



Rivalry and Treachery

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

Version 1

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In the City of Greyhawk, the Royal Opera House and the Grand Theatre are well-known rivals and, on occasion, scathing accusations are followed by open-street brawls. In continued disrepair, the opera house anticipates a new production will keep its doors open permanently. That is, until the Royal begins to experience a series of unfortunate events. The cause is none other than its rival bent on treachery. As the curtain rises and Act One set in motion - insults, street fights and a dagger in the back is just the beginning. A one-round Core adventure set in the Garden Quarter in the City of Greyhawk for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Rich Baker], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Greyhawk Adventures – Greyhawk: Folks, Fueds, and Factions* [Carl Sargent and Rik Rose], *Magic Item Compendium* [Andy Collins, et al], *Players Handbook II* [David Noonan], *rpga.com map-a-week* [various], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], and *The Adventure Begins* [Roger E. Moore].

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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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 Greyhawk City. 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

Located in the Garden Quarter of Greyhawk City the Grand Theatre and the Royal Opera House have long been rivals. The theatrical director of The Grand, Kahari Kellainen, constantly flings scathing insults to the Royal's director, Selmund Rogerssen, who responds with like vulgarity. This rivalry occasionally escalates into non-lethal street violence between both theatre companies' staff. As the seasons pass, the Royal Opera House continues to fall into disrepair and the director is closer to realizing its doors may close permanently.

Looking to feed the sensationalism offered in his afternoon street performances, Selmund has booked a marquee performer from Nyron'd's Oerth Theatre Guild, Oril Norvath. Oril is taking his controversial performance on tour playing the villain Turrosh Mak to any theatre in the Flanaess. Selmund has risked a considerable sum in hopes the recent activity of Turrosh Mak and the slavers in the Pomarj will bring attendees to the opera house.

Vitach, an agent of Turrosh Mak assigned to Greyhawk City, is offended knowing the performance is a snub against his employer. He dispatches junior agents under his supervision to begin a series of sabotage and intimidation tactics using the old theatre rivalry as cover.

Dasprrie who is also in the employ of Turrosh Mak and a rival of Vitach has entered Greyhawk City. He is displeased of Vitach's petty scheme that risks Turrosh Mak's intelligence gathering operations. Dasprrie uses this opportunity to bury his own rival, literally. Dasprrie

begins a betrayal that slowly, delicately, and lethally points the scheme back onto its initiator.

ADVENTURE SUMMARY

The PCs begin in the streets of Greyhawk City, in the Garden Quarter. They attend an over-the-top street performance introducing a hero rescuing a damsel from the despot of the Pomarj. A performer climbing a length of rope falls two stories due to sabotage by Vitach's agents. In the chaos, a restrained creature breaks its bonds.

The PCs are invited to speak with the Royal Opera House's director, Selmund Rogerssen, who asks them for assistance. He is convinced the Grand Theatre is causing a series of unfortunate events to force the Royal's doors to close permanently. He informs the PCs of Oril Norvath's performance and his hope it will end the downward spiral of the opera house.

If the PCs accept the engagement, they are introduced to the interior of the Royal Opera House. They may speak to the staff and performers, such as Aestrella Shanfarel. Some performers believe it is the work of the Underground Entertainer.

The PCs may wish to visit the Grand Theatre. They are introduced to Kahari Kellainen and may speak to the performers and staff. Kahari denies any involvement other than tossing Selmund a crude remark.

At the same time, Dasprrie has leaked a false rumor in the Slum Quarter there is a contract out for an aristocrat in the Garden Quarter. This rumor has reached the ears of an overzealous cutthroat looking to make a name to join the Assassin's Guild. He and his mates have set up an ambush to trap the aristocrat. The PCs spot the nobleman's assistant running out calling for aid.

The PCs may wish to seek out the Underground Entertainer. After some bar hoping and back room recitals the PCs meet Corben DeBlare, also known as the Underground Entertainer. Corben does not have one pleasant remark for either theatre company. He denies any involvement in current affairs though asks for increasing detail to which he is more amused.

The next morning the PCs are summoned by Selmund to give him an update. He is in the opera house observing a dress rehearsal of the performance. During a mock fighting scene a sabotaged prop-rapier is plunged into Oril. Aestrella Shanfarel informs the PCs she saw one of the cleaners near the props. Investigating the weapon leads the PCs to a cleaning service assigned to clean the theatre.

As the PCs leave the Royal Opera House they encounter the rival theatres' halfling and gnome staff in an escalated situation. After a snobbish remark and insults the encounter turns to non-lethal blows. The PCs can watch or separate the staff before the situation becomes lethal.

The PCs are introduced to Dasprrie disguised as the owner of the cleaning service. He informs the PCs, with feigned surprise, he just learned an employee of his,

Vitach, is an evil deity worshipper, thief, and murderer. He heard Vitach carry on about an important date and time he could not let pass. He is happy to point the PCs to Vitach's residence.

The PCs find Vitach at a residence not his own. He was led here as well in an ingenious plot by Dasprrie to get him and the PCs together. When Vitach perceives a party of armed individuals entering the residence are his assassins he and his entourage launch a presumptuous defense. In the residence is evidence implicating Vitach as the instigator of sabotage at the Royal Theatre.

The PCs are invited to third row seats on opening night at the Royal Opera House. The performance is a success. The theatre director reports all the performances are selling out. The PCs hear Oril Norvath perform.

PREPARATION FOR PLAY

Oril Norvath was introduced in NYR6-S03 A *Coronation Celebration* in a newspaper article as a traveling performer. This adventure is not a continuation of that adventure. Characters who participated in *Coronation Celebration* may be familiar with the name but did not interact with Oril in any manner therefore do not gain any benefits for knowing his name.

Refer to Appendix 3: Laws of Greyhawk City for a summary of relevant laws and enmities from previous adventures that may influence the PC.

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. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

The PCs begin on the streets of Greyhawk City in Garden Quarter. A group of gnomes in a wagon draws a crowd to a performance taking place in front of the Royal Theatre.

The creaking of wheels and the clapping of horseshoes create a cadence as a wagon makes its way on the cobbled streets. Moving through the High Market are a group of gnomes standing in the wagon, waving as they pass. In the promenade are adventurers armed with steel, spell, or a talent for tales.

At this time, the PCs can introduce themselves. Once they have finished read:

In a brilliance of color the horses turn purple, then green, then red. Rainbow bursts fill the air to the delight of shrieking children. It is show time at the Royal Opera House. "Come on!" A girl no older than eight years is pleading for you to follow. "They rescue the girl from the monster!"

A DC 16 Spellcraft check tells the gnomes are casting *prestidigitation*. The PCs can follow the processional or the girl to watch the performance. If not, they do not attend the performance they will not witness the sabotage and get hired by the Royal Opera House. The adventure is over for them.

1: BREAK A LEG

Use DM Map 2 to facilitate play in this encounter.

The PCs pause to view an over-the-top street performance of a hero rescuing a damsel from the despot of the Pomarj. A performer falls two stories when climbing sabotaged rope. In the confusion, a caged creature breaks its bonds.

At this time, have the PCs position themselves on the battle mat. The audience is standing on High Street, the actors use the building as a backdrop during the performance, and the animals stand to either side of the building. Refer to DM Aid 2 for placement of the performers and audience.

Like the gnome's wagon stunts, the black bear(s) and elephant are part of attention grabbing attractions. At the start of the show the animals are being tended by handlers. Once the PCs are satisfied with their positions read:

An orator dressed in faded courtiers clothing steps before the audience. With a flourish of his hat, he begins his prologue. "On behalf of our esteemed director Selmund Rogerssen I welcome you all to the Royal Opera House. This day the majestic Royal is pleased to present to you the production of 'Turrosh and the Lady Isobel'."

"Watch as Turrosh Mak lurks in the woods of the Pomarj seeking the beautiful damsel, Lady Isobel. Rejected of her love the despicable fiend's heart is bent on wickedness. But fear not. Returning from war and quest is the heroic Cenrex. To protect the Lady Isobel he must dual the despot Turrosh to the death. Without further delay I present to you 'Turrosh and the Lady Isobel'."

Several actors are involved in the show: The actor's names playing these roles are in parenthesis. The actors also play minor roles in the grand opening production "Turrosh Mak: Ruler! Captor! Villian!" This afternoon play is an excerpt of the opening night production.

♣ **Orator (Nelun):** male human expert 2.

🐾 **Turrosh Actor (Parik):** male human expert 4 (Perform [drama] +7).

🐾 **Isobel Actor (Mariota):** female human expert 2 (Perform [drama] +8).

🐾 **Cenrax Actor (Gesin):** male human expert 1 (Perform [drama] +5).

🔧 **Sabotaged Rope Trap:** CR 1; mechanical; location trigger; no reset; 20 ft. (2d6, fall); Search DC 19; Disable Device DC 10.

To discriminating tastes, the afternoon production is paralyzing torture. To those of less demanding refinement it is simply delightful in an otherwise routine day. The fainting of Lady Isobel at every display of Turrosh's wooden cutlass and Cenrax's constant use of the phrase, "by faith or by death this day shall be won!" fetches gasps, hisses, and cheers from the audience.

Actors circulate through the audience during the performance attempting to get them involved. An actor approaches the PCs persuading them to perform an improvisational dance or song. If a PC agrees to participate, have him/her make a Perform (any) check. A check of DC 10 to 19 is applauded by the audience. A DC 20 or better grants him/her a boisterous response. Involve the PCs in any capacity that seems to fit the roleplaying style at the table, such as joining in the applauding or jeering in response to the PCs or other Perform checks.

As the finale draws near a musical accompaniment begins. The Lady Isobel holds her hands to her heart and begins singing a popular folksong. On cue the audience joins in. The hero Cenrax swipes and feints with his wooden cutlass at the buffoon, Turrosh. Grasping the end of a rope he cries, "By faith or by death this day shall be won!", whereupon a pulley lifts him toward the roof. During his ascent, he battles other minions standing on platforms.

The rope snaps. A shriek from Isobel alerts everyone this is not part of the performance. Cenrex falls hard. The sound of cracking bones throws the audience into terror. In the chaos, the performing animals panic. They break their bonds and charge into the crowd.

APL 2 (EL 2)

🐾 **Black Bear:** hp 19; MM 269.

APL 4 (EL 4)

🐾 **Advanced Black Bear (2):** hp 37 each; Appendix 1.

APL 6 (EL 6)

🐾 **Young Elephant:** hp 104; Appendix 1.

APL 8 (EL 8)

🐾 **Advanced Elephant:** hp 169; Appendix 1.

Tactics: The animal(s) begin as hostile (PH 72). Depending on APL, either the bear or elephant rushes into the crowd; the animal trainer controls the others. The trainer of the APL encounter is unsuccessful in regaining control. After charging into the crowd it attacks the nearest person or anyone who is most threatening. It does not chase audience members. The audience clears the area at the end of the first turn.

The loose animal concentrates its attacks on one PC until s/he is unconscious before changing other targets. A DC 30 (includes the penalty for a rushed check) Wild Empathy check renders the animal unfriendly preventing further attacks and allow its handler to ultimately regain control, thereby ending combat. If reduced to one quarter of its hit points the animal flees into the surrounding streets.

Development: The actor playing Cenrax is at -4 hp after the fall. The performers ask the PCs to tend to him and then speak to Selmund Rogerssen, the director of the theatre, to assist with stopping these accidents.

The animals are considered both pets and actors of the opera house. Selmund and the theatre company will not be pleased if they are killed. If they are, the Royal company members will cooperate with the PCs during the investigation but are treated as indifferent for any Diplomacy checks. If the PCs used non-lethal damage, or spared the animals, the opera house staff begins as friendly.

The operators of the rope pulley arrive five rounds after the rope breaks. Their job was to pull the actor up on cue. They are unaware the rope was sabotaged. They answer all questions up front and honestly. The pulley does not appear faulty. A DC 10 Use Rope or DC 15 Search check reveals the rope was cut in a manner causing it to break after consistent weight is placed on it.

The actors do not have any additional information on what has occurred. If healing is not available an opera house staff rushes to the temple of Pelor (G10). An acolyte arrives in two minutes time. He has prepared two *cure light wounds* spells for the day.

2: FINAL CALL

The PCs are invited into the Royal Opera House to speak to the director, Selmund Rogerssen, to help stop future accidents. Selmund is convinced the Grand Theatre is causing a series of accidents to force the Royal's doors to close and prevent the opening night performance of "Turrosh Mak: Ruler, Captor, Villain!" He informs the PCs of Oril Norvath's performance and expresses his optimism it will end the downward spiral of the opera house. Refer to DM Aid 3 for detail of the rooms in the theatre.

Approaching the Royal Opera House it is evident the building is in extreme disrepair. The ornate double doors are patched with mismatched boards, the marble columns encircling the theatre are

touched up with white clay and many of the statues on the grounds are missing limbs.

The interior features a striking dual staircase. Each spindle in the oak banister is a marble figurine of exquisite detail. Unfortunately many are missing and replaced with white blocks of wood.

You are led to a Suel male with curly blonde hair and pale blue eyes. He wears poorly matched, flamboyant clothing. He is instructing two females of mixed race on the finer points of theatrics. He turns to greet you in the most eccentric behavior.

Selmund is distracted and busy making preparations for the opening night of Oril's performance. Selmund is accustomed to people working for him and unintentionally speaks to the PCs as hirelings though he does not mistreat them.

♦ **Selmund Rogerssen:** human male expert 3; CN; Bluff +14; Diplomacy +14.

"Tell me, how did this happen? I cannot sell out 'Turrosh Mak: Ruler, Captor, Villain!' on opening night with these accidents. Could you? You tell me. How?"

Selmund asks the PCs to recount what occurred. There are many interruptions from staff and performers throughout the conversation. They ask approval for every conceivable detail from costume changes to props. Selmund suspects the Grand Theatre's director, Kahari Kellainen, as the instigator of the accidents and his staff as the saboteurs. During this discussion, he uses vivid imagery to sell his point.

"It is impossible to make the nut when an audience sees my actors break their bones. Only someone who knows the business of entertainment can twist a knife deep enough to make a theatre bleed."

Selmund needs to sell out the opening performance to break even. If he is successful it could create enough interest to sell the remaining performances. With a successful run of this production, he plans to increase the number of sensational afternoon performances, resume renovations on the opera house, and increase his potential to book high-margin productions. If the performance is not successful, he would be forced to pawn every valuable piece of art in the opera house. Even then, that would not keep the doors open past Growfest.

Selmund dodges any discussion on the health of the injured actor. If the PCs question this uncaring behavior he tells them he's 'sincerely broken up' about it but cannot stop to grieve a mending bone. In fact, he says, the actor would agree with him.

After hearing the PCs describe the situation he has the fantastic idea of using the PCs as a show of muscle to intimidate Kahari and stopping his supposed schemes.

"Oh! I know how you can help! You can go to that ogre Kahari and knock him around a bit. Huh? Send him a message that he cannot push me without getting pushed back. Eh? I will pay you 50 orbs each for, shall we say, 'making your own curtain call'. Huh? Yes?"

Selmund agrees to pay the PCs 50 orbs (gp in Greyhawk coinage) to intimidate Kahari and 'convince' him to stop his interference. Selmund is a scoundrel in all sense of the word. If any PC questions the production they just saw he defends it as giving the people of Greyhawk what they want to see. These productions have sustained the opera house during the years. Whether the PCs immediately agree to help or not Selmund continues his eccentric behavior with more descriptive analogies.

