



Greyhawk Ruins Sourcebook

A Living Greyhawk™ Supplement for the “Greyhawk Ruins” Campaign Arc and Core Adventures set in the Domain of Greyhawk®

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INTRODUCTION

Welcome to Gem of the Flanaess!

This document is the primer for “Greyhawk Ruins” campaign arc and includes both setting and character generation information. The adventures comprising this arc take place in the Free City of Greyhawk and the nearby ruins of Castle Greyhawk.

This document has the following major sections:

THE DOMAIN OF GREYHAWK

This section gives some background information on the Free City of Greyhawk and its domain. In 597, Greyhawk controls more land than ever before. Greyhawk controls a sizable estate running from the northern coast of the Woolly Bay to southern shores of Midbay in the Nyr Dyv. The Cairn Hills and the Abbor-Alz mark its eastern extent while its western boundary lies within the Gnarley Forest and along the edge of the Welkwood.

CASTLE GREYHAWK

This section gives some background information on Castle Greyhawk and its creator, Zagig the Mad Archmage.

PLAYER INFORMATION

This section contains information primarily of interest to players: expanded character generation options, affiliations, and so on. Players should also familiarize themselves with Greyhawk’s unique laws (see DM Information) to avoid a potentially lengthy stay in the Prison or a hefty fine.

DM INFORMATION

This section presents information for DMs (although it is not exclusively for them). Included are details on the laws of the Free City as well as detailed notes on how to run a “Greyhawk Ruins” adventure.



HISTORY OF THE FREE CITY

A thousand years ago, Greyhawk was a humble trading outpost on a low hill overlooking the Selintan River. Founded by Suloise refugees fleeing the destruction of their homeland in the Rain of Colorless Fire, it was named for the species of small grey hawks that still inhabit the region. (The city's nobles and oligarchs greatly prized these birds). The settlement's founders made their livelihood from the meager trade between the towns of the Wild Coast to the south, their Suel cousins in the lands of Urnst to the east, and the Oeridian Ferroi clans to the west.

Greyhawk would probably have remained a muddy hamlet had it not been for Marat Nial. Nial was a native Greyhawker who had fought in the service of the Great Kingdom of Aerdy. Having earned a captain's commission and a small fortune in booty, he returned home with a band of veterans and promptly laid claim to the settlement and surrounding lands in the name of the overking in 4 CY. In return, Marat Nail and his descendants were granted the title of Landgrafs of the Selintan.

Annexation brought taxes, but also stability and development. Trade grew and the town with it. As traffic across the Cairn Hills grew, adventurers and explorers began to plunder the tombs that gave the hills their name, carting their loot back to Greyhawk. In what has come to be known as the First Treasure Rush, the town's growth exploded as gold and gems poured from the plundered tombs of the hills.

However, the boom was not to last. In 254 CY, misrule by the Overkings of Aerdy drove the imperial Viceroyalty of Ferrond to rebellion. Trade plummeted in the inevitable war that followed. Worse was to come. Over the three quarters of a century, a succession of weak overkings ruled Aerdy, each more incompetent than the last. As the treasure in the cairns dried up and imperial taxes strangled trade, Greyhawk fell into a deep slump. The streets were overrun with cutthroats and outlaws fleeing justice elsewhere in the Great Kingdom. The city's nobles were scarcely better, having grown fat on bribes and corruption.

THE RISE OF ZAGIG

Then, in the first half of the fourth century CY, one Zagig Yragerne became Lord Mayor of Greyhawk. He was to change the city's destiny forever.

Zagig had spent most of his youth in Hardby with his mother, Eileme, the despatrix of that city. There, he had learned the magical arts and proved himself an able dweomerworker. When he came of age, he quit the city for a life of adventure, taking up with such legendary

characters as Murlynd and Keoghtom. It is said that he braved the perils of the Crypt of Lyzandred the Mad and proved so charming that the ancient lich personally tutored him in magic. Having earned his fortune, Zagig returned to Greyhawk and in 320 CY began work on a home for himself a few leagues north-west of the city on the opposite side of the Selintan. The stronghold soon came to be known as Castle Greyhawk.

Upon becoming lord mayor, Zagig immediately set about transforming Greyhawk from a squalid, corrupt frontier town into, as he described it, "the Gem of the Flanaess". He immediately reformed the legal code and transformed the corrupt militia into an efficient fighting force. He quickly put it to good use, inflicting stinging defeats on the brigands who had plagued the Cairn Hills and the road to Urnst. Establishing several mines in the hills, Zagig now took the boldest step yet – setting up a mint to issue coins bearing not the head of the overking, but the arms of the City of Greyhawk. Though this was a gross act of treason, it is doubtful tidings of it ever penetrated the debauchery of the imperial court to reach the ear of the overking.

Having restored a measure of prosperity to the city, Zagig set about a vast program of building. He replaced the city's stinking open sewers with a network of underground channels. In 342 CY, he purchased a manor and estate between the Grand Citadel and what was then the northern wall of the city – a tract of land now known as Clerkburg. Zagig bequeathed the manor to a group of scholars, thereby founding the Grey College, the oldest of Greyhawk's many famous schools.

By 370 CY, Zagig had ruled as lord mayor for over forty years. However, in that time he had changed hardly a bit – physically at least. As time went on, however, his behavior became increasingly erratic and strange until it was generally acknowledged (though never openly admitted) that Zagig had gone mad. He is said to have attended one meeting of the city council accompanied by a black dragon, a small army of homunculi, and a flesh golem dressed as the overking!

Nonetheless, he continued with his grand plans for the city – constructing the Free City Arena and, then in 393 CY, founding the Guild of Wizardry. Zagig's building work in the city were matched by his constructions and excavations at Castle Greyhawk. Atop three mighty rock pinnacles, he raised three soaring towers, the shining tops of which were visible from Greyhawk itself. Not content with building up, the Mad Archmage burrowed into the rock beneath the towers, creating a labyrinth of tunnels and dungeons filled, it is said, with all the strange magical artifacts and wonders that he was wont to collect – and, of course, his vast treasury.

As the fifth century CY and the eighth decade of Zagig's rule dawned, the archmage's behavior became

downright bizarre, even by the high standards he had already set. Over the next twenty years, he enacted trivial laws, forbidding such heinous crimes as fondling ducks on the Processional, the city's main avenue. Zagig also proposed a set of walls to encompass the rapidly expanding city – but made from earth, fire, wind, and water instead of stone.

Fortunately, for the people of Greyhawk, he never got to finish his grand plan. On Coldeven 8th, 421 CY, Zagig Yragerne failed to appear for a meeting of the city oligarchs. No-one has seen him since. Those sent to investigate found Castle Greyhawk abandoned but guarded by an array of fierce creatures and terrifying magic. After several expeditions into the castle failed to return, the people of Greyhawk quietly ignored the site and enjoyed the comparative luxury of living a normal, peaceful life.

FREEDOM

In 498 CY, the otherwise unremarkable Lord Mayor Paerinn declared Greyhawk a Free City and Domain, no longer beholden to the overking of Aerdy – stating in law what had been true in fact for over a century.

However, as the century turned, a new threat arose to Greyhawk's peace and prosperity. In the lawless lands north of Whyestil Lake, a tyrant named Iuz the Old, quickly carving out a realm for himself with fiendish aid. Iuz boasted that he would pluck the Gem of the Flanaess and take it for his own. Dread and panic spread through the streets of Greyhawk, yet Iuz's boast came to nothing. In 505 CY, he mysteriously vanished, leaving the burghers of the free city to breathe easy again.

CASTLE GREYHAWK

As the sixth century progressed, adventurers began to take a renewed interest in Castle Greyhawk, sparked by the recovery of a major gem horde from the ruins by a band of freeswords from the Wild Coast. Soon a second great Treasure Rush was under way, as adventurers from across the Flanaess flocked to Greyhawk to find their fortune in Zagig's halls. The fact that many more went in than ever came out daunted few. Over the years, both treasure hauls and death tolls mounted.

Perhaps the most unfortunate result of the plunder of Castle Greyhawk occurred in 570 CY. While delving deep beneath the castle, Lord Robilar (now famed as the right hand to Rary the Traitor) released none other than Iuz the Old from some manner of imprisonment. The Old One emerged strengthened by his long incarceration, having apparently grown to the status of demi-god. It emerged that Iuz and eight other demi-gods had been imprisoned beneath Castle Greyhawk by none other than the Mad Archmage himself, now calling

himself Zagyg himself apparently raised to the dignity of a demi-power.

