

COR5-19



RETRIBUTION

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

Version 1.0

by Christopher Wills

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An old map purporting to show the location of a hitherto unknown tomb and an eccentric cartographer have sent you tramping around the Cairn Hills for a week of fruitless searching. Your expedition ending in failure, you have returned to the Free City; perhaps there adventure can be found! A one-round Core adventure set in the Free City of Greyhawk for characters level 1-11 (APLs 2-8).

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

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

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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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because 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 determine this modified Average Party Level (APL) follow the steps below:

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

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

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

Based on their choice, use either the higher or the lower adjacent APL.

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

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

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.

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

This central theme of this adventure is the love affair between the adventurer Yr (sounds like "ear") and his sweetheart Karin Koeffel. The first threads of events described herein however begin many years ago with the destruction of the Cabal of the Ebon Flame extraplanar lair.

Yr the Adventurer

Yr is in actual fact an alter-ego of the famed adventurer and boon companion to Mordenkainen, Yrag. Yrag is incredibly old, having being born in the Free City over 200 years ago. Of lowly station, Yrag spent the first few years of his life surviving as a street urchin on Greyhawk's streets before being adopted by the mad archmage Zagig himself.

Subsequently adventuring with such luminaries as Murlynd and Heward, a former member of the Citadel of Eight, Yrag has accumulated many enemies during his long career. During one adventure, Yrag and his companions destroyed a demi-plane populated by the Cabal of the Ebon Flame. Comprised of evil spellcasters and their demonic allies the survivors swore revenge against Yrag and have pursued him ever since. (Some of Yrag's adventures are detailed in *WG 5 Mordenkainen's Fantastic Adventure* by Robert J. Kuntz and Gary Gygax and "Greyhawk's Circle of Eight" by Erik Mona and Gary Holian published in issue zero of the *Living Greyhawk Journal*.) The cabal plans to drive Yrag mad by killing everyone he ever cared about.

As a consequence many of his friends and comrades have fallen at the hands of the cabal. To combat this, Yrag has severed ties with many of his old friends (most of whom have now died of old age anyway) and has over the years assumed a number of different identities.

However, he is a lonely man now given to brooding and introspection. Thus, when he met and fell in love with Karin, although still cautious, he allowed himself one facet of a normal life.

Karin Koeffel

Karin Koeffel is the owner of the Fruit of the Mill, a prosperous and renowned shop selling locally made beverages and comestibles in the Free City of Greyhawk. Karin is hopelessly in love with the man she knows as Yr but is often given to repeating his stories of adventure to any who will listen. These improbable tales include stories of battles against demon princes, journeys to the bottom of the Lake of Unknown Depths and countless forays into Castle Greyhawk. Though widely thought to be the result of her overactive imagination and devotion to Yr, these are all true accounts of Yr's adventures.

However, Karin's indiscretions have attracted the attention of Yr's old enemies. Piqued by the similarities between the stories and the known exploits of Yrag they began to observe the shop in the hopes of ascertaining if the two adventurers were one and the same.

Recent Events

Yr is rarely in Greyhawk these days, preferring to spend his time adventuring across Oerth and the known planes. As ever, he quests to destroy the cabal that has caused him so much woe.

Yr was last in Greyhawk over a month ago, when he spent some time with his old friend Nerof Gasgal (mayor of the city) and snatched a few days with his long-term lover. Unfortunately, agents of the cabal spotted the lovers as they rendezvoused at the New City Fountains – a favored spot for such assignments. Confirming that Yr

and Yrag was indeed the same person, they began to plot their diabolical revenge.

Plots and Machinations

Confirming the Yr and Yrag was the same person was but the first step in the Cabal of the Ebon Flame wreaking their revenge on Yrag. Their next step was abducting and then slaying Karin.

First, they had to establish a base of operation. Luckily enough a perfect venue—the long-abandoned mansion of Dorshak Krane—was within striking distance. The once opulent, but now ramshackle, building is a well known, but avoided landmark in the Artisans' Quarter.

The cabal chose a young member, Pavis, a wizard of some small talent, to carry out the kidnapping and subsequent murder of their target. In turn, Pavis hired several unscrupulous members of Greyhawk's seedier population to aid him in his task. These hirelings are completely in the dark as to Pavis's true allegiance. Chief among these minions is the unscrupulous but devilishly handsome swashbuckler Starent (who by the end of the adventure has a change of heart).

Using Starent's local knowledge, Pavis has hatched a plan that they believe will not only be successful, but also cause the maximum amount of mental anguish (and later physical pain) to Karin. Starent is the only one of Pavis's cohorts aware of the wizard's demonic allies.

The first attack to be launched against Karin takes place while she is at her place of work. The attack, carried out by several minor and expendable demons, is designed to cause as much mayhem and death among the staff and customers of the Fruit of the Mill as possible. However, the goal is not to kill Karin. During this assault Starent enters the shop and "rescues" Karin, in the hopes of gaining her thanks and trust, which is important in subsequent parts of Pavis's plan.

During the small hours of the following night, or on a later date if Karin has hired additional guards, to the plan is to kidnap here and bring her back to Dorshak Krane's mansion where she will be tortured and then killed.

ADVENTURE SUMMARY

This is not a linear adventure. Many of the encounters can happen in any order; some can even happen more than once. The summary below details the most likely course of events.

The adventure opens with the PCs queuing to enter the Free City of Greyhawk after an unsuccessful expedition in the Cairn Hills. Once they enter the city they return to their patron's shop, the eccentric cartographer, Melezakan to report on their failure to find the cairn detailed on the (supposedly) ancient map.

Entering through Druids' Gate, they easily make their way through the Artisans' Quarter to Melezakan's shop, possibly stopping in at the Fruit of the Mill for refreshments on the way.

Upon arriving at their employer's shop, he questions them about their findings and is saddened by the PCs'

lack of success. He asks the PCs if they would consider looking into other maps for him. While he carries out some research on some of his other maps, he asks the PCs to wait in the city for a while. To that end, he has arranged lodgings for them at the Able Carters' Coaching House.

Leaving Melezakan's shop, the PCs have the opportunity to wander the streets of the Artisans' Quarter perhaps doing some overdue shopping or simply relaxing. During this time the PCs are suddenly made aware of some kind of disturbance at the Fruit of the Mill shop. People run past them screaming about demons and foul murder. Investigating this, the PCs come to the shop and battle the demons inside that seem intent on slaying all occupants of the shop. Assisted by the swashbuckler Starent, the PCs manage to rescue many of those trapped within and to slay or drive off the demons. While tending to the wounded, they speak with Karin and discover that the attacks most likely have some connection with her boyfriend, Yr.

That evening they investigate the New City Fountains and interrogate the rogue, Sihona. She is able to confirm that Yr and Karin were present about a month ago and that someone else was watching them. She further tells them that this person seems to have taken over Dorshak Krane's old mansion.

The PCs then return to their lodgings. In the early hours of the morning, Karin is kidnapped by Pavis and Starent and taken back to Dorshak Krane's old mansion.

Later in the evening, the Watch find the PCs and order them to come to the Watch station where the captain, Nellisir Avanson, tells them that Karin has been kidnapped.

The next evening, or later that day, the PCs investigate Dorshak Krane's house and discover the cabalist and his minions. After disposing of Pavis and the rest, they rescue Karin.

TIMELINE OF EVENTS

This is a complicated adventure to run. The PCs' actions, or lack thereof, can have serious implications for Pavis' plans. The timeline below represents the timing of events if the PCs do not interfere in any meaningful way.

Day	Time (Approx.)	Event
Starday	03:00 PM	Attack on Fruit of the Mill.
Sunday	02:00 AM	Karin kidnapped.
Sunday	All day	Karin taunted and tortured.
Moonday	11:00 PM	Karin murdered.
Godsday	06:00 AM	Karin's mutilated body found.

The way in which this adventure is written assumes the following things:

- The PCs foil the attack on Karin's shop.
- The PCs stay at the Able Carters' Coaching House.

- The PCs investigate the New City Fountains, connecting Yr to the dangers Karin is facing.
- The PCs meet with Nellisir Avanson and accept the job of saving Karin. They may already however have offered to help her and perhaps have already found some clues.
- The PCs break into Dorshak Krane's old mansion at some point in either the very early morning of Sunday or later that day at some point.

PREPARATION FOR PLAY

This adventure is set in the Artisans' Quarter of the Free City of Greyhawk. As such, there are a vast number of options open to the PCs during any given encounter. DMS are encouraged to become familiar with the Free City.

If possible the DM should read *The Artisans' Quarter* by Denis Tetreault and Erik Mona appearing in issue 2 of the *Living Greyhawk Journal*. In addition a copy of the large poster map of the Free City contained within that magazine would be advantageous, but is not essential to the successful running of this adventure, since a section of that map is reprinted at the end of this adventures. While also not necessary to run this adventure, general details regarding the Free City of Greyhawk can be found in *The Adventure Begins* by Roger E. Moore.

CAST OF CHARACTERS

Many NPCs appear in this adventure, or have an impact on its events. For ease of reference, brief details on each are included below.

Dorshak Krane: Once a very skilled gemcutter, Dorshak Krane is long dead by the time this adventure begins. The cabalists are using his old mansion as their lair.

Starent: A handsome rogue well accustomed to the finer things in life. His accoutrements are of the finest quality and he obviously takes great care in his appearance.

Starent is somewhat in love with himself and is quite arrogant to boot! If the PCs allow him to, he will be quite condescending towards them, particularly any fighters who in his mind rely more on strength than skill in battle.

By the time the PCs discover Pavis' lair Starent is having second thoughts about his association with the cabal. The PCs' arrival gives him a welcome opportunity to leave.

Karin Koefel: Nearing her fiftieth year, Karin is an established and popular personality in the Artisans' Quarter. She is unfailingly cheerful and always polite. Petite, standing barely over 5 feet tall, she has muddy blonde hair and dark green eyes. She is normally dressed well and is happy to talk with her customers and staff about seemingly trivial pieces of gossip. Karin loves Yr

very much and is very proud of his exploits which she will share with anyone who seems interested (this to her is almost everyone!) She is not aware however of his true identity.

She has owned the Fruit of the Mill for over twenty years, since just after she met Yr. She is an accomplished cook and businesswoman. She is also canny and a good judge of character.

Melezakan: An eccentric cartographer famed throughout the city for his incredibly detailed bird's eye view map of the city, Melezakan has an abrasive personality and is obsessive over details. Although not popular, he is often sought out by those requiring a map of the city or its environs. He is also a bit of a coward and not a great judge of character, which has led him to purchase several dozen maps of supposed burial sites lost in the Cairn Hills. Most are forgeries.

Melezakan is going bald and has lost all hair on the top of his head. To compensate for this, he has taken to growing his remaining hair as long as possible, although he does not take much time over its care. His eyebrows are thick and bushy and his eyes are dark brown in hue.

He normally wears dark-colored heavy scholarly robes and rarely leaves his shop.

Nellisir Avanson: The charismatic leader of the City Watch in the Artisans' Quarter, Nellisir is a relaxed leader much beloved by his men.

Pavis: Pavis is a junior member of the Cabal of the Ebon Flame. He is clever, malicious and very patient. He is also fanatically loyal to his demonic overlords.

He is however, a minor member of the cabal, not particularly skilled in the arts of magic. Pavis is an ambitious soul who sees this mission as the means to advance himself within the cabal's hierarchy.

In many other ways he is a typical wizard, physically weak but fiendishly intelligent. He hates melee combat and will do all he can to avoid such.

Yr: Yr (sounds like "ear") is a powerful adventurer and friend to many luminaries of the Flanaess including Mordenkainen, Bigby and Nerof Gasgal. Yr's real name is actually Yrag and he is a lot older than his appearance suggests. The best estimate of his age is that he is a little over 200 years old! In his long and varied adventuring career he has adventured with the likes of Heward and Murlynd. One of his many adventures ended in the destruction of a demi-plane inhabited by a cabal of evil spellcasters and their demonic allies. For more information regarding this (and Yr/Yrag) refer to the Adventure Background section above.

Yr loves Karin, but is cautious when meeting his partner because many of his old friends and lovers have been killed by his implacable enemies. As a result he is often in disguise and rarely visits the Free City.

Although Yr's actions have set in motion the events described in this adventure he himself will not be encountered by the PCs.

INTRODUCTION

Well, that was a waste of time! The last few weeks have been spent tramping about the Cairn Hills searching for a hitherto unknown cairn on behalf of the eccentric cartographer Melezahan of Greyhawk. Melezahan supplied you an apparently genuine map of ancient origin but events have revealed it to be nothing more than fake.

So it is that you find yourselves outside Druids' Gate on the east wall of the Free City of Greyhawk. Ahead of you a small queue of travelers has formed, all waiting to answer the guard's questions and gain entry to the city.

What the PCs Already Know: The PCs were hired by the brilliant, but decidedly odd, cartographer Melezahan who owns a small shop to the north of the Low Market. He is famed for maintaining an incredibly detailed masterpiece – a bird's eye view of the Free City.

In the last decade, Melezahan has become interested in the cairns from which the Cairn Hills get their name. During that time, Melezahan has come into possession of many maps purporting either to show the locations of these ancient burial sites or to detail their internal layout. In the recent past, however, he has become suspicious of some of his suppliers and so hired the PCs to authenticate one of the maps. The agreement was simple, the PCs were to follow the map, locate the cairn and explore it. They could keep any treasure found, except for any antiquities, which Melezahan would keep. Unfortunately, they failed to find the cairn or any treasure.

Their instructions were to investigate the Cairn Hills in the indicated area and to report their findings to Melezahan, bring with them any antiquities found.

DRUIDS' GATE

Druids' Gate is the least-used gate in the Free City. As a consequence, its guards are lax in their duties. In total 10 members of the City Watch monitor the comings and goings of the populace.