"Hey! You can deliver the message similar to how Olyver did it. You know? He put a dagger to the villain Kried's throat and warned him if he continued tormenting the town he would introduce him to the Reaper. Yeah? Like this..." [Selmund illustrates the scene with one of the party members. He holds an imaginary dagger to his or her throat and dramatically repeats the line.] *"...or something more to your style." He looks to you approvingly.*

On a DC 20 bardic knowledge check, the PC knows Selmund is referring to a popular play once run in theatre houses across the Flanaess over 10 years ago.

Selmund begrudgingly agrees with the PCs if they want to visit Kahari in a more diplomatic version.

He uses the following incidents to persuade the PCs to help or to provide answers to questions about prior events.

2 Readyng, 597 CY: Letters of credit set aside for theatre renovations were stolen from his office. Later the Grand Theatre announced a program to pay full scholarships for refugee art students displaced by Turrosh's campaign. Selmund does not know how this was accomplished but is convinced the scholarship money used was his cashed letters of credit.

7 Readyng: Actors in the Opera House's employ began to receive threatening letters to abandon the production. The actors approached him for protection but without the funds to pay the Mercenary Guild they heeded the threat and left the company. Some actors have taken positions at the Grand. Those that left are Jarlath, Eleanor, Anselm, and Valeriana. In a fit of anger Selmund burned all the letters. He has filled the major cast openings but has vacancies for two dance positions and two orchestra seats. If a PC with a Perform (any) wants to audition for a role or seat Selmund asks for a performance at this time. The PC can audition by making a Perform check.

DC 9 or less: Selmund stops the audition immediately. He ignores the matter entirely and resumes discussion about intimidating Kahari.

DC 10 – 14: Selmund agrees to assign the PC a non-speaking role or as a back-up musician. The PC must apply for membership to the Guild of Performing Artistes. The application process is not a focal point of the adventure. Selmund arranges for a messenger to run the necessary forms to the Guildhall.

DC 19 – 15: Selmund is astounded and praises the performance. He assigns a one-word speaking part or a common seat in the orchestra after s/he applies for Guild membership (see above).

DC 20+: Selmund is astonished the PC is not a marquee performer already. He assigns the PC a larger role or a solo during the performance after apply for Guild membership (see above).

12 Readyng: Costumes for the upcoming production were delivered ruined. They were cut up and stained with dyes. The costume designer in Veluna swears they left her shop in perfect order. Selmund believes the Grand Theatre sabotaged the shipment. He needed to pawn many of the ivory figurines from the staircase to pay for more costumes.

18 Readyng (today): The rope sabotaged today was an attempt to scare the actors into quitting or to scare away attendees. He has taken on great expense to bring Oril Norvath to Greyhawk City. If he does not have a staff of actors or a paying audience he cannot put on a show.

If the PCs agree to assist, Selmund is grateful. He invites the PCs to speak with any of his staff and actors. As the PCs leave, he celebrates the occasion by performing an imaginary fencing dual with Kahari using a conductor's baton.

“Remember, ‘curtains.’” Selmund picks up a conductor's baton, “by faith or by death this day shall be won! En garde!” He then begins to fence with an imaginary Kahari as you depart. A small woman of Oeridian heritage stands behind a table plainly hesitating whether she should interrupt or let him finish his riposte.

The PCs can leave for the Grand Theatre at this time or speak with members of the Royal Opera House theatre company. The PCs may speak with company members during normal daylight hours. In the evening, the members leave for their own homes and are unavailable.

At this time, the adventure may become non-linear. For story purposes the encounter with the cutthroats and the halfling and gnome scuffle occurs only after visiting the Grand Theatre. The Underground Entertainer encounter can occur at any point in the adventure but only in the evening.

3: STAGE LEFT

PCs investigating in the Royal explore the interior of the opera house. They may speak to the staff, performers, and Aestrella Shanfarel during this encounter.

The interior of the Royal Opera House is split into two sections; one section for the patrons during performances and the other for the actors. At this time, the performers are using the theatre seating as recliners during breaks in rehearsals. The orchestra is either tuning instruments or taking direction from the conductor. Two actors are on stage in the middle of a scene.

The following performers and staff are here. There are many other individuals employed at the Royal; speaking with them does provide additional information.

♣ **Juliannann:** male gnome bard 4.

♣ **Mariota:** female human expert 2.

♣ **Warin:** male human expert 1.

♣ **Millicent:** female half-elf bard 3.

♣ **Aestrella Shanfarel:** female half-elf bard 7

For convention play or if time is running short the PCs can make a DC 15 Gather Information check to gain all the NPC information below. For additional description of the NPCs refer to DM Aid 3. The read aloud text are typical responses to general questions. The DM is free to roleplay the encounter as appropriate.

Juliannann: “I was hired as a replacement for one of the bards that quit after receiving a threatening letter. I cannot help with the former actor's name or current location. I have not seen anything out of the ordinary, but it is strange that Aestrella walks the corridors at all hours of the night.

Aestrella: “There are many new faces in the theatre. I would prefer not to comment for fear any undue suspicion would disrupt rehearsals. I would be at a loss if misinformation caused additional accidents or unravel the productions from its precarious position. If I see or hear anything I will notify you at once.”

Mariota: “I suggest you investigate the Grand's director. He benefits the most if this production fails.”

Warin: “I haven't seen anything. You better find him whoever is behind the accidents because I will not give quarter if I get my hands on him first.”

Millicent: “I am not aware of any strange behavior among the staff at the Royal. I believe this could be the work of the Underground Entertainer. His is a performer named Corben DeBlare. He despises both theatres and the Guild of Performing Artistes. If he is in town he could be found at underground theatres in High Quarter performing illegally under the nose of the Guild.”

The PCs can proceed to Encounter 4 to investigate the Grand Theatre or Encounter 6 if they want to track down the Underground Entertainer. If the PCs want to search the Royal further they do not find new information.

Vitach or Dasprrie will not make any movements knowing a party of adventures is holed up at the Royal.

4: STAGE RIGHT

The PCs investigate the interior of the Grand Theatre and may speak to the performers and staff. Kahari denies any involvement other than tossing Selmund a crude remark. The Grand Theatre is found at location G9 on DM Aid 1.

On the street named the Path of the Sun is a massive architectural structure. The Grand Theatre is a faded baroque-style building surrounded by wide plazas and stone columns. The entrance is attended by two humans in well-stitched courtiers clothing. At your approach, they open the double doors.

A Suel woman dressed in the most recent fashion greets you in the lobby. "Good afternoon, it is my pleasure to welcome you to the Grand Theatre. My name is Ilara. How may I be of service?"

Ilara is the hostess and greeter for all patrons and business associates of the Grand Theatre. She is curious why individuals dressed in armor and carrying weapons would have any interest in the Grand Theatre. She is always pleasant and reciprocates rude behavior. If the PCs ask for Kahari she politely excuse herself to announce their arrival. If she is asked any questions about the circumstances between the two theatres she declines to provide any information or opinion. She answers only that her duty is to greet guests of the Grand and leaves everything else for Kahari to address. Before the PCs continue past the lobby she asks the PCs to remove their boots. The marble is newly polished and Kahari would not want it scratched. She provides softskin sandals during their visit.

☞ **Kahari Kellainen:** male half-elf cleric of Lirr

The interior is a striking contrast to the Royal. All windows, doors, and fixtures are polished and flawless. The carpet is clean of stains and the marble reflects like a mirror. Continual flame torches constructed of masterwork bronze cylinders light every corridor and room.

Kahari is an average-sized half-elf, nimble and lean, appearing to be 30 years old in human terms. He has fair blonde hair and blue-violet eyes. Attractive and urbane he is impeccably dressed in a silk blouson and leather britches.

Kahari is very knowledgeable about drama and art and is happy to discuss such. His natural refinement and sense of humor keeps the stories from becoming boring for those who care to listen. All interruptions by his staff are deferred until his business with the PCs is concluded.

He is friendly with the PCs up to the point that he is accused of sabotage. At that point, he dismisses the PCs and refuses to grant them access to his theatre, staff, and actors. If the PCs approach the issue with tact and

succeed at a DC 20 Diplomacy check he allows them to speak with the staff provided they do not interrupt them from completing their duties.

Kahari calls Selmund's afternoon performances as "silver dreadfuls". He believes if the theatre was properly managed the Royal would not be in the financial mess it currently finds itself. He does not have one pleasant comment for his rival and truthfully wishes that whoever is behind the accidents, if they are truly accidents and not caused by Selmund's own incompetent staff, succeed in their objective in closing the Royal.

Kahari knows of every incident and accusation Selmund described earlier. The staff and actors of both theatres are patrons to the same taverns and markets. Gossip spreads and he is well informed of Selmund's latest allegations. Kahari peppers his description of Selmund with "a simple clown", "boorish", and "dim-witted".

If any PC appears to be skilled in Perform he asks them what theatre company they belong to and what is their specialty. He defers any requests to audition to the stage manager. If the PC(s) persist he consents out of courtesy. If the PC does not succeed at a DC 20 Perform check he is polite and suggests they practice more, though not in his theatre. If the check succeeds, he asks Ilara to arrange a formal audition.

At some point in the discussion, Kahari asks why the PCs are concerned about the theatre. If the party does not have a bard in the party he persists on the issue. He does not understand why individuals obviously not members or patrons of the arts care about the Royal.

He admits to accepting the actors who left the Royal after receiving threatening letters. They are working in supporting roles. He mostly did this to infuriate Selmund. He has not discussed the situation with them and does not feel compelled unless they approach him. If asked about Aestrella Shanfarel he confirms she performs at both theatres. He is not fond of the situation but nobility attend when she performs and that pleases him.

The following individuals can provide the PCs with additional information if the PCs succeeded if Kahari allows them to question his staff (see above). All other theatre company members do not have information that will help the investigation.

For convention play, or if time is running short, the PCs can make a DC 15 Gather Information check to gain all the NPC information. For additional description of the NPCs refer to DM Aid 3. The read aloud text are typical responses to general questions. The DM is free to roleplay the encounter as appropriate for time and questions.

☞ **Jarufel Seffairen:** male half-elf bard 6.

☞ **Almeric:** male halfling expert 5.

☞ **Margery:** female human bard 8.

☞ **Gyrbald Fulbert:** male gnome illusionist 5.

Jarufel: "I was at the Wheel of Gold again. Have you heard of it? They only allow dignitaries, and others of import entrance. Perhaps not, the Green Dragon appears

more to your taste. Anyway, I overheard someone saying Selmund is sabotaging the theatre himself. He said if he can bankrupt the Royal he could accept a large sum from the Thieves' Guild." DM Note: All these rumors are false. This is idle talk by those who gossip as well as they gamble. A PC who has affiliation with, or is a member of, the thieves' guild can learn the rumor is false.

Almeric: "I admit tossing a crude word or analogy to any Royal staffer I see on the street, and do not ask for forgiveness. Any time the opportunity presents itself I take full advantage to remind them which theatre master presides in Greyhawk." DM note: Almeric is placed here to introduce the animosity between the halflings and gnomes in preparation for Encounter 8.

Margery: "The Underground Entertainer might have a hand in these schemes although he dislikes the Guild of Performing Artistes and not necessarily the theatres. I saw him performing on a back room stage at the Nymph and Satyr Inn two nights ago."

Gyrbald Fulbert: "Be mindful of the little folk, I once was pelted with vegetables at the market by those uncultured hacks. I felt it was my duty to inform them their talents lack the fundamentals. Violence was the response, uncultured hacks. Do not fret; in retribution, I chased a Royal staffer into the lake with a lion of his illusory design. It was a gorgeous sight."

From here the PCs can proceed to the Nymph and Satyr Inn (Encounter 6), return to the Royal Opera House, or carry on to any other location. Before arriving at their destination, they meet the cutthroats from the Slum Quarter (Encounter 5).

5: STOCK CHARACTER

Use DM Map 3 to facilitate play in this encounter.

Daspric is a master at implicating innocent people, turning attention away from his illicit designs, and constructing false perceptions. In this plot, Daspric implies that a lesser noble discovered the identity of an assassin. He leaked the false information to particular individuals in the Slum Quarter through an urchin-street girl in his employ.

One such individual is an overzealous cutthroat, Taurai, looking to join the Assassin's Guild. He grew up dragged, bludgeoned, and mugged often and has learned to reciprocate with lethal efficiency. He is now an immoral, opportunist murderer to such a degree he makes the Old One proud. His goal is to ascend the ranks of the Assassin's Guild. He believes assassinating a lesser noble to protect the Guild is his opportunity to join the ranks of the nefarious organization. He is joined by his conspirators and waits in ambush.

The lesser noble, Willym, received an anonymous note with an offer to sell him his favorite vice, spiced tobacco from the Amedio Jungle, for a fraction of its price. Curious he followed the note's directions to meet a contact under a copse of trees near High Market. He is

accompanied by his servant Nysier. Unknown to him the note cleverly hides a message intended for the PCs to find. After Taurai and his accomplices spring in ambush the PCs spot the nobleman's assistant running out of the trees calling for aid.

☛ **Willym:** male human aristocrat 3; hp 13.

☛ **Nysier:** male human expert 3; hp 10.

Passing High Market, you spot a distressed individual rushing out of a copse of trees off the main road. He is falling on the hem of his courtier's robes and calling for aid with half formed words and partial screams.

APL 2 (EL 4)

☛ **Taurai:** male human rogue 2; hp 12; Appendix 1.

☛ **Rogue Accomplices (2):** male human rogue 1; hp 8 each; Appendix 1.

APL 4 (EL6)

☛ **Taurai:** male human rogue 3/cleric 1; hp 20; Appendix 1.

☛ **Rogue Accomplices (2):** male human rogue 2; hp 13 each; Appendix 1.

APL 6 (EL 8)

☛ **Taurai:** male human rogue 4/cleric 1/assassin 1; hp 27; Appendix 1.

☛ **Rogue Accomplices (2):** male human rogue 4; hp 24 each; Appendix 1.

APL 8 (EL 10)

☛ **Taurai:** male human rogue 4/cleric 1/assassin 3; hp 31; Appendix 1.

☛ **Rogue Accomplices (2):** male human rogue 6; hp 35 each; Appendix 1.

Roll initiative when Nysier is spotted leaving the copse of trees. The trees and the surrounding shrubs count as difficult terrain and cost double movement. Employing ranged weapons or range-attack spells through the trees grants the target concealment. Taurai and the rogues do not fight to the death; they flee when reduced to one-quarter of their hit points. During combat, the PCs should be mindful they are within the walls of Greyhawk City. Perception is key to not being considered part of the problem and promptly arrested by the Watch.

Tactics: Taurai successfully grapples Willym with the intention of killing him with his bare hands. His two accomplices take up hiding positions amidst the trees, taking 10. PCs are allowed one free-action Spot check when approaching the area to notice the lurking rogues.

Subsequently, Taurai deals non-lethal grappling damage to Willym while his accomplices take flanking positions against the first enemy to enter the area. If necessary, Taurai releases Willym to defend himself. If he is not threatened he continues to deal non-lethal damage.

