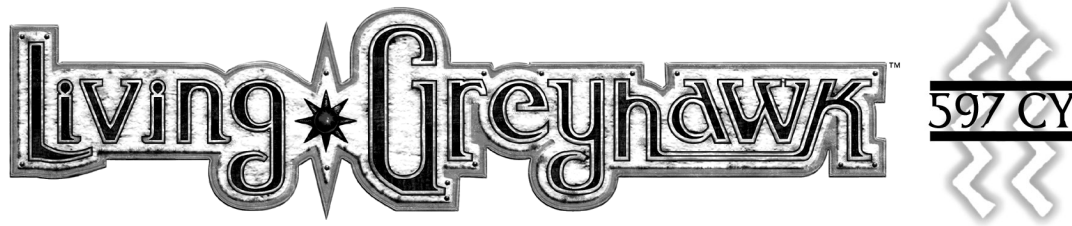


COR7-03



Second Chances

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

Version 2

by **Christian J. Alipounarian**

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The Free City of Greyhawk can be cruel, and in a place where one can find anything, the hardest thing to obtain might be a second chance. Can you solve a decades-old murder and free a needy soul? This adventure is investigative and role-play intensive. It is a loose sequel to COR5-04 *Desecrators of the Lord's Tomb*; however, it is not necessary to have played that adventure to participate in this one. A one-round Core adventure set in the Free City of Greyhawk for characters level 1-8 (APLs 2-8).

Thanks to Michael Hallet and Sam Weiss for their assistance. Resources for this adventure [and the authors of those works] include *Living Greyhawk Journal #2: The Artisan's Quarter* [Denis Tetreault and Erik Mona], COR1-01 *River of Blood* [Erik Mona], COR5-19 *Retribution* [Christopher Wills], *The City of Greyhawk* [Douglas Niles and Carl Sargent], *Libris Mortis* [Andy Collins and Bruce R. Cordell], and S2 *White Plume Mountain* [Lawrence Schick].

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

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

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 Dungeon Master (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, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

This adventure is a loose sequel to COR5-04 *Desecrators of the Lord's Tomb*. That adventure, and this one, involves Christa, the lovely human thief known as "Little Miss Streetwise" first described in the *City of Greyhawk Boxed Set* (1989). As an adult, Christa was known for her kind nature and her adventurous spirit; both of these traits led her to disaster.

Christa's father figure in life was Ricard Damaris, the proprietor of the Green Dragon Inn. When Ricard's fortune was stolen by his own (blood) daughter, Christa vowed to get the funds needed to save the inn from demolition, by any means necessary. To this end, she made the unfortunate decision to plunder the Lord's Tomb.

The Tomb of the Lords of Greyhawk was not just warded by traps and magic, but by the spirits of the Lords themselves, and they took a dim view of seeing their treasures plundered. The spirits took their revenge on Christa, killing her not long after she returned to the inn with her booty. PCs that played COR5-04 *Desecrators of the Lord's Tomb* were charged with taking the stolen goods back to the tomb, and solving the dilemma of the Green Dragon's impending demolition.

Christa's spirit has since been held in bondage by the Lords, who have collectively debated what to do with her. The Lords have decided to use the thief's soul as leverage to persuade some heroes visiting Greyhawk City to deal with a situation that the Lords wish resolved. If the

heroes in question agree to the task and successfully discharge it, they will free Christa's soul.

In CY 555, Lord Ardent Shee was a devilishly handsome and clever Lord of Greyhawk who married a very headstrong woman, Lady Nara. She was an adherent of Joramy, and the two were notorious for their martial brawls, which could be heard on the far side of the city. Lord Ardent had a wandering eye and seemed ill-contented to end his bachelor's ways. One evening, Lady Nara was found murdered, run through by a rapier. Lord Ardent was tried and convicted for his wife's death, and after seeing his noble title revoked, he was hung until dead and buried outside of the city.

The ghosts of the other Lords wish to see the remains of their fellow Lord re-interred within the Tomb, and have asked the PCs to try and exonerate Lord Ardent Shee. The spirits have communicated with that of Lord Ardent, and his tortured wraith only espoused his innocence to them; it could tell them nothing more, wracked with pain as it was. If the PCs can successfully exonerate Lord Ardent, and see his Lord's title restored, he could be interred with the rest of his peers and his soul could be put to rest.

In truth, Lord Ardent and Lady Nara were the victims of foul play. As a way of getting back at her husband's infidelity, Lady Nara herself was carrying on an affair with a half-elf city judge named Jinli Wren. At their manor home, while Lord Ardent was elsewhere and in his cups, Jinli fell into a murderous rage at Nara's announcement that she no longer wished to see her and ran her through with her rapier. When the time for Lord Ardent's trial came, Jinli made certain that she was the judge assigned to the case. Needless to say, ensuring a conviction was easily accomplished after that.

Despite his inexperience, a young barrister named Jerg Alaern was retained by Lord Ardent because of his reputation as a superior trial attorney. Jinli Wren contacted Alaern and made him an offer. In exchange for deliberately "throwing" the case, she would rule in his favor on any future case that he argued in her court.

Eventually, Jinli came to regret her crimes, and became swallowed up in her guilt over the entire affair. She left her position as a judge, and became an adherent of the city's temple of Pelor, where she hoped using her remaining years in service to the church would make up for past sins. Jinli's attack of conscience and departure from the courts effectively had her renege on her deal with Jerg Alaern. He was furious at this, but there was obviously no one to whom he could complain. So while Alaern has been silent about the events of forty years ago, it is only out of a desire to hide his own involvement.

The goal of the adventure is for the PCs to conduct an investigation into what really happened and bring the truth to light. In doing so, they open the way for Lord Ardent to (posthumously) be granted reinstatement as one of the Lord of Greyhawk and, in so doing, allow his remains to be exhumed and re-interred with his fellows.

ADVENTURE SUMMARY

This adventure is non-linear and open-ended. Following the assignment of their task, the PCs are left to their own devices in finding the truth. The adventure is divided into static encounter points which the PCs are likely to visit.

Introduction: The Lords offer the soul of Christa in exchange for a boon. They explain the denial of Lord Ardent into their number; they then demand that the PCs find out what is fettering their former comrade and thereby keeping him from joining them. The ghosts of the other Lords wish to see the remains of their fellow Lord re-interred within the Tomb, and have asked the PCs to try and exonerate Lord Ardent Shee. The spirits have communicated with that of Lord Ardent, and his tortured wraith only espoused his innocence to them; it could tell them nothing more, wracked with pain as it was. If the PCs can successfully exonerate Lord Ardent, and see his Lord's title restored, he could be exhumed and re-interred with the rest of his peers and his soul could be put to rest.

Encounter 1—Visiting the Shee Estate: The surviving heir, a niece, can provide background on the couple. She might provide charming PCs with Lady Shee's diary, which provides some clues that she was carrying on an affair, but not with whom or where he can be found. She can also suggest that the PCs speak to her adopted mother's chambermaid, Edrayne (now an elderly woman), and/or her father's confidant, the gnome Verno Keyes.

Encounter 2—Visiting the Shee Grave: Lady Shee's spirit has moved on, but Lord Ardent's has not. If the PCs visit at night, the spirit can be seen hovering near the grave. It is filled with mindless undirected rage and simply attacks until destroyed. This avenue of investigation is a dead end.

Encounter 3—Visiting Edrayne: The PCs find the old woman rather doddering and a challenging person with whom to speak. If they're persistent, they can ferret out a number of things. First, the Shee marriage was an unhappy one. Second, that Lady Shee was carrying on an affair. Third, she recollected that in the weeks before her Lady's murder, Edrayne wrapped a number of gifts her Lady had purchased for someone.

Encounter 4—Visiting Verno Keyes: Verno is a rapscallion of the highest order, and he was good friends with Lord Shee "back in the day." He'll admit that Lord Shee was less than faithful to his wife, though he did love her. While Verno admits that Lord Shee was quite a hellion, he can't believe that he murdered his wife. He also feels that the investigation, conviction, and execution of his friend seemed to be done with far too much haste. He even requested to get the records of the court proceedings from the Greyhawk Judiciary, but was denied without explanation by the archivist at the time. He suspects (incorrectly) that Lord Ardent's nemesis, Lady Vayred Bain, was behind the sealing of the court records.

Encounter 5—Visiting Lady Vayred Bain: Lady Vayred is an extremely old human, though a bit more focused and lucid than Edrayne. If questioned, she admits that no one was more pleased to see Lord Shee die than she was. She admits that she finds it hard to believe that her peer was a murderer, and she'll vehemently deny that she was involved in Lady Shee's murder, or in any kind of frame or cover-up, in any way. She also states that she was uninvolved with the sealing of the court records. She did find out the names of the two barristers on the case – prosecutor Sir Anton Palmirian and defense barrister Jerg Alaern. She blames her adversary's conviction on the incompetence of the latter. If the PCs are courteous to her, they will be able to get a missing piece of the puzzle that can lead them to the murderer and her accomplice.

Encounter 6—Visiting the Courts of Justice and/or the Lawyers' and Scribes' Guild: Sir Anton worked at the Judiciary, and the workers there can confirm that Sir Anton died ten years ago. The judiciary believes that the reputations of both barristers presiding the case is beyond reproach (they are correct about Sir Anton, but incorrect about Jerg). They are unwilling to give permission to unseal the trial records. Moreover, in such instances, the name of the presiding judge is not revealed (should the PCs ask) – case files are sometimes sealed to protect the court officials that rendered the verdicts. Should the PCs somehow magically persuade the clerks to give them the records anyway, they indicate that Lord Shee's barrister (lawyer), Jerg Alaern, declined to call any character witnesses to the case, which was an unusual (and seemingly foolish) step. PCs with Profession (barrister) can see that this made the conviction of Lord Shee easily done. A visit to the lawyer's guildhall gleans information about the barristers and the judge involved in the case, provided that the PCs know that they were involved in the trial in the first place.

Encounter 7—Visiting Jerg Alaern the Barrister: Jerg is a very popular lawyer who made a deal with the devil when he agreed to "throw" his case at Jinli Wren's request, in exchange for a guaranteed conviction in the future. Since then, Jerg's been living in fear that his scheme will come to light and ruin the business that he's built. If the PCs speak with him, he'll be as evasive as possible (and given his profession, he's a good liar). When the PCs are leaving his offices, he has his guards attack them, in the hopes of finding out what they know and then quietly disposing of them. If Jerg is captured, he admits his role in the scheme and makes certain to mention Jinli Wren in the hopes of bringing her down with him.

Encounter 8—Confrontation: Once the PCs have determined that the judge was somehow involved in what was going on, they need to find her and confront her. Investigation reveals that she left the judiciary and became an adherent at the Temple of Pelor. Confronting her finds her remorseful; she can fill in the back-story as to what happened. She agrees to testify about her crimes, which will allow Lord Shee to be posthumously awarded the Lord of Greyhawk honorific, thereby freeing his soul.

Conclusion: The PCs find out the results of their success or failure in their task.

PREPARATION FOR PLAY

Check with the players to see if any of their characters played COR2-09 *Final Reckoning* or COR5-04 *Desecrators of the Lord's Tomb*. You should also ask if they have any Greyhawk City-specific AR items of note.

NEW RULE ITEMS

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

LAW AND ORDER IN THE FREE CITY

Refer to Appendix 3 for information on how the various laws of the Free City of Greyhawk and how they affect the PCs during this adventure.

INTRODUCTION

The spirits of the Lords of Greyhawk arrive to pay the PCs a visit shortly before dawn. For simplicity, the PCs are assumed to be sharing the same quarters at the Green Dragon Inn, having found no suitable lodging available in the city, as a festival has taken place for the past several days. No one is allowed to sleep in the streets or in the city's immediate environs; thus, up to this point, PCs will not have been able to "live off the land" – such obvious vagrants are rounded up by the constabulary and either forced to find lodging or ejected from the city.

If any PCs played (and successfully completed) COR5-04 *Desecrators of the Lord's Tomb*, they find Ricard Demaris apologetic about the lack of better accommodations, and he refuses to accept any coin from them. These PCs get Free Standard upkeep if they desire it for this adventure.

Choose one PC at random who is awake when the spirits arrive. Any PCs that don't need sleep (such as an elf) can also be assume to be awake. Read the following to that PC:

It is chilly and windy this night in the Free City of Greyhawk. As you huddle beneath the down blankets of the Green Dragon Inn, you have almost fallen asleep when a strong gust of cold air makes your blankets flutter. It is only when you rose to close the window did you realize that it wasn't open.

A pair of ghastly wraiths hovers before you. Each one's visage resembles a human of middle age, regal but haggard. One appears male, the other female.

Any PC that has played COR5-04 *Desecrators of the Lord's Tomb* recognize these spirits as being among those restless dead that slew Christa.

The male wraith nods to you and holds up his hand. "We come in peace."

The wraiths ignore any attempts to harm them. The male wraith gestures to the PC's sleeping companions, indicating his desire for them to be roused. For those willing to hear the wraith out, read the following.

Note that there are two sections of read aloud text; one for PCs that have played COR5-04 *Desecrators of the Lord's Tomb*, and another for those that have not.

To the PCs that played COR5-04 *Desecrators of the Lord's Tomb*:

"You were present when a thief plundered our tomb, and she met with deserved disaster. You helped restore our possessions to their rightful places, and in so doing earned our respect."

To the PCs that have not played COR5-04 *Desecrators of the Lord's Tomb*:

"Each one of you has been marked for a future filled with glory and travail, fear, and joy. Each of you has within you the potential for greatness, but I wonder if you would be willing to take another step on the road towards your destiny?"

Continue for all PCs:

The female lets out an anguished wail that raises the short hairs on your neck. The tall wraith continues. "She channels the pain of Christa, a daughter of the innkeeper's, and a thief who dared to violate our tomb. But though her actions were rash, we have found her soul to be good, if not pure." We seek your help, but we know that you have no reason to trust or aid us. So we feel compelled to offer something to you... this girl's soul. If you will hear our task – the righting of a long-ago wrong – and aid us, we will release her from the torment of her soul being kept from its final resting place. Do you agree?"

The male wraith waits for the PCs to inquire as to the situation. Likely questions, and suggested answers, are below. The wraiths ignore any PC that refuses to help. If all the PCs decline, the wraiths disappear with a disappearing snarl, and the adventure is over.

