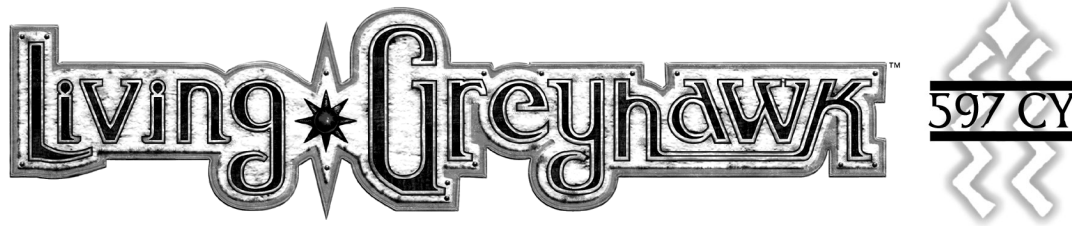


CGR7-01



Ruins of Discovery

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

Version 1

by Creighton Broadhurst, Chris Chesher, and Sam Weiss

Circle Reviewer: Creighton Broadhurst

Reviewers: Chris Chesher and Sam Weiss

HQ Reviewer: Chris Tulach

Playtesters: Rod Bruce, Josh Flint, Joshua Freeman, Troy McNemar, Alex Mobley, and Tim Pitcock

Neophyte adventurers have long flocked to the City of Greyhawk to seek fame and fortune. This year, however, is different; intrigue and the reawakening of a site of legend, provide the brave and the lucky with plenty of opportunities for glory (or ignominy). It is a shame that murder is the catalyst for rivals to come together in a time of need. A two-round Greyhawk Ruins adventure for 1st-level characters (APL 2) set in the Domain of Greyhawk.

Resources for this adventure [and the authors of those works] include *City of Peril* [Ed Stark], *Complete Arcane* [Richard Baker], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, and Robin D. Laws], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Expedition to the Ruins of Greyhawk* [Jason Bulmahn, James Jacobs, Erik Mona], *Greyhawk Ruins* [Blake Mobley, Timothy B. Brown], *Greyhawk Ruins Sourcebook* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Player's Handbook II* [David Noonan], and *Races of the Dragon* [Gwendolyn F. M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liquette], *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*.

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.

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.

LAYOUT AND ORGANIZATION

This adventure has several sections:

- **GHR7-01:1 *Death in the Free City***. This section contains the adventure text, all relevant stat blocks, handouts, and maps.
- **GHR7-01:4 *Sauces and Soundings***. This section contains the adventure text, all relevant stat blocks, handouts, and maps.
- **Appendices**: This section contains all the New Rules Items required for this adventure as well as affiliation briefing sheets and any other required generic information.

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 “Greyhawk Ruins” adventure. Each “Greyhawk Ruins” adventure comprises four distinct rounds (or zones), set in the Domain of Greyhawk. Treat each adventure as a separate round. Thus, it costs most characters 2 TUs to participate in each round but characters with the Domain of Greyhawk as their home region pay only 1 TU per round. Characters must pay upkeep for each round in which they participate.

Each round has its own AR. A character receives an AR for a round at the end of the session in which 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.

A character can chose to explore all the rounds of this adventure in a single (mega) session (equivalent to four adventure rounds) or can chose to enter them one at a time (taking up to four sessions to complete the entire adventure).

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.

PREPARATION FOR PLAY

Read these notes before play begins.

GREYHAWK RUINS SOURCEBOOK

To play this adventure you also need a copy of the *Greyhawk Ruins Sourcebook*. The sourcebook contains information about the free city, its laws, and statistics for watchmen, and the like. Download the map free from www.wizards.com/default.asp?x=lg/welcome. The DM should ensure that he reviews the city’s laws before play.

AFFILIATION BRIEFING SHEETS

Many of the PCs participating in this adventure will be members of one of the free city’s affiliations (as detailed in the *Greyhawk Ruins Sourcebook*). Before play begins, hand out the relevant briefing sheet to each player. PCs not belonging to any affiliation must determine for themselves exactly why they are at the Griffon’s Nest.

Death in the Free City

By Creighton Broadhurst and Chris Chesher

ADVENTURE BACKGROUND

Momentous events once again threaten to overwhelm the free city of Greyhawk. To the south, Turrosh Mak demands peace with the Domain while bandits once again grow emboldened by Greyhawk's widely spread armed forces. Indeed, some of these bandits have powerful friends within the free city who manipulate the bandits for their own ends.

The rise of banditry has not gone unnoticed in the free city. Many within the city grow concerned at the increase of lawlessness in the Near Domain. Chief among these is Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert and member of the free city's Directing Oligarchy. Several weeks ago, she dispatched Korenth Mauk, a trusted servant, to learn more.

Korenth's investigations quickly bore fruit and he swiftly came to the conclusion that the ruins of the infamous Castle Greyhawk – only a few miles from the city itself – was in some way connected to the rise of lawlessness in the Domain. Unfortunately, his investigations drew the attention of certain powerful individuals who were angered at Eritai's servant poking his nose into such sensitive matters. Thus, Korenth had to die and was slain by a master assassin two days ago. Korenth resisted mightily, however, and the sound of battle alerted those staying in the nearby rooms, so the assassin could not complete a thorough search of the room, leaving vital evidence unrecovered.

ADVENTURE SUMMARY

The adventure opens in the Griffon's Nest Inn where the PCs have gathered to investigate the killing of Korenth Mauk. Many of the PCs will be here at the behest of their affiliations; each has some stake in the killing and want to learn more about why he was killed. While in the inn, the PCs hear a rant by one of the patrons – Grenater – who exposes Korenth's virtues to the crowd. While many other patrons and staff have the same opinion of Korenth none know anything of import.

To learn more, the PCs investigate the scene of murder – Korenth's room. Entering the room, they disturb Grish – a half-orc wizard – who has been hired to search the room for any evidence Korenth had

accumulated. Luckily, the PCs disturb him before he finds anything. Grish tries to flee. If he is caught and persuaded to talk he tells the PCs that his contact ordered him to leave anything he found at a dead drop at the Left Hand Inn. Unfortunately, his contact has fled.

While the PCs could spend much time in the city talking to their affiliations or visiting other locations of interest only by leaving the city and going to the ruins of Castle Greyhawk will they uncover more about Korenth's investigations.

While on their way to the ruins, a small band of bandits ambush them. Defeating the bandits they follow their track to an abandoned farmhouse where they discover a cache of stolen goods and supplies in a subterranean store. Before they can leave the farmhouse, another group of bandits falls upon them trapping them within. After defeating the bandits, the PCs continue onto the ruins.

At the ruins, they reach the War Tower without incident but encounter a member of the Wartower Wardens who levies a toll on them for entering the tower. Crossing a pit trap in front of the tower's door, they enter the infamous tower and almost immediately battle mindless undead who have recently slain another band of hapless adventurers. If they continue, they can explore more of the passages and tunnels beneath the War Tower. If they do not, the adventure is over and they return to Greyhawk.

PREPARATION FOR PLAY

Read these notes before play begins.

IMPROVISING

This adventure takes place in the free city of Greyhawk, one of the most populace and cosmopolitan cities of the Flanaess. As such, the PCs essentially have limitless options during the early part of this adventure. If they go "off script" improvise their investigations keeping in mind that they have to – at some point – discover that bandit activity is increasing in the vicinity of Castle Greyhawk. The adventure is contingent on them setting out to investigate this. If they fail to find the notes in Korenth's room perhaps the Nightwatch (or a thief who

demands a small payment) find them and pass them onto the PCs.

MAP LOCATIONS

Several locations in this adventure are details on the Free city of Greyhawk map by Denis Tetreault bundled with *Living Greyhawk Journal* issue 2. While this map is not vital for play, it is useful for players wanting to get a general idea of the city's layout.

INTRODUCTION

As the adventure opens, the PCs are in the common room of the Griffon's Nest. (*City of Peril* provides further details of the Griffon's Nest but that supplement is not required to play this adventure). The inn is also the subject of a Mysterious Places article on the *Living Greyhawk* website. If you have *City of Peril*, consider using the map of the inn to allow the players to better visualize their surroundings.

At the option of the players, the PCs can either know each other or be strangers. In any event, give them the opportunity to introduce themselves to each other before starting play.

SET-UP

It is evening and the common room is busy. Read the following:

The Griffon's Nest is uncommonly busy this evening. The recent killing has given the inn a risqué reputation that has drawn more than its fair share of thrill seekers to the inn's common room.

The Griffon's Nest is a favorite among adventurers and their ilk. Such individuals often come here to relax, unwind, and spend some of their hard-won loot. Because of the inn's proximity to a Nightwatchmen's Guildstation, trouble here is rare. However, the recent murder of Korenth Mauk in a room upstairs (see *Death of a Servant* for more information) surprised regulars and has led to an increase in business as interested individuals ghoulishly visit the inn.

DEATH OF A SERVANT

Many rumors swirl about the common room this night. Chief among these is the particularly gruesome death of Korenth, a servant of Eritai Kaan-Ipzirel. Korenth met his end in this very building in one of the upstairs bedrooms.

Violence in the Griffon's Nest is particularly rare and has the proprietor – Curain Nyie – concerned. While he is happy with the resultant upsurge of trade he worries that once the novelty wears off that some of this regulars may choose to drink elsewhere and that the inn might acquire a rather unsavory reputation.

Common Knowledge

Anyone in the common room can impart this information. (If the players do not want to spend time

roleplaying, a DC 10 Gather Information check and three hours of conversation reveals all this information).

- Korenth was killed in a room upstairs some time during the night two days ago. No one admits to hearing a thing.
- The room has been sealed ever since by order of the City Watch and the Guild of Nightwatchmen.
- Since the killing the inn has been really busy.
- It is rumored that an unidentified evil cult was behind the killing. (Eritai Kaan-Ipzirel is a powerful cleric of St. Cuthbert and often battles such groups).
- Lord Mayor Nerof Gasgal has publically condemned the slain man, labeling him a stalwart defender of the free city personally responsible for the rooting out of several evil necromancers and other foul persons responsible for much suffering and death among the populace. This is the generally held view of Korenth.
- Eritai Kaan-Ipzirel has vowed vengeance against Korenth's killers. She believed that agents of Iuz are behind the killing.

EVENING EVENTS

Many customers are crammed into the common room this night. As the night progresses, patrons come and go. Improvise any new customers as required.

Several times during the evening, Nuvaraath takes to the stage. Toward midnight even Curain (himself an accomplished bard) "reluctantly" sings several songs (much to the delight of his regulars). Any of these performances distracts everyone in the common room, possibly providing the PCs with an opportunity to investigate the murder scene.

Additionally, halfway through the evening a drunken Grenater staggers onto the stage to harangue the crowd and to praise Korenth's diligence and hard work on behalf of the free city's poor and downtrodden. When this occurs, read the following:

A commotion near the stage catches your eye. A large man pushes his way through the crowd and staggers onto the stage, ale spilling from his flagon. "Lads," he yells loudly over the noise of the common room, "we should toast Korenth's shade! Was he not a good man that worked for the betterment of others? Was he not a man who fought tirelessly against the evil plaguing our fair city?"

He pulls himself upright and raises his flagon to the ceiling. "Korenth," he yells before upending his flagon, draining its contents.

The assembled customers follow Grenater's lead, toasting Korenth before draining their flagons. (There us a sudden surge to the bar and the staff are very busy for a few minutes. After the common room has returned to normal, the PCs can find Grenater and talk to him, if they want. Refer to the Grenater section for more information.

STAFF AND PATRONS

Use these notes to roleplay the PCs' interaction with those present.

Curain Nyie

A tall half-elf of obvious Flan descent, he has deeply tanned skin and long black hair tied back in a single ponytail. His right cheek and neck bear their silvery tracing of some very convoluted (and old) scarring.

Attitude: Friendly (PH 72).

Curain spends most of his time behind the bar, serving drinks, and directing his staff. He is a jovial, friendly character well loved by his patrons and staff. He knows many of his regulars by name and makes a habit of learning any newcomer's name.

Curain has keys for all the rooms in the place and is under orders from the authorities to keep the site of the murder locked. However, Curain is desperate to maintain the inn's reputation as a wholesome, reputable establishment. PCs modifying his attitude to helpful can convince him to allow them to explore Korenth's chamber.

☞ **Curain Nyie:** N male half-elf bard 8; hp 38; Gather Information +15, Knowledge (local) +12, Perform (oratory) +15.

Grenater

This large, shabbily dressed man is of middle age. He has a shaggy, matted beard and reeks of stale ale and sweat.

Attitude: Indifferent (PH 72).

Grenater did not know Korenth in life but has heard many things about him in the last two days. By all accounts, Korenth was a brave and decent man striving to better the common good. The PCs should get the sense during their conversation that Grenater is quite susceptible to suggestions and that he is merely repeating things he has only heard about as fact.

Grenater is an unskilled laborer who works in the city. Beyond his views on Korenth he has no information of note to this adventure.

☞ **Grenater:** N male human commoner 3; hp 8.

Rendal Kerath

Short human male with a single bushy eyebrow. Unshaven and bleary eyed, his dark brown hair is unkempt.

Attitude: Indifferent (PH 72).

The Griffon Nest's cook and an arch-pessimist, Rendal's food is plain and unadventurous. He spends most of his time in the kitchen, occasionally emerging when it is busy to deliver food to various tables. Rendal is not surprised that someone died upstairs; with all the adventurer-types patronizing the inn something like this was bound to happen eventually.

☞ **Rednal Kerath:** N male human sorcerer 2; hp 9; Concentration +3, Profession (cook) +2, Knowledge (arcana) +2, Spellcraft +3.

Staff

Young human of indeterminate racial heritage; wears clothes befitting a student or scholar.

Attitude: Friendly (PH 72).

Typical humans of mixed Oeridian and Suel heritage they are all natives of the Domain. All of them worked the night of Korenth's murder but had gone home several hours before his body was discovered. They know nothing significant to the adventure although they can tell the PCs that since the murder, the inn is a lot busier than normal.

☞ **Lugrand and Montand:** male human commoner 1; hp 3 each.

☞ **Lasara and Erethuan:** female human commoner 1; hp 3 each.

Nuvaraath

Slender, lithe, and attractive, this female elf wears expensively made studded leather armor and carries a finely wrought harp.

Attitude: Friendly (PH 72).

Nuvaraath is an old friend of Curain from his days in Celene. Whenever she is in Greyhawk, she visits the Griffon's Nest and performs for the clientele. She arrived yesterday. Nuvaraath sings exclusively in Elven, normally performing songs of ancient legend. She can absolutely vouch for Curain's good character.

☞ **Nuvaraath:** female elf bard 7; hp 30; Gather Information +13, Knowledge (local) +10, Perform (wind instruments) +13, Perform (oratory) +13.

Guild of Nightwatchmen

Grizzled, middle-aged human male wearing studded leather armor with a club at his hip. Each wears a blue hat with a big white feather stuck into its brim.

Attitude: Indifferent (PH 72). Friendly toward any other members of the guild they encounter.

These four fast-drinking men are members of the Guild of Nightwatchmen. The guild receives preferential prices at the inn and, consequently, several off-duty members are normally present.

Learning More: A DC 10 Knowledge (local) check reveals that blue hat and white feather is the livery of the Guild of Nightwatchmen.

Brath, Kenar, Zan, and Jerran: male human warrior 2; hp 14 each; *Greyhawk Ruins Sourcebook*.

Other Customers

The inn is full of other patrons. Adventurers, explorers, and the occasional merchant as well as thrill-seekers all drink here. Improvise such individuals as necessary. None of them knows anything of import beyond what listed under Common Knowledge overleaf.

DEVELOPMENT

Once the PCs have learned all they can in the common room, they may choose to do one of several things:

If they investigate the room in which the murder took place, proceed to Encounter 1. The PCs have to gain access to the chamber somehow.

If they prefer to question Eritai Kaan-Ipzirel, proceed to Encounter 3.

If they decide to visit the nearby Guild of Nightwatchmen's Guildstation proceed to Encounter 2. Any native of the city knows where to find the nearby Nightwatchmen's Guildstation. Alternatively, the PCs can get directions to the station from anyone in the common room.

1: MURDER MOST FOUL

In this encounter, the PCs search the upstairs room in which Korenth met his end.

Since the killing, the Guild of Nightwatchmen has begun an investigation but is not getting very far. Although they carried out a brief search of the chamber, they did not find anything of import. They have, however, removed the body and requested that Curain seal the chamber. As a result, the room is in much the same condition as when Korenth was slain.

GETTING IN

The PCs need to get into the room to learn more. A summary of the possible tactics they could use to achieve this are listed below. Use these notes to adjudicate any other inventive plans the PCs develop. Once the PCs have gained access, proceed to The Chamber for more details on what they find.

Asking Curain: PCs could try the direct route by asking Curain to let them in. If the PCs manage to shift his attitude to helpful (DC 20 Diplomacy check; PH 72) they succeed and he provides them with the key on the condition that they wait until the inn is closed to investigate the room.

Breaking In: It is difficult, but not impossible, to break into the room. PCs breaking into the room while people are still in the common room below may be spotted. See Spotted for more details.

Sneaking Through the Window: The PCs can try to get in through the window, if they wish. Doing so requires the PCs to scale the outside wall (Climb check DC 20) and to get in through the room's shuttered window (see Chamber Features for details).

Distractions: If the PCs break into the chamber during one of Nuvaraath's performances in the common room, treat the patrons and staff of the Griffon's Nest as distracted (-5 to Listen and Spot checks).

Spotted: If the PCs are spotted trying to break into the room, Curain cautiously approaches them to find out what is going on. His attitude is indifferent toward them. If the PCs manage to improve his attitude to friendly (DC 15 Diplomacy check—PH 72) or better he does not summon the authorities. If they cannot explain themselves or if they are hostile, he retreats and summons the Nightwatch and/or the City Watch.

DISTURBING A THIEF

Once the PCs finally get in, they disturb Grish who used a *dimension hop* to enter the chamber. Allow Grish a Listen or Spot check to hear the PCs' attempts to get into the room. Once he is aware of them, he quickly finishes searching (he finds nothing) and begins casting defensive spells taking cover in an appropriate location.

APL 2 (EL 2)

➤ **Grish:** male half-orc wizard 3; hp 18; Appendix 1.

Tactics: Before entering the chamber, Grish cast *mage armor*.

Grish is not looking for a protracted fight and does not use lethal spells to kill the PCs. Rather, he prefers to incapacitate intruders before making his escape. If he manages to incapacitate the whole party, he steals a few choice, easily portable items before leaving.

If Grish manages to get out of the room (and the PCs pursue him) proceed to The Chase Is On to resolve this encounter.

Grish does not fight to the death. If he is in real danger of dying, he surrenders. If the PCs capture Grish, they can talk to him. Refer to the Grish section for more information.

Summoning the Law: If patrons or staff members hear the fight, they summon the Guild of Nightmatchmen (if the fight takes place during the night) or the City Watch (if the fight takes place during the day). Whichever group is summoned, it arrives in the inn after 3d4+2 rounds.

GRISH

Bulky and muscular, this male half-orc has long lank black hair and small pig-like eyes. Clad in ill fitting and nondescript robes he carries a large club in one hand.

Attitude: Hostile (PH 72).

What He Knows: Grish was hired to search Korenth's chamber and deliver anything of interest that he found to a dead drop in the Left Hand Inn (Slum Quarter, location S8). He never saw his employer's face but he heard the voice and mannerisms of a half-orc. He was simply told to leave anything he found under a loose floorboard in the common room under a table furthest away from the fireplace.

History: Grish originally lived in Badwall but fled northwards after the rampaging orcs of Turrosh Mak's armies overran it. Making his way to the free city, he hired himself out as a mercenary spellcaster. It is in this capacity that the PCs encounter him.

THE CHAMBER

It is obvious that this room has been hurriedly searched recently. It has the following features:

Locked Wooden Door: The room's door is sturdy (hardness 5, hp 15, Break DC 18; Open Lock DC 20) and locked. Curain has a key.

Shuttered Window: A single window allows light to filter into this chamber. Currently, the storm shutters (hardness 5, hp 10, Break DC 15) are closed.

Illumination: While the storm shutters are closed, the room is in darkness. If the PCs do not bring a light source with them, some light (providing shadowy illumination) filters into the room from the common room below.

Bloodstain: A large dried bloodstain covers much of the chamber's floor.

Single Bed: Someone has recently slept in the bed – the sheets have been thrown back as if someone got up swiftly and blood has splattered over the sheets. With a DC 15 Search check, the PCs find a collection of papers hidden in one of the pillows. These contain Korenth's observations about the area around the ruins of Castle Greyhawk. Refer to Player Handout 1 for more information.

Bookcase: A small pile of books lies on the floor in front of the bookcase exposing its bare shelves. A DC 20 Search check reveals a slip of paper thrust (a threatening note) between the pages of *Understanding the Handiwork of Celestian* by Agath Thrunch. Refer to Player Handout 2 for more information.

Desk and Chair: The chair has fallen over but the desk is undisturbed. The desk is bare – nothing at all stands atop it. Characters can hop up onto the table with a DC 10 Jump check. Characters on the table gain a +1 bonus on melee attacks against opponents beneath them.

Small Chest: This small chest (hardness 5, hp 1; Break DC 17) is shut but not locked. It contains two changes of clothes, a suit of studded leather armor, a backpack, a light mace along with a small pouch containing 25 gp, and various other personal items.

Treasure: If they defeat him, the PCs can claim Grish's possessions as booty. Unfortunately, he is not carrying his spellbook with him. Refer to the Treasure Summary for more information. Additionally, the PCs find several handouts in this chamber (Player Handouts 1 and 2).

THE CHASE IS ON

If Grish gets out of the room without managing to subdue all the PCs, he flees as fast as he can. If the PCs give chase, use the information below to determine their success. The text below assumes that the chase takes place a night. If it takes place during the day when the city streets are busy, refer to Chasing on Busy Streets for information on the additional challenges the PCs must overcome.

City of Peril: If you have *City of Peril*, use the Thieves Quarter map within to depict the area through which Grish flees. Otherwise, randomly sketch out a series of roads and alleys.

Debris: For every round of the chase, there is a 30% chance that Grish passes by some debris – a small pile of empty boxes, a discarded barrel, and so on – that he can use to hinder the PCs. If he succeeds on a DC 10 Strength check (made as a free action) he has managed to tip the

debris over, filling a 10 ft by 10 ft. area in the path of his pursuers. Treat this obstruction as dense rubble (it costs 2 squares of movement to enter such squares). If Grish fails the DC 10 Strength check, he fails to knock over the debris but must spend a move action to recover his balance.

Chasing through Busy Streets: In this instance, the streets are lightly crowded as people go about their business. Randomly determine the flow of traffic on any given stretch of road.

Lightly crowded streets do not hinder movement or provide cover. Moving against the flow of traffic, however, can be dangerous. Characters moving against the flow of traffic must make a DC 12 Reflex save or be knocked prone. (If a character takes a move action to avoid the oncoming traffic he receives a +4 bonus on his Reflex save). A character knocked prone takes 2d6 points of bludgeoning damage every round he remains prone.

DEVELOPMENT

If the PCs contravened the free city's laws regarding weapon or magic use while fighting Grish they are taken away by either the Guild of Nightwatchmen or the City Watch (depending on the time of day). Refer to Appendix 3 or the *Greyhawk Ruins Sourcebook* for details on their punishment.

If the PCs turn Grish over to the authorities, he is taken for questioning but a friend manages to gain his freedom after a few days.

Once the PCs have learnt all they can here, they may do several different things.

If they have learnt of Grish's dead drop at the Left Hand Inn, proceed to the relevant section below.

If they try to question Eritai Kaan-Ipzirel, proceed to Encounter 3.

If they decide to investigate the abandoned farmhouse proceed to Encounter 5.

Troubleshooting: If the PCs fail to get into Korenth's room the adventure is effectively over for them. While there are many ways the PCs could potentially gain entry some (particularly members of the Guild of Nightwatchmen) may be uncomfortable breaking the law. If such characters cannot be swayed by in-character roleplaying, allow them a DC 0 Listen check to hear Grish stumble and fall over the bed when he arrives in the room during the night.

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 skilled.

The table which conceals the loose floorboard used as a dead drop is in one corner away from the fireplace and directly opposite where patrons hurl their daggers at

an improvised target nailed to the wall with several iron spikes.