Once Willym is unconscious, Taurai performs a coup de grace.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

Development: From here the PCs can proceed to Encounter 6, Encounter 7, or any other location in the Garden Quarter. Encounter 8 and Encounter 9 do not take place until after Encounter 7.

The Note: The note (Player Handout 1) Willym carries contains a hidden message specifying a date and time. A DC 8 Spot check discovers something is odd with the lettering of the note. A DC 15 Decipher Script or *comprehend languages* spell reveals the hidden message. Daspric is hopeful the PCs will discover the message as this leads the PCs to his next scheme. The note reads, "trace the poison."

6: FIFTH BUSINESS

After a good deal of bar hoping and backroom recitals, the PCs meet Corben DeBlare, also known as the Underground Entertainer.

Margery's information in spotting Corben at the Nymph and Satyr Inn is correct but it does not turn up the elusive performer. He has since moved on to other locations. If the PCs persist, they find him on a DC 20 Gather Information check. The check is possible only after 9:00 pm when Corben begins bar hoping and performing in backrooms. Remember, the check represents 1d4+1 hours of time spent speaking to people and following leads. Multiple checks are permissible if the PCs spend additional time or if they split up. If the check is successful, read:

It is late in the evening when you enter a small backroom entrance at the High Tower Tavern and Hostelry. The Underground Entertainer is a 40-something year-old Oeridian standing six-feet tall. His grey-tinged, sandy-colored hair is worn long and he sports an enormous bushy beard. He is playing his mandolin on a small, makeshift stage. Surrounding him are less than a dozen individuals of mixed gender and races. At the conclusion of the performance the audience members applaud with enthusiasm. Corben exits the stage and sits near a portable bar where ale is already served for him.

♣ **Corben DeBlare:** male human bard 9; Perform (drama) +15, Perform (song) +15, Perform (string instruments) +15, Perform (wind instruments) +15.

Corben DeBlare was born in Perrenland and is a wanderer by nature. His dark skin gives testament to the many years of being on the road. He has a strong dislike for the Greyhawk Guild of Performing Artists, "whom he regards as a bunch of pompous fools who pontificate over the performing arts" for its policy of not allowing

anyone to perform publicly unless s/he is a member. In his belief that performing is a basic freedom and not something that should be licensed he taunts the guild by performing in "illegal" underground recitals throughout Greyhawk's backroom inns and taverns.

When the PCs approach, he welcomes their company as long as they are civil. If they begin with accusations, he has them thrown out immediately. The High Tower Tavern is frequented by many high-level spellcasters who come to Corben's assistance if required. If the PCs do not immediately apologize or leave peacefully, they are expelled from the tavern.

If the PCs approach him diplomatically, they may find a long-lasting friendship.

Corben does not know of the recent ills troubling the Royal. He asks the PCs what they have found out so far laughing at any description of the feud between Selmund and Kahari. On occasion, he stands and performs an improvisational solo of the drama reenacting the personalities of both Selmund and Kahari to perfection. The PCs can leave or spend the rest of the night drinking and sharing the stage with Corben. On occasion he stands and performs an improvisational solo of the drama reenacting the personalities of both Selmund and Kahari to perfection.

After taking some delight in impersonating the directors, Corben's expression become serious. "Listen, I understand this situation is dire for the Royal Opera House. Any suspicions you have of the directors and their staff should be put to rest. Selmund would not sabotage his theatre and Kahari would not condescend to such parlor tricks. I know the staff at both theatre houses, each one of them, by reputation or professionally. Be comforted in what I am telling you. I have traveled these roads across the Flanaess all my life. I have seen many of them perform on tavern stages and in backroom recitals. The staff at the Royal is not sabotaging their own theatre, or each other. As much as Selmund would believe otherwise, the Grand is not the cause either. I believe you are in the middle of a sinister plot. I have heard rumors that agents of Turrosh Mak are in Greyhawk. Perhaps someone has taken an interest in Selmund's opening night? Perhaps someone else wants you to stop them? My advice is you continue your investigation in that direction." His face lights up again, "Now, who wants to buy the next round? And whose turn is it to get up on stage?"

The PCs can leave or spend the rest of the night drinking and sharing the stage with Corben."

HIGH TOWER TAVERN AND HOSTELRY

The High Tower Tavern and Hostelry makes up with elegance for what it lacks in its modest, relaxed ambiance. Many wizards from the Guild of Wizardry frequent the tavern as do some members from the Circle of Eight.

The proprietor is Eric Goodfellow, a halfling and practicing wizard. Each night the patrons can participate in dice games, cards and other games involving great concentration. Eric only rents rooms to his friends and their guests.

7: DRESS REHEARSAL

In the morning, the PCs are summoned by Selmund to give him an update. He is currently in the opera house observing a dress rehearsal. During a mock fight scene a sabotaged prop-rapier is plunged into Oril. Investigating the weapon leads the PCs to a cleaning service contracted to clean the theatre.

Early the next morning, Selmund sends a staff member to summon you. He requests that you meet him in the theatre at once to report what you discovered. He suggests hurrying since after dress rehearsals he will spend the rest of the morning on business.

Selmund is directing the dress rehearsal of "Turrosh Mak: Ruler, Captor, Villain!" Oril Norvath attends as do all the principle actors and support performers. If a PC auditioned and won a role they are already here in costume. Depending on the Perform check the part assigned is either an orc extra or a wounded soldier rallying against Turrosh's army. Once the PCs arrive, read:

The set is still under construction but taking shape. The setting is of a grassy plain with a vast ocean serving as the background. Many of the supporting performers are dressed as orcs, gnolls and other monstrosities. Others are taking roles as soldiers fighting against the horde. Oril is dressed as Turrosh Mak. Standing over six-feet tall his presence is imposing. Whether it is the costume or makeup there is no mistake Oril commands the stage.

Selmund acknowledges the PCs' entrance and motions for them to come forward. If the PCs ask he introduces Oril Norvath to them. After introductions, he directs the PCs to follow him to the fifth row, center. The dress rehearsal continues at which time he asks for an update.

He comes right to the point and asks the PCs to confirm his suspicions that Kahari is at fault. If the PCs do not fulfill his expectation, he becomes agitated, adamantly arguing to the contrary. He comes short of accusing them they did not investigate hard enough. Selmund does not hide his displeasure. At the peak when his temper flairs beyond control he notices the actors stop and turn their attention toward him.

Realizing his error Selmund apologizes to Oril for the interruption and to the PCs for losing his temper. He asks the PCs to sit for a moment to move the dress rehearsal to the next scene. When he returns he promises

to hear their report without further interruption or accusations.

Selmund steps onto the stage to direct an actor playing a soldier. He impresses the importance to embellish his death scene. "The audience needs to feel your pain and taste your death. If you only drop like a sack of flour what tragedy do they feel from that? If you scream and turn hard you can whip your hand out like this [swiping hand] and perhaps spray some of this red liquid on the audience. Huh? Make them think their getting sprayed with blood when the blade comes on you. Huh? You will make them leap out of their seats!" The actor nods in agreement. "Good. Now, from where Juliannann is in combat with Turrosh, uh, Oril. And Act!"

Selmund returns to listen patiently to the rest of the report. If any PC states s/he is watching the rehearsal allow them a DC 5 Spot check to notice Oril getting run through with a prop-rapier. If no one is paying attention a DC 20 is needed. If Spot checks are not successful they hear the performers scream in terror and find Oril on the floor bleeding.

Oril Norvath: male human bard 10/seeker of the song 2; Perform (drama) +22.

Oril is not in any danger of dying but he is poisoned. On a DC 15 Heal check the PCs will notice a strange discoloration in the wound. A DC 10 Knowledge (nature) or casting *detect poison* also reveals its presence. Selmund apologizes profusely to Oril as he escorts him to his dressing room, while at the same time barking orders to find the prop manager so he can be summarily fired.

Poisoned Prop Weapon: CR 1; mechanical; touch trigger; manual reset; Atk +10 (1d3 plus poison); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con+1d3 Wis); Search DC 19; Disable Device DC 15.

If the PCs are unable to heal the hit point damage and poison effect Selmund will summon an acolyte from the Temple of Pelor. On a DC 15 Search check the PCs find primitive alchemy materials in a broom closet. The contents in one of the containers match the discoloration on Oril's wound. These materials are commonly used as cleaning solvents by cleaners.

Inspecting the props the PCs may learn more about the sabotaged weapon. The weapon is constructed to collapse inward when making a piercing attack. On a DC 15 Search check they learn the prop-weapon has a well-hidden pin placed to prevent the prop from functioning properly. If they search other prop weapons they note the same sabotage.

Warin can provide the address to the cleaning service located in the River Quarter. While the PCs are occupied the gnome staff leaves the opera house to hunt for any Grand Theatre staff with the intent to do harm. These gnomes have reached the limits of their tolerance.

Words and pranks aside - an attempt on the life Oril is beyond a simple reprimand.

Within moments, they find unsuspecting halflings employed by the Grand Theatre on morning shopping errands just to the north of High Market. Without provocation, the gnomes attack.

On the grounds of the Royal Opera House musicians begin to practice for the afternoon performance of "Turrosh and the Lady Isobel". Despite the accident yesterday, Selmund instructed the afternoon theatre actors to proceed. Money cannot be lost he was heard saying.

If the PCs do not leave immediately they are drawn to a commotion when an afternoon actor rushes in shouting the gnomes are fighting the halflings.

8: CORPSING

As the PCs leave the Royal Opera House they encounter the rival theatres' halfling and gnome staff in an open brawl on the street to the south of the opera house. Musicians practicing for the afternoon performance cannot hear the commotion and are unaware of the battle.

All APLs (EL 2)

♣Ornery Grand Theatre Staff (4): male halfling commoner 1; hp 3, grapple -3.

♣Ornery Royal Opera House Staff (5): male gnome commoner 1 (5); hp 3, grapple -4.

On the street, just south of the opera house, nearly a dozen little folk are engaged in a pitched battle. Knees, elbows, and fists strike full force into their adversaries. Many are bleeding from superficial cuts and scrapes. At the Royal, musicians' rehearsing for the afternoon performance reaches its climax. On cue, cymbals crash when a gnome is struck on the nose, a horn blasts at the moment a halfling is kicked to the ground and pipe whistles when another loses his footing. The morning customers in High Market gawk at the scene not knowing if the scenery is real or a staged fight.

The PCs can break up the fight with little effort. Both sides do not surrender until half the number of total combatants are grappled and removed to at least 10-feet away from the area. When removed they do not reenter combat. If the PCs do nothing or do not heed the call for assistance, the combatants begin to inflict lethal damage.

In the case of lethal damage the fight stops after a halfling falls unconscious (in six rounds). After which the halflings employed at the Grand Theatre pick up the unconscious person and carry him back to the theatre. The gnomes insult them as they leave. Later in the afternoon, the Watch arrive to arrest all the gnomes for an unprovoked attack. Selmund threatens the Watch and is promptly arrested himself. Unless the PCs have a means to release them from jail opening night is

cancelled. The DM is free to use his/her discretion on what is appropriate if the PCs attempt to gain their release according to Greyhawk law, otherwise, proceed to the alternate conclusion.

If the PCs step in and try to break up the fight, the combat ends after three rounds. Honest efforts can include a DC 15 Diplomacy or Intimidate check, a PC joining a grapple with the intent to split the combatants apart, or any other action the PCs take in an attempt to stop combat, after which, the halflings and gnomes leave the scene hurling vivid insults and insinuations.

After this encounter, the PCs can proceed to Encounter 9.

9: THE DIRECTOR

The PCs are introduced to Dasprrie in disguise as a janitorial manager. He feigns surprise learning that one of his employees is an evil deity worshipper, thief, and murderer. He is happy to point the PCs to a residence to find Vitach.

Dasprrie is using the name of Humfrid during this encounter. He has positioned himself to appear a victim. The PCs find him sitting on the floor holding his head after suffering a wound (self-inflicted). Watching the entrance is Dina, posing as an employee, who fetches the nearest Greyhawk Watch when she spots the PCs enter the building.

Sitting on the floor nursing a bloodied head is a man easily in his senior years. He looks to you with a puzzled expression. "You do not appear to be the Watch." He groans as he attempts to stand. "I sent Dina to fetch the Watch. They should have arrived by now. Why are you here?"

All APLs (EL variable)

♣Humfrid (Dasprrie): male human rogue 3/wizard 3; Appendix 1

♣Dina: female human rogue 2; Appendix 1.

Dasprrie is patient. He waits for the PCs to speak about the incidents at the theatre houses. If the discussion is directed about this office's relation to the Royal he tells them it is contracted to clean the opera house and Vitach is the assigned cleaner. He is not bluffing since Vitach did disguise himself as a cleaner to sabotage the prop-weapons. Although Dasprrie later disguised himself as a cleaner and by design was spotted to implicate Vitach. If questioned about his present circumstance he points to a small chest on the desk and a hole in the flooring.

"I found that under a loose floorboard last night. It looks wicked and evil. I questioned Vitach about it when he arrived this morning. He was carrying on about getting back home to meet someone. I would not let him leave until he explained himself. That is when he hit me over the head. He took something

out of the box and left me for dead. When I awoke Dina was here asking me what happened.”

In the chest is a holy symbol to Iuz and a ceremonial dagger. Dasprie speaks as little as possible to not draw too much attention to him or Dina. To play up his bluff he asks the Watch to escort him and Dina to the guard's offices to make a formal report. He accepts any curing from the PCs. If asked about the meeting he says Vitach only mumbled something about midday.

Dina does not relate any additional information. She can provide the PCs with Vitach's home address in the form of a planted sheet of paper in the office desk. The sheet of paper includes Vitach's full name (Vitach Lotir), residence address (River Quarter, Garnet Way, room 309), and work references, which are all outside the Domain of Greyhawk. This address is the same Dasprie provided to Vitach with instructions to arrive in the afternoon for a meeting with Turrosh Mak agents.

If the PCs do not believe Dasprie he pleads his case to the Watch and offers himself and Dina to accompany them to the watch offices for a complete account. If the PCs do not believe him and try to apprehend him, he casts *invisibility* and attempt to flee. If he is unable to flee he surrenders immediately. In an event he is caught he soon escapes, being paid up with the right person in the city watch. If the PCs inspect Vitach's employment record a DC 25 Forgery check reveals the document is a forgery.

10: DEATH ROLE

Use DM Map 4 to facilitate play in this encounter.

The PCs find Vitach at a residence that is not his own. He was led here in an ingenious plot by Dasprie to get him and the PCs together. Once he becomes aware of intruders, he defends himself, at the expense of appearing guilty, against what he perceives is other agents of Turrosh sent to assassinate him.

The note Vitach received instructed him to wait here to discuss issues of which Turrosh is not pleased. In all occasions, such meetings are a pretext for assassination for any number of transgressions that sets Turrosh or his senior agents against a subordinate.

Vitach's is expecting his usual half-orc contact named Madoc. Under normal circumstances, Madoc arrives for all meetings. If others individuals, particularly those armed, arrive he assumes the PCs are targeting for assassination by one of Turrosh's senior agents. He has provided Madoc's description to his agents with the instruction to attack anyone not fitting that description. No amount of diplomacy convinces him otherwise.

Directions provided by Dina bring you to a residence building on Garnet Way. The first floor functions as a glass figurine and incense shop with apartments on the second and third floors. A flight of stairs leads to the third floor and your destination, room 309.