Q: What is your proposition? Why are you here? We are here seeking the undoing of a crime against one of our number. Hear my words, as I must tell you of Lord

Ardent Shee. He was a handsome and clever Lord of Greyhawk. He married Lady Nara, a very headstrong woman. She was an adherent of Joramy the Shrew, and the two were notorious for their marital brawls, which could be heard on the far side of the city. Lord Ardent had a wandering eye and seemed ill-contented to end his bachelor's ways. One evening, Lady Nara was found murdered. Lord Ardent was tried and convicted for his wife's death, and after seeing his noble title revoked, he was hung until dead and buried in the Common Crypt of Greyhawk, a fate reserved for paupers and thieves. The year was CY 555.

Q: What does this have to do with us? What would you have me/us do? We wish to see the remains of their fellow Lord re-interred within the Tomb. If you can successfully exonerate Lord Ardent, and see his Lord's title restored, he could be interred with the rest of his peers and his soul could be put to rest. If you do this, we will free Christa's soul from its bondage. You need not put to rest his angry spirit, nor must you move the body yourself. You need only secure the evidence needed to prove that he was innocent.

Q: Can't you simply communicate with the deceased to determine what happened? Lady Nara's spirit has long since moved on to a higher plane of existence. We have communicated with Lord Ardent's spirit, and his tortured wraith espoused his innocence to us; it could tell us nothing more, angry and wracked with pain as it is.

Q: How do you know for certain that he's innocent? We see things beyond sight, know things beyond knowing. Such is not your concern.

Q: Why don't you do this task yourself? There are rules to every game, mortal. Much as the living are limited in their interaction with the world of the dead, so are we constrained from acting within the realm of the living, save when our names are spoken out of turn or when our final rest is disturbed. The particulars need not concern you.

When the PCs have no more questions, the male wraith says,

"If you accept, we will seek you out an hour before dawn, tomorrow. Any longer, and our grip on Christa's spirit will fail, and it will flee into the hands of The Reaper. That would be... unfortunate." He pauses. "What is your decision?"

If the PC accepts, the wraiths merely nod and fade from view. Continue with the following:

With the disappearance of the spirits, you hear commotion coming from around the inn, and a number of similar wails of pain. Despite the wraith's wail having been uttered some time ago, it is as if it is being heard within the inn only now.

At this point, it's now 6am, and the clock is ticking – the PCs have 24 hours to solve a decades-old murder!

The characters can seek out each other and communicate. Each has had a more or less identical experience, and it's clear that the ghosts somehow projected themselves into more than one place at the same time.

RICARD DAMARIS

Not long after the ghostly visit, the PCs are approached by Ricard Damaris, the proprietor of the Green Dragon. Damaris speaks in a "blue collar" fashion.

A rotund and ashen-faced human approaches you. He is visibly shaken by the ghostly keening that was heard around the inn. "What in the name of The Money Counter is going on around here? What the hell was that racket?"

PCs that played COR5-04 *Desecrators of the Lord's Tomb* recognize Ricard; it's possible that PCs have met Ricard through other Core adventures which took place, wholly or in part, in the Green Dragon. He asks them what has happened, demanding an explanation for the pre-dawn disturbances.

Should any PC mention Christa's name in explaining what the conversation with the Lords was about:

At the mention of Christa, Ricard says breathlessly, "Please... Christa was like a daughter to me. Better than the daughter of my own flesh and blood, who swindled me and at whose feet I lay the blame for this mess. Christa's theft of the Lord's possessions was a mistake, but she is... was, a good girl. If there's anything that you can do to help lay her soul to rest – I beg you, with all my heart, please do.

If the PCs wish, they can ask questions of Ricard. Likely questions, and suggested answers, are listed below.

Q: Tell us about your (real) daughter. (Spits on the floor.) Her name will not pass my lips further, so long as I live. She's dead to me.

Q: Tell us about Christa. Christa was an orphan who was left on our doorstep. My wife and I had no children of our own at that time, and we thought that little Christa was the answer to our prayers to the Sun Father! 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 – struggling in the early days before the Greyhawk Wars – so I allowed Christa to do some "work" with the local Underground. I didn't see any harm in it, and Christa only pick-pocketed visiting aristocrats and those who had more gold than they knew what to do with. 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 my wife and I had our daughter. And as she 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. Her death at the hands of the vengeful Lords has left a hole in my heart that I fear can never be filled.

Q: Tell us about the Lords of Greyhawk. The Lords of Greyhawk are interred in the great tomb here in the city. The tomb is locked up and sealed, and guarded by all manner of traps and magic. But the most dangerous guardians are the Lords themselves, a vengeful and restless lot when their resting places are desecrated. It was a lesson my beloved Christa didn't learn until it was too late.

Q: Tell us about Lord and Lady Shee. That must have been, oh, about forty years ago. I was a very young man back then. Lord Shee was a rake and a womanizing hellion who got it into his head to get married, probably to continue the family line. That was his first mistake; his second was taking a bride who was a follower of The Shrew. How they love to argue! I remember one night that she was throwing garbage at him, in the middle of the street! While everyone knew they were unhappy, Lord Shee's arrest and execution for her murder came as a shock. But then you never really know people, do you?

Q: Do you know where the Shees are buried? I remember that Lord Shee was buried in the Common Crypt of Greyhawk, as a further disgrace – only commoners and paupers are laid to rest there, you see. As for his wife, I have no idea. Perhaps someone at the Shee estate would know?

Q: Where is the Shee estate? I'm pretty sure that it's in the High Quarter, not far from the Lord's Tomb. Lots of nobles live up there – birds of a feather and all that. I'm sure a local or one of the guards in the Quarter could give you better directions.

Q: Does the Shee family have any heirs? I assume so, since the family still maintains a manor here in the city.

Q: What will you give us for doing this? (Scowls) I'll give you my gratitude and a free place to lay your heads while you're in town. I'm still rebuilding my business, after all. But you've already struck a bargain with the Lords, and I'd *strongly* urge that you fulfill your side of the deal, lest you meet the same fate as my poor Christa...

1: VISITING THE SHEE MANOR

The manor of the Shee noble family is located in the High Quarter, a collection of properties owned by the more prominent gentry of the city. The family is well-known in the neighborhood, and so finding the manor itself is not a problem.

It is possible that the PCs might attempt to Gather Information from the residents and/or the members of the City Watch. They do not meet with much success, as the residents and those protecting them are closed-mouthed about places and people in the quarter. While

most nobles scowl and move on if questioned, the City Watch specifically warns the PCs to keep their noses out of the gentry's business.

The manor of the Shee family is contained within a stone outer wall seven feet in height, crowned with iron spikes. The whitewash on the outer walls is peeling, and you get the impression of a home that has seen better days. The only entrance is a single hinged gate, crafted of wrought iron. Tall hedgerows stand on either side of the cobblestone pathway that leads to the manor's front doors. You can make out a single female of middle-age busy trimming the hedgerows, pausing to wipe the sweat from her brow with a gloved hand.

The fortunes and reputation of House Shee have waned since the murder, and over time most of the family has taken their leave of the Free City, preferring to make a new start. At present, the only resident of the manor is Alusia Shee, the daughter of Lord Ardent's late sister.

♣ **Lady Alusia Shee:** female human aristocrat 1; hp 9; AL LG; Fort +1, Ref +0, Will +3. Bluff +2, Diplomacy +3, Knowledge (history) +4, Knowledge (local [Core]) +4, Knowledge (nobility) +4, Sense Motive +5.

Lady Alusia is a plain-looking human female of mostly Oeridian descent. She is in her late fifties, and tending to the large manor has kept her in reasonably good physical condition. She is dressed as a worker, with plain clothes covered by a soiled smock. It's possible, even likely, that the PCs might mistake her for a servant.

If she is hailed, she approaches the gate but doesn't initially open it, nor invite the PCs inside. She takes questions from the safety of the gate (after all, the PCs likely appear as a group of four to six dangerous-looking strangers). For the purposes of Diplomacy checks, her attitude begins as indifferent.

After some time of interacting with Lady Alusia, you should have the PC who has been doing the most talking make a Diplomacy check. Other PCs that have been speaking may attempt to aid the primary PC. If the primary PC changes Alusia's attitude to friendly (DC 15) or helpful (DC 30), the noblewoman might offer Lady Shee's diary (or details of it) to them (see below).

Q: Excuse me, is the lord or lady of the manor at home? (Scowls) I'm the Lady Alusia Shee, *thank you* very much.

Q: We're here regarding the murder that took place here in CY 555. It's ancient history. My father was found guilty of the crime, hung, and buried. I'm sorry that you made the trip here for such a short story.

Q: The spirits of the Lords of Greyhawk have asked us to prove his innocence which will laying his soul to rest. (Face turns ashen, squints at them through the gate) What did you say? I always believed that there was more to what happened than was believed,

as did many of my family. I hope you're telling the truth, adventurers, lest the Lords come and take you as they do all who mock them, steal from them, or take their names in vain.

Q: What do you know about the murder? My father, Lord Ardent, was convicted of the murder of his wife, Lady Nara, and he was hanged. Though I was but a child then, neither I nor my family could imagine him committing such a monstrous deed. My father was an unfaithful lout with a wandering eye and a lust for ladies and liquor, but he was no killer.

Q: What do you think might really have happened? My father made a lot of enemies in his rise to prominence here in the city. I think someone framed him, but I've no idea who.

Q: Who were the enemies of your aunt and uncle? My mother had no real enemies. Make no mistake, she wasn't liked – I remember her as being a loud-mouthed, argumentative shrew who wasn't a proper wife for a real noble. But she wasn't important enough to warrant enemies. Aside from her maid, she didn't even have friends, never mind enemies.

My father was another story. He had so many I'd be hard-pressed to recollect them. You could ask Verno Keyes. He was my uncle's confidant and drinking partner for as long as anyone could remember.

Q: Who is Verno Keyes? He's still alive? Verno Keyes was my father's boon companion. He's still alive – he's a gnome, and they age a bit better than we humans, as you know. Verno still carouses, just like he did back in the day. He usually haunts an inn called *The Fat of the Hog*, in the Artisan's Quarter.

Q: Who was your mother's maid? It was... let me think... Eldine? No... I'd have to dig up my mother's diary to check. It's been forty years, after all.

Q: You have your mother's diary? May we see it? (Have the PCs make a Diplomacy check as noted above; if they can change her attitude to friendly (DC 15), she offers to let the PCs inspect the diary from the other side of the gate. If they make her helpful (DC 30), she is willing to loan it to them for the duration of their investigation.

Diplomacy check below 15: I'm afraid not. I'll get you the name of her maid if you wish to wait. I doubt she's still alive, though.

Diplomacy check 15-29: I don't much like the idea of people going through our family's personal effects, but I suppose no harm can come of it. You can skim through it, but you can't keep it. As for the maid, I doubt she's still alive.

Diplomacy check 30+: Well, I suppose I should help you. I'll loan the diary to you if you promise not to lose it, and to return it to me when you're done with it. As for the maid, I doubt she's still alive.

Q: Do you know where Edrayne might be found? (Pauses to think) If she's even alive...I wouldn't know where she'd be, but I recall that her son was a fishmonger down on the wharves. Sometimes I went there with the maid as a little girl, when she had to buy fish for dinner. I

remember how much I used to hate the awful stink of the docks. The sign above the door had a big, smiling, purple fish on it. Gods only know if her son's shop is still there, though.

Q: Where are your mother and father buried? You'd better not go digging anyone up! My mother's body was taken by her family back to the Duchy of Urnst. Having been stripped of his nobility, my father was buried in the Common Crypt, in the Thieves' Quarter. That's a rough neighborhood so if you go, mind your step.

Q: Are you adopted? Yes. My mother died when giving birth to me, and my father was a no-good lout who abandoned me. I loved Lord Ardent like a father, and while I had little love his wife, I called her mother out of respect and because it pleased him for me to do so.

Q: Where were you the night of the murder? My mother's maid and I had gone down to the wharves. I didn't care much for the smell, but I loved seeing the boats. The maid lingered to speak with her son, a fishmonger, and we arrived home not long after nightfall. We arrived in time to see the guards leading my father away. The guards asked me questions, though I don't recall the specifics. The maid was heartbroken.

Q: How was Lady Nara killed? She was run through by a rapier. My father carried one, but it's a weapon common to many nobles as you probably know. But the guards thought that they should question him anyway. Once he was led out of here, I never saw him again.

Q: Did you see the body? Of course not.

THE DIARY AND THE LIST BOOKMARK

Distribute Player Handout 1 if the PCs obtain the diary. Note that you should collect the handout when the PCs leave the manor, unless they've been allowed to keep it.

Attentive players might notice the mention of a folded piece of paper as a bookmark. If they ask, or if a PC Searches (as opposed to reads) the book, they can discover a short list written on the paper. Distribute Player Handout 2. Alusia has no objection if the PCs keep this slip of paper as she doesn't regard it as having any significant keepsake value.

The slip was a list of gifts that Lady Nara sent Edrayne to purchase; they were meant to help cushion the blow of Nara's announcement to Jinli Wren that she was leaving her. Obviously, the gesture didn't work.

Should the PCs investigate the items on the list, they find that most of the items listed have nothing noteworthy about them, in and of themselves.

Any female Baklunish PCs (or a PC with a relevant skill; DM's discretion) would know that the "Essence of Jasmine" is a ladies' perfume popular amongst the Bakluni people; it is also exceedingly expensive outside of those lands – up to 50 gp per small vial. As Jinli is half-Baklunish, Nara hoped she would find the fragrance appealing.

Any PC with a Profession skill dealing with flowers, or that makes a DC 15 Knowledge (nature) or bardic lore

check knows that traditionally, pink carnations symbolize fond remembrance.

2: VISITING LORD SHEE'S GRAVE

To further his public shame, Lord Shee's remains were buried in the Common Crypt of Greyhawk, alongside paupers and the unknown. This is located in the rough-and-tumble Thieves' Quarter of the city. Though the PCs might not remember, the Lords *did* warn them that Ardent Shee's spirit is restless, and so they stand to get a nasty surprise if they visit his final resting place.

The entrance of the Common Crypt consists of a single tomb-like structure on the street. Broad marble steps lead down into the earth.