The results of Iuz's release are only too well known. A decade later, he would unleash the bloody slaughter of the Greyhawk Wars upon the Flanaess. Though peace has since returned to the land, no one in Greyhawk has forgotten Iuz's promise to ride in triumph through the ruins of the city. What hand, if any, Zagyg might play in foiling the Old One's designs remains a mystery – one of many that still cling thickly to the Mad Archmage and Castle Greyhawk.

CASTLE GREYHAWK: ZAGIG'S DEMESNE

Castle Greyhawk lies some two leagues west of Greyhawk City, on the western bank of the Selintan River. It may be reached by means of Zagig's Bridge, a single stone arch that crosses the river two miles south of the city. From there, a narrow and rarely used trail runs north towards the castle. Two miles from the castle, the trail abruptly turns into a much overgrown, but still serviceable paved road. The Castle Road once ran all the way to Zagig's Bridge, but industrial local folk tore up the flagstones to use as building materials.

The castle is set atop three pinnacles of rock that rise 100 feet from the bottom of a shallow, partially forested vale. Three towers make up the castle proper. In the middle stands the Tower of Zagig, connected to the end of the Castle Road by a stone bridge. The Tower of Power flanks it on the east while the Tower of War stands to the west. Two further stone arches link the flanking towers to the Tower of Zagig, the base of which is fenced in by a largely tumbled octagonal curtain wall pierced by three gates (facing south, east and west). The towers appear gutted and ruined shells, long since picked clean of loot by generations of looters.

Most adventurers focus their attention on the labyrinthine dungeons that Zagig delved into the pinnacles that the towers stand upon. At least ten successive layers of dungeonworks are said to lie beneath each of the towers, amounting to over one thousand rooms. Here, many of Zagig's treasures are rumored to remain undiscovered. They are guarded, however, by all manner of deadly monsters, magical traps, and eldritch guardians.

LAYOUT OF THE FREE CITY

This chapter gives a flavor of some of the major parts of the Free City and notes a few places of interest.

WALLS AND GATES

Greyhawk City is girdled by 30 feet high curtain walls built from blocks of Cairn Hills granite. The walls are 18 feet thick at the base (where a splay confounds would be rams) and 10 feet thick at the top. Parapets run along their entire length.

Seven gates pierce the city's external walls. All are warded by patrols of the city Watch and most remain open between sunrise and sunset. Two – Cargo Gate and the Highway Gate – remain open day and night and are only shut in states of emergency. The gates consist of two doors of iron banded roanwood, 12 feet high, 8 feet wide and a foot thick. Cargo and the Highway gate are larger – 16 feet by 12 feet; all are backed by an iron portcullis. Two 40-foot high towers flank each gate, forming heavily fortified gatehouses.

All those wishing to enter the city must explain their business to the Watch, who take pains to question all comers – especially foreigners. Those hailing from realms hostile to or at war with the Domain of Greyhawk are barred from the city – as are humanoids and monsters. All granted access to the city must make their mark on a roster that is carefully kept by the Watch.

The Highway Gate: The southernmost, largest and most imposing gate in the city, most new arrivals pass through the Highway Gate when entering the city for the first time. The gate sees much trade and caravan traffic, much of it coming north along the River Road from Hardby or east along the Great Western Road. It is warded by a large detachment of Watchmen who meticulously search all incoming traffic.

Marsh Gate: Set just north of the junction between the city walls and the Black Wall, Marsh Gate gives access to the southern end of the Foreign Quarter. It is mainly used by wagons bringing piles of waste to the city's refuse tip, which lies at Garbage Hill, outside the western walls. It is also common to see funeral processions bearing bodies to the city's cemetery – also just outside the western wall. Those bound for Castle Greyhawk leave the city by Marsh Gate, heading along the river trail leading to Zagig's Bridge. Two Watch patrols guard the gate.

Cargo Gate: Perhaps the busiest gate in the city, Cargo Gate bustles night and day with traffic to and from the wharves. It stands at the north end of the River Quarter, close to the Nobles' Wall. Like the Highway Gate, Two Watch patrols guard the gate.

St Cuthbert's Gate: This small gate stands just north of Cargo Gate, breaching the city walls on the opposite

side of the Nobles' Wall. It is named for the nearby temple of St Cuthbert and is mainly used by traffic bound for the High Market.

Wharfgate: The northernmost gate in the city, Wharfgate stands atop a bluff overlooking Shacktown and the bend of the river known as Barge End. It also offers fine views south across the city itself and down the Selintan Valley. Traffic here is light, as no wheeled vehicles, beasts of burden or livestock are allowed through. Many of the city's upper classes ride out through Wharfgate to hunt or play in the parklands to the north.

Duke's Gate: This gate leads the southern end of the High Quarter to the paved High Road that runs north and east from Greyhawk, through the Cairn Hills to the Duchy Urnst. Produce from the farming and mining settlements of the hills pass into the city here, as does caravan traffic from Urnst and beyond.

Druid's Gate: Lying almost directly opposite Marsh Gate, Druid's Gate affords entry to the Artisan's Quarter. The Ery Trail, leading south east across the Plain of Greyhawk towards Erybend and the Mistmarsh begins here. Drui's Gate is mainly used by farmers bringing produce to the Low Market and the occasional delegation of dwur from Greysmere.

QUARTERS

The Free City of Greyhawk is divided into eight districts or quarters. The oldest of these are the Thieves' and Slum Quarters. These lie east and west, respectively, of the southern end of the Processional – the broad avenue that runs the length of the city from the Highway Gate in the south to the Grand Citadel in the north. Together, the Slum and Thieves' Quarters make up the Old City, which is separated from the New City by the Black Wall.

Immediately north of the Black Wall lie the Artisans' and Foreign Quarters (the former on the east side of the Processional, the latter on the west). Clerkborg lies north of the Artisan's Quarter, faced across the Processional by the infamous River Quarter. These districts (which make up the Middle City) are separated from the High and Garden Quarters (the Upper City) by the Nobles' Wall. The Garden Quarter stands atop bluffs overlooking the Selintan, while the High Quarter occupies the slopes beneath the Grand Citadel at the northern end of the city.

Three districts of note lie outside the city walls. The Wharf District occupies a narrow strip of land along the Selintan in the shadow of the city's western wall. The collection of shanties at the northern end of the Wharfs is called Shacktown and is considered a separate district. A far more orderly district is emerging at the opposite end of the city, just outside the Highway Gate. In recent

times, it has come to be called the Wainfields for the large numbers of caravans that halt here before entering the city proper.

HIGH QUARTER

Established first as a series of small noble manors set on the slopes beneath the protection of the Grand Citadel, the High Quarter remains home to Greyhawk's elite. It is dominated by the richly adorned mansions of nobles and oligarchs, grand public buildings and embassies. Most of the manors and embassies lie in the western portion of the quarter. East of this stands a number of public buildings, including the City Guard barracks, the Courts of Justice and the Lord Mayor's Palace. Above these towers the pyramid of the Wizard's Guildhall, its smooth sides and pinnacle often lit by flickering mage fire.

The status of an individual in the High Quarter can easily be determined by the mode of transport they use. Nobles and filthy rich burghers alike ride on horseback or in carriages, palanquins and sedan chairs. Only servants and common folk travel on foot and the Watch ensures that few of the latter linger long in the High Quarter unless they have legitimate business.

There are no locations offering rented accommodation at any price in the High Quarter. If you don't live there already, it's likely you never will.

GARDEN QUARTER

The Garden Quarter runs in a broad swath east from the bluffs overlooking the Selintan to Duke's Gate. Lying as it does at the foot of the High Quarter – its inhabitants are looked down upon physically and socially by their loftier neighbors, even though they are scarcely less wealthy.

The High Market lies at the heart of the Garden Quarter, forming the hub around which the entire Upper City revolves. This large market square lies astride the Processional and is dotted with wooden booths. The vendors here deal mainly in luxury goods and the work of master craftsmen from across the Flanaess and beyond.

