

COR5-04



DESECRATORS OF THE LORDS' TOMB

A One-Round D&D[®] LIVING GREYHAWK[™]
Core Adventure

Version 1.0

by Bruce Paris

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Christa, wily Greyhawk City thief and darling of the Green Dragon Inn, was about to retire at the glorious age of 29. However, she had to do one last job for an old friend, so she found a way to break into the legendary Lords' Tomb and steal some priceless jewels which once belonged to the dearly departed of that dread complex. For a while it all looked pretty easy ... far too easy. An adventure for characters level 1 to 12.

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

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For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PCS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this

sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

5.

Time Units and Upkeep

This is a standard one-round core adventure, set in Greyhawk City. Characters pay two (2) Time Units to play this adventure. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

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

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

ADVENTURE BACKGROUND

This adventure begins by focusing on Christa, a beautiful young thief more affectionately known as "Little Miss Streetwise." Christa was first detailed in the *City Of Greyhawk Box Set* (1989) on page 81 of the Folks, Feuds

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. Advise characters to help protect them, and fight for them.

and Factions sourcebook. At that time, 578 CY, Christa was 12 years old. Now, 17 years later, she is 29.

During the intervening years, Christa went from being a simple pickpocket of drunkards visiting the Green Dragon Inn to becoming a respected adventurer known for her genuine warmth toward those who were born lowly and downtrodden. During the Greyhawk Wars, Christa went to the Shield Lands and helped refugees find food, shelter and safety from the invading hordes. More recently, Christa visited Perrenland, and helped refugees from the Iuz border wars resettle in more peaceful lands.

But, while she was away, Christa fell in love. Her champion, Brechtier Bruegaar, of the Perrenland 1st Auszug, awaits her in Traft City. All she wanted to do was go back and say a final farewell to her friends in Greyhawk City, and gaze one last time upon her old stomping ground, The Green Dragon Inn.

But things would not be as she remembered them. Ricard Damaris, the owner of the Green Dragon, was completely broke (and broken), sucked dry by his wicked daughter, Clarissa (now 20 years old). Taking up with Salow, a half-orc lieutenant in Turrosh Mak's army, Clarissa has fled to the Pomarj, taking with her many Greyhawk City secrets, which she managed to acquire before she left. Clarissa also took with her every copper earned by Ricard in the last 20 years. The poor man does not even have money to stock ale, or make long overdue repairs.

It seemed that after a long-treasured history, and many yarns spun by brave adventurers, The Green Dragon Inn was set to close and be demolished to make way for a new wrestling pit run by a nasty old gnome called Noblock. For years, Noblock had helped Clarissa achieve her goals, knowing how he too would profit once the great Green Dragon was brought to its knees. Three days ago, shortly before Christa came back, Damaris sold the Green Dragon to Noblock for an undisclosed sum. The demolition date has been set.

When Christa returned to the Green Dragon, and was told the story by Ricard—the father figure who saved her from the gutter—she flew into a rage. All the pent-up hurt from a struggling and shameful childhood came to the forefront, and she immediately raced to confront Noblock and demand better justice for poor Ricard. But Noblock was waiting, and he knew just how to taunt "little miss streetwise".

Noblock told Christa that he might be able to "swap" the Green Dragon should Christa be able to offer him a more priceless object in return. The object he suggested was the Lords' Jewels—treasured artifacts hidden deep with the forbidden Lords' Tomb. It just so happened that Noblock had acquired a map of the tomb, and the secret route needed to be taken to find the hidden treasure. Of course, it was extremely dangerous, and no thief in Greyhawk City was crazy enough to go do it. Besides, anybody who stole from The Lords' Tomb could never again live in Greyhawk City.

Christa, however, knew she had both the motive and the ability to carry out such a quest—particularly if it

would help her friend Ricard, and save the Green Dragon from demolition. She no longer had any allegiance to the city or its ancient dead lords. She only cared about Ricard, and then getting back to Traft, getting married, and starting a family. Christa agreed to Noblock's deal, and set out 12 hours ago to follow the map. By doing this, Christa became the first person in history to desecrate The Lords' Tomb.

Sadly, she would not be the last.

ADVENTURE SUMMARY

Introduction: The PCs find themselves, once again, visiting Greyhawk City. After hearing some rumors and gossip (while spending up their hard-earned money), they eventually arrive at the Green Dragon Inn around dinnertime. But it is not the same place it always had been. Practically deserted, the PCs learn of the inn's probable demolition—at Midday tomorrow!

Encounter 1: they speak with Ricard Damaris and learn about Noblock, Clarissa, and Christa (although Ricard does not know yet about the deal done by Christa with Noblock). Suddenly, Christa staggers through the doors of the inn. She is battered, tattered and soaked in her own blood, but extremely elated. Christa exclaims that she has broken into the Lords' Tomb and stolen the famous Lords' Jewels. These are the only things old Noblock will accept in return for the Green Dragon. Ricard is horrified and tells Christa about the curse.

The air begins to grow terribly chilly, and a darkness creeps into the lantern-lit room. And then, with frightful swiftness, the tavern room is filled with terrible ghosts! These are the Seven Great Lords originally buried in the tomb during the early days of the city. They do battle with Christa. The PCs can join in the battle if they wish, but the ghosts do not attack the PCs. They are after Christa. Eventually, Christa dies, and the ghosts turn to face Ricard Damaris and say:

"Living one! Return the jewels! If they are not returned to their rightful place within 5 hours ... we come for you!"

Then the ghosts disappear as quickly as they came. Strangely, they take Christa's body with them (though her clothes and belongings are left behind). As her body leaves, the PCs hear her soul crying for forgiveness as it fades into the next plane of existence.

Ricard Damaris has crumpled in a heap behind the bar. He is clearly in shock and is in no position to return the jewels himself. He tells the PCs to leave him and let him die when his time comes. After all, he has lost the Green Dragon, what else has he got left? But good PCs will want to help Ricard (of course), and should offer to return the jewels and then find some way to stop Noblock from acquiring the inn. The PCs find the map Christa used to get to the jewels among her belongings. They will also find a number of items, which once belonged to her as well. They can use these to help them get back into the tomb and replace the jewels. And they now have less than 3 hours to do it!

Encounter Two: In the High Market, the PCs fight some nasty rogues who have heard rumors about a back door into the Lords' Tomb. From here, they get through a manhole that leads down into the sewers of the city.

Encounter Three: the PCs find the secret door that leads from the sewers into a secret passage going to the Lord's Tomb. At the end of that passageway (which has many side-passages), the PCs are faced with a ghost who only shows them the door into the tomb if they look for his little lost dog who disappeared over two hundred years ago.

Encounter Four: the PCs find themselves in the Lords Tomb. The place they enter into is actually an old family crypt. It appears to have been recently vandalized (by Christa), though she found nothing of real value. The undead creature (a crypt thing) was not present when she came through here, but now it has returned to find its lair in ruins. It finds the PCs, blames them, and then attacks. In anger, it attempts to send each PC to a random (sealed) crypt to face a nasty undead denizen on their own! Those who remain face the crypt thing itself.

Encounter Five: The PCs regroup, and arrive at the place where the jewels need to be returned. But, instead of the pedestal where the jewel box once rested, the PCs find the Crypt Keeper. His name is Clannair Blackshadow. He is not undead, but he is very cunning, and is a high-level drow wizard who was once a member of the famous Shapechangers Gang. When the gang was infiltrated and destroyed, he hid here in this tomb (which is where he has lived for 20 years).

After he realized the jewels were stolen, he subsequently figured someone would try to put them back once the curse kicked in. But he is a grizzled, bored old dark elf. Over the last few hours, he moved the pedestal to another part of the Lord's Tomb. Now, in order to get it, the PCs will have to face a ghost. This is Lord Silverfox, one of the great deceased Lords of Greyhawk City. He has tricked Clannair Blackshadow into thinking he is truly evil (so that he gains some leverage in the tomb complex).

Encounter Six: The PCs arrive at Lord Silverfox's Tomb. He is the most recently buried Lord in this complex. Upon entering, the PCs find the pedestal. They also find Lord Silverfox himself—now a ghost. After some conversation that unfolds some Greyhawk history, the PCs probably tell Lord Silverfox why they are there. He listens patiently, but say very little. Lord Silverfox I tells the PCs that the Crypt Keeper is a grizzled, bored old drow. He should never have moved the pedestal. The curse will not be lifted until the PCs drag the pedestal back to its original tomb. Lord Silverfox bids the PCs farewell, and they leaves. After the jewels are replaced, the Seven Great Lords appear before the PCs. They thank them, and tell the PCs that the curse has now been lifted. The PCs are free to return to the surface unhindered.

Encounter Seven: On their way back out of the Lords' Tomb, the PCs encounter Lord Marobanden, Master Of The Second Tier—a powerful undead who does not let them pass unless they battle him.

In Conclusion A, the PCs arrive back in the Green Dragon Inn, still no closer to helping Ricard regain his tavern. But in the morning, they see Ricard standing in front of the gnome, Noblock. Noblock is on his knees. His hair has turned completely white, and he is trembling from head to toe. Noblock gives the deeds to The Green Dragon Inn back to Ricard (along with 10,000gp). He also gives the PCs a chest full of treasure to recompense their having to return the jewels in the first place. Finally, Noblock reveals that he is doing this because he was haunted by a ghost who threatened him, then left a scar in the shape of an “S”—and the ears of a small, silver fox. The PCs hopefully conclude that it was Lord Silverfox who eventually came to Ricard’s rescue!

In **Conclusion B**, Ricard thanks and rewards the PCs. He wanders off into the sunrise knowing that although he is alive (thanks to the PCs), he will never see the Green Dragon again.

INTRODUCTION: AN AFTERNOON IN GREYHAWK CITY

Read this to the players when they are ready to begin:

It is the first day of Fireseek (Winter), and you had each planned to travel to Greyhawk City in time for the Feast Of Fools. But you’ve been delayed by snow, and you’ve arrived one day too late. The feast is finished, the drinking is done with, and everybody in the city is walking around like bears with sore heads. Even so, you find yourself in the Low Market, along with a few other lonesome adventurers who’ve also arrived too late. It is midday, and you have the afternoon to spend going about your business in the Gem Of The Flanaess ...

Allow the PCs to introduce themselves, if need be. If anyone asks, it is common knowledge that the Feast Of Fools is the best one-day festival in the Flanaess. On this day, all the dignitaries of the city dress up and enter into a kind of “Mardi-Gras”, which travels down The Processional (which took its name from this event). As they travel, the dignitaries are playfully mocked, and the festival ends with the low and high personages joining together in a night of revelry and debauchery in the city Thieves’ Quarter.

The DM should give PCs time to do some buying and selling (as there won’t be time for this once the adventure starts—but don’t tell *them* that). You might also allow PCs to check in with various churches (Temple Of Pelor), or organizations (Thieves’ Guild). Use *An Afternoon In Greyhawk City* in Appendix 2 to help flesh out some NPC encounters. Give players Player Handout 1. The DM will probably only have time to let each PC visit one place of choice, and then maybe one place as a whole group.

If anybody tries to gather any rumors (or other such information), consult the various Rumors and Gossip

charts below. Most common folk the PCs talk to have sore heads due to the partying and revelry from the night before. No one will be rude; but no one will be overly talkative, either. If PCs are not being particularly extrovert, then have them make a DC 8 Listen check to overhear snippets of the easy information—which should lead them to ask further questions.

Rumors And Gossip

Gather Info	High Quarter/Garden Quarter
DC 10	<i>Today is the 5th anniversary of the death of Lord Silverfox—one of the great aristocrats of the city.</i> [True]
DC 15	<i>His empire is currently run by his widow, Lady Silverfox. She is continuing the powerful merchant tradition begun by her husband.</i> [True]
DC 20	<i>Lady Silverfox is having a relationship with Nerof Gasgal, the Lord Mayor—an affair she supposedly began while her husband was still alive.</i> [False]
DC 25	<i>Lady Silverfox rules Silverfox Emporium with an iron hand. Her faithful sons are very unhappy, and suspect that profits are being diverted to Lady Silverfox’s family in Hardby.</i> [True]

Gather Info	Clerkberg Quarter/Foreign Quarter/River Quarter
DC 10	<i>Did you hear? The famous adventurers’ tavern, The Green Dragon, is due to be demolished at midday tomorrow! This is a sad day for the city! Ricard Damaris, the owner, is in desperate need of friends—but they have all deserted him!</i> [True]
DC 15	<i>It is rumored that Ricard Damaris made a pact with a devil. In return, the devil brought him fame and good fortune—but now the devil has come to collect, and Ricard must pay the price!</i> [False]
DC 20	<i>Did you hear? Ricard’s daughter, Clarissa, has tricked her father out of his money, and has fled to the Pomatj with her lover, the half-orc Salow! It is said that, somehow, they were both able to discover city secrets, and are assuring their future by sharing them with Salow’s half-brother, Turrosh Mak.</i> [True]
DC 25	<i>The wealthy old gnome called Noblock is going to build an exclusive wrestling pit, for gnomes only, where The Green Dragon once stood. Rumor has it that Damaris was forced to sell his tavern to Noblock because he could no longer afford to pay protection money!</i> [True]

Gather Info	Artisan's Quarter/Thieves' Quarter/Slum Quarter
DC 10	<i>Hey! Have you heard? Little Miss Streetwise is back in town! Rumor has it that she's come to say one last goodbye ...</i> [True]
DC 15	<i>Her real name is Christa. She'd be about 29 years old, now, and she's an orphan. Once upon a time she was the darlin' of the Green Dragon Inn. She was like a second daughter to old Ricard Damaris. But then Clarissa, Ricard's daughter, got jealous and spread rumors that Christa was having an affair with a dirty old gnome called Noblock. Christa was forced to flee Greyhawk City in shame. But she has brought honor to herself by doing good deeds in far off nations.</i> [True—though it was, in fact, Clarissa who recently had an affair with old Noblock]
DC 20	<i>Did you hear that howling in the night? Early hours of this morning! Beneath the city! It sounded like a thousand ghouls were crying out—trying to escape to the surface! And then the sound of swords clashing ... and more ghostly groans! Anyone would think that the Lords' Tomb had been broken into!</i> [True]
DC 25	<i>Old Truffock, the hobo, was sleepin' on one o' the benches in the High Market last night—lucky so an' so—when he saw what he thought was somebody sneakin' through some kind of secret man-hole at the back of Burtek's Fine Bobbles. Now, everybody reckons that that secret manhole could only lead to one place: the fabled hidden tunnel ... into The Lords' Tomb! An' you know what else is weird? Old Truffock reckons that he knew who it was who broke in ... Little Miss Streetwise!</i> [True]

Generally, give the PCs the afternoon to look around Greyhawk City and indulge themselves. How much time you give them depends on how long you've got to run this adventure. If PCs want to go for a drink, steer them to the Black Dragon Inn (or anywhere other than the Green Dragon).

If they *insist* on going to the Green Dragon, they find it's closed. A young street urchin, Solly, sits on the front steps, counting coppers he has stolen. He looks up at the PCs and says:

"Aren't you ... [recognizes two or three of the PCs by name]? Ricard is out at the moment. But he'll be back at sunset. He wants to spend his last night here at the tavern. It's gonna be pulled down tomorrow. He's kind of sentimental like that, you know. I'm sure he'd be very happy to see you again! All his mates have gone and left him ..."

The boy knows the same kinds of gossip/rumors as listed for the Foreign Quarter, above.

If any PCs go to try to find Noblock (the gnome), or Christa (Little Miss Streetwise), then either no one claims to know where they are or even who they are, though some folk are obviously lying and protecting old Noblock in many instances.

If PCs attempt to discover the secret portal behind Burtek's Fine Bobbles, then they don't find it. They need Christa's map, as it is very hard to find without precise coordinates. They can, however, try all they like to find it at this point (but they won't).

If PCs go to Lord Silverfox's Manor, they find that it is an ornate but tastefully decorated, mansion. The butler is polite, simply saying that Lady Silverfox is out of town, currently visiting relatives in Hardby at present. This is true.

When it's time for dinner and bed, all the taverns and inns in the city are full. It appears the only place to go is the Green Dragon. When the PCs get to the Green Dragon (at sunset), the door is closed (but not locked), but they can peer through the frosted glass to see a man behind the bar.

ENCOUNTER 1: AT THE SIGN OF THE GREEN DRAGON

As the PCs enter the Green Dragon Inn, read or paraphrase the following description:

The famous Green Dragon Inn is no longer as you knew it. Tables where brave adventurers once swapped tall tales and spilled their frothy ale, now lie vacant. Corners where cunning thieves once plotted traps for conniving aristocrats, are caked with cobwebs. The aromatic kitchen, always such delight after a hard fought adventure, now stands locked and bolted; the chef, Mrs. Damaris, long since left to cook hearty meals for men with brighter futures. Even the bar, usually well stocked with every brew from Pale to Perrenland, now has only a single bottle sitting on it; of Ulek's Ocher Rotgut, and that's only half full. On the other end of the bottle is a man, bent and broken. It is Ricard Damaris, the Green Dragon proprietor. He is sobbing quietly to himself, and you see a torrent of tears fall down upon the bar. Slowly, his heavy hand helps him take another shot of comfort from his rotgut.

It is important that the DM play Ricard Damaris as a broken, but still proud, gentleman. Although he is drinking, he is *not* drunk. When the PCs enter, he looks up but does not recognize them at first. He shouts out in a "cockney" accent:

"Go away! We're closed! Forever! Go drink at the Black Dragon! You'd better hurry, I hear a band of Perrenders want to burn it down!"