The gates are open from sunrise to three hours after sunset. Passage through the gate requires travelers to sign a roster (illiterate travelers simply make their mark after a guard has taken their details). In addition, the guards add coded notes detailing each individual and the time of their passing. Locals, and others well-known to the guards, must only mark their initials.

♣ **City Watch Man** Warrior 1 (9): hp 6.

♣ **Junior Sergeant** Warrior 2 (1): hp 10.

Entering the City: After a short wait, the PCs reach the front of the queue. Before entering the city, they must submit to questioning before being allowed to pass through the gates. Here a bored-looking guard briefly questions them. Behind him sits a scribe recording all the PCs' responses. Each PC must answer the following questions:

- Name

- Birth place

∞ Business in the Free City.

In addition, the scribe notes a brief physical description of each traveler and the time of their entry. Unless the PCs give very bizarre answers, or spout anti-Greyhawk sentiments, they are eventually admitted to the city.

However, two races will receive a slightly harder time when entering the city.

Half-orcs are generally distrusted in the Free City because of the success of Turrosh Mak and his Orcish Empire in dominating the Pomarj. Individuals demonstrably of orcish heritage are required to submit to a search for hidden contraband and must swear that they are not part of Turrosh Mak's empire. Any suspect answers results in the PC being held for additional questioning lasting up to 2 hours.

Centaur are more an object of curiosity than anything else and are eventually admitted, although such travelers have to put up with more questioning from interested guardsmen than their companions. Such individuals are quizzed about their homeland, their customs and so on before being admitted to the city.

The guard also relates to the PCs the rules and regulations regarding magic and weapons within the city.

In regards to magic these are:

- Magic is strongly controlled in Greyhawk and cannot be used in public places except in moments of extreme personal danger.
- Spells that do not damage a foe, such as *hold person*, are permitted.
- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.

∞ Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons the rules are:

- It is legal to carry the following weapon types through the streets of Greyhawk City: dagger, dart, sling, staff, club, hammer and other similar weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes and other similar weapons may be carried through the streets but they must be in a scabbard or leather head-case.
- Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Watch, where they are securely kept. If this is not done, the item are confiscated and a PC must pay a fine of 100% of the items worth to regain it. A successful DC 15 + APL Diplomacy check enables the PC to reduce this cost by half. [Note, later on in the adventure PCs may be able to get permission to carry banned weapons around the city]. If the

PCs do not get such permission but still use such weapons to successfully free Karin, Yrag uses his influence to allow the PCs to keep their weapons.

Note: If PCs try and get around these restrictions by buying weapons in the city they will be very securely wrapped and bound by the seller.

Once the PCs have entered the city, they will no doubt want to report their findings to their patron, Melezakan.

Read the following:

Finally, you have answered all the guard's questions and have been admitted to the city. Ahead of you lie the bustling streets of one of the biggest cities in the Flanaess

You are on Craftsman's Way, one of the main thoroughfares of the city. To your right stands the Fruit of the Mill and directly ahead the New City Fountains famed as a moonlit rendezvous for young lovers.

Beyond all the fountains and the multitude of tradesmen, craftsmen and other businesses is the Low Market.

At this point hand out copies of Player's Handout 1: The Artisans' Quarter.

ENCOUNTER 1: MELEZAKAN'S

In this encounter the PCs report their failure to the cartographer Melezakan.

Once the PCs reach and enter area 21 on the Artisans' Quarter map read the following:

The hubbub of the many traders, street peddlers and merchants of the Artisans' Quarter is now but a distant buzz. Many roads lead from the marketplace and down one of these streets stands your employer's place of business.

It is a tall and narrow shop, its purpose marked by a crudely-painted map set above the building's only visible entrance. The windows set either side of the door give little clue to the interior. Inside, all is mantled in deep shadow.

When the PCs enter, continue.

Inside, the shop is cramped and dusty. Some small amount of light streams in through the windows, illuminating swirling motes of dust dislodged by your entry.

Cabinets and bookcases line all available wall space and all are filled to overflowing with maps, scroll cases, grimy parchments and no small number of leather bound books.

At the far end of the room the entire back wall is taken up by a huge map. Painted as if from a bird's eye view it is incredibly detailed; this must be Melezakan's famed map of the city!

In front of this unique piece of artwork is set a long bench covered in inkpots and pigments behind which sits a balding man clad in heavy robes. As you enter, he looks up and coughs.

"Good! You are back. What did you find? Don't just stand there, spit it out!"

This is indeed the famed cartographer Melezakan.

♣ **Melezakan**; CN human male Expert 6; hp 27; Profession (cartographer) +12, Knowledge (local – Core) +9, Sense Motive -1.

Melezakan has an abrasive personality and is obsessive with details. Although not popular, he is often sought out by those requiring a map of the city or its environs. A bit of a coward and not a great judge of character, he has purchased several dozen maps of supposed burial sites lost in the Cairn Hills. Most are forgeries.

Melezakan is balding. To compensate, he grows his remaining hair as long as possible, although he does not take much time over its care. His eyebrows are thick and bushy and his eyes are a dark brown in hue.

Melezakan desperately wants to know whether his map is accurate or not. When the PCs reveal it is not, he responds melodramatically.

Your news upsets Melezakan.

Putting his head in his hands, he whispers: "Damn them! Another forgery. Why me? By the gods, why me?"

After a short while, he regains his composure and looks up at you.

"My thanks, although I am disappointed you failed to find the cairn. No matter. Another map will be coming into my possession in the next few days. Will you return here then? I wish you to return to the hills to authenticate my latest purchase. In anticipation of your agreement, I have arranged—at no small expense—rooms for you at the Able Carters' Coaching House.

The PCs will no doubt have questions. Some of the more obvious ones are listed below. The DM should ad-lib the answers to other questions using these as a baseline. Remember though, that this is simply the hook to keep the PCs in the area; the actual adventure has nothing to do with the Cairn Hills or lost burial places.

Q: When will you get the map?

A: "Three days time. My agent travels from Dyvers as we speak."

Q: What's in it for us?

A: “As before, you may keep any items you find except for any antiquities discovered in the tomb. These are mine.”

Q: Where is the Able Carters’ Coaching House?

A: “To the west of the Low Market. I am sure such accomplished adventurers should be able to find it without too much trouble.”

Melezakan can point to the coaching house on his picture-map if asked.

Q: Are you really paying for our rooms at the Able Carters’ Coaching House?

A: “Yes, but don’t drink and eat too much. I have put some monies aside for suitable refreshments but I am not made of gold.”

In game terms the PCs receive free Standard upkeep during this adventure as long as they stay at the Able Carters’ Coaching House.

Development: Once conversation has petered out, the PCs have little to do except go to the Able Carters’ Coaching House; proceed to Encounter 2.

Later on during the course of the adventure, the PCs may decide to return here to get an idea of the layout of Dorshak Krane’s mansion. PCs doing so should be able to get a good idea of the mansion’s location, dimensions and external layout. They will also notice that part of the roof has fallen in. While returning here is not crucial to the adventure plot, PCs thinking of doing so will gain some useful tactical information (the state of the roof, the number of external doors and the presence of the gardens), which may prove useful when planning their assault.

ENCOUNTER 2: STREETS OF THE CITY

At various points in this adventure the PCs may be wandering the city looking for information or clues. In this case refer to the descriptive notes of the place to breathe life into the Artisans’ Quarter.

THE ARTISANS’ QUARTER

The Artisans’ Quarter is one of the quieter and more peaceful of the districts of Greyhawk City. It lacks the wild taverns, risqué entertainment, and thronged streets of other parts of the Free City. Those working here are hardworking craftsmen and their families.

Private dwellings here are small but often have small surrounding gardens which the illusion of privacy and space. The trade of each craftsman is often easily identifiable; examples of their handiwork are often displayed above the building’s door to attract business and many of the artisans work from home.

A1: Architects’ and Stonemasons’ Guildhall

A2: Metalsmiths’ Hall

A3: Artisans’ Quarter City Watch Station

A4: Carpenters’ Guildhall

A5: Performing Artists’ Guildhall

A6: Leatherworkers’ Guildhall

A7: Fruit of the Mill

A8: New City Fountains

A9: Nightwatchmen’s Guildstation

A10: Grand Tent

A11: Halmaster’s Hall

A12: The Fat of the Hog

A13: Laborer’s Union Hall

A14: Eridok’s Expedition Provisions

A15: Maldin and Elenderi’s

A16: Dorshak Krane’s House

A17: Darred Hebrén’s Tower

A18: The Wild Goose

A19: The Broken Staff

A20: The Nine of Swords

A21: Maps by Melezakan

A22: The Grinning Mammet

A23: Able Carters’ Coaching House

Bolded entries appear in one or more of the encounters in this adventure. All other numbered buildings are described in *The Artisans’ Quarter* by Denis Tetreault and Erik Mona appearing in issue 2 of the *Living Greyhawk Journal*.

THE LOW MARKET

If and when the PCs enter the Low Market paraphrase the information in this section.

The Low Market, also called the Old Market or Petit Bazaar, stalls are open for business here every day of the year. Business is brisk from dawn to dusk with a jumbled mish-mash of booths, tents, tables, and stalls selling mundane items of every description. Some vendors even possess handcarts or small wagons they drive through the press, selling their wares while on the move.

In addition, many stallholders employ children to hawk their wares. A veritable stream of such denizens of the city often follows rich-looking individuals around.

Prices are as listed in the *Player’s Handbook*. Luxury items are rarely found here, these almost always being sold in the High Market.

The Low Market is divided into two areas – the West Market and the East Market. These two markets are divided by the Processional, the city’s broad main thoroughfare, as it winds its way northwards. The West Market is far more disorganized than the East Market, which is laid out in relatively straight lines. At the north end of the West Market stands an immensely old roanwood; its mighty branches once used to hang criminals before the New City Walls enclosed this area.

Thieves and Pickpockets

The Low Market is a favorite haunt and training ground for thieves, cutpurses, and pickpockets and is also frequented by the homeless and destitute from the slums. Locals know of this danger to their purses and take appropriate steps to protect their wealth. Travelers not native to Greyhawk City but who make a DC 15

Knowledge (local – Core) check are also aware of this danger. Such PCs may also take precautions to protect their purses and gain a +2 circumstance modifier to any opposed Spot checks to notice a pickpocket's attempt against their person. Similarly PCs generally stating that they are taking care to protect their possessions get this bonus.

For every hour the PCs spend in the Low Market there is a 10% chance a pickpocket targets them. If the PC is obviously wealthy, displays much coin, or talks loudly about his riches, this chance increases to 25%. The skill of the pickpocket is APL dependant and should be determined randomly using a d20.

Pickpocket Check	Level of Pickpocket
0 or lower	APL -4*
1-3	APL -3*
4-6	APL -2*
7-9	APL -1*
10-12	Party APL
13-15	APL +1
16-18	APL +2
19-21	APL +3
22 or higher	APL +4

*To a minimum of 1st-level.

Modifiers: The following modifiers apply to this check:
 ∞ -1 per additional individual with the target PC.
 ∞ +2 if PC alone.
 ∞ +1 if PC openly displays wealth (Rich lifestyle).
 ∞ +2 if PC openly displays wealth (Luxury lifestyle; not cumulative with Rich lifestyle).

Pickpocket Skill Level: The table above determines the level of the pickpocket. A pickpocket's Sleight of Hand check modifier is equal to his level +5.

Stolen: If the thief is successful in picking a PC's pocket he gets away with either 3d10+5 gp or the sum of that character's coin, whichever is lower.

Development: This is not a combat encounter. A thief will attempt to flee the area as quickly as possible after he attempts the robbery. If threatened with violence, he surrenders if he cannot easily flee. Captured thieves should be handed over to the City Watch. Minor roughhousing is permitted but any badly injured or slain thieves will mark the PCs out for the Watch's attention and could land guilty PCs in a lot of trouble with the Free City's laws.

ENCOUNTER 3: DEATH AT THE MILL

In this encounter the PCs battle demons at the Fruit of the Mill. They're seemingly intent on killing as many of those inside as possible. In reality, the demons are under orders to kill as many of the people in the shop except

Karin. However, as the PCs enter the shop, she has been injured and is trying to crawl away from the melee.

THE FRUIT OF THE MILL

One minute you are simply going about your lawful business in the Free City when you become aware of a commotion nearby. People – a mix of ordinary folk and craftsmen – are streaming away from Craftman's Way. Some are flinging away bundles and packages while others scream of demons!

This commotion should be enough to get almost any PC interested in finding out what is going on. PCs questioning one of those fleeing can easily find out that some kind of demon is rampaging through the Fruit of the Mill and has trapped and killed many people already.

PCs approaching the Fruit of the Mill move past nearly abandoned buildings. The only place at which the PCs will see a sizable amount of people is Area 3 (Artisans' Quarter City Watch Station), which is surrounded by a small crowd all trying to get into the relative safety of the building. Guards inside are struggling to understand the confused reports of loosed demons and cannot get outside to investigate due to the crush of people blocking the entrance. (The same is happening at Druids' Gate).

When the PCs arrive on the scene, a crowd of people has gathered around the shop. A few brave regulars have already entered, trying to help Karin and her staff. Their corpses now litter the floor just inside the door. Since that attempt, no one has entered the shop. The screams of those trapped inside echo through the streets. It is these that attract the attention of the PCs to the shop.

Read aloud the following:

Ahead of you, a ring of people has formed some distance back from the entrance to the Fruit of the Mill. Most are regular citizens and all seem terrified. A few of the braver ones are clutching cudgels or daggers but they do not dare move toward the shop.

The only exception is a man clad in immaculate studded leather armor As a breeze catches his muddy blond hair cuts a dashing figure. He does not yet seem to have noticed you, busy as he is haranguing the crowd. He draws his well-made rapier, flourishes it in the air and cries

"My friends we must rescue those trapped within. Who is with me?"

