DC 10

Representative: Seoman Verle, Suel male

Appearance: Seoman Verle rarely smiles, yet he has welcoming eyes that encourage people to talk. Some say that his simple, open appearance is the sign of a man who is a good listener.

House Description: House Verle is renowned for its lumber trade. It is based out of Nellix and has very good relations with the elves of the Celadon.

Personality: Seoman Verle is a quiet man. Some say that this quiet attitude will not fit in with the usual bickering at the Honorable Chamber.

Position on Issues:

Foreign Policies: No knowledge.

Internal Policies: An alliance should be made with the elves as soon as possible.

Trade: More support should be sent to Nyrond to help rebuilt their infrastructure and reduce their need to harm the Celadon Forest.

Military: No knowledge.

Religion: No knowledge.

House Coriner – DC 5

Representative: Delina Coriner, Suel female

Appearance: Delina Coriner is a slender 30 year old woman with shoulder-length blonde hair and peaceful blue eyes.

House Description: House Coriner has only been a recognized Noble House a very short time.

Personality: Delina Coriner is an extremely charming woman with smiles that melt the hearts of everyone.

Position on Issues:

Foreign Policies: House Coriner encourages open communication with other cultures and other races.

Internal Policies: No knowledge.

Trade: No knowledge.

Military: Emphasis on military issues should be discouraged.

Religion: No knowledge.

House Kruske – DC 5

Representative: Maeltan Kruske, Suel male

Appearance: Maeltan Kruske looks to be around 40 years old. His short-cropped hair is platinum blonde and he is very healthy.

House Description: House Kruske is a very old Noble House.

Personality: Maeltan Kruske is a patient, thoughtful man; some say he worships a Seul god.

Position on Issues:

Foreign Policies: No knowledge.

Internal Policies: No knowledge.

Trade: No knowledge.

Military: We should try to return faith to the Duchy, not hire more warriors.

Religion: Seul churches should be given extra money from the government.

House Kilbourne – DC 5

Representative: Viclef Kilbourne, Suel male

Appearance: Viclef Kilbourne is a strong man who is very fit for his age of 45. With his short-cropped hair greying at the temples, he strikes an imposing figure.

House Description: Another member of the House, Captain Drevis Kilbourne, pilots *The Marching Bear*, the pride of the Leukish navy.

Personality: Viclef is a strong-willed man, who is filled with pride for the Duchy of Urnst.

Position on Issues:

Foreign Policies: Turrosh Mak should be destroyed at all costs.

Internal Policies: No knowledge.

Trade: No knowledge.

Military: The forces in Knife's Edge Pass should be increased.

Religion: No knowledge.

House Verana – DC 5

Representative: Korin Verana, Suel male

Appearance: Korin Verana is middle-aged.

House Description: House Verana a very wealthy Noble House.

Personality: Korin Verana is a determined and skillful man.

Position on Issues:

Foreign Policies: Trade should be made very secure.

Internal Policies: No knowledge.

Trade: No knowledge.

Military: No knowledge.

Religion: No knowledge.

House Verle – DC 5

Representative: Seoman Verle, Suel male

Appearance: Seoman Verle rarely smiles, yet he has welcoming eyes that encourage people to talk.

House Description: House Verle is renowned for its lumber trade.

Personality: Seoman Verle is a quiet man.

Position on Issues:

Foreign Policies: No knowledge.

Internal Policies: An alliance should be made with the elves as soon as possible.

Trade: No knowledge.

Military: No knowledge.

Religion: No knowledge.

An Empty Seat

(Rumors, Bribes and Threats)

**Rumors, Bribes and Threats for
A Two-hour D&D Living Greyhawk Interactive**

Set in The Duchy of Urnst

By Ryan Hicks

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The following NPCs are to be run by the Interactive Coordinator and the Interactive Assistants during the first part of the Interactive. While playing one of these characters, keep in mind that the purpose is to make the Interactive fun for everyone. Try to move from one group of PCs to the next, so that all of the PCs will get a chance to learn more about the representatives each House is trying to put on the Seat.

Also, keep in mind that it's okay to make up interesting rumors that aren't completely truthful. Use this document as a set of guidelines as you play the NPC.

The Beggar

NPC: Jovna, Oeridian beggar

Appearance: Destitute, very poor, haggard, but with a keen eye for all sorts of information.

Equipment: Wooden bowl for begging.