The higher western end of the quarter is given over to opulent villas surrounded by the beautiful gardens that give the district its name. Where the Processional bisects the area, two huge baroque edifices glower at each other across the paving stones – the Royal Opera House and the Grand Theatre, bitter rivals for the patronage of the city's moneyed classes.

The eastern end of the quarter is home to a collection of the city's more important and extravagant temples – including the sanctuaries of Istus and Pelor, the pyramid of Zilchus and the Sanctum of Heironeous.

There is plenty of luxury lodgings in the Quarter.

The Nymph and Satyr Inn: Reputed to have the widest, most exotic collection of alcoholic drinks in the

city, the Nymph and Satyr is one of the wilder, but cheaper hostelries in the Garden Quarter. It sits high on the bluffs over the river.

Golden Dragon Inn: Overpriced and overfull of itself, this inn is a perfect venue for the well-heeled to show off their wealth. It sees much business, given its location close to the Garden Gate.

Golden Phoenix Inn: Perhaps the most luxurious and expensive inn in Greyhawk City, the Golden Phoenix offers fabulously comfortable rooms and exquisite food in its two restaurants. Many of its patrons are from the Temple of Zilchus next door.

CLERKBURG

Taking up the north-eastern section of the Middle City, Clerkborg (also known locally as "The Halls") is home to the myriad schools, colleges and universities for which Greyhawk City is justly renowned. The district is bounded by the Processional on the west, the Nobles' Wall to the north, the city wall to the east and the Artisan's Quarter to the south.

In contrast to the rest of the Middle City, Clerkborg is spacious and leafy for the most part. The lofty halls that house the various schools are surrounded by carefully tended lawns and formal gardens. In the summer months of Wealsun and Reaping, when the colleges are not in term, Clerkborg is an oasis of calm and quiet in the otherwise bustling metropolis, with the city's cadre of eccentrically clad academics enjoying an all too brief moment of peace. For the rest of the year, the district is awash with raucous tides of students, moving from class to class (or, more often than not, tavern to tavern).

The oldest and most extensive of the schools is Grey College, which occupies a sprawling campus near the Garden Gate. However, with its blank three-sided pyramid, the University of Magical Arts is easily the most spectacular and mysterious structure in the quarter. Sages and scholars of all fields of study flock to the dusty and seemingly endless bookstacks of the Great Library of Greyhawk, a massive building close to the city wall.

By far the largest structure in Clerkborg is the Free City Arena, which is used for sporting competitions, public entertainments, and displays of magic on festival days. A warren of student boarding houses – sometimes known as the Student Quarter – occupies the south-eastern corner of Clerkborg, while a number of important public buildings, notably the exceptionally well guarded City Mint, stand along the line of the Processional.

Most of the accommodation to be had in Clerkborg comes in the form of student boarding houses – many storied buildings of dormitories that are stuffed to the rafters in term time. Cheap beds (without food or baths) are to be had in summer, however.

Black Dragon Inn: The Black Dragon has sixty rooms stuffed into its three stories. Facing as it does onto the Processional, it gets a varied and well-heeled crowd. Prices are set just high enough to discourage students from staying, but both rooms and food are worth the coin.

THE FOREIGN QUARTER

The Foreign Quarter huddles in the heart of the Middle City, between the Millstream in the south and the curve of Horseshoe Road in the north.

An ancient city ordinance set aside the Foreign Quarter as living space for non-natives. Although many Greyhawkers now live here, the Foreign Quarter is still a diverse and cosmopolitan area where people from across the Flanaess live and work side by side. Furyondians, Verbobancers, Dyverese, Nyronese, Urnsians and Tenhas make up the bulk of the non-native population.

The north end of the quarter is densely populated with residences and businesses. The streets here are busy with traffic to and from the River Gate. Consequently, it is no difficult feat to lose one's purse to the pickpockets spilling over from the teeming River Quarter.

There are a few prominent guildhalls here – notably those of the Mercenaries', the Cartographers' and the Sages' Guilds. The Royal Guild of Merchants of Aerdy also keeps a large compound in the area. The north end of the quarter is also home to The Pit, Greyhawk's gladiatorial arena, which regularly draws large crowds.

Just south of the main tangle of streets lies the green oasis of Burrow Heights, a collection of hobniz and noniz (halfling and gnome) dwellings set under a series of pleasant grassy knolls along the western banks of the Millstream.

The inns of the Foreign Quarter offer good quality accommodation for reasonable amounts of coin. Halflings and gnomes who hanker for their native comforts can rent roomy quarters in Burrow Heights for 10 gp per room per month.

The Silver Dragon Inn: Standing prominently on the Processional, the Silver Dragon is one of the most popular in the Foreign Quarter – offering huge servings of food and drink for moderate prices. This combination attracts sellswords in droves from the nearby Mercenaries' Guildhall. The inn sprawls across four floors (including a cellar) and its enormous drinking and dining halls are often thick with rumor.

The Blue Dragon: The Blue Dragon stands on a small square opposite the Cartographers' Guildhall. Owned by a Perrenlander who had a hand in slaying the wyrm for which the inn is named (the beast's head adorns the drinking hall), it offers solid Perrenish food,

good rooms and lethally strong ale (the aptly named Witch Queen's Cauldron).

THE RIVER QUARTER

Greyhawk's River Quarter is known as the place to go to eat, drink, be merry, lose a third of your money gambling, another third in a bawdy house and return home only to find the final third has been filched by a cutpurse. The district stretches along the western wall of the Middle City, reaching from Garden Gate to Marsh Gate.

Nearly all of the traffic and trade that passes into the city from the Wharf District does so through the River Quarter. Warehouses abound, as do businesses such as taverns, inns, gambling dens and brothels, all with the intention of separating traders and rivermen from their hard earned money. The result is an area that is by turns exciting, inviting, and dangerous. Rivermen and cityfolk alike seek out the pleasures of the Strip, a notorious collection of taverns and houses of ill-repute close to the River Gate, while pickpockets, con-men and muggers lie in wait for the unwary. Barroom brawls are frequent, though there are fewer actual murders than the more lurid tales would have one believe.

Most of the action in the River Quarter happens in the northern end, on the Strip, Horseshoe Road and the tangle of streets and lanes around the River Gate. Remarkably, the Temple of Pholtus stands in the midst of the dissolution and debauchery, offering the shining example of the One True Path to any who care to look up from their cups long enough.

By way of contrast, the southern end of the River Quarter is far more leafy and pleasant. The Temple of Rao can be found here, in a quiet residential street close to the city walls. The Temple of Tritherion stands close to the Marsh Gate, and houses the small, but vocal sect of the Summoner. This being the River Quarter, however, all this earnest piety is offset by the Silver Garter, Greyhawk's most infamous and well frequented brothel.

Accommodation of all sorts is to be had in spades in the River Quarter.

Green Dragon Inn: Offering a rowdy, devil-may-care atmosphere, passable rooms, and enormous plates of food (most of it edible) for low prices, the Green Dragon is a favourite with adventurers, thieves, Rhennee, rivermen and all manner of lowlifes. Patrons are not only allowed to wear weapons and armour, but are actually advised to. Fights and brawls are frequent, but given the clientele, rarely last long. The clientele also make the Green Dragon one of the best places in the city to hear rumors and tall tales from across the Domain of Greyhawk and beyond.

The Wizard's Hat Inn: Despite being in the heart of the River Quarter, this inn offers fine Furyondian food

and decent rooms at very reasonable rates. Frequented more by regulars than random passing trade, the atmosphere here is more calm and civilized than most in the area.

The Barge Inn: A huge, ornate four-storey edifice topped with two conical towers, the Barge is one of the main landmarks of the River Quarter (and perhaps the largest inn in the city). Standing on Horseshoe Road close to the Pit, it attracts lots of noisy business from the gladiatorial fights. Owned by a dwarf, the inn also attracts many dwarven customers who favor the strong dwarven ales brewed in the basement. The strong beer also attracts its fair share of adventurers, Rhennee, sailors, and longshoremen.

The Whistling Fish: Standing close to Marsh Gate, this oversized inn must have some of the best-behaved customers in the city. Owned by a hill giant named Gruenab, the Whistling Fish offers good food and clean rooms at reasonable prices. Suffice to say, trouble is rare and short-lived.