At APLs 2 and 4 add:

Screams of terror and agony echo from inside the shop. In the doorway lies the body of a human male. Blood pools around it; he is almost certainly dead.

At APLs 6 and 8 omit the above statement and instead add:

The front of the shop is shrouded in shadowy, magical darkness; from which echoes screams of terror and agony.

The PCs have two basic options: they can either attempt to find out what is going on, or they can charge in and try and save those trapped within. If the PCs try to gather information about the nature of the attackers, they are quickly assaulted by a confused jumble of partially contradictory information:

APLs 2 - 4: It was a small squat and blubbery creature. Almost hairless it had pale, sickly flesh. Its mouth was full of small fangs.

APL 6: It was a gaunt humanoid that had the stench of death about it. Its skin was black and leathery. It had pointed ears and a large curved horn rising from the back of its head. Half of the creature's head was taken up with a wide mouth full of jagged teeth.

APL 8: Combine both of the above statements but there are three of the smaller creatures.

If the PCs seem to hesitate, perhaps hoping the Watch will sort the situation out, the crowd derides them and Starent attempts to shame them into acting. Good-aligned PCs, particularly lawful clerics and paladins, should leap to the attack at this point. Originally, Starent had planned to heroically enter the shop with the Watch and rescue Karin so as to gain her trust. The arrival of the PCs forces him to improvise.

DEMON ATTACK!

The PCs have several problems to overcome in this encounter beyond the rampaging demons. First, there are several injured citizens scattered about the shop (some of whom are unconscious or near death). Secondly, the Free City has several laws against using large damaging area-of-affect spells. Individuals who do not only damage the shop but also fall foul of the Watch when they arrive. Therefore this encounter has a +1 EL modifier.

APL 2 (EL 2)

➤ **Dretch (1):** hp 15; see the *Monster Manual*.

☞ **Starent:** male human swashbuckler 1/ fighter 2; hp 27; see Appendix 1.

☞ **Karin Koeffel:** female human expert 3; hp 13 (currently 3); see Appendix 1.

APL 4 (EL 4)

➤ **Advanced 4 HD Dretch:** hp 27; see Appendix 1.

☞ **Starent:** human male swashbuckler 3/ fighter 2; hp 43; see Appendix 1.

☞ **Karin Koeffel:** female human expert 3; hp 13 (currently 3); see Appendix 1.

APL 6 (EL 6)

➤ **Babau:** hp 66; see the *Monster Manual* page 40.

☞ **Starent:** male human swashbuckler 3/ fighter 4; hp 59; see Appendix 1.

☞ **Karin Koeffel:** female human expert 3; hp 13 (currently 3); see Appendix 1.

APL 8 (EL 8)

➤ **Babau:** hp 66; see the *Monster Manual* page 40.

➤ **Dretch (3):** hp 15, 15, 15; see the *Monster Manual* page 42 and 43.

☞ **Starent:** male human swashbuckler 3/ fighter 6; hp 75; see Appendix 1.

☞ **Karin Koeffel:** female human Expert 3; hp 13 (currently 3); see Appendix 1.

If during this encounter, Starent's or Karin's statistic blocks are required, refer to the Encounter 8 listing in the relevant section of Appendix 1.

Shop Layout: Refer to Appendix 3 for a map of this area. The Fruit of the Mill is set back from the main thoroughfare and closely flanked by two other businesses. An awning protects the area in front of the shop and two windows, either side of the main door open into the shop. At night these windows are barred and shuttered but during the day they are thrown back to admit Pelor's radiance. Neither window has glass.

Inside, the main part of the shop is dominated by three large sets of shelves holding a wide range of locally-made foodstuffs and beverages. Smaller shelves line the walls. At the far end of the shop is a counter behind which Karin and her staff would normally serve.

Two doors give access to the other parts of the building. One leads to storerooms and a cellar. The other opens at the base of a staircase that climbs to Karin's private apartments over the shop. Both doors are now firmly closed and barricaded. When the demon attacked a few of the customers and staff managed to flee through them and then barricade themselves in. (These areas are not shown on the map as they should play no part in the ensuing combat). Unfortunately this trapped other people in the shop, most of whom are now dead or badly injured.

Tactics: The demons are here to cause as much mayhem and havoc as possible. They have instructions to kill as many people as they want, except Karin. Karin has been injured as the combat begins and is crawling away from the combat. The demons do not attack her again, even passing up on attacks of opportunity.

APLs 2-4: When first confronted by armed foes the dretch uses its *stinking cloud* ability around the entrance and front windows of the shop. (This affect only extends 10 feet into the shop). Anyone struggling through the cloud is targeted by the dretch using its *scare* ability, possibly causing the unfortunate PC to flee back through the *stinking cloud*.

It then simply attacks any PCs who enters the shop. If attacked by more than four visible PCs, the demon attempts to summon other dretch to the battle.

This dretch is terrified of Pavis and his demonic overlords. Thus, it will fight to the death.

APL 2 Note: At APL 2 if the party is made up of predominantly 1st-level characters the dretch fails to summon another demon

APLs 6-8: At APLs 6-8, the babau is more cunning than the dretch. (The dretch uses similar tactics to those listed above). The babau attacks the most powerful-looking PC first, hoping to quickly eliminate that threat.

Prior to entering the shop, it has activated its *see invisibility* ability. In addition, it shrouded the front of the shop with *darkness*.

The babau uses the dretch to shield it in combat and to set up flanking attacks. If attacked by more than four visible PCs, the babau attempts to summon another babau to the battle. If reduced to less than 15 hp, the original babau use its *greater teleport* ability to teleport back to Dorshak Krane's mansion. Any summoned babau simply teleport away, never to return if similarly injured. If the original babau manages to escape, the PCs face it again when they investigate Dorshak Krane's mansion.

Note: These demons are not summoned, Pavis smuggled them into the city and therefore they can use their summoning abilities as normal.

Events During the Melee: Once the PCs enter the shop, the demon(s) turn to battle them using the tactics laid out above. As soon as Starent enters, he searches out Karin and drags her to safety. Unless he has absolutely no choice, he does not actually fight any of the demons. If he saves Karin relatively quickly, he returns to the shop to save additional victims.

AFTER THE ATTACK

Ten rounds after the PCs arrive on the scene a small patrol of City Watch final reaches the shop. Assessing the situation, they immediately request reinforcements, which arrive within 10 minutes. If combat is still going on in the shop, the guards are not keen to battle the demons, guessing rightly that they do not have the skills or equipment required to prevail. Instead, they keep the crowd back and await additional reinforcements.

If the combat is over and the PCs have been successful, the guards help move the terrified survivors to safety and tend the wounded. Many of the dead have been mauled and been partially eaten during the attack.

After the battle has been successfully concluded and any wounded have been stabilized, the PCs may wish to converse with Starent or Karin. If this is the case, use the role-playing notes below and the general notes regarding each individual appearing in the "Cast of Characters" section at the front of this adventure.

Starent, human male Swashbuckler/Fighter

Starent is a handsome rogue well used to the finer things in life. His accoutrements are of the finest quality and he obviously takes great care over his appearance.

Unsurprisingly, Starent is somewhat in love with himself and is quite arrogant to boot! If the PCs allow him to, he will be quite condescending towards them, particularly any fighters who in his mind rely more on strength than skill in battle.

He will constantly refer to Karin as "dear lady."

Karin Koefel; NG human female Expert3

Karin is very shaken up by her ordeal. She has had a very scary experience and has been quite badly wounded (she has lost 9 hp) having been slashed across her legs. She is very grateful at being rescued by Starent and the PCs.

Questioning the Survivors

Once the situation is under control, the PCs have a short time to investigate the attack before large numbers of watchmen arrive and take control of the situation. They'll likely want to question the staff and customers present during the attack. Questioning most of these people is a total waste of time; they are normal people caught up in extraordinary circumstances and have yet to fully understand what befell them. Many are in shock.

However, Karin is slightly more level-headed than the rest and can provide some information to the PCs. Below are listed some probable questions the PCs may ask and her answers. The DM should improvise answers for questions not listed below using the provided information as a baseline.

Q: Why did the demons attack you?

A: "I don't know. If only my boyfriend had been here; he would have protected us and killed them all."

Q: Who is your boyfriend?

A: "Yr...the adventurer; surely you have heard of him?"

PCs succeeding on a DC 15 Knowledge (local – Core) have heard of Yr. Apparently he is a skilled mercenary and sellsword who has been based in Greyhawk for about a decade. If Karin is pressed on this point, she relates some of his supposed adventures – battles with demon lords, many expeditions to Castle Greyhawk and even an adventure at the very bottom of Lake of Unknown Depths. All sound very fanciful. She, however, believes them utterly.

Q: What happened during the attack?

A: "Heavily cowed customers entered the shop. I thought they were might be pilgrims of something. They suddenly threw off their cloaks and revealed themselves to be demons! They then mercilessly attacked us. Some of my regulars tried to stop them, but the demons cut them down".

Q: How were you injured?

A: "A demon clawed me really badly. I thought I was going to die, but it suddenly veered off and attacked Brennan. Poor Brennan, he had a wife and four children."

Q: Did the demons seem to attack anyone in particular?

A: "No, they seemed intent on killing us all!"

Q: Has there been any unusual activity around the shop recently?

A: "Not really. Yr was here about a month ago and so I took a couple of days off – I love spending time with him!"

Q: Did you do anything special with Yr?

A: “Not really. He saw a couple of friends (I don’t know who) and we spent a couple of evenings at the New City Fountains. Normally only youngsters go there but Yr likes it. It was odd though. While we were there I felt like we were being watched. Yr felt it to; he even drew his sword! Nothing happened though. We came back here shortly afterwards. Yr was on edge the next day and left a couple of days later.”

A DC 10 Knowledge (local – Core) reveals that the New City Fountains is a small park close by dominated by a large fountain. It is mainly a place where young couples go in the evenings.

Q: Will you let us investigate this attack for you? You are obviously in danger from these demons!

A: “That would be wonderful – you are so brave to think of my safety after everything you have done already. Yes please do investigate this for me. “

Q: Do you need further protection?

A: “No thank you. The watch has offered me several bodyguards while they also investigate this matter.”

The answer above is only if asked after the Watch arrive.

Additional Leads and Observations

Beyond talking to Karin there are several other clues to be found here and other information to gain.

Cloaks: Among the carnage, the overturned shelves, and scattered foodstuffs, the PCs can easily make out a number of dark brown cloaks equal to the number of demons who attacked the shop. Each is an ordinary cloak correctly sized for the demon that wore it. The inside of each cloak bears a stylized representation of a single ebon flame. This is the symbol of the Cabal of the Ebon Flame. A successful DC 20 bardic knowledge or Knowledge (religion) check reveals this. Little more is know about the cabel, except that they reputedly worship demons. If a

♣ **Cloak of the Ebon Flame:** This dark brown cloak is sized for Small or Medium creatures, based on the size of the demon who wore it. The inside of each cloak bears a stylized representation of a single ebon flame.

If there is no PC in the party with the requisite skills (or if they fail the check) all is not lost. The PCs can research this subject at the Great Library of Greyhawk. There is no admission fee to this impressive building, but it is closed at nightfall. The PCs can find what they seek in the history wing of the building after 2d4 hours research. The Great Library of Greyhawk does not appear on the map included with this adventure. It is area 2 in Clerkgburg.

Searching for Tracks: After the battle the PCs may wish to determine the direction from which the demon or demons came. This is difficult as these city streets are well traveled and the panicked flight of many of the local populace have obliterated most signs. A DC 20 Survival check by someone with the Track skill reveals that the creatures came from the direction of the Low

Market. This trail however only extends about twenty feet before it is obliterated.

Other Witnesses: It is likely that the PCs may (correctly) question how one or more stupid demons managed to move about the city without arousing any suspicions. Questioning witnesses outside the shop yields some additional information. One man recalls that a tall, beautiful human female led the cloaked demons and was the one who commanded them to enter the shop. (This was Pavis using a *disguise self* spell). After the attack began, she disappeared into the crowd (ducking into the New City Fountains and using another *disguise self* to assume a new form). If the PCs continue this line of investigation, they discover with a DC 10 Gather Information check that the woman and her companions came from the direction of the Low Market. A further DC 10 Gather Information check and spending at least 4 gp on bribes gains more information. One of the many urchins of the market remembers trying to sell the woman a cool drink in the eastern portion of the market, but he doesn’t know where they were before that.

Questioning Starent: The PCs may also want to question (or thank) Starent. He is a devilishly charming man who has obviously has his eye on Karin. If asked to relate his tale, he relates how he was passing by the shop when he heard the screams from inside. Seeing what was going on inside—and realizing that to go on alone would be suicide—he decided to wait for reinforcements. The PCs’ arrival gave him his chance to act. A successful opposed Bluff check against Starent’s Sense Motive check reveals that he is leaving something out. (Starent receives a +4 circumstance bonus to this check as he has had some time to come up with his story). He doesn’t give any further information, citing a gentleman’s need for privacy in his affairs. If the PCs decide to follow Starent he spends the rest of the day randomly moving about the city; having a couple of drinks in a tavern, shopping to replace some damaged equipment and so on. At some point however the PCs lose him.

Detect Magic: If anyone thinks to cast *detect magic* in the shop or scan any of the people present during the attack, several pieces of jewelry worn by Karin radiate a variety of magical auras. In addition, depending on the APL of the module some of Starent’s items may also radiate as magic.

Detect Magic Results: *ring of protection +3* (faint abjuration), *ring of mind shielding* (faint abjuration).