The tavern is busy most of the day and is a rank, unwholesome place. Smoke lingers in the air and the smells of sweat and stale beer is pervades the common room. No matter how long the PCs stake out the inn, they do not see anyone trying to retrieve anything from the dead drop. Several half-orcs do patronize the establishment but most are caravan guards or down-on their-luck mercenaries. (Grish's contact heard of his fight in the Griffon's Nest [and possibly the resultant chase through the streets] and does not return to the Left Hand Inn).

2: NIGHTWATCH

Run this encounter, if the PCs visit the Nightwatchmen's Guildstation (location R5).

This large, sturdy building is the centre of the Guild of the Nightwatchmen's activity in the quarter. Several obviously magical torches light the front of the building.

Several nightwatchmen are at the guildstation processing prisoners, writing reports, or waiting in readiness to sally forth to reinforce patrols running into trouble. If the Nightwatch is summoned to the Griffon's Nest in the Introduction, it is from here that they come. The ranking officer is Watchmaster Ferandell.

WATCHMASTER FERANDELL

This human male has a barrel-chest, is well-muscled and has an impressive black beard.

Attitude: Normally indifferent (PH 72) but friendly to guild of the nightwatchmen affiliation members.

What He Knows: Yes, the Nightwatch is investigating Korenth's murder. No, he can't divulge details of the investigation to them.

☛ **Restar:** LN male human warrior 2.

LEARNING MORE

PCs may wish to learn more about the Guild of the Nightwatchmen. Members of the affiliation automatically know all the information listed below. Otherwise, a PC must succeed on a Knowledge (local: core) check to know the information. A successful check reveals all the information revealed by lesser checks.

- **DC 10:** The Guild of Nightwatchmen aids the City Watch during the hours of darkness.
- **DC 15:** The guild is privately funded (mainly by the faithful of St. Cuthbert) and has a superb reputation with everyone (except criminals).
- **DC 20:** Nightwatchmen are far harder to bribe than members of the City Watch.

NIGHTWATCH AFFILIATION

Members of the Guild of Nightwatchmen can gain a little more information here.

- A dagger thrust to the throat killed Korenth, although he suffered several other wounds.
- When the guards arrived to investigate the killing it was evident that the room had been thoroughly searched. They found no writings or other personal effects

DEVELOPMENT

If the PCs decide to talk with Eritai Kaan-Ipzirel, proceed to Encounter 3. If the PCs prefer to leave the city, run Encounter 5.

3: SPEAKING WITH THE CUDGEL

In this encounter, the PCs try to gain an audience with Eritai Kaan-Ipzirel – Matriarch of St. Cuthbert and member of the Directing Oligarcy. Eritai is normally at the church of St. Cuthbert (location G4) but does not accept audiences with just anyone.

The church of St. Cuthbert is the most powerful religious institution in the city. When the PCs approach this impressive edifice, read the following:

In front of the church stands a wide courtyard paved in white tiles. Pathways lead through well-kept gardens of roses and other exotic plants to a large circular fountain the centerpiece of which is a stunning white marble statue of St. Cuthbert himself. A human male clad in simple brown robes bearing the symbol of an oaken cudgel stands near the fountain deep. A large white, shaggy dog lolls at his feet. At your approach, it begins to lazily wag its tail.

Beyond, stands the temple itself with its massive doors bound with brass scrollwork.

BERRONN

This middle-aged human male is heavy set but handsome.

Attitude: Friendly (PH 72) or helpful (towards fellow believers).

What He Knows: Berronn can confirm that Korenth was Eritai Kaan-Ipzirel servant and that he was seen around the temple as little as four days ago. Unfortunately, the Matriarch is not available to talk with visitors – even if they are of the faith. He does know, however, that many in the priesthood believe that Korenth was investigating something big when he was killed. The demi-god Iuz has some connection with the ruins – apparently he was once trapped there. Eritai fears that his worshippers once gain view the free city with covetous eyes.

☛ **Berronn:** LN male human cleric (St.Cuthbert) 6.

ST CUTHBERT AFFILIATION

If one or more of the PCs belongs to the St Cuthbert Affiliation or the Guild of the Nightwatchmen affiliation, they uncover some additional information, here. Note, that this information is not crucial to the plot of this adventure but may impact events in future events.

- Korenth was investigating the area surrounding the ruins of Castle Greyhawk and spoke of increased bandit activity in the region.
- He was also overheard talking about an increase in adventurers investigating the ruins.
- The large white dog is a Wesisshound. Incredibly friendly, when the temple or faithful are attacked they grow to the size of tigers and fight ferociously.

LEARNING MORE

Members of the St. Cuthbert affiliation automatically know all the information below. Otherwise, a PCs must succeed on a Knowledge (religion) check to know the information. A successful check reveals all the information revealed by lesser checks.

- **DC 10:** St. Cuthbert of the Cudgel is the LN (LG) intermediate god of Common Sense, Wisdom, Zeal, Honesty, Truth, and Discipline. Eritai Kaan-Ipzirel is the Matriarch of St. Cuthbert and a member of the Directing Oligarcy.
- **DC 15:** The large dog is a Wesisshound. Such animals are temple guardians.
- **DC 20:** There are three orders within St. Cuthbert's faith: the Chapeaux, the Stars, and the Billets. These men are Billets. Billets are charged with ministering to and protecting the faithful.

DEVELOPMENT

If after speaking with Berronn the PCs want to enter the temple no one stops them. However, once inside they gain no additional information. Improvise encounters with priests and worshippers until the PCs move on.

If the PCs decide to visit the Nightwatchmen's Guildstation (location R5) to get more information, proceed to Encounter 2. If they prefer to leave the city, proceed to Encounter 5.

4: LEARNING MORE

Doubtless, at some point during the adventure, the PCs will seek to learn more about Castle Greyhawk and other things of interest. When they do so, consult the tables below to determine exactly what they learn.

Characters with ranks in Knowledge (local: core) or bardic knowledge can learn more Castle Greyhawk and its environs. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

GETTING THERE

- **DC 10:** Castle Greyhawk stands eight miles from the city beyond the mighty Selintan. The safest and quickest way to reach it is to follow Marsh Path across Zagig's Bridge.
- **DC 15:** Most people avoid Zagig's Bridge – some say it is haunted or cursed. Several hovels have grown up around the span, mainly populated by landless immigrants from the Wild Coast.

CASTLE GREYHAWK

- **DC 10:** The shattered stumps of the castle's three great towers are clearly visible from North Hills Park. There are rumored to be at least 10 levels of dungeon below each tower as well as strange portals to other planes. The castle was abandoned in 421 CY after Zagig disappeared. Only adventurers explore the ruins now.
- **DC 15:** The three towers are known as the Tower of War (to the east), the Tower of Power (to the west), and the Tower of Magic (in the centre).
- **DC 20:** Returning in secret, Zagig captured nine demigods in the dungeons below his castle around the turn of the century and used their power to propel himself to godhood.

ERITAI KAAN–IPZIREL

Additionally, characters with the Knowledge (religion) can learn more about the Matriarch of St. Cuthbert.

- **DC 15:** Eritai Kaan-Ipzirel is the leader of St. Cuthbert's faithful in the free city.
- **DC 20:** Eritai Kaan-Ipzirel is convinced that some evil cult is responsible for her servant's death. She has vowed revenge.

AFFILIATION INFORMATION

If the PCs decide to consult their affiliation and mention the possible connection with the ruins of Greyhawk City, use the information below to run those encounters, improvising NPCs as necessary.

Guild of Wizardry

The guild of wizardry is very interested in anything the PCs retrieve from the ruins that might have once belonged to Zagig. They are particularly interested in scrolls, spellbooks, and other writings.

Merchants' and Traders' Union

The Merchants' and Traders' Union want any information they can get about the bandits and their areas of operation. Such attacks present a clear danger to the mercantile interests of the Union's members.

Mercenaries' Guild

The mercenary guild is interested to know if any powerful personages require guards for their

investigation of the ruins. They also want to know about the bandits that seem to be growing bolder. The Watch (or even some merchants) may seek to augment their patrols with mercenaries.

Cartographers' Guild

The cartographer's guild is very interested in maps of the interior of the ruins particularly maps of new, previously undiscovered regions or those depicting the state of the ruins now. Many of the maps the guild holds are over 20 years out of date.

Thieves' Guild

The thieves guild is very interested in any items retrieved from the ruins. It is particularly interested to find out about any passageways or tunnels that link up with the city's sewer system. Several such tunnels are rumored to exist but most are thought to have been walled up a long time ago.

A DC 20 Gather Information check, made by an affiliation member, reveals that several half-orcs approached the guild recently, enquiring about fencing large quantities of trade goods.

Nightwatchmen

Refer to Encounter 2.

Religious Organizations

The major religions of the free city all rely on the stability of the Domain to protect their worshippers. Thus, they are interested to know whether the banditry centered on Castle Greyhawk's ruins is the kind of random lawlessness that will die out of its own accord or whether it serves some darker purpose.

5: MARSH GATE

Use this encounter when the PCs decide to leave the city and travel toward the ruins of Castle Greyhawk. This encounter assumes that the PCs leave through Marsh Gate (the gate nearest to Castle Greyhawk). If they leave through another gate, modify the encounter as necessary.

For simplicity, assume that any PC with weapons that had to be left with the City Watch did so at Marsh Gate. Thus, as they leave the city they can retrieve their weapons without any problems. The City Watch do not hinder the PCs in any way as they leave.

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. Read:

As you retrieve your weapons from the City Watch, several large wagons laden with rubbish and filth pass by on the way to Garbage Hill. Travelers, merchants, and watchmen all get out of the way of the foul-smelling carts.

The PCs are free to leave the city.

THE WEATHER

The sky is overcast and it is slightly chilly for the time of the year. After about an hour, a light rain begins to fall. (If Imish fights indoors or in the shadows of the forest in Encounter 9 he does not suffer from his light sensitivity. If, however, he is forced to fight in the open he suffers from his light sensitivity.)

DEVELOPMENT

Once the PCs exit the city, proceed to Encounter 6. Use DM Map 1 to chart their journey to the ruins.

6: AMBUSH

In this encounter, a small group of opportunist bandits ambushes the PCs as they travel toward Castle Greyhawk. Two miles from Marsh Gate, along Marsh Path, Zagig's Bridge spans the Selintan. Beyond the river, but six miles distant, stand the ruins of Castle Greyhawk.

ZAGIG'S BRIDGE

Although it is very close to the free city, the bridge is largely unused. Only adventurers heading to Castle Greyhawk or into the Great South Peninsula, or farmers heading tending crops or livestock in the area use it.

A small cluster of hovels clusters at each end of the bridge. Poor immigrants (mainly from either the Wild Coast or distant lands like Tenh) dwell here. Most people use the ford to the north of the bridge but this is deep (and during times of heavy rain dangerous).

Aura: *Detect magic* reveals that the bridge radiates a faint magical aura of indeterminable type.

Width: The bridge is 20 ft. wide.

YOUR MONEY OR YOUR LIFE

After the PCs cross Zagig's Bridge, and continue on their way, two bandits ambush them. Have the PCs make an opposed Spot check against the bandits' Hide check. (Kevil has prepared his position carefully and so has a +6 bonus to this check). Successful PCs notice Kevil hiding behind the crest of the hill. (Larended is with the dogs a short distance away.)

PCs Aware: If the PCs notice Kevil he reacts to their actions acting as detailed in the Tactics section.

PCs Unaware: If the PCs do not notice Kevil he shouts at them as they pass below. Read the following:

"You there," a man shouts from the crest of the hill. "You have entered our territory and must pay a toll.

"If you don't, you will regret it!" From behind him over the hill, several dogs start barking."

If the PCs offer to pay a toll he demands 5 gp from each of them to be left half way up the hill on an old tree stump. If they do not pay the toll, Larended unleashes his dogs and the bandits start firing their bows at the PCs.

APL 2 (EL 2)

➤ **Larended and Kevil (2):** human warrior 1; hp 7; Appendix 1.

➤ **Dogs (2):** hp 6; MM 271.

Ideally, the bandits do not want to fight. They would much rather the PCs pay a small tribute (as this involves much less danger for them).

Tactics: If the PCs refuse to pay tribute, the bandits unleash their dogs while peppering the PCs with missile fire from cover. If the PCs kill both dogs, the bandits try to flee in the direction of the abandoned farmstead in Encounter 7. Additionally, if a bandit is reduced to less than half hit points he also flees.

BATTLEFIELD FEATURES

Refer to DM Map 3. The ambush area has the following features:

Slender Trees: A character in the same square as a slender tree) hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Bushes: It costs 15 ft. of movement to get through a bush. A bush provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. The attacker ignores these penalties if he is closer to the bush than his target.

Steep Hillside: It costs 2 squares of movement when moving up the hill to enter a steep slope square. Characters running or charging downhill must succeed on a DC 10 Balance check when entering the first steep slope square. Characters failing the check stumble and end their movement 1d2x5 feet later. Characters failing by 5 or more fall prone in the square where they end their movement. Steep slopes increases the DC of Tumble checks by 2.

Treasure: Refer to the Treasure Summary to determine what the PCs retrieve from the bandit's bodies.

KEVIL AND LARENDED

Muddy and rough-looking human warrior dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Greedy; unwilling to die for nothing.

What They Know: They are part of a larger band led by a vicious orc warrior – Imish – and Amfis, a human spellcaster who can breathe electricity.

They do not know who Imish and Amfis answer to but are glad to be away from Wild Coast. They move

around the area – sometimes even going into the free city to hide from militia patrols.

Recent History: The bandits normally operate in the lands to the west of Safeton. A month ago or so, however, they were ordered northwards.

DEVELOPMENT

If the PCs manage to kill or incapacitate both bandits and search the surrounding area, a DC 10 Search check reveals the bandits' tracks leading away from the area. The tracks continue for about a mile and lead to an abandoned farmhouse. Proceed to Encounter 7.

If the PCs do not find the tracks and instead continue onto Castle Greyhawk, proceed to Encounter 10. In this instance, also run Encounter 9.

If the PCs subdue the bandits without killing them and return them to the free city, the city watch takes charge of them and takes them away for interrogation. If the PCs instead hand the men over to their affiliation or other interested party, the bandits are interrogated but divulge no new information. In either instance, they are found murdered in their cells the next morning.

7: HIDDEN GOLD

In this encounter, the PCs discover one of the bandit's storage caches hidden in the ruins of an abandoned farmstead several miles from Castle Greyhawk.

PIT TRAP (EL 1)

The bandits have set a pit trap just behind the farmhouse's only door. When they wish to move supplies into or out of the farmhouse (and its hidden storage chamber), they use the planks hidden in what was once the main bedroom.

➤ **Camouflaged Pit:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 24.

LAYOUT

The farmhouse has several rooms within. All are dilapidated. Refer to Farmhouse Features for details on the chambers' generic features.

1: Kitchen/Living Room

This largish chamber was obviously once a kitchen/living room. Trash covers the floor. Along one wall stands a solid but mold-covered workbench. Flies buzz among the trash and an overturned table and several shattered chairs and a bench are scattered about the room.

2: Store

This small chamber was obviously once a food store. One shelf remains upright against one wall while another has fallen into the room. Smashed bottles, boxes, and so on cover the floor. The room stinks.

A DC 15 Search check reveals a partially hidden stone trapdoor (hardness 8, hp 60; Break DC 28) in the center of the floor under the fallen shelf. When the PCs open or break through the trapdoor read the following:

Below the trapdoor, a narrow shaft leads downwards into the darkness. An iron ladder is set on one wall. It appears to be relatively new and in good condition.

The iron ladder is secured to the wall. PCs can scale it with a DC 0 Climb check. The shaft is 30 ft. deep. At the bottom, it opens into a largish storage area. Refer to Area 5 for more information.

3: Main Bedchamber

The main feature of this chamber is a ruined double bed. Other pieces of furniture now little more than sodden splinters are scattered about. A tarpaulin covers something lying against one wall.

A DC 10 Search check reveals several broad wooden planks hidden under a tarpaulin.

4: Secondary Bedchamber

Three rotten and sagging single beds stand around this room. The remains of a number of smashed and splintered chests are also scattered about the chamber.

5: Cellar Cache

This large, low-ceiling chamber is full of barrels, crates, and other mundane items scattered haphazardly about the place.

This 30 ft. by 30 ft. chamber contains supplies and the spoils of the bandits' raiding.

Treasure: Searching the chamber reveals a large amount of mundane items such as barrels of wine, sacks of grain, and so on. Many are stamped with the sigils of various local merchants.

Additionally, the PCs also find a locked chest (hardness 5, hp 15; Break DC 23, Open Lock DC 20) containing some gold and an annotated map of the Domain. The marks seem to denote major trade route, patrol routes, and likely spots for ambushes.

FARMHOUSE FEATURES

Refer to DM Map 4. The farmhouse has the following features:

Stone Walls: The farmhouse's external walls are made of dressed stone (hardness 8, hp 360; Break DC 50; Climb DC 22).

External Door: The farmhouse's front door is sturdy (hardness 5, hp 15, Break DC 18; Open Lock DC 20) and locked.

Windows: All the farmhouse's windows are fitted with storm shutters (hardness 5, hp 20; Break DC 23). They are shut.

Thatched Roof: The thatched roof (hp 10; Break DC 14) has collapsed in many places, opening parts of the farmhouse's interior to the elements.

Internal Walls: The farmhouse's internal walls (hardness 5, hp 60; Break DC 20; Climb DC 21) are made of wood.

Internal Doors: The building's internal doors (hardness 5, hp 10; Break DC 13) are shut but not locked.

Light Rubble: Squares with light rubble increase the DC of Balance and Tumble checks by 2.

Furniture: Treat squares with a bed or other large piece of furniture as hampered terrain. Moving into these squares costs two squares of movements and characters cannot run or charge through them. Characters can hop up onto tables and other large pieces of furniture. A character standing thus gets a +1 bonus on melee attacks against enemies below.

DEVELOPMENT

Give the PCs up to an hour of game time to explore the farmstead. At the end of this time, or when they indicate that they are leaving, a group of bandits that have been following them attack. Proceed to Encounter 8.

8: BESIEGED

This encounter begins when the PCs have explored the ruined farmhouse in Encounter 7. While the PCs have been exploring the ruined farmhouse a group of bandits has discovered their comrades' bodies and followed the PCs' tracks to the farmhouse.

APL 2 (EL 4)

➤ **Imish** (1): male orc ranger 1; hp 11; Appendix 1.

➤ **Amfis:** male human sorcerer 1; hp 7; Appendix 1.

➤ **Bandit** (6): human warrior 1; hp 7; Appendix 1.

EL Modifier: Because the PCs have the advantage of the farmhouse's protection, this encounter has a -1 EL modifier.

The bandits' objectives are to secure their supply cache and to have their revenge on the PCs for killing their fellows.

If the PCs have posted sentries, they automatically spot the bandit's approach as they exit the hedgerow. If they have not posted sentries, however, allow them Listen checks (modified for range, distraction, and intervening obstructions such as doors). If they fail to hear the bandits' approach allow them another Listen check when the bandits start breaking into the farmhouse.

Tactics: Use the relevant tactical section below depending on whether the PCs fight the bandits inside the farmhouse or without. The bandits would much prefer to fight outside where they can use their ranged attacks to weaken their enemies before finishing them off in melee. The bandits fight to the death; their master

does not brook failure. If the PCs manage to capture any of the bandits, refer to the relevant NPC capsule.

If Amfis falls, Imish attempts to retreat (and vice versa); there is no love lost between these two.

Amfis: Amfis casts *shield* on himself and reads his *scroll of mage armor* before battle commences. As soon as he has used his Draconic Breathe once, he charges into combat saving the remaining two 1st-level spell slots for his spell shield ability.

Imish: Imish uses his bow from range until faced with a worthy opponent for his battleaxe.

Tactics—Outside: The bandits pepper the PCs with missile fire, using the surrounding terrain for cover. Once the PCs are sufficiently weakened, they charge into battle. **Tactics—Inside:** The bandits know of the pit trap and avoid it, instead trying to get through two windows. Once they have a window open they plaster the room with missile fire for a round (if any visible defenders are present) before climbing inside (move action, provokes an attack of opportunity). Once inside they fight as noted in Tactics—Outside.

TERRAIN FEATURES

The area around the farmhouse has the following features:

Slender Trees: A character in the same square as a slender tree) hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Dilapidated Fences: Low slated wooden fences (hardness 5, hp 5; Break DC 10) ring the farmyard. It costs an extra 1 square of movement to cross them.

Hedgerow: It costs 15 ft. of movement to get through a hedge. The hedge provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. but the attacker can ignore these penalties if he is closer to the hedge.

Illumination: If Imish fights under the trees, he does not suffer from his light sensitivity. However, if he is forced to fight in the open he suffers its full effect.

Treasure: Refer to the Treasure Summary for details of the bandits' possessions.

IMISH

Tall and muscular, this gray-skinned humanoid wields a falchion and is dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Imish is violent and coarse. Convinced of orcs' superiority over all races; he particularly hates humans.

What He Knows: Imish is a trusted servant of Ulgrek – a fearsome half-orc bandit warrior and has been sent here to report on Amfis. While he has hidden his true purpose from Amfis, animosity has quickly grown between them. Thus, he won't overly risk himself if Amfis falls.

Recent History: Imish once served the Hierarchs of the Horned Society but fled that doomed land after Iuz's armies decimated it during the Greyhawk Wars. He survived for a time in the Gnarley and Suss Forests before falling in with one of the many bandit groups in the area.

AMFIS

A slender, handsome, black bearded human wears stout outdoor clothes and carries a halberd.

Attitude: Hostile (PH 72).

Personality: Arrogant but charming, Amfis is confident and devious. He does not hesitate to betray his companions (particularly Imish who he dislikes intensely). Amfis loves to fight.

What He Knows: Amfis is the leader of this small band and has orders to attack any weak-looking targets of opportunity he spots in the general vicinity of Zagig's Bridge or the ruins. He gets his orders from a particularly fierce half-orc warrior – Atolamyr - leader of a larger group operating in the area.

Recent History: Amfis hails from Badwall in the Wild Coast. Drive north by the depredations of Turrosh Mak's orcs he fell in with a bandit group hiding in the Suss Forest and from there travelled northwards.

HUMAN WARRIOR BANDITS

Muddy and rough-looking human warrior dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Greedy but not willing to die for nothing.

What They Know: These bandits know little of value. They do not know who Imish and Amfis answer to but are glad of the recent good pickings to be had in the lands of the northern Wild Coast. They also know that their leaders get inside information on some caravans, but go out of their way to leave other ones alone.

Recent History: The bandits normally operate in the lands to the west of Safeton. A month ago or so, however, they were ordered northwards.

DEVELOPMENT

Once the bandits are defeated and the hidden cache found, the PCs likely resolve to investigate the ruins of Castle Greyhawk. Proceed to Encounter 10. If, however, they elect to return to the free city run the appropriate encounter. If they try to see Eritai Kaan-Ipzirel, run Encounter 3, while if they return to the Griffon's Nest improvise using the Introduction for inspiration.

If the PCs subdue the bandits without killing them and return them to the free city, the city watch takes charge of them, whisking them away for interrogation. If the PCs instead hand the men over to their affiliation or other interested party, the bandits are interrogated but divulge no new information. In either instance, the rank and file bandits are found murdered in their cells the next morning. There is no sign, of Imish or Amfis.

9: BANDITS

Use DM Map2 to depict the immediate environs of the ruins.

Only run the combat portion of encounter if the PCs did not fight Imish, Amfis, and the other bandits in Encounter 8. In this instance, the bandits have been lurking near the tower ready to attack any adventurers traveling thither. This encounter takes place only a few hundred yards from the ruins of Castle Greyhawk.

If the PCs do fight the bandits here, they can still investigate the area. Read the following:

For the last two miles, you have been following and old stone-paved road. Ahead of you, barely a few hundred yards distant loom the ruins of the infamous Castle Greyhawk. Off to your right, partially obscured by long grass, lies a moss-covered stone statue of a raven at the base of a withered oak tree. Beyond the statue, the fringes of a dense wood glower menacingly.

If the bandits are present they are hiding in the trees. When the PCs get 2d6x10 feet away from the raven statue have them make opposed Spot checks against their Hide checks. Award the bandits a +4 circumstance bonus because they have prepared their positions. If the PCs do not notice them, the bandits attack when the PCs get within 40 ft. of their position. Note, that from his initial starting position it is impossible for Amfis to catch all the PCs with his Draconic Breath.