THE ARTISANS' QUARTER

The Artisans' Quarter has at its heart the Low Market – the city's main marketplace. The district occupies the south-eastern portion of the Middle City, reaching from the Millstream to the eastern wall.

The clean, narrow streets of this area are lined with guildhalls and artisan's premises. As many craftsmen live above their shops and tend to group themselves on streets by professions, the quarter has a very tight-knit community. The folk here look out for their own and do not easily welcome outsiders. Thieves and troublemakers are not tolerated and are likely to be run out of the district by a band of burley locals if they are discovered.

The Low Market opens every day of the week from dawn until dusk. The large market square is crammed with booths, stalls and tables as well as any number of peddlers and itinerant sellers. Stardays are especially busy. Nearly any common item that can be sold may be found here. The West Market (on the west side of the Processional) is mainly used by out-of-town traders and peddlers, while the East Market is laid out in organized rows of stalls owned by local traders.

Taken up as it is with trade and commerce, accommodation there are few inns or boarding houses of note in the Artisans' Quarter.

The Broken Staff: One of the few inns of note in the Artisans Quarter, albeit a location of particular interest to wizards, is The Broken Staff. Located on the east side of the Quarter and noted for its unique illusory entertainment, it is a popular gathering spot for the quarter's wizards, sages, and academics. A bit pricier than

most places, its food and service are excellent, and the rooms are immaculate.

THE THIEVES' QUARTER

The eastern portion of the Old City is aptly named. It is widely known (though less widely spoken aloud) that Greyhawk City's Thieves' Guild holds sway here. Cutthroats and muggers prowl the warren of narrow streets for easy marks, while gangs of thugs wring protection money out of the local businesses.

Most of the quarter's inhabitants are either laborers or poorer tradesmen. Few are brave enough to speak out against the thieves, knowing that to do so is to ask for, at best, a severe beating. Even the City Watch only comes here in force.

Although there are a number of large public buildings in the Thieves' Quarter – especially along the Processional – most of the quarter is made up of humble shops, houses and tenements. Many of the buildings here are centuries old and show their age – often leaning at alarming angles or slumping drunkenly together. Away from the Processional, the streets are often little more than filthy alleys, left in permanent shadow by the looming buildings on either side.

Notable landmarks are the Public Bathhouse and the Common Crypt (both of which stand on the Processional), the City Depot and the Old City Great Hall. The latter was the site of the signing of the Treaty of Greyhawk. There are also a number of temples and shrines devoted, variously, to Beory, Olidammara, Mayaheine, Norebo, Xerbo and Osprem.

Visitors seek bed and board in the Thieves' Quarter at their own risk, especially if they plan to stir out of doors after dark. On the plus side, accommodation is cheap, if not terribly good.

Whitehorse Inn: Standing in a muddy alley off the Processional near the Black Gate, the Whitehorse is one of the oldest inns in the city. It offers stables and passable food and drink on the ground floor and small, if reasonably clean, rooms on the two upper floors. The building next door is used as a shrine by a small congregation of Mayaheine.

Brass Dragon Inn: This rambling warren of a building stands on the Processional directly inside the Highway Gate. Its location brings a constant stream of wagon drivers and caravan guards through the inn's doors. Indeed, its location is perhaps the only reason for its success, as the food is poor, the ale watery, the beds lumpy and the prices extortionate.

Madame Zaccaruso's: Located just south of the Black Gate, this three storey boarding house offers small private rooms plus bed and breakfast. Its proximity to

both the Low Market and the Highway Gate, make it popular with foreign merchants and caravaneers.

Phoenix Boarding House: This hostelry was built on the site of a boarding house destroyed in the Great Fire of 584 CY. Located close to the Old City Great Hall on Black Lane, it offers cheap dormitory beds and a few (very) small private rooms, but no food. The cheap prices attract mainly poor immigrants and other travelers.

The Hanged Man Inn: Located in an old prison in the heart of the Old City, this place has a dangerous reputation as being the haunt of some of the worst scum and cutthroats in the city. Though this deters most sensible folk, a few army officers and thrillseeking nobles come here to rub shoulders with the criminal classes. The food, ale, and beds offered are among the best in the quarter, but they are also the most expensive.

THE SLUM QUARTER

As dirty, ramshackle and dangerous as the Thieves' Quarter is, Greyhawk's Slum Quarter outmatches it in every one of those qualities. Occupying an arc along the west walls of the Old City between the Highway and Black Gates, the streets here are often unpaved and always swarming with aggressive vermin and homeless beggars. Most of the buildings are disease-ridden tenements on the point of collapse. Those buildings that pass that point are quickly reassembled into lots of shanties by the legions of homeless.

The Slum Quarter is a place of deprivation, desperation, and danger. All manner of crimes and violence are committed here without consequence or punishment. Murder (and worse) are daily events. The Watch rarely ventures here, and then only in numbers. Only those that cannot afford to stay elsewhere stay in the few ramshackle hostelrys that exist in the Slum Quarter.

The Left Hand Inn: Set in the heart of the Slum Quarter, this rough and ready establishment offers cheap, bad food and ale, and rooms with thin, flea-infested straw mattresses. It attracts a mix of caravan guards, drovers and laborers, a combination that often makes starting a fight a fatal endeavor. Dagger tossing contests are favored sport among the regulars, many of whom are very, very well practiced.

Flophouse: This ramshackle dive on Old Street is too poor even to have a proper name. A copper a day gets a bit of floor to lie on out of the weather – a luxury beyond the means of many in the Slum Quarter. Fleas, lice and disease are rife here and it is the rare night that passes without a guest being beaten, robbed or murdered (often all three).

PLAYER INFORMATION

This chapter contains information useful to players participating in “Greyhawk Ruins.”

“Greyhawk Ruins” is only open to 1st-level characters. Players can either create a new character using the rules presented in this chapter or use an existing 1st-level character. Whichever route a player decides to take, their character must have a “Greyhawk Ruins” AR in its AR stack before it reaches 2nd-level. A character cannot delay attaining 2nd-level to meet this requirement. Once a PC has accumulated 1,000 XP, they are illegible for starting Greyhawk Ruins.

CHARACTER GENERATION

The rules presented below describe the character generation process for new characters created to participate in “Greyhawk Ruins.” Except where specifically noted below, follow the standard Living Greyhawk character generation guidelines presented in the *Living Greyhawk Campaign Sourcebook*.

Alternate Class Features

Characters with the Domain of Greyhawk as their home region have Open access to the alternate class abilities below:

- **Barbarian:** berserker strength (*PH II*), trapkiller (*Du*).
- **Bard:** bardic knack (*PH II*), lore song (*Du*).
- **Cleric:** divine restoration (*Du*), spontaneous domain casting (*PH II*).
- **Druid:** root walker (*Du*), spontaneous rejuvenation (*PH II*).
- **Favored Soul:** deity’s favor (*PH II*).
- **Fighter:** dungeon crasher (*Du*), elusive attack (*PH II*).
- **Hexblade:** dark companion (*PH II*).
- **Marshal:** adrenaline boost (*PH II*).
- **Monk:** decisive strike (*PH II*), standing jump (*Du*), wall walker (*Du*).
- **Paladin:** charging smite (*PH II*), divine spirit (*Du*).
- **Ranger:** distracting attack (*PH II*), trap expert (*Du*).
- **Rogue:** disruptive attack (*PH II*), quick fingers (*Du*), penetrating strike (*Du*).
- **Scout:** dungeon specialist (*PH II*).
- **Sorcerer:** metamagic specialist (*PH II*), spell shield (*Du*).
- **Swashbuckler:** shield of blades (*PH II*).
- **Warmage:** eclectic learning (*PH II*).
- **Wizard:** wizard of sun and moon (*Du*).

Prestige Classes

- Characters with the Domain of Greyhawk as their home region have Open access to the following prestige classes:
- **Dungeonscape:** Trapsmith

Skills and Feats

Characters with the Domain of Greyhawk as their home region have Open access to the following feats

- **Dragon 315:** Expert Dungeoneer, Greyhawk Method, Mercantile Background, Rhenllore, and Well Read
- **Dragon 319:** Zagy’s Favor
- **Cityscape:** Deceptive Spell, Efficient Defender, Invisible Spell, Roof-Jumper, Roofwalker, Sculpt Spell, Strong Stomach, Swift Tumbler, and Urban Tracking
- **Dungeonscape:** Combat Tinkering, Quick Reconnoiter, Trap Engineer, Trap Sensitivity, Tunnel Fighting, Gnome Tunnel Acrobatics, Undermountain Tactics, Hammer and Piton, and Weapon and Torch.