If the PCs ask Karin about this, she tells the PCs that Yr gave her all these items as protection. He said he was worried about her being mugged or attacked. She further relates that she thinks he is being silly—the shop hasn’t been burgled for years. If any PCs pushes this point, she thinks for a moment and then remark that actually the shop hasn’t been burgled since she met Yr. (The shop has never been burgled, but she is a bit upset at the moment and will forget to relate this piece of information).

Finally, the Watch!

Ten minutes after the PCs arrive on the scene, a large body of watchmen, led by Captain Nellisir Avanson and accompanied by two clerics of St. Cuthbert arrive on the scene.

☞ **Nellisir Avanson:** male human fighter 6; hp 52; Intimidate +10, Knowledge (local – Core) +3, Sense Motive -1, Spot +3.

☞ **City Watch Officers (20):** mix male and female human, half-elf, or dwarf warrior 1: hp 6 each.

☞ **Junior Sergeants (4):** mix male and female human, half-elf, or dwarf warrior 2: hp 10 each.

☞ **Trenas and Falren:** male human cleric 3 (St. Cuthbert); hp 16 each.

The city watchmen fan-out, securing the immediate area while the clerics tend to the injured and fallen. Nellisir and two of his junior sergeants investigate the interior while another, Semtich, talks with the PCs to get their version of the attack. Semtich is very keen to get the PCs' names and to discover where they are staying. He thanks them for their help, but tells them that this is now in the hands of the Watch and that everything is under control. He orders two of his men to escort the PCs from the area once he has all the information he requires.

Troubleshooting: During this fight, the PCs may have been forced to use spells or weapons that are normally banned in the city. As long as they did not use any large damaging area-of-affect spells however, the Watch overlooks this. If however, they set fire to the shop or destroyed large amounts of the surrounding area, they feels the full force of the law. Karin forgives them any damage done to her shop; she is only glad that some of her staff and customers survived the bloodbath.

It is possible that the PCs spectacularly fail to gather any meaningful information from Karin in the aftermath of the combat. If this happens the PCs will lack vital information, which later they'll need to connect Karin, Yr, Pavis and his lair at Dorshak Krane's old mansion. In this situation, a recently-healed Karin tracks down the PCs at their lodgings and buy them all a veritable feast in thanks for their part in her rescue. Starent will not be present.

Development: After this encounter has finished, the PCs will no doubt have many clues to ponder but no real idea what is going on. Some may suspect that Yr is somehow to blame for these attacks and in this they would be correct.

There are several possible courses of action open to the PCs.

They could go directly to the New City Fountains. However, given that it is not the evening they find little here except people strolling through the parkland.

They could attempt to find out more information about Karin's boyfriend, Yr. If they decide to do this, proceed to Encounter 5: Gathering Information.

They could proceed to the Able Carters' Coaching House. If they choose this course proceed to Encounter 4: Able Carters' Coaching House.

ENCOUNTER 4: ABLE CARTERS' COACHING HOUSE

In this encounter the PCs retire to their lodgings at the Able Carters' Coaching House (A23 on the Artisans' Quarter map) to relax after their travels through the Cairn Hills and to ponder the day's events.

If for some reason the PCs do not take up Melezahan's offer of free accommodation at the Able Carters' Coaching House, both parts of this encounter run normally, just in whatever tavern or boarding house the PCs find accommodation. Some parts of the encounter may have to be changed depending on the characteristics of the tavern/boarding house chosen; ad-lib these but preserve the general theme of both encounters.

This building is more of a compound. Stables, a coach house, the inn itself and extensive accommodation surrounds on three sides a cobbled courtyard. Large double gates (closed and watched at night) guard the compound. Many teamsters, stable boys, carters and travelers are encountered here. This place is always busy; being one of the few places travelers can get beds for the night in the Artisans' Quarter. Melezahan has reserved three double rooms for the PCs. If the PCs require additional rooms they have to pay extra.

The common room (accessible from the courtyard) is busy and smoky. Many tables are taken already but a few yet remain vacant.

The barkeep and proprietor, Restaral, is an amiable fellow. He has any baggage delivered to their rooms. He also arranges for food and drink to be served.

☞ **Restaral:** male human expert 2; hp 10; LN; Diplomacy +4, Gather Information +6, Profession (innkeeper) +7.

Restaral is well connected and knows all about the day's events at the Fruit of the Mill. He subtly pumps the PCs for information and in return is able to share rumors with the PCs. If the PCs have not yet done so, they can use Gather Information checks here. Using these they can learn anything requiring a DC 20 check or less detailed in Encounter 5: Gathering Information, except the information pertaining to Yrag.

A RELAXING EVENING

After a hard week tramping through the Cairn Hills and battling demons, the PCs are entitled to a little rest and relaxation. Unless Karin arrives, the PCs have a relaxing quiet evening.

This is a freeform roleplaying encounter. The taproom is a buzz with the news of the Flanaess. If the PCs wish to talk with the other patrons (all of whom are either travelers or coach drivers) they will be able to learn some, or all of the following rumors. (These rumors originally appeared in an article on the LIVING GREYHAWK website by Creighton Broadhurst).

- **The waters off Asperdi Isle in the realm of the Sea Barons** are, if recent conjecture is to be believed, once again being haunted by the Sinking Isle. A site of truly ancient origin the isle was known to the first Oeridians to settle the area. Several warships and a merchantman have all claimed to have sailed close to an island not shown on any chart. Surrounded by bubbling, brown-stained waters and cloying, noxious air no one has thus far admitted to actually setting foot on this strange place. Tales of this island are legion. Many tell of strange ruins that still survive upon the isle and of terrifying battles with fearsome monsters of the deep that dwell in the surrounding waters. No doubt the island's reappearance heralds a steady stream of adventurers all intent on exploring this mysterious place.
- **The court of His Transcendent Imperial Majesty, Overking Xavener** celebrated last month the successful reclamation of portions of the Lost Treasure Fleet of the Sea Princes. Earlier in the year, Kalstrand had sponsored a number of expeditions to a newly discovered floating reef said to contain the rotting hulks of several vessels laden with gold and other riches taken when the Sea Princes plundered Pontylver during the Turmoil Between Crowns. This has been proclaimed a welcome victory over the followers of the Scarlet Sign who were also thought to be hunting for the wrecks. However, Kalstrand is noticeably reticent to provide details of exactly what was recovered, leading some skeptics to declare that either they sought specific items or that they have not actually recovered anything of note.
- **Word from the frigid lands of the Thillonian Peninsula** speaks of increased tensions between the volatile barbarian tribes who claim that land and the monstrous inhabitants of the Corusk and Griff Mountains. Skirmishes are commonplace with bands of giants and their ogre minions raiding deep into barbarian lands.
- **The burnt and partially eaten corpse of a gigantic squidlike creature** has been found floating in the Azure Sea. Plainly of magical origin and consisting of several normal creatures fused together the exact origin of this creature is unknown. Many suspect (and fear) that the Brotherhood breeding program is again bearing fruit.
- **An unnamed adventurer has surfaced in the Free City of Greyhawk**, with what she purports is the *holy medallion of Almor*. The medallion, thought lost during Almor's utter destruction at the hands of the Great Kingdom, is an ancient item crafted when the Great Kingdom still championed good. It is a potent

symbol of the destroyed Prelacy and no doubt will be pursued by parties interested in refounding that unfortunate realm.

- **Ships baring yellow sails have once again been spotted plying the waters of Woolly Bay.** For many, this is an uncomfortable reminder of the Slavelords, who once terrorized the region before being destroyed by a brave band of adventurers. Others remark that this is nothing but coincidence.
- **A fortnight ago, two parched and badly injured adventurers stumbled into Hardby.** The only survivors of a much larger party, they claimed to have located the lost mines of Azak-Zil. Following the writings of Pont Sandmorg of Narwell they found the great mesa he spoke of but were set upon by packs of feral ghouls and were driven into the desert. There, the harsh desert conditions, patrolling nomads in the service of Rary and a bloody night-time encounter with manscorpions spelled their companions' doom. After recounting their ordeal in several of the Scorned City's taverns the pair disappeared. Their current whereabouts are unknown.
- **Over the last few months a number of adventuring parties have disappeared** in the vicinity of White Plume Mountain. The adventurers have been hunting for an arrow of elvish make and an ancient Oeridian battle spear widely reputed to have been stolen by Keraptis and hidden here before his disappearance.
- **The dark cloud hanging over the necropolis of Unaagh has still not dissipated.** Getting close to the structure to study this phenomenon has proved difficult, however, because of roving nomad bands and the inevitable encounters with manscorpions that seem to cluster thickly about the site.

If the PCs failed to get any meaningful information from Karin in the aftermath of the attack on her shop, she tracks the PCs down and purchases a feast of epic proportions to thank them. During this feast, she gets a little tipsy and recounts all the information about her romance with Yr detailed in Encounter 3: Death at the Mill. She leaves around an hour before midnight. Shortly afterwards, she is abducted by Pavis. If any PCs escort her home, Pavis simply waits until they leave, utilizing his *disguise self* to assume a different form.

ENTER THE WATCH

Several hours after midnight, the City Watch comes looking for the PCs. Another disturbance has been reported at the Fruit of the Mill and the watch captain, Nellisir Avanson, wishes to personally question the PCs about the day's events.

The events listed below happen around three hours after midnight. Modify the text below if the PCs have been out investigating matters or if they are still in the taproom.

You are suddenly (and rudely) awoken by a loud knocking on the door. A deep voice calls out:

“You in there – open up in the name of the Watch!”

PCs opening their door are greeted by the sight of four city watchmen. Any PC making a DC 5 Spot check is able to determine that the watchmen are not hostile. Allow the PCs to make a full round of actions if they so wish. Once the PCs have taken any actions they desire read the following:

“Evening gentlefolk” says the lead watchman. “Are you by any chance (insert PCs’ names)?”

If the PCs answer in the affirmative continue:

“Good. I have orders you are to report to Captain Avanson...now.”

If the PCs answer in the negative continue:

“That is strange. You all perfectly match the description of those individuals. You had all better come along with us and see Captain Avanson. He can get to the bottom of this.”

Troubleshooting: The watchmen are polite, but insistent. They do not leave without the PCs and indicate that the PCs should come with them immediately. Making trouble here would be a bad idea for a PC. If they seem to be on the verge of starting trouble, one of the serving wenches slips out of the tavern for Watch reinforcements.

Development: Once the PCs leave with the Watchmen proceed to Encounter 6: Interrogation. The Watchmen are polite, but taciturn; they do not tell the PCs why they have been summoned.

ENCOUNTER 5: GATHERING INFORMATION

The PCs are in the Free City of Greyhawk. As such there are many avenues through which they may try to gather information. They could go through this encounter several times as they seek to unearth more information regarding unfolding events.

Karin Koeffel and the Fruit of the Mill

PCs wishing to learn more information about Karin Koeffel must make either a Gather Information or Knowledge (local – Core) check. Consult the table below

to determine the results of this check. PCs making a successful check also learn all information revealed by a lesser check.

DC Knowledge Gained

- 10 Karin Koeffel is the owner of the Fruit of the Mill. The Fruit of the Mill is a very popular place.
- 15 The Fruit of the Mill sells many tasty locally made foodstuffs and beverages. It is reputed to be the best place in the Artisans’ Quarter to buy food.
- 20 Karin’s personally apartments are located above and behind the shop.
- 25 The shop has never been burgled although Karin hires no guards. Many of the locals keep an eye on the shop. Members of the Thieves’ Guild are rumored to watch the shop, but for what reason is unknown.

Yr

PCs wishing to learn more information about Yr must make a bardic knowledge, Gather Information or Knowledge (local – Core) check. Consult the below table to determine the results of this check. PCs making a successful check also learn all information revealed by a lesser check.

DC Knowledge Gained

- 10 Yr is pretty famous in the Artisans’ Quarter. He is a wanderer but obviously loves Karin. Middle-aged, but still handsome and strong, many are secretly jealous of him, although they do not begrudge Karin her happiness.
- 15 If half the tales about him are true, he must be extremely skilled.
- 20 He is a powerful warrior who is very rich. He has made many enemies during his career. One famous tale relates how he destroyed an entire demi-plane inhabited by a powerful cabal of demons and spellcasters.
- 25 Yr has powerful friends amongst Greyhawk’s rulers.

Dorshak Krane

PCs wishing to learn more information about Dorshak Krane must make a Gather Information, Knowledge (local – Core) or a Knowledge (history) check. Knowledge (history) checks receive a -5 circumstance check modifier due to the trivial nature of the knowledge sought. Consult the below table to determine the results of this check. PCs making a successful check also learn all information revealed by a lesser check.

DC Knowledge Gained

- 10 Dorshak Krane was an incredibly skilled and paranoid dwarven gem cutter.
- 15 He disappeared over a decade ago and was subsequently reported slain by adventurers searching his house on behalf of the city—he still owed taxes you see.
- 20 Apparently not all his treasure has been discovered.

- 25 Rumor has it that he hid is treasure in a secret compartment in the roof somewhere.

New City Fountains

PCs wishing to learn more information about the New City Fountains must make a Gather Information, Knowledge (local – Core), Knowledge (history) or Knowledge (architecture and engineering) check. Knowledge (history) checks receive a -5 circumstance check modifier due to the trivial nature of the knowledge sought. Consult the below table to determine the results of this check. PCs making a successful check also learn all information revealed by a lesser check.

DC Knowledge Gained

- 10 An underground stream feeds the fountains, which are enspelled to be activated by sunlight.
- 15 The fountain itself is said to be lucky. Followers of the Iron Mule (Bleredd, N lesser god of Metal, Mines and Smiths) and the Stonewife (Ulaa, LG intermediate goddess of Hills, Mountains and Gemstones) collect coins thrown into the fountain, using them for charitable works. Such individuals normally clear the fountains in the early mornings. No one steals from the fountain; those caught doing so are savagely beaten by the locals.
- 20 Several couples have complained of feeling they were being watched while in the New City Fountains at night.
- 25 The Thieves' Guild is thought to haunt the New City Fountains. Why isn't known, as muggings there are very rare.