The PCs have a moment to collect themselves before they continue. When they agree to climb the stairs, read:

The flight of stairs leads you to 30 ft. by 35 ft. common area with a wooden door at the opposite end. Three individuals are present. They are dressed in armor and holding weapons. The half-orc speaks, “who are you and what is your purpose?” The other individuals, Suels, gives each of you a once over and clench their weapon.

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

When the PCs enter the common area, the agents ask them to identify themselves and their purpose. The agents instruct the PCs to leave immediately. If they claim to be residents of the building, they accuse the PCs of lying since all rooms were secured beforehand. Any answer referring to Vitach cause the agents to attack immediately as they assume the PCs are the men or women sent by Turrosh to assassinate Vitach. Any attempt to use Diplomacy or Intimidation starts combat.

The agents are not patient and wish to impress Vitach by dispatching the PCs quickly. Vitach retreats to the roof if the fight goes against the agents.

THE ROOF

Gaining access to the roof requires a DC 5 Climb check and counts as 10-foot of movement.

The roof is angled. A successful DC 5 Balance check allows a character to move at half speed. A failure by 4 or less means a character cannot move for 1 round. Failure by 5 or more indicates a character has fallen prone.

All Tumble checks are increased by 5. Running or charging on the roof in a lateral or downward movement requires a DC 12 Balance check. Charging up the sloped roof is not possible.

Combatants without 5 ranks in Balance are considered flat-footed while on the roof. The roof is 40 ft. above street level.

APL 2 (EL 4)

🔪 **Vitach:** male human rogue 1/wizard 1; hp 13; Appendix 1.

🔪 **Rogue Agent:** male human rogue 1; hp 8; Appendix 1.

🔪 **Fighter Agent:** male human fighter 1; hp 12; Appendix 1.

🔪 **Thug:** male half-orc warrior 1; hp 6; Appendix 1.

APL 4 (EL6)

🔪 **Vitach:** male human rogue 2/wizard 2; hp 21; Appendix 1.

🔪 **Rogue Agent:** male human rogue 2; hp 12; Appendix 1.

✚ **Fighter Agent:** male human fighter 3; hp 29; Appendix 1.

✚ **Thug (2):** male half-orc warrior 1; hp 6 each; Appendix 1.

APL 6 (EL 8)

✚ **Vitach:** male human rogue 2/wizard 4; hp 36; Appendix 1.

✚ **Rogue Agent:** male human rogue 4; hp 24; Appendix 1.

✚ **Fighter Agent:** male human fighter 5; hp 49; Appendix 1.

✚ **Thug (2):** male half-orc warrior 1; hp 6 each; Appendix 1.

APL 8 (EL 10)

✚ **Vitach:** male human rogue 2/wizard 6; hp 43; Appendix 1.

✚ **Rogue Agent:** male human rogue 6; hp 41; Appendix 1.

✚ **Fighter Agent:** male human fighter 7; hp 73; Appendix 1.

✚ **Thug (2):** male half-orc warrior 1; hp 6 each; Appendix 1.

Tactics: The fighter and rogue agents use flank attacks to the best of their ability. The thugs use readied actions to disrupt spellcasting.

Once combat breaks out Vitach and his remaining minions open the door and enter the chamber. Vitach uses spells to incapacitate the PCs. If the PCs begin to take the upper hand or advances on Vitach he retreats to the roof of the building. On the roof, Vitach uses his grease spell. The slope of the roof increases the DC of any skill checks by +2 that are attempted in the affected area.

Treasure: Refer to the Treasure Summary to determine what the PCs find here. Vitach still carries the note instructing him to arrive here at midday. A DC 25 Forgery reveals the parchment is the same type as Willym.

Development: After the agents and Vitach are dealt with proceed to the conclusion, Curtain Call.

CURTAIN CALL

The PCs sit in box seats on opening night at the Royal Opera House to hear Oril Norvath perform. The theatre director reports all the performances are selling out.

You are sitting in box seats as Willym's special guests. The attendees' varied conversation is replaced by applause when the heavy curtains begin to open. The impressive form of Oril, as Turrosh Mak, is seen amidst the shadows of the stage. Juliannann, the gnome arcanist for the Royal, weaves his dancing lights to illuminate a horrific

half-orc face winning gasps from the audience. Turrosh advances to the forefront of the stage.

A tap on your shoulder interrupts your attention. A Royal Opera House messenger hands you a note. It reads:

"To the saviors of the Royal. My sincerest gratitude and thanks. I am honored to perform for you on the opening of my little play. My material resources are limited to express my appreciation appropriately. Instead, I pray you can accept the dedication of my first song for your heroic deeds. I thank you once again on behalf of all enthusiasts of the arts. May the Lady Poet bless you and find you in her gracious rhymes. Signed, Oril Norvath"

Oril begins to sing with a power that is both primal and beautiful. The song fully enraptures the hearts of the audience. Thus begins the play, "Turrosh Mak: Ruler! Captor! Villain!"

On opening night every seat is sold, even those Selmund added in the aisles in response to demand. Without question, Oril's performance will be news in the streets of Greyhawk for weeks to come, and with that the future of the Royal Opera House is assured.

The PCs can request to see Oril after the performance. Selmund thanks the PCs but admits he would be more pleased if Kahari was the true culprit and in jail.

ALTERNATE CONCLUSION

If Selmund is jailed for interfering in Watch business, and the PCs were unsuccessful in releasing him, read:

The next morning Oril takes a meeting with Kahari. After negotiations, Oril returns to the Royal to remove his costumes and script. Opening night of "Turrosh Mak: Ruler! Captor! Villain!" sees every seat in the Grand Theatre occupied. However, at the Royal Opera House only one seat is in use. Selmund sits in his theatre perhaps for the last time. His only company is ale and, an as yet, an unsigned bill of sale.

CAMPAIGN CONSEQUENCES

1. Was Vitach spared? Did he escape?
2. Was Daprie captured? Was his true nature discovered?
3. Was the fight between the haflings and gnomes broken up?
4. Was Selmund Rogerssen arrested?

Send responses to sundevilgrad@yahoo.com.

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 1: Break A Leg

Defeat or subdue animals

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 5: Stock Character

Prevent Willym's assassination

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

Encounter 8: Corpsing

Breakup halfling and gnome fight

All APLs	60 XP
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Encounter 10: Death Role

Defeat Vitach and his agents

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

Story Award

Preserve opening night at the Royal Opera House

APL 2	60 XP
APL 4	105 XP
APL 6	150 XP
APL 8	195 XP

Discretionary Roleplaying award

All APLs	30 XP
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Total Possible Experience

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

TREASURE SUMMARY

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

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

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

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

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

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

1: Break a Leg

All APLs: Coin: 50 gp.

5: Stock Character

APL 2: Loot 117 gp; Coin 10 gp; Magic 213 gp; *potion cure light wounds* (4 gp), *bag of holding* (type I) (208 gp); Total 340 gp.

APL 4: Loot 126 gp; Coin 11; Magic 316 gp; *bag of holding* (type I) (208 gp), *cloak of resistance +1* (83 gp), *potion cure moderate wounds* (25 gp); Total 453 gp.

APL 6: Loot 29 gp; Coin 3 gp; Magic 1,148 gp; *bag of holding* (type I) (208 gp), *cloak of resistance +1* (31 gp), *mithral chainshirt +1* (167 gp), *potion cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *+1 returning dagger* (692 gp); Total 1,180 gp.

APL 8: Loot 62 gp; Coin 21 gp; Magic 2,037 gp; *bag of holding* (type I) (208 gp), *cloak of resistance +1* (31 gp), *+1 deadly precision short sword* (693 gp), *mithral chainshirt +1* (167 gp), *potion cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *+1 returning dagger* (692 gp), *2 +1 studded leather armor* (98 each); Total 2,120 gp.

II: Death Role

APL 2: Loot 97 gp; Coin 38 gp; Magic 156 gp; *hat of disguise* (150 gp), *scroll magic missile* (2 gp each); Total 291 gp.

APL 4: Loot 109 gp; Coin 38 gp; Magic 239 gp; *hat of disguise* (150 gp), *pearl of power 1st* (83 gp), *scroll magic missile* (2 gp each); Total 386 gp.

APL 6: Loot 66 gp; Coin 29 gp; Magic 915 gp; *potion cure moderate wounds* (25 gp), *hat of disguise* (150 gp), +1 *full plate armor* (220 gp), *headband of intellect +2* (333 gp), +1 *heavy steel shield* (98 gp), *pearl of power 1st* (83 gp), *scroll magic missile* (2 gp each); Total 1,010 gp.

APL 8: Loot 11 gp; Coin 54 gp; Magic 1,301 gp; +1 *short sword* (193 gp), +1 *longsword* (193 gp), *potion cure moderate wounds* (25 gp), *hat of disguise* (150 gp), +1 *full plate armor* (220 gp), *headband of intellect +2* (333 gp), +1 *heavy steel shield* (98 gp), *pearl of power 1st* (83 gp), *scroll magic missile* (2 gp each); Total 1,366 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: 681 gp

APL 4: 889 gp

APL 6: 2,240 gp

APL 8: 3,536 gp

ADVENTURE RECORD ITEMS

☛ **Favor of the Royal Opera House:** From the date of this AR, you have a reserved seat at the opera house for future performances for one year. While this favor is valid, you gain a +2 circumstance bonus on Gather Information checks made in the Garden Quarter of Greyhawk City.

☛ **Favor of Aestrella Shanfarel:** For saving the Royal, and the diva from having to look for employment, Aestrella makes her make-up artist available to the PC once. In any adventure set in Greyhawk City the character may request a costume and make-up. This favor grants a +20 circumstance bonus on a Disguise check. Cross off this favor when used.

☛ **Oril Norvath Performance:** You have been exposed to primal music by hearing another Seeker of the Song (Complete Arcane) perform. This performance has qualified the PC to meet the special requirement for taking levels in the Seeker of the Song prestige class.

☛ **The Guild of Performing Artists:** For your services in assisting the Royal Opera House, Selmund Rogerssen offers his recommendation for you to join the Guild of Performing Artistes. A member must spend 4 TUs per

year performing and studying at the Royal Opera House in Greyhawk City. You receive free Standard lifestyle for adventures set in the Free City of Greyhawk and gain a +2 circumstance bonus on Bluff, Diplomacy and Disguise checks for adventures starting in the Domain of Greyhawk. You must have at least three ranks in Perform (any) when you play this adventure to gain this benefit.

☛ **Favor of the Underground Entertainer:** You have befriended Corben DeBlare. He assists you in acquiring one of the following items. You must spend one TU to locate Corben and gain access: *charm of countersong*, *circlet of persuasion* (DMG), *crystal echoblade*, *Dove's harp*, *harmonizing* (special ability), *headband of the lorebinder*, *Mac-Fuirmidh Cithern*, and *momenta magica*. All items are found in *Magic Item Compendium* unless noted. Cross off this favor once used.

☛ **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.

ITEM ACCESS

APL 2:

- *Hat of disguise* (Adventure; DMG)
- *Bag of holding type I* (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- *Pearl of power (1st-level)* (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- +1 *returning dagger* (Adventure; DMG)
- +1 *Deadly precision short sword* (Adventure; *Magic Item Compendium*)

APL 8 (all of APLs 2-6 plus the following):

- +1 *frost short sword* (Adventure; DMG)

APPENDIX 1: APL 2

5: STOCK CHARACTER

TAURAI

CR 2

Male human (Oeridian/Flan) rogue 2
NE Medium humanoid (human)

Init +1; **Senses** Listen +7, Spot +3

Languages Common, Flan

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 12 (2 HD)

Resist evasion

Fort +0, **Ref** +4, **Will** +4

Speed 30 ft. (6 squares)

Melee mwk short sword +4 (1d6+2) or

Ranged mwk dagger +3 (1d4+2)

Base Atk +1; **Grp** +3

Atk Options sneak attack +1d6

Combat Gear *potion cure light wounds*

Abilities Str 15, Dex 13, Con 10, Int 12, Wis 14, Cha 8

SQ trapfinding

Feats Iron Will, Toughness

Skills Bluff +4, Concentration +2, Disable Device +6,
Disguise +6, Hide +6, Listen +7, Move Silently +6,
Open Lock +8, Search +5, Spot +3, Tumble +6

Possessions combat gear plus masterwork chain shirt,
masterwork short sword, masterwork daggers (2),
bag of holding type I, masterwork thieves' tools, silver
holy symbol (Erythnul), 7 gp

ROGUE ACCOMPLICES

CR 1

Male human (Oeridian/Flan) rogue 1
NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)

hp 8 (1 HD)

Fort +2, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)

Melee mwk short sword +2 (1d6+1) or

Ranged sling +2 (1d4+1)

Base Atk +0; **Grp** +1

Atk Options +1d6 sneak attack

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8

SQ trapfinding

Feats Improved Initiative, Stealthy

Skills Bluff +3, Disguise +3, Escape Artist +5, Gather
Information +3, Hide +7, Intimidate +3, Move Silently
+7, Sleight of Hand +5, Tumble +5

Possessions combat gear plus studded leather armor,
masterwork short sword, sling with 10 bullets, 25 gp

9: THE DIRECTOR

DASPRIE

CR 3

Male human (Suel) rogue 2/wizard 1
CN Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

Languages Ancient Suloise, Common, Orc, empathic
link

AC 12, touch 12, flat-footed 10
(+2 Dex)

hp 9 (3 HD)

Resist evasion

Fort +1, **Ref** +5, **Will** +3

Speed 30 ft. (6 squares)

Melee mwk dagger +2 (1d4-1) or

Ranged dagger +3 (1d4)

Base Atk +1; **Grp** +1

Atk Options sneak attack +1d6

Wizard Spells Prepared (CL 1st):

1st—*disguise self*¹, *expeditious retreat*,

0—*daze*, *prestidigitation*, *message*¹

‡ Already cast

Abilities Str 10, Dex 14, Con 8, Int 15, Wis 12, Cha 13

SQ familiar (rat), trapfinding

Feats Alertness^B, Improved Initiative, Persuasive,
Scribe Scroll^B, Skill Focus (Bluff)

Skills Bluff +11, Decipher Script +7, Disable Device +7,
Disguise +6, Escape Artist +7, Forgery +7, Gather
Information +6, Intimidate +10, Knowledge (arcane)
+4, Move Silently +4, Open Lock +5, Sense Motive
+4, Sleight of Hand +7, Spellcraft +4, Tumble +7

Possessions masterwork dagger, 50 gp

Spellbook not carried

RAT FAMILIAR

CN Tiny animal

Init +2; **Senses** low-light vision, scent; Listen +1, Spot
+1

Languages empathic link

AC 15, touch 14, flat-footed 13
(+2 size, +2 Dex, +1 natural)

hp 4 (3 HD)

Resist improved evasion

Fort +2, **Ref** +5, **Will** +3

Speed 15 ft. (3 squares), swim 15 ft., climb 15 ft.