As Ricard slowly recognizes the PCs, and they interact with him, he becomes more chipper, as his spirits are fortified by the presence of friends and former patrons. He's still sad, but wipes away his tears, bushing off his emotion as nothing more than remembrance of a sad song once sung to him by a mermaid when he was a young boy.

Ricard, and is very grateful for the PCs' company. He will say that he can't offer them much, but he has some meat and vegetables in an icebox under the bar. He's happy to stoke the tavern fire, and throw food on a grill. It's all he can offer the only people who've come to see him in his hour of need—and the kitchen has been closed for several weeks ... since Mrs. Damaris left.

It is important for the DM to let the PCs ask Ricard questions, and then have him respond to their questions meaningfully. You should ensure that he is portrayed as somebody who the PCs can trust and respect. Ricard might even begin the conversation by asking the PCs about their own adventures. What follows are some typical answers that Ricard gives to questions. It is *not* to be simply read like a script—heavily paraphrase to suit what the PCs ask.

Q: What happened to you?

I've lost the Green Dragon! And I blame myself. That's the plain and simple truth. For years, I failed to realize just how much a little tramp my daughter, Clarissa, really was! All that time, I spoiled her, thinking that by giving her everything she wanted that would buy her loyalty and her love. Bah! All it bought was her derision! Even through her teenage years she was watching me. Watching to see how I conducted this business. Watching me count the takings. Watching so that she could rob me of it all; the first chance she got!

Three months ago, Clarissa became friendly with a half-orc named Salow. He's frequented the Green Dragon over the last twelve months. She was helping as a barmaid, and he had a kind of rugged attraction for her. One thing led to another and they became a couple—much against my wishes, of course. But Clarissa simply scoffed at me. And Salow just gave me looks like he would slay me standing upright, then cleave down upon half the other patrons of this inn before you could say Turin Deathstalker! All the while, Clarissa was stealing money from my hidden strongbox. When it was time to pay the quarterly taxes, I went to the box and found it empty. Not only was the tax money missing but so was every gold piece I'd saved in the last twenty years!

At first I thought I was going mad but then it all fell into place. Clarissa went missing. So did Salow. Rumor has it that they fled the city in the direction of the Pomarj in a very fine carriage, flanked by an impressive contingent of well-paid mercenaries!

Only then did I realize that she had permanently destroyed me! Not only did I lack the funds to pay the quarterly tax, but I also lacked my savings that I regularly used to pay protection money on the Green Dragon. No fewer than five underground "guilds" take their weekly

cut from me in this city, and because I could no longer pay, they came for their final collection!

To spare my life, and that of my poor wife who has fled to her family in Critwall, I agreed to sell the Green Dragon to the old gnome, Noblock—a creature who plans to demolish the Green Dragon at midday tomorrow!

My only comfort at this time, apart from the arrival of yourselves, is the fact that a young friend has returned to visit me—an orphan whom I sheltered when she was just a child. Her name is Christa, and though she left here suddenly many years ago, she has returned for one last visit! She wanted to tell me of her happiness, and the fact that she is to marry a young Perrender man named Brechtier Bruegaar who is a Captain in the 1st Auszug in that illustrious nation. I haven't seen her since dinner last night. I so hope she hasn't yet left the city ... I wanted to say farewell ... to her ... and to everything ... She will never see me again. And nor will you, my friends.

Q: Are you planning on suicide?

There are many ways a man can do that—none of them honorable. But then, I have no honor left. I am disgraced, and I must pay for my foolishness.

Q: What are you going to do once you no longer have the Green Dragon?

I will probably travel with young Christa to Perrenland to attend her wedding. After that, I really don't know.

Q: Tell us more about Clarissa.

Clarissa is my 19-year-old daughter. She always acted older than she was, and was far too darkly cunning for myself or even Mrs. Damaris to fathom. She is very pretty, extremely intelligent, and has a particular way with men. She had half the underground guilds swine swooning over her and, until she met Salow, knew each and every one of them ... intimately, I found out. There was some jealousy when she began an exclusive relationship with Salow—but after Salow killed 32 of them in a single combat in Bloodbone Alley, they backed off and wished the happy couple well.

Q: Tell us more about Salow.

Salow's full name is Salow Mak. He is the reputed half-brother of Turrosh Mak—the half-orc leader of the Pomarj rabble. Rumor has it that, as a child Salow followed his brother on the invasion of the Wild Coast and the Principality Of Ulek. They became separated after a battle in which the wounded were left behind and taken by slavers. Salow was one of those taken. For ten years, Salow served as a slave in the most degrading conditions—all the time hoping that his half-brother would find him one day, as he never wanted to believe that Turrosh had left him for dead on that fateful day. Eventually, Salow found himself enslaved in the Land of Iuz, but escaped across the border into Perrenland. There, he was attacked by a band of Ravagers who burnt him very badly—but paid the price by being slain to the last man by the enraged half-orc. Salow's prize was the

leader's greatsword, which Salow appropriately named "Spleencutter" in homage to the way in which he disposed of its previous owner.

Salow adventured for a while with The Company Of The Griffon, but his days were numbered when he was arrested and imprisoned here in Greyhawk for slaying two score of the City Watch while in a heightened state of rage. For one whole year, Salow did not see the light of day, but then someone powerful started pulling strings, and Salow was released. Rumor has it that it was Turrosh himself, and now Salow has gone to meet his long lost half-brother, and to heal old wounds.

Q: Tell us more about Noblock.

Noblock is an old gnome who is, quite simply, a city nuisance. He has become wealthy over the years by mastering the art of intimidation, sarcasm, blackmail, and mockery. Some city nobility would rather give him money than have him deliver a public put-down against them. Somehow, he always finds out a person's weakness and exploits that weakness. He has an appalling sense of fashion, and wears bright pink and yellow clothes (with bells on). He can be heard coming a mile away, and people would rather flee, than confront him in a public place! He has avoided arrest because he simply knows too many secrets about a lot of well-connected people. He has avoided assassination because it is surmised that he has stooges who will release secrets should he die.

Q: Tell us more about Christa.

Christa was an orphan who was left on our doorstep when she was a very young girl. Mrs. Damaris and I had no children of our own at that time, and attempts to have children were proving difficult. We thought that little Christa was the answer to our prayers to Pelor! She was a beautiful, loving child. She was the darling of the Green Dragon Inn, and quickly became known and adored around town. But we were poor back in them days—strugglin' in the early days before the wars—so I allowed Christa to do some "work" with the local underground guilds. I didn't see no harm in it, and Christa only pick-pocketed visiting aristocrats and those who had more gold than they knew what to do with. And right from the word go, she'd give a third of her takings to the guild, a third to me, and then a third to the poor. Christa became known as "Little Miss Streetwise", and I was very proud of her!

But then Mrs. Damaris and myself had Clarissa. And as Clarissa got older she became jealous of poor Christa. In the end, a scandal forced Christa to leave Greyhawk City, but I've since heard that she's devoted her life to helping those in need all over the Flanaess. And so, for that, I feel that I have not done so badly. I know that Christa would never disappoint me—and the day she did, is the day I know I shall truly die! Christa knows my fate, and the fate of the Green Dragon. I've made it clear to her that there is nothing she can do to help.

If the PCs tell Ricard about the rumors they have heard regarding Christa, then he will simply not believe them and say they must be mistaken.

Q: What can we do to help?

Nothing. My fate is sealed. I signed the Green Dragon over to Noblock this afternoon. He takes possession at midday tomorrow. By sunset, the Green Dragon Inn will be nothing more than a memory. And forget about going and seeing Noblock. His home in town is a veritable fortress. As an ex-adventurer I would go myself and slit his throat this night if I thought it would do any good!

At some point, lay out a battle grid and place miniatures for Ricard and the PCs around a sketched-out table (near an improvised fireplace). The area of the tavern should be at least 50 ft by 50 ft.. Do this *before* Christa's arrival. Organize a figure for Christa in advance, as well. When the Seven Deadly Lords arrive, they come through the very walls of the tavern in all directions, not simply through the "front door".

The Arrival Of Christa

At an appropriate moment, the DM should cease talk with Ricard and read/paraphrase the following:

Suddenly, the door of the Green Dragon Inn bursts open. Swaggering through the doorway comes a pretty young woman. She is covered from head to toe in a mixture of greenish sludge, black filth, and dried blood. She is grinning confidently as she walks toward you all. In her hands is a small chest. She places it down on the table in front of yourselves and Ricard.

"I did it, Ricard!" she says triumphantly, "I stole them! Right out from under their noses! I did it for you, Ricard! So you can trade them to that bastard Noblock and get back the Green Dragon!"

"What have you stolen, Christa?" Ricard whispers, hardly daring to take another breath.

"The Lords' Jewels! It took 'em from the Lords' Tomb! They're yours now!" Christa replies and, in doing so, opens the box to reveal the most wondrous assortment of priceless jewelry in all of the Flanaess.

"By the gods! You cannot do this! I cannot keep these, and neither can I give these to the gnome!" Ricard trembles, stammers, and appears ready to fall in fright. "These jewels are cursed! Don't you realize? The legend tells that whoever hands these items pass through will be found by the Dead Lords and slain within 3 hours! Forget about Noblock, because in doing this, you've cursed yourself and me!"

Christa grins and flops on a chair, clearly exhausted. "That's an old story, dear Ricard. There hasn't been a haunting in Greyhawk City for over 30 years. Use these jewels, my friend. Use them to save the Green Dragon. Lots of good adventurers are counting on you! Those dead Lords don't need these anymore. You do. Take them to Noblock tomorrow morning. Save the Inn. For me ..."

"Alright, Christa," Ricard replies, "I accept the jewels—though I am still not certain this is such a good idea ..."

At this point, Christa is still grinning, obviously pleased with herself and her daring raid on the Lords' Tomb. Allow the PCs to ask her one or two questions. Have her answer judiciously. If PCs do a DC 15 Heal check on her, they ascertain she is badly hurt, but here brave front is hiding her hurt effectively. Her injuries are not life threatening, but she definitely needs to rest. If they offer her healing, she absolutely refuses. Christa is polite, but explains that she has no time for the gods, and that she prefers to use herbs that she has gathered on her travels. She then retires to her room and applies those herbs. Neither does she believe in being raised from the dead. "When I die, I die. Let my death be glorious!" she exclaims.

☛ **Christa, Little Miss Streetwise:** Female human Rog12, hp 44. Christa currently only has 15 hit points due to her injuries. Christa's statistics can be found in Appendix I.

Q: Why did you steal these, Christa? Don't you know that stealing is wrong?

This man, Ricard, is like a father to me. When I heard what his ungrateful daughter did to him, and that he was to hand over the Green Dragon to Noblock, tomorrow, then I knew I had to do something for him. I could not sit idly by. So I went to Noblock to plead for Ricard. I offered Noblock everything I owned, but nothing was good enough for him. Then I asked him exactly *what* it would take to clear Ricard's debt. He thought for a moment and grinned. "I would accept nothing except ... the Lords' Jewels!" he sarcastically replied, thinking full well that nobody in their right mind would accept such a challenge.

But I did. He called me a fool, but was smart enough to acquiesce. "Bring me those jewels and I'll tear up my claim to the Green Dragon," he said. And then he showed me an old map he acquired during his younger years. It was a map that showed a secret portal in through a back door of the Lords' Tomb. It was hidden under a flagstone in the High Market. Taking the map, I prepared for my assault. I was successful, so here I stand.

And as for the ethics of stealing, let me say just this. The dead do not, and cannot, own anything under Greyhawk Law. I simply entered a public place and recovered what no longer belonged to anybody. How dare adventurers lecture me about "stealing" when they are the first to loot, plunder, and destroy every dungeon they set eyes upon. How easy it is to wear morality on your sleeve when it so suits you!

Q: What resistance did you encounter in the tomb?

Mostly undead, but for some reason I encountered very few of them. I was lucky in that respect. There must have been something else which was distracting their attention. So, I simply followed Noblock's map to the centre of the tomb, and there were the Lords' Jewels sitting right atop a special podium. I just took them, and fled. I didn't look back—though I'm sure I was pursued ... by something.

Q: May we appraise the jewels?

Christa is happy to open the box again. A DC 15 Appraise check tells the PCs that these jewels are, in fact, priceless. However, a DC 15 Knowledge (arcana) or Spellcraft check tells the PCs that there is something "not right"—even "evil" about these jewels. They are certainly not something that anybody would proudly show off in public, as they radiate a malevolent aura, which makes all who gaze at them feel particularly uneasy.

Q: Ricard! You stupid man! Don't accept the jewels!

I already *have* accepted them. And I must find any way possible to save the Green Dragon!

Don't let the PCs talk *too* much with Christa. If you do, then they will start asking too many questions and this scene will get bogged down. At an appropriate moment, move on to the attack of the Seven Ghostly Lords.

The Seven Ghostly Lords

Read or paraphrase the following:

All of a sudden, the air inside The Green Dragon begins to grow terribly chilly, and a darkness creeps into the lantern-lit room. Seemingly of their own accord, the shutters on the windows close, and the front door bolts shut all by itself.

"They've come for you, Christa!" Ricard screams, "The dead lords! They're here!"

Christa rallies herself from her chair. She unsheathes her bloody sword, and steadies herself. "They will not slay me! I have done a good deed this day, and I have a fiancé waiting for me back in Traft! This is not my time to die!"

And then, with frightful swiftness, the tavern room is filled with terrible ghosts!

ALL APLs

☛ **Ghosts (7):** hp 44, 44, 44, 44, 44, 44, 44; see Appendix 1.

Tactics: These are the Seven Great Lords originally buried in the Tomb during the early days of the city. They begin to do battle with Christa. The PCs can join in the battle if they wish, but the ghosts *do not attack the PCs*. They are only after Christa. The Lords start their assault with a frightful moan ability to slow down but not harm the PCs followed by their draining touch on Christa—draining her Constitution. This battle may last two or three rounds, but eventually Christa dies, and the ghosts turn to face Ricard Damaris and say the following in a hollow voice, raspy like a dust storm in a cemetery:

"Living one! Return the jewels! If they are not returned to their rightful place within five hours ... we come for you!"

The ghosts disappear as quickly as they came. Strangely, they take Christa's body with them (though her clothes and belongings are left behind). As her body

leaves, the PCs hear her soul crying for forgiveness as it fades into oblivion.

Development: After the ghost's assault and their warning, Ricard Damaris crumpled in a heap under the table. He is clearly in shock and is in no position to return the jewels himself. He tells the PCs to leave him and let him die. After all, he has lost the Green Dragon, and his beautiful little Christa, what else has he got left? But good PCs will want to help Ricard, and should offer to return the jewels and then find some way to stop Noblock from acquiring the inn. The PCs find the map Christa used to get to the jewels among her belongings (see Players Handout 2). They also find a number of items which once belonged to her as well (see Treasure below). They can use these to help them get back into the tomb and replace the jewels. And they now have less than 3 hours to do it!

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: *potion of cat's grace* (25 gp); *potion of lesser restoration* (25 gp); *potion of blink* (63 gp).

APL 4: L: 0 gp; C: 0 gp; M: *potion of heroism* (75 gp); *+1 shield, light steel* (97 gp), *+1 dagger* (192 gp).

APL 6: L: 0 gp; C: 0 gp; M: *+2 chain shirt* (354 gp); *amulet of health +2* (333 gp).

APL 8: L: 0 gp; C: 0 gp; M: *cloak of resistance +2* (333 gp); *+1 short sword, keen* (693 gp).

APL 10: L: 0 gp; C: 0 gp; M: *ring of protection +2* (667 gp); *ring of the ram* (717 gp).

APL 12: L: 0 gp; C: 0 gp; M: *wand of haste* (938 gp).

Asking Ricard About The Lords' Tomb

Ricard tells the PCs that the Lords' Tomb is where all the past city oligarchs and nobility have been buried over the centuries. It has multiple levels—with the more important nobility buried the deepest within the tomb. It is said that powerful undead walk the hallways of the tomb, and that the city oligarchy knows of these haunting and even encourages them. As a result, powerful anti-magic wards have been placed on and within the tomb. These wards offer some but not complete protection for those entombed inside. It is also rumored that acid is magically neutralized within the tomb, and open flames will not ignite. This is primarily so that tomb raiders cannot easily pillage, loot, or destroy such a sacred site!

Ricard tells the PCs that Solly, the young street urchin who hangs around outside the inn, sells stolen sunrods to make a living. If PCs look, they can find Solly and buy a sunrod at standard *Player's Handbook* prices.

The main entrance to the tomb can be found in the High Quarter of the city. It is very heavily guarded night and day by people of immense loyalty, strength, and power. They regularly check the tomb, and soon they'll discover that the jewels are missing and then we will have no chance of putting them back. Even if the jewels were turned over to them now, that would not break the curse. Only by placing them back the same way they were taken will the curse be broken forever!

Move on to Encounter 2.

Further DM's Note: Make sure that Ricard Damaris warns the PCs sternly *not* to take *any* treasure or items they find within the actual Lords' Tomb. Such desecrators will be eternally punished! If PCs are concerned about being "rewarded", then Ricard gets angry and tell the PCs to forget about him and "let him die".

What If A PC Decides To Keep The Lords' Jewels For Him/Her Self?

A chaotic neutral PC might argue that Ricard is a poor businessman and is better off dead; and that the jewels should reside in his/her *own* pocket. Give that PC a DC 5 Wisdom check. If the PC succeeds, then tell the player that their character *knows* that keeping the jewels is not a wise choice (and great dread might come of such an action). If the player still persists, even after comrades have argued against it, then apply the Curse Of The Lords' Jewels. That PC is instantly transported to the Greyhawk Jail (deep beneath the Citadel). Their game is now over. The results of the curse are found on the AR. The jewels drop to the ground—ready for another PC to take up the quest to return them!