The bandits' objective is kill the PCs and loot their bodies.

APL 2 (EL 4)

- **Imish** (1): male orc ranger 1; hp 11; Appendix 1.
- **Amfis**: male human sorcerer 1; hp 7; Appendix 1.
- **Bandit** (4): human warrior 1; hp 7; Appendix 1.

Use the stats listed in Appendix 1 under Encounter 8 to run this encounter.

Tactics: The bandits pepper the PCs with missile fire, using the surrounding terrain for cover. Once the PCs are sufficiently weakened, they charge into battle.

Imish concentrates on spellcasters and humans (his favored enemy). He uses his bow from range until faced with a worthy opponent for his battleaxe.

Amfis casts *shield* on himself and reads his *scroll of mage armor* before battle commences. Amfis uses his Draconic Breath on any bunched group of PCs. As soon as he has used his Draconic Breathe once, he charges into combat saving the remaining two 1st-level spell slots for his spell shield ability.

If Amfis falls, Imish attempts to retreat (and vice versa); there is no love lost between these two.

BATTLEFIELD FEATURES

The ambush site has the following features:

Slender Trees: A character in the same square as a slender tree) hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Bushes: It costs 15 ft. of movement to get through a bush. The bush provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. but the attacker can ignore these penalties if he is closer to the bush than his target.

Light Undergrowth: Vines, roots and bushes cover much of the forest floor. It costs 2 squares of movement to enter such squares and they provide concealment. The DC of Tumble and Move Silently checks increase by 2 in these areas.

Raven Statue: This old but well carved statue (hardness 8, hp 60) lies on its side near a withered tree. A DC 15 Knowledge (local: core) check reveals that occasionally particularly adventurous children dare each other to creep out here and touch the statue.

Treasure: Refer to the Treasure Summary to determine what the PCs retrieve from the bandit's bodies.

IMISH

Tall and muscular, this gray-skinned humanoid wields a falchion and is dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Imish is violent and coarse. Convinced of orcs' superiority over all races; he particularly hates humans.

What He Knows: Imish is a trusted servant of Ulgrek – a fearsome half-orc bandit warrior and has been sent here to report on Amfis. While he has hidden his true purpose from Amfis, animosity has quickly grown between them. Thus, he won't overly risk himself if Amfis falls.

Recent History: Imish once served the Hierarchs of the Horned Society but fled that doomed land after Iuz's armies decimated it during the Greyhawk Wars. He survived for a time in the Gnarley and Suss Forests before falling in with one of the many bandit groups in the area.

AMFIS

A slender, handsome, black bearded human wears stout outdoor clothes and carries a halberd.

Attitude: Hostile (PH 72).

Personality: Arrogant but charming, Amfis is confident and devious. He does not hesitate to betray his companions (particularly Imish who he dislikes intensely). Amfis loves to fight.

What He Knows: Amfis is the leader of this small band and has orders to attack any weak-looking targets of opportunity he spots in the general vicinity of Zagig's Bridge or the ruins. He gets his orders from a particularly fierce half-orc warrior – Atolamyr - leader of a larger group operating in the area.

Recent History: Amfis hails from Badwall in the Wild Coast. Drive north by the depredations of Turrosh Mak's orcs he fell in with a bandit group hiding in the Suss Forest and from there travelled northwards.

HUMAN WARRIOR BANDITS

Muddy and rough-looking human warrior dressed in studded leather armor.

Attitude: Hostile (PH 72).

Personality: Greedy but not willing to die for nothing.

What They Know: These bandits know little of value. They do not know who Imish and Amfis answer to but are glad of the recent good pickings to be had in the lands of the northern Wild Coast.

Recent History: The bandits normally operate in the lands to the west of Safeton. A month ago or so, however, they were ordered northwards.

DEVELOPMENT

If the PCs subdue the bandits without killing them and return them to the free city, the city watch takes charge of them, whisking them away for interrogation. If the PCs instead hand the men over to their affiliation or other interested party, the bandits are interrogated but divulge no new information. In either instance, the rank and file bandits are found murdered in their cells the next morning. There is no sign, of Imish or Amfis.

Once the PCs have dealt with the bandits, they are free to continue to the Castle Greyhawk. Read the following:

The ruins of Castle Greyhawk are eerily quiet and appear completely deserted. Getting to the War Tower is simple, only heaped mounds of rubble bar your route.

Proceed to Encounter 10.

If the PCs explore the rest of the ruins, they find little of interest and no way to access the dungeons below the Tower of Magic (formerly called the Tower of Power) or the Tower of Zagig. A large temple dedicated to Boccob stands in the ruins of the Tower of Magic. It's acolytes have nothing of important to share with the PCs.

10: THE RUINS

In this encounter, the PCs finally reach the ruins of Castle Greyhawk and meet the Wartower Wardens. Use DM Map 5 to handle Encounters 10 and 11. Read:

A small, squat building stands just outside the shattered ruin of the Tower of War. The building is of grey stone and is obviously of much newer construction than the surrounding ruins. A lone dwarf sits outside, sitting on a shattered stone block. He is smoking a long pipe.

When the PCs approach the dwarf or enter his field of vision, continue:

At your approach, he looks up. "Well met, strangers. You have the look of adventurers about you. Have you come to try your luck in the War Tower?"

This is Grebold Blitzhame (LN male dwarf fighter 5). A member of the Wartower Wardens he shares this guard duty with this brother, Thren (who watches here at night).

If the PCs confirm that they are here to explore the War Tower, Grebold insists that they speak with Stillguar, leader of the Wartower Wardens. Grebold calls inside and presently, a grizzled dwarf emerges. If the PCs try to enter the tower without speaking with the dwarves, the entire guild turns out to stop them. See Development for more details.

Stillguar explains that the Wartower Wardens controls access to the ruins and that to enter, the PCs must promise to pay 25% of the treasure to the guild when they leave. To facilitate this, the dwarves demand that they inventory the PCs' possessions and wealth so that they only tax what the PCs find.

STILLGUAR

Short, stocky and heavily bearded this muscled dwarf carries an axe at his side and has an air of authority about him.

Attitude: Indifferent (PH 72).

What He Knows: See Learning More.

Background: Stillguar has dwelt here for two decades, taxing adventurers seeking to enter the War Tower. In that time he has seen many things and is happy to paint a lurid picture of the terrors lurking in the dungeons below the tower.

LEARNING MORE

The PCs may have some questions for Stillguar. His responses to such questions are listed below:

Have you seen any bandits around here? No. (A DC 20 Sense Motive check reveals that Stillguar is holding something back. If the PCs push this point and threaten to tell the free city's authorities that bandits have been using the tower, Stillguar drops his demand to 10% of treasure found as long as they promise to keep the knowledge to themselves. He denies helping the bandits but argues that everyone should be allowed access to the ruins, no matter their personal philosophy.

Has anyone recently entered the War Tower? A small group of adventurers went into the tower two days ago. They have not yet returned.

Why are you here? We of the Wartower Wardens believe that much wealth lies unclaimed in the dungeons below. We guard this entrance to control the flow of that treasure.

How long have you done this? About 20 years.

DEVELOPMENT

If the PCs try to muscle their way into the tower without speaking to, and making a deal with, the Wartower Wardens twelve members of the guild emerge from the guildhouse to stop the PCs. In total, the PCs are confronted by 10 guards (LN male dwarf fighter 4) and 2 lieutenants (LN male dwarf fighter 7). If combat ensues, use the statistics starting on page 110 of the *Dungeon Master's Guide*. The dwarves beat the PCs unconscious, steal half their coin wealth and deposit the PCs outside the ruins.

If the PCs agree to Sillguar's demands, proceed to Encounter 11.

11: IN THE RUINS

In this encounter, the PCs enter the War Tower and battle some of the undead lurking within its top levels.

Read the following:

A 30 ft. deep, 15 ft. wide pit stands directly in front of the War Tower's double door. The doors themselves have the stylized representation of a great wagon and eight chariots soaring through the air. A dozen hawks fly about the wagon and below, on the ground, run a pack of hounds.

The Wartower Wardens keep a number of stout planks in their building to facilitate getting across the pit trap. Assuming that the PCs have struck a bargain with the dwarves they fetch these planks for the PCs and lay them across the pit.

Once the doors open, read the following:

The doors creak open. Light from outside spills into the huge chamber, dimly illuminating much of it. In the centre of this poorly lit chamber, flanked by columns on either side, stands a huge wagon.

A fallen torch illuminates a scene of death at the end of the chamber. Scattered about the top of a staircase are the hacked bodies of several unfortunate adventurers.

When the PCs approach the bodies, a group of undead lurking on the stair issue forth and attack them.

APL 2 (EL 3)

☠ **Human Warrior Skeletons** (3): hp 6; MM 226.

☠ **Human Commoner Zombie** (2): hp 16; MM 266.

The undead have been set here by a fell agency lurking deeper within the dungeons to dissuade adventurers from travelling any further.

Tactics: The undead are mindless guardians of this place. Thus, as soon as they become aware of intruders they move towards them, as quickly as possible. The undead

flail mindlessly away at intruders, attacking until slain. If they are turned they retreat down the stairs if possible.

AREA FEATURES

Refer to DM Map 5. This area has the following features:

Deep Pit: The pit is 30 ft. deep. Anyone falling in suffers 3d6 points of damage. Deliberately jumping into the pit with a DC 15 Jump check reduces this to 2d6 points of damage. The walls of the pit can be scaled with a DC 20 Climb check.

War Tower Doors: These doors are not locked, although the hinges have begun to rust. It requires a DC 25 Strength check to force them to open. The doors open inwards. Because of the confines of the space in front of the doors, only three people can aid someone opening the door.

Ceiling: The ceiling is 10 ft. high.

Floor: The floor of the chamber is of flagstones.

Walls: The walls (stats) are of dressed stone and appear old but are in relatively good condition.

War Wagon: The war wagon is currently ruined. The PCs can sift through the debris of a huge six-wheeled wooden cart. The remains radiate faint evocation magic (DC 22 Spellcraft check with *detect magic*). The magic of the war wagon repairs itself after 1d6 days.

Illumination: An everburning torch lies near the outstretched hand of one of the adventurers. It provides bright light out to a radius of 20 ft. and shadowy illumination for an additional 20 ft.

Steep Stairs: A flight of steep stairs leads down from this room. Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Other Areas of the War Tower: The rest of the War Tower is in ruins; if the PCs search the area, they find nothing.

Treasure: The remains of several unfortunate adventurers lie in the centre of the room. These adventurers entered the tower two days ago but almost immediately fell victim to the undead. PCs searching their bodies discover a small amount of treasure and equipment. Refer to the Treasure Summary for more details.

DEVELOPMENT

Once the PCs have cleared this area, they are free to explore further or return to the Free City.

Unrestricted Play Option: If this session will include more than one adventure zone proceed to Below the War Tower.

Restricted Play Option: If this adventure is the only one to be completed in this session, proceed to the Conclusion. If you are playing this adventure at Gen Con Indy or Gen Con UK, however, proceed immediately to GHR7-01:4 *Sauces and Soundings*.

BELOW THE WAR TOWER

Use this encounter only if the PCs are completing more than one adventure zone during this session.

Adventure Zones 2, 3, and 4 all share this room (GR on the map) as a common starting point. Using the unrestricted play option, the PCs are free to wander in whichever direction they wish, overlapping different zones, and so on. If the PCs are playing this using the Restricted Play Option, however, they may be restricted in their options (see Development below).

The stairs from the surface open into a 20 ft. by 20 ft. room. On the three remaining walls are alcoves, each with a door. In the corners of the rooms are shelves draped in the remains of faded and slashed red satin.

The door to the north has "Dining Hall" carved into it.

The door to the east has "Solider and Miner's Barracks" carved into it.

The door to the west "Dumping Zone" carved into it.

While the PCs decide which door to take, they do not encounter anyone here.

DEVELOPMENT

Proceed to the relevant adventure zone.

If they go through the north door, proceed to GHR7-01:2 *Sauces and Soundings*.

If they go through the east door, proceed to GHR7-01:3 *Crowns and Crickets*.

If they go through the west door, proceed to GHR7-01:4 *Soiled Souls*.

CONCLUSION

Once the PCs have left the ruins, proceed to the relevant section below.

SUCCESS

Use this text if the PCs recovered Korenth's research and investigated the ruins of Castle Greyhawk.

Your affiliation masters are glad that you have recovered Korenth's research and uncovered more of what is going on in the ruins of Zagig's castle. They urge you to return, however, to learn more about the bandit threat and to see exactly what they are up to in the ruins.

FAILURE

Use this text if the PCs recovered Korenth's research but did not reach Castle Greyhawk.

Your affiliation masters are unhappy that while you have recovered Korenth's research you failed to investigate the ruins of Zagig's castle. They understand, however, that the threat of bandits was too much for your group but trust that when you have recovered from your ordeal and reflected on your experiences that you will redouble your efforts to investigate the ruins.

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.

1: Murder Most Foul

Defeating Grish
APL 2 60 XP

6: Ambush

Defeating the bandits
APL 2 60 XP

7: Hidden Gold

Surviving or circumventing the pit trap
APL 2 30 XP

8: Besieged or 9: Bandits

Defeating the bandits
APL 2 120 XP

11: In the Ruins

Defeat the monsters and find the secret door
APL 2 90 XP

Discretionary roleplaying award

APL 2 90 XP

Total Possible Experience

APL 2 450 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: Murder Most Foul

APL 2: Loot 25 gp; Coin 1 gp; Magic 183 gp *cloak of resistance +1* (83 gp), *pearl of power (1st-level)* (83 gp), *wand of magic missiles* (13 gp), *potion of cure light wounds* (4 gp); Total 209 gp.

6: Ambush

APL 2: Loot 13 gp; Total 13 gp.

7: Hidden Gold

APL 2: Loot 50 gp; Coin 20 gp; Total 70 gp

8: Besieged or 9: Bandits

APL 2: Loot 46 gp; Coin 2 gp; Magic 10 gp *wand of magic weapon* (4 gp), *scroll of mage armor* (2 gp), *potion of cure light wounds* (4 gp); Total 58 gp.

11: In the Ruins

APL 2: Loot 45 gp; Coin 20 gp; Magic 94 gp *wand of read magic* (10 charges) (6 gp), *everburning torch* (9 gp), *safewing emblem* (21 gp), *amulet of toxin delay* (33 gp), *stench stone* (25 gp); Total 159 gp.

Treasure Cap

APL 2: 450 gp.

Total Possible Treasure

APL 2: 509 gp.

ADVENTURE RECORD ITEMS

Use these notes to determine which AR items the PCs gain:

- **Korenth’s Research:** PCs that recovered Korenth research notes from his room in the Griffon’s Nest receive the Korenth’s Research AR item.

- **Ire of the Bandits:** If the PCs defeated the bandit leaders Amfis and Imish, they receive the Ire of the bandits AR item.
- **Arrested:** PCs caught breaking the Free City's laws receive the Arrested! AR item.

🔍 **Korenth's Research:** You have recovered and copied Korenth's research papers. They might be of use in the future.

👊 **Ire of the Bandits:** You have stopped several important bandits leaders from preying on the merchants and travelers of the Domain. Other bandits have taken note of your prowess and will seek to revenge themselves against you. In future, if you encounter bandits in either a "Greyhawk Ruins" adventure or in the adapted version of *Expedition to the Ruins of Greyhawk* they will attack you first and who you no mercy.

👊 **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.

ITEM ACCESS

APL 2:

Wand of magic missiles (10 charges) (Core; DMG; 150 gp)
Wand of read magic (10 charges) (Core; DMG; 75 gp)
Pearl of power (1st-level) (Any; DMG)
Wand of magic weapon (3 charges) (Any; DMG; 45 gp)
Safewing emblem (Core; *Magic Item Compendium*; 250 gp)
Amulet of toxin delay (Adventure; *Magic Item Compendium*; 400 gp)
Stench stone (Core; *Magic Item Compendium*; 300 gp)

APPENDIX 1: APL 2

1: MURDER MOST FOUL

GRISH

CR 3

Male half-orc conjurer 3

N Medium humanoid (orc)

Init +1 **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Draconic, Orc

AC 15, touch 11, flat-footed 14

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

hp 18 (3 HD)

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

Speed 30 ft. (6 squares)

Melee club +5 (1d6+3) or

dagger +4 (1d4+3/19-20)

Ranged dagger +2 (1d4+3/19-20)

Base Atk +1; **Grp** +4

Combat Gear *potion of cure light wounds*, *pearl of power* (1st-level), *wand of magic missiles* (CL 1, 10 charges)

Wizard Spells Prepared (CL 3rd; ranged touch +2):

2nd—*dimension hop*[†], *glitterdust* (DC 14)

1st—*color spray* (DC 12), *expeditious retreat*,

mage armor[†], *shield*

0—*acid splash*, *detect magic*, *mage hand*, *read magic*, *resistance*

† Already cast

Abilities Str 16, Dex 13, Con 15, Int 13, Wis 10, Cha 10

SQ orc traits

Feats Scribe Scroll^B, Spell Focus (conjuration), Toughness

Skills Concentration +9, Knowledge (arcana) +6, Knowledge (local: core) +2, Spellcraft +9

Possessions combat gear plus masterwork club, *cloak of resistance* +1, spell component pouch, 15 gp

Spellbook (barred school: enchantment and necromancy) spells prepared plus 0—all PH core; 1st—*obsuring mist*, *unseen servant*; 2nd—*Melf's acid arrow*

6: AMBUSH

BANDITS

CR 1/2

Male human warrior 1

N Medium humanoid (human)

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

Languages Common

AC 15, touch 11, flat-footed 14

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

hp 7 (1 HD)

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

Speed 30 ft. (6 squares)

Ranged shortbow +3 (1d6/x3)

Melee handaxe +2 (1d6+1/x3)

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

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

Feats Toughness, Weapon Focus (shortbow)

Skills Climb +3, Handle Animal +3, Jump +3

Possessions combat gear plus studded leather armor, buckler, handaxe, shortbow with 10 arrows

8: BESIEGED

IMISH

CR 1

Male orc ranger 1

N Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Orc

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 shield)

hp 11 (1 HD)

Fort +3, **Ref** +4, **Will** +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee battleaxe +4 (1d8+6/x3)

Ranged longbow +3 (1d8/x3)

Base Atk +1; **Grp** +5

Atk Options Point Blank Shot, favored enemy human +2

Combat Gear *potion of cure light wounds*

Abilities Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 8

Feats Point Blank Shot

Skills Hide +3, Listen +4, Move Silently +3, Spot +4, Survival +4

Possessions combat gear plus battleaxe, longbow with 20 arrows, chain shirt, buckler, backpack, 12 gp

Light Sensitivity (Ex) Imish is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell

AMFIS

CR 1

Male human sorcerer 1

N Medium humanoid (human)

Init +2; **Senses** Listen +2, Spot +0

Languages Common

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 7 (1 HD)

Fort +1, **Ref** +1, **Will** +2; +2 against sleep, paralysis, and electricity

Speed 30 ft. (6 squares)

Melee halberd +3 (1d10+3/x3)

Ranged javelin +2 (1d6+2)

Base Atk +0; **Grp** +2

Special Actions Draconic Breath, spell shield

Combat Gear *scroll of mage armor*, tanglefoot bag, *wand of magic weapon* (3 charges)

Sorcerer Spells Known (CL 1st):

1st (4/day)—*shield*

0 (5/day)—*dancing lights*, *detect magic*, *flare* (DC 12), *touch of fatigue* (DC 12)

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

SQ stalwart sorcerer

Feats Draconic Breath, Draconic Heritage (blue dragon), Martial Weapon Proficiency (halberd)^B, Weapon Focus (halberd)^B

Skills Concentration +5, Listen +2, Spellcraft +1

Possessions combat gear plus 3 javelins, halberd, spell component pouch

Draconic Breath (Su) If Amfis sacrifices a 1st-level spell he can create a breath weapon effect (60 ft. line of electricity, 2d6 points of damage, DC 13 Reflex save for half).

Spell Shield Once per round as an immediate action (when he takes damage), Amfis can sacrifice spell energy instead of losing hit points. If he succeeds on a Concentration check equal to 15 + the level of the sacrificed spell he ignores an amount of damage equal to five times the spell slot he gave up. If he fails the check, he loses the spell and takes the damage.

BANDITS

CR 1/2

Male human warrior 1

N Medium humanoid (human)

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

Languages Common

AC 15, touch 11, flat-footed 14
(+1 Dex, +3 armor, +1 shield)

hp 7 (1 HD)

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

Speed 30 ft. (6 squares)

Ranged shortbow +3 (1d6/x3)

Melee handaxe +2 (1d6+1/x3)

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

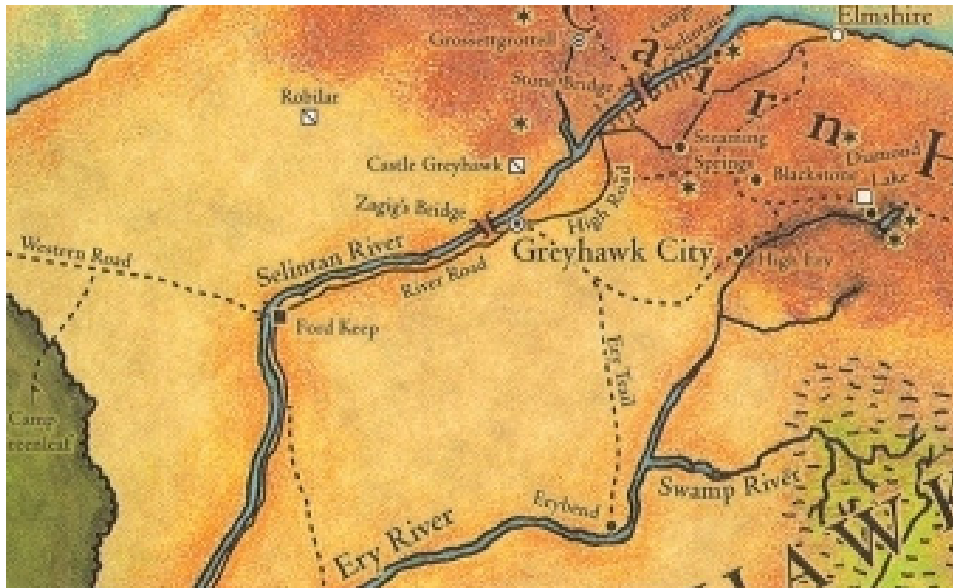
Abilities Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8

Feats Toughness, Weapon Focus (shortbow)

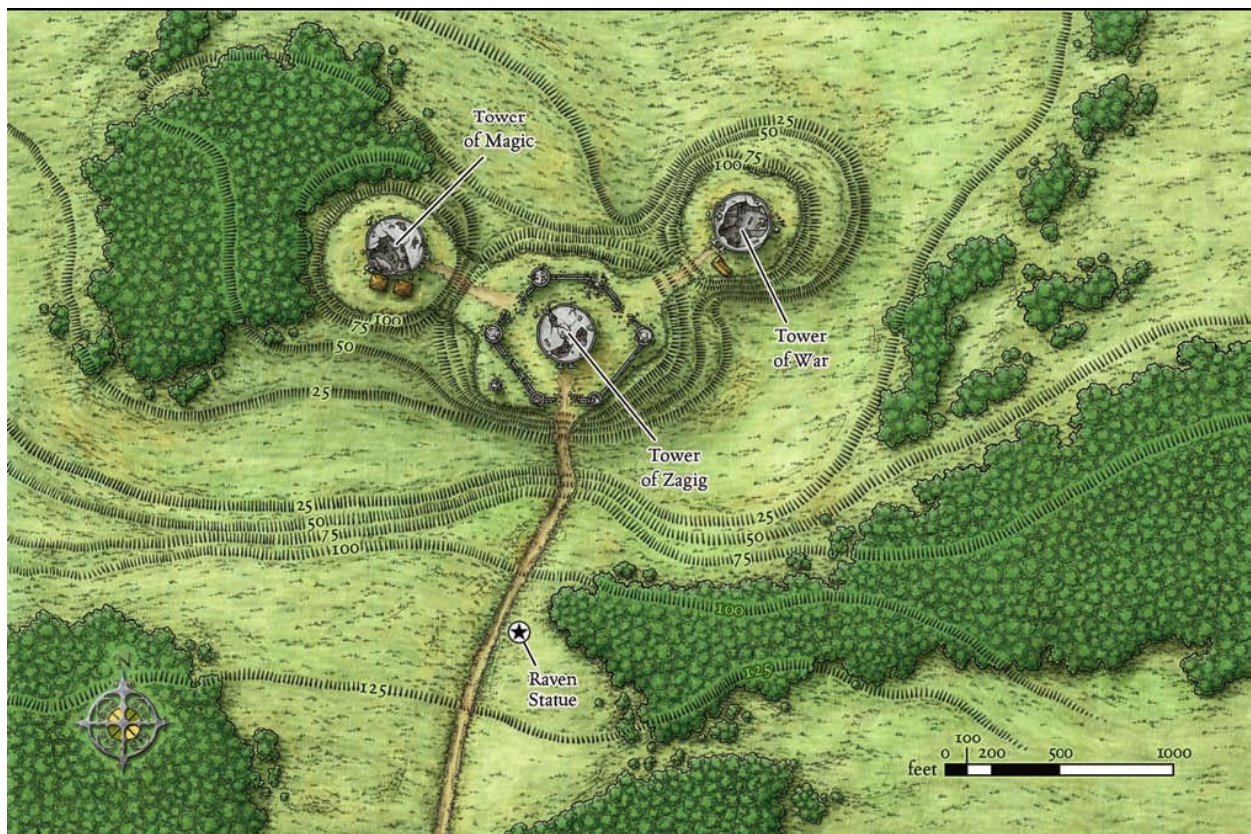
Skills Climb +3, Handle Animal +3, Jump +3