Tactics: Get as much coin as possible for your information. Offers of food will often be just as good as coin, though.

Rumors:

*"The **Coriner** woman, I hear she eats lunch with dogs. Honest! She spends all of her time with animals."*

*"Just the other day, some fancy fellow from **House Coriner** gave me enough coin to feed me and my family for a week! They're a bunch of kind souls."*

*"I met that **Kruske** fellow once, he said I should join the church of Bralm! Never was much of a fan of honey, though."*

*"I used to work on a ship run by **Drevis Kilbourne**, back before he had that big ship...you know, he was a good captain, even though he treated us like dogs."*

*"**Verana!** Those dogs! They're the ones what are responsible for how I am now. If I ever meet one of them on my own terms...Seul scum."*

*"**Verle?** Who's that? Don't know much about him at all. Wait, ain't they the woodsmen? What would they care about politics?"*

The Merchant

NPC: Teven Teranor (doesn't reveal his last name or House affiliation), Seul merchant

Appearance: Wealthy, and very skillful with the rapier at his side.

Equipment: rapier, fine clothing, coin pouch with 100gp.

Tactics: Get people to vote for House Verana. Bribe them to tell everyone else to vote for House Verana; give no more than 15 gold to a PC. Promise wealth if they do. You have no intention of following up on this. DC 20 Sense Motive checks will let the players determine this.

Rumors:

"House Verana is the only House that has proven its ability to gain success on its own merits. What they've done for Seltaren, they can do here, in Leukish."

"You know, Verana has the support of the powerful Merchant House Teranor. I hear agents of House Teranor can truly help their friends...are you a friend of House Teranor?"

"You know, Verana has the support of the powerful Merchant House Teranor. I hear House Teranor quickly deals with their enemies...you wouldn't want to side against them, would you?"

Teven will not speak highly at all of any other House. Most of his comments are lies, though.

The Soldier

NPC: Perrit Truehair, halfling soldier

Appearance: Halfling in studded leather armor, with a battered short sword at his side.

Equipment: short sword, leather armor, coin pouch with 3 gp.

Tactics: You want a job, and you hear that House Kilbourne will help you out. Try to find as many fighter-types as you can and talk to them about how strong House Kilbourne is and how he'll help any able-bodied fighter a job protecting the Duchy. Play up Duchy pride.

Rumors:

"House Coriner put on a gala the other day. I hear several Nobles from House Lorinar were there."

"Why, back home, we have a saying about House Kruske. It goes, 'Put away the Yondalla holy symbols when they come to your village.' They have no respect for our faiths."

"You know, with Rary on our doorstep and Turrosh Mak on the horizon, we've really got no choice but to support someone who's as good at knowing war as House Kilbourne."

"I heard a man say the other day that the thing House Verle is best at is doing nothing. Not sure what all he meant by it, but it's got to mean something."

The Noble

NPC: Werne Pontirun, Seul noble

Appearance: Fine clothes; flashy smile; tired, overworked eyes.

Equipment: Fancy clothes, cane, coin pouch with 100 gold.

Tactics: Talk. Keep talking. All Houses are equally good. You've nothing bad to say about any of them. You're the fool in the midst of genius. If anyone sees you as a mark with money to be had, and can come up with a good reason for you to give it up, give out your gold. Don't give more than 20gp per PC, though.

Rumors:

*"I went to a **Coriner** party once. Why, I was dancing with three ladies at once. It was a fabulous night. Did you know that Yeri Mikken was there, playing the flute? Indeed, he played that solo of his.. what's it called.. oh! 'Good Goldplain Women'... I love that song, do you know it?"*

*"Captain Drevis **Kilbourne**...he's on that big ship, The Marching Bear? Oh my, it's the pride of the Duchy, it is. Have you seen it? Oh, I'd love to see it. Do you know if you can get me aboard?"*

*"You know, I'd been quite familiar at one point with one of those **Verana** women; I'll not go into it, but suffice to say I had to miss work the next day, eh? Anyway, she said to me that if she ever met one of those Burlondin gnomes, she'd yank his teeth out. Ah.. she's such the joker."*

*"**Verle**? He's just a simpleton. I don't even know how they managed to put him up as a representative. He never even talks! You know, if you're on the Chamber, that's one of the things you need to do, talk. That's why I think I could do well on the Chamber...people say I talk too much, what do you think?"*