Once the PCs proceed downwards:

As you descend the stairs, the air gets noticeably chillier. At the bottom, you enter a room that is the final resting place of the city's poor, and at least one disgraced noble. Passageways lead off in different directions deeper into the mausoleum. An older human with wispy white hair, bearing the symbol of Pelor around his neck, sits at an ancient desk. Upon it are a set of huge books. He looks painfully bored.

All APLs (EL 5)

☛ **Beyralt:** male human cleric 5 of Pelor; hp 31; N; see Appendix 1.

Beyralt is a cleric in the city's Temple of Pelor. For obvious reasons, the city is concerned about the possible presence of undead, and it thus maintains a cleric on the premises. Beyralt also answers questions about, and keeps records of, those interred. He should be role-played as a bored bureaucrat who is civil to the PCs, but mostly wants them out of his hair.

If the PCs interact with Beyralt, some likely questions, and his suggested responses, are listed below.

Q: Who are you? (Sighs) I'm Beyralt. I'm an administrator and watchman of the crypt.

Q: What do you administer? Who are you watching? A lot of people are buried down here. I keep records on who comes in and where they're put. If you're looking for someone specific, I can probably help you. I also keep an eye out for any undead. They sometimes spawn in places like this.

Q: Do you like your job? (Scowls) Oh yes, being down here in the cold earth does wonders for my rheumatism and lungs. And the view! It's to die for; literally.

Q: Can you tell us where to find Ardent Shee? (Sighs) Date of interment? (If the PCs give the year, CY 555, he mutters, "Of course it's an old one," rises from his

desk, and shuffles to a pile of books.) Let's see... Shanto... Shebra... Shee, here it is. (Points in his book, then down one of the passages) Head down that passageway, make your third right, and then the second left. He's somewhere in that room.

Q: Do you know anything about the crime Lord Ardent was accused of committing? *That* Lord Ardent? Ah... I was a young man back then, and it was big news. Not as big as the River of Blood massacre, but in its own way, more lurid, because crime is always more interesting when it involves the wealthy and powerful. Ardent was stripped of his title and hanged. I should have known they'd bury him down here. It's a final slap in the face for any noble to be interred with paupers and common rabble.

Q: "River of Blood" massacre? What's that? Ghastly stuff. Took place ten years later, in CY565. A knight by the name of Sir Bluto Sans Pite kidnapped and slaughtered eight children, all from prominent noble houses. He performed the deed in his basement. The massacre got its name because the Millstream that ran beneath his home ran red that night. Bluto was captured by the famous adventurers Rolibar and Yrag, but he later escaped with a band of renegade Rhennee bargemen. He was rumored to be working for the wizard Keraptis of White Plume Mountain after that. Some adventurers who were exploring his place a few years back found evidence that Sir Bluto was in league with the Horned Society.

(DM Note: None of these events has anything to do with this adventure, but the information is provided as a possible "red herring" [and hints to future adventures.]

Q: Does anyone visit Lord Ardent's resting place? Most of those buried there are dead quite a while, so that area gets few visitors. A gnome comes in once and a while to visit that part of the common crypt. I don't know who he's there to see. (DM Note: The spirit of Lord Ardent retains enough of his former personality to find himself unable to assault his mourning friend; the PCs have no such protection, however.)

APL 2 Note: Beyralt offers to accompany the PCs into the crypt. "Some nasty things have sprouted up down here lately, wraiths and whatnot." He won't stop the PCs if they insist on going it alone, though he clucks at them for their recklessness.

THE MAUSOLEUM

The mausoleum room in which Lord Ardent is interred contains a hundred or more bodies. Each has been laid to rest in niches dug out of the walls. These are about three foot square and presumably about seven feet in depth. Once the bodies were placed inside, the holes were then covered by brass, copper, or iron caps, upon which the name and dates of birth and death were listed (if known).

This chamber is the final resting place of a hundred or more souls. It is lit by a single, magically illuminated rod hanging from the center of the ceiling. Most of the room is left in shadow. There are a few marble benches upon which mourners can sit,

though you're the only ones here. Though you can't explain it, the air has become even colder.

If the PCs investigate the area, have them make Search checks. Read the following to whichever PCs rolls the highest:

Your eyes are drawn to one plaque that reads simply, "Ardent Shee – CY 520 - CY 555."

If the characters inspect the plaque, continue:

The plaque is simple in construction and held in place by four screws anchoring it into the stone.

Once the PCs have been in the mausoleum for 30 seconds, Lord Ardent's tormented spirit appears and, howling, flies at the PCs in an insane rage.

The air grows so cold that your breath appears before you. But something else has appeared, hanging in the air. Having torn itself from the wall, seemingly from behind the plaque, it is the image of a wild-eyed man, whose neck is bent at an unnatural, obscene angle. His eyes nearly bulge out of their phantom sockets. With a marrow-chilling shriek, he attacks.

At APL 8, add:

As the spirit appears, one of the screws anchoring the plaque is pushed out from behind, falling to the ground with a clatter. As it does, the plaque's corner sags downward, and bursting forth from the now-revealed niche is a large cloud of insects that reek of blood and emit an oddly dolorous drone.

APL 2 (EL 4)

☛Advanced 7 HD Shadow: hp 45; Appendix 1.

APL 4 (EL 6)

☛Advanced 9 HD Wraith: hp 58; Appendix 1.

APL 6 (EL 8)

☛Advanced 11 HD Spectre: hp 71; Appendix 1.

APL 8 (EL 10)

☛Advanced 11 HD Spectre: hp 71; Appendix 1.

☛Bloodmote Cloud (2): hp 65 each; Appendix 1.

A bloodmote cloud is made up of undead mosquitoes with blood thirst. While a living mosquito is hardly more than an annoyance, and a swarm of the same is hardly cause for alarm, the appearance of a concentrated swarm of undead bloodsuckers is a calamity (*Libris Mortis* 88).

Setup: Refer to Appendix 2 for a map of this area. At all APLs, the restless spirit of Lord Ardent manifests in the square designated by the green square (letter A). He gains

no surprise round for appearing in this manner. If present, the bloodmote clouds both begin adjacent to Lord Shee's grave's plaque, occupying the two areas marked by blue squares (numbers 1 and 2).

Tactics: As Lord Shee's spirit is insane and the bloodmote clouds, if present, are unintelligent, they normally attack the nearest PC until they drop before moving on to the next target. At APL 8, Lord Ardent is cunning enough to attack foes that have been caught inside the swarm, letting his own Constitution drain attack compound that of the swarms. Lord Ardent's incorporeal state renders him immune to the swarm's damage and nausea effects, so he won't hesitate to move into the cloud to get at an opponent.

The monsters won't pursue the characters beyond this area, so it is relatively easy for PCs to get away. If the PCs run to get help from Beyralt, it takes a PC with a 30 ft. movement rate 6 rounds to reach him, and another six to return. This increases to 9 rounds each way if the PC has only a 20 ft. movement rate, and 12 rounds each way if they have only a 15 ft. movement rate. In all likelihood the PCs won't have that sort of time.

Development: If the PCs flee, Lord Ardent and the bloodmote swarms pursues as far as the bottom of the steps, but no further.

If the PCs search the niche, they find only the skeleton of Lord Ardent (they are only able to see the top of his skull unless they physically pull the body out of the niche).

DM Note: The PCs might think that the destruction of the undead completes their task, but it does not. They Lords want the *body* of Lord Ardent re-interred and his nobility posthumously reinstated. Laying the spirit to rest, while admirable, isn't what the PCs were tasked with doing.

QUESTIONING LORD ARDENT

It's possible that the PCs might somehow gain control of Lord Ardent's spirit, either by successfully commanding him with a turn attempt or with a spell such as *command undead*. If they do, they have the opportunity to interrogate him. The spirit is unwilling to do anything the PC asks, so if the latter spell is involved, repeated Charisma checks are required (see the spell description in the PH).

Q: Are you Lord Ardent? I am all that remains of that tormented soul.

Q: Why are you here? To drink deeply of the glowing light of your soul, mortal, to assuage my own pain.

Q: Do you know who it was that framed you for your wife's murder? (Blood-curdling shriek) BETRAYED! Never was there such an unhappy union as ours, and yet I was double-crossed, and all for love, but not ours! My wife's lover, and paramour, it was he who betrayed me!

[DM Note: In life, Lord Ardent never became aware of the fact that Jinli Wren, his wife's lover, was a woman. He assumed (as perhaps the PCs may have) that the third member of the illicit love triangle was male.)

Q: Do you have any idea who your wife's lover might have been? I have none, though she confided much in her maid, Edrayne.

Q: Who is Edrayne? Where can we find her? Edrayne was my wife's maid, and her only friend. I have no knowledge of how long I've been dead. If she still lives, her son might know something of her. He was a fishmonger on the wharves, and his shop was called *The Violet Fish*.

Q: Tell us about Verno Keyes. (Quietly) A friend, back when I was able to understand such a thing. Perhaps I do understand, as when he comes to visit here, I find myself unable to kill him. I look forward to the day I can free myself of my hesitation and consume him. I doubt he was involved with my death, or I would doubtless be able to kill him, as I wish to do to you.

Q: Do you think one of your enemies might have been behind your wife's death? I had a great many enemies, but death would better have been visited on me than on my wife. I do not think so, no.

Q: Do you know anything about this slip of paper (from the diary)? No.

Q: Why do the Lords' spirits wish to help you? They defend all who are wrongly maligned. A cheat, a philanderer, and a womanizer, aye, I was. But I was no killer, and deserved to be buried with them – as a noble.

Q: What happened at your trial? Tried and convicted, of course. I was unable to defend myself, and my barrister could not save me from the gallows.

Q: Why couldn't you defend yourself? I did not speak Ancient Suloise. (A PC that makes a DC 25 Knowledge [Local – Core] or a DC 10 Profession (barrister) check knows that in the Free City, all legal proceedings are conducted in Ancient Suloise.)

Q: Who were your barristers? Who was the judge? I do not remember. I remember little of my former life, and care nothing for it now.

3: VISITING EDRAYNE

Still alive at the ripe old age of eighty-eight, albeit a bit addled by age, Lady Nara's maid, Edrayne, lives in the rooms above her son's shop, *The Violet Fish*. The shop still exists, and anyone down on the wharf can direct the PCs to it.

The stink of fish, the sea, and low tide all blend into one aroma that tells you without doubt that you've reached the wharves of Greyhawk City. Here, vessels that have come by river from the Nyr Dyv or Wooly Bay transport all manner of goods to this metropolis. You have little difficulty finding the shop described to you. Above the door hangs a shingle with a single, grinning purple fish slipping through the fingers of a large hand.

When the PCs enter, continue:

The interior of the shop is pungent. Fresh catches are arranged in buckets of cool water, while other types of pickled fish are neatly arranged in jars of all sizes. A slim, grey-haired human, probably in his late sixties, is busy wrapping a large fish in wax paper. He looks up at you, smiles, and nods. "Something tells me that you're not here for pickled mackerel. The name's Tylder. What do you want with an old salt?"

All APLs (EL 4)

Tylder: male human expert 5; hp 23; AL CG; Appraise +8, Bluff +8, Diplomacy +8, Knowledge (geography) +8, Knowledge (nature) +8, Profession (fishmonger) +10, Profession (sailor) +5, Survival +8.

As a young man, Tylder was a deckhand in the navy of the Principality of Ulek. While he found that he loved the sea, he disliked the discipline of a ship, and returned home to Greyhawk City. He took up the life of a fisherman for many years before arthritis made him sell his vessel. Now, he's content to work as a fairly prosperous fishmonger.

Tylder's attitude is initially helpful (since he knows that adventurers can be loose with coin in exchange for information). If they interact with him, use the notes below.

Q: Are you the owner of this shop? Yes. For nearly fifty years now.

Q: Do you know where we can find Eldrayne? (Looks suspicious) That's my mother. What's this all about?

Q: We're looking into the murder of Lady Nara Ardent...Ye gods! That old case is as dead and buried as the culprit and the victim! She was a good mistress to my mother, and Lord Ardent paid her well, enough that she could send her son away to learn how to handle a ship. Why do you want to darken mum's door, forty years after a man was hanged for the crime?

Q: We've been commanded by the spirits of the Lords of Greyhawk to exonerate him. Osprems defend me, don't speak their names in this place! (Whispers) If you're serious, and somehow I think you are, you've quite the trial ahead of you. Most of the people who were involved with that case are long dead, I'd wager.

Q: Is Edrayne still alive? Can we speak with her? Mum's still alive. She lives upstairs. I take care of her now, since she's very old - almost ninety, in fact. Her brain's not soft, but she does have trouble following you when you speak to her, so please be patient. Erm... I hate to ask, but I'm trying to save enough coin to retire, and a... donation towards the cause would be appreciated.

Tylder's hoping for perhaps 30 or 40 gold coins, but he'll accept as few as 10 gp. Any fewer than that offered, and Tylder scoffs, "Speaking to her mustn't be as

important to you as you say," but he still allows them to speak with her.

Q: Do you know anything about the murders? Not much. I know Lady Nara wasn't popular with anyone save my mum, and that Lord Ardent was a womanizer with a roaming eye. I think both of them shouldn't ever have married, at least from what Mum told me. It doesn't excuse what happened, of course.

SPEAKING WITH EDRAYNE

If Tylder agrees to let them speak to his mother, read the following:

The living space above the shop is decorated with old, well-worn antique bric-a-brac of all kinds. A number of scented candles burn here, possibly in an attempt to mitigate the smell of fish from below. "Mind your manners, and don't excite her," Tylder warns. He crosses the parlor and opens the door. "Mum? Some folks are here to see you."

When the PCs step inside, continue:

Beyond the door, you see an elderly and frail looking woman with long, combed silver hair. She looks up with a gentle smile at her son, and then with curiosity at your group.

Edrayne is a sweet, elderly woman who has been bedridden for the past few years. She is in the twilight of her life, and is peaceful and content about it. When role-playing her, she should be portrayed as sweet, kind, but a bit doddering. She sometimes wanders off the subject, but she's no one's fool (Sense Motive +9). If the PCs want information out of her, they need to actively draw it from the old woman – she's simply too old to conclude the importance of some things. So for example, if the PCs haven't yet heard Verno Keyes' name, she won't think to mention it unless the PCs ask specific questions (such as, "Did Lord Ardent have a confidant?")