Possessions combat gear plus studded leather armor, buckler, handaxe, shortbow with 10 arrows

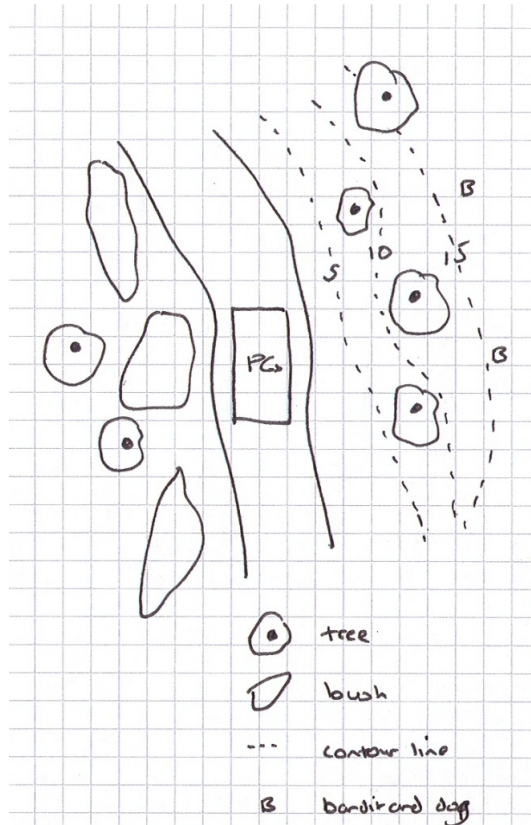
DM MAP 1: THE FREE CITY AND THE RUINS



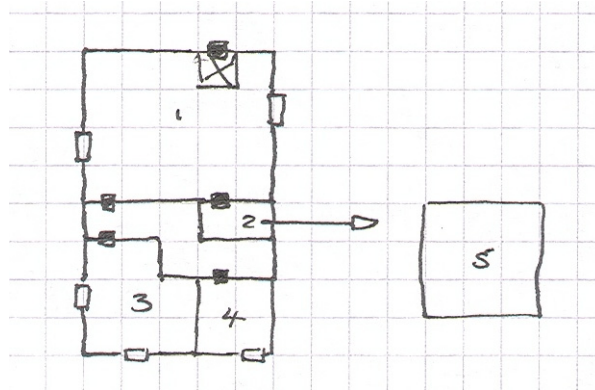
DM MAP 2: ENVIRONS OF THE RUINS



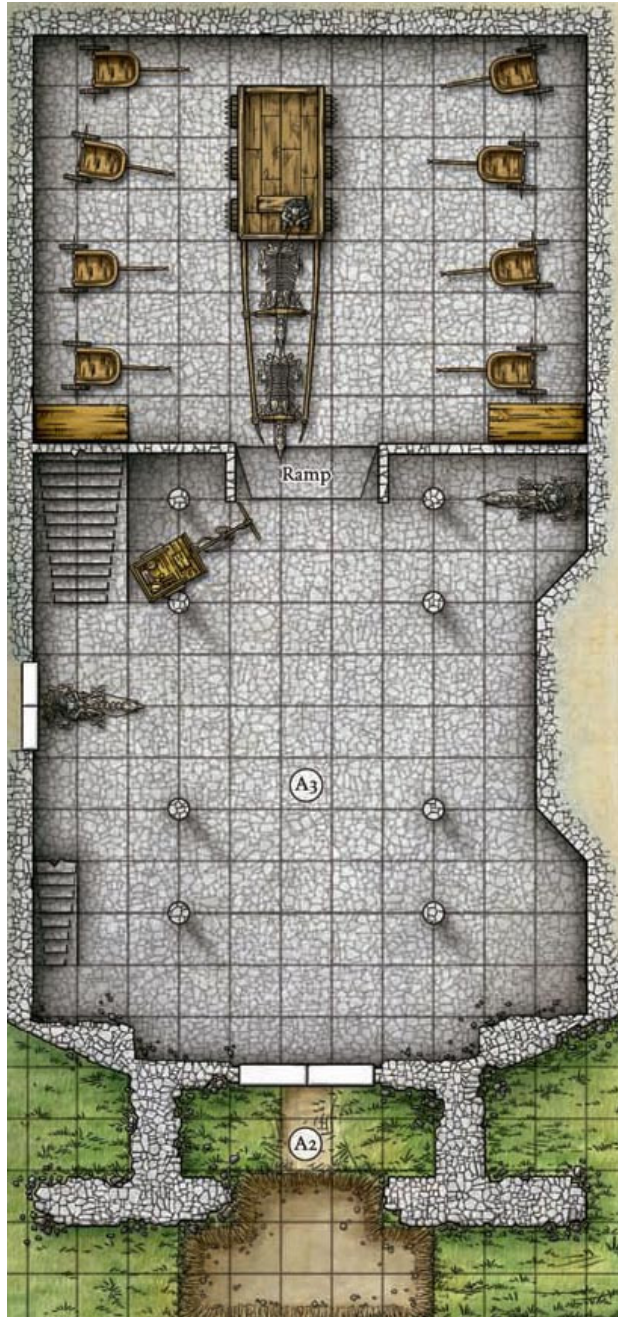
DM MAP 3: AMBUSH



DM MAP 4: ABANDONED FARMHOUSE



DM MAP 5: THE WAR TOWER



PLAYER HANDOUT 1: KORENTH'S OBSERVATIONS

Pertinent extracts from Korenth's notes.

Dated Two Weeks Ago

Our Matriarch, Eritai Kaan-Ipzirel, has entrusted an important task to me! Bandits once again have crept forth from the dark places of the Gnarley and the lawless lands of the Pomarj to plague the Domain. The bandits are uncommonly bold but go to great lengths to hide their activities from the Watch. Eritai fears that a dark force once again rises to threaten the Domain.

I was honored to accept her request to investigate further; to try to fathom their purpose and to ascertain whether anyone in the city aids them.

Dated 10 Days Ago

The problem is worse than we previously imagined. My contacts within the Union of Traders' and Merchants' has reported several missing caravans, taken over the last month or so. Anecdotal evidence also points to the disappearance of several foreign traders.

Dated Five Days Ago

It seems most of the attacks occur in the west or the south. I've heard tales of small bands of men – not adventurers – skulking around Zagig's old ruins. I'm going to investigate this as soon as I can get the right equipment together.

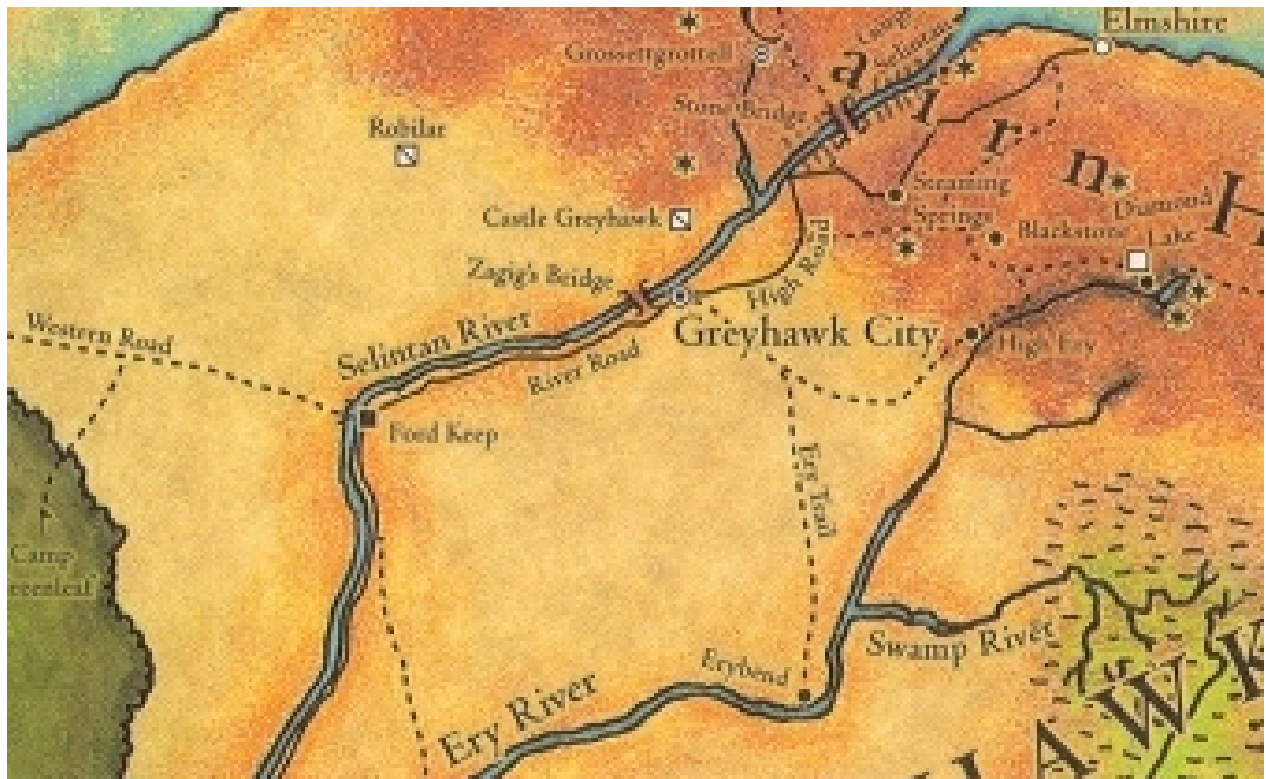
Yesterday

I have just got back from the ruins of Zagig's castle and I count myself lucky to be alive. I crossed Zagig's Bridge and reached the ruins without incident. Hiding, I spied several small groups of orcs entering the War Tower after bribing the dwarves that guard that fell place! An orc sorcerer – Ulgrek I think his name was – led them. He commanded them to take the crates through "the halls of dining", whatever that means.

Something must have tipped them off, as they started searching the ruins. I barely made it out of there alive. I've decided to lie low at the Griffon's Nest for a few days; I don't dare return to the temple; their agents may be watching for me there. I fear that my mistress is right; some dark conspiracy is gathering against the Free City. I pray that the Cudgel will give us the power to defeat it.

Stay out of matters that do not concern you or I will gut you like a pig. This is your only warning. If I see, or hear, you poking your nose into my master's business again, it will go badly for you. Don't think your connections will save you; they won't.

PLAYER MAP 1: THE FREE CITY AND THE RUINS



Sauces and Soundings

By Creighton Broadhurst and Chris Chesher

ADVENTURE BACKGROUND

This section of the dungeon contains the remains of the old miner's barracks, and the caverns beneath them. These natural caverns serve as the upper-most gatehouse of the humanoids that live beneath.

The gatehouse caverns hold the stairs that lead down to level two and the next "Greyhawk Ruins" adventure.

ADVENTURE SUMMARY

In this adventure, the PCs explore some of the dungeons under the War Tower. Taking the stairs downwards from the surface level of the War Tower, they enter a chamber with three doors. Using clues found in GHR7-01:1 *Death in the Free City*, they determine that they must investigate the north door.

Beyond, they discover a variety of traps and empty and all but disused chambers. Finally, they discover a secret trapdoor in the floor of one chamber that leads downwards to another small network of caves guarded by a small band of orcs – guards for seemingly a larger group in caverns yet deeper below the ruins.

PREPARATION FOR PLAY

Make sure all players have their affiliation handout from GHR7-01:1 *Death in the Free City*. If they did not receive it for some reason, re-issue it.

PLAY OPTIONS

It is possible to play this adventure in several different ways. Make sure, however, before play begins that no player is going to repeat a zone through which he has already adventured.

Refer to Time Units and Upkeep on page 2, for more information about running a "Greyhawk Ruins" adventure.

Unrestricted Play: Using the unrestricted play option, PCs can wander through the more than a single dungeon zone during a single session using secret doors and such. In this case, the DM should determine ahead of time how long the game session is and through how many zones the PCs can adventure. To block off one zone

of the dungeon, the DM refer to the Restricted Play Option section.

Restricted Play Option: If this adventure is being played under time constraints (such as at a convention where play in other zones is not possible), some of the linkages between the different zones of the dungeon are blocked off. The adventure text of the relevant encounters handles justifications for such instances.

GETTING TO THE RUINS

If the PCs are playing this adventure without playing GHR7-01:1 *Death in the City* in the same session use some of the material from that adventure to handle their journey to the ruins.

DM Map 1 and 2 show the location of the ruins in relation to the Free city and the immediate environs of the ruins.

The PCs suffer no random encounters on the way to the ruins. Use Encounter 5: Marsh Gate to roleplay them leaving the city, if desired.

Learning More: If the PCs wish to make Gather Information checks, and such like, before setting out for the ruins use Encounter 4: Learning More.

INTRODUCTION

Adventure zones 2, 3, and 4 all share this room (GR on the map) as a common starting point. Using the unrestricted play option, the PCs are free to wander in whichever direction they wish, overlapping different zones, and so on. If the PCs are playing this at a convention, however, they may be restricted in their options (see Development below).

The stairs from the surface open into a 20 ft. by 20 ft. room. On the three remaining walls are alcoves, each with a door. In the corners of the rooms are shelves draped in the remains of faded and slashed red satin.

The door to the north has "Dining Hall" carved into it.

The door to the east has "Solider and Miner's Barracks" carved into it.

The door to the west "Dumping Zone" carved into it.

Alert PCs should realize that the north door is the one referred to in Korenth's notes recovered from his room in the Griffon's Nest (GHR7-01:1 *Death in the Free City*).

Use DM Map 1 to run the PCs' exploration of this adventure zone.

DEVELOPMENT

When the PCs open the north door, proceed to Z2-1.

Restricted Play Option: In this version of the adventure, the only door the PCs can explore is the north door, which leads to Zone 2. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), the other doors could be spiked shut from the inside, temporarily jammed by objects or the PCs could automatically hear lots of noise from behind them.

Unrestricted Play Option: Proceed to the relevant adventure zone.

If the go through the north door, proceed to GHR7-01:2 *Sauces and Soundings*.

If the go through the east door, proceed to GHR7-01:3 *Crowns and Crickets*.

If the go through the west door, proceed to GHR7-01:4 *Soiled Souls*.

Z2-1: ANTE-CHAMBER

This 30 ft. by 30 ft. room has small piles of old bones and other types of debris swept to the west wall. There is a door to the north and a passage leading east.

This room contains little of interest. A DC 10 Search check among the debris finds the dried husk of a giant ant. It was stabbed to death long ago.

A DC 15 Search check reveals some chalk writing (in Common) hidden behind some cobwebs on the east wall. It says:

"Beware the sounding...."

The swept floor continues along the main corridor and into the kitchen in Z2-4. A goblin servant does the sweeping thus hiding the signs of orcs passing through here.

A SECOND DAY

If the PCs have set off any of the traps in Z2- 2 through 5, and are now returning after resting any number of days, they are met with a greeting party. Four orcs from the lower levels are investigating the previous disturbances and now wait in this room on the off chance that the adventurers return. They wait for the PCs to come to them.

If the PCs fought and ran from the orc guards in Z2-6 or Z2-9, four orcs lurk here ready to repel further incursions.

APL 2 (EL 2)

👁️Orcs (4): hp 5 each; MM 203.

DEVELOPMENT

Restricted Play Option: The north door leads to Zone 4. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), this passageway has been collapsed by the orcs. (By the time the PCs return to investigate Zone 2, it has been cleared).

Z2-2: COOK'S REST

Three small rooms connect to this corridor, each has had its door removed from the hinges. Remains of bunks, tables, and chairs are visible.

These three rooms were originally living quarters for the cooks that fed the miners and soldiers dwelling here. They have had many uses since, but are now abandoned except for one little trap left behind to slay unwary explorers. Once the PCs can see into the room, read:

The room once housed four people with a common area in the middle. A small open chest rests on a table in the middle of the room.

In the west and east rooms, the chest is empty and safe. In the north room, the chest has several gold bracelets in it. The treasure is bait for a trap.

HALL OF SPEARS

This trap was built by troglodytes at the behest of their orc masters to lure inquisitive adventurers to their doom. The gold trinkets in the chest are the counter weights to a length of string and rope, leading through a hollow in the table leg and under the floor. It is linked to unevenly weighted wheels attached to hidden spears concealed in the corridor outside the rooms. When any of trinkets are disturbed, the line breaks, activating the trap.

Concealed wooden portcullises drop down over the corridor t-junction, and the three room doorways. Only those in the hallway are at risk. When the trap activates, these wheels power the spears stabbing into the corridor. PCs making a DC 5 Listen check can hear the wheels through the wall. As the trap continues to attack, the sound of the wheels noticeably slows down.

After four rounds, the wheels come to a stop on their own, and the trap stops working. The trap must be manually reset.

APL 2 (EL 1)

👁️Hall of Spears: Appendix 1.

AREA FEATURES

This area has the following noteworthy features:

Wooden Portcullis (3): 3 in. thick; hardness 5; hp 30; AC 5; Break DC 25.

Ceiling: The ceiling is 8 ft. high.

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

Z2-3: LOOK WHO'S COMING TO DINNER

Before you is a 60 ft. by 30 ft. dining hall. A stage dominates the southern end of the room while long tables with chairs dominate the room's center. Eight skeletal forms in rags and festooned with cobwebs sit in front of long rotted meals. At the southern end of each table, slightly fresher bodies are slumped over their plates. A less than pleasant smell decay wafts towards you.

The south, east, and west walls each feature a hand crank attached (that has no immediately discernable purpose).

This room is another encounter trap set to persuade adventurers from going any farther.

The skeletons are just the remains of humans who were in the wrong place at the wrong time. Now they partake in this macabre set piece.

The two slumped fresher corpses are in fact human commoner zombies. They act as the trigger to the main part in this encounter trap. The zombies do not react to the PCs till at least one PC gets within 15 ft. Once this happens, both zombies rise from their sitting position (a move action) and move to attack.

Once a zombie stands up, the dart swarm trap is triggered by pressure plates connected to both chairs.

APL 2 (EL 1)

👤 **Human Commoner Zombies (2):** hp 16 each; MM 266.

DART SWARM TRAP

This chamber is 60 ft. long by 30 ft. wide. Above the only entrance is a heavy stone door that slides out of the ceiling and seals the exit. When the zombies stand up, a pressure plate attached to both chairs activates. This drops the stone door over the exit and starts the gears that power the dart swarm. (As the trap nears the end of its duration, the grinding of the gears noticeable reduces in pitch and speed).

The stone door can only be opened by turning the cranks (DC 15 Strength check per crank). Three metal cranks are located in the room on separate walls. All three cranks must be turned in the same round to lift the door 1 foot. Small PCs can squeeze under the door once it has risen 2 feet, but Medium PCs need 3 feet of space.

Hundreds of tiny holes perforate the ceiling from which tiny darts shoot out and attack each square in the room. The darts continue to attack any creature out in the

open (even motionless ones). PCs can shield a downed companion by lying atop him; this gives the unconscious PC improved cover (+8 to AC, +4 on Reflex saves) or can drag him to safety under a table.

The trap does not reset.

APL 2 (EL 2)

🏹 **Dart Swarm:** Appendix 1.

AREA FEATURES

This area has the following noteworthy features:

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

Tables: The tables provide cover from the dart trap (+4 to AC) to individuals hiding under them. Additionally PCs succeeding on a DC 15 Jump check can leap atop them gaining a +1 bonus to their attack rolls against creatures lower than them.

Ceiling: The ceiling is 15 ft. high.

Treasure: Refer to the Treasure section to determine how much the trinkets found here are worth.

Z2-4: IF YOU CAN'T STAND THE HEAT

Stairs descend 10 ft. into a 25 ft. by 35 ft. kitchen. There is a door in the east wall and most of the walls are lined with shelves. Two island tables take up the middle and a stove is on the west wall.

At the bottom of the stairs, a worn iron skillet hangs from the wall, next to a flint and bellows.

The room is warm and a familiar glow accompanies the crackling sound coming from the stove.

Creatures: This kitchen is now the domain of two small fire elementals bonded to the stove. While they have no hatred for the PCs, they have been instructed to attack anyone who enters the room without first striking the iron skillet with the flint. The flint and skillet need to struck each time the PC enters through the stair entrance, but anyone coming from Z2-05 is safe to pass.

APL 2 (EL 2)

🔥 **Small Fire Elemental (2):** hp 9 each; MM 99.

Tactics: When someone enters the chamber without striking the skillet and reaches the stove or the other side of the tables, the fire elementals squeeze out of the stove (a move action) and attack.

The fire elementals do go past the top of the stairs but only enter Z2-5 if the PCs have opened the door for them. Otherwise, the elementals return to the stove once the PCs have retreated out of sight.

AREA FEATURES

This area has the following noteworthy features:

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20. The door in the east wall leading to Z2-5 is locked (done from either side). PC's peering through the keyhole can see into Z2-5.

Tables: PCs succeeding on a DC 15 Jump check can leap atop the tables, gaining a +1 bonus to their attack rolls against creatures lower than them.

Z2-5: ANTS IN THE PANTRY

This 20 ft. by 30 ft. room was once a pantry. Broken shelves line the walls. A barrel is in the southwest corner.

In the southwest corner is a barrel or rum. The lid is ajar and a very young (and Small) giant ant floats in the rum. (The orcs have placed the rum here as bait for the ants, who view the ants as a pest infestation to be eliminated).

Trap: Damaged shelves cover the eastern wall (which also conceals a tunnel used by giant ants). The orcs have set up a scything blade trap set to go off if anyone touches the east wall. This is meant to kill the ants as they come out of the hole.

A DC 5 search check finds the concealed hole.

APL 2 (EL 1)

✂ **Scything Blade Trap:** CR 1; mechanical; touch trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 15.

DEVELOPMENT

Restricted Play Option: The ant hole here leads to Zone 4. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), this passageway has been collapsed by the orcs. (By the time the PCs return to investigate Zone 4, the ants have cleared it again).

THE SECRET TRAPDOOR

A DC 15 Search check finds the trapdoor, as frequent transport of supplies has left tell tale scuff marks and cracks in the surrounding area. Below the trapdoor, gradual stairs lead south, some 30 ft. deep, until they reach the caverns of Z2-6 to 9.

Development: It is at this time that the PCs and the noise or light they make risk tipping off the guards in Z2-6. Have the orcs therein make Listen checks opposed by the PCs' Move Silently checks. If they hear the PCs coming, they hide among the rocks, waiting for the PCs to expose themselves in the cavern.

Z2-6: THE SUPPLY CAVERN

The stairs finish their 30 ft. descent in a 50 ft. by 50 ft. natural cavern. A large column of stone in the middle of the cavern supports the weight above. Debris and mining tools are piled up along the east

and south walls. A door is in the west wall and a passage leads off to the southwest.

Stacked neatly in front of the debris are cargo crates. Some of them bear the emblem of the Merchants' and Traders' Union.

The debris is from the cavern being expanded and the creation of the stairs leading to the pantry above. This chamber once had other usages, such as a place to raise undead guardians, but that time has passed. Now two orcs stand guard, waiting for intruders.