ENCOUNTER 2: AT THE HIGH MARKET

Having secured Christa's map, the PCs soon arrive at the High Market. As the PCs approach the entrance, ask each player to attempt a Spot check. The Spot check is against the Hide checks of the rogues patrolling the High Market tonight. These rogues are members of the Black Gate Brood, a nefarious gang of cutthroats who are generally shunned by even the Greyhawk Thieves' Guild. Their leader, Drago, heard the same rumors the PCs did earlier in the day. Drago has come in the hopes of breaking into the Lords' Tomb and securing its riches for himself. This wicked villain does not hesitate to confront, and dispatch anyone who gets in his way.

Familiarize yourself with the map of the market. Make sure PCs are at least 80 feet from the place marked "X" on the map when you ask for the Spot checks. If the checks are successful, the PCs see Drago and his two thugs lurking suspiciously near Burtek's Fine Bobbles. If they fail, the gang is hidden behind nearby tents, and wait for the PCs to advance to the secret portal before attempting to surprise them.

If the PCs make their Spot check as they approach the entrance to the High Market, read the following:

As you approach the High Market you notice that it has closed for the evening. Following Christa's map, you eventually arrive in the general vicinity of the hidden portal. It is at this moment that you notice that there are three unsavory types skulking around where the portal should be hidden. They, too, seem to be seeking the same thing you are. They are trying to hide in the shadows, but they are doing a really bad job of it.

The PCs have the drop on the rogues. The rogues are 80 feet from the PCs, skulking near a large tent. If the PCs openly confront them, it angers Drago and accuses the PCs of following or spying on his gang. He orders two goons to attack, and joins the fray. The PCs may try to capture Drago and his crew, and hand them over to the City Watch. If they capture him alive, or report his activities after his death PCs, each PC gets the Thanks Of The City Watch (see the AR), as Drago is a known criminal. PCs who try to bargain with Drago are wasting their time. He is inconsolable and thinks the PCs are working for the City Watch.

For those PCs who fail their Spot checks, read the following:

As you approach the High Market you notice that it has closed for the evening. Following Christa's map, you eventually arrive in the general vicinity of the hidden portal. You think the entrance is beneath a flagstone, about 80 feet east from where you are currently standing—out the back of a large tent.

As the PCs approach, allow Drago and his gang a Listen check against any Move Silently checks *specifically* initiated by the PCs. If the PCs don't bother moving silently, or are heard by the rogues, then Drago and company hides behind nearby tents. As the PCs get close to the portal entrance (as described by Christa), then give the PCs a Listen check against the Move Silently check of the rogues. Drago and his goons do not surprise those who succeed.

APL 2 (EL 3)

➤ **Drago:** Male human Rog2; hp 12; see appendix 1.

➤ **Thugs (2):** Male human Rog1; hp 7, 7; see Appendix 1.

APL 4 (EL 4)

➤ **Drago:** Male human Rog3; hp 16. see Appendix 1.

➤ **Thugs (2):** Male human Rog1; hp 7, 7; see Appendix 1.

APL 6-12 (EL 6)

➤ **Drago:** Male human Rog5; hp 23; see Appendix 1.

➤ **Thugs:** Male human Rog1; hp 7; see Appendix 1.

➤ **Elite Thug:** Male human Rog3; hp 16; see Appendix 1.

Development: If the PCs kill Drago and his goons, then good riddance. The City Watch will find their pathetic bodies disposed of in the morning, and assume they bit off more than they could chew during some shady deal.

Treasure:

APL 2: L: 102 gp; C: 0 gp; M: 0 gp.

APL 4: L: 116 gp; C: 0 gp; M: 0 gp.

APL 6-12: L: 130 gp; C: 0 gp; M: +1 rapier(192 gp).

Following Christa's map to point "X" behind Burtek's Fine Bobbles, simply reveals several intricately carved flagstones set neatly into the ground. Exactly which one is the entrance to the secret portal requires a DC 15 Search check. If nobody makes the check, then let them take 10—but deduct some role-playing experience points from them (see Experience Points Summary at the end of this scenario).

Once found, the flagstone simply lifts up and slides aside. There is a single ironwork ladder going down into darkness (80 feet). Any player who thinks to check should make a DC 10 Knowledge (engineering) check, or a DC 15 Intelligence check, in order to ascertain that the ladder is very old and slightly unsteady. Each PC must make a DC 12 Balance check half way down, or fall victim to a rusty rung that snaps under their feet. Unless they then make a DC 12 Reflex save (to catch themselves), they plunge 40 feet into the sewer water below taking 3d6 damage (1d6 is absorbed by the water). PCs who tie a rope around their waist must make a (DM secret) DC 12 Rope Use check. Those who fail their Rope Use find the rope unravel or snap at the halfway point (or when the rung breaks).

At the bottom of the shaft is a narrow ledge either side of a 5-foot wide sewer river. When all PCs are down the bottom of the shaft, move on to Encounter 3.

ENCOUNTER 3: SEARCHING THE SEWERS

When the party reaches the bottom of the iron ladder, they notice that they stand on a 5-foot wide ledge that straddles both sides of a 10-foot wide sewage river. The sewage is stagnant, green, and, overpowering in its stench. So long as PCs don't step in or fall in to the sewage, then they'll be ok. Anybody stepping in or falling in the sewage must succeed at a DC 12 Fortitude save or be *sickened* for 1d4 hours (effectively 1d4 encounters). A *lesser restoration* or *restoration* spell removes these effects. There is also a slippery green sludge covering both sides of the sewer. Every PC must make one DC 12 Balance check in order to keep their balance on this slippery surface, or slip and accidentally slide into the stinking sewer water (see effects above).

The party might also need to strike a light source down here, as it's pitch black.

It should not be too difficult to follow Christa's map, and PCs will eventually start looking for a secret door that goes to a long forgotten secret passage into the Lord's Tomb. Even though it is marked on the map, PCs still need to make a DC 15 Search check in order to find this carefully concealed door. They may take 10, but if they do this they'll lose some experience points as outlined in the summary at the end of the adventure.

The secret door pivots, and opens into a dusty, long forgotten passageway, extending deep beneath the High Quarter District of Greyhawk City. The passage goes for 100 feet. There is no sewer here, and the floor is covered in old, but ornately carved, flagstones, harking back to a younger, more hopeful, and more innocent "Gem Of The

Flanaess.” Unless noted otherwise, the ceilings in this area (and the Lords’ Tomb) are 10 feet high. The secret doors are made of stone (2 feet thick) and all other doors are made of iron.

As the PCs get within 50 feet of the end of the passage, they get a DC 15 Spot check. A successful Spot check reveals a figure standing at the end of the passage in a T-intersection. The figure appears to be humanoid, and dressed in tattered brown clothing. Its face is covered in a mask of some kind, and it is leaning against the back wall, tossing a coin up in the air, then catching it as it falls. A successful DC 12 Listen check also reveals that this figure is whistling. A DC 15 Knowledge (local) check will tell the PC that the whistled song is a very old Greyhawk lullaby called “My Brother’s Keeper”.

The figure is a ghost called Tandannicus. He is a harmless guardian spirit, set to guard the entrance to his half-brother’s tomb for all eternity. His brother is Lord Zebendrich and he lives inside the Lords’ Tomb. Both men were aristocratic prats with a penchant for pranks in real life, and this has carried over into death. The entrance into Zebendrich’s crypt (and the Lords’ Tomb) is at the end of the southern passageway (behind a secret door). Only Tandannicus knows where it is.

There are a couple of options open to the party here:

Speak With Tandannicus

If the PCs walk up and try to speak with Tandannicus, he greets them and tell the party that things have been very busy down here of late. He reveals that there was, just yesterday, a nice young lady down in this very passage. He tells the PCs his name, but not reveal the true purpose of his being there unless they specifically ask. He does *not* reveal that his half-brother is a crypt-thing, or that his half-brother is evil.

Tandannicus shows the PCs the secret entrance into the Lords’ Tomb (and his brother’s crypt) if they promise to find his long lost little dog, Boney. Boney wandered down the northern corridor about two hundred years ago and didn’t return. There is only one catch to finding Boney (and getting him to come to you). You must *sing his name* whenever you call him, or *sing commands or requests*. Only then does he reveal his location (if he is hiding), or obey commands. It is a DC 18 Perform (sing) or Charisma check to get Boney to come or obey. The DM may give up to +5 bonus to the check if the singing PC does particularly well. Each extra PC who joins in the chorus will add +2 to the check.

DBoney has not been able to react to Tandannicus’s singing due to his incarceration in the sarcophagus (see Encounter 4).

If the PCs agree to help Tandannicus find Boney, then they will go down the northern passage. Go to Encounter 4. If PCs choose *not* to help Tandannicus, then they have to find the secret entrance by themselves (see below).

Fight, Turn, or Destroy Tandannicus

At some point, the PCs may decide to fight, turn, or destroy Tandannicus. If they do any of these things *before* he tells them about Boney, or the secret entrance,

then the PCs will *never* meet up with the dog (or the creature in Encounter 4). They just find an empty room with empty sarcophagi if they go there. They also have to find the secret door which Tandannicus guards on their own. It requires a DC 20 Search check, and PCs can take 10 along the walls of the tomb (and gain reduced experience points at the end of this adventure).

All APLs

➔ **Tandannicus (Ghost):** Male human ghost Ftr5, hp 32. Use the sample ghost on page 117 of the *Monster Manual*, but swap Corrupting Touch with Frightful Moan under Special Attacks.

Development: Tandannicus is pretty harmless. PCs who strike him (and actually hit him) will probably kill him in a few rounds. He does not strike back at PCs if they fight him, and will plead with them not to hurt him (if he gets the chance).

Just for the record, Christa chose *not* to search for Boney. She was an accomplished rogue and found the secret door on her own!

Finding Boney

When the PCs decide to venture down the northern corridor, get them to make a few Search checks (just to make ‘em feel nice and uneasy). When they poke their heads around the corner, read or paraphrase the following description:

This room appears to be an ancient crypt. There are two sarcophagi sitting side by side against the western wall of the room. The room is covered in cobwebs and dust, and does not appear to have been disturbed for a very long time.

Each sarcophagus takes up one 5-foot square of space. The original inhabitants of these coffins were halfling Lords who originally began what is now known as Burrow Heights (a halfling community) in Greyhawk City. Although they were lords of the city, they were buried outside the main Lords’ Tomb for racial reasons. This (eternally) angered one of the halfling lords—and now he wanders his crypt looking for victims who might stray in here. His name is Quigquo Fellowfoot, and he hides in the family vault, which is behind a secret door in the northeast diagonal wall. He is not undead, but did a deal with a demon to become a half-fiend and live on within the material plane. His curse is to forever watch over his dead wife (which is why he cannot venture from this area).

The southern-most sarcophagus can be opened easily. It contains a 4-foot tall skeleton dressed in bright (though faded) clothing. A DC 12 Knowledge (local) check, or a DC 10 Intelligence check made by a halfling PC, determines these clothes to be of female halfling origin (and very aristocratic). If the PCs clear away the dust off the front of the sarcophagi, they can read the names: Lady Selina Fellowfoot and Lord Quigquo Fellowfoot accordingly. A DC 12 Knowledge (history) check reveals

that they were the original architects of Burrow Heights—a halfling community in Greyhawk City.

As soon as a PC opens up Quigquo's sarcophagi, read the following:

As you push back the heavy stone slab covering the sarcophagi, you peer inside to see a small dog cowering in the corner. Even stranger, the dog is no longer alive, but is an undead thing—a skeleton hound.

The PCs have found Boney. Like his master, he is not evil (but he cowers and is frightened until somebody *sings* his name). After this, he is very friendly—particularly toward any druid or ranger PC. You see, Boney doesn't know he's dead, and he is attracted to the life-force given out by such PCs.

Give the PCs one round to react to Boney. As he has no vocal chords, he cannot bark anymore, but his jaws move up and down when he is happy, and this makes a kind of pathetic “squeaking” sound. If anybody tries to turn him, or hit him, then Boney is immediately and forever destroyed.

All APLs

➤ **Boney, Wolf Skeleton:** hp 13; see *Monster Manual* page 226.

One round after Boney is found, the secret door slides open, and the PCs are attacked by Quigquo Fellowfoot—a half-fiend halfling who was hiding behind the door of the vault. His sarcophagus is empty because he now guards the Fellowfoot family treasure, which is in a 10-foot square vault behind the secret door. When Boney ventured into his crypt two hundred years ago, the half-fiend halfling captured the dog and sealed it in his old sarcophagus.

Quigquo lies in wait for the PCs and attack them until either he or they are utterly destroyed.

APL 2 (EL 4)

➤ **Quigquo Fellowfoot:** Male half-fiend halfling Rog3; hp 19; see Appendix 1.

APL 4 (EL 5)

➤ **Quigquo Fellowfoot:** Male half-fiend halfling Rog4; hp 25; see Appendix 1.

APL 6 (EL 8)

➤ **Quigquo Fellowfoot:** Male half-fiend halfling Rog6; hp 36; see Appendix 1.

APL 8 (EL 10)

➤ **Quigquo Fellowfoot:** Male half-fiend halfling Rog8; hp 47; see Appendix 1.

APL 10 (EL 12)

➤ **Quigquo Fellowfoot:** Male half-fiend halfling Rog10; hp 58; see Appendix 1.

APL 12 (EL 15)

➤ **Quigquo Fellowfoot:** Male half-fiend halfling Rog12; hp 69. See Appendix 1.

Tactics: Quigquo hides behind the door of the treasure vault and try and gets a sneak attack on a flat-footed PC who comes near the vault door (or enters). At higher levels, Quigquo uses his spell-like abilities to best effect (as well as his feats—particularly Improved Trip and his ability to sneak attack prone victims!).

Treasure: Inside the Fellowfoot family vault there is much treasure in the form of gold pieces and jewels. A DC 15 Appraise check ascertains the total value of the goods. The DM should also not forget the items the PCs might find on Quigquo himself (DC 8 Search check). The totals below reflect the looting of these goods as well.

APL 2: L: 50 gp; C: 152 gp; M: 0 gp.

APL 4: L: 50 gp; C: 80 gp; M: 0 gp.

APL 6: L: 50 gp; C: 120 gp; M: +1 dagger(167gp).

APL 8: L: 50 gp; C: 200 gp; M: +1 dagger(167gp).

APL 10: L: 50 gp; C: 300 gp; M: *leather armor* +2(359 gp), +1 dagger(167 gp).

APL 12: L: 50 gp; C: 400 gp; M: *leather armor* +2(359 gp), +1 dagger(167 gp).

Development: If the PCs *sing* to Boney, then he happily follow them back to his master, Tandannicus. There is a joyful reunion, and Tandannicus keeps his end of the bargain, and show PCs where the secret door is into the Lords' Tomb proper. It is down the southern passage, and can be found in the eastern wall of the southern-most square.

However, Tandannicus also offers something else to the PCs: the help of Boney. You see, Boney used to run and play in the Lords' Tomb, before Tandannicus's brother sealed the door to his crypt and made Tandannicus guard outside. Tandannicus tells the PCs that all they have to do is show Boney the Lords' Jewels, sing him instructions, and he leads them to the place where they belong (inside the tomb).

If PCs refuse this offer (or never rescue Boney), then they still eventually find the Jewel Room—just a lot slower.

ENCOUNTER 4: THE THING IN THE CRYPT

Regardless of how the PCs came to find this secret door, it pivots with some ease (as if somebody only recently loosened and opened it). Christa was responsible for this loosening.

Unless noted otherwise, the Lords' Tomb has the following features:

- **Floor:** Smooth stone (*Dungeon Master's Guide* page 6).
- **Doors:** Iron Doors—2-inch thick, hardness 10, hp 60, break DC 28 (*Dungeon Master's Guide* page 61)

- **Walls:** Superior Masonry—1-foot thick, hardness 8, hp 90, break DC 35, climb DC 20 (*Dungeon Master's Guide* page 60).
- **Height (Floor To Ceiling):** 10 feet.

Upon going through the secret door, the PCs now find themselves within The Lords' Tomb proper. A DC 15 Spellcraft check realizes that there is some strong anti-magic warding in place in this tomb. This may prevent some types of spells from being cast. Only an *identify*, *analyze dwoemer*, or similar magic can the full extent of the wards:

Ineffective Spells and Spell-Like Abilities: *dimension door, freedom of movement, shadow walk, find the path, sympathetic vibration, consecrate, desecrate, shatter, daylight, dispel magic, locate object, searing light, speak with dead, death ward, disrupting weapon, flame strike, hallow, unhallow, dispel magic greater, undeath to death, destruction, dictum, refuge, repulsion, resurrection, word of chaos, antimagic field, discern location, earthquake, firestorm, symbol of death, implosion, miracle, true resurrection, protection from good/evil/law/chaos, produce flame, flaming sphere, call lightning, reincarnate, call lightning storm, fire seeds, fire storm, sunbeam, sunburst, storm of vengeance, acid splash, disrupt undead, burning hands, Melf's acid arrow, web, scorching ray, command undead, explosive runes, magic circle against good/evil/law/chaos, fireball, lightning bolt, flame arrow, fire trap, fire shield, wall of fire, teleport, passwall, telekinesis, transmute rock to mud, chain lightning, disintegrate, flesh to stone, move earth, phase door, teleport greater, teleport object, delayed blast fireball.*

A DC 15 Intelligence check will have PCs remember legends that say that the Lords' Tomb was built to protect both the dead, and the undead, within its crypts and passageways (as much as possible). It may be that PCs may have access to spells similar to the types above (from other rules sources). The DM has the final call as to whether those spells work when called upon. Basically, if the spell *directly* damages undead in particular, or keeps undead at bay, or involves magical travel, or deals fire, acid, or lightning damage (including light damage), then it won't work in the Lords' Tomb.