Yrag

PCs wishing to learn more information about Yrag must make a bardic knowledge, Gather Information or Knowledge (local – Core) check. Consult the below table to determine the results of this check. PCs making a successful check also learn all information revealed by a lesser check.

DC Knowledge Gained

- 10 Yrag was the name of a famous warrior adventurer active in the late 560s and 570s.
- 15 Yrag was one of the original members of the Citadel of Eight and knew Mordenkainen, Bigby and the other members well. He dropped out of sight in the aftermath of the Battle of Emridy Meadows after a falling out with Mordenkainen.
- 20 Although human, Yrag is incredibly old. Tales of his exploits go back at least 100 years.
- 25 Ancient city records speak of the mad archmage Zagig adopting an urchin by the name of Yrag. Several learned bards have expressed the opinion that this individual is the same who joined the Citadel of Eight. If this is the case, Yrag is well over 200 years old!

ENCOUNTER 6: INTERROGATION

In this encounter the PCs arrive at the City Watch Station (A3 on the Artisans' Quarter map) and are closely questioned by the Watch captain, Nellisir Avanson. Nellisir is concerned about the attack on the Fruit of the Mill and the subsequent abduction of Karin. The Artisans' Quarter is generally quiet and Avanson wants it to return to its former status.

Avanson doesn't think that the PCs are involved (in a sinister fashion) but they have proved that they are skilled at fighting demons. Thus, he has decided that the PCs are the perfect people to resolve this situation as his men are obviously unable to deal with demons.

🗡️ **Nellisir Avanson**; LG human male Fighter 6: hp 52; Intimidate +10, Knowledge (local – Core) +3, Sense Motive -1, Spot +3.

Nellisir's first order of business is to have the PCs recount their version of the day's events. He listens to all this, only asking questions when the PCs seem unsure of themselves. He asks the following questions to gauge the PCs' reactions.

- What of Starent? We cannot find him and his name and description match those of an unscrupulous rogue known about the Old City.
- Did you know Starent before today?
- Where had you been prior to foiling the attack on the Fruit of the Mill?
- What is your business in the Free City?

Once the PCs have answered his questions Nellisir takes the PCs through the events of the evening. Read aloud the following:

"It seems that tragedy has once again beset Mistress Koeffel. Members of the Watch observing the Fruit of the Mill heard sounds of a struggle coming from her apartments in the small hours of the morning. By the time they broke in all was quiet at the Fruit of the Mill but Karin was missing. Daubed on the wall in blood were the words in a language we could not understand.

"Having secured the area, my men reported this to me. I realize that I do not have the equipment or the expertise to help Mistress Koeffel and it will take me several hours to rouse those that do. My men cannot fight demons, but you can. Will you help her?"

The PCs have two basic options; they can help Karin or not. If they choose not to, the adventure is over for them. Nellisir is disappointed but allow them to leave. Several days later, Karin's horribly disfigured body is found on the street outside her shop. Her killers are never found.

In the course of the ensuing conversation the following questions may arise:

Q: Will you pay us?

A: “No. It is the duty of all civic-minded people to help the authorities from time to time. A lady’s life is at stake – have you no honor, no principles?”

Q: What do you think the message means?

A: “I have really no idea. Someone has obviously angered these twisted people but who that could be I don’t know. It could be meant for her boyfriend, Yr. By all accounts he is a powerful adventurer. Such people have enemies.”

Q: Can we see it (the shop/message)?

A: “Yes but I am trying to keep the situation quiet at the moment to avoid a panic so you must be discreet. I can keep the shop shut for several days, but I cannot have teams of investigators tramping in and out. People talk and fear travels fast.”

See the section below for more information about what is found at the shop.

Q: When did the kidnapping happen?

A: “Several hours after midnight.”

Q: Can you give us a pass to carry our banned weapons through the streets?

A: “Yes I can. I will give you a writ with my name on it allowing you to do this for a period of two days starting from today. If you injure any innocents with them, however, I will be unable to help you.”

Q: Can you give us permission to use large area-of-affect damaging spells?

A: “No. You are investigating this menace for me. This does not give you the right to set fire to half the city! If of course you end up fighting a horde of demons you must do what you must!”

Any PC making a Sense Motive check during this conversation believes that the captain is being sincere and is holding nothing back, which is the truth.

Troubleshooting: If the PCs do not seem to have any leads at all to follow, Nellisir suggests they try the New City Fountains – Karin mentioned what happened to her and Yr there.

Development: Once the conversation has drawn to a close the PCs will probably return to the inn to either get some more rest or to begin their investigation. However, speed is of the essence and if they mention going to get some more sleep Nellisir reminds them that a lady’s life hangs in the balance.

It should be noted that Nellisir’s summons has broken the 8-hours of sleep or rest needed by arcane spellcasters to relearn their spells. This may preclude the PCs from continuing their investigations the same night or next day.

INVESTIGATING THE MILL

PCs investigating the Fruit of the Mill must be discreet, preferably entering during the hours of darkness so as not to attract any attention. The guards inside allow the PCs to search the shop and the apartments above - Captain Avanson having sent word that the PCs were to be allowed access.

While searching the shop and attendant apartments there are several areas the PCs may find interesting.

The Shop: Except for the bodies that have now been removed the shop is in the same state as it was after the fight. If the PCs did not investigate the cloaks worn by the attacking demons they may now do so (the guards having left them until a cleric can examine them). Refer to Encounter 3 for more information regarding this.

The Apartments: The PCs find nothing of interest in the storage rooms and cellar of the shop. Upstairs however in Karin’s apartment her bedroom is in a state of considerable disarray. Furniture is overturned and everywhere is the signs of a struggle. Of primary import however is the diary described below.

The Message: Daubed in the stairway of leading to Karin’s apartment is the message spoken of by Captain Avanson. It is written in Abyssal. If the PCs possess some means of reading it relates the following:

‘We have your woman. Your actions have brought her to this dark place. She will die a horrible death. The retribution of the Ebon Ones is inescapable.’

The message is indeed written in blood, however it is not Karin’s. Rather Pavis purchased some pig’s blood for this task. A DC 15 Heal check reveals that this blood has dried quickly, possibly because it was not freshly spilt.

The Diary: The watch has not yet thoroughly searched Karin’s apartment for clues as they prefer to carry such investigations during the light of day. Thus, they have not yet found Karin’s diary which lies under an overturned side table near her bed. Finding this requires a DC 10 Search check. If a PC finds the diary give him Player’s Handout 2: Karin Koeffel’s Diary. It is written in Common and the text is quite flowery. A swift perusal of the diary reveals only one note of interest. (This is presented in Player’s Handout 2).

ENCOUNTER 7: NEW CITY FOUNTAINS

Perhaps following clues gained from Karin the PCs enter the New City Fountains (A8 on the Artisans’ Quarter map). Alternatively, the PCs could be investigating the area after learning that these parklands are a favored spot for courting couples meeting under Luna’s soft light.

The encounter text below assumes that the PCs come here at night. If the PCs come here during the day, they will see nothing but parkland and a few couples enjoying the spectacle of the fountains.

This wooded parkland is dominated by a large square pool in the centre of which is an ornate set of fountains. The pool is surrounded by a low wall and paved walkway.

THE WATCHER


If the PCs come here at night they are able to stroll about without incident. However, a large group of heavily-armed individuals do not go unnoticed here. Courting couples who see the PCs quickly leave, assuming that danger must be at hand. If however, the PCs are subtler than this, they are able to blend in.

Even if they are patrolling the park fully armed and armored, Sihona does not flee. She has been posted here by the Thieves' Guild to note details of all occurrences and assignations.

During the hours of darkness, Sihona moves carefully about the park, using the abundant foliage for cover. Normally she stays close to the fountain, but if something out of place seems to be happening elsewhere, she will investigate.

After half an hour of investigation, PCs in the park making an opposed Spot check against Sihona's Hide check notice her. Simply approaching her causes her to flee and hide once again. PCs need to creep up on her or otherwise render her unable to flee before being able to talk to her.

All APLs

 **Sihona:** female half-elf rogue 1: hp 6; see Appendix 1.

Tactics: Sihona is no warrior; she has been instructed to observe the goings on in the fountain after dark and to record details of all the liaisons she can. If threatened, she tries to escape, pausing to fight only if her life is in obvious danger and she has no other means of escape.

Interrogation: Once captured, Sihona quickly spills the beans regarding what she is doing here as long as her captors agree to allow her to go free afterwards. She also warns the PCs that she is a member of the Thieves' Guild and is under their protection. Anyone injuring Sihona, or involved in her death is viewed as an enemy of the Guild. Any such individual receives the Nemesis of the Thieves' Guild AR entry. PCs using nonlethal damage to apprehend Sihona do not get this AR entry.

The PCs are likely to have many questions for Sihona. Some of the more likely (and her responses) are laid out below.

Q: What are you doing here?

A: "I am doing the job given to me. I am watching the liaisons here and recording who's seeing who. Knowledge is power and my masters desire to know what is going on."

Q: Who are your masters?

A: "I work for the Free City's Thieves' Guild. If you harm me, you will suffer their wrath!"

Q: How long have you been doing this?

A: "Months; it is easy work and not very dangerous. Until now that is..."

Q: Have you ever seen Karin and Yr here?

A: "Yes I have; but only once. (PCs making a DC 20 Sense Motive check realizes that she is holding something back)."

Q: Was there anything odd about their visit?

A: "Well, it started normally enough. They walked by the fountains holding hands and sat for a while on one of the benches. After that though, Yr got really agitated and even drew his sword. He obviously thought he was being watched—and he was! By dint of my elven heritage, I managed to spot a heavily cloaked man lurking nearby intent on watching the couple."

Q: What did he look like?

A: "I don't know—I couldn't see his face; given his height and build though, he was probably human."

Q: Have you ever seen this person again?

A: "No, never."

Q: Do you know anything else about this mysterious stranger?

A: "I followed him out of the gardens—if another thief is working the area, the Guild needs to know about it. Anyway, he followed Yr and Karin back to her shop before doubling back and ending up at the old abandoned mansion of Dorshak Krane. He went inside; I didn't follow."

Q: Do you know anything else about him?

A: "Well the Guild checked him out. He isn't a thief and he isn't harming our interests as far as we can tell—so we have left him alone."

†Nemesis of the Thieves' Guild: This PC has injured or killed a member of the Thieves' Guild of the Free City of Greyhawk. Forevermore, he or she is marked by the Guild for retribution. Whenever this PC adventures in the Free City of Greyhawk, upkeep costs are doubled as the PC is charged more for items and services and many small items go strangely missing. In the future, further dire consequences could befall the PC.

FOLLOWERS OF THE STONEWIFE

If the PCs come here during the early hours of the morning, they are able to meet with a follower of the Stonewife as she collects coins from the fountain.

The fountains are enspelled to be activated by sunlight. As a consequence, Delrena does not speak for long; she must collect all the coins thrown into the water before sunrise.

In the early morning light you can easily see a chubby middle-aged woman standing in the middle of the fountain. Periodically she reaches into the waters and pulls out

something that she puts into a dripping belt pouch. As she works, she softly hums a wordless tune.

This is Delrena. If the PCs hail her she stops what she is doing and wades over to talk to them. The ensuing conversation is unscripted; use the below notes to guide the conversation.

Delrena: A homely and chubby woman in her middle age Delrena is a native of the Free City who divides her time between the city and surrounding hills. She is friendly and happy to chat to anyone about almost anything. If the conversation turns to the Cairn Hills, she waxes lyrical about the beauty of the hills.

♣ **Delrena:** female human cleric 2 (Ulaa); hp 13.

What Delrena Knows: Delrena has tended these fountains for almost a year and knows the area well. She does not see many people here as most are still sleeping by the time she arrives. However, if questioned about Yr, she recalls a man such as he searching the park early one morning. She didn't engage him in conversation but did overhear him mumbling to himself "they've found me, after all these years, they've found me. They must be destroyed."

He searched the garden for about an hour and then left. She has not seen him since.

Troubleshooting: The main thing that can go wrong in this encounter is that the PCs accidentally kill Sihona. This means that they do not get the information she has regarding the mysterious stranger and where he went after spying on Yr and Karin. In this instance the PCs have no way of knowing that they should be investigating the mansion of Dorshak Krane.

To get them back on the right track next morning, have them summoned back to speak with Captain of the Watch Nellisir Avanson at the City Watch Station (A3 on the Artisans' Quarter map). Here he tells them that he has received reports of strange noises (including sobbing) coming from the abandoned mansion of Dorshak Krane. From here the PCs can proceed to investigate the house in Encounter 8.

ENCOUNTER 8: MANSION OF DORSHAK KRANE

In this encounter, the PCs have tracked Karin's kidnapers to the abandoned mansion of Dorshak Krane (A16 on the Artisans' Quarter map). Here they do battle with Karin's kidnapers and (hopefully) rescue their captive.

For the sake of completeness all rooms of this formerly grand mansion are described below. It is not necessary or expected that the PCs explore all parts of the house, but given the multiple points of entry possible for this portion of the adventure it is necessary that the DM be fully conversant with all areas of the building.

FEATURES OF THE MANSION

The mansion has the following generic features. Unless the text of an encounter specifies otherwise, use the below statistics when PCs interact with the features of the mansion.

Internal Walls: The internal walls on the ground floor are made of stone, but those on the first floor are made of wood slatted over wood.

♣ **Ground Floor Internal Stone Wall:** 1 ft. thick; hardness 8; hp 15; AC 1; Break DC 35; Climb DC 25.

♣ **First Floor Internal Wooden Wall:** ½ ft. thick; hardness 5; hp 10; AC 1; Break DC 20; Climb DC 25.