It is important to note here that Edrayne doesn't know the identity of Jinli Wren. She is aware that Lady Nara was carrying on an affair with another (unknown) woman, which is itself an important clue. Also, note that depending on the flow of conversation, Eldrayne may use feminine pronouns ("she" or "her") when speaking about Lady Nara's lover.

Q: Do you mind if we ask you a few questions? I suppose not. Most folks come here to buy fish, not to talk to me. My son sells good fish. I like fish, but I get tired of it because we eat it all the time.

Q: We're trying to exonerate Lord Ardent for the murder of Lady Nara. A bit late for that, isn't it? They've both been dead a long time, a long time. It's about time someone realized Lord Ardent wasn't guilty. I plead on his behalf to the judge, but no one listened.

Q: You don't think Lord Ardent was guilty? Why not? That man was many things, but he wasn't a killer. He had a kind heart, but a wild one. He'd no business

being married; quite a wandering eye. I would have needed to fight him off too, but he knew I was close to his wife so he thought better of it. I was a lovely woman in my day. (Smiles)

Q: Do you know/remember anything about the trial? It was closed to the public, and all the records were sealed. [PCs with Profession (barrister) would know that this is unusual, especially in a high-profile case.]

Q: Is that unusual? Yes. No one outside of the Courts of Justice even knows who the barristers or the judge were. At the time, I remember someone telling me that it was done that way to keep it from becoming a public spectacle.

Q: Who could get those records sealed? I'm sorry. I have no idea.

Q: Did Lord Ardent have any enemies who would seek to gain from his disgrace? Yes. He was a young man who made many enemies. Some were business rivals – the Shee family were moneylenders by trade, if you didn't know. Others were boyfriends or husbands of the ladies he'd wooed into his bed. It's what happens when a man does the thinking with the wrong part of his body. (Tylder looks shocked; Edrayne looks at his reaction to her words and giggles.)

His greatest rival was Lady Vayred Bain. A dangerous serpent, that one was. Whenever she would come to call, Lord Ardent would hide the good service. We had lovely crockery with pink flowers on it. Food served on good dishes always tastes better, I think.

Q: What do you know about Lady Vayred? Lord Ardent's family was moneychangers by trade. He was the first to get them all to agree to a uniform system of rates. This eliminated competition between the changers and allowed all to set a higher price.

Lady Vayred Bain's family owned a number of money-lending houses throughout the Flanaess. As a result, House Bain was constantly converting money acquired abroad. The new, higher rates cut deeply into her profits, and she hated him for it.

Eventually, House Bain's business was so badly hurt that she was forced to sell all off her assets - even her noble manor - but to no avail. She eventually sold her family's business at a loss to the Zilchan temple in Greyhawk. She was retained as a bookkeeper by the Temple.

Q: Do you know where we can find Lady Vayred? She once maintained a home in the High Quarter, but she lost it. The church of Zilchus pressured her out of the banker's trade about ten years after the murder, absorbing it, and her own family fell on hard times. If she's still alive, she's about my age. The church of Zilchus might know where she is.

Q: What do you know about Verno Keyes? He was Lord Ardent's greatest friend - a true rapsallion, that little gnome. Those two were boys at heart, and had all sorts of exploits. Once, Verno lost a drinking wager to Lord Ardent, and the gnome had to spend the day in a dress and pig-tails, pretending to be Lord Ardent's daughter! There was never a dull moment with them around. Drinking, singing, and carousing until all

hours... they were like brothers. If there's anything to be known about Lord Ardent, Verno would know it. He wasn't himself after his friend's death.

Q: Not himself in what way? More quiet, more introspective. It didn't diminish his appeal to the ladies, but to those of us who knew him, he was a changed gnome.

Q: Do you know with whom Lady Nara was carrying on an affair? I'm sorry, I don't. Lady Nara was very closed-mouthed about it. She was aware of how scandalous the whole thing was; it was probably one of the only things in her life about which she didn't confide in me. I advised her to break the affair off when it became clear to me that her guilt over it was too much for her to bear.

Q: Do you know anything about this list? Oh my. Where did you find this? These are the things I picked up for Lady Nara. She hoped that the gifts might make the breaking up with her paramour easier. (Tylder looks surprised; it's clearly the first time he's heard this.)

Q: Lady Nara's lover was a woman? Yes. I'm sorry... I'd have mentioned it earlier if I'd realized that it might be important.

Q: Is it possible that Lady's Nara's lover could have been Lady Vayred? Oh dear... imagine putting two wildcats in a sack, tying it shut, and dropping it into the river. *That's* what an affair between those two women would have been like.

Q: Did you kill Lady Nara? (This elicits an emphatic and offended, "NO!" from Edrayne. At that point, an irate Tylder kicks the PCs out of his home.)

Once the PCs are done questioning Edrayne, Tylder leads them back downstairs. And bids them farewell.

4: VISITING VERNO KEYES

Verno Keyes can be found at *The Fat of the Hog*. Of all the eateries along Brick Lane in the Artisan's Quarter, the tavern is probably the most famous. It is best known for its menu, which features a dozen varieties of pork, ranging from especially spicy pork ribs to a daring – and barely edible – lard soup.

Assuming that the description of Verno Keyes was accurate, it isn't hard to spot him. He would be the well-dressed gnome strumming on a mandolin lovingly placed in his lap. He has deep black hair, tinted spectacles with square rims, and a short, waxed beard.

Around him, he has an audience of lovely and young females – mainly gnomes and halflings, but even a few humans appear smitten. He has an intense look on his face, strumming and singing at a languid pace.

Any PCs that make a successful DC 10 Listen check catch the final words in the song:

As he softly sings the lyrics, you can make out the words:

*"I move with grace to my shattered angel,
Struggling to find the summer in winter's heart,
Healing your hurt is the reason I breathe."*

A collective sigh comes from the assembled ladies of the audience, and one blonde halfling asks, in a piping voice and to no one in particular, "Isn't he dreamy?"

This is Verno Keyes, rapsallion, carouser, and ladies' man... er, gnome.

All APLs (EL 9)

Verno Keyes: male gnome bard 10; hp 60; Cha 19; Bluff +14, Diplomacy +14, Knowledge (local) +12, Perform (mandolin) +20, Perform (poetry) +20, Sense Motive +4.

Assuming that the PCs don't make any special attempts to conceal their entry, Verno notices them and nods to them in casual greeting.

When role-playing Verno, think of a hip, introspective poet. After the hanging of his best friend, and the gnome's inability to save him, a great deal of his playful nature died. Although still a formidable drinker and friend to the ladies, he is much more reserved and introspective than he has been at any other time in his life. If anything, this aloofness has made him even more appealing to his legion of female admirers.

Verno finishes his performance, and makes a few remarks to his fans before retiring to his table to sit and nurse a drink. If the PCs approach, he motions for them to pull up a chair and join him. Some possible questions, and suggested answers, are below.

Q: Who are you? A lost soul. A bit of flotsam tossed in the cosmic spray of the universal ocean. A star that burns a little dimmer. If you mean my *name*, I'm Verno.

Q: What are you doing here? That's deep. I ask myself that question every day.

Q: Did you know a man named Lord Ardent Shee? Wow... that's heavy. He was my brother, not of the flesh but of the soul. Losing him was like losing a piece of myself. (Emphatically points to his chest) It's a hole. A chasm. Back when I was young, we were both full of piss and vinegar, and the world was at our feet.

Q: We've been commanded by the spirits of the Lords of Greyhawk to exonerate Lord Ardent. Whoa. (Takes a long drink) How can I help?

Q: Do you know who might have murdered Lady Nara and framed Lord Ardent for it? I don't know. He had a lot of enemies. Lady Vayred Bain and he hated each other. Serious negative energy. I know my friend didn't do it. I'm not just sticking up for him, but he wasn't a killer. The only thing he and I slew was the ladies.

Q: What do you know about Lady Vayred Bain? She was a font of negative energy. Her family owned money-lending shops in a bunch of large cities, and was making a good profit until Ardent consolidated the

money-changers. The new higher rates to change foreign currency into local coin really hurt her family business. She didn't have to like it, but she had to take it. She hated him. Enough to kill his wife and frame him? I don't know. Maybe.

Q: Do you know where Lady Vayred can be found? She had to sell off all her assets, including her manor. No idea where her nest is now. I'd ask at the Church of Zilchus, but I'm not sure.

Q: What do you know about the affair(s)? Sometimes people who are in love with each other do things that don't make a lot of sense. Both Ardent and Nara were crazy for one another, and yet they both carried on affairs. Ardent was a free spirit. I'm not excusing what he did, and I'm older and wiser now, and realize I should have said something about the whole situation. But I never thought it would end up with the two of them dead.

For Ardent, it was cheating with any woman that rubbed up against him. With Nara, Eldrayne told me that she'd been carrying on an affair for a few months with someone. Right around the time of Nara's murder, she was in the process of breaking things off with him. I don't think it's a coincidence, but I couldn't convince anyone of that.

DM Note: Like Lord Ardent's spirit, Verno is working under the false assumption that Lady Nara's lover was a male. If the PCs have already told him otherwise, of course, he'll use the correct pronoun.

Q: What can you tell us about the trial? (Takes a long drink) "Nothing at all. The trial wasn't open to the public. That's really odd. I think it was so they could have a show trial in privacy. Nothing would have made the nobles more nervous than the thought of a killer creeping around High Quarter, murdering them."

Q: What about records of the trial? All the records of the trial were sealed, too. No one outside of the Courts of Justice has access to them. If you want to see them, good luck – I spent two years trying to get at them before I gave up. If you get them, I hope you speak Ancient Suloise, or you won't be able to read them. All legal business here in the city is conducted in Ancient Suloise. If you need translation, bring the records to me.

Q: Who could get those records sealed? The Courts of Justice told me that the judge, either of the barristers, a plaintiff, or a defendant could request it. They refused to tell me who it was. I never got to talk to Ardent after they arrested him, so I couldn't tell you if it was he that requested it. It's possible. He was so ashamed by everything that had happened that I'd believe he might want to shield his family from any further embarrassment.

Q: What do you know about Edrayne? She was a sweet woman. Is she still around? It's been a long time. She was the rock that Nara clung to when the going got tough. I talked to Edrayne briefly after everything happened. She told me that Nara was torn up about the affair that she was having, and that she was going to break it off. I guess she never got the chance.

Q: Do you know anything about this list? No.

Q: Did you know that Lady Nara's paramour was a woman? (Blinks) Wow. Heavy. I never saw that coming. Doesn't really give any more insight into what really happened, though.

Q: Did you kill Lady Nara? (Scowls) No.

5: VISITING LADY VAYRED BAIN

DM's Note: the dialogue with Lady Vayred Bain is the vehicle by which 99% of groups will get to Jerg Alaern, and thereby solve the mystery. This is the "bridge encounter" - remember that unless PCs get there, and get her to tell them the names of the two attorneys, it's all but impossible for the mystery to be solved. As she has an interest in finding out the culprit, she should volunteer the information provided the PCs have not committed any major faux pas or otherwise irritated her.

The fortunes of House Bain were made and, ultimately, lost in the banking trade. So intense was her rivalry with Lord Shee that Lady Bain was blinded to the danger of the Church of Zilchus, and her family's businesses were overtaken. As a lifelong devotee to that god, however, she viewed her failure as a natural cycle of business, and bears no ill-will towards the church. In fact, she spent the balance of her life working as a banker in the service of the church. With her advanced age she is retired, spending her days keeping and reviewing the church's ledgers, two days a week. As luck would have it, today is one of the days that she is working should the PCs seek her out.

Read the following when the PCs arrive at the Zilchan Temple:

The Temple of Zilchus is a squat pyramid, made of brown stone, looks deceptively plain and simple beside the grand temples and mansions of the upper city.

While somewhat humble on the outside, entry into the temple sanctum dispels any illusions of humility or modesty. Crystal chandeliers, golden ornaments, silver statuary, and ceremonial candle holders of platinum are the order of the day. The temple's congregation is small, but their donations to the temple coffers belie their numbers, for Zilchus is the greater power most favored by businessmen, moneychangers, and merchants. There are considerable numbers of each in the Free City, and they have not neglected the deity watching over them.

When the PCs enter:

The interior consists of a great, square room with a huge stone door in each side, leading outdoors. The room within is airy, with a reflective marble floor, black columns arranged in a square about the center of the room, and several cushioned benches.

Not long after the PCs have entered:

You are approached by a homely looking human acolyte. He smiles and motions towards a standing vase. As he does, a couple entering the temple stops and drop a few coins into it before proceeding inside.

The acolyte's name is Branan. Any adventurer knows that Zilchan customs require a donation of some sort before the temple can be entered – even a few copper coins will do. Branan makes no effort to aid a PC that refuses to make a donation. On the other hand, he approaches and offers aid to any that does.

Branan knows nothing about the case, the murder, or any of the principals save Lady Vayred Bain. If asked about her, he explains that she is a part-time bookkeeper of the temple. He knows nothing else about her.

DM Note: Lady Vayred works from 9am to 5pm. If the PCs arrive afterwards, she is in her apartments, a building just down the street from the temple. Branan takes the PCs to her if she is present; if not, PCs must make a DC 15 Diplomacy check, or offer at least a 20 gp “donation,” to convince him to direct them to her home.

The paragraph below assumes the PCs arrive from 9am to 5pm and are escorted to Lady Vayred by Branan. The DM should add lib a description of the apartments if they visit her during other times. The flow of conversation remains unchanged.

The acolyte leads you down the impressive center aisle of the temple, around the altar, and to the rear. Stepping through a curtain finds you in a second part of the temple, one in which business is clearly the focus.

Any PC that makes a DC20 Spot check notices that while there are no overt signs of security here, there are many hidden ones. Some acolytes hide mithral shirts beneath their robes; all priests carry spell component pouches, clearly ready to cast any spell needed on a moment's notice. Several of the great stone pillars in the temple's center actually contain stone golems that can be called forth from the rock with a command of one of Zilchus' faithful.

You are finally taken to a small room with a single desk, surrounded by bookshelves holding large tomes. Behind the desk, an elderly human woman with short silver hair and deep blue eyes examines a ledger. She wears a white tunic, fine breeches, and a gold medallion upon which is emblazoned the symbol of Zilchus. Although in her late eighties, she looks sound in mind and body. She looks up at you and arches an eyebrow.

All APLS (EL 7)

♣ **Lady Vayred Bain:** female human expert 8; hp 42; AL LN; Will +8; Bluff +14, Diplomacy +12, Profession

(banker) +14, Profession (bookkeeper) +8, Sense Motive +10.