Equipment

Characters with the Domain of Greyhawk as their home region have Open access to items on the following tables:

- **Dungeonscape:** Table 2—1.

Spells

Characters with the Domain of Greyhawk as their home region have Open access to the following spells:

- **Cityscape:** *detect weaponry, false peacebond, impeding stones, Leomund’s spacious carriage, peacebond, secret weapon, summon pest swarm, and zone of peace.*

Home Region

New characters designed to participate in “Greyhawk Ruins” can choose the Domain of Greyhawk as their home region. Residency in the Domain of Greyhawk has all the normal effects detailed in the *Living Greyhawk Campaign Sourcebook*. In brief, characters with residency in the Domain of Greyhawk enjoy the following benefits:

- Pay only 1 TU per round for adventures set in the Domain of Greyhawk.

Special Missions and Interactives: It is not possible to offer special missions or interactives set in the Domain of Greyhawk.

AFFILIATIONS

Characters participating in “Greyhawk Ruins” can choose to belong to one or more of the following affiliations:

- Guild of Wizardry
- Merchants’ and Traders’ Union
- Mercenaries’ Guild
- Cartographers’ Guild
- Thieves’ Guild
- Nightwatchmen
- Religious Organizations*

*You may only belong to an affiliation dedicated to one of the religions listed in the “Religions of Greyhawk” section, below.

Appendix 1 presents information on the available affiliations in the Domain of Greyhawk. For more information about affiliations in general, refer to the *Player’s Handbook II*, page 163.

You do not have to be a resident of the Domain to be a member of these affiliations. Non-residents, however, suffer a -10 penalty to their affiliation scores.

Additionally, members of more than one affiliation suffer penalties to the score of each affiliation as detailed on page 165 of the *Player’s Handbook II*.

RELIGIONS OF GREYHAWK

Almost every good- and neutral-aligned faith of Oerth is worshipped by someone in the Free City of Greyhawk and its Domain. Some religions, however, are far better established and more respected than the majority. You may worship any legal Living Greyhawk good- or neutral-aligned deity. The following, however, is a list of the prominent religions of the free city.

Explanation of Entries

Leader of the Faithful: This lists the generally accepted leader of that religion in the Free City. Note, that some factions of some religions may dispute this.

Spells Available: This entry notes the highest-level spell a worshipper can call on from that organization.

Location: The location of the faith’s main centre of worship in the Free City.

Beory

Leader of the Faithful: none. Shrine tended by lay worshippers.

Spells Available: Up to 2nd-level

Location: T11 (Thieves’ Quarter)

Boccob

Leader of the Faithful: Arcane Master Herantil (N male cleric 13)

Spells Available: Up to 7th-level

Location: C25 (Clerkburg)

Celestian

Leader of the Faithful: Silraell (NG female half-elf cleric 10)

Spells Available: Up to 5th-level

Location: C21 (Clerkburg)

Fharlanghn

Leader of the Faithful: varies (normally N male human cleric 5)

Spells Available: Up to 3rd-level

Location: G13 (Garden Quarter)

Heironeous

Leader of the Faithful: Jaikor Demien (LG male human fighter 2/cleric 6)

Spells Available: Up to 5th-level

Location: G14 (Garden Quarter), Sanctum of Heironeous

Istus

Leader of the Faithful: Deral al’ Kerbabi (N male human [Bakluni] cleric 5)

Spells Available: Up to 3rd-level

Location: G16 (Garden Quarter)

Kurell

Leader of the Faithful: Grankir (CN male half-orc barbarian 1/rogue 3/cleric 5)

Spells Available: Up to 3rd-level

Location: T21 (Thieves’ Quarter)

Norebo

Leader of the Faithful: Chancelord Farlann (CN male human bard 3/cleric 7)

Spells Available: Up to 4th-level

Location: T26 (Thieves’ Quarter), Esteemed Chapel of Norebo

Special Note: Norebo is regarded as the patron of thieves in Greyhawk. You may belong to the Faithful of Norebo and the Thieves’ Guild affiliations without incurring the standard -10 penalty for belonging to more than one affiliation.

Olidammara

Leader of the Faithful: Alsi Sventis (CN female human bard 2/cleric 5)

Spells Available: Up to 4th-level

Location: T10 (Thieves' Quarter)

Osprem

Leader of the Faithful: Deyani Mor (LN female human cleric 5)

Spells Available: Up to 3rd-level

Location: W1 (Wharves)

Pelor

Leader of the Faithful: High Matrairch Sarana (NG female human cleric 15)

Spells Available: Up to 8th-level

Location: G10 (Garden Quarter)

Pholtus

Leader of the Faithful: Arkandy Benris (LN male human cleric 12)

Spells Available: Up to 6th-level

Location: R8 (River Quarter)

Special Conditions: TAB 107

Procan

Leader of the Faithful: Plandarn Waveseeker (CN male human cleric 7)

Spells Available: Up to 4th-level

Location: W8 (the Wharves)

Ralishaz

Leader of the Faithful: Deena Pandari (CN female human cleric 7)

Spells Available: Up to 4th-level

Location: S4 (Slum Quarter)

Rao

Leader of the Faithful: Jerome Kazinskaia (LG human male cleric 20)

Spells Available: Up to 9th-level

Location: F17 (Foreign Quarter)

St. Cuthbert

Leader of the Faithful: Eritai Kaan-Ipzirel (LN female human cleric 11)

Spells Available: Up to 6th-level

Location: G4 (Garden Quarter)

Special Note: The most powerful religious institution in the city. Members of this affiliation can also be members of the Guild of Nightwatchmen without incurring the normal -10 penalty for membership of a second affiliation.

Trithereon

Leader of the Faithful: Janziduur Euroz-slayer (CG female human fighter 3/cleric 7)

Spells Available: Up to 5th-level

Location: F19 (Foreign Quarter)

Ulaa

Leader of the Faithful: Guldan Rockflint (LG female human cleric 9)

Spells Available: Up to 5th-level

Location: S11

Xerbo

Leader of the Faithful: Talrand Quehris (N male human cleric 13)

Spells Available: Up to 7th-level

Location: W1 (Wharves)

Zilchus

Leader of the Faithful: Stakaster Villaine (N male human cleric 11)

Spells Available: Up to 6th-level

Location: G12 (Garden Quarter)

DM'S INFORMATION

This chapter contains information the DM to reference when preparing to run, and when running, a "Greyhawk Ruins" adventure.

RUNNING "GREYHAWK RUINS"

Each "Greyhawk Ruins" adventure is a four-round adventure, set in the Domain of Greyhawk. Each adventure has four distinct adventure zones each treated as a separate round. It costs most characters 2 TUs to adventure in each zone. Characters with the Domain of Greyhawk as their home region pay only 1 TU per round.

Treat each zone as a normal adventure round. Thus, each zone has its own AR and a character must pay upkeep during each round. A character can choose to explore all the zones of this adventure in a single (mega) session (equivalent to four adventure rounds) or can choose to enter them one at a time (taking up to four sessions to complete the entire adventure).

A character receives an AR for a zone when he first earns XP or gp from that particular part of the dungeon. Once a character has received an AR for a zone, he may never again adventure in that area.

LAW AND ORDER

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

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

Unusual Companions

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

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

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

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

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

Weapon and Spell Restrictions

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

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

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

In regards to weapons the rules are:

- It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer, and other 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.

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

THE WATCH

The Watch maintain patrols throughout the city. A normal patrol (EL 5) comprises 6 watchman led by a junior sergeant. These groups deal with all manner of minor trouble throughout the city. Larger problems (rampaging monsters, homicidal adventurers, and so on) attract at least a large patrol (EL 8) of 12 watchmen and two junior sergeants led by a sergeant-at-arms.

The City Watch deals with crimes as they occur. On the rare occasion where a crime requires investigation, a Deputy Constable is assigned to the task. While part of the City Watch they answer directly to the Constable of Greyhawk, and have more authority than the district Captains. City residents that are accustomed to sneering at the often corrupt members of the City Watch do their best to avoid the attention of the Constables.