Furthermore, any of the spells listed above which are currently in operation on (or around) PCs will "wink out" while ever the PCs are in the confines of the Lords' Tomb. They will resume once PCs leave.

Supernatural or exceptional abilities *will* work in the Lords' Tomb. This includes the turning undead ability of clerics and paladins.

Further DM's Note: As the PCs may have already heard from Ricard Damaris, no open flames burn within the Lords' Tomb, and such open flames wink out immediately upon entering. The PCs can use covered (hooded) lanterns or sunrods (or the *light* spell) if they have no natural means of seeing in this dark place.

The Crypt Of Lord Zebendrich

Refer closely to the DM's Map Of The Lords' Tomb found in Appendix 3. Players can move through this tomb in all sorts of ways (depending on what happens to them). No matter where they go, the first place they encounter is the Crypt Of Lord Zebendrich—the brother of Tandannicus, whom the PCs met earlier. Lord Zebendrich was visiting "comrades in death" on the lower levels of the tomb when Christa came through earlier. Now he has returned to find his crypt has been ransacked (by Christa). He is extremely angry and attacks the PCs.

1. Secret Door

This is the secret door that Tandannicus reveals to the PCs after they find Boney. The PCs pass through the door and into the Lords' Tomb proper.

If the PCs don't state they are moving silently, Zebendrich *automatically* hears them coming. He's as mad as hell and is looking for scapegoats. He hides in the far north/west corner of the crypt and wait for them.

2. Approaching the Crypt

As PCs approach Zebendrich's crypt read the following:

From the passageway, you see the corridor open out into a large room. This room is a splendid crypt—thoughtfully designed, and still well attended. There are no cobwebs nor is their dust on the floor. From the passageway you don't see any sarcophagi, nor do you spot any visible exits from the chamber.

What happens next very much depends on how silently the PCs approached the crypt. If they approached silently, then the first PC to enter the crypt sees the following:

There is a large, obsidian throne against the middle of the far western wall of this room. Sitting on the throne is a medium-size skeletal figure dressed in tattered, black robes. It has piercing, deep red eyes. It seems surprised by your being here, immediately flying into a rage.

The first PC to enter the room now immediately gets a partial action (surprise round). After this, roll initiative for everybody (including Zebendrich).

If he hears the PCs, then Zebendrich is hiding the far northwest corner of his crypt and waits to surprise them. Read the following when the first PC enter the chamber:

There is a large, obsidian throne against the middle of the far western wall of this room.

Now get this PC to make an opposed Spot against Hide check to see Zebendrich in the corner. If the PC makes the Spot check, read the following:

Hiding in the far northwest corner is a medium-size skeletal figure dressed in tattered, black robes. It has piercing, deep red eyes. It seems to be waiting for you, and immediately flies into a rage.

Both get a partial action before full combat begins. Zebendrich only speaks during his partial action (or answer a PC's question if it is asked):

"Puny, wicked, live one! So you have returned! Returned to put back that which you stole from here, eh? That which I guard, eh? Thought you could ransack old Zebendrich's eternal home? Thought you could take his pretty jewels while Zebendrich was visiting, eh? Well ... now it's my turn to have some fun with you!"

From this point on, Zebendrich fights the PCs.

APL 2 (EL 3)

➤ **Lord Zebendrich, Crypt Thing:** hp 39; see Appendix 1.

Tactics: At APL 2, Lord Zebendrich does *not* use his scatter defilers ability. He believes that these intruders are far too weak to waste such a precious power. Zebendrich simply attacks the PCs and attempts to dispatch them as best he can.

APLs 4-8 (EL 3+)

➤ **Lord Zebendrich:** Male crypt thing: hp 39; see Appendix 1.

APLs 8-10 (EL 5+)

➤ **Lord Zebendrich:** Male crypt thing, advanced 10 HD; hp 59; see Appendix 1.

APL 12 (EL 6+)

➤ **Lord Zebendrich:** Male crypt thing, advanced 14 HD; hp 79; see Appendix 1.

Tactics: At the first opportunity, Zebendrich speaks his few lines (as his free action—if he has not already done so), then move into an advantageous position in order to use his scatter defilers ability. Zebendrich moves so that he gets as many of the PCs as he can. Those who fail their save are immediately transported to the cells on the DM's Map marked 2a—2f. Zebendrich's scatter defilers ability works a little differently than other crypt thing's ability. PCs are transported to a particular cell in the order in which they fail their save—the first PC to fail goes to 2a, the second to 2b, and so on. Zebendrich can only do this supernatural ability once a day, so those who make their save are then left to fight and destroy old Zebendrich on their own. Zebendrich fights until either he or the remaining PCs are utterly destroyed.

It should also be noted that animals and familiars are *not* be transported if their masters fail their saves. This may, however, be a good thing, as they may be able to sniff their masters out should the need arise later on.

Cohorts, however, *are* individually transported if they fail their save.

If Zebendrich is *not* destroyed in this encounter, he may still need to be finished off as PCs leave the tomb on their way back out.

AREAS 2a-2f

These encounters probably play out at the same time as other PCs are fighting or finishing of Lord Zebendrich. You're encouraged to make this as cinematic as possible, using the initiative order to creatively switch backwards are forwards between the various PCs (and their dilemmas).

When a PC is transported to one of these cells, paraphrase the following so that it makes sense at the appropriate APL:

Suddenly, you find yourself in a 10-foot by 15-foot room. In the corner of the room there is a stone sarcophagus of medium size. You see the lid of the sarcophagus slowly slide aside, and then the most terrifying sight meets your eyes: an undead creature—salivating and rising from the dead to feed on its new meal—you!

If the PC asks, there are no apparent exits in the room. Give the PC one move and standard action per round. In the first round, the undead creature rises up from the sarcophagus. In round two it moves to attack the hapless PC (if the PC is still trapped). The only way out of the room is to find the secret door (DC 20 Search check). Multiple checks may be made over subsequent rounds. It is a move action to Search for the door, and a standard action to open it.

APL 4 (EL 1) AREA 2a-2f

➤ **Human Commoner Zombie:** hp 16; see *Monster Manual* page 266.

APL 6 (EL 3) AREA 2a-2f

➤ **Ghoul:** hp 13; See *Monster Manual* page 119.

APL 8 (EL 4) AREA 2a-2f

➤ **Ghast:** hp 29; see *Monster Manual* page 119.

APL 10 (EL 7) AREA 2a-2f

➤ **Wight:** hp 26; see *Monster Manual* page 255.

APL 12 (EL 8) AREA 2a-2f

➤ **Wraith:** hp 32; see *Monster Manual* page 257.

Treasure: There is no treasure in Zebendrich's Crypt or in any of the cells (2a-2f). Christa looted Zebendrich's crypt when she came through before. Most PCs already have what she took (from when they relieved her of possessions in Encounter 1).

Development: Once Zebendrich is destroyed, the PCs in his crypt can make a DC 15 Search check to find a way out (to find the secret door in area 3). Don't go out of initiative if any other PCs are still fighting in their cells.

Keep the pace brisk and as exciting as you can. Once PCs have finished fighting their particular undead creature (and they are alive), then they can call out to other PCs to rescue them. As soon as PCs reach area, they can hear any trapped colleagues calling out. Colleagues who are unconscious must be found by opening various cells.

Cells with undisturbed undead in them will *not* rise up unless a PC takes off the lid of the sarcophagus where the undead rests. At which point the undead rises and attacks.

Another, terrifying, development is that searching PCs may actually find their fellow comrade has already *turned* into an undead abomination (due to combat circumstances). The DM, victim, and party are left to resolve this issue on a case-by-case basis.

ENCOUNTER 5: CLANNAIR BLACKSHADOW

Once the PCs have resolved their combat with Lord Zebendrich, and possibly found their way out of various cells, they should regroup and continue with their main objective: returning the jewels.

If they have Boney with them, and they *sing* to him something like, “Tell us where the jewels go, Boney,” then he scampers happily over to area 4 and reveals a secret door to the PCs. This door pivots inwards, and is not trapped. Of course, the PCs may have already found this door while looking for comrades; improvise accordingly.

If the PCs do not have Boney with them, they must either find the secret door themselves (DC 20 Search check) or go through the iron door of the crypt marked at area 6 (see below). The door at area 6 is locked (DC 20 Open Lock).

AREA 4

This secret door leads to the passage, which is the safest and most direct route to the chamber where the Lords’ Jewels actually belong. If the PCs ask him properly, Boney shows them the way.

AREA 5

Behind this secret door is a set of stairs going up to the front Entrance Foyer of the tomb. If PCs go up the stairs, they see dozen or so very experienced guardians (ranging from fighters to clerics to wizards) all standing guard. The guards do not notice the PCs—but if the PCs call out or draw attention, then they are arrested immediately. The scenario is now over for the players.

Please do *not* play this out as a combat. Just end the scenario by reading the following:

Having drawn unnecessary attention to yourselves, you are quickly surrounded by guardians of overwhelming power and prestige. Before you know it, you are all taken outside the tomb, stripped of the Lords’ Jewels, and then teleported to the Greyhawk Prison. After many days, no one comes for you, and you see no one. Then, one day, you are strangely released—no further questions asked.

You do, however, find out that Ricard Damaris is dead, and that the Green Dragon is now a wrestling pit called “Noblock’s Place”.

The adventure is concluded. Finish up as best you can and award players experience points and treasure based on what they completed.

AREA 6

This is an iron door leading into area 7. It is locked (DC 20 Open Lock).

AREA 7

This is the room (and the spot) where the Jewel’s Pedestal used to be. The Lords’ Jewels are not considered returned until they sit in their rightful place upon their marble pedestal and in this chamber (see below).

Read the following description of the room to the PCs who can see inside:

This room is clearly not a crypt. It is beautifully decorated with motifs of aristocratic life—particularly concentrating on aspects of wealth and the acquisition and possession of jewels. In the center of the room there is a 5-foot clean circle. It appears that once a pedestal may have stood here—but now it is strangely missing.

The problem is that a drow named Clannair Blackshadow wanders these tombs. He has moved the pedestal to area 9. He knew that the jewels might be returned once the curse kicked in, and he wants to make sure that whoever returns them gets punished by the ghost who lives in area 9. The ghost is none other than the (more) recently deceased Lord Silverfox of the Silverfox Manor.

Lord Silverfox has tricked Clannair Blackshadow into believing he is a terrible spirit bent on seeking revenge and retribution on all living things. He is, more truthfully, just very lonely and would welcome any contact with humans, in particular those from “up top.”

The Arrival Of Clannair Blackshadow

As soon as any PC steps to within 5 feet of the area where the marble pedestal *used* to be, read the following:

As soon as you step within 5 feet of the spot where the pedestal used to be, you see a secret door open up in the southeast corner of the room. Standing in the doorway is an elven figure. He is dressed completely in black, has ebony features, violet-black eyes, and scruffy white hair (which makes him look as if he has received an electric shock of some sort). He is staring at you. A wry smile licks his face, and he says: “I am Clannair Blackshadow, and I suggest you stand very still, for I have something to tell you.”

Any PC who makes an aggressive move toward Clannair Blackshadow initiates combat with him. He fights to protect himself, and fights to the death. The only good thing about this is that he won’t get a chance to tell his master down below, about the PCs should they survive

their encounter with Lord Silverfox. As a result, PCs who fight and kills Clannair, and also survive, do *not* play out Encounter 7. Move directly to the Conclusion after the PCs have returned the Lords' Jewels.

The PCs cannot kill Clannair *and* kill Lord Marobanden, the drow's master, in Encounter 7. They get experience points for either one or the other encounter.

APL 2 (EL 5)

➔ **Clannair Blackshadow:** male drow Sor3; hp 13; see Appendix 1.

APL 4 and 6 (EL 8)

➔ **Clannair Blackshadow:** male drow Sor6; hp 25; see Appendix 1.

APL 8 (EL 9)

➔ **Clannair Blackshadow:** male drow Sor9; hp 37; see Appendix 1.

APL 10 (EL 11)

➔ **Clannair Blackshadow:** male drow Sor11; hp 45; see Appendix 1.

APL 12 (EL 13)

➔ **Clannair Blackshadow:** male drow Sor13; hp 53; see Appendix 1.

What If PCs Stop And Listen To Clannair?

A DC 12 Knowledge (local), Knowledge (history), or bardic knowledge check recalls the following:

Clannair Blackshadow used to be a well-known criminal of Greyhawk City, who was active about 15 years ago. He was one of several members of a gang called "The Shapechangers". Their modus operandi was to kidnap wealthy targets, rob them, and then take them to their hideout deep in the sewers. Once there, the gang attempted to use baleful polymorph on their victims, thus turning them into animals and other creatures whose body parts could then be sold as magic components on the black market. The gang was caught, but one of them—Clannair Blackshadow—was reputed to have escaped.

Of course, upon remembering this information, some PCs might rush forward and try to kill Clannair, anyway. However, if they continue to listen (and talk) to him, he relays the following information:

It appears that he has been hiding out in the Lords' Tomb all these years. He has become quite protective of the tomb and the undead within it. As they sheltered him, he too now shelters the undead in return. He has particularly befriended a mighty undead creature that lives in the level below. This master varies according to APL, and most PCs will meet him in Encounter 7. If PCs ask the right questions, Clannair tells most of the information relayed in this paragraph himself, though he is coy about who or what his master is).

Clannair assumes the PCs are here to return the jewels because they are now subject to the curse, and that they are bringing the jewels back for selfish reasons. He does not listen to other excuses.

He tells the PCs that the pedestal that the jewels must rest on is behind a secret door in the next room (area 9). Clannair smiles and says that if the PCs can drag the pedestal back out into area 7, and then place the jewels back on top, then the curse will be lifted. A DC 12 Sense Motive reveals this as true. Then Clannair smiles sardonically and says:

"But I haven't made it that easy for you. There is someone inside that room who likes his new pedestal very much, and he may not be willing to part with it so easily, but I'm sure any good thief can overcome such a small obstacle." He laughs manically at his last statement.

Clannair sarcastically wishes the PCs the best of luck, and then closes the door in front of himself. Note that he *never* steps through the portal, and any attempt by a PC to move past him is considered an aggressive act and prompts his attack. If PCs want to take a shot at him as he closes the door, or somehow stop him from escaping, let them. The drow reopens the door and fight them with everything he's got.

If the PCs let him escape, Clannair spies on the PCs through a minute murder hole (DC 35 Spot check). If he sees the PCs succeed in putting the pedestal back, he will go down his stairs to area 10 to tell his master of the PCs' action. The master confronts the PCs in Encounter 7.

The secret door to area 9 can be found with a DC 20 Search check or a DC 10 Search check if they know it's there. When the PCs pivot the door inwards, move to Encounter 6.

ENCOUNTER 6: LORD SILVERFOX

When PCs open the secret door into area 9, read the following:

Beyond the secret door you see a well-decorated chamber. There is an open sarcophagus in the southeast corner, an ornate chair, a lamp, a desk with faded writing paper on it, and some pots—presumably burial pots with things which might help a dead person transcend to the afterlife, peacefully. Also, very much out of place, you see a 3-foot tall marble pedestal in the centre of the room.

As soon as one PC steps over the threshold into area 9, a voice resonates from the direction of the ornate chair (DC 20 Listen check to know exact direction):

"Who is it that comes to desecrate this lord's tomb? Answer well, or thou shalt taste my wrath!"

This tomb does *not* radiate evil, but some PCs might still turn undead, or find some way of rushing in and attacking Lord Silverfox. If they do, and they destroy him, then Ricard loses the Green Dragon Inn to Noblock. The DM should read Conclusion B once this scenario is over.

All APLs

➔ **Lord Silverfox, Ghost:** hp 32; see “sample ghost” on *Monster Manual* page 117.

Should PCs answer politely, Lord Silverfox appears on the ornate chair and speaks to them:

You see a man appear in the ornate chair. He is slightly translucent. He has sad, piercing blue eyes and slick-back silver hair. He is clean-shaven, though he has long silver sideburns down each side of his face.

“Is the drow with you?” he asks.

Once the PCs ascertain that Clannair is not with them, the man relaxes and says:

Thank the gods; else I should have to attack you. He thinks I’m insane, you know, but it’s a ruse to stop him from bothering me. I even threatened him last week, but he brought me a nice pedestal today. Nice, isn’t it?

He answers the following questions:

Q: Who are you, great Lord?

“I am Lord Silverfox, of the illustrious Silverfox Estate. Five years ago, I passed from this Oerth. My wife ensured I had a burial chamber befitting my position in life, and I am most grateful to her. I hear she runs my business excellently in my absence, but I am truly bored down here and long for the merchant life that I once led.”

Immediately after the PCs ask Silverfox his name, he responds in kind.

“And who are you good people, and what brings you to my tomb?”

At this point the PCs may wish to tell their reason for coming here. Lord Silverfox is most interested in their story. He asks them intelligent questions and seems genuinely concerned about their plight. If the PCs mention Ricard Damaris’s plight, Lord Silverfox frowns and look genuinely upset and disturbed. He tells the PCs that Ricard was a friend to his sons when they were young. They were once caught drinking in his bar when they were not of majority, but rather than press charges, he took the boys under his wing and gave them good counsel. Lord Silverfox says is frustrated not being able to help his old friend now, but encourages the PCs to return the jewels, and find some way of helping Ricard get back the Green Dragon Inn. Lord Silverfox lets the PCs drag the pedestal out and into the room of its former rest (DC 15 Strength check). He wishes them well, and asks the

PCs to go and tell Mrs. Silverfox that he is all right—or as alright as he can be in his state.