Melee bite +6 (1d4-3)

Space 0 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** -10

Abilities Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2

Feats Improved Initiative, Stealthy, Weapon Finesse

Skills Balance +10, Climb +12, Hide +14, Move Silently
+10, Swim +10

DINA**CR 1**

Female human (Suel) rogue 1
 N Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Common

AC 15, touch 12, flat-footed 13
 (+2 Dex, +3 armor)

hp 8 (1 HD)
Fort +2, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk short sword +2 (1d6+1) or
Ranged sling +2 (1d4+1)
Base Atk +0; **Grp** +1
Atk Options sneak attack +1d6

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8
SQ trapfinding

Feats Improved Initiative, Stealthy

Skills Bluff +3, Disguise +3, Escape Artist +5, Gather Information +3, Hide +7, Intimidate +3, Move Silently +7, Sleight of Hand +5, Tumble +5

Possessions studded leather armor, masterwork short sword, sling with 10 bullets, 25 gp

10: DEATH ROLE**VITACH****CR 2**

Male human (Suel) rogue 1/wizard 1
 NE Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Ancient Suloise, Common, Orc, empathic link

AC 19, touch 15, flat-footed 14
 (+1 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 13 (2 HD)
Fort +2, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)
Melee short sword +2 (1d6+2) or
Ranged dagger +1 (1d4+2)
Base Atk +0; **Grp** +2

Combat Gear *scroll magic missile* (3), ~~*scroll of mage armor*~~, ~~*scroll of shield*~~

Wizard Spells Prepared (CL 1st):
 1st—*color spray* (DC 13), *sleep* (DC 14)
 0—*acid splash*, *prestidigitation*, *ray of frost*

Abilities Str 14, Dex 13, Con 12, Int 15, Wis 10, Cha 8
SQ familiar (toad)

Feats Agile, Scribe Scroll^B, Spell Focus (enchantment)
Skills Balance +7, Bluff +3, Concentration +3, Decipher Script +7, Disguise +3, Escape Artist +7, Forgery +6, Gather Information +3, Hide +5, Jump +6, Knowledge (arcane) +3, Move Silently +5, Spellcraft +2, Tumble +5

Possessions combat gear plus short sword, dagger (2), *hat of disguise*, 150 gp

Spellbook spells prepared plus 0—all PH; 1st—*mage armor*

TOAD FAMILIAR

NE Diminutive animal
Init +1; **Senses** low-light vision, scent; Listen +4, Spot +4

Languages empathic link

AC 16, touch 15, flat-footed 15
 (+4 size, +1 Dex, +1 natural)

hp 6 (2 HD)
Resist improved evasion
Fort +2, **Ref** +3, **Will** +4

Speed 5 ft. (1 square)

Melee none
Space 0 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** -17

Abilities Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4
SQ share spells

Feats Alertness

Skills Hide +21, Listen +4, Spot +4

ROGUE AGENT**CR 1**

Male human rogue 1
 NE Medium humanoid (human – Suel)
Init +6; **Senses** Listen +1, Spot +1
Languages Common

AC 15, touch 12, flat-footed 13
 (+2 Dex, +3 armor)

hp 8 (1 HD)
Fort +2, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk short sword +2 (1d6+1) or
Ranged sling +2 (1d4+1)
Base Atk +0; **Grp** +1
Atk Options sneak attack +1d6

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8
SQ trapfinding

Feats Improved Initiative, Stealthy

Skills Bluff +3, Disguise +3, Escape Artist +5, Gather Information +3, Hide +7, Intimidate +3, Move Silently +7, Sleight of Hand +5, Tumble +5

Possessions studded leather armor, masterwork short sword, sling with 10 bullets, 25 gp

FIGHTER AGENT**CR 1**

Male human (Suel) fighter 1
 NE Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 11, flat-footed 17
 (+1 Dex, +5 armor, +2 shield)

hp 12 (1HD)
Fort +4, **Ref** +1, **Will** +1

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee mwk longsword +5 (1d8+2) or
Ranged dagger +2 (1d4+2)

Base Atk +1; **Grp** +3
Atk Options Power Attack

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Improved Initiative, Power Attack, Weapon Focus (longsword)
Skills Climb +3, Intimidate +4, Jump +3;
Possessions masterwork breastplate, masterwork heavy steel shield, masterwork longsword, daggers (3), 50 gp

THUGS

CR 1/2

Male half-orc warrior 1
NE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Orc

AC 16, touch 10, flat-footed 16
(+4 armor, +2 shield)
hp 6 (1 HD)
Fort +3, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)
Melee longsword +3 (1d8+2) or
Ranged spear +1 (1d8+1)
Base Atk +1; **Grp** +2

Abilities Str 15, Dex 11, Con 12, Int 7, Wis 10, Cha 6
Feats Iron Will, Lightning Reflexes
Skills Climb +3, Jump +3
Possessions chain shirt, longsword, large wooden shield.

1: BREAK A LEG

BLACK BEAR

CR 2

N Medium animal

Init +1; **Senses** low-light vision, scent Listen +4, Spot +4

Languages none

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 37 (5 HD)

Fort +6, **Ref** +5, **Will** +2

Speed 40 ft. (8 squares)

Melee 2 claws +7 (1d4+4) and bite +2 (1d6+2)

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

Abilities Str 19, Dex 13, Con 16, Int 2, Wis 12, Cha 6

Feats Endurance, Run

Skills Climb +4, Listen +4, Spot +4, Swim +8

TAURAI

CR 4

Male human (Oeridian/Flan) rogue 3/cleric 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +8, Spot +3

Languages Common, Flan

AC 15, touch 11, flat-footed 14; +1 against traps (+1 Dex, +4 armor)

hp 20 (4 HD)

Resist evasion

Fort +4, **Ref** +5 (+6 against traps), **Will** +8

Speed 30 ft. (6 squares)

Melee mwk short sword +6 (1d4+3) or

Ranged +1 *returning dagger* +4 (1d4+4)

Base Atk +2; **Grp** +5

Atk Options Telling Blow, smite 1/day (+4 attack, +1 damage), sneak attack +2d6

Special Actions rebuke undead 2/day (-1, 2d6+1, 1st), spontaneous casting (*inflict spells*)

Combat Gear *potion cure moderate wounds*

Class Spells Prepared (CL 1st):

1st—*disguise self*^P, *doom* (DC 13)

0—*guidance*, *inflict minor wounds*, *resistance*

‡ Already cast

D: Domain spell. Deity: Erythnul. Domains: Destruction, Trickery

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

Feats Iron Will, Telling Blow, Toughness

Skills Bluff +5, Concentration +3, Disable Device +7, Disguise +7, Hide +8, Listen +8, Move Silently +7, Open Lock +9, Search +6, Spot +3, Tumble +7.

Possessions combat gear plus masterwork chain shirt, masterwork short sword, masterwork dagger, +1 *returning dagger*, *cloak of resistance* +1, masterwork thieves' tools, silver holy symbol (Erythnul), 17 gp

ROGUE ACCOMPLICES

CR 2

Male human (Oeridian/Flan) rogue 2

NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor)

hp 13 (2 HD)

Resist evasion

Fort +2, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares)

Melee mwk short sword +3 (1d6+1) or

Ranged sling +3 (1d4+1)

Base Atk +1; **Grp** +2

Atk Options sneak attack +1d6

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8

SQ trapfinding

Feats Improved Initiative, Stealthy

Skills Bluff +4, Disguise +4, Escape Artist +6, Gather Information +4, Hide +8, Intimidate +4, Move Silently +8, Sleight of Hand +7, Tumble +7

Possessions studded leather armor, masterwork short sword, sling with 10 bullets, 25 gp

9: THE DIRECTOR

DASPRIE

CR 5

Male human (Suel) rogue 3/wizard 2

CN Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

Languages Ancient Suloise, Common, Orc

AC 12, touch 12, flat-footed 10; +1 against traps (+2 Dex)

hp 15 (5 HD)

Resist evasion

Fort +2, **Ref** +5 (+6 against traps), **Will** +5

Speed 30 ft. (6 squares)

Melee mwk dagger +4 (1d4-1) or

Ranged dagger +5 (1d4)

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

Atk Options sneak attack +2d6

Wizard Spells Prepared (CL 2nd):

1st—*disguise self*ⁱ, *expeditious retreat*, *unseen servant*

0—*daze*, *prestidigitation*, *message*ⁱ, *resistance*

‡ Already cast

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

SQ familiar (rat), trapfinding

Feats Alertness^B, Improved Initiative, Persuasive, Scribe Scroll^B, Skill Focus (bluff)

Skills Bluff +13, Decipher Script +10, Disable Device +10, Disguise +8, Escape Artist +9, Forgery +9, Gather Information +7, Intimidate +10, Knowledge (arcane) +7, Move Silently +4, Open Lock +5, Sense Motive +4, Sleight of Hand +7, Spellcraft +8, Tumble +8

Possessions masterwork dagger, 50 gp

Spellbook not on person

RAT FAMILIAR

CN Tiny animal

Init +2; **Senses** low-light vision, scent; Listen +1, Spot +1

Languages empathic link

AC 15, touch 14, flat-footed 13
(+2 size, +2 Dex, +1 natural)

hp 7 (5 HD)

Resist improved evasion

Fort +2, **Ref** +5, **Will** +5

Speed 15 ft. (3 squares), swim 15 ft., climb 15 ft.

Melee bite +7 (1d4-3)

Space 0 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** -9

Abilities Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2

SQ share spells

Feats Stealthy, Weapon Finesse, Improved Initiative

Skills Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10

DINA

CR 2

Female human (Suel) rogue 2

N Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)

hp 13 (2 HD)

Resist evasion

Fort +2, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares)

Melee mwk short sword +3 (1d6+1) or

Ranged sling +3 (1d4+1)

Base Atk +1; **Grp** +2

Atk Options sneak attack +1d6

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8

SQ trapfinding

Feats Improved Initiative, Stealthy

Skills Bluff +4, Disguise +4, Escape Artist +7, Gather Information +4, Hide +9, Intimidate +4, Move Silently +9, Sleight of Hand +7, Tumble +7

Possessions masterwork studded leather armor, masterwork short sword, sling with 10 bullets, 25 gp

10: DEATH ROLE

VITACH

CR 4

Male human (Suel) rogue 2/wizard 2

NE Medium humanoid (human)

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

Languages Ancient Suloise, Common, Orc

AC 19, touch 15, flat-footed 14
(+1 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 21 (4 HD)

Resist evasion

Fort +2, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee short sword +4 (1d6+2) or

Ranged dagger +3 (1d4+2)

Base Atk +2; **Grp** +4

Atk Options sneak attack +1d6

Combat Gear *pearl of power* (1st-level), *scroll magic missile* (3), *scroll of mage armor*, *scroll of shield*

Wizard Spells Prepared (CL 2nd):

1st—*color spray* (DC 14), *grease* (DC 14), *sleep* (DC 16)

0—*acid splash*, *prestidigitation*, *ray of frost*, *touch of fatigue*

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

SQ familiar (toad)

Feats Agile, Greater Spell Focus (enchantment), Scribe Scroll^B, Spell Focus (enchantment)

Skills Balance +10, Bluff +4, Concentration +5, Decipher Script +10, Disguise +4, Escape Artist +8, Forgery +8, Gather Information +4, Hide +6, Jump +9, Knowledge (arcane) +6, Move Silently +6, Spellcraft +5, Tumble +8

Possessions combat gear plus short sword, dagger (2), *hat of disguise*, 25 gp

Spellbook spells prepared plus 0— all *PH*; 1st— *disguise self*, *mage armor*

TOAD FAMILIAR

NE Diminutive animal

Init +1; **Senses** low-light vision, scent Listen +4, Spot +4

Languages empathic link

AC 16, touch 15, flat-footed 15
(+4 size, +1 Dex, +1 natural)

hp 10 (4 HD)

Resist improved evasion

Fort +2, **Ref** +4, **Will** +5

Speed 5 ft. (1 square)

Melee none

Space 0 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -17

Abilities Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4

SQ share spells

Feats Alertness

Skills Hide +21, Listen +4, Spot +4

ROGUE AGENT

CR 2

Male human (Suel) rogue 2

NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)

hp 13 (2 HD)

Resist evasion

Fort +2, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares)

Melee mwk short sword +3 (1d6+1) or

Ranged sling +3 (1d4+1)

Base Atk +1; **Grp** +2

Atk Options sneak attack +1d6

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8

SQ trapfinding

Feats Improved Initiative, Stealthy
Skills Bluff +4, Disguise +4, Escape Artist +7, Gather Information +4, Hide +9, Intimidate +4, Move Silently +9, Sleight of Hand +7, Tumble +7,
Possessions masterwork studded leather armor, masterwork short sword, sling with 10 bullets, 25 gp

FIGHTER AGENT **CR 3**

Male human (Oeridian) fighter 3
NE Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 11, flat-footed 17
(+1 Dex, +5 armor, +2 shield)
hp 29 (3HD)
Fort +5, **Ref** +2, **Will** +2

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.
Melee mwk longsword +7 (1d8+2) or
Ranged dagger +4 (1d4+2)
Base Atk +2; **Grp** +4
Atk Options Cleave, Combat Reflexes, Power Attack

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword)
Skills Climb +5, Intimidate +5, Jump +5;
Possessions masterwork breastplate armor, masterwork heavy steel shield, masterwork longsword, daggers (3), 50 gp

THUGS **CR 1/2**

Male half-orc warrior 1
NE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0;
Languages Common, Orc

AC 16, touch 10, flat-footed 16
(+4 armor, +2 shield)
hp 6 (1 HD)
Fort +3, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)
Melee longsword +3 (1d8+2) or
Ranged spear +1 (1d8+1)
Base Atk +1; **Grp** +2

Abilities Str 15, Dex 11, Con 12, Int 7, Wis 10, Cha 6
Feats Iron Will, Lightning Reflexes
Skills Climb +3, Jump +3
Possessions chain shirt, longsword, large wooden shield

1: BREAK A LEG

ELEPHANT, YOUNG CR 6

N Huge animal
Init +0; **Senses** low-light vision, scent; Listen +10, Spot +9

AC 15, touch 8, flat-footed 15
 (-2 Size, +7 natural)

hp 80 (8 HD)
Fort +11, **Ref** +6, **Will** +5

Speed 40 ft. (8 squares)
Melee slam +14 (2d6+10) and
 2 stamps +9 (2d6+5) or

Melee gore +14 (2d8+15)

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +24

Atk Options trample 2d8+15

Abilities Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7

Feats Alertness, Endurance, Iron Will

Skills Listen +10, Spot +9,

Trample Reflex save DC 24 halves.

TAURAI CR 6

Male human (Oeridian/Flan) rogue 4/cleric 1/assassin 1
 NE Medium humanoid (human)

Init +1; **Senses** Listen +10, Spot +5

Languages Common, Flan

AC 16, touch 11, flat-footed 15; uncanny dodge, +1
 against traps
 (+1 Dex, +5 armor)

hp 27 (6 HD)

Resist evasion

Fort +4, **Ref** +8 (+9 against traps), **Will** +8

Speed 30 ft. (6 squares)

Melee +1 *short sword* +7 (1d6+4) or

Ranged +1 *returning dagger* +5 (1d4+4)

Base Atk +3; **Grp** +6

Atk Options Telling Blow, Victor's Luck, death attack,
 poison use, smite 1/day (+4 attack +1 damage),
 sneak attack+3d6,

Special Actions rebuke undead 2/day (-1, 2d6+1, 1st),
 spontaneous casting (*inflict* spells)

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

Cleric Spells Prepared (CL 1st):

1st—*disguise Self*^D, *doom* (DC 13)

0—*guidance, inflict minor wounds, resistance*

D: Domain spell. Deity: Erythnul. Domains: Destruction,
 Trickery

Assassin Spells Known (CL 1st):

1st (1/day)—*blade of blood, critical strike*

† Already cast

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

SQ trapfinding

Feats Iron Will, Telling Blow, Toughness, Victor's Luck

Skills Bluff +7, Concentration +3, Disable Device +9,
 Disguise +9, Hide +10, Listen +10, Move Silently +10,
 Open Lock +9, Search +8, Spot +5, Tumble +10.