APL 2 (EL 1)

👤 **Orcs (2):** hp 5 each; MM 203.

Tactics: If the orcs are unaware of the PC's approach, they are standing against the north side of the middle column speaking quietly (in Orc). If they are aware of the PCs, the orcs wait in ambush on the south side of the column (gaining total concealment from the PCs' starting position). They wait for PCs to walk past them before springing their ambush.

AREA FEATURES

This area has the following noteworthy features:

Treasure: Refer to the Treasure section to determine what the PCs find here. Most of the trade goods here (those in the supply crates) have legal owners and are not really that portable. A few pieces of forgotten treasure, however, can be found in the trash and debris with a DC 15 Search check.

Supply Crates: The supply crates are similar to what the PCs found in the bandit hideout in Zone 1. (This is one of the places to which the supplies are transferred).

Secret Door: A secret door, in the form of a boulder on a hinge is located in the southeast wall. A DC 20 Search check finds it. It can be opened with a DC 12 Strength check.

Ant Hole: A DC 8 Search check among the debris in the south corner uncovers an ant hole.

DEVELOPMENT

Restricted Play Option: The ant hole here leads to Zone 4. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), this passageway has been collapsed by the orcs. (By the time the PCs return to investigate Zone 4, the ants have cleared it again).

Z2-7: THE ICKY CLOSET

This 20 ft. by 20 ft. natural cavern is packed with shelves and tables. On them are jars filled with various disgusting liquids and ichors. Many bones from various humanoids are piled into open sacks hanging from the walls.

Evil priests and necromancers once used this room for raising or creating undead. No one really comes here anymore.

AREA FEATURES

This area has the following noteworthy features:

Shelves: Many of the jars' and pots' contents have long since degraded. When opened, most give off noxious smells.

Sacks of Bones: The sacks of bones contain the remains of many humanoids. Many bear signs of violent death and are old and brittle with age.

Treasure: A DC 15 Search check finds some potions among the vials of bodily fluids. Refer to the Treasure section for more details.

Z2-8: ANOTHER ZOMBIE IN THE DEBRIS PILE

The corridor opens up into a 10 ft. by 60 ft. cavern. At the far end, rocks, boulders and other debris block further progress; several rotting or decayed corpses caught among them.

Most of the bodies caught in the cave-in are slaves from down below who just didn't work out for one reason or another. Most of bodies are easily identifiable as goblins although a few troglodytes and a gnome are also present. One of the bodies, however, is not yet ready to give up on life and once the PCs come within 30 ft. a troglodyte zombie staggers to its feet and attacks.

This zombie relentlessly pursues the PCs until destroyed. It does not give up the chase and does its best to follow the PCs, even if it shows up in the middle of another combat.

APL 2 (EL 1)

☛ **Troglodyte Zombie:** hp 29; MM 266.

AREA FEATURES

This area has the following noteworthy features:

Dense Rubble: It costs two squares of movement to enter a square with dense rubble and the DC of Balance and Tumble checks increases by 5, while the DC of Move Silently checks increases by 2.

Treasure: Mixed in with the debris is a small chest. It is unlocked and not trapped. It holds some minor treasure as well as an iron key decorated with the sigil of Zagyg. PCs finding the key gain the Zagyg's Key Ar item. Refer to the Treasure section to determine what the PCs find here.

Secret Passage: There is a secret passage in the northwest corner that leads into Zone 3. This can be found on a DC 15 Search check.

DEVELOPMENT

Restricted Play Option: The secret door in the northwest corner leads to Zone 3. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), this secret door has been jammed shut by the orcs. (By the time the PCs return to investigate Zone 3, other explorers have removed the blocked).

Z2-9: THE SOUNDING

Swinging aside the huge stone reveals a slope leading into a cavern. A gong and mallet stand against the west wall. Across from them on the east wall is a large chest.

A large staircase spirals off into the depths to the east.

Five orcs approach from an archway to the south, looking less than pleased.

This is the main guard area for the humanoids inhabiting the levels below.

The PCs are not meant descend these stairs yet, as they lead to the next adventure. PCs finding these stairs gain The Deep Stairs AR item.

Creatures: This group consists of four normal orcs led by Shump, an orc ranger. Shump has a great hatred for humans, so he targets them first.

Shump stays near the archway, hugging the wall for cover when possible, using his trusty longbow. His four orcs fan out in pairs to the east and west of the chamber, trying to keep line of fire clear. This also gives a better change of flanking for the orcs, by letting the PCs into the room, instead of bottlenecking at the door.

Once they have suffered a casualty, an orc tries to ring the gong, either with an attack or by throwing something solid at it.

APL 2 (EL 3)

☛ **Shump:** male orc ranger 1; hp 11; Appendix 1.

☛ **Orcs (4):** hp 5 each; MM 203.

AREA FEATURES

This area has the following noteworthy features:

Gong: The orcs use the gong to summon reinforcements from the lower caverns. Luckily, for the PCs, this time no one hears them.

Stairs Down: A flight of steep stairs leads downwards to deeper levels (see Development below). Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end

their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Treasure: The large chest contains a variety of cheap golden trinkets used to bait the trap in Encounter Z2-2. Refer to the Treasure section to determine what the PCs find here.

Religious Organizations

- Half to Full point for properly enacting their faith (DM's discretion).

The End.

DEVELOPMENT

If the PCs venture down the stairs describe the sounds and signs of a large humanoid infestation. If they continue, they hear the sounds of a large group coming up the stairs toward them. If they persist, describe how a large band of orcs forces them back out of the dungeon.

CONCLUSION

Once back inside the protective walls of Greyhawk City, you return to your affiliation contacts. They are disturbed by what you have to tell them, but express regret that they can't provide their full attention to the matter as politics in the city is heating up. Both for the city and internally within the guilds, power plays are being made and the those in power love to play.

It will be up to you, the new recruits, to return to the ruins and keep digging deeper until the whole story unravels.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

- All affiliation members gain a single point if they found the stairs in Z2-9.

The Guild of Wizardry

- Half point for collecting the samples from Z2-7.

Merchants' and Traders' Union

- Half point for finding the missing cargo.

Mercenaries' Guild

- Whole point for final blow on Shump the orc ranger
OR half point for final blow on normal orc.

Cartographers' Guild

- Half point for mapping this zone.

Thieves' Guild

- Half point for finding stole cargo and reporting it back to the Thieves' Guild.

Nightwatchmen

- Half point for finding stolen cargo and reporting its location to the Guild of Nightwatchmen.

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.

Z2-2: Cook's Rest

Survive the trap
APL 2 30 XP

Z2-3: Look Who's Coming to Dinner

Kill the zombies and survive the trap
APL 2 90 XP

Z2-4: If You Can't Stand the Heat

Get past the fire elementals, one way or another.
APL 2 60 XP

Z2-5: Ants in the Pantry

Survive the trap
APL 2 30 XP

Z2-6: The Supply Cavern

Defeat the orc sentries
APL 2 30 XP

Z2-8: Another Zombie in the Debris pile

Defeat the zombie
APL 2 30 XP

Z2-9: The Sounding

Defeat the guard orcs
APL 2 90 XP

Discretionary Roleplaying Award

APL 2 90 XP

Total Possible Experience

APL 2 450 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.

Z2-2: Cook's Rest

APL 2: Coin 30 gp; Total 30 gp.

Z2-3: Look Who Is Coming to Dinner

APL 2: Coin 10 gp; Total 10 gp.

Z2-6 Supply Cavern

APL 2: Loot 50 gp; Coin 100 gp; Magic 54 gp; blessed *bandage* (5) (4 gp each), *daylight pellet* (12 gp), *talisman of the disc* (42 gp); Total 254 gp.

Z2-7: Icky Closet

APL 2: Magic 12 gp; *oil of bless weapon* (4 gp), *potion of magic fang* (4 gp), *potion of lesser vigor* (4 gp); Total 12 gp.

Z2-8: Another Zombie in the Debris Pile

APL 2: Coin 40 gp; Magic 37 gp; *glitter stone* (37 gp); Total 77 gp.

Z2-9: The Sounding

APL 2: Loot 62 gp; Coin 40 gp; Magic 4 gp *potion of cure light wounds* (4 gp); Total 106 gp.

Treasure Cap

APL 2: 450 gp.

Total Possible Treasure

APL 2: 489 gp.

ADVENTURE RECORD ITEMS

Use these notes to determine which AR items the PCs gain:

- PCs finding the stairs in Z4-9 receive The Deep Stair AR item.
- PCs finding the key in Z4-8: receive the Zagyg's Key AR item.

🗝️ **Zagy's Key:** You have found a small iron key decorated with Zagyg's sigil. The key radiates faint transmutation magic but has no discernable powers.

👉 **The Deep Stair:** You have found the deep stairs below the War Tower and know the way to the second level.

👉 **Affiliation Score Gained/Lost:** You have gained/lost ___ points with the _____ affiliation. If you are affiliated with more than one group, add extra notes in notes section detailing you gain or loss.

ITEM ACCESS

APL 2:

- *Glitter stone* (Core; *Magic Item Compendium*; 450 gp)
- *Oil of bless weapon* (Core; DMG; 50 gp)
- *Potion of lesser vigor* (Adventure; *Spell Compendium*; 50 gp)
- *Blessed bandage* (Any; *Magic Item Compendium*; 10 gp)
- *Daylight pellet* (Core; *Magic Item Compendium*; 150 gp)
- *Talisman of the disc* (Core; *Magic Item Compendium*; 500 gp)

Z2-2: COOK'S REST

HALL OF SPEARS CR 1

Description see text.

Search DC 16; **Type** mechanical

Trigger location; **Init** +0

Effect one Small shortspear (Atk +3, 1d4 points of piercing damage) per square per round

Duration 4 rounds

Destruction AC 11; hp 5; hardness 5 (each shortspear)

Disarm Disable Device DC 16 (each shortspear)

Z2-3: LOOK WHO'S COMING TO DINNER

DART SWARM CR 2

Description see text.

Search DC 17; **Type** mechanical

Trigger location; **Init** +1

Effect 1d4 darts (Atk +2 ranged, 1d4 points of piercing damage) per target per round.

Duration 9 rounds

Destruction AC 12; hp 5; hardness 5 (each ceiling square)

Disarm Disable Device DC 17 (each ceiling square)

Z2-9: THE SOUNDING

SHUMP CR 1

Male orc ranger 1

NE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Orc

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 armor, +1 shield)

hp 11 (1 HD)

Fort +3, **Ref** +4, **Will** +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee battleaxe +4 (1d8+6/x3)

Ranged longbow +3 (1d8/x3)

Base Atk +1; **Grp** +5

Atk Options Point Blank Shot, favored enemy human +2

Combat Gear *potion of cure light wounds*

Abilities Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 8

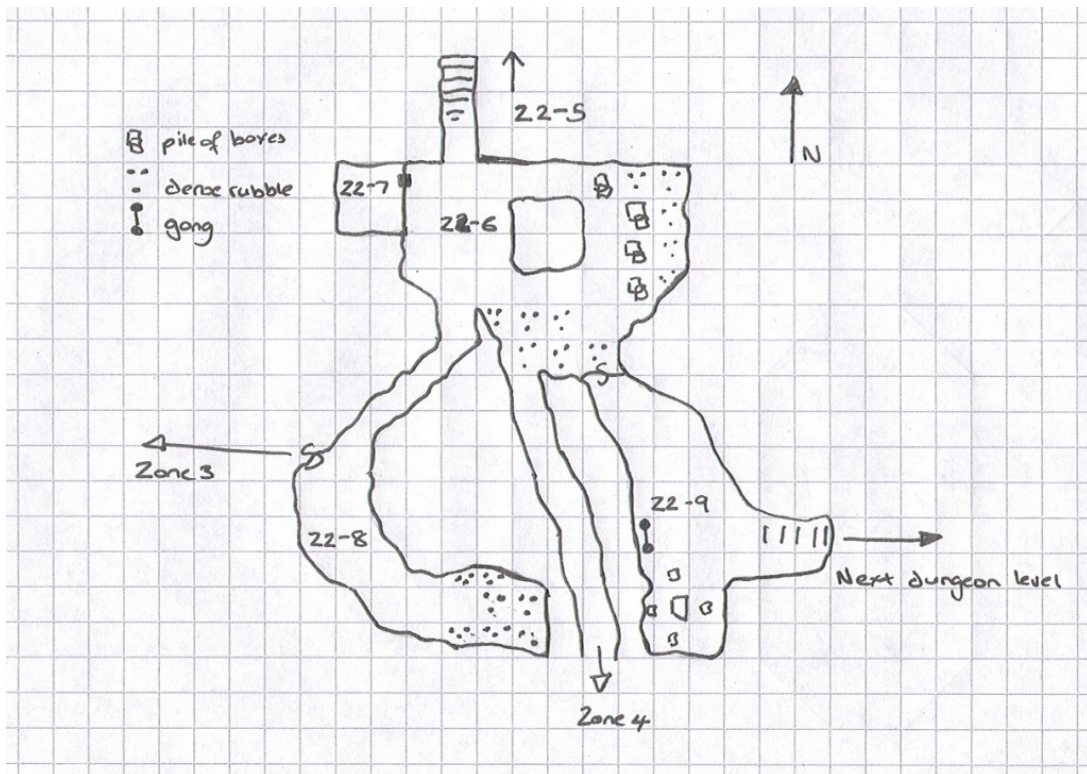
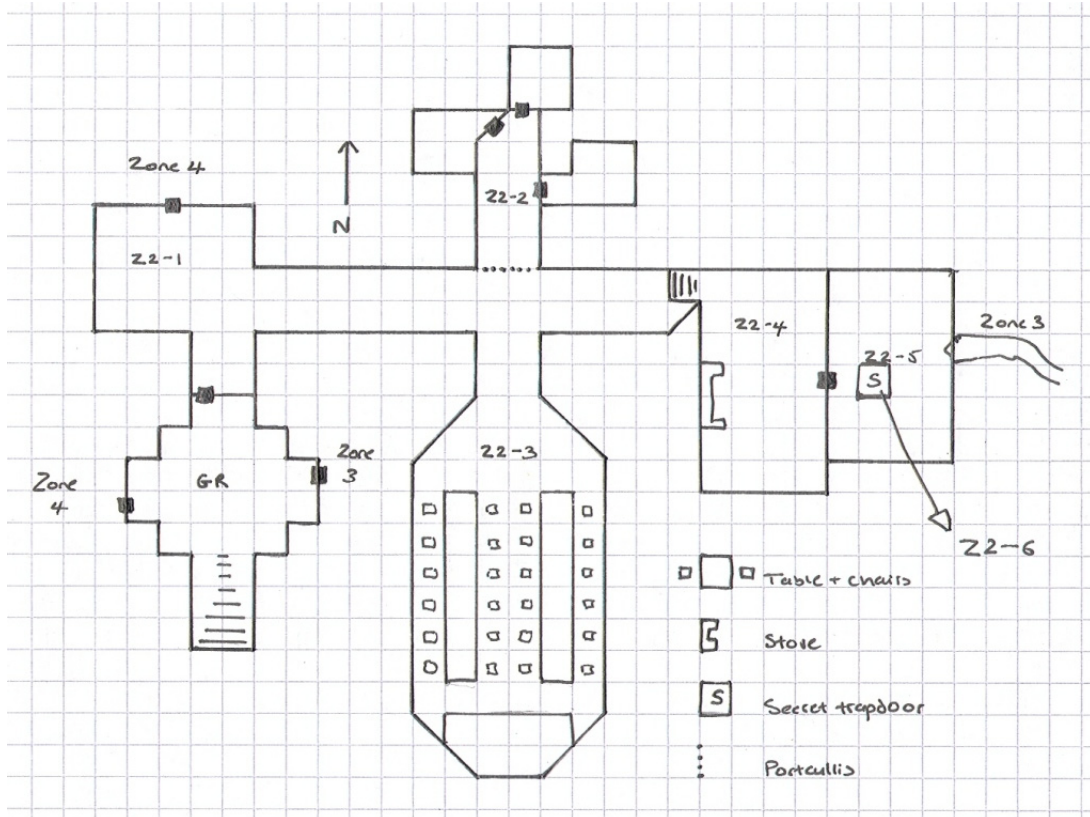
Feats Point Blank Shot

Skills Hide +3, Listen +4, Move Silently +3, Spot +4, Survival +4

Possessions combat gear plus battleaxe, longbow with 20 arrows, chain shirt, buckler, backpack, 12 gp

Light Sensitivity (Ex) Shump is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

DM MAP 1: ZONE 2 LAYOUT



Crown and Crickets

by Chris Chesher

ADVENTURE BACKGROUND

This section of the dungeon contains the remains of the old miners' and soldiers' barracks, and giant ant nest that connects all sections of the dungeon.

The nest was here long before the dungeons were built and have expanded into the different sections, but the population of the ants has dropped drastically.

PREPERATIONS FOR PLAY

Make sure all players have their affiliation handout from GHR7-01:1 *Death in the Free City*. If they did not receive it for some reason, re-issue it.

PLAY OPTIONS

It is possible to play this adventure in several different ways. Make sure, however, before play begins that no player is going to repeat a zone through which he has already adventured.

Refer to Time Units and Upkeep on page 2, for more information about running a "Greyhawk Ruins" adventure.

Unrestricted Play: Using the unrestricted play option, PCs can wander through the more than a single dungeon zone during a single session using secret doors and such. In this case, the DM should determine ahead of time how long the game session is and through how many zones the PCs can adventure. To block off one zone of the dungeon, the DM refer to the Restricted Play Option section.

Restricted Play Option: If this adventure is being played under time constraints (such as at a convention where play in other zones is not possible), some of the linkages between the different zones of the dungeon are blocked off. The adventure text of the relevant encounters handles justifications for such instances.

GETTING TO THE RUINS

If the PCs are playing this adventure without playing GHR7-01:1 *Death in the City* in the same session use some of the material from that adventure to handle their journey to the ruins.

DM Map 1 and 2 show the location of the ruins in relation to the Free city and the immediate environs of the ruins.

The PCs suffer no random encounters on the way to the ruins. Use Encounter 5: Marsh Gate to roleplay them leaving the city, if desired.

Learning More: If the PCs wish to make Gather Information checks, and such like, before setting out for the ruins use Encounter 4: Learning More.

INTRODUCTION

Adventure zones 2, 3, and 4 all share this room (GR on the map) as a common starting point. Using the unrestricted play option, the PCs are free to wander in whichever direction they wish, overlapping different zones, and so on. If the PCs are playing this at a convention, however, they may be restricted in their options (see Development below).

The stairs from the surface open into a 20 ft. by 20 ft. room. On the three remaining walls are alcoves, each with a door. In the corners of the rooms are shelves draped in the remains of faded and slashed red satin.

The door to the north has "Dining Hall" carved into it.

The door to the east has "Solider and Miner's Barracks" carved into it.

The door to the west "Dumping Zone" carved into it.

Use DM Map 1 to run the PCs' exploration of this adventure zone.

DEVELOPMENT

When the PCs open the east door, proceed to Z3-1.

Restricted Play Option: In this version of the adventure, the only door the PCs can explore is the west door, which leads to Zone 4. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), the other doors could be spiked shut from the inside, temporarily jammed by objects or the PCs could automatically hear lots of noise from behind them.

Unrestricted Play Option: Proceed to the relevant adventure zone.

If the go through the north door, proceed to GHR7-01:2 *Sauces and Soundings*.

If the go through the east door, proceed to GHR7-01:3 *Crowns and Crickets*.

If the go through the west door, proceed to GHR7-01:4 *Soiled Souls*.

Z3-1: THE LONG CORRIDOR

Moldy tapestries decorate this 10 ft. wide and 5 ft. high corridor. The corridor ends in a set of double doors and branches off in several directions including stairs leading down.

The tapestries are old, worn, and harmless. Once the dust and mold is wiped from them, they show generic depictions of mining activities and the glorification of miners.

Each tapestry section is 10 ft. wide and 5 ft. high. The only parts of the walls not covered with tapestries are those containing corridor entrances. Above one of the western corridor entrances has been scribbled an old chalk message written in Common.

“They were here first. Our tunnels disturbed theirs. We deserve our folly. Forgive us Hive Goddess.”

A DC 12 Knowledge (religion) identifies the epithet as one of Bralm’ (N [LN] Suel lesser goddess of insects and industriousness).

DEVELOPMENT

Restricted Play Option: The two east corridors and doors leading into Zone 4. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), these corridors could be blocked by a cave in, jammed full of garbage and other detritus or similarly impassable.

Z3-2: A MINER’S REST

A 25 ft. by 30 ft. room has several aged small tables with stools and other minor amenities frequent in a common room. Three doors line the east and west walls and a 10 ft. by 5 ft. wooden cage filled with various mining tools stands against the south wall.

There is a skeleton in each of the side rooms. They all enter the room when any door is opened or the PCs arrive in front of the tool cage.

APL 2 (EL 2)

☛ **Human Warrior Skeleton (6):** hp 6 each; MM226.

CHAMBER FEATURES

Simple wooden door (6): 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

Tool Cage: The door to the wood crib has long since been taken. What remains in the racks are two wheelbarrows, three mining picks, two shovels, a manure fork, and a crowbar.

SIDE ROOMS

There are six side rooms. Each has the broken remains of a double bunk and an empty footlocker. Moldy curtains on hooks divide the rooms; the PCs can easily cut through these if they desire.

In the southwest room, behind the bunk, is an ant hole in the wall. A DC 14 Search check (or just moving the bunk out of the way) locates the hole

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

Z3-3: DOWN A LEVEL

The 10 ft. wide corridor turns into a staircase descending 15 ft. until it ends in a landing and more stairs carry off to the south. A pungent smell wafts up the stairs.

In the middle of the landing is a human corpse hanging by the neck from a noose attached to an iron eyehook in the ceiling.

On the east wall of the landing is a wooden door.

There is nothing dangerous on these stairs or the landing. The hanging corpse was that of an adventurer, captured by an orc patrol and strung up here as a warning.

A DC 11 Heal check determines the human died from slashing weapons, probably axes. The body has been dead for about a month. All of his gear has been removed.

In the corridor at the bottom of the second flight of stairs is a door locked door leading into Z3-5 and an ant hole (see Z3-6).

AREA FEATURES

This area has the following generic features:

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20.

Z3-4: STORAGE

The door opens to reveal a small staircase going down 5 ft. into a 10 ft. by 15 ft. room. The walls of the room are barely visible as the room is stuffed with various adventuring gear, most of which seems to be complete junk.

In the past, when the humanoids of the deeper levels captured intruders, they would strip them of their gear,

often breaking much of it, and throwing it into this storage area for spare parts for traps and such.

This practice has fallen by the wayside as gear and supplies have become much more valuable to the humanoids. This room has not been used in a while.

Hidden behind all the piled junk is a concealed door in the southeast corner. A DC 18 Search check finds the door. Once the old equipment is cleared away, it is easy to open and leads into Z2-8.

AREA FEATURES

This area has the following generic features:

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20.

THE JUNK PILE

With a few exceptions for very minor items, all the gear here is broken beyond use. The following broken items are here (among other trinkets).

Armor- padded (2), leather, studded leather, chain shirt (2), scale mail (3), chain mail, breastplate, banded mail.

Weapons- dagger (5), light mace (2), club (10), heavy mace, short spear (3), quarterstaff (3), spear, light crossbow (4), dart (10), bolts (20), arrows (12), light pick (3), short sword, battleaxe, longsword (2), halberd.

Adventuring Gear- One of each item under table 7-8 (Adventuring Gear) in the *Player's Handbook*.

All the above items are non-magical and are badly damaged and are essentially unsellable. (Clever PCs could use a *mending* spell to fix each item, which they could then sell for half normal value).

Searching the Pile: A DC 22 Search check discovers a small pouch. Inside are a tiny note rolled up alongside a *ring of feather fall* (DC 16 Spellcraft, faint transmutation). The tiny note is written in Draconic and reads:

"To find me is to find the mirror. When you have descended 'til the rocks stink of eggs, look for a sigil of green moss. From there go right, as the murmur does point. When you find the pit, don my ring and leap like a feather on the wind. Touch the mirror, but be sure to leave a part of yourself behind."

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

Z3-5: MOSS BARRACKS

Opening the locked door reveals a 10 ft. by 40 ft. corridor with 10 ft. high vaulted ceiling and three evenly spaced doors on either side.

Everything, including the doors, is covered in thick, green moss.

A contingent of archers tasked with protected the western access points once dwelled here. The rooms have long since been looted and abandoned. All that remains is a small trap.