If the PCs mention that Mrs. Silverfox might be passing on money to her family in Hardby, Lord Silverfox frowns and tells the PCs that his wife has a meddling family. They know that the Gynarch of Hardby is dying and that soon a new gynarch will be chosen. They are all vying for position, and having wealth and influence never hurts. Lord Silverfox sighs and asks the PCs to be careful as events unfold over the coming months.

Q: Is there anything else we need to know about leaving this place?

“You should know that Clannair Blackshadow has strong connections with some evil undead who live in the catacombs below. When he discovers that you still live, he will tell his master, Lord Marobanden, to seal your exit. Be prepared!”

Q: Can you help us?

“No. I promised Blackshadow that if I accepted his gift of the pedestal, then I would not leave my tomb. The dead are bound by their promises.

Q: Why don’t you leave your tomb once we put the pedestal back?

Why that’s a clever thought. Perhaps I can find some way of helping you after all. But do not count on me. I am dead. And the dead must work in ways quite different from the living.

Development: If anyone should look in his open sarcophagus, then they see a decayed body of an old man. There is nothing of any real worth in this tomb.

ENCOUNTER 7: LORD MAROBANDEN

All that is left now is for the PCs to drag the pedestal back into area 7, and then place the Lords’ Jewels back on top of the pedestal. Once this happens, read the following:

As you place the jewels back on top of the pedestal, a cool—but refreshing—breeze envelops you all. Then, surrounding you (once again) you see the Seven Great Lords. They are smiling, and each one looks at you and nods his head—as if to recognize that what you have done here is good, and is much appreciated. Then they each raise their hand in thanks, and then dissolve and spiral downwards—back into the tomb of their own eternity. As they leave, a distant voice calls back to you: “The curse is lifted. Go now. Leave this place.”

There are only three ways the PCs can now leave the Lords’ Tomb:

Via The Secret Door To Area 5 This is not a good choice as it alerts the tomb guardians above. See the previous note in are 5 should PCs persist with this exit strategy.

Via The Secret Door At Area 6: If the PCs exit this way, then the master comes up the western set of stairs (area 10) and come out of the secret door and attack the PCs as they exit through area 6.

Via The Secret Door At area 4: This choice is also good, but the master comes up the eastern set of stairs and attacks the PCs as they pass through the intersection at area 4.

What If The PCs Fought And Killed Clannair?

If the PCs fought and killed Clannair Blackshadow, then he never gets the chance to tell his master about the PCs surviving their encounter with Lord Silverfox. Therefore, the PCs do not meet the master in this adventure. Proceed directly to the Conclusion.

What If Lord Zebendrich Is Not Yet Destroyed?

If he is still active, then the PCs will have to deal with him before they leave the tomb. He has used his supernatural ability for the day, so he can now only fight using his physical attacks.

What About Boney?

Boney cannot leave the area surrounding the Lords' Tomb. If taken out of the tomb, the City Watch immediately spots him. They move in and destroy him. Tandannicus tells the PCs this. In fact, Tandannicus begs the PCs to leave Boney with him (as they pass back through). Boney is also happy to stay with his old master.

Lord Marobanden

As PCs try to leave the Lords' Tomb, they encounter Clannair's master, Lord Marobanden. He either blocks off their exit (if they come from area 6) or attacks them from behind (if they come back through area 4). In both cases, give the PC who is in the front or rear a DC 12 Spot or Listen check (whatever is more appropriate)—to see or hear the arrival of Lord Marobanden. Marobanden *knows* where the PCs are because Clannair Blackshadow has specifically told him. Marobanden surprises the PCs if he can.

APL 2 (EL 3)

➤ **Lord Marobanden (Ghost):** hp 29; see *Monster Manual* page 119.

APL 4 and 6 (EL 6)

➤ **Lord Marobanden:** male curst Ftr5: hp 45; see Appendix 1.

APL 8 (EL 8)

➤ **Lord Marobanden:** male spawn of Kyuss, Advanced 9HD; hp 70; see Appendix 1.

APL 10 (EL 10)

➤ **Lord Marobanden:** male spawn of Kyuss, Advanced 17 HD; hp 125; see Appendix 1.

APL 12 (EL 13)

➤ **Lord Marobanden (Lich):** hp 74; the "sample lich" from *Monster Manual* page 166, except for the following spellbook changes:

- 2nd—replace *scorching ray* with *touch of idiocy*.
- 3rd—replace *dispel magic*, *fireball*, *lightning bolt* with *deep slumber (2)*, *displacement*, *protection from energy (cold)*.
- 5th—replace *teleport* with *feeblemind*.
- 6th—replace *disintegrate* with *globe of invulnerability*.

Lord Marobanden has already pre-cast *displacement*, and *globe of invulnerability* before he meets the PCs.

Development: During the first round of combat, Lord Marobanden on his turn and as a free action relays the following information:

"So live flesh, you think that you can just walk in and out of here any way you please, huh? I am Lord Marobanden, Master of the Second Tier. Now you shall see what we do to desecrators of the Lords' Tomb!"

The PCs have no choice but to fight and destroy Lord Marobanden.

Treasure: When Lord Marobanden is destroyed, his physical body and belongings return to his vault and sarcophagus that lies hidden on the next level down in the tomb.

After PCs deal with Lord Marobanden, they are free to leave (keeping in mind that they might still have to deal with Lord Zebendrich and give Boney back to Tandannicus. When this is all done, go direct to the appropriate Conclusion.

What If PCs Try To Go Down To The Next Level Of The Tombs? (Area 10)

Read the following description to PCs as they get near the top of either set of stairs leading to Level 2 (area 10):

You see a narrow set of stone stairs winding downwards to a second level of the Lords' Tomb. Below, you can hear the wailing and insane chattering of undead souls—many of whom have not tasted living meat in many centuries. To venture down here, at this time, might possibly lead to your immediate demise ...

If anyone foolishly continues down, describe the following:

At the bottom of the stairs, you see many terrible ghosts—all slavering and slobbering—and looking for fresh meat. They have not seen you, yet, but any further movement (other than back up the stairs) will surely cause them to notice your approach ... and attack ...

All APLs

☛ **Ghosts (10):** hp 32, 32, 32, 32, 32, 32, 32, 32, 32, 32; see “sample ghost” on *Monster Manual* page 117.

Development: Even if the PCs dispatch these ghosts, no amount of searching uncovers Lord Marobanden’s sarcophagus. It is simply too well hidden for adventurers to find at the APL at which they are playing (though a good DM will let them *try* to search). If the PCs realize that they have got in above their head during this combat allow them to escape.

CONCLUSION A

Read this conclusion if the PCs succeeded in returning the jewels, and also telling Lord Silverfox about Ricard Damaris and the closure of the Green Dragon Inn.

It is just after midnight when you leave the Lords’ Tomb and sneak back through the Sewers, then the High Market. All the way back across town to the comforts of the Green Dragon Inn. Ricard is overjoyed to see you have returned, and that the curse has been lifted. He offers you a warm bed for the night, and you retire peacefully, knowing that tomorrow you still must find some way of helping Ricard retain the Green Dragon Inn!

In the morning, you all come downstairs for breakfast—your last one—in the Green Dragon Inn. But a strange sight greets your eyes as you arrive in the bar. There, in front of you, is Ricard Damaris. In front of him, on his knees, begging for mercy, is an old gnome. He is weeping profusely and trembling so badly he can hardly speak:

“Ricard! Forgive me! Please! You must forgive me, else my life is forfeit! Please! Please! Forgive old Noblock! I am getting old and foolish, and I really don’t need all my money and jewels and magic items and ... and ... I don’t want The Green Dragon ... anymore! It’s yours again ... with 10,000 gold pieces to refurbish it and all! And you good adventurers, here is a treasure chest full of my best items. Please, take them, they’re yours!”

“What made you change your mind you old cuss?” Ricard says, pleased but still quite perplexed.

Noblock trembles some more, then answers: “In the early hours of this morning, I was haunted by a terrible ghost! He beat me and wailed upon me, then dragged me naked around my entire house! He told me that if I did not make amends that he would return, and then he would do more to me than give me this ...”

And with that, old Noblock opens up his shirt to reveal a terrible welt—caused by the tip of a well placed rapier. At first, the bloody scar just looks like any other ... but then you notice that it is in the shape of a large “S”, and that there are little symbols beneath the scar, scratched into Noblock’s scrawny shank: they are the ears of a small, silver fox ...

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp).

APL 4: L: 0 gp; C: 0 gp; M: *candle of truth* (208 gp).

APL 6: L: 0 gp; C: 0 gp; M: *circlet of persuasion* (375 gp).

APL 8: L: 0 gp; C: 0 gp; M: *circlet of blasting, minor* (540 gp).

APL 10: L: 0 gp; C: 0 gp; M: *necklace of adaptation* (750 gp).

APL 12: L: 0 gp; C: 0 gp; M: *goggles of night* (1000 gp).

The End

CONCLUSION B

Read this conclusion if the PCs did not get to tell Lord Silverfox about Ricard or why Christa had to steal the Lords’ Jewels in the first place.

It is just after midnight when you leave the Lords’ Tomb and sneak back through the Sewers, then the High Market ... all the way back across town to the comforts of the Green Dragon Inn. Ricard is overjoyed to see you have returned, and that the curse has been lifted. He offers you a warm bed for the night, and you retire peacefully, knowing that tomorrow you still must find some way of helping Ricard retain the Green Dragon Inn!

The next morning you come downstairs and have your final breakfast with Ricard Damaris. He thanks you, again, for at least saving his life. It is a shame that you have not been able to save the fate of the Green Dragon Inn. After eating, Ricard goes over to the fireplace. He presses a brick and a secret panel opens up to reveal a medium-sized treasure chest.

“This is not enough to save the Green Dragon Inn—but it is enough to say thank you to the brave adventurers who risked their life to save an old fool like me. Take it. You deserve it. I will go adventuring again and re-make my fortune. I feel the stars are beckoning me to follow them toward one last horizon ...”

And with that, he gives you the chest, and bids you all a fond, and final, farewell.

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp).

APL 4: L: 0 gp; C: 0 gp; M: *candle of truth* (208 gp).

APL 6: L: 0 gp; C: 0 gp; M: *circlet of persuasion* (375 gp).

APL 8: L: 0 gp; C: 0 gp; M: *circlet of blasting, minor* (540 gp).

APL 10: L: 0 gp; C: 0 gp; M: *necklace of adaptation* (750 gp).

APL 12: L: 0 gp; C: 0 gp; M: *goggles of night* (1000 gp).

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 role-playing) to each character.

Encounter 2

Capture or kill Drago and his thugs

APL2	90 XP
APL4	120 XP
APL6	180 XP.
APL8	180 XP.
APL10	180 XP.
APL12	180 XP.

Encounter 3

Killing/capturing Quigly Fellowfoot

APL2	90 XP.
APL4	120 XP.
APL6	180 XP.
APL8	240 XP.
APL10	300 XP.
APL12	360 XP.

Encounter 4

Defeat Lord Zebendrich and (possibly) his undead:

APL2	90 XP.
APL4	120 XP.
APL6	180 XP.
APL8	210 XP.
APL10	270 XP.
APL12	330 XP.

Encounter 5

Killing/capturing Clannair Blakshadow

APL2	90 XP.
APL4	180 XP.
APL6	180 XP.
APL8	270 XP.
APL10	330 XP.
APL12	390 XP.

or

Encounter 7

Defeating Lord Marobanden

APL2	90 XP.
APL4	180 XP.
APL6	180 XP.
APL8	270 XP.
APL10	330 XP.
APL12	390 XP.

Discretionary role-playing award

Gathering information effectively, interacting with NPCs, singing to Boney, finding secret doors without having to take 10, etc.

APL2	90 XP.
APL4	135 XP.
APL6	180 XP.
APL8	225 XP.
APL10	270 XP.
APL12	315 XP.

Total possible experience:

APL2	450 XP.
APL4	675 XP.
APL6	900 XP.
APL8	1,125 XP.
APL10	1,350 XP.
APL12	1,575 XP.

Treasure Summary

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

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

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

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

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

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

Encounter One

APL 2: L: 0 gp; C: 0 gp; M: *potion of cat's grace* (25 gp); *potion of lesser restoration* (25 gp); *potion of blink* (63 gp).

APL 4: L: 0 gp; C: 0 gp; M: *potion of heroism* (75 gp); *+1 shield, light steel* (97 gp), *+1 dagger* (192 gp).

APL 6: L: 0 gp; C: 0 gp; M: *+2 chain shirt* (354 gp); *amulet of health +2* (333 gp).

APL 8: L: 0 gp; C: 0 gp; M: *cloak of resistance +2* (333 gp); *+1 short sword, keen* (693 gp).

APL 10: L: 0 gp; C: 0 gp; M: *ring of protection +2* (667 gp); *ring of the ram* (717 gp).

APL 12: L: 0 gp; C: 0 gp; M: *wand of haste* (938 gp).

Encounter Two:

APL 2: L: 102 gp; C: 0 gp; M: 0 gp.

APL 4: L: 116 gp; C: 0 gp; M: 0 gp.

APL 6-12: L: 130 gp; C: 0 gp; M: *+1 rapier* (192 gp).

Encounter Three:

APL 2: L: 50 gp; C: 152 gp; M: 0 gp.

APL 4: L: 50 gp; C: 80 gp; M: 0 gp.

APL 6: L: 50 gp; C: 120 gp; M: *+1 dagger* (167 gp).

APL 8: L: 50 gp; C: 200 gp; M: *+1 dagger* (167 gp).

APL 10: L: 50 gp; C: 300 gp; M: *leather armor +2* (359 gp), *+1 dagger* (167 gp).

APL 12: L: 50 gp; C: 400 gp; M: *leather armor +2* (359 gp), *+1 dagger* (167 gp).

Conclusion:

APL 2: L: 0 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp).

APL 4: L: 0 gp; C: 0 gp; M: *candle of truth* (208 gp).

APL 6: L: 0 gp; C: 0 gp; M: *circlet of persuasion* (375 gp).

APL 8: L: 0 gp; C: 0 gp; M: *circlet of blasting, minor* (540 gp).

APL 10: L: 0 gp; C: 0 gp; M: *necklace of adaptation* (750 gp).

APL 12: L: 0 gp; C: 0 gp; M: *goggles of night* (1000 gp).

Total Possible Treasure

APL 2: L: 152 gp; C: 152 gp; M: 146 gp - Total: 450 gp

APL 4: L: 166 gp; C: 80 gp; M: 839 gp - Total: 1085 gp (Max 650/PC)

APL 6: L: 180 gp; C: 120 gp; M: 1421 gp - Total: 1721 gp (Max 900gp/PC)

APL 8: L: 180 gp; C: 200 gp; M: 1385 gp - Total: 2305 gp (Max 1300/PC)

APL 10: L: 180 gp; C: 300 gp; M: 2493 gp - Total: 2973 gp (Max 2,300/PC)

APL 12: L: 180 gp; C: 400 gp; M: 2656 gp - Total: 3236 gp

Items for the Adventure Record

[] **The Curse Of The Lords' Jewels:** The PC is instantly transported to the deepest dungeon of the Greyhawk Jail. There, the PC is left to rot for 10 Time Units. The PC slowly goes insane and loses four (4) Wisdom, Intelligence, and Charisma ability points (from each attribute) - permanently. This cannot be reversed or restored (though may be added to as the PC advances further in levels). Eventually, the PC is released—and the Greyhawk guards laugh at his/her foolishness for trying to rob the city of one of its prize treasures.

[] □ □ □ **The Thanks Of The City Watch:**

For handing over the notorious criminal, Drago (and his gang), the PCs earn the thanks of the City Watch. This allows the PCs free Luxury Upkeep for three (3) Core adventure visits to Greyhawk City.

Item Access

APL 2:

Potion of cat's grace (Adventure, CL 2, DMG)

Potion of lesser restoration (Adventure, CL 2, DMG)

Potion of blink (Adventure, CL 3, DMG)

Cloak of resistance +1 (Adventure, DMG)

APL 4:

APL 2 Items

Potion of heroism (Adventure, DMG)

+1 Light steel shield (Adventure, DMG)

+1 Dagger (Adventure, DMG)

Candle of truth (Adventure, DMG)

APL 6:

APL 2 and 4 Items

+2 Chain shirt (Adventure, DMG)

Amulet of health +2 (Adventure, DMG)

+1 Dagger (Adventure, DMG)

+1 Rapier (Adventure, DMG)

Circlet of persuasion (Adventure, DMG)

APL 8:

APL 2, 4 and 6 Items

Cloak of resistance +2 (Adventure, DMG)

+1 keen short sword (Adventure, DMG)

Circlet of blasting, minor (Adventure, DMG)

APL 10:

APL 2, 4, 6, and 8 Items

Ring of protection +2 (Adventure, DMG)

Ring of the ram (Adventure, DMG)

Leather armor +2 (Adventure, DMG)

Necklace of adaptation (Adventure, DMG)

APL 12:

APL 2, 4, 6, 8, and 10 Items

Wand of haste (Adventure, DMG)

Goggles of night (Adventure, DMG)

APPENDIX I: MONSTER AND NPC STATISTICS

Encounter 1

ALL APLs

☛ **Christa, Little Miss Streetwise:** Female human Rog12; CR 12; Medium humanoid (human); HD 12d6; hp 44 (currently 15); Init +4; Spd 30 ft.; AC 24 (flat-footed 20, touch 19); Base Atk +9; Grp +10; Atk +12 melee (1d6+2/19-20, +1 *short sword*); or +11 melee (1d4+2/19-20, +1 *dagger*); Full Atk +12/+7 melee (1d6+2/19-20, +1 *short sword*); +11/+6 (1d4+2/19-20, +1 *dagger*); AL CG; SV Fort +4, Ref +12, Will +6; Str 13, Dex 19, Con 10, Int 13, Wis 15, Cha 8.