Possessions combat gear plus +1 *mithral chain shirt*,
 +1 *short sword*, +1 *returning dagger*, masterwork
 dagger (2), *cloak of resistance* +1, masterwork
 thieves tools, silver holy symbol (Erythnul), 75 gp

Death Attack If Taurai studies his victim for 3 rounds
 and then makes a sneak attack with a melee weapon
 that successfully deals damage, the sneak attack has
 the additional effect of possibly either paralyzing or
 killing the target (Taurai's choice). While studying the
 victim, he can undertake other actions so long as his
 attention stays focused on the target and the target
 does not detect the assassin or recognize the
 assassin as an enemy. If the victim of such an attack
 fails a Fortitude save (DC 12) against the kill effect,
 she dies. If the saving throw fails against the
 paralysis effect, the victim is rendered helpless and
 unable to act for 1d6 rounds plus 1 round. If the
 victim's saving throw succeeds, the attack is just a
 normal sneak attack. Once Taurai has completed the
 3 rounds of study, he must make the death attack
 within the next 3 rounds. If a death attack is
 attempted and fails (the victim makes her save) or if
 the assassin does not launch the attack within 3
 rounds of completing the study, 3 new rounds of
 study are required before he can attempt another
 death attack.

ROGUE ACCOMPLICES CR 4

Male human (Oeridian/Flan) rogue 4
 NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 13, flat-footed 14; uncanny dodge, +1
 against traps
 (+3 Dex, +3 armor)

hp 24 (4 HD)

Resist evasion

Fort +3, **Ref** +7 (+8 against traps), **Will** +2

Speed 30 ft. (6 squares)

Melee mwk short sword +7 (1d6+1) or

Ranged sling +6 (1d4+1)

Base Atk +3; **Grp** +4

Atk Options sneak attack +2d6

Abilities Str 12, Dex 6, Con 14, Int 10, Wis 13, Cha 8

SQ trapfinding

Feats Improved Initiative, Stealthy, Weapon Finesse

Skills Bluff +6, Disguise +6, Escape Artist +10, Gather
 Information +6, Hide +12, Intimidate +8, Move
 Silently +12, Sleight of Hand +12, Tumble +10

Possessions masterwork studded leather armor,
 masterwork short sword, sling with 10 bullets, 25 gp

9: THE DIRECTOR

DASPRIE

CR 7

Male human (Suel) rogue 3/wizard 4
CN Medium Humanoid (human)
Init +6; **Senses** Listen +3, Spot +3
Languages Ancient Suloise, Common, Orc, empathic link

AC 12, touch 12, flat-footed 10; +1 against traps (+2 Dex)

hp 20 (7 HD)

Resist evasion

Fort +3, **Ref** +6 (+7 against traps), **Will** +6

Speed 30 ft. (6 squares)

Melee mw dagger +5 (1d4-1) or

Ranged dagger +6 (1d4)

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

Special Actions sneak attack +2d6

Wizard Spells Prepared (CL 4th):

2nd—*glitterdust* (DC 16), *invisibility*, *spider climb*

1st—*color spray* (DC 15), *disguise self*[†], *expeditious retreat*, *unseen servant*

0—*daze*, *prestidigitation*, *message*[†], *resistance*

[†] Already cast

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

SQ familiar (rat), trapfinding

Feats Alertness^B, Improved Initiative, Persuasive, Practiced Spellcaster, Scribe Scroll^B, Skill Focus (Bluff)

Skills Bluff +14, Decipher Script +10, Disable Device +10, Disguise +8, Escape Artist +9, Forgery +10, Gather Information +7, Intimidate +10, Knowledge (arcane) +9, Knowledge (nobility/royalty) +5, Knowledge (local) +7, Move Silently +4, Open Lock +5, Sense Motive +4, Sleight of Hand +7, Spellcraft +10, Tumble +8

Possessions masterwork dagger, 50 gp

Spellbook not carried

RAT FAMILIAR

CN Tiny animal

Init +2; **Senses** low-light vision, scent; Listen +1, Spot +1

Languages empathic link

AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural)

hp 9 (7 HD)

Resist improved evasion

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

Speed 15 ft. (3 squares), swim 15 ft., climb 15 ft.

Melee bite +8 (1d4-3)

Space 0 ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -8

Abilities Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2

SQ deliver touch spells, share spells

Feats Stealthy, Weapon Finesse, Improved Initiative

Skills Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10

DINA

CR 4

Female human (Suel) rogue 4

N Medium humanoid (human)

Init +6, Danger Sense; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 13, flat-footed 13; uncanny dodge, +1 against traps (+3 Dex, +3 armor)

hp 24 (4 HD)

Resist evasion

Fort +3, **Ref** +7 (+8 against traps), **Will** +2

Speed 30 ft. (6 squares)

Melee mwk short sword +5 (1d6+1) or

Ranged sling +5 (1d4+1)

Base Atk +3; **Grp** +4

Atk Options sneak attack +2d6

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

SQ trapfinding

Feats Danger Sense, Improved Initiative, Stealthy

Skills Bluff +6, Disguise +6, Escape Artist +10, Gather Information +6, Hide +12, Intimidate +8, Move Silently +12, Sleight of Hand +12, Tumble +10,

Possessions masterwork studded leather armor, masterwork short sword, sling with 10 bullets, 25 gp

10: DEATH ROLE

VITACH

CR 6

Male human (Suel) rogue 2/wizard 4

NE Medium humanoid (human)

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

Languages Ancient Suloise, Common, Orc

AC 19, touch 15, flat-footed 14

(+1 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 28 (36 with *false life*) (6 HD)

Resist evasion

Fort +2, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee short sword +5 (1d6+3) or

Ranged dagger +4 (1d4+2)

Base Atk +3; **Grp** +5

Atk Options sneak attack +1d6

Combat Gear *pearl of power* (1st-level), *scroll magic missile* (3), *scroll of mage armor*, *scroll of shield*, *scroll of false life*

Wizard Spells Prepared (CL 4th):

2nd—*glitterdust* (DC 17), *mirror image*, *Tasha's hideous laughter* (DC 18)

1st—*color spray* (DC 15), *grease* (DC 16), *magic missile*, *sleep* (DC 16),

0—*acid splash*, *prestidigitation*, *ray of frost*, *touch of fatigue*

[†] Already cast

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

SQ familiar (toad)

Feats Agile, Greater Spell Focus (enchantment), Scribe Scroll^B, Spell Focus (conjuration), Spell Focus (enchantment)

Skills Balance +10, Bluff +4, Concentration +7, Decipher Script +13, Disguise +4, Escape Artist +8, Forgery +9, Gather Information +4, Hide +6, Jump

+9, Knowledge (arcane) +9, Knowledge (local-core) +8, Move Silently +6, Spellcraft +10, Tumble +8

Possessions combat gear plus short sword, dagger (2), *hat of disguise*, *headband of intellect* +2, *wand of knock*, 25 gp

Spellbook spells prepared plus 0—all PH; 1st—disguise self, mage armor.

TOAD FAMILIAR

NE Diminutive animal

Init +1; **Senses** low-light vision, scent; Listen +4, Spot +4

Languages empathic link

AC 18, touch 15, flat-footed 17
(+4 size, +1 Dex, +3 natural)

hp 18 (6 HD)

Resist improved evasion

Fort +2, **Ref** +5, **Will** +6

Speed 5 ft. (1 square)

Melee none

Space 0 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -17

Abilities Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4

SQ deliver, touch spells, share spells

Feats Alertness

Skills Hide +21, Listen +4, Spot +4

ROGUE AGENT

CR 4

Male human (Suel) rogue 4

NE Medium humanoid (human)

Init +6, **Danger Sense**; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 13, flat-footed 10; uncanny dodge, +1 against traps
(+3 Dex, +3 armor)

hp 24 (4 HD)

Resist evasion

Fort +3, **Ref** +7 (+8 against traps), **Will** +2

Speed 30 ft. (6 squares)

Melee mwk short sword +5 (1d6+1) or

Ranged sling +5 (1d4+1)

Base Atk +3; **Grp** +4

Atk Options sneak attack +2d6

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

SQ trapfinding

Feats Danger Sense, Improved Initiative, Stealthy

Skills Bluff +6, Disguise +6, Escape Artist +10, Gather Information +6, Hide +12, Intimidate +8, Move Silently +12, Sleight of Hand +12, Tumble +10,

Possessions masterwork studded leather armor, masterwork short sword, sling with 10 bullets, 25 gp

FIGHTER AGENT

CR 5

Male human (Oeridian) fighter 5

NE Medium humanoid (human)

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

Languages Common

AC 22, touch 11, flat-footed 21
(+1 Dex, +8 armor, +3 shield)

hp 49 (5HD)

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

Speed 20 ft. in full plate (4 squares)

Melee mwk longsword +10 (1d8+3) or

Ranged dagger +6 (1d4+3)

Base Atk +5; **Grp** +8

Atk Options Cleave, Combat Reflexes, Power Attack

Combat Gear *potion cure moderate wounds*

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

Feats Cleave, Combat Reflexes, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (longsword),

Skills Climb +5, Intimidate +7, Jump +5

Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, masterwork longsword, daggers (3), 150 gp

THUGS

CR 1/2

Male half-orc warrior 1

NE Medium humanoid (orc)

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

Languages Common, Orc

AC 16, touch 10, flat-footed 16
(+4 armor, +2 shield)

hp 6 (1 HD)

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

Speed 30 ft. (6 squares)

Melee longsword +3 (1d8+2) or

Ranged spear +1 (1d8+1)

Base Atk +1; **Grp** +2

Abilities Str 15, Dex 11, Con 12, Int 7, Wis 10, Cha 6

Feats Iron Will, Lightning Reflexes

Skills Climb +3, Jump +3

Possessions chain shirt, longsword, large wooden shield

1: BREAK A LEG

ELEPHANT, ADVANCED CR 8

N Huge animal
Init +0; **Senses** low-light vision, scent; Listen +13, Spot +11

Languages none

AC 15, touch 8, flat-footed 15
 (-2 Dex, +7 natural)

hp 169 (16 HD)

Fort +16, **Ref** +10, **Will** +9

Speed 40 ft. (8 squares)

Melee slam +20 (2d6+10) and
 2 stamps +15 (2d6+5)

Melee gore +20 (2d8+15)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +30

Special Options trample 2d8+15

Abilities Str 30, Dex 10, Con 22, Int 2, Wis 14, Cha 7

Feats Alertness, Endurance, Iron Will, Run, Skill Focus (Listen),

Skills Listen +13, Spot +11

Trample Reflex save DC 25 halves.

TAURAI

CR 8

Male human (Oeridian/Flan) rogue 4/cleric 1/assassin 3
 NE Medium humanoid (human)

Init +1; **Senses** Listen +10, Spot +7

Languages Common, Flan

AC 19, touch 12, flat-footed 17; uncanny dodge, +1
 against traps
 (+2 Dex, +5 armor, +2 shield)

hp 31 (8 HD)

Resist evasion

Fort +5 (+6 against poison), **Ref** +9 (+10 against traps),
Will +9

Speed 30 ft. (6 squares)

Melee +1 *deadly precision short sword* +9 (1d6+4) or

Ranged +1 *returning dagger* +8 (1d4+4)

Base Atk +5; **Grp** +8

Atk Options Telling Blow, Victor's Luck, death attack,
 poison use, smite 1/day (+4 attack, +1 damage),
 sneak attack +4d6

Special Actions 2/day (-1, 2d6+1, 1st), spontaneous
 casting (*inflict spells*)

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

Cleric Spells Prepared (CL 1st):

1st—*disguise Self*^D, *doom* (DC 13)

0—*guidance, inflict minor wounds, resistance*

D: Domain spell. Deity: Erythnul. Domains: Destruction,
 Trickery

Assassin Spells Prepared (CL 3rd):

2nd (1/day)—*absorb weapon*[†]

1st (2/day)—*blade of blood, critical strike, true strike*

[†] Already cast

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

SQ, trapfinding

Feats Iron Will, Telling Blow, Toughness, Victor's Luck

Skills Bluff +9, Concentration +3, Disable Device +9,
 Disguise +11, Hide +13, Listen +10, Move Silently
 +11, Open Lock +10, Search +10, Spot +7, Tumble
 +13

Possessions combat gear plus +1 *mithral chain shirt*,
 +1 *buckler*, +1 *deadly precision short sword*, +1
returning dagger, masterwork dagger, *cloak of
 resistance* +1, masterwork thieves tools, silver holy
 symbol (Erythnul), 175 gp

Death Attack If Taurai studies his victim for 3 rounds
 and then makes a sneak attack with a melee weapon
 that successfully deals damage, the sneak attack has
 the additional effect of possibly either paralyzing or
 killing the target (Taurai's choice). While studying the
 victim, he can undertake other actions so long as his
 attention stays focused on the target and the target
 does not detect the assassin or recognize the
 assassin as an enemy. If the victim of such an attack
 fails a Fortitude save (DC 14) against the kill effect,
 she dies. If the saving throw fails against the
 paralysis effect, the victim is rendered helpless and
 unable to act for 1d6 rounds plus 3 round. If the
 victim's saving throw succeeds, the attack is just a
 normal sneak attack. Once Taurai has completed the
 3 rounds of study, he must make the death attack
 within the next 3 rounds. If a death attack is
 attempted and fails (the victim makes her save) or if
 the assassin does not launch the attack within 3
 rounds of completing the study, 3 new rounds of
 study are required before he can attempt another
 death attack.