The moss that grows over all the surfaces is harmless. It originally came from the effects of a cursed gem that once resided here, but this has since been plundered.

THE ROOMS

All the rooms are protected by locked wooden doors (hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20). Inside each room, the moss covered remains of bunks and chests are easily searched. They've long since been looted and contain nothing of value.

TRAP

The second door on the south wall is trapped to affect the first person that steps into the room. Once the door has been unlocked or bashed, a series of weak strings hidden in the debris and moss on the floor pull slightly when stepped on and trigger a block on a rope that swings at the PC directly in front of the door.

APL 2 (EL 1)

Swinging Block Trap: CR 1; mechanical; location trigger; manual reset; Atk +5 melee (4d6); Search DC 20; Disable Device DC 20.

Z3-6: THE TUNNELS

The tunnel is round with a diameter of roughly 5 ft. and is rough and unworked.

Use this encounter listing for all of the ant tunnels on the map that do not have a specific encounter entry.

Medium creatures can move and fight in these tunnels as normal. Large creatures, however, must squeeze (moving into a square costs double and the creatures suffers a -4 penalty on attack rolls and a =4 penalty to AC).

Z3-7: BRAVE AS ANT LIONS

The tunnel curves and carries on, but at the elbow it opens up into an uneven chamber with a six-foot high ceiling.

Several obviously dead ants the size of wolves lie curled amongst other debris. Two living ants, decorated with splotches of fungus, approach you.

All of the dead ants have fungus growing on their carapaces. This fungus is harmless to non-vermin. A DC 15 Knowledge (nature) identifies this as a mutated version of a fungus that sometimes infects large insects. The two remaining soldier ants are infected with the fungus as well, but they have many more days of life left in them.

APL 2 (EL 4)

🐜 **Giant Ant Soldier** (2): hp 11 each; MM 284.

Tactics: The ants are defending this passage and do their best to chase down and kill any intruders. Because of the fungus, the ants are having difficulty communicating as their nervous system slowly breaks down.

Z3–8: PLUGGING THE HOLE

This was once a guard chamber similar to Z3-7, but now only one soldier ant remains. The ant is guarding the north tunnel that leads into Zone 4. If PCs come from the east tunnel, the ant turns around to fight them in the chamber, otherwise, it bottlenecks the north tunnel.

APL 2 (EL 2)

🐜 **Giant Ant Soldier:** hp 11 each; MM 284.

Tactics: The ant is defending this passage and does its best to chase down and kill any intruders. Because of the fungus, the ants are having difficulty communicating as their nervous system slowly breaks down.

Z3–9: QUEEN’S CHAMBER

The tunnel opens into a large, round chamber. The ground is littered with curled up ants covered in fungus. At the rear of the chamber is a giant ant as big as a horse, with a tiny creature that looks like a half-cricket/half-elf, rubbing the lethargic ant’s antennae.

This is the dying ant queen of the nest. She has succumbed to the fungus infection and is beyond all help but the most powerful magic. Unless the PCs can apply something more powerful than a simple *cure disease*, the queen dies within 24 hours of the PCs’ arrival. The queen cannot engage in combat and is easily slain.

The creature trying to sooth the queen is a grig (fey) named Nuari the Grig.

APL 2 (EL1)

🐜 **Nuari:** male grig; hp 2 each; MM 235.

NUARI THE GRIG

This tiny being has a humanoid head, torso, and arms, with the wings, antennae, and legs of a cricket. He wears a tiny green vest decorated with the image of a wasp.

Attitude: Indifferent (PH 72).

What He Knows: Nuari is the servant of a powerful underground druid in the service of Bralm, lesser goddess of insects. He has a personality flaw of always addressing people by their race, never their name.

This colony of giant ants was here before the castle and its dungeons were built. When Suel humans first came into the region, those loyal to the Hive Mistress

recognized the power and sanctity of the place and built a small shrine within the first nursery.

Nuari’s master, who’s identify he does not share with the PCs, belongs to a small group that sends their servants to such sites to give offerings and care.

Nuari has arrived to find that evil humans from western part of this level of the dungeon have introduced a magically mutated form of fungus that has quickly spread throughout the colony. The queen will die soon. But there is still a chance for the colony to be reborn, if the PCs are willing to help, while Nuari attends the death and spiritual renewal of the old queen.

What Nuari Wants: Nuari needs to help the spirit of the ant queen prepare to be reborn as a new queen once the right egg is brought to the royal chamber. Problem is, the primary nursery is infected with the fungus and all the eggs and larvae are dead or dying. This leaves the old nursery, the one built around the shrine of Bralm so long ago. The eggs there are sealed off from the rest of the nest and are effectually in hibernation.

If the PCs can retrieve the queen egg, some worker eggs, and the sacred honey, Nuari can protect these new eggs from fungus infections and transfer the spirit of the old queen into the new queen egg, thus saving the colony from extinction.

The place the PCs need to go is in the far south east of the colony, past the protective gorge where the “Fanged One” waits to vanquish those not worthy to enter the shrine.

Reward: If the PCs return to Nuari with the ant queen egg, three worker eggs, and a supply of sacred honey, Nuari promises to give them a reward. He remains vague about what that reward is.

If the PCs return with tainted honey, or keep any of the four eggs, Nuari does not grant them, his favor (Nuari’s Ant Egg).

Z3–10: THE WAXED FLOOR

This chamber has a 5 ft. section on the floor that is covered is a layer of wax. Several dead ants are curled up at the walls.

This is one of several food chambers. The wax sheet is actually a thin layer created by worker ants to keep the honey-like substance (in a 10 ft. deep and 5 ft. wide shaft) fresh.

CONTAMINATED HONEY

Unfortunately, the sticky food is contaminated with fungus spores. If a PC eats any of the honey, he must succeed on a DC 13 Fortitude save or be affected by the spores; these have the same effect as arsenic poison (1 con/1d8 con, DMG 297). *Detect poison* or similar spell or ability reveals the honey to be bad.

Anyone walking on top of the wax must make a DC 20 Reflex save to avoid falling in. Anyone standing in an adjacent square must succeed on a DC 10 Reflex save to avoid slipping in.

Fallen In: Anyone actually ending up in the honey syrup comes under the effects of quicksand (DMG 88) A trapped PC must make a DC 10 Swim check to tread water or a DC 15 Swim check to move 5 ft. in any direction. If a trapped PC fails this check by five or more he sinks below the surface and begins to drown when he can no longer hold his breath. PCs below the surface may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round below the surface).

Other PCs can try and rescue the trapped PC by throwing a rope or reaching him with a longspear or similar item. The rescuer must then make a DC 15 Strength check to successfully pull the victim, and the trapped PC must make a DC 10 Strength check to hang on as he is dragged out.

DEVELOPMENT

If this honey is brought Nuari instead of the sacred honey, the new colony gets re-infected and the PCs do not gain any reward from Nuari.

Z3-11: DEAD NURSURY

This chamber is filled with eggs and unmoving larvae. They all have a thick layer of fungus on them. The air smells sickly sweet.

This is the primary nursery. It was used because it was close to the queen's chamber. There are no survivors.

Z3-12: ALL THE GLITTERS

This chamber is holds items that were not made by ants and several of them glitter.

This is the chamber that the ants put all the shiny or otherwise interesting objects they find, but not for any reason their vermin brains can comprehend.

Amongst the pile of debris, are uncut gems, bones, bits of worked metal, and some jewelry. A DC 15 Search check finds all the nonmagical valuables. A DC 18 Search check finds a brooch of shielding tucked away at the very bottom of the pile. A detect magic spell uncovers the item without the search.

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

Z3-13: THE SILK BRIDGE

The narrow tunnel opens into a large natural cavern. The chamber is filled with webs of varying density. The air is heavy with an acid musk that risks bringing tears to the eyes.

A calcified web stretches from one side of the chamber to the other end of the chamber about 100 ft. distant. Forty feet below, your lights glimmer on sickly looking water.

WEB BRIDGE

The calcified web is a web bridge 4 ft. thick. Crafted by monstrous spiders, it is difficult to cross, especially since the webs are inhabited. The entire bridge is considered difficult terrain but the central parts have calcified and have lost their stickiness.

The fresher webbing around the bridge and the chamber require a successful DC 15 Strength check to move along at all. If the check fails, the character is stuck and wastes the action pulling free. If the check fails by 5 or more, the character becomes ensnared in the webs and must make a successful DC 20 Strength check as a full-round action to escape.

The interconnected strands of the web bridge make it especially susceptible to damage:

Calcified Webs: AC 5; hardness 5; hp 96.

Normal Webs: AC 5; hardness 0; hp 96.

If any 5 ft. section of the bridge is destroyed, all creatures on the bridge must make successful DC 10 Balance checks or fall through the weakened webs.

THE CHAMBER

The chamber is a natural cavern 100 ft long, that is 50 ft. at its widest point. The ceiling curves at ranges from 5 ft. above the bridge to 15 ft. above the bridge. The surface of the water is 40 ft. below the bridge.

Scaling the cavern walls requires a DC 15 Climb check. The webbing strung about the cavern provides partial concealment.

THE MURKY WATER

This stagnant, poisoned water is 5 ft. deep and covers the entire chamber floor. The bottom is covered in old bones and bits of ant carapace.

For every one round a PC is exposed to the water, they must make a DC 13 Fortitude save or become infected with the shakes (1 day incubation, 1d8 Dexterity damage; DMG 292).

Additionally, if the PC has open wounds (hp loss not healed), he must also make each round a DC 12 Fort save or contract filth fever (1d3 days incubation, 1d3 Dexterity and 1d3 Constitution damage).

THE WEB HUT

At the far end of the chamber, below the bridge, is a funnel-shaped web lair of the spider and its brood. This is where their tastiest victims are carried.

DENIZENS OF THE BRIDGE

The mother spider and her brood start in the web hut. Once the PCs start making vibrations on the web bridge, or in the various other webbing, the spiders use the concealment of the hanging webs to make their way to attack the PCs.

Any captured PC is wrapped in webbing and taken into the web hut to be eaten, one per day, starting 24

hours from time of capture. This gives brave PCs a chance to come back and rescue fallen comrades.

APL 2 (EL 3)

- 🕷️ **Large Monstrous Spider:** hp 22; MM 289.
- 🕷️ **Spider Swarm:** hp 9 each; MM 240.

Treasure: Along with some mundane equipment, some magical treasure has been left behind. Refer to the Treasure Summary to determine what the PCs find here.

Development: Once the PCs have navigated themselves past the spiders, they find the tunnel at the other end of the bridge partially concealed by insignificant cobwebs.

Once brushed away, they find a waxy plug (hardness 0; hp 10; AC 5; Break DC 10) and the beginning of Z3-14.

Z3-14: LAND OF HONEY

Pushing the remains of the wax plug reveals a chamber beyond. In the center is a crude stone statue of a human female with insect wings, holding forth a winged ant.

A sticky substance, not unlike honey, drips from the abdomen of the stone ant, dripping onto a clutch of white oblong eggs.

This is the shrine to Bralm. The inherent magic that attracted Zagig to build the castle here also powers this statue and its creation of sacred honey to keep the eggs forever nourished.

THE EGGS

There are four eggs in total. The queen egg is twice as big as the three worker eggs. All have a smearing of sacred honey on them. The PCs need to collect the eggs and bring them to Nuari. The PCs also need to collect several litters of sacred honey. A wineskin or two worth suffices.

SACRED HONEY

The liquid, as it drips from the statue, seemingly created from thin air, detects as magic (DC 17 Spellcraft, faint conjuration aura and DC 18, faint enchantment aura).

The sacred honey loses potency once it leaves the ant nest, but if a PC consumes a portion's worth, he gains the effects of a *cure light wounds* spell (CL1) and recovers one point of ability score damage from all the subject's ability scores.

Sacred honey leaving the ant nest has a noticeable change in taste and smell. While it is still pleasing, it is just not so out of this world.

CONCLUSION

Once back inside the protective walls of Greyhawk City, you return to your affiliation contacts. They are disturbed by what you have to tell them, but express regret that they can't provide their full attention to

the matter as politics in the city is heating up. Both for the city and internally within the guilds, power plays are being made and those in power love to play.

It will be up to you, to return to the ruins and keep digging deeper until the whole story unravels.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. There are no base points for this zone, only bonus points. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

Cartographers' Guild

- Half point for mapping out this zone.
- Half point for reporting back with a copy of the Draconic note from Z3-4.

Guild of Wizardry

- A single half point for collecting samples of the tainted honey from Z3-10; or the sacred honey from Z3-14.
- Half point for collecting a fungus sample from any of the dead ants.

Mercenaries' Guild

- Whole point for final blow on large spider OR half point for final blow on a soldier ant.

Merchants' And Traders' Union

- Full point for bringing back at least a three liters of sacred honey from Z3-14.
- Penalty of one full point for bringing back samples of the tainted honey from Z3-10. It causes the wrong gluttonous people to get sick.

Nightwatchmen

- Half point for cutting down the corpse in Z3-3 and giving it a proper burial (or equivalent act).

Religious Organizations

- Half to Full point for properly enacting their faith (DM's discretion).
- Half point for cutting down the corpse in Z3-3 and giving it a proper burial or equivalent decent act for the dead.

Thieves' Guild

- Half point for bringing back at least three litters of divine honey.
- Half point for bringing back at least three litters of tainted honey.

The End.

EXPERIENCE POINT SUMMARY

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

Z3-2: A Miner's Rest

Defeat the skeletons

APL 2 60 XP

Z3-5: Moss Barracks

Survive the trap.

APL 2 30 XP

Z3-7: Brave as Ant Lions

Dealing with the ants, one way or another.

APL 2 120 XP

Z3-8: Plugging the Hole

Deal with the ant, one way or another.

APL 2 60 XP

Z3-13: The Supply Cavern

Surviving the spiders to reach sacred honey

APL 2 90 XP

Discretionary Roleplaying Award

APL 2 90 XP

Total Possible Experience

APL 2 450 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.

Z3-2: A Miner's Rest

APL 2: Loot: 16 gp.

Z3-4: Storage

APL 2: Loot 0-300 gp (varies, see text); Magic 183 gp; *ring of feather fall* (183 gp); Total 183-483 gp (varies).

Z3-12: All the Glitters

APL 2: Loot 60 gp; Magic 125 gp; *brooch of shielding* (125 gp); Total 185 gp.

Z3-12: The Silk Bridge

APL 2: Loot 26 gp; Magic 52 gp; *scroll of protection from arrows* (13 gp), *scroll of blur* (13 gp), *scroll of web* (13 gp), *scroll of spider climb* (13 gp); Total 78 gp.

Treasure Cap

APL 2: 450 gp.

Total Possible Treasure

APL 2: 762 gp.

ADVENTURE RECORD ITEMS

Nuari's Ant Egg: If the PCs return to Nuari with the ant queen egg, three worker eggs, and a supply of sacred honey, they each get this favor.

Tunnel Fighting: Any PCs fighting ants in their natural habitat (their tunnels) gets this AR item.

Tunnel Fighting: You have experienced firsthand what it is like to fight in the cramped tunnels of giant ants.

If you did not already have it, you gain Open access to the Tunnel Fighting feat (*Dungeonscape* 46).

If before this adventure you already had Open access to Tunnel Fighting, you can act one time as if you had taken the feat. This benefit lasts for 10 rounds. During

that time, you do not take a penalty on your attack rolls or your armor class while squeezing through a tight space.

☛ **Affiliation Score Gained/Lost:** This PC has Gained/Lost # _____ points with the _____ Greyhawk affiliation. If multiple allegiance, add extra in notes section.

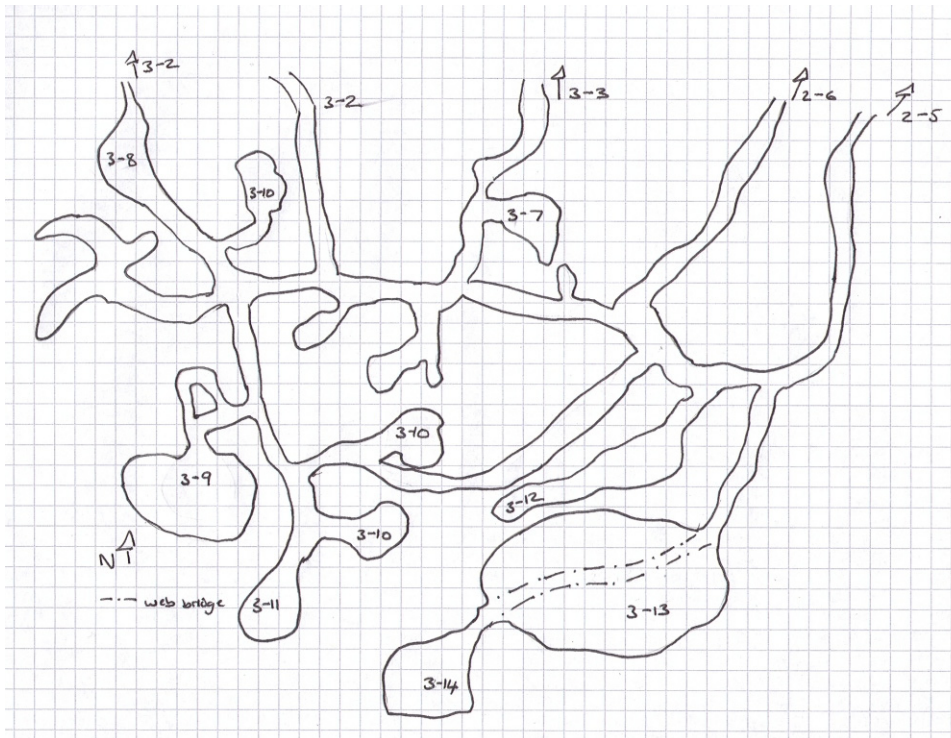
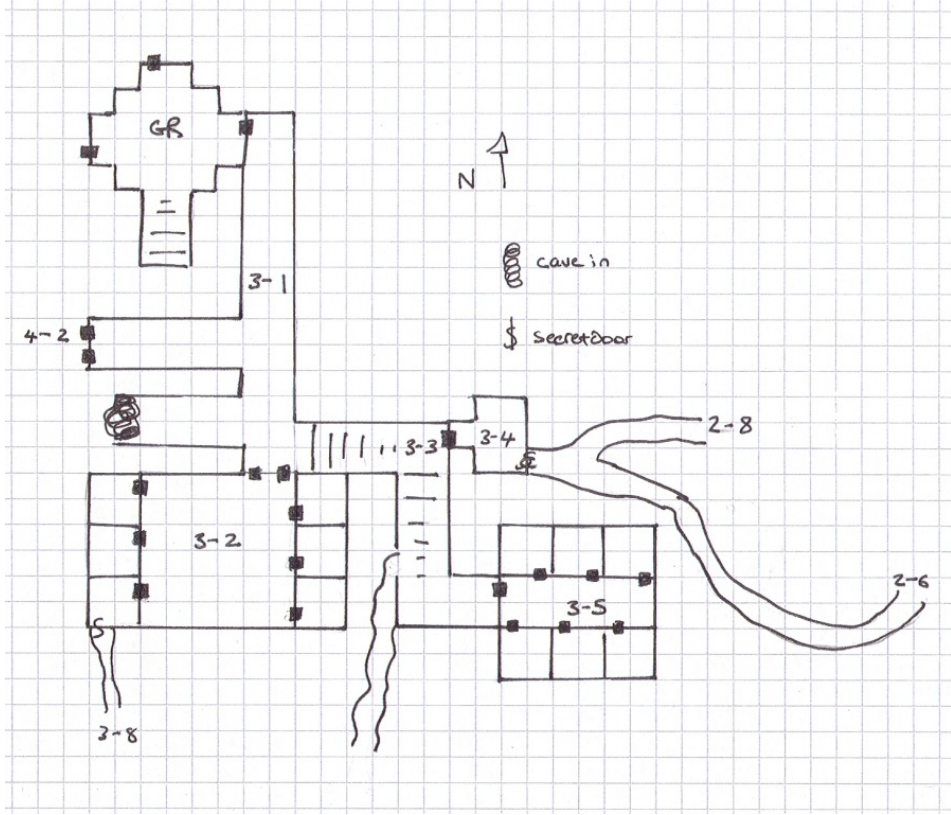
☛ **Nuari's Ant Egg:** Nuari the Grig has gifted you a magical ant egg. The egg is the size of a human head and weighs 5 lb. When hurled to the ground, the egg shatters releasing a miniature giant worker ant (MM 284). The ant can act in the round the egg is broken but must spend a standard action to grow to normal size before it does anything else. A giant ant does not speak any languages but views the creature that broke its egg as its queen. It will, thus, defend you to the death. Its lack of intelligence means that it cannot employ sophisticated combat tactics or carry out complex tasks. The ant remains for 24 hours before the magic sustaining its attachment to you fades and it wanders off.

ITEM ACCESS

APL 2:

- *Ring of feather fall* (Adventure; DMG)
- *Brooch of shielding* (Adventure; DMG)

DM MAP 1: ZONE 3 LAYOUT



Soiled Souls

by Sam Weiss

ADVENTURE BACKGROUND

When the castle was originally built the second level of the Tower of War was dedicated to a very mundane, but very unpleasant task – collecting and removing the manure and other wastes from the stables above. The people charged with this unpleasant task turned themselves to an unpleasant deity, and amidst the mounds of filth constructed a hidden shrine of filth to Iuz. Eventually that shrine was discovered and destroyed by one of the groups of adventurers that regularly pass through the ruins. The taint of evil remained, and eventually it attracted the notice of Camodious, a follower of Incabulos. He had a plan to seed unknowing spies throughout the city of Greyhawk by implanting them with *necrotic cysts*, and the hidden room behind the cavern of fossilized dung would serve as an excellent base. He sent two of his more disturbing lackeys, Wrencoust, a cleric with a penchant for disease and human flesh, and Scetin, a twisted druid with an unnatural love of vermin, to set themselves up a base from which they could kidnap lower ranking members of various guilds, infect them, then release them to return home where Camodious could *scry* on them, learning secrets the guilds would prefer remain secret. The plan has gone well so far, but the two have become overconfident, and now seek to add the PCs to their list of unknowing agents.

PREPARATION FOR PLAY

Make sure all players have their affiliation handout from GHR7-01:1 *Death in the Free City*. If they did not receive it for some reason, re-issue it.

PLAY OPTIONS

It is possible to play this adventure in several different ways. Make sure, however, before play begins that no player is going to repeat a zone through which he has already adventured.

Refer to Time Units and Upkeep on page 2, for more information about running a “Greyhawk Ruins” adventure.

Unrestricted Play: Using the unrestricted play option, PCs can wander through the more than a single dungeon zone during a single session using secret doors and such. In this case, the DM should determine ahead of time how long the game session is and through how many zones the PCs can adventure. To block off one zone of the dungeon, the DM refer to the Restricted Play Option section.

Restricted Play Option: If this adventure is being played under time constraints (such as at a convention where play in other zones is not possible), some of the linkages between the different zones of the dungeon are blocked off. The adventure text of the relevant encounters handles justifications for such instances.

GETTING TO THE RUINS

If the PCs are playing this adventure without playing GHR7-01:1 *Death in the City* in the same session use some of the material from that adventure to handle their journey to the ruins.

DM Map 1 and 2 show the location of the ruins in relation to the Free city and the immediate environs of the ruins.

The PCs suffer no random encounters on the way to the ruins. Use Encounter 5: Marsh Gate to roleplay them leaving the city, if desired.

Learning More: If the PCs wish to make Gather Information checks, and such like, before setting out for the ruins use Encounter 4: Learning More.

INTRODUCTION

Adventure zones 2, 3, and 4 all share this room (GR on the map) as a common starting point. Using the unrestricted play option, the PCs are free to wander in whichever direction they wish, overlapping different zones, and so on. If the PCs are playing this at a convention, however, they may be restricted in their options (see Development below).

The stairs from the surface open into a 20 ft. by 20 ft. room. On the three remaining walls are alcoves, each with a door. In the corners of the rooms are shelves draped in the remains of faded and slashed red satin.

The door to the north has "Dining Hall" carved into it.

The door to the east has "Solider and Miner's Barracks" carved into it.

The door to the west "Dumping Zone" carved into it.

Use DM Map 1 to run the PCs' exploration of this adventure zone.

DEVELOPMENT

When the PCs open the north door, proceed to Z4-1.