External Walls: The external walls of the mansion are of dressed stone.

♣ **Stone Wall:** 2 ft. thick; hardness 8; hp 30; AC 1; Break DC 45; Climb DC 25.

Boarded-up Windows: All the windows of this house are boarded up with stout wooden planks nailed into the window frame.

♣ **Boards:** ½ in. thick; hardness 5; hp 5; AC 3; Break DC 13.

Internal Wooden Doors: Internal wooden doors are relatively easy to break through. Use the statistics below.

♣ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 3; Break DC 13.

External Doors: Any door leading to the outside of the house uses the statistics below. These doors are made of hardened wood and are locked. At APLs 2-4 a simple lock has been used while at APLs 6-8 an average lock is in place.

♣ **Good Wooden Doors:** 1 ½ in. thick; hardness 5; hp 15; AC 3; Break DC 18.

♣ **Simple Lock:** ½ in. thick; hardness 10; hp 15; AC 9; Open Lock DC 20.

♣ **Average Lock:** ½ in. thick; hardness 10; hp 15; AC 9; Open Lock DC 25.

Once the PCs approach the house, read aloud the following:

This dilapidated two-story house is set slightly back from the road. All the windows here have been boarded over and part of the roof seems to have collapsed.

An iron gate pierces a wall to the left of the building. Beyond lies what could be an overgrown garden.

Getting into the house should be relatively easy for the PCs; there are multiple points of entry and none are particularly well defended. However, the PCs may want to enter surreptitiously and this is more difficult. If they are already operating at the behest of Nellisir Avanson,

they may not be bothered about having their entry observed by citizens.

If, on the other hand, they have not yet agreed to investigate the situation on behalf of the Watch, getting into the building without attracting notice is difficult (particularly during daylight hours). In this situation, entering during the hours of darkness is far easier. The road is not well used during that time and the PCs should be able to (with a little patience) time their entry for when no one else is around.

GUARDS

Two guards patrol the ground floor of the mansion. While Pavis feels the building is secure, he is not taking any risks. When the PCs first arrive at the house randomly determine their location. They move around the house in a clockwise direction but do not enter the kitchen garden (area 5) or the ornamental garden (area 6). While moving about, they do so with caution and make sure that they shut doors behind them. They have been ordered not to go upstairs (although they do not know the reason why) and do their best to abide by this rule.

Roll	Location
1	Entrance Hall
2	Kitchen
3	Great Hall
4	Study

All APLs (EL 4)

☛ **Guards (Thugs)**, male human fighter 1/rogue 1: hp 12; see Appendix 1.

At APL 2 if the party is relatively weak or inexperienced split up these two guards, determining each guard's position in turn.

Tactics: These thugs have straightforward instruction to kill anyone snooping around the house. Pavis pays them well and has promised them a bonus for each person they slay. They attempt to set up flanking attacks to make use of their sneak attack.

Treasure: The guards have the following treasure:

All APLs: Loot 84 gp; Coin 1 gp.

1. ENTRANCE HALL

This area is on the ground floor. From here stairs lead upwards to the first floor (areas 9-13).

A wide staircase leads up to the first floor dominates this dilapidated entrance hall. Several other doors lead off this area but all are currently closed.

☛ **Double Doors:** 1 ½ in. thick; hardness 5; hp 15; AC 3; Break DC 18.

There is nothing of interest to the PCs here.

2. KITCHEN

This area is on the ground floor. From here a trapdoor allows access to the cellar (areas 7 and 8).

This area was obviously once a kitchen. Rusted utensils and overturned furniture lie scattered about the floor. Partially hidden under the wreckage can be seen the outline of a trap door. A fireplace stands against one wall.

☛ **Trapdoor:** ½ in. thick; hardness 5; hp 10; AC 3; Break DC 12.

Except for the trapdoor leading to the cellar, there is nothing of interest here for the PCs.

3. GREAT HALL

This area is on the ground floor.

The bare wooden floor of this large room is worn and pitted. In one corner these boards have rotted through and collapsed, exposing the joists below. Faded and dust-laden curtains obscure several windows.

There is nothing of interest to the PCs here.

4. STUDY

This area is on the ground floor.

The walls of this small room are lined with empty bookcases. A fireplace stands against one wall.

There is nothing of interest to the PCs here.

5. KITCHEN GARDEN

This area is outside the house but accessible from the kitchen and from a locked gate leading off the street.

This small walled garden was once predominantly planted with herbs and vegetables. Now the garden is a riot of weeds and discarded rotting furniture.

☛ **Locked Iron Gate:** 1 in thick; hardness 10 hp 30; AC 5; Break DC 25.

☛ **Simple Lock:** ½ in. thick; hardness 10; hp 15; AC 9; Open Lock DC 20.

The walls surrounding this garden are 10 feet high and topped with sharp stones. While not sharp enough to cause damage they increase the DC for any Climb checks. In total PCs require a DC 27 Climb check to scale this wall.

There is nothing of interest to the PCs here.

6. ORNAMENTAL GARDEN

This area is outside the house and accessible from the great hall.

A network of gravel pathways can still be seen crisscrossing what was once a well-tended ornamental garden. Here and there shrubs and small trees, now hopelessly overgrown, still survive here. Weeds and brambles grow everywhere threatening to overwhelm the surviving pathways. A 10-foot high wall encloses this area.

The walls surrounding this garden are 10 feet high and topped with sharp stones. While not sharp enough to cause damage they do increase the DC to climb the wall by two. In total PCs require a DC 27 Climb check to scale this wall.

There is nothing of interest to the PCs here.

7. STORE ROOM

This area is in the cellar.

This was once a storage room. The walls are lined with storage barrels.

Obviously this text should be amended if the babau is present.

At APLs 6 and 8 if the injured babau escaped from the attack on the Fruit of the Mill in Encounter 3 it is encountered again here.

The barrels are now empty; there is nothing of interest here for the PCs.

APL 6-8 (EL 5)

➤ **Babau:** hp 66 (probably injured); see the *Monster Manual* page 40.

Tactics: The babau is likely injured from its previous battle with the PCs.

If it is aware of the PCs above, initially it hides beneath the stairs, trying to sneak attack anyone coming down the ladder. It then moves to the base of the ladder attempting to stop too many foes entering the room. It uses its *darkness* ability to cloak the top of the stairs and activates *see invisibility* before combat begins.

If it is unaware of the PCs' approach, it lurks in the well room (area 8) attempting to recover from its wounds.

If it becomes aware of the PCs but they do not discover it here, it attacks them as they leave the house. At that time it tries to kill Karin and then flees. It is a fanatical member of the cabal and fights to the death to achieve its goal.

Special Note: The PCs only get the XP for defeating this creature once.

8. WELL ROOM

This area is in the cellar.

This small chamber is dominated by a walled well roughly in the room's center. Against the far wall a small grated opening is visible. From the smells emanating from it you guess that the city sewers lie beyond.

The well is thirty feet deep and contains ten feet of water at the bottom. The small grate does indeed lead to the sewers. In happier times the grate was covered by a well-fitting wooden cover that kept the worst of the smells at bay. The wooden cover is long lost.

➤ **Partially Rusted Iron Grate:** 1/2 in thick; hardness 7 hp 15; AC 5; Break DC 20.

There is nothing of interest here for the PCs, unless the babau is found here (see area 7)

9. GALLERY

This area is on the first floor.

At the top of the stairs stands a pile of furniture seemingly piled up to block off a door barely visible behind it. Two now broken stained-glass windows look down over the stairs. Several other doors lead off this hallway.

If the PCs have made considerable noise while exploring downstairs, Starent is here keeping watch on the stairs. If he is not aware of the PCs approach, he is resting in the storeroom (area 10).

To determine if Starent is aware of the PCs' approach, have him make a Listen check every time the PCs make any loud noises (such as breaking down shutters or fighting the guards below).

If after Starent is dealt with any attempt is made to remove the furniture blocking the door to Area 11 (Guest Bedroom) Pavis and his remaining minions immediately attack.

APL 2 (EL 2)

➤ **Starent:** male human swashbuckler 1/ fighter 2: hp 27; see Appendix 1.

APL 4 (EL 4)

➤ **Starent:** male human swashbuckler 3/fighter 2: hp 43; see Appendix 1.

APL 6 (EL 6)

➤ **Starent:** male human swashbuckler 3/fighter 4: hp 59 see Appendix 1.

APL 8 (EL 8)

➤ **Starent:** male human swashbuckler 3/fighter 6: hp 75; see Appendix 1.

Tactics: Starent is a flamboyant swordsman given to duels of honor. If the PCs give him time, he is not above conversing with them before combat begins; after all he bares them no personal malice (see below).

If combat is inevitable however he fights to the best of his ability. Starent's best ally is mobility and he makes best use of his Dodge, Mobility and Spring Attack feats as well as his Tumble skill.

Starent prefers not to fight to the death, (surrendering if he gets below 10 hp) and offers opponent's mercy if they appear badly injured. In exchange for this mercy he expects to be allowed to go free. In addition, if he is victorious, he does not finish off a downed foe, deeming it unsporting.

Negotiations: When the PCs encounter Starent in this encounter he is a troubled man. While a mercenary, he does not hold with the idea of killing Karin in such an obviously cruel and blood-thirsty fashion and wants nothing more to do with the situation. He believes he was duped by Pavis into bring Karin to her fate and thus does not feel he is responsible for her imminent death.

If the PCs do not give him a chance to explain himself he leaps into combat and try and fight his way out past the PCs.

In addition by now he has come to understand the true villainy of Pavis. He has no desire to face Pavis and his demonic minions in combat but he happily gives the PCs an idea of what they will face (this is APL dependant).

Treasure: The only treasure here is that carried by Starent:

APL 2: Loot: 67 gp; Coin: 2 gp; Magic: *silversheen* (21 gp), *potion of cure moderate wounds* (25 gp), *dust of tracelessness* (21 gp), *potion of shield of faith* (+2) (4 gp).

APL 4: Loot: 52 gp; Coin: 2 gp; Magic: *silversheen* (21 gp), *potion of cure moderate wounds* (25 gp), *dust of tracelessness* (21 gp), *potion of shield of faith* (+2) (4 gp), +1 *studded leather armor* (98 gp), *cloak of resistance* +1 (83 gp).

APL 6: Loot: 25 gp; Coin: 2 gp; Magic: *silversheen* (21 gp), *potion of cure moderate wounds* (25 gp), *dust of tracelessness* (21 gp), *potion of shield of faith* (+2) (4 gp), +1 *studded leather armor* (98 gp), *cloak of resistance* +1 (83 gp), +1 *rapier* (193 gp).

APL 8: Loot: 25 gp; Coin: 2 gp; Magic: *silversheen* (21 gp), *potion of cure moderate wounds* (25 gp), *dust of tracelessness* (21 gp), *potion of shield of faith* (+2) (4 gp), +1 *studded leather armor* (98 gp), *cloak of resistance* +1 (83 gp), +1 *keen rapier* (694 gp).

Detect Magic Results: *silversheen* (faint transmutation), *potion of cure moderate wounds* (faint transmutation), *dust of tracelessness* (faint transmutation), *potion of shield of faith* (+2) (faint abjuration), +1 *studded leather armor* (faint abjuration), *cloak of resistance* +1 (faint abjuration), +1 *rapier* (moderate transmutation and faint evocation).

10. STOREROOM

This area is on the first floor.

This was once a storeroom. All that remains now are a few splintered and rotted wooden packing crates.

There is nothing else of interest in this area.

11. GUEST BEDROOM

This area is on the first floor. Pavis has been using this area to hold his captive, Karin. The door leading out into the gallery has been barricaded shut from the outside by a pile of furniture. If any attempt is made to remove this furniture Pavis and his remaining minions will immediately attack.

Amend the text below if Pavis has retreated to this room. Bear in mind that by the time the PCs reach this location, Karin could already be dead.

This large chamber is almost completely empty. Dust coats the bare floorboards but roughly in the centre of the room lies Karin. Her arms and legs are securely bound and she is gagged. At sight of you, she starts to mumble and thrash furiously.

All APLs

♣ **Karin Koeffel**, female human expert 3: hp 13 (currently 3); see Appendix 1.

There is no treasure here. Beyond Karin there is nothing else of interest in this chamber.

12. SERVANTS' CHAMBER

This area is on the first floor.

Compared to the other areas you have seen, this room is absolutely packed. One half of the room is filled with a tumbled mass of broken and smashed furniture. This pile is covered with cobwebs and other rubbish.

PCs making a DC 20 Search check notice a concealed trapdoor in the ceiling of this room. It is unlocked and leads to the remains of the attic. The trapdoor has not been used in over a decade and is swollen shut.

♣ **Swollen Trapdoor:** ½ in. thick; hardness 5; hp 5; AC 3; Break DC 15.

There is nothing else of interest in this area.

13. MASTER BEDROOM

This area is on the first floor. Pavis has been using this as his bedchamber.

All the original furniture has been removed from this room. However, a sleeping pallet has been spread in one corner. By it are a variety of items including basic camping gear and half-finished food. The hearth here has also obviously been used recently.

APL 2 (EL 4)

➤ **Pavis:** male fiendish human wizard 3: hp 15; see Appendix 1.

➤ **Quasit:** hp 13; see the *Monster Manual* page 46.

APL 4 (EL 6)

➤ **Pavis:** male fiendish human wizard 3: hp 15; see Appendix 1.

➤ **Quasit:** hp 13; see the *Monster Manual* page 46.

➤ **Dretch (2):** hp 15; see the *Monster Manual* page 42.

APL 6 (EL 8)

➤ **Pavis:** male fiendish human wizard 5: hp 28; see Appendix 1.

➤ **Succubus:** hp 38; see the *Monster Manual* page 47.