Lady Vayred's attitude towards the PCs is initially indifferent. She should be role-played as confident, matter-of-fact, and perhaps just a bit acidic. She tends to ignore those PCs of clearly low birth, instead speaking to those who are well-groomed (especially those who have paid lifestyle costs in excess of Standard Upkeep).

Some possible questions and answers appear below.

Q: Who are you? I am Lady Vayred of House Bain.

Q: Did you know a man named Lord Ardent Shee? Certainly. He was an enemy from many, many years ago, who was tried and convicted for the murder of his wife. He was executed some forty years ago. I suspect you knew all of that already, so the question becomes, why are you here?

Q: We've been tasked by the spirits of the Lords of Greyhawk to exonerate Lord Ardent. Good luck with that. What does this have to do with me?

Q: Do you know who might have murdered Lady Nara and framed Lord Ardent for it? Ah. I understand now. You've heard that I was his enemy, and you've come here seeking to find out whether I was the one who did, or ordered, the deed. Let me tell you something. No one – no one – was happier to watch Ardent's neck get stretched than I was. When the trap-door opened up beneath his feet, I laughed. But being happy to see him die and *killing him* are two separate things. I hated him, yes – but I've no blood on my hands.

Q: What do you know about Edrayne? I don't know who that is.

Q: Do you know anything about this list? No.

Q: What do you know about Verno Keyes? That lecherous, conniving little gnome was Ardent's undersized shadow, the baatezu on his shoulder. He was Ardent's friend, so I hated him.

Q: What do you know about the affair(s)? Only that the marriage between Lord Ardent and Lady Nara was unhappy. I know that Ardent was chronically unfaithful to his wife, and that she returned the favor.

Q: What can you tell us about the trial? It was done behind closed doors. No one knows who was involved in the trial – neither the judge, nor the barristers involved. Well, almost no one.

Q: What do you mean, almost no one? No one can keep a secret for forty years, and eventually I prevailed upon a court official, who has since retired, to give me some background as to a few of the principals involved in the trial.

Q: So what do you know about the trial? Only the barristers' names. The prosecutor was Sir Anton Palmirian. Ardent's barrister was Jerg Alaern. I never got the name of the judge.

Q: What do you know about Jerg Alaern? From what the court official told me, Alaern's inept defense of his client doomed what little chance he had to exonerate Ardent. He didn't elaborate on what Alaern did incorrectly. To be fair, the man was new to the judicial

game in those days; he's since become one of the Free City's most lionized barristers. His reputation is sterling, and he's highly regarded by his defendants and his opponents alike.

Q: What do you know about Sir Anton Palmirian? He was the Guildmaster of the Lawyers and Scribes guild and was a member of the Directing Oligarchy. He was the city's foremost authority on legal affairs. Although a city judge, Sir Anton rarely arbitrated in court, instead spending much of his time advising the Lord Mayor and the Directing Oligarchy on legal matters. His appointment as prosecutor showed how seriously the courts took Ardent's crime.

With his long white hair and beard, *pince-nez*, and grandfatherly demeanor, many people thought he was a gentle, benevolent old man with the city's best interests at heart. In fact, Sir Anton was a cold, calculating and ruthless individual who fiercely defended his position at the head of the city's most powerful guild and used his considerable influence within city affairs and a liberal interpretation of the word "treason" to further his interests. (Smirks) I *liked* him. I have no idea if he's even alive anymore.

Q: What about records of the trial? All records were sealed by order of the court.

Q: Who could get those records sealed? The judge, the barristers, or the defendant could all request such a thing, though it's highly unusual.

Q: Did you know that Lady Nara's paramour was a woman? (Shrugs) I don't doubt that being married to Ardent could have driven Nara into the arms of a woman... or a goblin, for that matter.

Q: Did you kill Lady Nara? That woman made Lord Ardent miserable. Thus, I wished for her to enjoy a good, long life.

When the PCs are finished questioning her, she'll mention something else to the PCs:

"You've piqued my curiosity," Lady Vayred says, folding her hands on her lap. "You've rekindled in me the curiosity as to who was really responsible for those events, all those years ago. If you do find out what really happened, please let me know. If the culprit is still alive, I'd like to buy them a drink. And perhaps I - and the temple of Zilchus - can do something for you as well. Just remember to keep my name out of this whole mess." She gives a thin smile.

6: VISITING THE COURTS OF JUSTICE AND THE LAWYERS' GUILD

For the most part, investigation of these avenues is likely to lead to a dead-end. Sir Anton Palmirian has been dead for a decade, and the Courts of Justice have no intention

of honoring requests to see the (sealed) trial records. However, it's always possible that cagey PCs might *charm*, Bluff, bribe, or use Diplomacy to get what they want.

VISITING THE COURTS OF JUSTICE

The Courts of Justice of the Free City of Greyhawk are located in the city's High Quarter. The court clerks are open from 10am to 4pm.

This long structure actually serves as three different official offices. The section closest to the Processional is the official Watchhouse of the Nightwatchmen in the High and Garden Quarters. The central section of the building holds the Courts of Justice for the Free City. Here one of several magistrates tries the minor cases, while a high noble or even the Lord Mayor hears cases of major crime. The third section of the building, farthest from the road and most run-down, is the city jail.

Upon entering the Courts of Justice, the PCs are asked their business by the guards. All visitors have their weapons and spell component pouches checked; PCs that are unwilling to surrender them are denied entrance. PCs that do are admitted and, if they ask the guards or other staff, can be directed to the court clerks.

The court clerk's office is a quiet room with a white marble floor and several wooden waiting benches. Four clerks are filing, transcribing, or applying wax seals to various court papers. A young male human with wispy brown hair notices you, nods, and rises to help you.

All APLs

☛ **Court Clerks (4):** male and female human expert 3; hp 15 each; Bluff +6, Diplomacy +6, Knowledge (history) +8, Knowledge (local - Core) +8, Knowledge (nobility & royalty) +8, Profession (clerk) +11, Sense Motive +8, Speak Language (Ancient Sulioise); AL LN; Will +4.

All of the clerks are cognizant that they work with sensitive information. In general, they won't allow themselves to be placed into positions where they could be easily *charmed* or coerced. They do not "speak privately" with any PC, and call for the guards to eject or arrest (the latter, if the PCs resist ejection and/or take offensive actions against the clerks; this includes *charm* attempts and other magic use) them if they are, or feel, threatened. These clerks are not new to such attempts.

For the purposes of Diplomacy, the attitude of the clerks is helpful, but you should consider it to be hostile for the purposes of requests to divulge confidential or sensitive information - they take their jobs very seriously. Bluff attempts must be believable, and the bluffing PC must make a successful opposed check against *all* the clerks that are within earshot of the

request. Attempts to Intimidate bring the guards, as noted above.

While it's possible that a clerk might be *charmed* by a PC, remember that other clerks react negatively if one of their fellows suddenly becomes completely pliant to requests that would normally be rejected.

Should the PCs manage to lay their hands on the sealed paperwork, they find it written in Ancient Suloise. If they can read it, they are able to get the names of the presiding judge (Jinli Wren) and both barristers (prosecutor Sir Anton Palmirian and defender Jerg Alaern). The notes of the case detail that the defense attorney called no witnesses in rebuttal save the accused Lord Ardent. PCs with ranks in Profession (barrister) know that this is unusual (character witnesses would have been helpful, such as Verno Keyes and even Lady Vayred, given her strong belief that Lord Ardent was no killer).

If asked about the murder, the clerks know only details about the barristers and/or the judge of the case. (Note: At this stage, it is unlikely that the PCs should have Jinli Wren's name, but the clerks' information about her has been provided just in case.)

Q: What do you know about Jinli Wren? The Honorable Judge Wren was a court magistrate with an excellent reputation for insight, honesty, and integrity. A half-elf of Baklunish descent, she left her post about forty years ago. (DM Note: Though the clerks don't specify this, it was shortly after the trial of Lord Ardent.)

Q: What do you know about Sir Anton Palmirian? He was the Guildmaster of the Lawyers and Scribes guild, and the guildhall is named after him. He was the city's legal expert, advising the Lord Mayor and the Directing Oligarchy on legal matters. His reputation was impeccable. He died a few years ago, of natural causes.

Q: What do you know about Jerg Alaern? Alaern is the shining star of barristers in the Free City. He costs a king's ransom to retain, and is worth every penny. He maintains an office in the Clerkborg section of the city.

VISITING THE LAWYERS' AND SCRIBES' GUILDHALL

Palmirian Hall, named after the late Sir Anton, is a possible place for PCs to find information about the judges and barristers involved in the case. Should the PCs come here for information, the lawyers present can provide details similar to that of the City clerks (see above). No duplicates of the court records are available here, however.

Should the PCs need an Ancient Suloise translation, the lawyers do it for a modest fee (1 gp). Note that sealed or confidential information brought to these barristers attracts attention and a quiet call for the guards; this could lead to the PCs being arrested.

7: VISITING JERG ALAERN

DM Note: The breaking out of combat in this section is likely, and it is meant to be something of a surprise when it happens. As a result, it is suggested that the DM *not* draw the map prior to this happening. Refer to the map provided in the Appendix.

Jerg Alaern is a man with a secret. Despite his inexperience, he was retained by Lord Ardent because of his reputation as a superior trial attorney. Jinli Wren contacted Alaern and made him an offer. In exchange for deliberately "throwing" the case, she would rule in his favor on any future case that he argued in her court. Jinli's attack of conscience following the murder of Lady Nara and Lord Ardent's execution led her to leave the city courts, effectively renegeing on their deal. Alaern was furious at this, but there was obviously no one to whom he could complain. So while Alaern has been silent about the events of forty years ago, it is out of a desire to hide his own involvement. To the benefit of the PCs, he cheerfully sells out Wren in a final act of retribution.

The office hours of Alaern and Serrand are 9am – 7pm, as Jerg Alaern typically works late. If the PCs arrive any later than 7pm, they won't find Alaern to be present and the place locked up. If the PCs break in, they will find no records or information dealing with the case, nor do they find any evidence to be used against either Jerg or Jinli. The guards accompany Jerg back to his home in the High Quarter. If the PCs arrive too late and try to track the barrister down to his home, you will need to handle it on an *ad hoc* basis. The guards should remain with him at all times, as he's quite a paranoid man."

The offices of Jerg Alaern are located on a cobblestone street in the district of the Free City known as Clerkborg. The shingle hanging above the door says simply "Alaern & Serrand, Barristers."

When the PCs enter, read:

Entering from the street, you step into a large waiting and reception area. Seated behind a desk, a man looks up at you, smiles, and nods. "Can I help you?"

The current occupants of Alaern & Serrand are five junior barristers (one of whom also serves as the receptionist), two guards, and Jerg Alaern himself.

All APLs

♣ **Jerg Alaern:** male human expert 8; hp 30; see Appendix 1.

♣ **Junior barristers (4):** male and female human expert 3; hp 15; Bluff +6, Diplomacy +6, Knowledge (history) +8, Knowledge (local – Core) +8, Knowledge (nobility & royalty) +8, Profession (clerk) +11, Sense Motive +8, Speak Language (Ancient Suloise); AL LG; Will +4.

APL 2 (EL 5)

👉 **Guards (2):** male human barbarian 1/fighter 2; hp 35 each; Appendix 1.

APL 4 (EL 7)

👉 **Guards (2):** male human barbarian 1/fighter 4; hp 54 each; Appendix 1.

APL 6 (EL 9)

👉 **Guards (2):** male human barbarian 1/fighter 6; hp 73 each; Appendix 1.

APL 8 (EL 11)

👉 **Guards (2):** male human barbarian 1/fighter 8; hp 92 each; Appendix 1.

All of the barristers are seated at their respective desks; the guards are located at positions G1 and G2 as indicated on the map (and thus are not initially visible to the PCs when they step inside).

Alaern & Serrand have taken many cases dealing with adventurers who have fallen afoul of local laws, so their presence here is not viewed as unusual. No one in the office except for Alaern himself knows anything about the murder case; Serrand is out of the office for the day and is not returning.

Setup: If the PCs ask to see Jerg Alaern, the junior lawyer asks them to wait while he sees if he's available.

If the PCs indicate specifically that they wish to speak to Alaern *about the Shee murder case* (or something related to that case) prior to getting into the office alone with him, the lawyer nods to his guards, a signal that there may be trouble. At APL 4+, the guards drink their *potions of bear's endurance* and *potions of resist energy (fire)* 10 once the PCs have entered the office. These potions last for 30 minutes.

The man who comes out to meet you is an elderly human in his late sixties or early seventies. His silver hair is neatly combed and parted to one side, and his eyes are a bright blue. He has a pleasant smile. "Good day, lord (and ladies)," he begins. "I'm Jerg Alaern, senior partner of Alaern & Serrand. Please, come into my office, so we can talk about your legal needs."

Alaern won't entertain any discussions outside of his office. If the PCs adjourn with him:

Alaern leads you back through a room shared by four junior barristers. You enter a hallway with two office doors, labeled "M. Serrand" and "J. Alaern." As he heads towards his office, you notice a pair of burly Bakluni guards at opposite ends of the hall. "Don't mind the muscle," he says with a smile. "Over the years, we've made many enemies. I see it as a sign of our skill in defending our clients."

At this point, if the PCs said anything about their investigation of the Lord Ardent case, Jerg nods to the guards and smiles. This is a signal to them that there could be trouble. If a player requests any information about the gesture, you can call for a DC 15 Sense Motive check. If successful, the PC(s) note that the guards just got *much* more alert. Any PCs so alerted are not surprised when the guards attack them as they exit (see Combat, below).

He makes no such gesture if the PCs have not forewarned him.

He opens the door and steps into his office, where a number of leather chairs sit facing his desk. The office is clean and uncluttered, with a few piles of parchment on his desktop and not much else. He sits down with a huff and smiles. "My firm and I are at your disposal. How can I help you?"

The following possible questions, and suggested answers, are given below. Note that unlike other NPCs with whom the PCs have interacted up until this point, Alaern almost certainly is lying about a number of things. Few PCs are able to win a contested Sense Motive check against this skilled lawyer's Bluff attempts, but they should be allowed to try. Remember to let the *players* tell you when their characters are trying to Sense Motive, as opposed to you prompting them.