Skills and Feats: Appraise +13, Balance +9, Bluff +13, Decipher Script +13, Diplomacy +15, Disable Device +13, Gather Information +13, Heal +4, Hide +15, Intimidate +11, Move Silently +15, Open Lock +14, Search +15, Spot +14, Survival +4; Dodge, Investigator, Persuasive, Self-Sufficient, Weapon Finesse, Weapon Focus (short sword).

Possessions: (dependent on APL—see text in scenario).

Encounter 2

APL 2

☛ **Drago:** Male human Rog2; CR 2; Medium humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Base Atk +1; Grp +2; Atk/Full Atk +3 melee (1d6+1/18-20, masterwork rapier); or +4 ranged (1d8/19-20, masterwork light crossbow); SA sneak Atk +1d6; SQ trapfinding, evasion; AL LE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Climb +4, Disable Device +5, Gather Information +4, Intimidate +4, Move Silently +7, Open Lock +5, Sense Motive +5, Spot +5, Tumble +7, Use Magic Device +4, Use Rope +7; Dodge, Improved Initiative.

Possessions: masterwork studded leather armor, masterwork rapier, masterwork light crossbow, 10 bolts.

☛ **Thugs:** Male human Rog1; CR 1 Medium humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d6+1/18-20, rapier); or +2 ranged (1d8, light crossbow); SA sneak attack +1d6; SQ trapfinding; AL LE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Climb +3, Disable Device +4, Gather Information +3, Intimidate +3, Move Silently +6, Open Lock +4, Sense Motive +4, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Dodge, Improved Initiative.

Possessions: masterwork studded leather, rapier, light crossbow, 10 bolts.

APL 4

☛ **Drago:** Male human Rog3; CR 3; Medium humanoid (human); HD 3d6+3; hp 16; Init +6; Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Base Atk +2; Grp +3; Atk/Full Atk +4 melee (1d6+1/18-20, masterwork rapier); +5 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +2d6; SQ trapfinding, evasion, trap sense +1; AL LE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +5, Escape Artist +3, Gather Information +4, Intimidate +6, Move Silently +7, Open Lock +5, Sense Motive +5, Spot +5, Tumble +7, Use Magic Device +4, Use Rope +7; Dodge, Improved Initiative, Mobility.

Possessions: masterwork studded leather armor, masterwork buckler, masterwork rapier, masterwork light crossbow, 10 bolts.

☛ **Thugs:** Male human Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d6+1/18-20, rapier); or +2 ranged (1d8, light crossbow); SA sneak attack +1d6; SQ trapfinding; AL LE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Climb +3, Disable Device +4, Gather Information +3, Intimidate +3, Move Silently +6, Open Lock +4, Sense Motive +4, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Dodge, Improved Initiative.

Possessions: masterwork studded leather armor, rapier, light crossbow, 10 bolts.

APL 6-12

☛ **Drago:** Male human Rog5; CR 5; Medium humanoid (human); HD 5d6+5; hp 23; Init +7; Spd 30 ft.; AC 17 (flat-footed 14, touch 13); Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d6+2/18-20, +1 *rapier*); or +7 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +3d6; SQ trapfinding, evasion, trap sense +1, uncanny dodge; AL LE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +8, Escape Artist +4, Gather Information +4, Intimidate +6, Move Silently +8, Open Lock +9, Search +10, Sense Motive +7, Spot +8, Tumble +11, Use Magic Device +4, Use Rope +8; Dodge, Improved Initiative, Mobility.

Possessions: masterwork studded leather, masterwork buckler, +1 *rapier*, masterwork light crossbow, 10 bolts.

☛ **Thugs:** Male human Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 15 (flat-footed 13, touch 12); Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d6+1/18-20, rapier); or +2 ranged (1d8,

light crossbow); SA sneak attack +1d6; SQ trapfinding; AL LE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Climb +3, Disable Device +4, Gather Information +3, Intimidate +3, Move Silently +6, Open Lock +4, Sense Motive +4, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Dodge, Improved Initiative.

Possessions: masterwork studded leather, rapier, light crossbow, 10 bolts.

➤ **Elite Thug:** Male human Rog3: CR 3; Medium humanoid (human); HD 3d6+3; hp 16; Init +6; Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Base Atk +2; Grp +3; Atk/Full Atk +4 melee (1d6+1/18-20, masterwork rapier); or +5 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +2d6; SQ trapfinding, evasion, trap sense +1; AL LE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +5, Escape Artist +3, Gather Information +4, Intimidate +6, Move Silently +7, Open Lock +5, Sense Motive +5, Spot +5, Tumble +7, Use Magic Device +4, Use Rope +7; Dodge, Improved Initiative, Mobility.

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, masterwork light crossbow, 10 bolts.

Encounter 3

APL 2

➤ **Quigquo:** Male half-fiend halfling Rog3: CR 4; Small outsider (augment humanoid, halfling, native); HD 3d6+6; hp 19; Init +11; Spd 20 ft, fly 20 ft.; AC 20 (flat-footed 14, touch 17); Base Atk +2; Grp +0; Atk +6 melee (1d4+2/19-20, masterwork dagger); Full Atk +6 melee (1d4+2/19-20, masterwork dagger) and +1 melee (1d4+1, bite); SA sneak attack +2d6, *smite good* +3, spell-like abilities; SQ darkvision 60 ft., halfling traits, trapfinding, evasion, trap sense +1, immune to poison, resistance 10 to acid, cold, electricity, and fire, DR 5/magic, SR 13; AL CE; SV Fort +4, Ref +11, Will +2; Str 15, Dex 24, Con 14, Int 19, Wis 10, Cha 12.

Skills and Feats: Bluff +7; Climb +10, Escape Artist +14, Hide +17, Intimidate +7, Jump +4, Listen +8, Move Silently +15, Search +10, Sense Motive +3, Spot +6, Tumble +13, Use Magic Device +4, Use Rope +9; Dodge, Improved Initiative.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice.

Spell-Like Abilities: 3/day—*darkness*; 3/day; 1/day—*desecrate*; Caster level 3rd.

Possessions: masterwork leather armor, masterwork dagger.

APL 4

➤ **Quigquo:** Male half-fiend halfling Rog4: CR 5; Small outsider (augment humanoid, halfling, native); HD 4d6+8; hp 25; Init +11; Spd 20 ft, fly 20 ft.; AC 20 (flat-

footed 14, touch 17); Base Atk +3; Grp +2; Atk +8 melee (1d4+3/19-20, masterwork dagger); Full Atk +8 melee (1d4+3/19-20, masterwork dagger) and +3 melee (1d4+1, bite); SA sneak attack +2d6, *smite good* +4, spell-like abilities; SQ darkvision 60 ft., halfling traits, trapfinding, evasion, trap sense +1, uncanny dodge, immune to poison, resistance 10 to acid, cold, electricity, and fire, DR 5/magic, SR 14; AL CE; SV Fort +4, Ref +12, Will +2; Str 16, Dex 24, Con 14, Int 19, Wis 10, Cha 12.

Skills and Feats: Bluff +8; Climb +12, Escape Artist +15, Hide +18, Intimidate +8, Jump +6, Listen +9, Move Silently +16, Search +11, Sense Motive +3, Spot +7, Tumble +14, Use Magic Device +4, Use Rope +10; Dodge, Improved Initiative.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice.

Spell-Like Abilities: 3/day—*darkness*; 3/day; 1/day—*desecrate*; Caster level 4th.

Possessions: masterwork leather armor, masterwork dagger.

APL 6

➤ **Quigquo:** Male half-fiend halfling Rog6: CR 8; Small outsider (augment humanoid, halfling, native); HD 6d6+12; hp 36; Init +11; Spd 20 ft, fly 20 ft.; AC 20 (flat-footed 14, touch 17); Base Atk +4; Grp +3; Atk +13 melee (1d4+4/19-20, +1 dagger); Full Atk +13 melee (1d4+4/19-20, +1 dagger) and +6 melee (1d4+1, bite); SA sneak attack +3d6, *smite good* +6, spell-like abilities; SQ darkvision 60 ft., halfling traits, trapfinding, evasion, trap sense +2, uncanny dodge, immune to poison, resistance 10 to acid, cold, electricity, and fire, DR 5/magic, SR 16; AL CE; SV Fort +5, Ref +13, Will +3; Str 16, Dex 24, Con 14, Int 19, Wis 10, Cha 12.

Skills and Feats: Bluff +10; Climb +14, Escape Artist +18, Hide +20, Intimidate +10, Jump +8, Listen +11, Move Silently +18, Search +13, Sense Motive +4, Spot +9, Tumble +16, Use Magic Device +5, Use Rope +12; Dodge, Improved Initiative, Weapon Finesse.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice.

Spell-Like Abilities: 3/day—*darkness*; 3/day; 1/day—*desecrate*, *unholy blight* (DC 14); Caster level 6th.

Possessions: masterwork leather armor, +1 dagger.

APL 8

➤ **Quigquo:** Male half-fiend halfling Rog8: CR 10; Small outsider (augment humanoid, halfling, native); HD 8d6+16; hp 47; Init +11; Spd 20 ft, fly 20 ft.; AC 20 (flat-footed 14, touch 17); Base Atk +6; Grp +5; Atk +15 melee (1d4+4/19-20, +1 dagger); Full Atk +15/+11 melee (1d4+4/19-20, +1 dagger) and +10 melee (1d4+1, bite); SA sneak attack +4d6, *smite good* +8, spell-like abilities; SQ darkvision 60 ft., halfling traits, trapfinding, evasion, trap sense +2, uncanny dodge, improved uncanny dodge, immune to poison,

resistance 10 to acid, cold, electricity, and fire, DR 5/magic, SR 18; AL CE; SV Fort +5, Ref +14, Will +3; Str 16, Dex 25, Con 14, Int 19, Wis 10, Cha 12.

Skills and Feats: Bluff +12; Climb +16, Escape Artist +20, Hide +22, Intimidate +12, Jump +10, Listen +13, Move Silently +20, Search +15, Sense Motive +5, Spot +11, Tumble +18, Use Magic Device +6, Use Rope +13; Dodge, Improved Initiative, Weapon Finesse.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice.

Spell-Like Abilities: 3/day—*darkness, poison* (DC 15); 3/day; 1/day—*desecrate, unholy blight* (DC 15); Caster level 8th.

Possessions: masterwork leather armor, +1 dagger.

APL 10

☛**Quigquo:** Male half-fiend halfling Rog10: CR 12; Small outsider (augment humanoid, halfling, native); HD 10d6+20; hp 58; Init +11; Spd 20 ft, fly 20 ft.; AC 22 (flat-footed 16, touch 17); Base Atk +7; Grp +6; Atk +17 melee (1d4+4/19-20, +1 dagger); Full Atk +17/+12 melee (1d4+4/19-20, +1 dagger) and +11 melee (1d4+1, bite); SA sneak attack +5d6, *smite good* +10, spell-like abilities, crippling strike; SQ darkvision 60 ft., halfling traits, trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge, immune to poison, resistance 10 to acid, cold, electricity, and fire, DR 5/magic, SR 20; AL CE; SV Fort +6, Ref +15, Will +4; Str 16, Dex 25, Con 14, Int 19, Wis 10, Cha 12.

Skills and Feats: Bluff +14; Climb +18, Escape Artist +22, Hide +24, Intimidate +14, Jump +12, Listen +15, Move Silently +22, Search +17, Sense Motive +6, Spot +13, Tumble +20, Use Magic Device +7, Use Rope +14; Dodge, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (dagger).

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice.

Spell-Like Abilities: 3/day—*darkness, poison* (DC 16); 3/day; 1/day—*contagion* (DC 16), *desecrate, unholy blight* (DC 16); Caster level 10th.

Crippling Strike (Ex): An opponent damaged by one of Quigquo's sneak attacks also takes 2 points of Strength damage.

Possessions: +2 leather armor, +1 dagger.

APL 12

☛**Quigquo:** Male half-fiend halfling Rog12: CR 15; Small outsider (augment humanoid, halfling, native); HD 12d6+24; hp 69; Init +12; Spd 20 ft, fly 20 ft.; AC 23 (flat-footed 16, touch 17); Base Atk +9; Grp +7; Atk +20 melee (1d4+4/19-20, +1 dagger); Full Atk +20/+15 melee (1d4+4/19-20, +1 dagger) and +14 melee (1d4+1, bite); SA sneak attack +6d6, *smite good* +12, spell-like abilities, crippling strike; SQ darkvision 60 ft., halfling traits, trapfinding, evasion, trap sense +4, uncanny dodge, improved uncanny dodge, immune to poison, resistance 10 to acid, cold, electricity, and fire, DR

10/magic, SR 22; AL CE; SV Fort +7, Ref +17, Will +5; Str 16, Dex 26, Con 14, Int 19, Wis 10, Cha 12.

Skills and Feats: Bluff +16; Climb +20, Escape Artist +25, Hide +27, Intimidate +16, Jump +14, Listen +17, Move Silently +25, Search +19, Sense Motive +7, Spot +15, Tumble +23, Use Magic Device +8, Use Rope +16; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (dagger).

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its Hit Dice.

Spell-Like Abilities: 3/day—*darkness, poison* (DC 17); 3/day; 1/day—*blasphemy* (DC 17), *contagion* (DC 17), *desecrate, unholy blight* (DC 17); Caster level 12th.

Crippling Strike (Ex): An opponent damaged by one of Quigquo's sneak attacks also takes 2 points of Strength damage.

Possessions: +2 leather armor, +1 dagger.

Encounter 4

Area 2

APLs 2, 4 and 6

☛**Lord Zebendrich:** Male crypt thing; CR 3; Medium undead; HD 6d12; hp 39; Init +7; Spd 30 ft.; AC 17 (flat-footed 14, touch 13); base Atk +3; Grp: +3; Atk: +7 melee (1d6, claw); Full Atk: +7 melee (1d6, 2 claws); SA scatter defilers; SQ turn resistance +4, undead traits; AL N; SV Fort +2, Ref +5, Will +7; Str 10, Dex 16, Con 0, Int 11, Wis 15, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +10, Disguise +1 (+3 acting), Escape Artist +8, Intimidate +8, Listen +7, Sense Motive +7, Spot +8; Use Rope +3; Deflect Arrows, Improved Initiative, Weapon Finesse, Weapon Focus (Claw).

Scatter Defilers (Su): Once per day the crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10 x 10 feet in a random direction. In Lord Zebendrich's case it is randomly to one of the nearby crypts designated as areas 2a to 2f, and it scatters each opponent to a separate room. A Will save (DC 14) negates. This ability affects a number of enemies equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. Strangely, the tomb's wards do not suppress this teleportation effect.

Turn Resistance (Ex): While within 50 feet of the object it guards (the Lords' Jewels carried by the PCs), a crypt thing is treated as an undead with 4 more Hit Dice than it actually has for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: A crypt thing is immune to mind-affecting effects, *sleep*, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, or death from massive damage. A crypt thing cannot be raised, and resurrection only

works if it is willing. A crypt thing has darkvision (60-foot range).

Physical Description: See Appendix 3 under New Monsters.

APLs 8 and 10:

➤ **Lord Zebendrich:** Male crypt thing, advanced 10 HD (elite array); CR 5; Medium undead; HD 10d12; hp 59; Init +7; Spd 30 ft.; AC 17 (flat-footed 14, touch 13); base Atk +5; Grp: +5; Atk: +9 melee (1d6, claw); Full Atk: +9 melee (1d6, 2 claws); SA scatter defilers; SQ turn resistance +4, undead traits; AL N; SV Fort +3, Ref +6, Will +10; Str 10, Dex 17, Con –, Int 12, Wis 17, Cha 16.

Skills and Feats: Bluff +10, Diplomacy +10, Disguise +1 (+3 acting), Escape Artist +12, Intimidate +12, Listen +7, Sense Motive +11, Spot +12; Use Rope +3; Ability Focus (scatter defilers), Deflect Arrows, Improved Initiative, Weapon Finesse, Weapon Focus (Claw).

Scatter Defilers (Su): Once per day the crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10 x 10 feet in a random direction. In Lord Zebendrich's case it is randomly to one of the nearby crypts designated as areas 2a to 2f, and it scatters each opponent to a separate room. A Will save (DC 20) negates. This ability affects a number of enemies equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. Strangely, the tomb's wards do not suppress this teleportation effect.

Turn Resistance (Ex): While within 50 feet of the object it guards (the Lords' Jewels carried by the PCs), a crypt thing is treated as an undead with 4 more Hit Dice than it actually has for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: A crypt thing is immune to mind-affecting effects, *sleep*, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, or death from massive damage. A crypt thing cannot be raised, and resurrection only works if it is willing. A crypt thing has darkvision (60-foot range).

APLs 12:

➤ **Lord Zebendrich:** Male crypt thing, advanced 14 HD (elite array)*; CR 6; Medium undead; HD 14d12; hp 79; Init +7; Spd 30 ft.; AC 18 (flat-footed 15, touch 13); base Atk +7; Grp: +7; Atk: +11 melee (1d6, claw); Full Atk: +12 melee (1d6, 2 claws); SA scatter defilers; SQ turn resistance +4, undead traits; AL N; SV Fort +5, Ref +9, Will +12; Str 10, Dex 18, Con –, Int 12, Wis 17, Cha 16.