ROGUE ACCOMPLICES

CR 6

Male human (Oeridian/Flan) rogue 6
 NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch 13, flat-footed 15; uncanny dodge, +2
 against traps
 (+3 Dex, +4 armor)

hp 35 (6 HD)

Resist evasion

Fort +4, **Ref** +8 (+10 against traps), **Will** +3

Speed 30 ft. (6 squares)

Melee mwk short sword +8 (1d6+1) or

Ranged sling +7 (1d4+1)

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

Atk Options Combat Reflexes, sneak attack +3d6

Abilities Str 12, Dex 6, Con 14, Int 10, Wis 13, Cha 8

SQ trapfinding,

Feats Combat Reflexes, Improved Initiative, Stealthy,
 Weapon Finesse

Skills Bluff +8, Disguise +8, Escape Artist +12, Gather
 Information +8, Hide +14, Intimidate +10, Move
 Silently +14, Sleight of Hand +14, Tumble +12

Possessions +1 studded leather armor, masterwork short sword, sling with 10 bullets, 25 gp

9: THE DIRECTOR

DASPRIE

CR 9

Male human (Suel) rogue 3/wizard 5/arcane trickster 1
CN Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

Languages Ancient Suloise, Common, Orc, empathic link

AC 12, touch 12, flat-footed 10; +1 against traps (+2 Dex)

hp 25 (9 HD)

Resist evasion

Fort +3, **Ref** +8 (+9 against traps), **Will** +8

Speed 30 ft. (6 squares)

Melee mwk dagger +5 (1d4-1) or

Ranged dagger +6 (1d4)

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

Atk Options sneak attack +2d6

Special Actions ranged legerdemain

Wizard Spells Prepared (CL 4th):

2nd—*glitterdust* (DC 16), *invisibility*, *spider climb*

1st—*color spray* (DC 15), *disguise self*ⁱ, *expeditious*

retreat, *unseen servant*

0—*daze*, *prestidigitation*, *message*[†], *resistance*

† Already cast

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

SQ familiar (rat), trapfinding

Feats Alertness^B, Improved Initiative, Persuasive, Practiced Spellcaster, Scribe Scroll^B, Skill Focus (Bluff), Still Spell

Skills Bluff +17, Decipher Script +10, Disable Device +10, Disguise +9, Escape Artist +9, Forgery +11, Gather Information +8, Intimidate +11, Knowledge (arcane) +11, Knowledge (nobility/royalty) +7, Knowledge (local) +13, Move Silently +4, Open Lock +5, Sense Motive +4, Sleight of Hand +7, Spellcraft +10, Tumble +8,

Possessions combat gear plus masterwork dagger, 50 gp

Spellbook not carried

RAT FAMILIAR

CN Tiny animal

Init +2; **Senses** low-light vision, scent; Listen +1, Spot +1

Languages empathic link

AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural)

hp 11 (9 HD)

Resist improved evasion

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

Speed 15 ft. (3 squares), swim 15 ft., climb 15 ft.

Melee bite +8 (1d4-3)

Space 0 ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -8

Abilities Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2

SQ deliver touch spells, share spells

Feats Stealthy, Weapon Finesse, Improved Initiative

Skills Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10

DINA

CR 6

Female human (Suel) rogue 6

N Medium humanoid (human)

Init +6, Danger Sense; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 13, flat-footed 13; uncanny dodge, +2 against traps (+3 Dex, +3 armor)

hp 41 (6 HD)

Resist evasion

Fort +4, **Ref** +8 (+10 against traps), **Will** +3

Speed 30 ft. (6 squares)

Melee +1 short sword +6 (1d6+2) or

Ranged sling +6 (1d4+1)

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

Atk Options sneak attack +3d6

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

SQ trapfinding

Feats Danger Sense, Improved Initiative, Improved Toughness, Stealthy

Skills Bluff +6, Disguise +6, Escape Artist +10, Gather Information +6, Hide +12, Intimidate +8, Move Silently +12, Sleight of Hand +12, Tumble +10

Possessions masterwork studded leather armor, +1 short sword, sling with 10 bullets, 25 gp

10: DEATH ROLE

VITACH

CR 8

Male human (Suel) rogue 2/wizard 6

NE Medium Humanoid (human)

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

Languages Ancient Suloise, Common, Orc

AC 19, touch 15, flat-footed 14 (+1 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 35 (43 with *false life*) (8 HD)

Resist evasion

Fort +2, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee +1 frost short sword +6 (1d6+4plus 1d6 cold) or

Ranged dagger +5 (1d4+2)

Base Atk +3; **Grp** +5

Atk Options sneak attack +1d6

Combat Gear *pearl of power* (1st-level), *scroll magic missile* (3), *scroll of mage armor*, *scroll of shield*, *scroll of false life*

Wizard Spells Prepared (CL 6th):

3rd—*hold person* (DC 19), *lesser orb of sound*, heightened *Tasha's hideous laughter* (DC 19)

2nd—*glitterdust* (DC 17), *mirror image*, *Tasha's hideous laughter* (DC 18)

1st—*color spray* (DC 15), *grease* (DC 16), *magic missile*, *sleep* (DC 16),

0—*acid splash*, *prestidigitation*, *ray of frost*, *touch of fatigue*

‡ Already cast

Abilities Str 14, Dex 13, Con 12, Int 19, Wis 10, Cha 8
SQ familiar (toad)

Feats Agile, Greater Spell Focus (enchantment), Heighten Spell, Scribe Scroll^B, Spell Focus (conjunction), Spell Focus (enchantment)

Skills Balance +10, Bluff +4, Concentration +11, Decipher Script +14, Disguise +4, Escape Artist +8, Forgery +9, Gather Information +4, Hide +6, Jump +9, Knowledge (arcane) +11, Knowledge (local-core) +8, Move Silently +6, Spellcraft +12, Tumble +9

Possessions combat gear plus +1 *frost short sword*, dagger (2), *hat of disguise*, *headband of intellect* +2, *wand of knock*, 25 gp

Spellbook spells prepared plus 0—all PH; 1st—*disguise self*, *mage armor*; 2nd—*invisibility*; 3rd—*fly*

TOAD FAMILIAR

NE Diminutive animal

Init +1; **Senses** low-light vision, scent; Listen +4, Spot +4

Languages empathic link, speak with master

AC 18, touch 15, flat-footed 17
(+4 size, +1 Dex, +3 natural)

hp 21 (8 HD)

Resist improved evasion

Fort +2, **Ref** +6, **Will** +7

Speed 5 ft. (1 square)

Melee none

Space 0 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -17

Abilities Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4

SQ deliver touch spells, share spells

Feats Alertness

Skills Hide +21, Listen +4, Spot +4

ROGUE AGENT

CR 6

Male human (Suel) rogue 6

NE Medium humanoid (human)

Init +6, **Danger Sense**; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 13, flat-footed 13; uncanny dodge, +2 against traps
(+3 Dex, +3 armor)

hp 41 (6 HD)

Resist evasion

Fort +4, **Ref** +8 (+10 against traps), **Will** +3

Speed 30 ft. (6 squares)

Melee +1 *short sword* +6 (1d6+2) or

Ranged sling +6 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options sneak attack +3d6

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

SQ trapfinding

Feats Danger Sense, Improved Initiative, Improved Toughness, Stealthy

Skills Bluff +6, Disguise +6, Escape Artist +10, Gather Information +6, Hide +12, Intimidate +8, Move Silently +12, Sleight of Hand +12, Tumble +10,

Possessions masterwork studded leather armor, +1 *short sword*, sling with 10 bullets, 25 gp

FIGHTER AGENT

CR 7

Male human (Suel) fighter 7

NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +8 armor, +3 shield)

hp 73 (7HD)

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

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee +1 *longsword* +13/+8 (1d8+5) or

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

Base Atk +7; **Grp** +11

Atk Options Adaptable Flanker, Cleave, Combat

Reflexes, Power Attack, Vexing Flanker

Combat Gear *potion cure moderate wounds*

Abilities Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 8

Feats Adaptable Flanker, Cleave, Combat Reflexes,

Improved Initiative, Improved Toughness, Power

Attack, Vexing Flanker, Weapon Focus (longsword),

Skills Climb +7, Intimidate +9, Jump +7

Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, +1 *longsword*, daggers (3), *gauntlets of ogre power*, *amulet of natural health* +2, 150 gp

THUGS

CR 1/2

Male half-orc warrior 1

NE Medium humanoid (orc)

Init +0; **Senses** darkvision; Listen +0, Spot +0

Languages Common, Orc

AC 16, touch 10, flat-footed 16

(+4 armor, +2 shield)

hp 6 (1 HD)

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

Speed 30 ft. (6 squares)

Melee longsword +3 (1d8+2) or

Ranged spear +1 (1d8+1)

Base Atk +1; **Grp** +2

Abilities Str 15, Dex 11, Con 12, Int 7, Wis 10, Cha 6

Feats Iron Will, Lightning Reflexes

Skills Climb +3, Jump +3

Possessions chain shirt, longsword, large wooden shield

APPENDIX 2: NEW RULES ITEM

FEATS

Adaptable Flanker

When you and an ally team up against a foe, you know how to maximize the threat your ally poses to ruin your target's defenses.

Prerequisites: Combat Reflexes, Vexing Flanker, base attack bonus +4.

Benefit: As a swift action, you designate a single opponent as the target of this feat. When you are adjacent to the chosen target, you can choose to count as occupying any other square you threaten for purposes of determining flanking bonuses for you and your allies. You also occupy your current square for flanking an opponent.

Special: A fighter can select Adaptable Flanker as one of his fighter bonus feats.

Source: *Players Handbook II* 71

Danger Sense

You are one twitchy individual.

Prerequisite: Improve Initiative

Benefit: once per day, you can reroll an initiative Check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Source: *Complete Adventurer* 106.

Improved Toughness

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* 101

Telling Blow

When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

Prerequisite: Skirmish or sneak attack ability

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

Source: *Players Handbook II* 83

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks

Benefits: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane* 82

Vexing flanker

You excel at picking apart an opponent's defenses when your allies also threaten him.

Prerequisites: Combat Reflexes

Benefit: You gain a +4 bonus on your attack rolls when flanking.

Normal: Flanking grants a +2 bonus on attack rolls.

Special: A fighter can select Vexing Flanker as one of his fighter bonus feats.

Source: *Players Handbook II* 85

Victor's Luck

You strike with devastating accuracy more often.

Benefit: You can expend one luck reroll as a swift action to reroll a critical threat confirmation roll.

You gain one luck reroll per day.

Source: *Complete Scoundrel* 82

MAGIC ITEMS

Deadly Precision

Price: +1 bonus

Property: Weapon

Caster Level: 5th

Aura: Faint, (DC 17) transmutation

Activation: –

This weapon looks more slender and elegant than others of its type. Its blade, point, or head glitters as though a thousand tiny facets were reflecting the ambient light.

A deadly precision weapon deals an extra 1d6 points of damage whenever you make a successful sneak attack or sudden strike (CAd 8) with it. The property grants no benefit if you don't already have one of these class features, and its bonus doesn't increase if you have both.

Prerequisites: Craft Magic Arms and Armor, *keen edge*.

Cost to Create: Varies

Source: *Magic Item Compendium* 32

SPELLS

Absorb weapon

Transmutation

Level: Assassin 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched weapon not in another creature's possession

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can harmlessly absorb a weapon you are touching (even a poisoned one) into your arm, as long as it is not in another creature's possession. The weapon must be a light weapon for you at the time you cast the spell. The absorbed weapon cannot be felt under the skin and doesn't restrict your range of motion in any way. An absorbed weapon cannot be detected with even a careful search, although *detect magic* reveals the presence of a magical aura. The only evidence of its presence is a faint blotch on your skin shaped vaguely like the weapon. When you touch the spot (an action equivalent to drawing a weapon), or when the spell duration expires, the weapon appears in your hand and the spell ends. If you attack with the weapon in the same round that you retrieve it from its hiding place, you can attempt a Bluff check to feint in combat as a free action, and you gain a +4 bonus on the Bluff check. An intelligent magic weapon gets a saving throw against this spell, but other weapons do not.

Source: *Spell Compendium* 6

Blade of blood

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon Touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage). The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Source: *Players Handbook* II 103

Critical Strike

Divination

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effects of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

Source: *Spell Compendium* 56

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 resulted in a tightening of the laws, particularly in the areas of public safety and smuggling. Relevant minor laws appear below.

Unusual Companions

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

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

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

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

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

Weapon and Spell Restrictions

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

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

- Spells that do not damage a foe, such as *hold person*, are permitted.
- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.
- Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons the rules are:

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

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

Two Minor Laws

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

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

Breaking the Law

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards.

Doing so requires a successful opposed Bluff check to avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

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

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

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

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

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

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

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

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

Avoiding the Penalty for Breaking the Law

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

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

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

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

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

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

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

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

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

Arrested!

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

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

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.