Q: Did you know a man named Lord Ardent Shee? I know the name, yes. He was a client of mine from early in my career. I'm really not at liberty to say much else about it, I'm afraid.

Q: We've been tasked by the spirits of the Lords of Greyhawk to exonerate Lord Ardent. He's been dead for forty years. I'm not sure what purpose that will serve.

Q: Do you know who might have murdered Lady Nara and framed Lord Ardent for it? I confess I'm pleased to see that you thought my client was innocent. A pity you weren't the judge on the case. That said, I never thought that he was "framed" by someone – only that the courts convicted and executed the wrong man. [Lie.]

Q: What do you know about Edrayne (and/or) Lady Vayred Bain? I don't know who that is.

Q: Do you know anything about this list? Someone has expensive tastes. These items are quite expensive.

Q: What do you know about Vernio Keyes? The name sounds familiar, but I don't recollect it. (This is true; it's been 50 years, after all. He doesn't have any real information about Vernio.)

Q: Do you think that the assassin's guild might have been behind it? I have no idea. (Lie; he knows that they had nothing to do with it.)

Q: What do you know about the affair(s)? I remember that the marriage between the victim and my client was tumultuous, and unfortunately, that was the principal piece of circumstantial evidence that convicted him.

Q: What can you tell us about the trial? Nothing, I'm afraid. The court records were sealed.

Q: What do you know about Sir Anton Palmirian? He was the shrewdest legal mind in the history of Greyhawk. It was my privilege to learn from him in many cases where he was my adversary. He passed away a few years ago. There are very few men that can boast of beating me at trial, but he was one of them, and I'm not ashamed to say it.

Q: What do you know about Jinli Wren? (Frowns) She was a city magistrate, I think, a long time ago. (Pauses, stares intently at the PCs) Where and how did you hear that name in relation to the Shee case? (Lie, with regards to being unsure as to who Jinli is).

Q: Who could get those records sealed? The judge, the barristers, or the defendant could all request it.

Q: Did you know that Lady Nara's paramour was a woman? That's... interesting? I'm not sure what to say.

Q: Why didn't you call any character witnesses at the trial? (Pauses, then speaks with a very serious tone) By that question, you are indicating to me that you have somehow managed to see confidential, sealed court records. You are wading into *extremely* deep legal waters. I would suggest perhaps that you might want to leave my office – *right now*.

Q: Did you kill Lady Nara? (Frowns, shakes his head.) Of course not. That's an insult. Now, this discussion is concluded. Please leave our offices.

LEGAL TROUBLES

If the PCs start asking questions about the case, and have been able to trace things back to him, Alaern becomes terrified that he's about to face the gallows if these adventurers talk to the authorities. He makes a snap (and probably ill-advised) decision to sic his guards on the PCs, in the hopes of capturing and quietly eliminating them.

If the PCs threaten him, he warns them *once* to desist and orders them out of his offices. If the PCs refuse to leave – or if they attack him – he shouts for the aid of his guards.

Once the PCs exit his offices, he waits until the last of the PCs have gotten into the corridor before his panicked decision is made:

As you all file out of Alaern's office, you hear him loudly call out from behind in a foreign tongue. (In Baklunish, "Guards! If they come back, they'll kill me!") In response, the guards in the corridor draw falchions and leap at you!

Tactics: The junior attorneys flee the offices if combat breaks out.

Jerg Alaern attempts to keep his desk between him and any attackers, and uses the total defense action to protect himself should anyone attack him. If it's clear he's going to die, he surrenders (though his guards keep on fighting in a rage, even if he tries to order them to stop). He does not flee. He is essentially a non-combatant.

If Jerg is successfully intimidated, he can be bullied into calling off his guards and surrendering to the PCs. If battle goes badly against the guards, they will flee and get the City Watch. This will take several minutes, during which time the PCs can communicate with Jerg. When the Watch returns, they will attempt to sort the mess out. Provided that no one was killed, and if no one wishes to press charges, they will simply tell all involved to "break it up" and go their separate ways. If the PCs killed either of the guards, they are promptly arrested. If the PCs press charges, the guards do the same, and everyone present is fined 50gp for the brawl."

Important DM Note: The EL of this encounter has been increased by +1 because of the likelihood that the guards gain a surprise round. However, it has also been reduced by -1 as the guards attempt to take the PCs alive, striking for non-lethal damage (-4 to hit). They do so even if the PCs resort to lethal attacks; the guards are good aligned, and also don't want to hang for what they're doing. Thus, the net EL adjustment is +0.

During the surprise round, the guards simply rage and lay into the nearest PC. The combat is likely to be cramped, given the narrow confines of the corridor. If they're able, the guards attempt to put down PCs that are particularly troublesome.

Treasure: Refer to the Treasure section to determine what the PCs find here. The PCs are not arrested for theft if they loot the guards' bodies—the authorities have more pressing matters to attend to—keeping the miscarriage of justice relatively quiet and cleaning up the mess it has caused.

Development: If the PCs are all captured, Alaern immediately has his guards bring the unconscious PCs outside the city in his carriage. There, Alaern dismissed his guards, and dispatches the hapless PCs, burying them in shallow graves. (He does this because he is loath to commit such a deed anywhere within the city, let alone his offices.) The wrathful spirits of the Lords of Greyhawk drain the life from Alaern the following evening, and see that the agents of the city find the PCs bodies. So while the mission is a failure, the PCs and their possessions are at least recoverable. The PCs can be *raised*, following the normal rules in the *Living Greyhawk Campaign Sourcebook*.

If interrogated, the guards know nothing about the case. On the other hand, with a little "encouragement," Alaern sings like a canary. Possible questions, and suggested answers, are below.

Q: TALK! What do you know? Damn it! Okay, okay already! Look... I was a young lawyer back in those days. I had a great reputation as a trial attorney, and that's what brought me to Lord Ardent's attention. He took a chance on me and hired me. But then I found out who the prosecuting barrister would be. Sir Anton! He was a legal legend even in those days – there was no way, at all, that a young lawyer like me was going to win a case against him!"

Q: So what happened? That was when the judge asked me to come to her chambers, supposedly to discuss

my witness list. But when I got there, she made me an offer. She said that if I threw the case, made it so that Lord Ardent could be convicted, she'd make sure I got the verdicts I needed for every case of mine that came before her. How could I say no?"

Q: Why did you do it? "Look, I was going to lose Lord Ardent's case no matter what I did. Sir Anton was the greatest lawyer the city had ever seen, and my case wasn't exactly clad in iron. So I agreed. Lord Ardent went to the gallows.

Q: Who was the judge? Her name was Jinli Wren. And she double-crossed me! Right after the case, she ups and leaves the Courts of Justice! I got nothing for my troubles except a forty year case of paranoia. I kept looking over my shoulder, wondering if what I did would ever catch up with me.

Q: Where can we find Jinli Wren? Is she still alive? If I'm going down, that half-elf witch is going with me! She's at the Temple of Pelor. You can find her there.

After his confession, read the following:

As you finish your questions, Alaern looks around and sighs. "I guess one of the junior attorneys is about to get a new office."

Jerg allows himself to be turned over to the authorities without issue, and freely confesses his crimes in the hopes of receiving some clemency in exchange for his testimony. Thus, the PCs can easily turn him over before (presumably) heading off to confront Jinli Wren.

It is possible that Jerg is slain by the PCs. If this happens, the PCs are likely unable to find the last piece of the puzzle. A spell such as *Speak with Dead*, or perhaps some divination spell, might help them get back on track, but it's possible that the adventure may end for such heavy-handed PCs. If *Speak with Dead* is used, Jerg willingly reveals the salient points of the crime, so as to incriminate Jinli Wren with him.

8: CONFRONTATION

By now the PCs have discovered that Jinli Wren was involved in the plot to implicate Lord Ardent. However, the PCs may not yet have puzzled out that she was Lady Nara's lover, or her killer.

Jinli Wren came to the Temple of Pelor forty years ago following a crisis of conscience. She has since found peace within the halls of the temple, humbly serving her god and seeing to the needy. Though the players might be expecting a climactic "boss fight" with her, she is now a meek and pious woman who, on some level, is relieved that the deception has ended.

The halls of the great Temple of Pelor are subdued and quiet. Monks and priests of the temple, dressed in finery of orange, red, and gold, can be seen moving through the halls. One such man, upon noticing your group, approaches you. "I am Deleer,"

he begins. The human is over six feet tall and full of muscles with strong hands and a square jaw. "Can I be of some assistance?"

It's unlikely but possible that one or more of the PCs may have once been employed by Deleer to make restitution to the victims of thievery at the hands of a corrupt merchant known as Auldon Brendigund, as described in COR2-09 *The Final Reckoning*. If he knows any of these PCs, he greets them by name and gives them a vigorous handshake.

Deleer serves as an advisor to those who come to the temple seeking to cleanse themselves of past sins (as did Brendigund) and as a result he knows Jinli Wren quite well. If asked about her, he comments that she was one of many lost souls who came during a troubled time in their lives. He doesn't speak in detail about her case, as he considers the matter confidential.

If the PCs ask to speak with Jinli, Deleer escorts them to her. If the PCs explain to him that they're here to confront, or even arrest, Jinli, he quietly asks them to reconsider. He explains that she is now an old woman, in the twilight of her life, and that she has spent decades atoning for old sins. If the PCs add that they are doing so to free Christa's soul from bondage at the hands of the Lords of Greyhawk's spirits, he looks at the ground and softly says, "May Pelor's wisdom guide us, and may his will be done." He then leads them to her.

SPEAKING WITH JINLI WREN

Deleer leads you into the quiet passages of the temple, proceeding down a long row of doors that presumably lead to living cells. The cleric pauses to knock on one door. "Jinli? You have visitors."

After a short pause, a woman with elven features opens the door. Beyond, you can see a cell whose sole decorations are several candles which emit scents of lavender and jasmine. Jinli Wren wears the brightly colored robes of a Pelorite adherent, tied off at her narrow waist. Her hair has gone partially grey, yet she seems somehow older than she appears. She is attractive, with well-blended Baklunish and elf features. She nods, and gives a polite, sad smile. "Deleer, I have a feeling that I may be a while with my guests. Would you excuse us?"

Deleer nods. "As you wish." He looks once more at you, nods gravely, and heads back down the corridor.

If she's confronted with any questions that indicate that the PCs know of her crime – or at least suspect it, you can use the following dialogue for her.

At your mention of the case of Lord and Lady Shee, Jinli smiles and looks down at her lap. Tears streak her face, and she covers her mouth with her hand. Regaining some of her composure, she is finally able to look you in the eyes.

“I’m sorry that you had to be so troubled. I should have had the courage to do the right thing, to come forward about my crimes. But I never could. But now,” she says, “I feel... relieved. It will be good to unburden my soul. Until now, I’ve only been able to speak to the Sun Father.”

Jinli should be role-played as penitent, humble, and remorseful. She frequently becomes teary-eyed as she truthfully answers any and all questions that the PCs have. This is the chance for the players to get the backstory of what happened that night, forty years ago.

Q: How did this all happen? Nara’s affair with me began as a way to attack her husband for his own infidelity. I met her at one of the parties I’d attended, at some noble’s home. She was so radiant, so fiery, that all the details of that night seem to fade, except for her. We were wild and passionate when we were together, and our ardor burned like the Sun Father.”

Q: What happened the night of the murder? I knew that she still loved her husband, though I kept denying it to myself. I should have known it would end. The night that she asked me to her home... her demeanor, the gifts... and yet, when she told me it was over, a red haze came over my eyes. When I regained my senses, she was dead, her blood... all over my hands and my rapier.”

Q: Why didn’t you go to the authorities? Why didn’t you simply have her raised from the dead? I was frightened out of my wits. I couldn’t think straight. I had worked hard to build up a career, a life for myself, and I didn’t want it to end. All I could think about was escaping.

Q: How did you manage the cover-up? I manipulated the Courts to my own ends, and was able to make sure that Lord Ardent’s case came before me. I... I made a bargain with his barrister to ensure that he hung... for my crime. I succeeded, but the guilt was too much to bear. I fled here, and since then, I have devoted myself to the Sun Father.”

When Wren is done confessing, and the PCs have finished questioning her, read the following:

With her confession, the woman seems to gain a sense of dignity and purpose. “I’ll come quietly. I’ve shamed this temple, the courts, and myself. I owe you my thanks. You’ve done something for me that I was unable to do myself.”

True to her word, Jinli cooperates with the PCs and with the authorities. Even if the PCs offer to let Jinli go, she refuses the suggestion, even going to the Courts to confess on her own if the PCs refuse to do involve themselves any further. She is especially driven to do so if the PCs mention that Christa’s fate hangs in the balance.

CONCLUSION

There are basically two conclusions to this adventure – either the PCs unravel the mystery around the murder of Lady Nara in the allotted 24 hours, or they don’t.

If the PCs fail, Christa’s soul is kept by the Lords, and Lord Ardent’s body remains in a pauper’s grave. A general sense of gloom hangs over the PCs for some time to come (they gain the Failure! AR item).

If the PCs succeed in their mission, it takes some time for Jinli Wren to confess her crimes, for justice to take its course, and for Lord Ardent’s body to be re-interred and his title of nobility reinstated, it eventually gets done. The spirits of the Lords realize this, and so regard this outcome as a success. At the appointed time (an hour before dawn), the Lords make their appearances before the PCs, regardless of where they might be in the city at the time:

Your breath begins to appear before you. A moment later, the two spirits of those Lords that charged you with your task materialize. The male spirit’s hollow voice rings out. “A wrong against us has been righted. A slight against us was made, and you have made restitution for it. We are beings of honor, and we stand by our agreements.”

He opens his palm, revealing a softly-glowing orb of mauve light. He turns to the female wraith, presenting it to her. She leans forward and, with a puff of spectral breath, blows the orb into the air, where it takes flight into the night.

“She is released,” the female says. “Our bargain is concluded. And now... look for us no more.” With that, the two vanish into nothing. Despite the lingering chill left by the spirits, you feel a sense of warmth in their wake.

Because of the age of Jinli and Jerg, as well as how long ago the crime took place, neither one is executed for their crimes. Jerg is banished from the city, his business ruined and his professional reputation tarnished beyond repair. Jinli, because of her free confession and her repentance, is ordered never again to leave the Temple of Pelor. She dies there a few months later.