Restricted Play Option: In this version of the adventure, the only door the PCs can explore is the west door, which leads to Zone 4. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), the other doors could be spiked shut from the inside, temporarily jammed by objects or the PCs could automatically hear lots of noise from behind them.

Unrestricted Play Option: Proceed to the relevant adventure zone.

If the go through the north door, proceed to GHR7-01:2 *Sauces and Soundings*.

If the go through the east door, proceed to GHR7-01:3 *Crowns and Crickets*.

If the go through the west door, proceed to GHR7-01:4 *Soiled Souls*.

Z4-1: CAVERN OF FILTH

The grand cavern was originally intended to serve as a collection point for the waste products of the upper levels of the tower. The ancient mounds left behind when Zagig disappeared have turned distinctly solid, and now serve as the main focus of this adventure.

Leaving the entry room, you see a vast cavern whose far end is lost in the darkness. The most striking feature of the place is the strange peaks that rise up from the irregular floor. A faint glow is visible off to your left, light from some unknown source.


If the PCs investigate further, read:

Careful investigation soon reveals they are composing of ancient garbage and worse wastes, apparently having been here since the place was abandoned more than a century ago.

When the PCs move more than 20 feet from the door, read the following:

As you make your way through the cavern, your movement disturbs a nest of vermin. With a flurry of legs, a mass of tiny centipedes erupts from the ancient filth and rushes at you.

APL 2 (EL 2)

 **Tiny Monstrous Centipedes (16):** hp 1 each; MM 286.

Tactics: The centipedes have a Hide check of 28 if they take 10. Any PC that can make a Spot check that high can act during the surprise round. The centipedes begin 15 feet from the PCs, and spend the surprise round rushing into squares occupied by the PCs. They split up, dividing their attacks among the PCs. DMs should keep in mind that they may do significant damage by sheer number of attacks before they are all slain. If a PC falls, the centipedes move to attack another one still standing; they do not kill anyone who is down.

Treasure: Perceptive PCs succeeding on a DC 20 Search check notice that a dense tangle of vegetation is strangely out of place. It is a *tanglepatch*. Refer to the Treasure Summary and Appendix 2 for more information.

AREA FEATURES

This area has the following generic features:

Fossilized Garbage and Waste: In the main the fossilized garbage and waste covering the floor does not inhibit movement. However, in several places, the waste has solidified to form raised areas. Characters standing on these raised areas gain a +1 bonus to melee attacks against those beneath them. Additionally the steep irregular sides of these "hills" hamper movement. Treat any square adjacent to a "hill" as hampered terrain.

Secret Door: A secret door pierces the west wall. Beyond, lies Encounter Z2-6. A DC 20 Search check reveals the secret door.

DEVELOPMENT

If all of the PCs fall, Scetin approaches and distracts the centipedes with other food so the PCs can be taken prisoner. Go to Encounter Z4-7.

After the fight, the PCs may continue to investigate. If they head towards the light, go to Encounter Z4-2. If they continue deeper into the cavern, go to Encounter Z4-3.

Alternatively, if they discover the secret door in the west wall proceed to Z4-6 but run combat encounter Z4-5 in that location adjusting the tactics for the change in terrain.

Z4-2: THE BACK DOOR

As the PCs head toward the distant light from the cavern, read the following:

The natural cavern gives way to a finished stone passageway 20 ft. wide. Two massive portcullises bar the passage out. In the poor light, you can barely make out tell-tale signs of arrow-slits along the left-hand wall. Apparently, Zagig didn't want uninvited guests coming in this way.

AREA FEATURES

The area has the following features:

Hardened Iron Portcullis (2): 2 in. thick; hardness 15; hp 90; AC 5; Break DC 33 (30 to lift). Beyond the portcullises, a corridor leads off into the darkness.

Secret Door: There is a secret door (hardness 8; hp 60; AC 5; Search DC 15) to the gate mechanism on the northern wall. It is made of stone, and was originally very difficult to detect. The current guards are rather sloppy, and the door is much easier to find now.

Ant Hole: Concealed among light debris and contours of the rock, is a 3 ft. round ant hole. After 5 ft. this widens into a 5 ft. diameter ant tunnel. This tunnel leads to Encounter Z3-8 of Zone 3. See Restricted Play below for more information.

Restricted Play Option: The ant hole leads to Encounter Z3-8 of Zone 3. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), this passageway has collapsed. (By the time the PCs return, the ants have cleared it again).

DEVELOPMENT

If the PCs open the secret door, read the following:

The room beyond the door is 20 feet by 30 feet. The machinery to operate the portcullis is on the wall to your left, and a door is on the wall beyond the mechanism. Standing in the middle of the room are three men with disturbing demeanors, wicked gleams in their eyes, and small horns on their foreheads. They turn as you enter, and move to attack.

The three guards immediately move to attack.

APL 2 (EL 2)

☛ **Tiefling Warrior 1 (3):** hp 5 each; MM 209.

Tactics: One tiefling uses his *darkness* ability immediately. If it is countered somehow, then another one uses his. The tieflings engage the PCs in the *darkness*, focusing their attacks on one PC at a time until he is down before moving to the next.

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

AREA FEATURES

Once the PCs have dealt with the tieflings they can investigate the remainder of the area. The other room contains the mechanism to raise the second portcullis (both, however, are aged and jammed and are inoperable). The room beyond the arrow slits cannot be entered from here. PCs can look inside, but will not see anything from here. If a PC sends a familiar or similar creature to

investigate, it discovers a closed door at each end of the archery room, but nothing else.

If the PCs manage to take one or both tieflings prisoner, they are hostile (PH 72) towards the PCs. They try and direct the PCs to Encounter 4, telling them their leader lives in the rooms beyond the double doors there. If Intimidate is used successfully, they tell the PCs about Wrencoust and Scetin, and warn them of the centipedes in the main cavern.

Z4-3: WEBS IN THE DARK

When the PCs move deeper into the caverns from either Encounter Z4-1 or Encounter Z4-2, read the following:

As you move around another of the refuse hills, a sudden flash of movement catches your eye. A rat the size of a dog races across your path 30 feet ahead of you, and disappears through an opening in a set of double doors on one wall.

This is the dire rat animal companion of Scetin. It takes a DC 21 Spot check to notice him before he runs through the door. (He is taking 10 hiding and is 30 feet from the PCs.) If someone does spot him, they can roll initiative and attack him in a surprise round (encounter Z4-5 has his statistics) as he runs for the door. Otherwise he disappears down the passage beyond.

When the PCs investigate beyond the door, read:

The passage beyond the door is 10 feet wide and over 30 feet long. You can hear scuttling noises off in the darkness.

A PC able to see further than 30 feet in the darkness sees that the corridor is 60 feet long and that another set of double doors is open at the far end.

When the PCs advance down the corridor, read:

As you move through the corridor, your feet catch as you stumble across webs laid on the floor. As you catch your balance, a pack of spiders drops down from the ceiling to attack you.

The floor is covered with patches of webs beginning 40 feet from the doors the PCs enter through, and the spiders hang on the ceiling above it. The spiders and web are difficult to see. It takes a DC 20 Spot check to notice the webs on the floor before walking into them. If the PCs fail to see it, they may become caught as noted in the *Monster Manual*, page 288 as if they had fallen into the web of a tiny monstrous spider. The spiders are even more difficult to see, requiring a DC 25 Spot check (they are taking 10 to hide) or they get a surprise round.

APL 2 (EL 2)

☛ **Tiny Monstrous Spiders (8):** hp 2 each; MM 288.

Tactics: Like the centipedes, the spiders divide up among the PCs, and switch attacks once a PC is down.

AREA FEATURES

This area has the following generic features:

Fossilized Garbage and Waste: In the main the fossilized garbage and waste covering the floor does not inhibit movement. However, in several places, the waste has solidified to form raised areas. Characters standing on these raised areas gain a +1 bonus to melee attacks against those beneath them. Additionally the steep irregular sides of these “hills” hamper movement. Treat any square adjacent to a “hill” as hampered terrain.

DEVELOPMENT

Again as with the centipede encounter, if all of the PCs fall Scetin arrives and distracts the spiders so the PCs can be taken prisoner. If that happens, go to Encounter Z4-7.

If the PCs defeat the spiders, they can continue forward through the unfinished passages, go to Encounter Z4-4. If they return to the main cavern, continue with Encounter Z4-5.

Restricted Play Option: Directly east, then south, in the unfinished passages, is a door that leads to Z2-1 of Zone 2. If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), the door is shut and barred from the other side. (By the time the PCs return, the bar has been removed and the door can be opened with a DC 15 Break check.

Z4-4: WHACK A RAT

This encounter takes place in one room in a series of rooms and corridors. When the PCs enter, read:

The walls of this area are of unfinished stone like the rest of the area. The floor is the same, but is pockmarked with numerous rat holes. In the far corner of the room is a small altar with what looks like a dead rat laying on it.

The altar is marked with the eye of possession symbol of Incabulos (DC 15 Knowledge (religion) to identify the symbol), and the decaying body of a diseased rat is set on it. If the PCs approach the altar, they trigger the encounter trap.

APL 2 (EL 2)

🦏 **Whack a Rat Trap:** see appendix.

This trap consists of a 30 foot by 30 foot room, with an altar in one square. The other squares each have five holes in the floor. When PCs advance more than 20 feet into the room, the trap activates. Every round the trap is active, a rat pops out of one of the holes in every square. and lets out a numbing squeak which afflicts a random PC with *power word fatigue*.

DEVELOPMENT

After the PCs are finished with this room, the adventure continues with Encounter Z4-5 when they are back in the main cavern.

Z4-5: THE VILLAINS APPEAR

After the PCs have been worn down by the various encounters, the two cultists finally show up to attack them directly in area Z4-1. Read the following when the PCs return to the main cavern after dealing with both encounters Z4-2 and Z4-3.

As you enter the main cavern again, you see two figures waiting for you on top of one of the mounds of solidified refuse. With evil gleam in their eyes, they begin casting spells.

Alternatively, if the PCs enter Z4-6, they fight the cultists there.

APL 2 (EL 3)

🦏 **Wrencoust:** male human cleric (Incabulos) 2; hp 16; Appendix 1.

🦏 **Scetin:** male human druid 1; hp 10; Appendix 1.

Tactics: The two are not hiding, so combat begins with initiative. Scetin casts both his *magic fang* spells on Wrencoust before joining Plagana in holding off the PCs. Scetin and Plagana both fight defensively, then use aid another when Wrencoust joins them. Wrencoust uses his *blood wind* spell for the first two rounds, attacking with his unarmed strike and bite attack. He uses his unarmed strike to do non-lethal damage, attacking spellcasters first. He uses his bite attack to do normal damage to wear down non-spellcasters. When he can no longer attack at range, he casts *doom* on the most powerful remaining PC, throws his tanglefoot bags, then moves into melee. They both fight to the death trying to subdue the PCs.

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

DEVELOPMENT

If the PCs win, they are now free to search the rest of the cavern.

If either Wrencoust or Scetin is taken prisoner, they can tell the PCs nothing unless intimidated, and even then they say little more than their master sent them to infect people with the plague and return them to Greyhawk. When the PCs are ready, continue with Encounter 7.

If the PCs are defeated, they are taken prisoner. Continue with Encounter Z4-7.

Z4–6: THE PRISONERS DEVELOPMENT

When the PCs enter the concealed shrine, read:

Through a curtain at the far end of the passage from the concealed door is an oval chamber. To the right a pair of cots with chests are against the far wall. To the left is a raised altar with a huge mural of the eye of possession. Ahead of you a door stands open revealing another chamber divided by iron bars. You can see two men lying on the floor of the prison, apparently unconscious.

THE PRISONERS

The prisoners are unconscious from a combination of beatings and starvation. They have each been implanted with a necrotic cyst. There are two prisoners here, one is a member of the Union of Merchants' and Traders' named Hysalis, the other is a member of the Guild of Wizardry named Ballis. If roused, they weakly beg the PCs for assistance. If questioned, they tell the PCs they were kidnapped separately while nearby on various bits of guild business. (The merchant was escorting a wagon of goods from a gnomish settlement in the Cairn Hills, the wizard was doing research on the current physical condition of the area around the ruins.) Neither is in any condition to do more than stagger out if the door is opened, the PCs need to escort them back to Greyhawk if the prisoners are to survive.

AREA FEATURES

This area has the following generic features:

Open Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20.

Iron Bars: 2 in. thick; hardness 15; hp 90; AC 5; Break DC 33; Open Locks DC 25. Wrencoust has the keys to this.

Altar: A DC 15 Knowledge (religion) check reveals the altar is dedicated to Incabulos. PCs receive a faint sense of uneasiness when within 10 ft. of the altar, and anyone who does not worship Incabulos has nightmare filled dreams when sleeping in the room. Examining the altar closely, the PCs can find a drawer that contains the key to the cell, and the *wand of necrotic cyst* used to implant cysts in prisoners.

Cots and Chests: The cots and chests are worn and vermin ridden, as is the clothing within both chests. PCs who insist on searching them closely are likely to spend the next week scratching until they manage to thoroughly delouse themselves.

Treasure: Succeeding on a DC 15 Search check reveals a *talisman of the disk* and a *magic bedroll*. Refer to the Treasure Summary and Appendix 2 for more information.

If the PCs escort the two prisoners back to Greyhawk, the guilds of the prisoners reward them, as do their own affiliations. Go to the Conclusion.

Z4–7: ESCAPE!

If the PCs are captured, Wrencoust and Scetin put them in the cell with the other two prisoners. They keep the PCs unconscious by beating them for the next day as Wrencoust uses his *wand of necrotic cyst*. Have every PC infected make a single DC 13 Fortitude save against the wand. If they succeed, nothing happens. If they fail, they get the "Soiled" AR item at the end of the adventure.

The next day, Wrencoust and Scetin abandon the complex while the PCs are unconscious, leaving the cell open. Read the following as the PCs regain consciousness:

As you slowly come round the pain of the beating you received makes your bones aches. Your captors are nowhere to be seen, and your fellow party members and prisoners lay near you, slowly regaining consciousness themselves.

When the PCs check the cell door they discover it is stuck but not locked. Despite their injuries they can force the door open. Their gear is in a chest with nothing missing. To all appearances it seems as if the two people they fought went out to attack others and have not returned. The PCs are able to gather their belongings and leave with no further challenges. The other two prisoners are not as well off, and the PCs must aid them if they are to get back to Greyhawk.

Although the PCs face no further challenge here, you should feel free to play up the tension by requiring Strength checks to force open the cell or carry the other prisoners, and suggesting that their captors might return at any moment. Allow the players' imaginations to make the scene as difficult as they can want to make it, but do not prevent them from leaving, or require them to expend additional resources to escape.

DEVELOPMENT

If the PCs escort the two prisoners back to Greyhawk, the guilds of the prisoners reward them, as do their own affiliations. Go to the Conclusion.

CONCLUSION

Having defeated or escaped from the followers of Incabulos, the PCs return to Greyhawk, and may claim their rewards from their affiliations.

One final challenge will present itself at the gates of Greyhawk. The unholy symbol of Incabulos and the *wand of necrotic cyst* are both forbidden by the laws of Greyhawk, and possession within the city means death. Anyone who is resident knows this about the unholy symbol

automatically, foreigners must succeed on a DC 10 Knowledge (local – core) check to know this. Provided the PCs do not attempt to conceal these items and turn them over immediately, the guards summon a Deputy Constable to question the PCs about how they came to possess them.

If the PCs cooperate, telling the truth about everything they encountered, the Deputy Constable informs them that the items must be confiscated but he will see to it the PCs are rewarded for their service to the city. The PCs receive the full value of both items as if they had sold them, as well as the Favor of the Constables AR item.

If the PCs do not cooperate, the Constable eventually discover the powers of the *wand of necrotic cyst* by other means. The PCs do not get the value of either forbidden item, and do not get the Favor of the Constables AR item.

AFFILIATION REWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

The Guild of Wizardry

- 1 point for rescuing the young guild member.

Merchants' and Traders' Union

- 1 point for rescuing the young guild member
- Half point for gaining on the AR item 'Favor of the Constables'.

Mercenaries' Guild

- 1 point if there are no deaths in the party caused during this adventure zone.
- 1 point if no members of the party are captured during this adventure zone.

Cartographers' Guild

- 1 point for turning in a map of this zone.
- Half point for discovering the operating mechanism of the portcullis.

Thieves' Guild

- Half point for saving the young member of the Merchant's Guild.
- Half point for gaining on the AR item 'Favor of the Constables'.

Nightwatchmen

- 1 point for destroying the shrine in Z4-6.
- 1 point for turning in the *wand of necrotic cyst*.

Religious Organizations

- Half to Full point for properly enacting their faith (DM's discretion).
- 1 point for destroying the shrine in Z4-6.
- Half point for turning in the *wand of necrotic cyst*.

CAMPAIGN CONSEQUENCES

This adventure has "Campaign Consequences"; that is: the outcome of this adventure will directly affect future events in the course of the campaign. Please send your answers to creighton@greyworks.co.uk as soon as possible. General comments about the adventure are also welcomed at this address.

- Did the PCs kill Wrencoust or Scetin?
- Did the PCs take Wrencoust or Scetin prisoner and deliver them to the authorities in Greyhawk?
- Were the PCs captured?
- Were any PCs implanted with necrotic cysts?
- Did the PCs bring Hysalis back to Greyhawk?
- Did the PCs bring Ballis back to Greyhawk?
- Did the PCs bring the *wand of necrotic cyst* back to Greyhawk?

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.

Z4-1: Cavern of Filth

Defeat the vermin
APL 2 60 XP

Z4-2: The Back Door

Defeat the tieflings
APL 2 90 XP

Z4-3: Webs in the Dark

Defeat the spiders
APL 2 60 XP

Z4-4: Whack a Rat

Activate and survive the trap
APL 2 60 XP

Z4-5: The Villains Appear

Defeat the villains
APL 2 90 XP

Story Award

Rescue the two prisoners
APL 2 45 XP

Discretionary roleplaying award

APL 2 45 XP

Total Possible Experience

APL 2 450 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.

Z4-1: Cavern of Filth

APL 2: Magic 16 gp *tanglepatch* (16 gp) Total 16 gp.

Z4-2: The Back Door

APL 2: Loot: 21 gp; Total 21 gp.

Z4-5: The Villains Appear

APL 2: Loot 120 gp; Coin 58 gp; Magic 91 gp; *potion of cure light wounds* (4 gp), *wand of cure light wounds* (10charges) (12 gp), *wand of necrotic cyst* (10 charges) (75 gp); Total 269 gp.

Z4-6 The Prisoners

APL 2: Magic 82 gp *talisman of the disk* (41 gp), *magic bedroll* (41 gp); Total 82 gp.

Conclusion

APL 2: Coin 200 gp; Total 200 gp.

Treasure Cap

APL 2: 450 gp.

Total Possible Treasure

APL 2: 558 gp.

ADVENTURE RECORD ITEMS

● **Favor of the Constables:** The Constables have taken note of the services you have rendered the city. You may use this favor only once, choosing to spend it in one of three ways:

- **Forgiveness:** The Constables arrange to lose all information about one crime that would get you the

Arrested! AR item. Spend this favor to try and ignore that AR item. If it does fail, this favor is spent, as some tough as nails constable stops this corruption from taking place.

- **Assistance:** The Constables assist you in discovering information about something in the city. Spend this AR item to make any skill checks needed to deal with the Constables or City Watch in all encounters in one adventure set in the City of Greyhawk.
- **Influence:** The Constables make it clear they support you. Spend this favor to cancel one disfavor or retain one other AR item when it would otherwise be used up.

☛ **Soiled:** Something that happened when you were captured continues to affect you. You have a -2 penalty to all saves against spells or effects from the school of necromancy. In addition, whenever you take damage from the natural weapon of an undead you take an additional 1d6 points of damage. No spell can detect what is causing this or stop the effect. The cure will appear in a future “Greyhawk Ruins” adventure (hopefully).

ITEM ACCESS

APL 2:

- *Wand of cure light wounds* (10 charges) (Adventure; 150 gp; DMG)
- *Talisman of the disk* (Adventure; 500 gp, *Magic Item Compendium*)
- *Magic bedroll* (Adventure; 500 gp, *Magic Item Compendium*)
- *Tanglepatch* (Adventure; 200 gp, *Magic Item Compendium*)

APPENDIX 1: APL 2

Z4-4: WHACK A RAT

WHACK A RAT FATIGUE TRAP CR 2

Description see text

Search DC 17; Type Magical

Trigger Location; **Init** +1

Effect *Power word fatigue* on one random target not already affected; destroying the rat prevents it from squeaking

Duration 5 rounds

Destruction AC 12; hp 5 (each rat)

Destruction AC 13; hp 10 (the altar)

Disarm DC 21 (each rat)

Disarm DC 21 (the altar)

Dispell DC 12

Z4-6: THE VILLAINS APPEAR

WRENCOUST CR 2

Male human cleric (Incabulos) 2

NE Medium humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Common

AC 19, touch 11, flat-footed 18

(+1 Dex, +6 armor, +2 shield)

hp 16 (2 HD)

Immune disease

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

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

Melee unarmed strike +2 (1d3+1) and

Melee bite -3 (1d6)

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

Combat Gear 3 tanglefoot bags, *wand of necrotic cyst* (10 charges), *wand of cure light wounds* (10 charges)

Cleric Spells Prepared (CL 2nd):

1st—*blood wind* (3), *doom*^D

0—*cure minor wounds* (3), *light*

D: Domain spell. Deity: Incabulos. Domains: Hunger, Pestilence

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

Feats Improved Initiative, Improved Unarmed Strike

Skills Concentration +7, Knowledge (religion) +5, Spellcraft +5

Possessions combat gear plus masterwork banded mail, masterwork heavy steel shield, cleric's vestments, silver unholy symbol, 200 gp

Bite Attack Wrencoust has a bite attack, that inflicts 1d6 points of damage, with which he is proficient. He is always considered armed.

Immunity Wrencoust is immune to the effects of all diseases, though he can still carry infectious diseases.