APL 8 (EL 10)

➤ **Pavis:** male fiendish human wizard 7: hp 38; see Appendix 1.

➤ **Succubus:** Monk 2: hp 48; see Appendix 1.

It is highly likely that Pavis hears the PCs coming due either to their combat or conversation with Starent. If he does not hear them coming, alter the tactics listed below as appropriate. To succeed in his task Pavis has been gifted a number of demonic minions. Some of these he used to attack the Fruit of the Mill while he has kept others close-by to provide a final defense against meddling investigators.

Tactics: Pavis is a fanatical member of the Cabal of the Ebon Flame and stops at nothing to achieve his goal—the death of Karin. He would prefer to make her suffer first but if because of the PCs' meddling he must speed up his plans then so be it. Pavis is highly intelligent and fights in the best way in which his abilities allow.

Pavis knows that he does not have the ability to kill a large band of intruders. When he hears combat breakout downstairs he will spend several rounds casting spells on himself as detailed in the APL Tactic breakdown below. Once he has done this he peeks around the stairs to get a feel for the situation. PCs in view of the top of the stairs Spot check against the wizard's hide to notice him doing this.

If things are obviously going badly for Starent, Pavis move into the Area 11 where Karin is held. He spends two rounds ranting at her about Yrag and how this is all his fault before performing a coup de grace on Karin. If she survives the first attempt he continues doing so until either she dies or he is interrupted by the PCs.

Once Karin is dead he flees. If he is unable to do so he fights to the bitter end.

APL 2: Prior to combat beginning Pavis casts *mage armor* and *mirror image* on himself. While the PCs are all bunched together he casts *glitterdust* on and follow it up with *web*. Any opponents getting through both these spells are subjected to *color spray*. He uses *ray of enfeeblement* and *grease* on obvious fighter types.

The quasit actively supports Pavis in this battle. It has been ordered by its masters (of whom it is mortally afraid)

to aid Pavis in his task. It uses its *cause fear* at the earliest opportunity. In subsequent rounds it uses its *invisibility* ability and poison to the best of its ability.

APL 4: Use the tactics listed at APL 2 as guidance. Pavis uses his *elemental gem* to summon an air elemental if in dire straits. Normally the gem would summon a Large elemental but powerful forces have a stake in this battle. Instead, the power of the gem is somewhat nullified and only manages to summon a Medium air elemental (see the *Monster Manual* page 96).

Optimally the dretch use their *stinking cloud* abilities as quickly as possible, preferably using them to separate PCs from their comrades (perhaps by covering the stairs). In subsequent rounds they attempt to summon more of their brethren to the battle before using the *scare* ability to break up attackers.

APL 6-8 – Before Combat: At these APLs Pavis is aided by a succubus who has taken the form of Karin Koeffel. Once he encounters the PCs, Pavis attempts to play the part of the posturing villain deriding the PCs and generally ranting at them. In reality this is simply a ruse to allow the succubus to “escape” from his grasp and run towards the PCs – apparently escaping.

APL 6: Use the tactics listed at APLs 2 and 4 as a guide. In addition, prior to the start of combat, Pavis casts *blink*, *fox's cunning* (raising his Intelligence to 21 and adding +2 to the save DCs of subsequently cast spells) and *summon monster III* to summon a dretch (which uses its *stinking cloud* before entering combat). He saves his *stinking cloud* ability to either further incapacitate individuals caught in his *web* or to neutralize (or provide concealment against) an enemy spellcaster. If possible Pavis casts *web* after the succubus is grappling with a PC. This both denies the PC the ability to escape and also stops aid reaching him quickly.

At this APL (and assuming she is aware of the PCs) before combat starts the succubus will automatically fail to summon a vrock to aid her. Before combat breaks out she runs towards the PCs acting the part of an escaping Karin. If she reaches a male PC she throws herself at him apparently terrified, but in reality with the goal of using her energy drain kiss.

She then use her *suggestion* ability to cause dissention among the party primarily targeting obvious fighter types.

If drawn into combat she seeks to use her energy drain attack to its best advantage. If reduced to 10 hit points or less she flees, never to return, using her *greater teleport* ability.

APL 8: Use the tactics listed at APLs 2, 4 and 6 as a guide. At APL 8 Pavis uses *web* after *glitterdust* Pavis as described in APL 6. However, he also casts *Evard's black tentacles* against spellcasters and archers if he can do so without catching the succubus in the area of affect. *Enervation* and *phantasmal killer* is cast at dangerous-looking fighter types.

At this APL the succubus acts as described at APL 6 but also has the benefit of two levels of monk (including the Improved Grapple feat) to assist in her grappling attempts. Additionally at this APL her attempt to summon a vrock does not automatically fail.

Treasure: Pavis has the treasure listed below. Additionally, once the PCs discover his spellbook, a loose leaf of parchment falls out. Unless the PCs speak Abyssal or possess some way of translating the letter they are unable to read it. If however they are able to read it, give out Players Handout 3: Pavis's Correspondence. This missive, while not spelling out all the facts for the PCs should give PCs a good chance of understanding what plot they have thwarted. After reading the letter the PCs might want to gather information regards Yrag. In this case refer to the Yrag section of Encounter 5: Gathering Information.

APL 2: Loot: 1 gp; Coin: 1 gp; Magic: *ring of protection +1* (167 gp), spellbook (75 gp).

APL 4: Loot: 1 gp; Coin: 1 gp; Magic: *ring of protection +1* (167 gp), spellbook (75 gp), *wand of Melf's acid arrow* (45 gp), *elemental gem (air)* (188 gp).

APL 6: Loot: 1 gp; Coin: 1 gp; Magic: *ring of protection +1* (167 gp), spellbook (233 gp), *wand of Melf's acid arrow* (45 gp), *elemental gem (air)* (188 gp), *elixir of fire breath* (92 gp).

APL 8: Loot: 1 gp; Coin: 1 gp; Magic: *ring of protection +1* (167 gp), spellbook (358 gp), *wand of Melf's acid arrow* (45 gp), *elemental gem (air)* (188 gp), *elixir of fire breath* (92 gp).

Detect Magic Results: *ring of protection +1* (faint abjuration), *wand of Melf's acid arrow* (faint conjuration), *elemental gem (air)* (moderate conjuration), *elixir of fire breath* (moderate evocation).

In addition if the PCs think to check Pavis has a cloak identical to those found after the demon attack on the Fruit of the Mill.

☛ **Pavis Confonti's Spellbook:** This spellbook contains the following spells:

APL 2-4: 0—*acid splash, detect magic, flare, ghost sound, read magic*, 1st—*cause fear, color spray, disguise self, grease, mage armor, ray of enfeeblement*, 2nd—*fox's cunning, glitterdust, mirror image, web*.

APL 6: As above plus: 3rd—*blink, stinking cloud, summon monster III*.

APL 8: As **APL 6** plus: 1st—*shield*; 3rd—*dispel magic*; 4th—*enervation, Evard's black tentacles, phantasmal killer*.

Cost: APL 2-4: 1,900 gp; APL 6: 2,800 gp; APL 8: 4,400 gp.

☛ **Cloak of the Ebon Flame:** This dark brown cloak is sized for Small or Medium creatures. The inside of each cloak bears a stylized representation of a single ebon flame.

14. ATTIC

This area is on the first floor.

Pavis and his cronies do not use this area. A good portion of the roof collapsed several years ago opening the whole attic to the elements.

This roof space has been exposed to the elements for some time. The smell of damp and the stench of bird droppings are strong here. Your presence has spooked several sparrows; at your arrival they flee, flying through one of the many holes in the roof.

Pavis and his cronies are used to the sounds of movement from this area. If the PCs enter the house through the roof apply a -2 circumstance modifier to any Listen checks made by the cabalists to detect the PCs' presence while they are in this area.

There is nothing of interest to the PCs here except an old scroll tube containing a faded map. A PC finds this item with a DC 15 Search check.

☛ **Map:** This PC has a copy of a map found in the abandoned mansion of Dorshak Krane, purporting to lead to an old abandoned amethyst mine in the Cairn Hills.

It can be sold for 10 gp.

This map can be copied if desired; therefore all PCs present can have a copy.

Proceed to the Conclusion when the PCs have explored Dorshak Krane's mansion and have battled the cabalists lurking within.

CONCLUSION

Select the relevant conclusion from those listed below.

Karin Rescued

If the PCs defeat Pavis and his cronies and manage to rescue Karin Koeffel refer to the text below.

Success! You have managed to save Karin Koeffel from the demons and their master, earning her gratitude in the process.

Your deeds have won you the status of minor celebrities in the Artisans' Quarter; many people have thanked you for your bravery and many have bestowed small gifts upon you – including many free drinks in the local taverns.

Unfortunately your original employer, Melezakan has pronounced his latest acquisition a forgery. In a terse note, the eccentric thanks you for your patience but also tells you he no longer has need of your services. If however in the future he has need of your services, he will call.

† **Bounty of St. Cuthbert!** In recognition for your role in saving Karin Koeffel from marauding demons and their master the church of St. Cuthbert in Greyhawk City has made available to you the following enhancements:

Weapon Enhancements: Bane (Outsiders, evil), Holy.

Armor Enhancements: Light fortification.

You must still pay the cost of upgrading your weapon or armor but you may upgrade as many items as you wish.

You must be in the Free City of Greyhawk or its Domain to make use of this favor.

Karin Slain

If the PCs fail to defeat Pavis and his cronies or if Karin Koeffel is slain during the PCs' assault, refer to the text below.

Your latest adventure has ended failure and to add insult to injury Melezakan has pronounced his latest acquisition a forgery. In a terse note, the eccentric thanks you for your patience but also tells you he no longer has need of your services. If however in the future he has need of your services, he will call.

If Karin was slain read the following:

The death of Karin Koeffel weighs heavily on your mind and has shocked many in the Artisans' Quarter. How her attacker managed to smuggle demons into the Free City is unknown but security at Druids' Gate has been visible increased.

If Pavis escaped read the following

Karin's mysterious attacker has fled leaving in his wake a trail of death and destruction. Several days after the attack a brooding warrior was reported breaking into Dorshak Krane's mansion. Rumors are rife that Yr has returned and that he seeks revenge against those who attacked his beloved.

EXPERIENCE POINT SUMMARY

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

Encounter 3: Death at the Mill

Kill the demon attacker(s)

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

Encounter 8: Mansion of Dorshak Krane

Guards

Defeat the guards

APL 2	120 XP
APL 4	120 XP
APL 6	120 XP
APL 8	120 XP

Area 9: Gallery

Defeat Starent

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

Area 13: Master Bedroom

Kill Pavis and his demonic minion

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

Discretionary Role-Playing Award

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

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

TREASURE SUMMARY

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

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

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

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

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

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

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

Encounter 3: Death at the Mill

♣ **Cloak of the Ebon Flame:** This dark brown cloak is small/medium-sized (delete as appropriate). The inside of each cloak bears a stylized representation of a single ebon flame.

Encounter 7: New City Fountains

‡ **Nemesis of the Thieves' Guild:** This PC has injured or killed a member of the thieves' guild of the Free City of Greyhawk. Forever more he is marked by the guild for retribution. Whenever this PC adventures in the Free City of Greyhawk his upkeep costs are doubled as he is charged more for items and services. In addition many small items go strangely missing. In the future further dire consequences could befall the PC.

Encounter 8: Mansion of Dorshak Krane

Guards

All APLs: Loot 84 gp; Coin 1 gp.

Area 9: Gallery

APL 2: Loot: 67 gp; Coin: 2 gp; Magic: *silversheen* (21 gp), *potion of cure moderate wounds* (25 gp), *dust of tracelessness* (21 gp), *potion of shield of faith* (+2)(4 gp).

APL 4: Loot: 52 gp; Coin: 2 gp; Magic: *silversheen* (21 gp), *potion of cure moderate wounds* (25 gp), *dust of tracelessness* (21 gp), *potion of shield of faith +2* (4 gp), *+1 studded leather armor* (98 gp), *cloak of resistance +1* (83 gp).

APL 6: Loot: 25 gp; Coin: 2 gp; Magic: *silversheen* (21 gp), *potion of cure moderate wounds* (25 gp), *dust of tracelessness* (21 gp), *potion of shield of faith (+2)* (4 gp), *+1 studded leather armor* (98 gp), *cloak of resistance +1* (83 gp), *+1 rapier* (193 gp).

APL 8: Loot: 25 gp; Coin: 2 gp; Magic: *silversheen* (21 gp), *potion of cure moderate wounds* (25 gp), *dust of tracelessness* (21 gp), *potion of shield of faith (+2)* (4 gp), *+1 studded leather armor* (98 gp), *cloak of resistance +1* (83 gp), *+1 keen rapier* (694 gp).

Area 13: Master Bedroom

APL 2: Loot: 1 gp; Coin: 1 gp; Magic: *ring of protection +1* (167 gp), *spellbook* (75 gp).

APL 4: Loot: 1 gp; Coin: 1 gp; Magic: *ring of protection +1* (167 gp), *spellbook* (75 gp), *wand of Melf's acid arrow* (45 gp), *elemental gem (air)* (188 gp).

APL 6: Loot: 1 gp; Coin: 1 gp; Magic: *ring of protection +1* (167 gp), *spellbook* (233 gp), *wand of Melf's acid arrow* (45 gp), *elemental gem (air)* (188 gp), *elixir of fire breath* (92 gp).

APL 8: Loot: 1 gp; Coin: 1 gp; Magic: *ring of protection +1* (167 gp), *spellbook* (358 gp), *wand of Melf's acid arrow* (45 gp), *elemental gem (air)* (188 gp), *elixir of fire breath* (92 gp).