A month later, in a public ceremony, Lord Ardent’s body is exhumed from the catacombs and buried in a manner befitting a noble.

The PCs earn the Favor of House Shee, Gratitude of the Lord of Greyhawk, and Favor of Lady Vayred Bain AR items.

CAMPAIGN CONSEQUENCES

Help keep your living campaign dynamic! Report your results to creighton@greyworks.co.uk List if the table succeeded for failed and the date of play.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2: Visiting Lord Shee's Grave

Defeating the undead

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

Encounter 8: Visiting Jerg Alaern

Defeating the guards

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

Securing a confession from Jerg Alaern

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

Encounter 9: Confrontation

Securing a confession from Jinli Wren

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

Discretionary Roleplaying Award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total Possible Experience

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

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10

minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 8: Visiting Jerg Alaern

APL 2: Loot 67 gp; Coin 300 gp; Magic 224 gp 2 +1 breastplate (112 gp each); Total 592 gp.

APL 4: Loot 1 gp; Magic 886 gp 2 +1 breastplate (112 gp each), 2 +1 falchion (198 gp each), 2 cloaks of resistance +1 (83 gp each), 2 potions of bear's endurance (25 gp each), 2 potions of resist energy (fire) 10 (25 gp each); Total 887 gp.

APL 6: Loot 1 gp; Magic 1,886 gp 2 +1 breastplate (112 gp each), 2 +1 falchion (198 gp each), 2 amulet of natural armor +1 (167 gp each), 2 cloak of resistance +1 (83 gp each), 2 gauntlets of ogre power (333 gp each), 2 potion of bear's endurance (25 gp each), 2 potion of resist energy (fire) 10 (25 gp each); Total 1,889 gp.

APL 8: Loot 1 gp; Magic 3,275 gp 2 +2 breastplate (362 gp each), 2 +1 falchion (198 gp each), 2 amulet of natural armor +1 (167 gp each), 2 cloak of resistance +2 (362 gp each), 2 gauntlets of ogre power (333 gp each), 2 potion of bear's endurance (25 gp each), 2 potion of resist energy (fire) 10 (25 gp each), 2 ring of protection +1 (167 gp); Total 3,276 gp.

Treasure Cap

APL 2: 450 gp.

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

Total Possible Treasure

APL 2: 592 gp.

APL 4: 887 gp.

APL 6: 1,889 gp.

APL 8: 3,276 gp.

APL 2

**Amulet of warmth* (Core; *Races of the Dragon*)

**Rod of grievous wounds* (Adventure; DMG II)

**Elixir of sneaking* (Any; DMG)

APL 4

**Cloak of the manta ray* (Any; DMG)

***Domain draught* (for City, Knowledge, Law, Mind, Pact, or Trickery domains) (Core; DMG II)

APL 6

**Figurine of wondrous power – bronze griffin* (Any; DMG)

***Ring of arcane supremacy* (Core; *Complete Mage*)

APL 8

***Amulet of spell conversion* (Adventure; *Complete Mage*)

**Boots, winged* (Any; DMG)

levels in mage of the arcane order, you are considered a member of the Free City's Guild of Wizardry.

☛ **Favor of Lady Vayred Bain:** For looking into the mystery of Lord and Lady Shee - and for keeping her name out of the whole affair - you're earned Lady Vayred Bain's favor. As a highly-placed layperson in the Church of Zilchus, she has set aside a number of interesting items that have fallen into that organization's possessions. If you failed to solve the mystery, you only have access to the items marked with a *. If you succeeded, you get access to items marked with both a * and a **.

ADVENTURE RECORD ITEMS

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

☛ **Failure!** You have failed the undead Lords of Greyhawk, and now a cloud seems to hang over your head. For the next 10 TUs spent adventuring, you receive a -1 morale penalty to all attacks, saving throws, and skill checks.

☛ **Favor of House Shee:** House Shee is grateful for your help in restoring its name, and they have agreed to use their considerable knowledge of the world of finance. You may choose to leave a single deposit of up to 1,000 gp, which the Shee family will invest on your behalf. After 52 TUs have elapsed from the time of your investment, cross off this AR item, and regain your principal plus 20% interest. You must redeem the investment after 52 TU or it is lost.

☛ **Gratitude of the Lords of Greyhawk:** The Lords of Greyhawk remember work that is well done. They use their considerable network of contacts and favors within the Free City on your behalf. Choose and circle one of the following prestige classes: drunken master (CW), mage of the arcane order (CA) nightsong enforcer (CV), nightsong infiltrator (CV), spymaster (CV), or tactical soldier (MH). You may expend this favor to gain access to the chosen prestige class. Use of this favor only allows access to the prestige class; you must still meet all prerequisites for the class. Note, if you choose to take

APPENDIX 1: ALL APLS

2: VISITING LORD SHEE'S GRAVE

BEYRALT

CR 5

Male human cleric 5

N medium humanoid (human)

Init -1; **Senses** Listen +5, Spot +4

Languages Ancient Suloise, Common

AC 16, touch 9, flat-footed 16

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

hp 31 (5 HD)

Fort +6, **Ref** +3, **Will** +9

Speed 20 ft. in light armor (4 squares), base movement 30 ft.

Melee +1 heavy mace +4 (1d8+1)

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

Special Actions spontaneous casting (*cure* spells); turn undead 5/day (+4, 2d6+8, 6th)

Cleric Spells Prepared (CL 5th):

3rd—*daylight*^D, *dispel magic*, *searing light*

2nd—*consecrate*, *cure moderate wounds*^D, *remove paralysis*, *spiritual weapon*

1st—*comprehend languages*, *cure light wounds*^D, *detect undead*, *protection from evil*, *remove fear*

0—*create water*, *detect magic*, *guidance*, *light*, *mending*

D: Domain spell. Deity: Pelor. Domains: Healing, Sun

Abilities Str 10, Dex 8, Con 12, Int 13, Wis 16, Cha 14

SQ Aura of good (strong)

Feats Augment Healing, Improved Turning, Lightning Reflexes

Skills Concentration +7, Heal +10, Knowledge (history) +4, Knowledge (religion) +9, Listen +5, Spellcraft +8

Possessions +1 buckler, +1 chain shirt, +1 heavy mace, cloak of resistance +1, everburning torch, healer's kit, silver holy symbol of Pelor, spell component pouches.

8: VISITING JERG ALAERN

JERG ALAERN

CR 7

Male human expert 8

Neutral medium humanoid (human)

Init +1; **Senses** Listen +13, Spot +2

Languages Ancient Suloise Baklunish, Common, Dwarven, Elven, Gnome, Halfling, Old Oeridian.

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 30 (8 HD)

Fort +2, **Ref** +3, **Will** +8

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +5/+0 (1d4-1)

Base Atk +5; **Grp** +4

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 14

Feats Negotiator, Persuasive, Skill Focus (barrister), Skill Focus (Diplomacy)

Skills Bluff +15, Diplomacy +24, Gather Information +15, Knowledge (history) +14, Knowledge (local - Core) +14, Knowledge (nobility) +14, Listen +13, Profession (barrister) +16, Sense Motive +15, Speak Language +5,

Possessions dagger

APPENDIX 1: APL 2

2: VISITING LORD SHEE'S GRAVE

ADVANCED SHADOW CR 4

LE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Listen +9, Spot +9

AC 13, touch 13, flat-footed 11; Dodge, Mobility (+2 Dex, +1 deflection)

hp 45 (7 HD)

Miss Chance 50% incorporeal

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

Resist incorporeal, +2 turn resistance

Fort +2, **Ref** +4, **Will** +6

Speed Fly 40 ft. (8 squares) (good)

Melee incorporeal touch +6 (1d6 Strength damage)

Base Atk +3; **Grp** —

Atk Options Strength drain

Special Actions create spawn

Abilities Str —, Dex 15, Con —, Int 6, Wis 12, Cha 13

SQ incorporeal traits, undead traits

Feats Alertness, Dodge, Mobility

Skills Hide +8(+12 in areas of shadowy illumination, +4 in areas of bright light), Listen +9, Search +4, Spot +9

Incorporeal immune to nonmagical attacks; 50% chance to ignore any damage from corporeal source (except positive energy, ghost touch). Attacks ignore natural armor, armor, and shield, but deflection and force effects work. See DMG 295 for more information.

Strength Drain (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su) Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Abilities Str 19, Dex 13, Con 18, Int 10, Wis 12, Cha 8

SQ fast movement

Feats Cleave, Improved Toughness, Iron Will, Power Attack, Weapon Focus (falchion)

Skills Craft (weaponsmithing) +4, Intimidate +4, Jump +6, Knowledge (local – Core) +2, Listen +5, Survival +5

Possessions +1 *breastplate*, masterwork falchion, spiked gauntlets, 200 gp.

When not raging, the guards have the following changed statistics:

AC 17, touch 11, flat-footed 15

hp 29 (3 HD)

Fort +7, **Will** +3

Melee Mwk falchion +7 (2d4+3; 18-20/x2) or spiked gauntlet +5 (1d4+2)

Grp +5

Abilities Str 15, Con 14

Skills Jump +5

8: VISITING JERG ALAERN

GUARDS CR 3

Male human barbarian 1/fighter 2

CG Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +1

Languages Baklunish, Common

AC 15, touch 9, flat-footed 14 (+1 Dex, -2 class, +6 armor)

hp 35 (3 HD)

Fort +9, **Ref** +1, **Will** +5

Speed 30 ft. in medium armor (6 squares), base movement 40 ft.

Melee mwk falchion +9 (2d4+7; 18-20/x2) or spiked gauntlet +7 (1d4+4)

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

Atk Options Power Attack, rage 1/day (7 rounds)

2: VISITING LORD SHEE'S GRAVE**ADVANCED WRAITH CR 8**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Listen +16, Spot +16**Aura** unnatural aura 30 ft. (animals panic)**AC** 15, touch 15, flat-footed 12; Dodge, Mobility (+3 Dex, +2 deflection)**hp** 58 (9 HD)**Miss Chance** 50% incorporeal**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** incorporeal, +2 turn resistance**Fort** +3, **Ref** +6, **Will** +8**Weakness** sunlight powerlessness**Speed** fly 60 ft. (12 squares) (good)**Melee** incorporeal touch +7 (1d4 plus 1d6 Constitution drain)**Base Atk** +4; **Grp** —**Atk Options** Blind Fight, Combat Reflexes, Constitution drain**Special Actions** create spawn**Abilities** Str —, Dex 17, Con —, Int 14, Wis 14, Cha 15**SQ** incorporeal traits, undead traits**Feats** Alertness^B, Blind-Fighting, Combat Reflexes, Dodge, Improved Initiative^B, Mobility**Skills** wraith 48 Diplomacy +6,

Hide +15, Intimidate +14, Listen +16, Search +14, Sense Motive +12, Spot +16, Survival +2 (+4 following tracks)

Incorporeal immune to nonmagical attacks; 50% chance to ignore any damage from corporeal source (except positive energy, ghost touch). Attacks ignore natural armor, armor, and shield, but deflection and force effects work. See DMG 295 for more information.**Constitution Drain (Su)** Living creatures hit by a wraith's incorporeal touch must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points.**Create Spawn (Su)** Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a

wraith at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex) Wraiths are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move action or standard action in a round.**8: VISITING JERG ALAERN****GUARDS CR 5**

Male human barbarian 1/fighter 4

CG Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +1**Languages** Baklunish, Common**AC** 15, touch 9, flat-footed 13

(+1 Dex, -2 class, +6 armor)

hp 54 (5 HD)**Fort** +11, **Ref** +3, **Will** +7**Speed** 30 ft. in medium armor (6 squares), base movement 40 ft.**Melee** +1 *falchion* +12 (2d4+8; 18-20/x2) or spiked gauntlet +10 (1d4+5)**Base Atk** +5; **Grp** +10**Atk Options** Cleave, Power Attack, rage 1/day (7 rounds)**Combat Gear** *potion of bear's endurance*, *potion of resist energy (fire)* 10**Abilities** Str 20, Dex 13, Con 18, Int 10, Wis 12, Cha 8**SQ** fast movement**Feats** Cleave, Improved Toughness, Iron Will, Power Attack, Weapon Focus (falchion) Weapon Specialization (falchion)**Skills** Craft (weaponsmithing) +4, Intimidate +7, Jump +10, Knowledge (local – Core) +2, Listen +5, Survival +5**Possessions** combat gear plus +1 *breastplate*, +1 *falchion*, *cloak of resistance* +1, spiked gauntlets, 100 gp.

When not raging, the guards have the following changed statistics:

AC 18, touch 12, flat-footed 16**hp** 44 (5 HD)**Fort** +9, **Will** +5**Melee** Mwk falchion +10 (2d4+4; 18-20/x2) or spiked gauntlet +8 (1d4+3)**Grp** +8**Abilities** Str 16, Con 14**Skills** Jump +8

2: VISITING LORD SHEE'S GRAVE**ADVANCED SPECTRE CR 8**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Listen +18, Spot +18**Aura** unnatural aura 30 ft. (animals panic)**AC** 16, touch 16, flat-footed 13

(+3 Dex, +3 deflection)

hp 71 (11 HD)**Miss Chance** 50% incorporeal**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** incorporeal, +2 turn resistance**Fort** +3, **Ref** +6, **Will** +9**Weakness** sunlight powerlessness**Speed** 40 ft. (8 squares), fly 80 ft. (perfect);**Melee** incorporeal touch +9 (1d8 plus energy drain)**Base Atk** +5; **Grp** —**Atk Options** Blind Fight, energy drain**Abilities** Str —, Dex 16, Con —, Int 14, Wis 14, Cha 16**SQ** create spawn, incorporeal traits, undead traits**Feats** Alertness, Blind-Fighting, Improved Initiative, Weapon Focus (incorporeal touch)**Skills** Hide +17, Intimidate +17, Knowledge (religion) +16, Listen +18, Search +16, Spot +18, Survival +2 (+4 following tracks)**Incorporeal** immune to nonmagical attacks; 50% chance to ignore any damage from corporeal source (except positive energy, ghost touch). Attacks ignore natural armor, armor, and shield, but deflection and force effects work. See DMG 295 for more information.**Energy Drain (Su)** Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.**Create Spawn (Su)** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.**Sunlight Powerlessness (Ex)** Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move action or standard action in a round.**8: VISITING JERG ALAERN****GUARDS CR 7**

Male human barbarian 1/fighter 6

CG Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +1**Languages** Baklunish, Common**AC** 16, touch 9, flat-footed 14; Dodge

(+1 Dex, -2 class, +6 armor, +1 natural)

hp 73 (7 HD)**Fort** +12, **Ref** +4, **Will** +8**Speed** 30 ft. in medium armor (6 squares), base movement 40 ft.**Melee** +1 *falchion* +15/+10 (2d4+12; 18-20/x2) or armor spikes +13/+8 (1d6+6)**Base Atk** +7; **Grp** +13**Atk Options** Cleave, Power Attack, rage 1/day (7 rounds)**Combat Gear** *potion of bear's endurance*, *potion of resist energy (fire)* 10**Abilities** Str 22, Dex 13, Con 18, Int 10, Wis 12, Cha 8**SQ** fast movement**Feats** Cleave, Dodge, Improved Toughness, Iron Will, Power Attack, Weapon Focus (falchion) Weapon Specialization (falchion)**Skills** Craft (weaponsmithing) +6, Intimidate +9, Jump +13, Knowledge (local – Core) +2, Listen +5, Survival +5**Possessions** combat gear plus +1 *breastplate*, +1 *falchion*, *amulet of natural armor* +1, *cloak of resistance* +1, *gauntlets of ogre power*, armor spikes, 900 gp.