SCETIN

CR 1

Male human druid 1

NE Medium humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 armor, +2 shield)

hp 10 (1 HD)

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

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

Melee mwk scimitar +0 (1d6-1/18-20)

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

Combat Gear tanglefoot bag, *potion of cure light wounds*

Druid Spells Prepared (CL 1st):

1st—*magic fang* (2)

0—*cure minor wounds* (3)

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

SQ nature sense, wild empathy +3 (-1 magical beasts)

Feats Improved Initiative, Track

Skills Concentration +6, Handle Animal +6, Knowledge (nature) +5, Spellcraft +5, Survival+6,

Possessions combat gear plus masterwork hide armor, masterwork heavy wooden shield, masterwork scimitar, cleric's vestments, holly and mistletoe, 152 gp

PLAGANA

CR -

Male dire rat

N Small animal

Init +3; **Senses** low-light vision, scent; Listen +4, Spot +4

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 5 (1 HD)

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

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +4 (1d4 plus disease)

Base Atk +0; **Grp** -4

Abilities Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

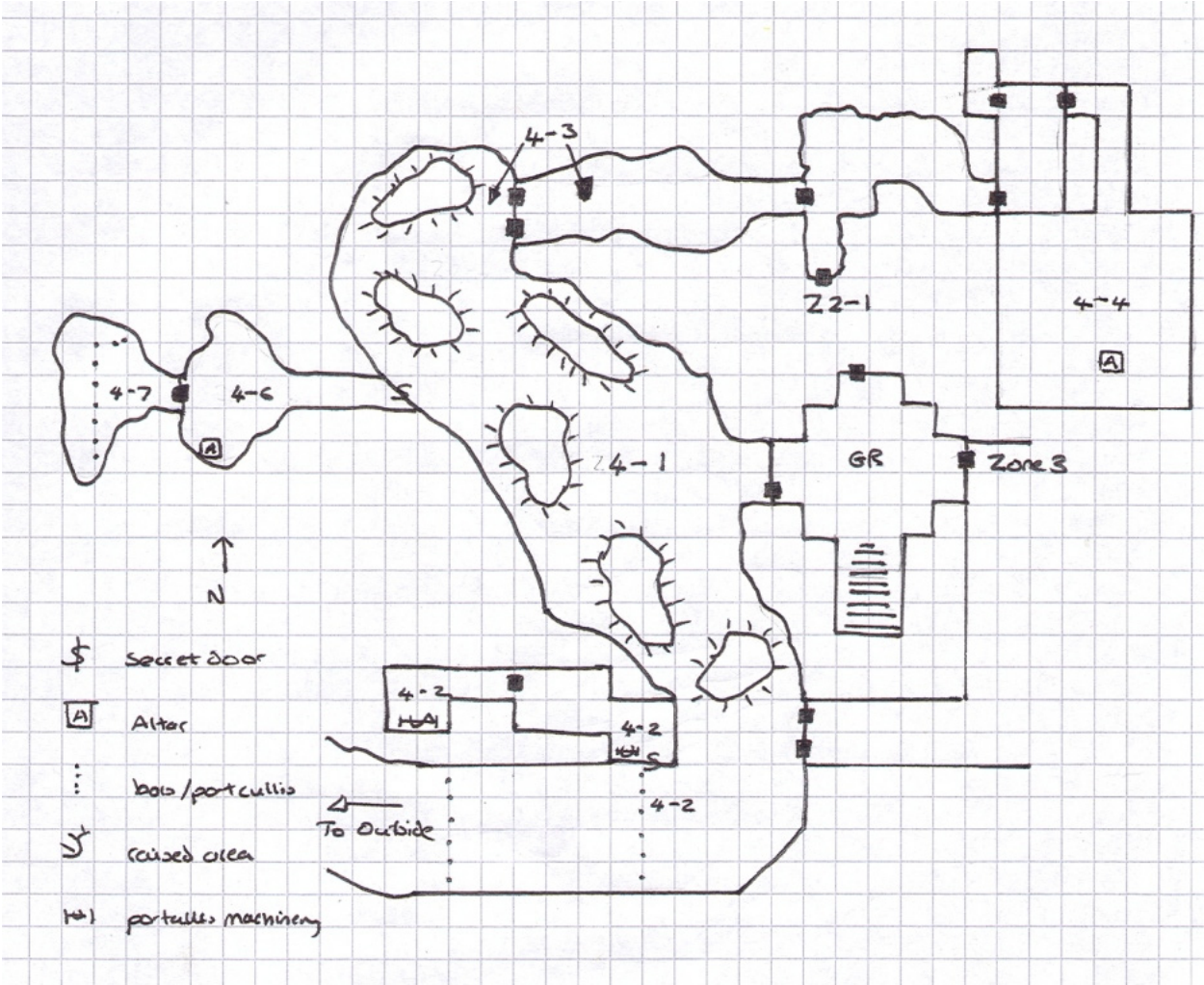
Feats Alertness, Weapon Finesse^B

Skills Climb +11, Hide +8, Listen +4, Spot +4, Swim +11

Disease (Ex) Filth fever – bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Skills Plagana can always choose to take 10 on Climb checks, even if rushed or threatened.

DM MAP 1: ZONE 4



APPENDIX 2: NEW RULES ITEMS

ALTERNATE CLASS FEATURES

Root Walker

You are a child of the underworld. While other druids dwell in lush forests and rolling fields, you tend to the mushroom tangles and lichen beds that lie beneath their feet.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain any of the following abilities: wild empathy at 1st level, woodland stride at 2nd level, and resist nature's lure at 4th level.

Benefit: At 1st level, you gain vermin empathy. This ability functions just like wild empathy (PH 35) except that you can improve the attitude of vermin instead of animals, even though vermin are usually nonintelligent.

At 2nd level, you gain the ability to move over stone, rock, and earthen debris at your full speed without taking damage or suffering any other impairment. This ability functions only with natural surfaces. Magically altered surfaces, such as those created by *soften earth and stone* or *spikes stones*, affect you normally.

At 4th level, you gain resistance to the powers of creatures most abhorrent to nature. You gain a +4 bonus on saving throws against the spell-like abilities of aberrations.

Source: *Dungeonscape* 9.

Stalwart Sorcerer

Most sorcerers hide behind walls of steel, slinging spells at enemies safely distant. You have no patience for such cowards and prefer to be near the front line. Your breadth of magical knowledge might not compare with those craven weaklings, but you are proud to dive into the fray alongside the fighter.

If you play a sorcerer with this alternate class feature, consider taking at least one level of fighter and selecting the armored mage alternative class feature.

Class: Sorcerer.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 ranks.

Replaces: Reduce by one the number of sorcerer spells known for your highest spell level (to a minimum of one). As a 1st-level character, you have one 1st-level spell known rather than two.

When you would gain a second known spell from a higher level, apply this penalty to the new spell level but remove it from the lower level.

Benefit: You gain extra hit points equal to two times you sorcerer class level. Every time you advance a level, you gain another 2 extra hit points. (So, at 1st-level you

have 2 extra hit points, at 2nd-level you have 4 extra hit points, and so on).

You also gain the Martial Weapon Proficiency feat for a melee weapon of your choice, as well as Weapon Focus with that weapon.

Source: *Complete Mage* 36.

Spell Shield

As a powerful spellcaster, you're likely to attract the attention of powerful opponents, and your teammates can't always protect you. Spell shield lets you use your spells' energy to offset damage that might otherwise kill you.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain a familiar.

Benefit: By achieving oneness with the magical energy from which you draw your power, you make it part of your life force. As an immediate action when you take damage from any source, you can attempt to sacrifice spell energy instead of losing hit points. Expend a spell slot as if you had cast a spell of that level. Then, make a Concentration check with a DC equal to 15 + the level of the sacrificed spell. If you succeed, you ignore an amount of damage equal to five times the level of the spell slot you gave up. If you fail, you still lose the spell, but the magical energy fails to negate any of the damage.

For example, Hennes finds himself in the way of a black dragon's breath. Although he succeeded on his saving throw, he is still going to take 22 points of acid damage. As a 7th-level sorcerer, Hennes can sacrifice a spell of up to 3rd level. He chooses a 3rd-level spell, so the DC of his Concentration check is 18. Hennes gets a result of 22 and magically negates 15 points of the acid damage, taking only 7 points.

Special: You can attempt to deflect damage as often as you wish, but you can make only one attempt per round.

Special: If an attack's damage has multiple sources (such as that of a flaming sword, which deals both weapon damage and fire damage), you must choose which source to negate.

Special: If an attack must deal damage to have a secondary effect (such as poison from a snake's bite), negating all the damage also prevents the secondary effect.

Source: *Dungeonscape* 13.

FEATS

Draconic Breath [Draconic]

You can convert your arcane spells into a breath weapon.

Prerequisites: Draconic Heritage.

Benefit: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that

deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Charisma modifier) for half damage. This is a supernatural ability.

Source: *Complete Arcane* 77.

Draconic Heritage [Draconic]

You have greater connection with your distant draconic bloodline.

Prerequisites: Sorcerer 1st.

Benefits: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Dragon

Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

Source: *Complete Arcane* 77.

Mother Cyst

You gain the ability to cast necrotic cyst spells by growing a cyst of your own.

Prerequisites: Caster level 1st, Knowledge (religion) 2 ranks.

Benefit: You grow an internal cyst of undead flesh called a mother cyst. The cyst may be noticeable as a discolored swelling on your skin, if desired. The mother cyst is slightly painful, but otherwise isn't harmful. The mother cyst grants you access to a selection of cyst-related spells listed below (and described in Chapter 4 of this book). You can cast these spells like any other spell you can cast, once you host a mother cyst (if you are a caster who prepares spells, you can prepare all necrotic cyst spells without referring to a spellbook, as if you had the Spell Master feat for each such spell).

Necrotic Cyst Spells: 1st – *necrotic awareness*; 2nd – *necrotic cyst*, *necrotic scrying*; 3rd – *necrotic bloat*; 4th – *necrotic domination*; 8th – *necrotic empowerment*; 9th *necrotic termination*.

Normal: A creature without this feat cannot cast necrotic cyst spells.

Source: *Libris Mortis* 28.

MAGIC ITEMS

Amulet of Toxin Delay

Price (Item Level): 400 gp (2nd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Immediate (command)

Weight: —

The transparent crystal hanging from this necklace contains several drops of viscous green fluid.

When you activate an amulet of toxin delay, it creates a delay poison effect on you (as the spell, but with a duration of only 2 rounds). You can activate this item whenever you would be required to attempt a saving throw against poison (before rolling the save).

An amulet of toxin delay functions once per day.

Prerequisites: Craft Wondrous Item, delay poison.

Cost to Create: 200 gp, 16 XP, 1 day.

Source: *Magic Item Compendium* 71.

Blessed Bandage

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Standard (manipulation)

Weight: —

A single, softly glowing thread runs along one side of this linen bandage.

Applying a blessed bandage immediately stabilizes the recipient (but heals no damage).

Prerequisites: Craft Wondrous Item, cure minor wounds.

Cost to Create: 5 gp, 1 XP, 1 day.

Source: *Magic Item Compendium* 152.

Daylight Pellet

Price (Item Level): 150 gp (1st)

Body Slot: — (held)

Caster Level: 5th

Aura: Faint; (DC 17) evocation

Activation: Standard (thrown)

Weight: —

Within a thick black pouch, you see a handful of tiny ceramic beads. Thin veins of light shine through cracks in each bead.

A daylight pellet can be thrown up to 50 feet; when it lands, it shatters and creates illumination equivalent to a daylight spell, but with a duration of 10 rounds. These small stones are usually found in pouches containing 3d4 pellets. Using a pellet destroys it.

Prerequisites: Craft Wondrous Item, daylight.

Cost to Create: 75 gp, 6 XP, 1 day.

Source: *Magic Item Compendium* 156.

Glitter Stone

Price (Item Level): 450 gp (3rd)

Body Slot: — (held); see text
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: Standard (thrown) or — (ammunition)
Weight: —
Sparkles of light glitter on this stone's surface.

A glitter stone renders hidden creatures visible. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged touch attack. When the stone strikes its target or a hard surface, it deals no damage, but explodes in a 10-foot-radius burst of glittering shards. All invisible creatures in the area become coated in glittery dust, making them visible for 3 rounds. Any coated creature takes a –40 penalty on Hide checks for the duration of the effect.

Prerequisites: Craft Wondrous Item, glitterdust.
Cost to Create: 225 gp, 18 XP, 1 day.
Source: *Magic Item Compendium* 161.

Magic Bedroll

Price (Item Level): 500 gp (3rd)
Body Slot: —
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration, enchantment
Activation: Full-round (manipulation); see text
Weight: 6 lb.

This woollen sleeping bag is embroidered with stars and moons in silver and blue thread, and it smells of lavender.

A magic bedroll grants you a comfortable and peaceful night's sleep. As long as you lie in it, you gain the benefit of an endure elements spell. After sleeping for 8 hours in the bedroll, you recover 1 hit point per character level, in addition to the hit points you recover normally. Getting into or out of a magic bedroll is a full-round action.

Prerequisites: Craft Wondrous Item, cure light wounds, endure elements.
Cost to Create: 250 gp, 20 XP, 1 day.
Source: *Magic Item Compendium* 163.

Safewing Emblem

Price (Item Level): 250 gp (2nd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Immediate (mental)
Weight: —

This porcelain pin is sculpted to look like a pair of outstretched white wings. A tiny green stone adorns the center, where the wings meet.

If you fall at least 10 feet, a safewing emblem becomes a pair of feathery wings that grant you a feather fall effect, allowing you to descend safely from any height up to 180 feet. When you land, the emblem shatters, its magic expended.

Prerequisites: Craft Wondrous Item, feather fall.

Cost to Create: 125 gp, 10 XP, 1 day.
Source: *Magic Item Compendium* 131.

Stench Stone

Price (Item Level): 300 gp (2nd)
Body Slot: — (held); see text
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: Standard (thrown) or — (ammunition)
Weight: —

This stone reeks of rotting meat.

A stench stone nauseates its target and sickens those nearby. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged attack. If the stone strikes its target, it deals no damage but bursts into a cloud of noxious vapor. If a stench stone misses its target, it is consumed without effect.

Any living creature struck by a stench stone becomes nauseated for 1 round (Fort DC 13 negates). Regardless of the success or failure of the save, the target exudes a stench for 3 rounds that causes all creatures within 10 feet of it to be sickened for the remaining duration of the stench (Fort DC 13 negates). Creatures immune to poison are unaffected by stench stones; any effect that neutralizes or delays poison also protects against the effect.

Once activated, this item is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, ghoul touch.
Cost to Create: 150 gp, 12 XP, 1 day.
Source: *Magic Item Compendium* 188.

Talisman of the Disk

Price (Item Level): 500 gp (3rd)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (command)
Weight: —

This convex lens of crystal dangles from a chain carved from blue glass.

Activating a talisman of the disk creates a Tenser's floating disk (PH 294). The disk can hold 300 pounds and lasts for up to 3 hours (or until dismissed with another standard action). The disk's maximum range from you is 30 feet.

If you are also wearing a magic item that provides an enhancement bonus to Strength, the disk's carrying capacity increases by 100 pounds per point of bonus granted by the item.

Prerequisites: Craft Wondrous Item, bull's strength, Tenser's floating disk.

Cost to Create: 250 gp, 20 XP, 1 day.
Source: *Magic Item Compendium* 188.

Tanglepatch

Price (Item Level): 200 gp (2nd)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Standard (thrown)

Weight: 1 lb.

Vines, creeping ivy, and gnarled roots knot together to form this dense tangle of vegetation.

To use a *tanglepatch*, you must throw it (it can be thrown up to 50 feet). When it lands, it creates an entangle effect (as the spell) centered on the point of impact, with a duration of 5 rounds. Once activated, a *tanglepatch* is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, entangle.

Cost to Create: 100 gp, 8 XP, 1 day.

Source: *Magic Item Compendium* 188.

SPELLS

Blood Wind

Evocation

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 caster levels)

Target: A single creature with Intelligence 4 or higher

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

After you complete the spell, the subject's limbs ripple with power and grow slightly in length.

The subject can take a full attack action to use all of its natural weapons or unarmed strikes as if they were thrown weapons with a 20-foot range increment. The subject gestures as if making a melee attack, but the result of the attack affects a target within range. This spell does not actually grant reach, and so does not help provide a flanking bonus or allow the subject to make attacks of opportunity at any range greater than normal. The subject uses its normal melee attack bonuses and deals damage normally if it hits, though the target of the attacks can benefit from cover or concealment.

Source: *Spell Compendium* 33.

Dimension Hop

Conjuration (Teleportation)

Level: Duskblade 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Pale motes of light dance and swirl about your fingertips. When you touch the creature, it disappears, leaves a cloud of motes in its wake, and reappears somewhere nearby.

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Source: *Player's Handbook II* 110.

Necrotic Awareness

Necromancy

Level: Cleric 1, sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of creatures who bear a necrotic cyst (see spell of the same name). The amount of information revealed depends on how long you remain within range of a creature that triggers your cyst awareness:

1st Round: Presence or absence of creatures with necrotic cysts.

2nd Round: Number of creatures bearing necrotic cysts in the area.

3rd Round: The location of each creature bearing a necrotic cyst. If a cyst-bearer is outside your line of sight, then you discern its direction but not its exact location.

Focus: Caster must possess a mother cyst (see page 28).

Source: *Libris Mortis* 67.

Necrotic Cyst

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject develops an internal spherical sac that contains fluid or semisolid necrotic flesh. The internal cyst is noticeable as a slight bulge on the subject's arm, abdomen, or face (wherever you chose to touch the target) or it is buried deeply enough in the flesh of your target that it is not immediately obvious – the subject may not realize what was implanted within her.

From now, undead foes and necromantic magic are particularly debilitating to the subject – the cyst enables a

sympathetic response between free-roaming external undead and itself. Whenever the victim is subject to a spell or effect from the school of necromancy, she makes saving throws to resist at a -2 penalty. Whenever the subject is deal damage by the natural weapon of an undead (claw, bite, or other attack form), she takes an additional 1d6 points of damage.

Victims who possess necrotic cysts may elect to have some well-meaning churgeon remove them surgically. The procedure is a bloody, painful process that incapacitates the subject for 1 hour on a successful DC 20 Heal check, and kills the subject with an unsuccessful Heal check. The procedure takes 1 hour, and the churgeon can't take 20 on the check.

Protection from evil or a similar spell prevents the necrotic cyst from forming. Once a necrotic cyst is implanted, spells that manipulate the cyst and its bearer are no longer thwarted by *protection from evil*.

Focus: Caster must possess a mother cyst (see page 28).

Source: *Libris Mortis* 68.

Necrotic Scrying

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Unlimited

Effect: Cyst-bearer serves as a magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can concentrate upon a specific individual who you believe to bear a necrotic cyst (see spell of the same name) and hear or see (your choice) almost as if you were there. Distance is not a factor, but the spell fails if the individual no longer bears the cyst or if the cyst bearer is no longer on the plane of existence you are currently occupying. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the spell, and you sense that the spell is so blocked.

You may cast the following spells through *necrotic scrying*: *comprehend languages*, *magic mouth*, *message*, *read magic*, *tongues*, and *darkvision*.

Focus: Caster must possess a mother cyst (see page 28).

Source: *Libris Mortis* 68.

Power Word Fatigue

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

With a syllable, you sap vigor from your target.

You utter a single word of power that instantly causes one creature of your choice to become fatigued, whether the creature can hear the word or not. (A fatigued creature instead becomes exhausted for the spell's duration, then reverts to being fatigued.) The duration of the spell depends on the target's current hit point total, as shown below. Any creature that currently has 101 or more hit points is unaffected by power word fatigue.

Hit Points	Duration
25 or less	1d4+1 hours
26–50	1d4+1 minutes
51–100	1d4+1 rounds

Source: *Races of the Dragon* 115.

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Living creature touched

Duration: 10 round +1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* 229.

ENCOUNTER TRAPS

This adventure features several encounter traps (*Dungeonscape* 120). The notes below provide a brief overview of encounter traps.

Initiative: Use the trap's initiative modifier to determine its place in the initiative order.

Duration: This section details how long a trap functions before it must be triggered again.

Destruction: This section of the encounter trap stat block gives the trap's physical statistics. An attack source

can be attacked from any square in the area it affects or from a square adjacent to that area.

Disarm: Each successful Disable Device check disables one attack source. Unlike standard Disable Device checks, trying to disarm a single attack source takes one round. Trying to disable a central disarm location takes 1d4 rounds. Characters injured while making a Disarm Device check must make a DC 10 + damage dealt Concentration check or their action fails.

Dispel: Magic encounter traps can be dispelled through the use of *dispel magic* or similar effects. Usually one casting of dispel magic shuts down a single attack source, but some traps have a central dispel location that, if dispelled, shuts down the entire trap. An area dispel magic affects only one attack source, but the spell can be tested against each source until it succeeds.

AFFILIATION BRIEFING SHEETS

GUILD OF WIZARDRY

Mission: A mid-ranking member of the Guild of Wizardry has approached you about doing some work on the side. Recently, a man named Korenth Mauk, servant of both The Cudgel and the city, hero of reform, was murdered. The city has declared that cultist activity is to blame, but some of us in the guild are not so sure. Mauk was fighting corruption within the government and his death has harmed some of the freedoms we were hoping to achieve.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life.

Rumors: Evil cult activity has increased in the city and banditry has increased outside the city walls. Some say both of these groups have magical support. The guild could use samples of the magical ingredients these forces are using.

MERCHANTS' AND TRADERS' UNION

Mission: A mid-ranking member of the Guild of Merchants and Traders approached you about doing some work on the side. Recently, a man named Korenth Mauk, servant of both The Cudgel and the city, hero of reform, was murdered. The city has declared that cultist activity is to blame, but some of us in the guild are not so sure. Mauk was fighting corruption within the government and his death has harmed some of the freedoms we were hoping to achieve.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life.

Rumors: Bandit activity outside the city has increased to an alarming rate. Many of the more prickly members of our guild complain their shipments are being hit more often than other of our brothers. This is probably a case of grass being greener. Recover of lost cargo would also make some of our brothers happy.

MERCENARIES' GUILD

Mission: A mid-ranking member of the Mercenaries' Guild approached you about doing some work on the side. Recently, a bureaucrat turned snitch named Korenth Mauk started hassling the city fathers about corruption and reforming of ways. Lots of people liked this guy, but obviously just enough people didn't. The masters in our own guild could go either way on the guy. We got a good thing going here; everyone needs muscle.

The city says Mauk was done in by cultists, but the cultists haven't been collected up yet. Head to the Griffon's Nest Inn, the place Mauk was staying at when he was murdered. Track down the cultists who murdered him. Once we know who they are, bounties are sure to open up and we can start collecting them.

Rumors: Bandit activity has increased outside the city. These guys are freelance thugs who are not paying dues to the Guild, so show no mercy. A report came in of orcs of the Pomarj infiltrating the city. The city is at war with these monsters, so feel free to run as many through just for the bragging rights around the bar.

CARTOGRAPHERS' GUILD

Mission: A mid-ranking member of the Cartographers' Guild approached you about doing some work on the side. Recently, a man named Korenth Mauk, servant of both The Cudgel and the city, hero of reform, was murdered. The city has declared that cultist activity is to blame, but some of us in the guild are not so sure. Mauk was fighting corruption within the government and his death has harmed some of the freedoms we were hoping to achieve.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life. Investigate That something could lead to someplace special.

Rumors: Over the last few months, there has been a renewed interest in the mysterious sites in the Domain Cairns, haunted towers, and dingy dungeons have become all the rage. The guild is always looking for updated detailed maps of these types of locations.

THIEVES' GUILD

Mission: A mid-ranking member of the Thieves' Guild approached you about doing some work on the side. Recently, a man named Korenth Mauk, servant of both the Cudgel and the city, was murdered. This do gooder was poking his nose into places powerful people didn't want it to be poked. But he was looking to enact some major reforms to the way the city would be governed and the guild could have taken advantage of these. The city says Mauk was done in by cultists, but some factions within our own guild are a little too tight lipped about the situation.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life. Find out what's really going on. Was it cultists, or was this some rogue faction of our own guild. Just be careful who's toes you step on. Keep a low profile, so if anyone asks, say you're a member of the Bakers' and Cooks' Guild.

Rumors: Outside the city walls, bandits, without any affiliation to our guild, are preying on caravans. They are free to be preyed upon. Find out what's happening to the cargo they've been stealing. That should be our profit.

NIGHTWATCHMEN

Mission: A mid-ranking member of the Nightwatchmen approached you about doing some unofficial investigating. Recently, a man named Korenth Mauk, servant of the Cudgel, friend of the Nightwatch, and city servant, was murdered. Mauk was working for Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert the Cudgel and member of the Directing Oligarchy. He was investigating corruption within the city and ways to reform government processes. The official line from the city is that he was killed by cultists, and most of our senior members are willing to accept that out of duty, but some want better answers. This is where you come in.

Head to the Griffon's Nest Inn, the place Mauk was staying and where he was murdered. Investigate what you can. If our suspicions are right, Mauk found out something that cost him his life. If it was cultists, root them out. But if it's something more than that, keep following the clues till you get to the bottom of it. Mauk was a hero and deserves better.

Rumors: Lawlessness is on the rise. Bandit activity has been steadily increasing in the Near Domain. The city officials blame restless refugees from the Wild Coast, and claim their lack of response is due to directing military forces to the borders of the Domain, mostly the Dyvers border, because those who control that city are considered scoundrels who want nothing more than to subvert the Free City. The bandit activity seems too organized for mere disenfranchised refugees. An outsider power must be controlling them, perhaps even Dyvers. Cultist activity is on the rise again.

RELIGIOUS ORGANIZATIONS

Mission: A mid-ranking member of your church approached you about looking into a matter that has affected the hearts and mind of the congregation. Recently, a great man, a hero of the Cudgel and faithful servant of the city, Korenth Mauk, was murdered. Mauk served Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert the Cudgel and member of the Directing Oligarchy.

Mauk was investigating corruption within the city and looking for ways to reform government processes. Many of these reforms would have been for the betterment of our people. The official story is that Mauk was murdered by anti-cuthbertian cultists because he so loved by all. While far be it from our church to doubt what the city fathers tell us, some in the congregation would like the matter looked in to, if not just to give them closure. Head to the Griffon's Nest Inn, the place Mauk was staying at when murdered. Find out what evil befell this hero and trace it to its source.

Rumors: The city's population has swelled with refugees from the Wild Coast over the years. This has created resentment among the city officials as it cuts into their profit margins taking care of these country folk transplanted to the city. Some high-ranking clerics fear these people will become breeding grounds for all sorts of cults. Some have suspicions of a filth and disease cult trying to find a foothold. Others talk of fiend and undead cults. The souls of our people must be kept safe.