WATCHMAN

CR 1

Male or female human warrior 2
N Medium humanoid (human)
Init +0; **Senses** Listen +1, Spot +1
Languages Common

AC 16, touch 10, flat-footed 16
(+5 armor, +1 shield)

hp 14 (2 HD)

Fort +4, **Ref** +0, **Will** -1

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

Melee longsword +3 (1d8+1/19-20) or

Melee club +3 (1d6+1)

Ranged light crossbow +2 (1d8/19-20)

Base Atk +2; **Grp** +3

Combat Gear potion of *cure light wounds*

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Alertness, Toughness

Skills Handle Animal +4, Intimidate +4, Listen +1, Spot +1, Swim +0

Possessions combat gear plus chainmail, light wooden shield, club, longsword, light crossbow with 10 bolts

JUNIOR SERGEANT

CR 2

Male or female human fighter 2
N Medium humanoid (human)

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

Languages Common

AC 15, touch 9, flat-footed 15; **Combat Expertise**
(-1 Dex, +5 armor, +1 shield)

hp 19 (2 HD)

Fort +6, **Ref** +0, **Will** +2

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

Melee longsword +4 (1d8+2/19-20) or

Melee mwk halberd +6 (1d10+2/x3)

Ranged light crossbow +1 (1d8/19-20)

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

Atk Options Improved Trip (+6)

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

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

Feats Alertness, Combat Expertise, Improved Trip, Weapon Focus (halberd)

Skills Handle Animal +5, Intimidate +5, Listen +3, Ride +3, Spot +3, Swim +3

Possessions combat gear plus masterwork chainmail, masterwork buckler, masterwork halberd, longsword, light crossbow with 10 bolts, *cloak of resistance* +1

SERGEANT-AT-ARMS

CR 3

Male or female human fighter 3

N Medium humanoid (human)

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

Languages Common

AC 15, touch 9, flat-footed 15; **Combat Expertise**
(-1 Dex, +5 armor, +1 shield)

hp 27 (3 HD)

Fort +6, **Ref** +1, **Will** +3

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

Melee mwk longsword +6 (1d8+2/19-20) or

Melee mwk halberd +7 (1d10+2/x3)

Ranged light crossbow +2 (1d8/19-20)

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

Atk Options Improved Trip (+6)

Combat Gear potion of *aid*, potion of *cure light wounds*,
potion of *cure moderate wounds*

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

Feats Alertness, Combat Expertise, Improved Trip, Negotiator, Weapon Focus (halberd)

Skills Diplomacy +2, Handle Animal +5, Intimidate +5, Listen +3, Ride +4, Sense Motive +4, Spot +3, Swim +3

Possessions combat gear plus masterwork chainmail, masterwork buckler, masterwork halberd, longsword, light crossbow with 10 bolts, *cloak of resistance* +1

APPENDIX 1: FREE CITY AFFILIATIONS

CARTOGRAPHERS' GUILD

Symbol: A surveyor's measure

Background, Goals, and Dreams: The Cartographer's Guild is interested in maps; maps of the world, maps of dungeons, maps of other planes, maps of anything and everything. The guild library has one of the greatest known collections of such maps in the Flanaess.

Members: Most new members spend their first year learning how to make the fine parchments and inks the guild uses. After that, members are usually occupied with copying, updating, and checking the maps in the library. More adventurous types go out looking to find or make new maps rather than waiting to buy them.

Type: Business

Scale: 5 (City)

Affiliation Score Criteria: The guild needs people with mapmaking skills, and most develop sage abilities as well. People that bring them new maps are also highly valued.

Criterion	Affiliation Score Modifier
Character Level	+1/2 levels
5 or more ranks in Craft (ink making), Craft (parchment making), Profession (cartographer), or Knowledge (geography)	+1 each
10 or more ranks in Craft (ink making), Craft (parchment making), Profession (cartographer), or Knowledge (geography)	+2 each
Contributing a new, authentic map* to the guild	+1 each, max two/year
Contributing a new, authentic map* of an extra-planar area to the guild	+2 each, max two/year
Completing a mission for the guild** (typically going to an area and mapping it)	+2

*such maps are specified in the adventure text

**such missions are specified by adventure text.

Titles, Benefits, and Duties: Higher ranking members do less copying and more work as sages.

Affiliation Score	Title: Benefits and Duties
3 or lower	A new apprentice or someone who has sold the Guild a map.
4-10	Apprentice: You are a member of the Guild, but don't get any benefits yet.
11-20	Journeyman: Access to the Map Library

21-29	Master: Geography Specialist
30 or higher	Syndic: Supreme Cartographer.

Executive Powers: Craft, Gift, Trade

Explanation of Benefits

Map Library: You gain access to the extensive map library of the guild. This grants a +2 circumstance bonus on all Knowledge (geography) checks. It may also provide access to special benefits depending on the adventure.

Geography Specialist: Your knowledge of the maps in the library allows you to treat one meta-region and all regions in it as home regions for adventure TU cost. You must specify this meta-region in your adventure notes when you gain access to this benefit, and it may not be changed. You may reduce the TU cost of four such adventures a year.

Supreme Cartographer: Your mastery of the geography of the Flanaess allows you to treat all regions and meta-regions as home regions for adventure TU cost. You may reduce the TU cost of four such adventures a year.

FAITHFUL OF RELIGIOUS ORGANIZATIONS

Symbol: The holy symbol of their faith

Background, Goals, and Dreams: Each group seeks to advance the values of its faith. You may only join an affiliation dedicated to one of the faiths listed under “Religions of Greyhawk.”

Members: Each organization is open to all believers.

Type: Temple

Scale: 6 (City)

Affiliation Score Criteria: Those who give generously and complete quests for their faith will gain benefits from the temple. If your affiliation score ever drops below 1 you are excommunicated.

Criterion	Affiliation Score Modifier
Character Level	+1/2 levels
Adventures with a member of the affiliation	+1
Complete a mission for the temple	+2
Defeats an enemy of the temple (CR must be equal to or greater than your character level)	+1/4 the enemy's CR (will be noted in each adventure)
Destroys an altar or shrine of an enemy faith	+2 (will be noted in each adventure if a faith is an enemy of yours)
Razes a temple or stronghold of an enemy faith	+8 (will be noted in each adventure)
Donates money to the temple	+1/1,000 gp donated
Violates alignment (DM discretion)	-10
Violate the tenets of your faith (DM discretion)	-2 per incident

Titles, Benefits, and Duties: The faithful gain friends and favors from the temple, and eventually their deity.

Affiliation Score	Title: Benefits and Duties
3 or lower	Attends services but is generally ignored.
4-10	Aspirant: You are known as a member of the temple.
11-20	Faithful: +2 circumstance bonus when dealing with other guild members, must donate 5% of all wealth gained to the temple. The temple casts spells for you at a 10% discount (see Religions of Greyhawk for information on the highest level spell available).
21-29	Favored: The temple casts spells for you at 2/3rd of the normal cost.
30 or higher	Blessed: Automatically stabilize 1/day as a favor from your deity for your

devoted service.

Executive Powers: Beatify, Excommunicate, Holiday.

GUILD OF WIZARDRY

Symbol: A pyramid surmounted by the Eye of Boccob.

Background, Goals, and Dreams: The Guild of Wizardry was founded 204 years ago by the legendary Lord Mayor Zagig Yragerne, known as the Mad Archmage. The guild exists to studying and expanding the knowledge of magic. It maintains an extensive library, and runs the University of Magic Arts to train potential new members. All of this is quite expensive, and membership is costly (100 gp per year). To cover expenses the Guild also takes commissions to make magic items, and brokers items for its members.

The Guild can wield significant political influence if it chooses, although it prefers to use it only to ensure its freedom to act. The Master of the Guild, who is also Principal of the University, is a member of the Directing Oligarchy of the city, and many powerful wizards are members, including members of the Circle of Eight.

The Guild is interested in Castle Greyhawk because of the lore they are certain to contain. To a certain extent they consider it theirs by right of inheritance from Zagig, and they take a dim view of anyone trying to thwart their efforts to recover it.

Members: Members of the Guild must be capable of casting arcane spells as part of a base class. While the Guild heavily favors wizards, enough spontaneous casters contribute to the Guild because they want access to the library that the Guild accepts them as members.