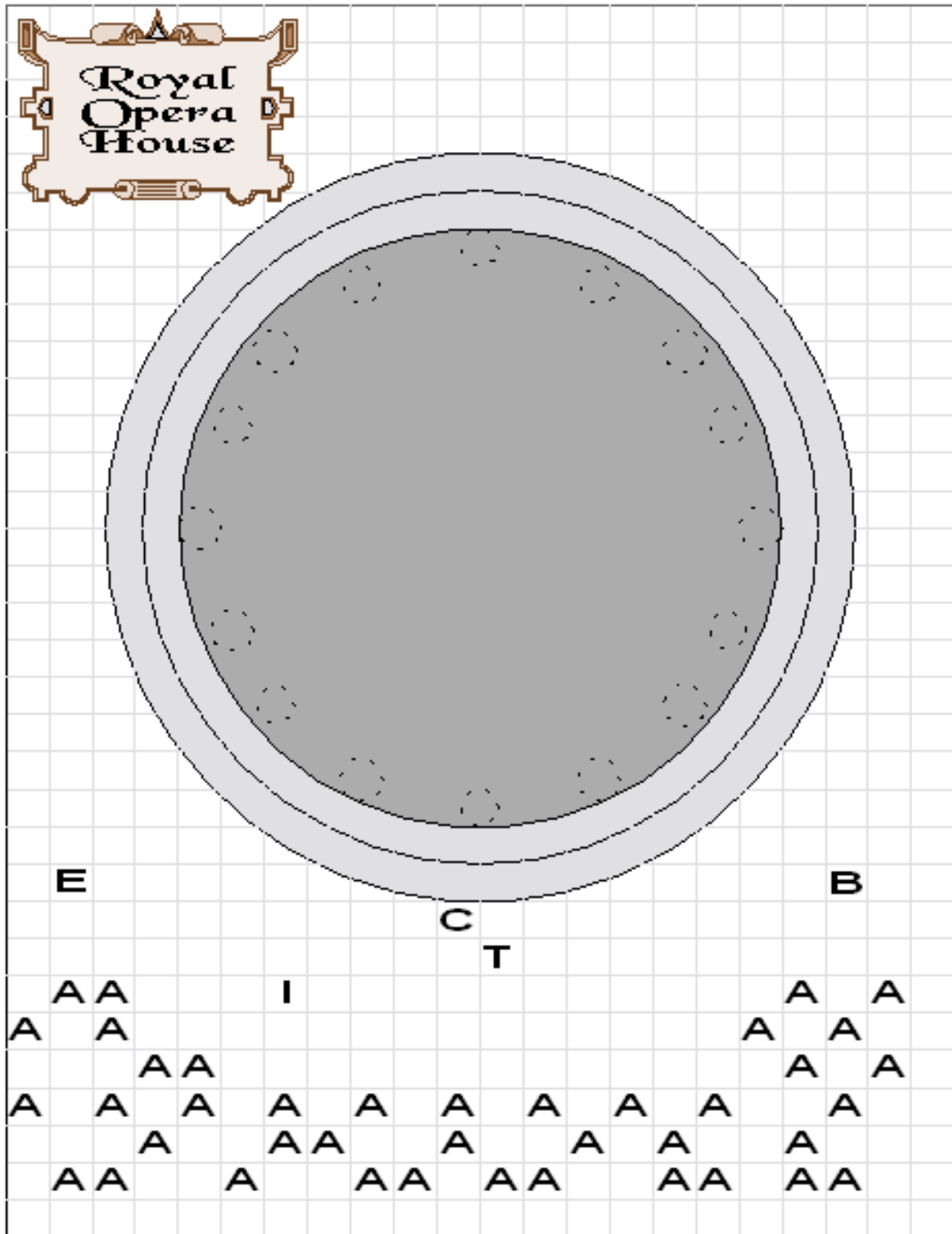
DM MAP 1 GARDEN QUARTER

G9 – Grand Theatre, H9 – The Royal Opera House



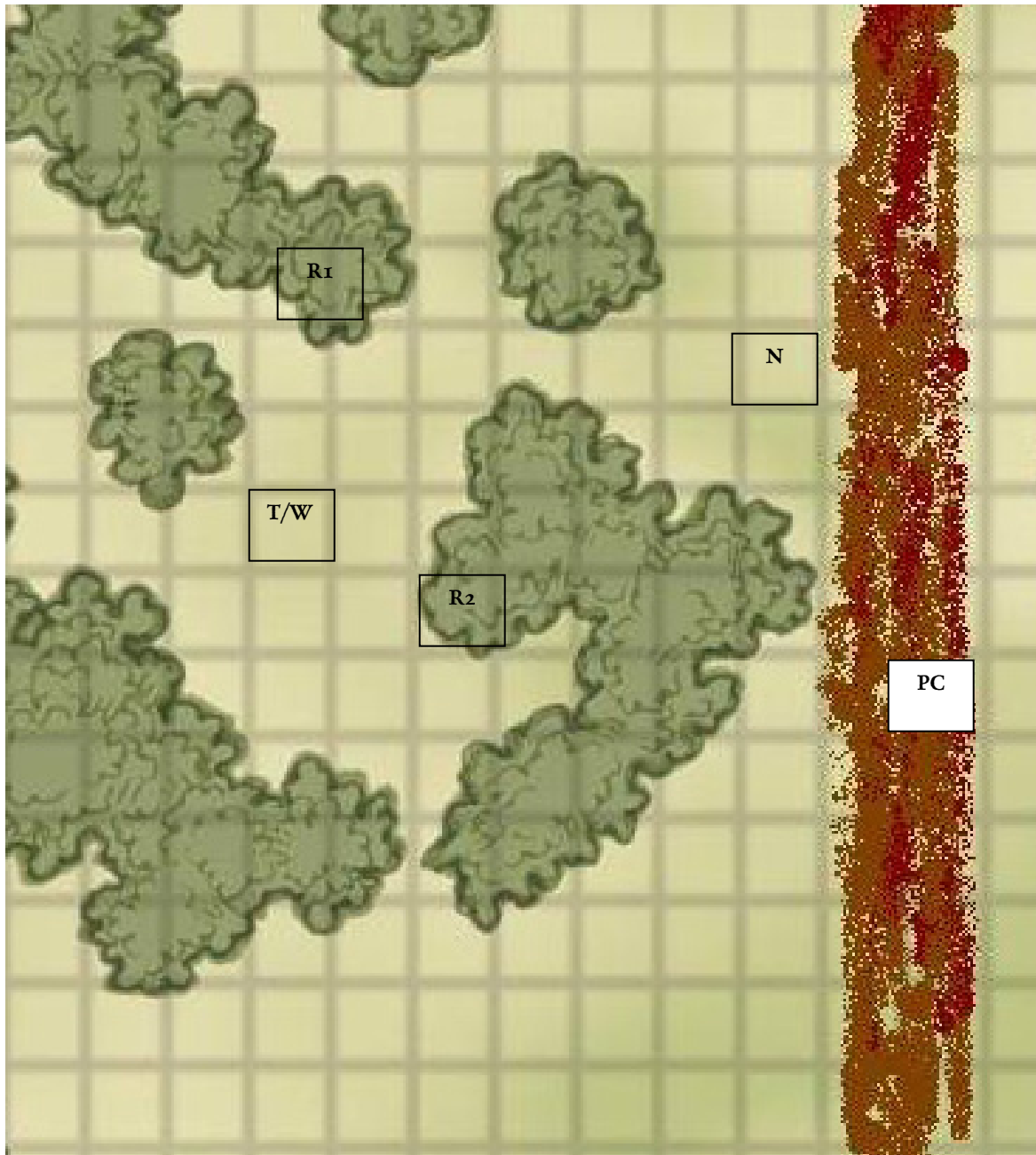
DM MAP 2: ENCOUNTER 1

E = Elephant, B = Bear, C = Cenrax, I = Isobel, T = Turrosh, A = Audience members



DM MAP 3: ENCOUNTER 5

T = Taurai, R1 = Rogue #1, R2 = Rogue #2, W = Willym, N = Nysier, PC = PC start

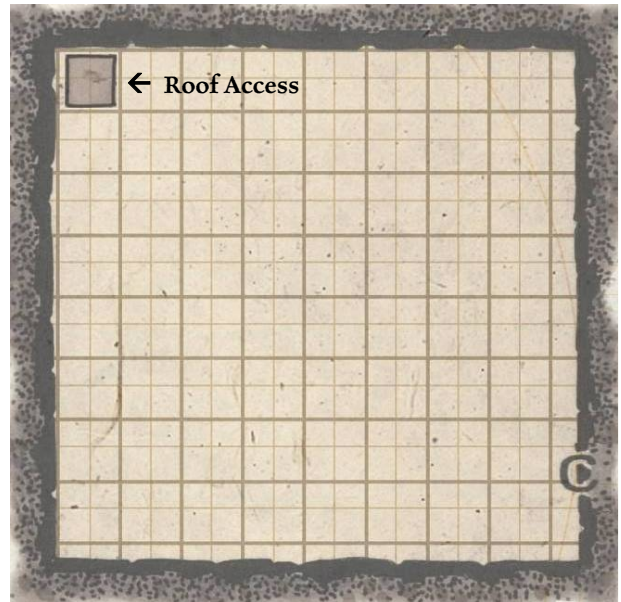
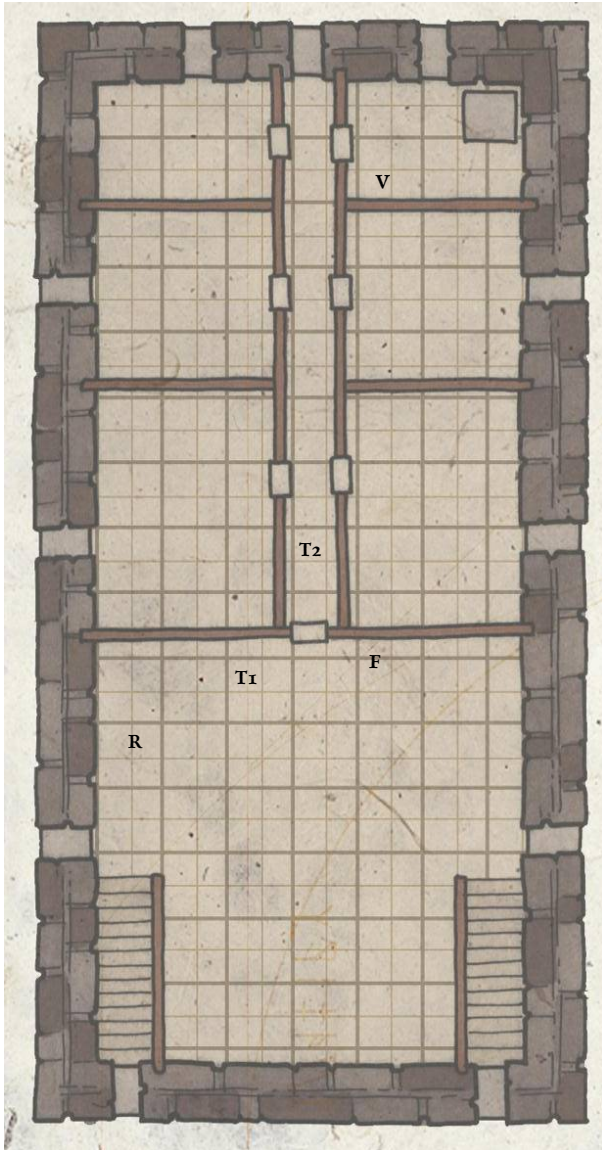


Squares = 5-feet

DM MAP 4: ENCOUNTER 10

V = Vitach, PC = PC start, T1 & T2 = Location of thugs as per Encounter description.

Large squares = 5-feet



PLAYER HANDOUT 1: STAGE LEFT

PATRON SECTIONS OF THE ROYAL OPERA HOUSE

Lobby: The lobby walls are decorated in richly stained, cedar-lined wood. Small masterwork quality lanterns are placed throughout. A fine chandelier hangs above the lobby floor.

Theatre: The seating area consists of a general seating area in the center surrounded by four levels of box seats. The seats are upholstered in what was once fine material that is now torn at the corners and worn down to lighter shades.

Stage: The stage is hard pine, well maintained and serviceable. The trap door at the center functions.

Orchestra Pit: The lattice in front of the orchestra pit is broken in many places allowing the audience members to view the musicians during a performance.

BACKSTAGE OF THE ROYAL OPERA HOUSE

Trap Room: The trap room under the stage is large and perhaps once spacious. Boxes, broken stage props and trash now take up most of the space. Any crossover by the actors is hazardous at best.

Common Area: This area is where rank and file actors change and apply makeup. Changing screens clutter most of the floor area while the walls are lined with mirrors, small tables and chairs.

Principle Dress Rooms: These four dressing rooms were perhaps elegant and fashionable in a past age. The furnishings are dated and worn to only serviceable levels. Only two of the rooms have a mirror with one is scratched in many places. Low quality lanterns and candle holders line any horizontal space that is not crowded over with costumes, wigs, and empty make up kits.

Star Dressing Room: This room is a step above the principle dressing rooms. The mirror is of masterwork quality. The furnishings appear to have been upgraded occasionally as many pieces are mismatched as they were replaced throughout the years.

Storage and Prop Rooms: These rooms are packed to its limits. Old props, either functional or broken, boxes of costumes, and other indiscernible items take up every inch of flooring and piled above most human's height.

Chorus Room: This room is built for optimal acoustics although that is the limit to the traditional use of this room. It now functions as a part chorus room and part construction site. Boards, paints and tools are thrown haphazardly in every corner.

Director's Office: This is Selmund Rogerssen's office. An ornate desk is cluttered with business papers and manuscripts. Dried spilled ink runs down the desk in many places and broken quills litter the floor.

ROYAL STAFF

Juliannann stands just over 3-feet tall, has dark skin, with fair hair, and blue eyes. He is a hard working bard wanting to rise to prominence amongst the entertainment circles. He is at the point of quitting with thoughts of moving out of Greyhawk unless the accidents stop. Julian was hired six days ago.

Aestrella is 5 ft. 2 in., lithe and gorgeous. She has pale skin, fair hair, and green eyes. She implores the PCs to discover who is behind this plot. She is looking forward to performing with Oril and wishes the culprit behind the schemes is caught soon. She has worked for both theatres for years despite the rivalry. Aestrella is the headlining actress for the grand opening production.

Mariota is an Oeridian with long brown hair and light brown eyes. She is an understudy for Millicent. Though afraid of being the next victim she somehow finds the courage not to quit. Mariota has worked for the Royal for almost one year.

Warin is of Oeridian heritage with curly black hair and wispy facial hair. His duties include operating the curtains during performances, maintaining the lighting, managing the storage rooms, and any other general labor. Warin has been employed with the opera house for five years.

Millicent is 5 ft. 3 in. and an attractive half-elf of Flan descent, with tanned skin, auburn hair, and brown eyes. She is a lead performer in the upcoming production. She also was a replacement for one of the actresses who left after receiving a threatening letter. She does not know where the former actress may be. She left Gran March at an early age traveling through the Sheldomar Valley playing in taverns before settling in Greyhawk. This is her break to perform in front of a large audience. These past days Millicent has seen Aestrella spend time at the Grand Theatre. Millicent was hired five days ago.

PLAYER HANDOUT 2: STAGE RIGHT

PATRON SECTIONS OF THE GRAND THEATRE

Lobby: The vast lobby features statues, paintings and tapestry surpassing a commoner's viewpoint of kingly wealth. Masterwork bronze torches magicked with cold fire are lined throughout. A colossal chandelier constructed of glass, gold and platinum hangs above the lobby floor.

Theatre: The seating area is cavernous and appears five-times the size of the Royal's. Seating is spacious and rises to the upper reaches of the 30-foot ceiling. The box seats are an extension of the owner's wealth and position.

BACKSTAGE OF THE GRAND THEATRE

Changing Rooms: Instead of a common area shared changing rooms are available to the actors. The rooms are fashionable but not as opulent as the patron sections of the theatre. The vanity tables are orderly and well-stocked.

Principle Dress Rooms: Four dressing rooms are assigned to the principle actors. The furnishings are a step above the general changing rooms with masterwork quality sofa's and cushions throughout.

Star Dressing Room: This room is princely in every imagined sense of the word. The mirror is polished silver, paintings of popular scenes from past productions hang throughout, and all manner of urbane desires made available.

GRAND THEATRE STAFF

Jarufel is 5 ft. 9 in. tall with brown hair and grey-blue eyes. He has heard of the troubles affecting the Royal but has no intention of becoming involved. He is snobbish and self-centered. Having performed for a number of years at the Grand has provided him a decent living and other benefits from admirers.

Almeric is 2 ft. 10 in. tall with straight black hair and black eyes. He performs all under-stage mechanical work and maintains the continual light gantries and scenery sets. He has a foul mouth and uses it liberally to describe the staff of the Royal.

Margery is 5 ft. 4 in. tall with straight dirty-blond hair and hazel eyes. She is a marquee performer at the Grand. Her position is not as high as Aestrella Shanfarel. This fact is dispiriting but she tries to accept it. She removes herself from the rivalry as best as she can.

Gyrbald Fulbert is 3 ft. 2 in. with tanned skin, clear blue eyes, and a trimmed goatee. He is an illusionist who helps create the special effects used in plays. Like Almeric he showers his opinion of the Royal's small folk with sullied descriptions. He has seen himself on both ends of bullying behavior many times.

PLAYER HANDOUT 3: FINAL CALL

This Player Handout details all the accidents to date.

2 Readyng, 597 CY: Letters of credit set aside for theatre renovations were stolen from his office. Later the Grand Theatre announced a program to pay full scholarships for refugee art students displaced by Turrosh's campaign. Selmund does not know how this was accomplished but is convinced the scholarship money used was his cashed letters of credit.

7 Readyng: Actors in the Opera House's employ began to receive threatening letters to abandon the production. The actors approached Selmund for protection but he was without the funds to pay the Mercenary Guild. They heeded the threat and left the company. Some actors have taken positions at the Grand. Those that left are *Jarlath, Eleanor, Anselm, and Valeriana*. In a fit of anger Selmund burned all the letters.

12 Readyng: Costumes for the upcoming production were delivered ruined. They were cut up and stained with dyes. The costume designer in Veluna swears they left her shop in perfect order. Selmund believes the Grand Theatre sabotaged the shipment. He needed to pawn many of the ivory figurines from the staircase to pay for more costumes.

18 Readyng (today): The rope was sabotaged causing the actor playing Cenrax to fall.

PLAYER HANDOUT 4

Gentleman,

Readying 18

I have come upon rare spiced Tobacco from the Amedio jungle. this Comely shipment is as exclusive as it is novel. my associates are offering significant deals in this yield. this offer is specially Prepared for you but only good this afternoon as i leave for other business tomorrow.

i will dispatch a junior colleague to await your arrival Nof high market.