Skills and Feats: Bluff +14, Diplomacy +14, Disguise +1 (+3 acting), Escape Artist +17, Intimidate +16, Listen +7, Sense Motive +15, Spot +12; Use Rope +3; Ability Focus (scatter defilers), Deflect Arrows, Dodge,

Improved Initiative, Weapon Finesse, Weapon Focus (Claw).

Scatter Defilers (Su): Once per day the crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10 x 10 feet in a random direction. In Lord Zebendrich's case it is randomly to one of the nearby crypts designated as areas 2a to 2f, and it scatters each opponent to a separate room. A Will save (DC 22) negates. This ability affects a number of enemies equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. Strangely, the tomb's wards do not suppress this teleportation effect.

Turn Resistance (Ex): While within 50 feet of the object it guards (the Lords' Jewels carried by the PCs), a crypt thing is treated as an undead with 4 more Hit Dice than it actually has for the purpose of turn, rebuke, command, or bolster attempts.

Undead Traits: A crypt thing is immune to mind-affecting effects, *sleep*, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, or death from massive damage. A crypt thing cannot be raised, and resurrection only works if it is willing. A crypt thing has darkvision (60-foot range).

*This is a nonstandard advancement, as it doesn't change Lord Zebendrich to a Large size creature.

Encounter 5

APL 2

➤ **Clannair Blackshadow:** Male drow Sor3; CR 5; Medium humanoid (elf); HD 3d4+3; hp 13; Init +4; Spd 30 ft.; AC 18 (flat-footed 14, touch 14); Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d6/18-20, rapier) or +5 ranged (1d6/x3, shortbow); SA spells, spell-like abilities; SQ: darkvision 120 ft., drow traits, light blindness, SR 13; AL NE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +7, Hide +5, Listen +3, Search +2, Spot +2, Tumble +5; Silent Spell, Still Spell.

Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level 3rd.

Light Blindness: Abrupt exposure to bright light (such as sunlight or the *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Known (7/6; base DC = 15 + spell level): 0—*dancing lights*, *daze*, *ray of frost*, *resistance*, *touch of fatigue*, 1st—*magic missile*, *ray of enfeeblement*, *shield*.

Possessions: rapier, shortbow, 20 arrows, spell component pouch.

Note: At this APL, Clannair won't bother using his Silent Spell or Still Spell feats against the PCs. He has,

however, pre-cast his *shield* and *resistance* spells to give himself better protection before he first confronts the PCs. The statistic block already reflects this casting.

APL 4-6

➤ **Clannair Blackshadow:** Male drow Sor6; CR 8; Medium humanoid (elf); HD 6d4+6; hp 25; Init +4; Spd 30 ft.; AC 18 (flat-footed 14, touch 14) and 50% miss chance due to *displacement*; Base Atk +3; Grp +3; Atk/Full Atk +3 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow) or touch spells; SA spells, spell-like abilities; SQ: darkvision 120 ft., drow traits, light blindness, SR 16; AL NE; SV Fort +3, Ref +6, Will +5; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +9, Escape Artist +5, Hide +5, Listen +3, Search +2, Spot +2, Tumble +6; Maximize Spell, Silent Spell, Still Spell.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 6th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or the *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Known (7/7/6/3; base DC = 15 + spell level): 0—*arcane mark, dancing lights, daze, detect magic, ray of frost, resistance, touch of fatigue*, 1st—*cause fear, magic missile, ray of enfeeblement, shield*; 2nd—*spectral hand, touch of idiocy*; 3rd—*displacement*.

Possessions: rapier, shortbow, 20 arrows, spell component pouch.

Note: At this APL, Clannair has already cast *displacement* on himself, as well as cast *spectral hand*—ready to do a maximized *touch of idiocy* at the first (or subsequent) opportunity. He has, also, cast his *shield* and *resistance* spells to give him better protection. He also gives up any higher-level spell-slot to cast a lower level spell if he is silenced or held in some way.

APL 8

➤ **Clannair Blackshadow:** Male drow Sor9; CR 11; Medium humanoid (elf); HD 9d4+9; hp 37; Init +4; Spd 30 ft.; AC 18 (flat-footed 14, touch 14) and 50% miss chance due to *displacement*; Base Atk +4; Grp +4; Atk/Full Atk +4 melee (1d6/18-20, rapier) or +8 ranged (1d6/x3, shortbow) or touch spells; SA spells, spell-like abilities; SQ: darkvision 120 ft., drow traits, light blindness, SR 19; AL NE; SV Fort +5, Ref +8, Will +7; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +11 (+15 cast defensively), Escape Artist +5, Hide +5, Listen +3, Search +5, Spot +4, Tumble +7; Combat Casting, Maximize Spell, Silent Spell, Still Spell, Maximize Spell.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 9th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or the *daylight* spell) blinds drow for

1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Known (6/8/8/8/5; base DC = 16 + spell level): 0—*arcane mark, dancing lights, daze, detect magic, detect poison, light, ray of frost, read magic, resistance, touch of fatigue*, 1st—*cause fear, mage armor, magic missile, ray of enfeeblement, shield*; 2nd—*scare, spectral hand, touch of idiocy, web*; 3rd—*deep slumber, displacement, vampiric touch*; 4th—*enervation, lesser globe of invulnerability*.

Possessions: rapier, shortbow, 20 arrows, spell component pouch.

Note: At this APL, Clannair has already cast *displacement* on himself, as well as cast *spectral hand*—ready to do a maximized *touch of idiocy* at the first (or subsequent) opportunity. He opens melee with *deep slumber*; trying to take out as many PCs as possible. He has, also, cast his *shield, mage armor, lesser globe of invulnerability* and *resistance* spells to give him better protection. He gives up any higher-level spell-slot to cast a lower level spell if he is silenced or held in some way.

APL 10

➤ **Clannair Blackshadow:** Male drow Sor11; CR 13; Medium humanoid (elf); HD 11d4+11; hp 45; Init +4; Spd 30 ft.; AC 22 (flat-footed 18, touch 14) and 50% miss chance due to *displacement*; Base Atk +5; Grp +5; Atk/Full Atk +5 melee (1d6/18-20, rapier) or +9 ranged (1d6/x3, shortbow) or touch spells; SA spells, spell-like abilities; SQ: darkvision 120 ft., drow traits, light blindness, SR 21; AL NE; SV Fort +5, Ref +8, Will +8; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 22.

Skills and Feats: Concentration +13 (+17 cast defensively), Escape Artist +5, Hide +5, Listen +3, Search +5, Spot +4, Tumble +9; Combat Casting, Maximize Spell, Silent Spell, Still Spell.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 11th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or the *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Known (6/8/8/7/7/5; base DC = 16 + spell level)—0—*arcane mark, dancing lights, daze, detect magic, detect poison, light, mending, ray of frost, read magic, resistance, touch of fatigue*, 1st—*cause fear, mage armor, magic missile, ray of enfeeblement, shield*; 2nd—*ghoul touch, scare, spectral hand, touch of idiocy, web*; 3rd—*deep slumber, displacement, protection from energy, vampiric touch*; 4th—*enervation, lesser globe of invulnerability, phantasmal killer*; 5th—*cone of cold, symbol of pain*.

Possessions: rapier, shortbow, 20 arrows, spell component pouch.

Note: At this APL, Clannair has already cast *displacement* on himself, as well as cast *spectral hand*—ready to do a maximized *touch of idiocy* at the first (or subsequent) opportunity. He opens melee with *deep slumber*; trying to take out as many PCs as

possible. He has, also, cast his *shield*, *mage armor*, *lesser globe of invulnerability*, *protection from energy (cold)* and *resistance* spells to give him better protection. He also gives up any higher-level spell-slot to cast a lower level spell if he is silenced or held in some way.

APL 12

☛ **Clannair Blackshadow:** Male drow Sor13; CR 15; Medium humanoid (elf); HD 13d4+13; hp 53; Init +4; Spd 30 ft.; AC 22 (flat-footed 18, touch 14) and 50% miss chance due to *displacement*; Base Atk +6; Grp +6; Atk +6 melee (1d6/18-20, rapier) or +10 ranged (1d6/x3, shortbow) or touch spells; Full Atk +6/+1 melee (1d6/18-20 rapier); +10/+5 ranged (1d6/x3, shortbow); SA spells, spell-like abilities; SQ: darkvision 120 ft., drow traits, light blindness, SR 21; AL NE; SV Fort +5, Ref +8, Will +8; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 22.

Skills and Feats: Concentration +15 (+19 cast defensively), Escape Artist +5, Hide +5, Listen +3, Search +5, Spot +4, Tumble +11; Combat Casting, Maximize Spell, Silent Spell, Still Spell.

Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level 11th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or the *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Known (6/8/8/7/7/5; base DC = 16 + spell level): 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *light*, *mending*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*, 1st—*cause fear*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*ghoul touch*, *scare*, *spectral hand*, *touch of idiocy*, *web*; 3rd—*deep slumber*, *displacement*, *protection from energy*, *vampiric touch*; 4th—*crushing despair*, *enervation*, *lesser globe of invulnerability*, *phantasmal killer*; 5th—*cone of cold*, *feeblemind*, *symbol of pain*; 6th—*globe of invulnerability*, *true seeing*.

Possessions: rapier, shortbow, 20 arrows, spell component pouch.

Note: At this APL, Clannair has already cast *displacement* on himself, as well as cast *spectral hand*—ready to do a maximized *touch of idiocy* at the first (or subsequent) opportunity. He opens melee with *deep slumber*, trying to take out as many PCs as possible. He has, also, cast his *shield*, *mage armor*, *globe of invulnerability*, *protection from energy (cold)*, *true seeing* and *resistance* spells to give him better protection. He maximizes where he can. He also gives up any higher-level spell-slot to cast a lower level spell if he is silenced or held in some way.

Encounter 7

APL 4 & 6

☛ **Lord Marobanden:** Male crust Ftr5; CR 6; Medium undead; HD 5d12; hp 45; Init +5; Spd 30 ft.; AC 16 (flat-

footed 15, touch 11); Base Atk +6; Grp +9; Atk/Full Atk +9 melee (1d10+5/19-20, bastard sword); SQ undead traits, regeneration (1/day), cold and fire immunity, turning immunity, SR 17; AL CN; SV: Fort +4, Ref +4, Will +2; Str 16, Dex 13, Con -, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +3, Ride +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Regeneration: Cursts regenerate 1 hit point per level per hour. If reduced to 0 hit points Lord Marobanden is not destroyed. He falls to the ground, paralyzed, and lies there until it regenerates to over 0 hit points. A curst can be healed by healing magic.

Turning Immunity: Cursts cannot be turned, rebuked, destroyed, or commanded.

Possessions: leather armor, bastard sword.

APL 8

☛ **Lord Marobanden: male Spawn Of Kyuss, advanced 9 HD (elite array):** CR 8; Large undead; HD 9d12+9; hp 70; Init +1; Spd 30 ft.; AC 14 (flat-footed 11, touch 10); Base Atk +4; Grp +16; Atk +11 melee (1d8+12 slam + Kyuss's gift), or +11 melee touch (create spawn); or +4 ranged touch (Kyuss's gift); SA create spawn, fear aura, Kyuss's gift; SQ: curative transformation, fast healing 5, turn resistance +2, undead traits; AL CE; SV Fort +3, Ref +4, Will +8; Str 26, Dex 12, Con -, Int 6, Wis 14, Cha 5.

Skills and Feats: Hide +2, Jump +18, Move Silently +6, Spot +11; Toughness (x3).

Create Spawn (Su): Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee touch attack or a ranged touch attack, hulling a worm at a foe from a distance of up to 10 feet. Each worm is a Fine vermin with AC 10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows into its host's flesh. (A creature with a natural armor bonus of +5 or higher is immune to this burrowing effect.) The worm makes its way toward the host's brain, dealing 1 point of damage per round for 2 rounds. At the end of that period, it reaches the brain.

While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a *dispel evil* or *neutralize poison* effect delays its progress for 30 minutes. A successful Heal check (DC 20) extracts the worm and kills it. Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it either is killed (by *remove curse* or *remove disease*) or slays its host (death occurs at 0 Intelligence). A Small, Medium, or Large size creature slain by a worm rises as a new spawn of Kyuss 5 rounds later; a Tiny or smaller creature quickly putrefies; and a Huge or larger creature becomes a normal zombie of the appropriate size. Newly created spawn are not

under the control of their parent, but they usually follow whatever spawn of Kyuss created them.

Fear Aura (Su): A spawn of Kyuss continuously radiates a fear effect. This ability functions like a fear spell (caster level 7th; Will save DC 16), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su): Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC 15) or contract this supernatural disease. The incubation period is 10 rounds, and the disease deals 1d4 points of Constitution damage and 1d4 points of Wisdom damage. These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a cure disease effect removes the affliction.

Curative Transformation (Ex): Any remove curse or remove disease effect, or a more powerful version of either of these effects, transforms a spawn of Kyuss into a normal zombie.

Fast Healing (Ex): A spawn of Kyuss regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the spawn of Kyuss to regrow or reattach lost body parts.

Undead Traits: A spawn of Kyuss is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. A spawn of Kyuss cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

APL 10

Lord Marobanden: male Spawn Of Kyuss, advanced 17 HD (elite array)*: CR 10; Large undead; HD 17d12+15; hp 125; Init +1; Spd 30 ft; AC 14 (flat-footed 11, touch 10); Base Atk +8; Grp +19; Atk +15 melee (1d8+12 slam + Kyuss's gift), or +15 melee touch (create spawn); or +9 ranged touch (Kyuss's gift); SA create spawn, fear aura, Kyuss's gift; SQ curative transformation, fast healing 5, turn resistance +2, undead traits; AL CE; SV Fort +5, Ref +6, Will +12; Str 26, Dex 12, Con -, Int 6, Wis 14, Cha 5.

Skills and Feats: Hide +2, Jump +26, Move Silently +6, Spot +19; Toughness (x5).

Create Spawn (Su): Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee touch attack or a ranged touch attack, hulling a worm at a foe from a distance of up to 10 feet. Each worm is a Fine vermin with AC 10 and 1 hit point. It can be killed

with normal damage or by the touch of silver. On the spawn's next action, the worm burrows into its host's flesh. (A creature with a natural armor bonus of +5 or higher is immune to this burrowing effect.) The worm makes its way toward the host's brain, dealing 1 point of damage per round for 2 rounds. At the end of that period, it reaches the brain.

While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a *dispel evil* or *neutralize poison* effect delays its progress for 30 minutes. A successful Heal check (DC 20) extracts the worm and kills it. Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it either is killed (by *remove curse* or *remove disease*) or slays its host (death occurs at 0 Intelligence). A Small, Medium, or Large size creature slain by a worm rises as a new spawn of Kyuss 5 rounds later; a Tiny or smaller creature quickly putrefies; and a Huge or larger creature becomes a normal zombie of the appropriate size. Newly created spawn are not under the control of their parent, but they usually follow whatever spawn of Kyuss created them.

Fear Aura (Su): A spawn of Kyuss continuously radiates a fear effect. This ability functions like a fear spell (caster level 7th; Will save DC 20), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su): Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC 18) or contract this supernatural disease. The incubation period is 10 rounds, and the disease deals 1d4 points of Constitution damage and 1d4 points of Wisdom damage. These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a cure disease effect removes the affliction.

Curative Transformation (Ex): Any remove curse or remove disease effect, or a more powerful version of either of these effects, transforms a spawn of Kyuss into a normal zombie.

Fast Healing (Ex): A spawn of Kyuss regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the spawn of Kyuss to regrow or reattach lost body parts.

Undead Traits: A spawn of Kyuss is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. A spawn of Kyuss cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

*This is a non-standard advancement.

APPENDIX 2: AN AFTERNOON IN GREYHAWK CITY

Before the PCs arrive at the Green Dragon Inn, they may wish to visit some of these more popular places in Greyhawk City. If so, this information can be used to make NPC encounters more realistic and immersive. Refer to the map provided in Player's Handout 1.

A. The Grand Citadel

Most PCs won't want to visit this end of town. If they get into trouble, this is where the Greyhawk Prison is located. The Citadel also houses the formidable police force of Greyhawk City. It is led by the human Captain General of the Watch, Tigran Gellner and his halfling female Constable, Derider Fanshen.

B. The High Quarter

1. **The Wheel Of Gold**. Notorious casino. High rollers only. Aristocrats and ambassadors rub shoulders with those of more dubious (but wealthy) backgrounds. The General Manager, a male dwarf called Xiggaadur Doruggan, is congenial but cunning; though the casino itself is actually owned by the Lord Mayor, Nerof Gasgal.

2. **The Lords' Tomb**. "Official entrance" into the city tomb that houses the great dead Lords and City Rulers of Greyhawk's past. This entrance is *very* heavily guarded.

3. **Lord Silverfox's Manor**. One of Greyhawk's grandest mansions. The Silverfox Family are powerful merchants. Since Lord Silverfox died (5 years ago), Lady Silverfox runs the "empire" with a firm hand.

4. **Wizard's Guildhall**. Membership costs 100gp per year. Members may access a large magical library, overseen by the mysterious drow, Jawal Severnain (male, elf). The selling, buying, and free identification of magical items (except potions) is overseen by Pateris The Bard (male, elf). The Alchemist (Potions) Master is Heironymous Tigana, a nasty, irritable fellow.