Type: College.

Scale: 6 (City).

Affiliation Score Criteria: The Guild of Wizardry is open only to arcane spellcasters.

Criterion	Affiliation Score Modifier
Character Level	+1/2 character levels
Can cast 3rd level arcane spells	+1
Can cast 5th level arcane spells	+2
5 or more ranks of Knowledge (arcana) or Spellcraft	+1 each
10 or more ranks of Knowledge (arcana) or Spellcraft	+2 each
Donates magic items or special materials to the guild valued at 1,000 gp or more	+1 per item/donation, max six/year
Provides a scroll of a 5th-level or higher spell for the guild	+2 per spell, max two/year
Recommendation of a Respected Member or Regent of the Guild	+2
Abuses power or engages in openly evil acts	-5 per incident, if affiliation score falls below 0 you are expelled and banned for life
Contributes nothing for a year	-1 per year

Titles, Benefits, and Duties: As your rank in the Guild increases, you can expect greater discounts and greater access to the Guild library.

Affiliation Score	Title: Benefits and Duties
3 or lower	Apprentice with no benefits
4-10	Associate Member: Access to the Library and Guild Shops, must pay 100 gp per year in dues
11-20	Member in Good Standing: Guild Library.
21-29	Respected Member: Expanded Library and Shop access
30 or higher	Board of Regents: Crafting Secrets

Executive Powers: Craft, Gift, Research.

Explanation of Benefits

Guild Library: You may add one spell up to 4th-level to which you have Open access to your spellbook at the normal cost after any adventure set in the Domain of Greyhawk.

Guild Shops: You may purchase a wide variety of alchemical items from the guild shop. You may select from:

- *Frostburn* Table 4-3, all items
- *Sandstorm* Table 4-3, Special Substances and Items, limited to armorbright, blackeye, deep draught, ironthorn extract, keeppool salve, sunshade lotion
- *Stormwrack* Tables 5-6, Special Substances and Items only
- *Complete Adventurer* Table 4-2, all items
- *Complete Arcane* Table 5-1, all items
- *Races of Stone* Table 7-4, limited to blasting pellets, blister oil, hearthfire, hearthfire lantern, spiderlily essence

Expanded Library: You may add one spell of any level with open access to your spellbook at the normal cost after any adventure set in the Domain of Greyhawk.

Expanded Shops: You gain Adventure access to one item from a previous AR after any adventure set in the Domain of Greyhawk. You may only use this four times per year.

Crafting Secrets: The following items are considered Open access for crafting purposes only:

- *Pearl of power* (any level)
- *Memento magica* (any level)
- *Ring of wizardry*

MERCENARIES' GUILD

Symbol: Crossed sword and axe

Background, Goals, and Dreams: The Mercenaries' Guild has a very simple goal for its – live long enough to spend all your money. They leave all higher ideals to other people.

Members: The Mercenaries' Guild has a simple test that any 1st-level fighter can pass to join. However, they will waive this test if a qualified “specialist” (that pretty much means anyone else with any class abilities), wants to join. Membership costs 10 gp a year.

Type: Fighting Company.

Scale: 7 (City and outliers)

Affiliation Score Criteria: If you can pass their test, if they require it, and pay your dues, you can join.

Criterion	Affiliation Score Modifier
Character Level	+1/2 levels
BAB +5 or higher	+1
BAB +10 or higher	+2
Per fighter bonus feat slot	+1/feat
Can cast arcane or divine spells	+1
Adventures with a member(s) of the guild	+1/per mission
Completes a job contracted by the guild	+2/per mission
Pays to restock the guild bar (1,000 gp)	+1/twice per year
Fails a job	-4
Betrays an employer	-20 and expelled from the guild, will be hunted if affiliation score drops below 0

Titles, Benefits, and Duties: As your rank increases, so does your renown both within and outside of the guild.

Affiliation Score	Title: Benefits and Duties
3 or lower	Hanger on with no benefits.
4-10	Junior Member: Access to the Guild Hiring Board and Free Bar. You must pay 10 gp per year in dues.
11-20	Member: Gain Guild Prestige
21-29	Senior Member: Travel Connections
30 or higher	Leading Member: Your portrait is added to the Guild's main hall

Executive Powers: Plunder, Raid, Terrorize.

Explanation of Benefits

Hiring Board: Patrons hiring adventurers treat you as if you had already worked for them before (if this would be relevant to the adventure).

Free Bar: You may pay half Standard Lifestyle cost for an adventure set in the Domain of Greyhawk. Every

time you use this benefit, your Affiliation Score reduces by 1.

Guild Prestige: You gain a +2 circumstance bonus on Charisma-based skills with other guild members.

Travel Connections: Former employers help you travel the Flanaess. You may reduce the TU cost of an adventure by 1 (to a minimum of 1) four times per year.

Portrait: A portrait or bust of you is placed in the Guildhall. You gain +2 to your Leadership score, and +2 on Diplomacy and Intimidate checks with people who have seen it. (This includes most patrons and officials of the City and Domain of Greyhawk.)

MERCHANTS' AND TRADERS' UNION

Symbol: A set of scales.

Background, Goals, and Dreams: The Merchants' and Traders' Union encompasses any and all mercantile activity by members who do not qualify for another guild within the city. The great majority of members run diversified trading operations, rather than focusing on a single area. If they can buy it, sell it, and move it around for greater profits, they do it. The Guildhall has a hostelry for members, secure vaults, a barracks for their private guards, shrines to their favored deities (Zilchus and Xerbo), and dozens of offices, meeting rooms, and courtyards to arrange deals. The Union itself is interested in only one thing – making more money. Any money they spend is towards that end, whether it be the guards to keep their shipments safe, or buying seats on the Directing Oligarchy (The Union currently has four members on the Directing Oligarchy, including their Guildmaster.) The Union is rumored to have close tie to the Thieves' Guild, and thus the Lord Mayor, but those rumors are discouraged.

Members: Members of the union must pay their dues and engage in at least a semblance of trade is welcome to join. Note that this definitely includes adventurers selling off their loot.

Type: Business.

Scale: 10 (regional).

Affiliation Score Criteria: The union is open to any who can pay to join, but only residents of the City of Greyhawk can become full members.

Criterion	Affiliation Score Modifier
Character Level	+1/2 character levels
5 or more ranks in Appraise, Bluff, Diplomacy, or Profession (merchant)	+1 per each
10 or more ranks in Appraise, Bluff, Diplomacy, or Profession (merchant)	+2 each
Has more than 20,000 gp in personal wealth	+1/20,000 gp
Owns property in the Domain of Greyhawk worth at least 5,000 gp	+2
Has a title from the Domain of Greyhawk	+2
Lives in the City of Greyhawk	+1
Recommendation of a Thieves' Guild member with an affiliation score of 21 or higher	+2
Recommendation of a Union member with an affiliation score of 21 or higher	+2
Advance the power of the Union through information of	+2/mission or item of information discovered

completing a mission	
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Titles, Benefits, and Duties: As your rank increases, so do your financial benefits.

Affiliation Score	Title: Benefits and Duties
3 or lower	Employee or client with no benefits
4-10	Affiliate Member: Access to the Guildhall, must pay 30 gp per year in dues.
11-20	Full Member: Access to Guildhall Facilities You must pay 15 gp per year in dues and be a resident of the city (Greyhawk must be your home region).
21-29	Master of the Guild: You gain the Prestige and Power of the Guild. You must make a DC 20 appraise check once per month or lose 200 gp and your affiliation score is reduced by 1.
30 or higher	Director of the Guild: May be considered for membership on the Directing Oligarchy, use Special Connections.

Executive Powers: Assassinate, Gift, Trade.

Explanation of Benefits

Access to the Guildhall: You may visit the guild trading hall (open only during daylight hours) and buy and sell equipment from all across the Flanaess. This includes the following:

- *Frostburn* Table 4-2, all items.
- *Sandstorm* Table 4-3, Adventuring Gear and Clothing only.
- *Stormwrack* Table 5-6, Adventuring Gear, Clothing, and Tool and Skill Kits only.
- *Races of Stone* Table 7-4, earthsilk jersey, earthsilk rope, song collar only.

Guildhall Facilities: You may use the Guild Hostel to halve lifestyle costs for any adventure set in the City of Greyhawk. (Not the Domain in general.) You do not have to pay the Freesword Tax when entering the city.