When not raging, the guards have the following changed statistics:

AC 18, touch 11, flat-footed 18**hp** 59 (7 HD)**Fort** +10, **Will** +6**Melee** +1 *falchion* +13/+9 (2d4+9; 18-20/x2) or spiked gauntlet +10 (1d4+4)**Grp** +11**Abilities** Str 18, Con 14**Skills** Jump +11

2: VISITING LORD SHEE'S GRAVE**ADVANCED SPECTRE CR 8**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Listen +18, Spot +18**Aura** unnatural aura (30 ft., animals panic)**AC** 16, touch 16, flat-footed 13

(+3 Dex, +3 deflection)

hp 71 (11 HD)**Miss Chance** 50% incorporeal**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** incorporeal, +2 turn resistance**Fort** +3, **Ref** +6, **Will** +9**Weakness** sunlight powerlessness**Speed** 40 ft. (8 squares), fly 80 ft. (perfect);**Melee** incorporeal touch +9 (1d8 plus energy drain)**Base Atk** +5; **Grp** —**Atk Options** Blind-Fight, energy drain**Abilities** Str —, Dex 16, Con —, Int 14, Wis 14, Cha 16**SQ** create spawn, incorporeal traits, undead traits**Feats** Alertness, Blind-Fighting, Improved Initiative, Weapon Focus (incorporeal touch)**Skills** Hide +17, Intimidate +17, Knowledge (religion) +16, Listen +18, Search +16, Spot +18, Survival +2 (+4 following tracks)**Incorporeal** immune to nonmagical attacks; 50% chance to ignore any damage from corporeal source (except positive energy, ghost touch). Attacks ignore natural armor, armor, and shield, but deflection and force effects work. See DMG 295 for more information.**Energy Drain (Su)** Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.**Create Spawn (Su)** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.**Sunlight Powerlessness (Ex)** Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move action or standard action in a round.**BLOODMOTE CLOUD CR 6**

NE Fine undead (swarm)

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0**AC** 19, touch 19, flat-footed 18

(+8 size, +1 Dex)

hp 65 (10 HD)**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion, trip, grapple, bull rush, spell or effect that targets a specific number of creatures, weapon damage**Fort** +3, **Ref** +4, **Will** +7**Weakness** spells or effects that affect an area (+50% damage)**Speed** fly 20 ft. (4 squares)**Melee** swarm (1d4 plus blood drain)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +5; **Grp** —**Special Actions** distraction**Abilities** Str 4, Dex 13, Con —, Int —, Wis 10, Cha 1**SQ** diet dependent, swarm traits, undead traits**Blood Drain (Ex)** A bloodmote cloud drains blood and deals 1d3 points of damage and 1d2 points of Constitution damage to any creature whose space it occupies at the end of its move.**Diet Dependent** A bloodmote cloud is diet dependent upon blood, which it consumes by using its blood drain ability.**Distraction (Ex)** Any living creature that begins its turn with a bloodmote cloud in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.**8: VISITING JERG ALAERN****GUARDS CR 9**

Male human barbarian 1/fighter 8

CG Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +1**Languages** Baklunish, Common**AC** 18, touch 10, flat-footed 16; Dodge (+1 Dex, -2 class, +7 armor, +1 deflection, +1 natural)**hp** 92 (9 HD)**Fort** +14, **Ref** +5, **Will** +9**Speed** 30 ft. in medium armor (6 squares), base movement 40 ft.**Melee** +1 *falchion* +17/+12 (2d4+12; 15-20/x2) or armor spikes +15/+10 (1d6+6)**Base Atk** +9; **Grp** +15**Atk Options** Cleave, Power Attack, rage (1 day (7 rounds))**Combat Gear** *potion of bear's endurance*, *potion of resist energy (fire)* 10**Abilities** Str 23, Dex 13, Con 18, Int 10, Wis 12, Cha 8

SQ fast movement

Feats Cleave, Dodge, Greater Weapon Focus (falchion) , Improved Critical (falchion), Improved Toughness, Iron Will, Power Attack, Weapon Focus (falchion) Weapon Specialization (falchion)

Skills Craft (weaponsmithing) +8, Intimidate +11, Jump +15, Knowledge (local – Core) +2, Listen +5, Survival +5

Possessions combat gear plus +2 *breastplate*, +1 *falchion*, *amulet of natural armor* +1, *cloak of resistance* +2, *gauntlets of ogre power*, *ring of protection* +1, armor spikes, 500 gp.

When not raging, the guards have the following changed statistics:

AC 20, touch 12, flat-footed 19

hp 74 (9 HD)

Fort +12, **Will** +7

Melee +1 *falchion* +16/+11 (2d4+8; 15-20/x2) or armor spikes +14/+9 (1d6+5)

Grp +14

Abilities Str 19, Con 14

Skills Jump +13

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Toughness (General)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

Source: *Libris Mortis* 27

APPENDIX 3: LAW AND ORDER IN THE FREE CITY

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

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

UNUSUAL COMPANIONS

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

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

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

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

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

WEAPON AND SPELL RESTRICTIONS

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

- Generally, Greyhawk strongly controls magic use, prohibiting the use of such except in moments of extreme personal danger.
- Spells that do not damage a foe, such as *hold person*, are permitted.

- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.
- Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons the rules are:

- It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer and other similar weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes and other similar weapons may be carried through the streets but they must be in a scabbard or leather head-case. Characters wanting to carry such weapons in the city must purchase a license (5 gp for one-handed, 20 gp for two-handed weapons). Licenses are valid for one week.
- Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Guild of Nightwatchmen who maintain a secure storage facility warded with powerful magics maintained by the Guild of Wizardry.

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

TWO MINOR LAWS

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers can't talk with any patrons, or sell any loot.

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

BREAKING THE LAW

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards. Doing so requires a DC 10 Wisdom check to avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified

in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

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

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

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

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

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

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

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

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

AVOIDING THE PENALTY FOR BREAKING THE LAW

Once you've been caught, there remains one way to avoid the penalty – commit another crime. Namely, bribe the City Watch. Greyhawk being what it is, this is almost expected. Bribery is a simple matter of offering the City Watch some portion of the expected fine to simply look the other way. Treat this as a Diplomacy check with the City Watch being indifferent. If they become unfriendly, you must pay the full fine. If they remain indifferent, you must pay 80% of the fine. If they become friendly, they only take 60% of the fine. And if you make them helpful, they let you off for only 40% of the normal fine.

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

COR3-12 Traitor's Road – Wrath of the Greyhawk Assassin's Guild: For the duration of this disfavor, you always get searched when entering the City,

and can never make the City Watch helpful with a bribe attempt.

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

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

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

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

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

Arrested!

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

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

More serious crimes, in general, would be evil acts and as such are prohibited in the *Living Greyhawk* campaign.

In all cases, you should *always* warn player(s) taking actions that will lead to arrest. Less serious cases of smuggling are dealt with as detailed above, and do not result in any TU penalty.

Arrest takes place as soon as possible given the circumstances of the adventure. If a PC wishes to continue the adventure, they may post bail for non-capital crimes. This bail amount is equal to the "Treasure Cap" amount listed for the table's APL in the adventure Treasure Summary section. If paid, the PC is released. PCs may contribute to another's bail. The bail deposit is returned at the end of the adventure. Note that posting bail does *not* absolve a PC of the TU penalty for being arrested – it just allows them to continue with the adventure. The process of being arrested, brought before a magistrate, and posting of bail takes roughly two days.

PLAYER HANDOUT 1

DIARY OF LADY NARA SHEE

The following entries are all dated in the week immediately prior to Lady Nara's murder. The last entry before the murder has been bookmarked with a folded slip of paper. The pages are yellowed and dog-eared, and the cover is fine but worn leather, dyed blue. The script is feminine, written by a steady hand.

Starday 14th: Ardent spent all of last night gallivanting around with Verno. I swear, he should have married that gnome instead of me – he spends more time with him, after all!! And he wonders why I'm so unhappy. Edrayne is pleasant enough company, and she's been sworn to secrecy, but I am a woman with desires, and if my husband insists on absenting himself and foreswearing his marital vows, why shouldn't I do the same?

Sunday 15th: Still recovering from last night... Ardent asked me why I was so tired, so I told him that I'd been out late spending his money. Ohh, he got so angry when I said that! And not a lie, that, but I didn't bother telling him on whom the money was being spent. We spent the next two hours arguing. I need to go tomorrow and buy two more vases, and apologize to Edrayne for the mess. I'll have to hide my purchases, lest Ardent throw them out – or burn them, given his mood.

Moonday 16th: Ardent brought Verno home with him tonight, and the two of them spent the night in the salon, deep in their cups. I tried to climb out the window but nearly broke my neck. It was that little gnome's idea to bring him back home, I'm sure of it, and now I can't go to my evening rendezvous tonight because of it. How I'd love to wring his little neck!

Godsday 17th: Spent last night making up for lost time... it was sheer bliss. Would that there was a way for me to leave Ardent, but I won't return to the life of a commoner. Until I figure out what to do, I'm stuck here. I feel so trapped, and it's only when I'm away from the house, snuggled beneath the blankets, do I feel truly alive, awake, and complete. But the more deeply I become involved in this affair, the more guilt I feel about it. All but a child know that two wrongs don't make a right.

Earthday 19th: I had a breakdown tonight, and spent most of the night in tears. Thankfully Ardent wasn't here to see it – I never thought I'd be happy to see my husband away. Edrayne has been consoling me and giving me good advice, I think I need to end things before they get any more out of hand. What I am doing is wrong, and even if I can overlook that, I stand to lose everything I've gained by this marriage if I'm found out. Tomorrow I'll end it, and have another go at fixing things up between Ardent and I.

PLAYER HANDOUT 2

THE BOOKMARK

Opening the folded piece of paper, you find the following written upon it. The handwriting matches that of the author of the diary.

Waterday 18th

Edrayne,

Here's the list:

"Essence of Jasmine" perfume

Scented bath oil – jasmine or lavender

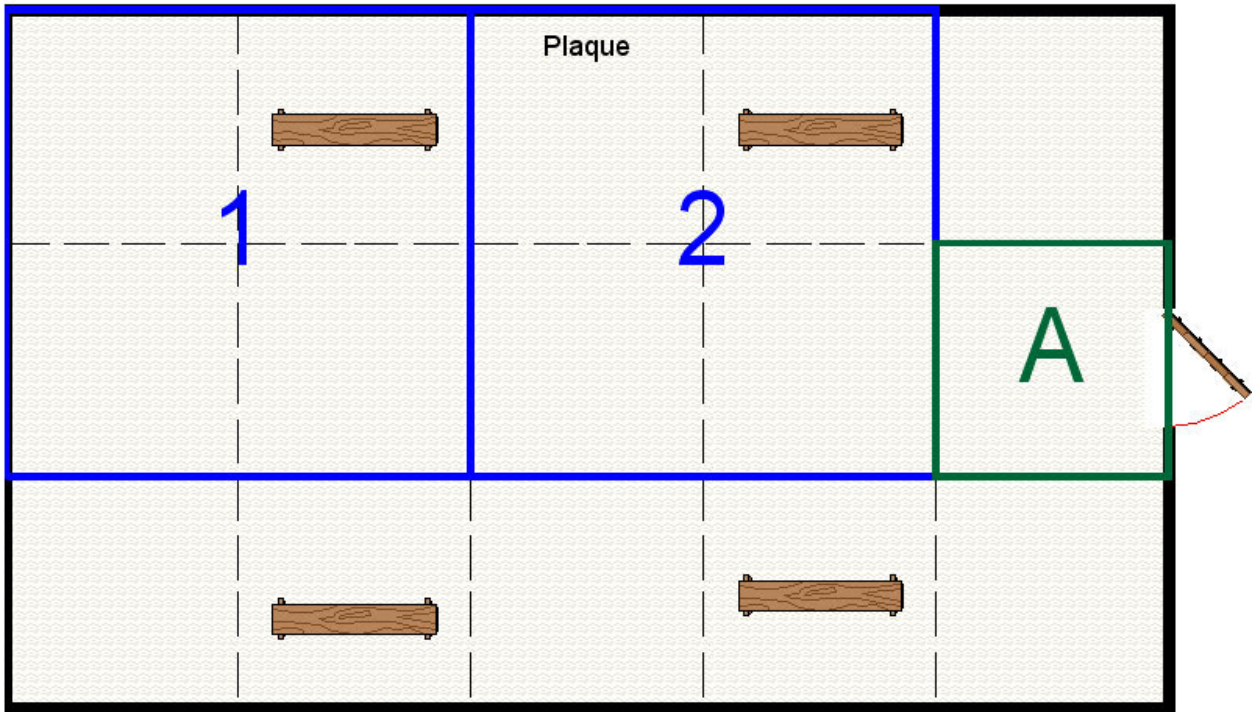
Lavander bath soap

Flowers – pink carnations

N

ENCOUNTER 2

Common Crypt
One Square = 5 feet
A = Lord Ardent
1, 2 = Bloomote Clouds (APL 8 only)



ENCOUNTER 8

Wright & Pratt
One Square = 5 Feet