5. **The Lord Mayor's Palace**. More commonly referred to as "City Hall". This palatial building is where Greyhawk Lord Mayor, Nerof Gasgal presides over the city. It is also where the Directing Oligarchy of the city meets to make decisions regarding the city itself.

C. Shack Town And Barge-End

Poverty abounds in this district. It is a hell-on-Oerth in terms of filth, disease, and thievery. About the only people who willingly make their home here are the Rhenee bargefolk.

D. The Garden Quarter

1. **The High Market**. Merchant tents specialize in items of superior craftsmanship with exotic designs, and are made of better materials. Items here are expensive (half again *Player's Handbook* prices). Typical items include: semi-precious jewels, colognes/perfumes, silk, fresh fruits, steel armor and weapons, fine leather footwear, high fashion clothing, imported wine/whiskey, sculptures and paintings, well-crafted toys, and fresh-cut flowers guaranteed to impress.

2. **Nymph And Satyr Inn**. This inn is reputed to sell the widest and most exotic selection of beverages in the city. Atmosphere is relaxing, but sometimes wild. The new owner is a young female aristocrat called Tressa Kransen. She's a good sport, and gets along well with adventurers.

3. **Sacred Temple Of St. Cuthbert**. Open all hours under the stern and unflinching eye of old Eritai Kaan-Ipzirel (female human). This is an ancient temple (and one of the grandest in all Oerth).

4. **High Tower Tavern And Hostelry**. Popular drinking hole for city wizards (including some members of the Circle Of Eight). Owner, Eric Goodfellow, a male half-elf, runs honorable tables of "games of chance". Adventurers who can't get in to the Wheel Of Gold come here ...

5. **Star Of Celene**. Very popular tavern with elves and half-elves. All business is conducted in Olven. The owner, Finnobar Aodhin (male half-elf) is secretly in league with a group of elven revolutionaries who oppose the Queen Of Celene's isolationism.

6. **Temple Of Pelor**. Popular temple ministers to the poor and downtrodden. High Matriarch Sarana (female human) is the hard-working cleric in charge. She is 63 years old.

7. **Temple Of Zilchus**. Head cleric, Stakaster Villaine, is obsessed with building (particularly roads and bridges). He is a master of financial planning, and is one of the wealthiest men in the city.

8. **Sanctum Of Heironeous**. The Head Cleric is Jaikor Demien. He was one of the "heroes of Critwall", but he is now crippled from his experience and moves very slowly.

E. The Clerkberg Quarter

1. **Great Library Of Greyhawk**. An impressive monolith. Overseen by the great (but stuffy) sage, Iquander, this library contains dozens of "vaults", each housing thousands upon thousands of published works (both fiction and non-fiction). This is one of the best places in all of Oerth for PCs to find obscure information.

2. **The Black Dragon Inn**. Open all hours, this Inn serves as the primary drinking hole for the students of the various colleges and universities in the district. The "bear-like" owner, Miklos Dare, is a retired adventurer who likes to recount his past adventures to any who might listen. The Inn often serves as a good place to hear rumors and catch up on local gossip.

3. Jewelers And Gemcutters Guildhall. The headstrong, if conservative, Gerta Hollardel (human female), is the guild master. This place is popular with PCs who want “pretty things” appraised correctly.

4. The Savant. Bookshelves line every wall of this tavern, popular with sages, scholars, and other educated folk. Bartender, Tiggamuus Tighe, is an expert in obscure knowledge.

5. The Roc And Oliphant Tavern. A boisterous, noisy tavern popular with athletes and young partygoers. It smells of sweat, stale beer, and vomit. The City Watch break up fights here nearly every night. The bartender is an elderly half-orc named Ral. He is darn ugly, but he knows how to mix a mean drink!

F. The Foreign Quarter

1. The Blue Dragon Inn. Once upon a time, this tavern played second fiddle to the Silver Dragon Inn, but four years ago, a Perrender (Kershane half-elf) by the name of Gustin Longpike renovated the tavern and made it the primary haunt of mercenaries in Greyhawk City. No self-respecting Perrender would visit Greyhawk City, and not at least have one drink at Gustin’s bar. This is also a great place to get “hired on” for work!

2. The Pit. An indoor gladiatorial ring known for its shady dealings. Gamblers come, day and night, to place bets against competitors. The owner, Pietain Morvannis, is a slimeball with direct connections to the Greyhawk underworld. His champion wrestler is a huge Kettite called Rashif Iqbal (more commonly known by his stage name: “The Sun Pasha!”).

G. The River Quarter

1. The Green Dragon Inn. The most popular “adventurer’s tavern” in the city. It is also the haunt of many of the city’s thieves and other “lowlives”. It is said than an adventurer can hear more rumors here than they would hear in a lifetime. The owner, Ricard Damaris, is a jovial man full of stories both short—and tall.

2. The Wizard’s Hat. The half-elf proprietor, Dwaven May, has made her place the best in town to get a good feed of meat, potatoes, beans, and gravy. Open for lunch and dinner.

3. Temple Of Pholtus. A precisely symmetrical structure of gleaming white marble, this temple stands in the poorest district of the River Quarter, aptly overseen by the elderly high priest, Arkady Benris.

4. Barge Inn. Most popular drinking hole for dwarves in Greyhawk City. The innkeeper is the very vocal (but highly entertaining) Brack Snagtooth. He is amenable and willing to swap tales over an ale or two.

5. Temple Of Rao. “An island of quiet in a sea of chaos”. This temple stands as a beacon of knowledge, learning, and “all that one can become”. It is led by the very famous head priest, Jerome Kazinskaia, who also happens to be a member of the Ruling Oligarchy.

6. The Silver Garter. A notorious brothel, overseen by the “Lady Ogress”, Rhina.

7. Temple Of Trithereon. A chaotic, but good-aligned, anti-authoritarian sect. It is led by the original “flower-child” herself, Janziduur, who is well known for having a “thing” for adventurers.

H. The Artisans’ Quarter

1. The Low Market. Also called the “Old Market”, or the “Petit Bazaar”. Every common item, including weapons and armor (from the Equipment section of the *Player’s Handbook*) can be found in the Low Market at standard prices. It is also the haunt of thieves and beggars, so browsers and buyers need to beware ...

2. Performing Artist’s Guildhall. Home to all the great “artists” and bards of Greyhawk. It is overseen by Artemis Quist, a spindly acrobat of great renown.

I. The Thieves’ Quarter

1. The Whitehorse Inn. A respectable Inn for families (and middle-merchants) looking for safe, but cheap, accommodation. Good stables and a warm fireplace. Owner is a kind-hearted human male called Erthin Mansharn. He will allow adventurers to stay, but will want guarantees that they will act honorably and not be boisterous at all ...

2. The Brass Dragon Inn. A large inn which directly inside the main gate of Greyhawk City. It is usually the first place people new to town drop their gear and look for a place to rest. It is, however, not always the safest place to rest. The half-elf bartender, Rainy, is a terrible sticky beak, and attempts to pry into the business of all who visit this Inn.

3. Chapel Of Olidammara. Music, singing, dancing, and revelry is overseen by the ever-cheerful high priest, Alsi Sventis (human female).

4. Shrine Of Beory. Dedicated to the Oerth Mother of the Flan people.

5. Halfhock’s Pawnshop. Managed by the half-orc, Devin Halfhock, this shop sells weapons, armor, house wares, tools, and clothing.

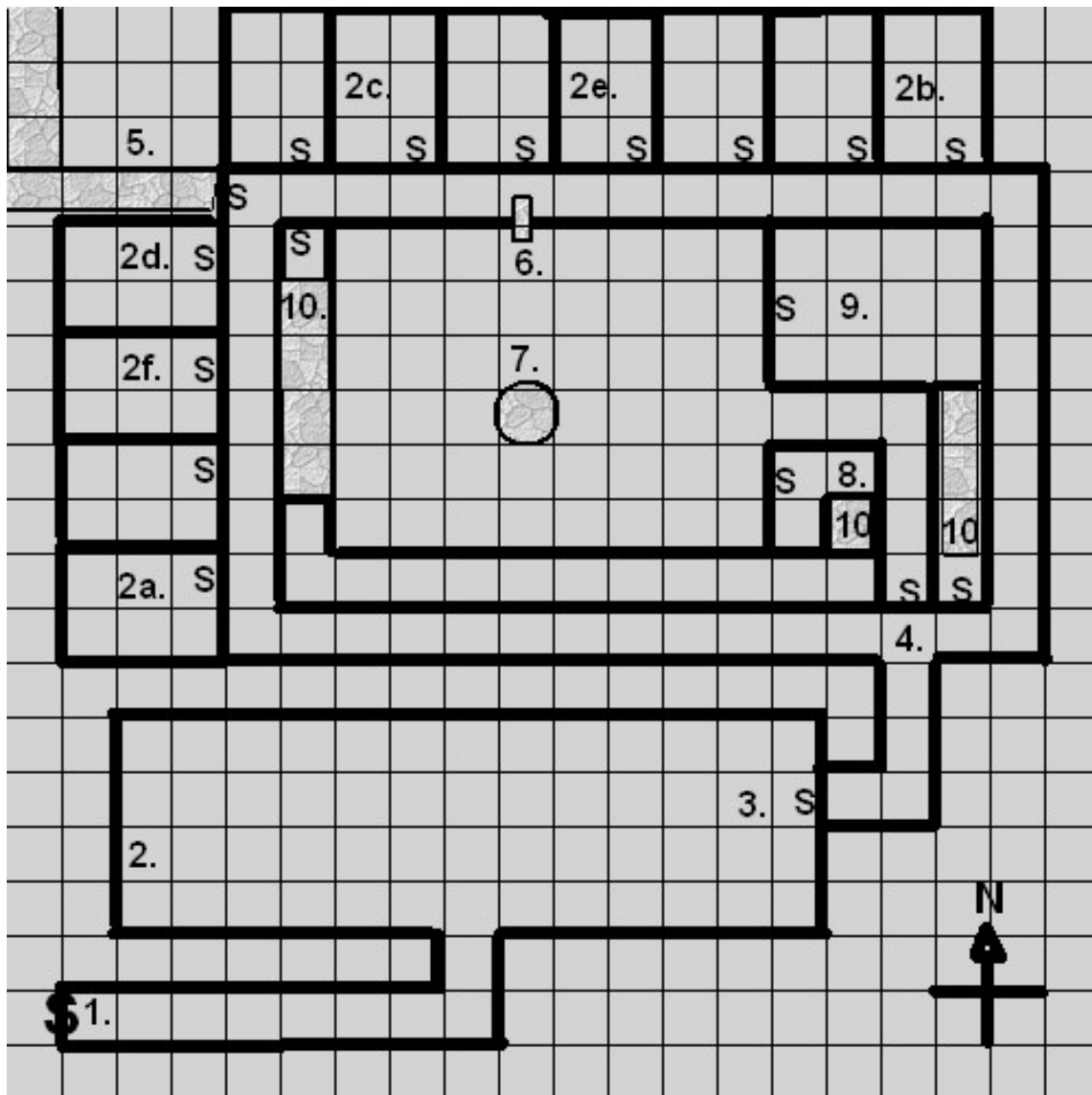
6. The Hanged Man Inn. Overrun with the worst cutthroats and human fiends in the city. No one in his or her right mind would stay here overnight. It is, however, a good place to start looking for the scum of the Oerth. The bartender, Artuurd Crapper, is a fast-talking scumbag with villainous ambitions.

J. The Slum Quarter

1. The Dragon Turtle Tavern. The cheapest tavern in the city. Run by the gnome, Nolka Fischer.

2. Fedroot’s Daggerarium. Fedroot is known as the finest weaponsmith in the city. More recently, he has ventured into selling weapons, armor, and minor magical wondrous items (up to 10,000gp value). He particularly specializes in upgrading arms and armor, including making weapons of special materials.

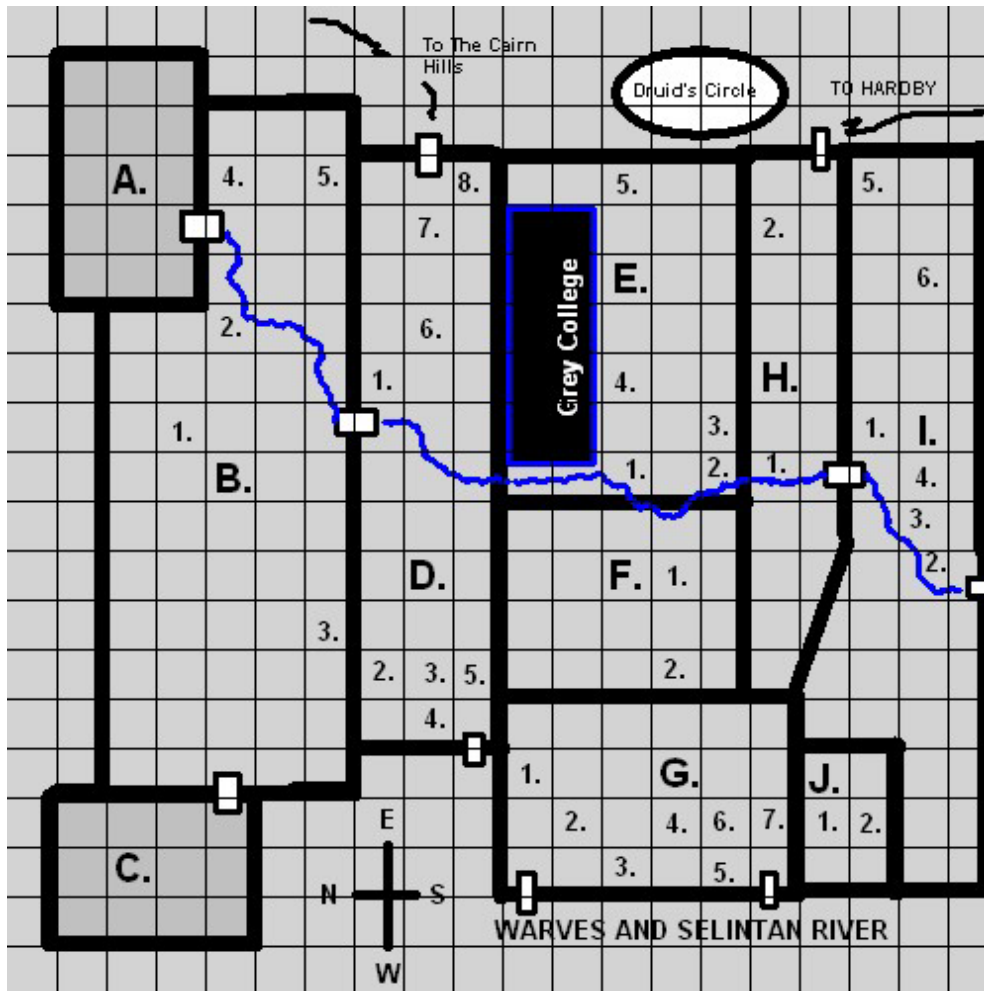
APPENDIX 3: DM'S MAP OF THE LORDS' TOMB



MAP KEY SUMMARY (Note: 1 square = 5 feet)

1. This is the secret entrance into the Lords' Tomb. The PCs come through here.
2. This is where PCs will see Zebendrich should they surprise him.
- 2a.—2f. These are the little crypts where Zebendrich sends the PCs if they fail their saving throws.
3. This is the secret door that leads out of Zebendrich's Crypt.
4. Intersection. Most parties will get Boney to sniff out the secret door that uncovers the shortcut.
5. Exit to the main entrance of the Lords' Tomb.
6. Iron Door leading into the area where the Lords' Jewels are kept.
7. The place where the pedestal belongs (upon which sits the Lords' Jewels).
8. This is the spyroom where Clannair Blackshadow hides.
9. This is Lord Silverfox's crypt. The PCs will find the pedestal in this room.
10. Steps going down to Level 2 of the Lords' Tomb.

PLAYER HANDOUT 1: A SIMPLE MAP OF GREYHAWK CITY



Greyhawk City : The Gem Of The Flanaess

Greyhawk City is heavily fortified. Most visitors enter through the Highway Gate, found on the southern wall of the Thieves' Quarter (Section I), then head straight for the Low Market (H1). The road winding through the centre of the city is called The Processional. It traverses most quarters of the city, until it reaches the elevated plateau of the High Quarter (Section B) and The Citadel (Section A).

Taverns & Inns: Whitehorse (Merchants, I1), Brass Dragon (Popular, I2), Hanged Man (Notorious, I6), Dragon Turtle (Cheap, J1), Silver Garter (Brothel, G6), Barge Inn (Dwarves, G4), Green Dragon (Adventurers, G1), The Pit (Wrestling/Combat, F2), Blue Dragon (Mercenaries, F1), Roc & Oliphant (Party-goers, E5), Savant (Scholars, E4), Black Dragon (Gossip/Rumors, E2), Star Of Celene (Elves, D5), High Tower Tavern (Wizards, D4), Nymph And Satyr (Aristocratic, D2), Wheel Of Gold (Gambling, B1).

Temples/Guilds: Beory (I4), Olidammara (I3), Trithereon (G7), Rao (G5), Pholtus (G3), Heironeous (D8), Zilchus (D7), Pelor (D6), St. Cuthbert (D3), Bards' Hall (H2), Wizards' Guild (B4).

Shops: Fedroot's (Fine Weapons, Minor Magic, J2), Halfhock's Pawnshop (General, I5), Jewelers (E3), Low Market (General, H1), High Market (Fine General, D1).

Other: Great Library (E1), City Hall (B5), Lords' Tomb (B2), Silverfox Manor (B3).

PLAYER HANDOUT 2: CHRISTA'S MAP