Power and Prestige of the Guild: You no longer have to pay for weapon licenses when entering the city. This does not allow you to carry illegal weapons.

You automatically receive a helpful result for any bribes you offer to the City Watch.

You gain access to non-magical items offered by any other affiliation as if you had half your affiliation score with them.

You may request a meeting with any member of the city administration. Depending on their rank, they will meet with you within 1-6 days (for the Lord Mayor or other member of the Directing Oligarchy), 1-6 hours (for

high ranking officials), or as soon as you ask (for minor officers, guards, and the like.)

Special Connections: You gain Adventure access to one item from a previous AR after any adventure set in the Domain of Greyhawk. You may only use this four times per year.

NIGHTWATCHMEN

Symbol: A cudgel on a light blue tunic

Background, Goals, and Dreams: The Nightwatchmen is a private security force, primarily serving the upper and middle class quarters of the city. They are directly connected to the faith of St. Cuthbert, and members are expected to meet the high standards of that faith. Their goal is a simple one, to bring law and order to the streets of Greyhawk. They have few illusions as to just how difficult this will be, but most are committed to making the effort, no matter how many thieves they have to beat to achieve it.

Members: The Nightwatch accepts primarily Lawful Neutral, Lawful Good, and a very few Neutral Good individuals. They welcome members with darkvision or low-light vision for night patrols.

Type: Guild

Scale: 6 (City)

Affiliation Score Criteria: Obeying orders and enforcing the law are the ways to advancement in the organization.

Criterion	Affiliation Score Modifier
Character Level	+1/2 levels
Has darkvision or low-light vision	+1
Follower of St. Cuthbert	+1
Completes a mission for the Nightwatch	+1
Captures a criminal (CR must be equal to or greater than your level)	+1/4 the thieves' CR
Neutral Good alignment	-10

Titles, Benefits, and Duties: Members gain increasing law enforcement powers.

Affiliation Score	Title: Benefits and Duties
3 or lower	Informant with no benefits
4-10	Torchbearer: Livery of the Guild
11-20	Guildmember: Special Dispensation.
21-29	Sergeant: In the Name of the Law
30 or higher	Inspector: I am the Law!

Executive Powers: Crusade, Excommunicate, Inquisition.

Special Note: Members of this affiliation can also be members of the St. Cuthbert affiliation without incurring the normal -10 penalty for membership of a second affiliation.

A member of the Guild of Nightwatchmen cannot be a member of the Thieves' Guild.

Explanation of Benefits

Livery of the Guild: You are allowed to wear a tabard with the arms of the guild, as well as a light blue hat with an extravagant white feather. This will likely affect how people react to you.

Special Dispensation: You may freely and openly carry and use any weapons within the City of Greyhawk without the need for a license.

In the Name of the Law! You may detain criminals at the scene of a crime or transport them to a guild station and hold them until the City Watch arrives. Unless specifically directed in an adventure, members of the City Watch always accept your word about events, and allow you to continue with an adventure barring a direct attack on the government of the city.

I am the Law! You have an open warrant from the city to enter private property in search of evidence or in pursuit of criminals. Of course, that does not mean powerful people won't bear a grudge if you violate their privacy.

THIEVES' GUILD

Symbol: A dagger hidden behind a bag of coins

Background, Goals, and Dreams: While most thieves' guilds just want to rob the world blind, the Greyhawk guild also rules the city of Greyhawk, and wishes to maintain that control. As a result, activities at the higher ranks of the guild often push the guild into acting more like a government. That should not be taken to mean the guild is more benevolent, or even just less anti-social. Indeed their actions to retain their power are often more violent than those they take to retain their monopoly on crime.

Members: Prospective members must prove their worth to the guild by engaging in whatever criminal specialty they follow, and paying the guild its cut on a regular basis. Freelancers in the city of Greyhawk have a very short lifespan.

Type: Thieves' Guild

Scale: 10 (region)

Affiliation Score Criteria: Completing assigned tasks is the fastest way to advance in the guild.

Criterion	Affiliation Score Modifier
Character Level	+1/2 levels
Spends 10 or more years in the affiliation	+2
Recommendation of a member who has an affiliation score of 21 or higher	+2
Completing a mission for the Guild	+2
Discovers valuable information for the Guild	+2
Completes a mission against a Guild enemy	+2
Doesn't give the Guild its cut for a job (5% of wealth gained)	-4 and all funds taken
Performs an unauthorized job	-8 and all funds taken

Titles, Benefits, and Duties: Higher ranking thieves reap direct financial benefits.

Affiliation Score	Title: Benefits and Duties
3 or lower	A guild flunky or part time thug
4-10	Apprentice: You must buy Guild Equipment.
11-20	Journeyman: You gain Guild Support.
21-29	Master: You gain Guild "Discounts."
30 or higher	Senior Master: You gain access to the Guild Cooffers.

Executive Powers: Assassinate, Plunder, Shadow War

Special Note: A member of the Thieves' Guild cannot be a member of the Guild of Nightwatchmen.

Explanation of Benefits

Guild Equipment: You may purchase an extensive array of adventuring equipment through the guild. You may select from:

- *Complete Adventurer* Table 4-5, balance pole, camouflage kit, forgery kit, longspoon thieves' tools, and masterwork longspoon thieves' tools only.
- *Races of the Wild* Table 7-3, sashling only.
- *Complete Scoundrel* Table 5-1, false scabbard tip, hidden flap, hollow boot heel, inside pocket, lead lining only.
- *Dungeonscape* Table 2-1, Dungeon gear only.

Guild Support: You get free Standard lifestyle on any adventures set in the City of Greyhawk.

You gain a +2 circumstance bonus on all rogue class skills within the City of Greyhawk.

Guild "Discounts": You get a 10% discount on all item purchases under 5,000 gp.

Guild Cooffers: You may borrow one magic item from the DMG of up to 30,000 gp value from the guild for a single adventure. You may not do this more than once every four adventures. (You may not borrow an item for three adventures after you borrow one.)

APPENDIX 2: MAP OF GREYHAWK CITY



Map Key

A: Artisans' Quarter	H: High Quarter
C: Clerkburg	R: River Quarter
F: Foreign Quarter	S: Slum Quarter
G: Garden Quarter	T: Thieves' Quarter

GREYHAWK RUINS FAQ

Q: Must I make a new character to play this arc?

No, you don't have to make a new character for "Greyhawk Ruins." However, if you use an existing character it must be 1st-level when you get your first "Greyhawk Ruins" AR.

Q: Why is the arc only open to new or 1st-level characters?

Starting a new character with the Domain of Greyhawk as home region allows the player to better immerse himself in the rich setting that is Greyhawk City and enables the authors to deliver a challenging but enjoyable set of adventures. Because *Expedition to the Ruins of Greyhawk* is designed for characters level 8-13 we have designed the four adventures in the "Greyhawk Ruins" arc to raise a starting character to around 5th-level. Additionally, in 2007 there are a number of core adventures premiering that are set in either the Domain of Greyhawk or the Orcish Empire of the Pomarj. A similar number of low-level Domain of Greyhawk adventures premier in 2008, which should get your character (barring unfortunate incidents) to 8th-level.

Q: What happens if my character dies? Can I play subsequent parts of the series?

Yes, you can play subsequent parts of the series if your first character dies. Simply make a new character but include your previous character's AR for the first "Greyhawk Ruins" adventure as the first AR in your new character's stack.

Q: Do I have to play the same character in all the "Greyhawk Ruins" adventures or can I use different ones?

You can use different characters in different "Greyhawk Ruins" adventures, if you want. However, they must all be 1st-level when they first enter the ruins.

Q: Can the "Greyhawk Ruins" adventures be played online?

Yes.

Q: What if I create a character with the Domain of Greyhawk as my home region but never play a "Greyhawk Ruins" adventure?

If you reach 2nd-level without having played a "Greyhawk Ruins" adventure your character's home region reverts to the area in which you have residency. For example, if a player from the UK makes a new character but does not play a "Greyhawk Ruins" adventure before reaching 2nd-level, the character's home region immediately changes to Onnwal.

Q: Can I change the home region of an existing character to the Domain of Greyhawk?

No. The Domain of Greyhawk is only available as a home region for new characters.