☛ **Pavis Confonti's Spellbook:** This spellbook contains the following spells:

APL 2-4: 0—*acid splash*, *detect magic*, *flare*, *ghost sound*, *read magic*, 1st—*cause fear*, *color spray*, *disguise self*, *grease*, *mage armor*, *ray of enfeeblement*, 2nd—*fox's cunning*, *glitterdust*, *mirror image*, *web*.

APL 6: As above plus: 3rd—*blink*, *stinking cloud*, *summon monster III*.

APL 8: As *APL 6* plus: 1st—*shield*; 3rd—*dispel magic*; 4th—*enervation*, *Evard's black tentacles*, *phantasmal killer*.

Cost: APL 2-4: 1,900 gp; APL 6: 2,800 gp; APL 8: 4,400 gp.

☛ **Cloak of the Ebon Flame:** This dark brown cloak sized for a Small or Medium creature (cross out as appropriate). The inside of each cloak bears a stylized representation of a single ebon flame.

Area 14: The Attic

☛ **Map:** This PC has a copy of a map found in the abandoned mansion of Dorshak Krane, purporting to lead to an old abandoned amethyst mine in the Cairn Hills.

It can be sold for 10 gp.

Conclusion

† **Bounty of St. Cuthbert:** In recognition for your role in saving Karin Koeffel from marauding demons and their master the church of St. Cuthbert in Greyhawk City has made available to you the following enhancements:

Weapon Enhancements: Good.

Armor Enhancements: Light fortification.

You must still pay the cost of upgrading your weapon or armor but you may upgrade as many items as you wish. You must be in Greyhawk City or its domain to make use of this favor.

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

Special

† **Nemesis of the Thieves' Guild:** This PC has injured or killed a member of the Thieves' Guild of the Free City of Greyhawk. Forever more he is marked by the guild for retribution. Whenever this PC adventures in the Free City of Greyhawk his upkeep costs are doubled as he is charged more for items and services. In addition many small items go strangely missing. In the future further dire consequences could befall the PC.

☛ **Pavis Confonti's Spellbook:** This spellbook contains the following spells:

APL 2-4: 0—*acid splash*, *detect magic*, *flare*, *ghost sound*, *read magic*, 1st—*cause fear*, *color spray*, *disguise self*, *grease*, *mage armor*, *ray of enfeeblement*, 2nd—*fox's cunning*, *glitterdust*, *mirror image*, *web*.

APL 6: As above plus: 3rd—*blink*, *stinking cloud*, *summon monster III*.

APL 8: As *APL 6* plus: 1st—*shield*; 3rd—*dispel magic*; 4th—*enervation*, *Evard's black tentacles*, *phantasmal killer*.

Cost: APL 2-4: 1,900 gp; APL 6: 2,800 gp; APL 8: 4,400 gp.

† **Bounty of St. Cuthbert:** In recognition for your role in saving Karin Koeffel from marauding demons and their master the church of St. Cuthbert in Greyhawk City has made available to you the following enhancements:

Weapon Enhancements: Bane (Outsiders, evil).

Armor Enhancements: Light fortification.

You must still pay the cost of upgrading your weapon or armor but you may upgrade as many items as you wish. You must be in Greyhawk City or its domain to make use of this favor.

☛ **Map:** This PC has a copy of a map found in the abandoned mansion of Dorshak Krane, purporting to lead to an old abandoned amethyst mine in the Cairn Hills.

It can be sold for 10 gp.

Items for the Adventure Record

Item Access

APL 2:

Silversheen (Core; CL 5th; DMG)

Dust of tracelessness (Core; CL 3rd; DMG)

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

Wand of Melf's acid arrow (6 charges) (Core; CL 3rd; DMG)

Elemental gem (air) (Core; CL 11th; DMG)

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

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

+1 keen rapier (Core; CL 6th; DMG)

Elixir of fire breath (Core; CL 11th; DMG)

APPENDIX 1:

APL 2

Encounter 7: New City Fountains

☞ **Sihona:** female half-elf rogue 1: CR 1; Medium humanoid (elf); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Trapfinding, half-elf traits; AL N; SV Fort +0, Ref +5, Will +1; Str 11, Dex 16, Con 11, Int 15, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +8, Gather Information +8, Hide +7, Knowledge (local – Core) +6, Listen +5, Move Silently +7, Sense Motive +5, Sleight of Hand +7, Spot +5, Search +8; Investigator.

Possessions: dagger, explorer's outfit, 4 gp.

Encounter 8: Mansion of Dorshak Krane Guards

☞ **Guards:** male human fighter 1/ rogue 1: CR 2; Medium humanoid (human); HD 1d10+1 plus 1d6+1; hp 12; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +4 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, dagger); Full Atk +4 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, dagger); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +3, Ref +5, Will +0; Str 13, Dex 16, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +6, Disable Device +7, Hide +7, Jump +3, Listen +5, Move Silently +7, Open Lock +7, Sleight of Hand +7, Spot +5, Tumble +7; Alertness, Dodge, Weapon Focus (short sword).

Possessions: Masterwork studded leather armor, buckler, masterwork short sword, 3 daggers, 6 gp.

Area 9: Gallery

☞ **Starent:** male human swashbuckler 1/ fighter 2; CR 3; Medium humanoid (human); HD 1d10+2 plus 2d10+4; hp 27; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +8 melee (1d6+2/18-20, masterwork rapier) or +7 melee (1d4+2/19-20, masterwork dagger) or +7 ranged (1d4+2/19-20, dagger); Full Atk +6 melee (1d6+2/18-20, masterwork rapier) and +5 melee (1d4+2/19-20, masterwork dagger); AL N; SV Fort +7, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Balance +7, Bluff +3, Intimidate +3, Jump +8, Listen +1, Ride +5, Sense Motive +4, Spot +1, Swim +4, Tumble +9, Dodge, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (rapier).

Possessions: Masterwork studded leather armor, masterwork rapier, masterwork dagger, dagger, *silversheen*, *potion of cure moderate wounds*, *dust of tracelessness*, *potion of shield of faith* (+2), 20 gp.

Area 11: Guest Bedroom

☞ **Karin Koefeel:** female human expert 3: CR 2; Medium humanoid (human); HD 3d6; hp 13; Init +0; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d3, unarmed strike); Full Atk +2 melee (1d3, unarmed strike); AL NG; SV Fort +3, Ref +1, Will +4; Str 10, Dex 10, Con 11, Int 11, Wis 13, Cha 13.

Skills and Feats: Appraise +6, Diplomacy +9, Gather Information +7, Knowledge (local) +6, Listen +3, Profession (cook) +7, Profession (shopkeeper) +7, Sense Motive +7; Spot +2; Alertness, Great Fortitude, Negotiator.

Possessions: Artisan's outfit, *ring of protection* +3, *ring of mind shielding*.

Area 13: Master Bedroom

☞ **Pavis:** male fiendish human male conjurer 3: CR 3; Medium humanoid (extraplanar, human); HD 3d4+6; hp 15; Init +5; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20, dagger); Full Atk +1 melee (1d4/19-20, dagger); SA spells, smite good; SQ darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 8; AL CE; SV Fort +3, Ref +2, Will +3; Str 10, Dex 13, Con 14, Int 16, Wis 10, Cha 9.

Skills and Feats: Concentration +7, Knowledge (arcana) +8, Knowledge (the planes) +7, Listen +3, Spellcraft +10, Spot +2; Improved Initiative, Scribe Scroll, Spell Focus (conjuration).

Languages: Abyssal, Common, Draconic, Flan, Infernal.

Smite Good (Su): Once per day Pavis can make a normal melee attack against a good-aligned foe and deal 3 extra points of damage.

Spells Prepared: (4/5/3; base DC = 13 + spell level): 0—*acid splash*^c (2), *flare*, *ghost sound*; 1st—*cause fear*, *color spray*, *grease*^c, *mage armor*, *ray of enfeeblement*; 2nd—*glitterdust*^c, *mirror image*, *web*^c.

^c: Conjuration spell; DC = 14 + spell level. Barred Schools: enchantment and evocation.

Spellbook: 0—*acid splash*, *detect magic*, *flare*, *ghost sound*, *read magic*; 1st—*cause fear*, *color spray*, *disguise self*, *grease*, *mage armor*, *ray of enfeeblement*; 2nd—*fox's cunning*, *glitterdust*, *mirror image*, *web*.

Possessions: *Ring of protection* +1, dagger, spellbook, robes, spell component pouch, belt pouch, 13 gp.

APL 4

Encounter 3: Death at the Mill

➤ **Advanced 4 HD Dretch (1):** CR 3; Small outsider (chaotic, evil, extraplanar); HD 4d8+8; hp 27; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +4; Grp +1; Atk +7 melee (1d6+1, claw); Full Atk +7 melee (1d6+1, 2 claws) and +4 melee (1d4, bite); SA spell-like abilities, *summon demon*; SQ DR 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +6, Ref +4, Will +4; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +11, Listen +7, Move Silently +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Multiattack, Weapon Focus (claw).

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 4th.

Encounter 7: New City Fountains

♣ **Sihona:** female half-elf rogue 1: CR 1; Medium humanoid (elf); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Trapping, half-elf racial traits; AL N; SV Fort +0, Ref +5, Will +1; Str 11, Dex 16, Con 11, Int 15, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +8, Gather Information +8, Hide +7, Knowledge (local – Core) +6, Listen +5, Move Silently +7, Sense Motive +5, Sleight of Hand +7, Spot +5, Search +8; Investigator.

Possessions: dagger, explorer's outfit, 4 gp.

Encounter 8: Mansion of Dorshak Krane Guards

➤ **Guards:** male human fighter 1/rogue 1: CR 2; Medium humanoid (human); HD 1d10+1 plus 1d6+1; hp 12; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +4 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, dagger); Full Atk +4 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, dagger); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +3, Ref +5, Will +0; Str 13, Dex 16, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +6, Disable Device +7, Hide +7, Jump +3, Listen +5, Move Silently +7, Open Lock +7, Sleight of Hand +7, Spot +5, Tumble +7; Alertness, Dodge, Weapon Focus (short sword).

Possessions: Masterwork studded leather armor, buckler, masterwork short sword, 3 daggers, 6 gp.

Area 9: Gallery

➤ **Starent:** male human male swashbuckler 3/fighter 2: CR 5; Medium humanoid (human); HD 3d10+6 plus 2d10+4; hp 43; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +5; Grp +7; Atk +10 melee (1d6+3/18-20, masterwork rapier) or +9 melee (1d4+3/19-20, masterwork dagger) or +9 ranged (1d4+3/19-20, dagger); Full Atk +8 melee (1d6+3/18-20, masterwork rapier) and +7 melee (1d4+3/19-20, masterwork dagger); SA insightful strike; SQ grace +1; AL N; SV Fort +9, Ref +6, Will +2; Str 14, Dex 17, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Balance +9, Bluff +5, Intimidate +3, Jump +13, Listen +2, Ride +5, Sense Motive +4, Spot +2, Swim +4, Tumble +13, Dodge, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (rapier).

Possessions: +1 studded leather armor, masterwork rapier, masterwork dagger, dagger, *silversheen*, *potion of cure moderate wounds*, *dust of tracelessness*, *potion of shield of faith* (+2), *cloak of resistance* +1, 20 gp.

Area 11: Guest Bedroom

♣ **Karin Koeffel:** female human expert 3: CR 2; Medium humanoid (human); HD 3d6; hp 13; Init +0; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d3, unarmed strike); Full Atk +2 melee (1d3, unarmed strike); AL NG; SA –; SQ –; SV Fort +3, Ref +1, Will +4; Str 10, Dex 10, Con 11, Int 11, Wis 13, Cha 13.

Skills and Feats: Appraise +6, Diplomacy +9, Gather Information +7, Knowledge (local) +6, Listen +3, Profession (cook) +7, Profession (shopkeeper) +7, Sense Motive +7; Spot +2; Alertness, Great Fortitude, Negotiator.

Possessions: Artisan's outfit, *ring of protection* +3, *ring of mind shielding*.

Area 13: Master Bedroom

➤ **Pavis:** male fiendish human conjurer 3: CR 3; Medium humanoid (extraplanar, human); HD 3d4+6; hp 15; Init +5; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20, dagger); Full Atk +1 melee (1d4/19-20, dagger); SA spells, smite good; SQ darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 8; AL CE; SV Fort +3, Ref +2, Will +3; Str 10, Dex 13, Con 14, Int 16, Wis 10, Cha 9.

Skills and Feats: Concentration +7, Knowledge (arcana) +8, Knowledge (the planes) +7, Listen +3, Spellcraft +10, Spot +2; Improved Initiative, Scribe Scroll, Spell Focus (conjuration).

Languages: Abyssal, Common, Draconic, Flan, Infernal.

Smite Good (Su): Once per day Pavis can make a normal melee attack against a good-aligned foe deal 3 points of extra damage.

Spells Prepared: (4/5/3; base DC = 13 + spell level): 0—*acid splash*^C (2), *flare*, *ghost sound*; 1st—*cause fear*,

color spray, grease^c, mage armor, ray of enfeeblement, 2nd—glitterdust^c, mirror image, web^c.

^c: Conjunction spell; DC = 14 + spell level. Barred Schools: enchantment and evocation.

Spellbook: 0—*acid splash, detect magic, flare, ghost sound, read magic*; 1st—*cause fear, color spray, disguise self, grease, mage armor, ray of enfeeblement*; 2nd—*fox's cunning, glitterdust, mirror image, web*.

Possessions: *Ring of protection +1, dagger, wand of Melf's acid arrow (6 charges) elemental gem (air), spellbook, robes, spell component pouch, belt pouch, 13 gp.*

Encounter 7: New City Fountains

☞ **Sihona:** female half-elf rogue 1: CR 1; Medium humanoid (elf); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Trapfinding, half-elf traits; AL N; SV Fort +0, Ref +5, Will +1; Str 11, Dex 16, Con 11, Int 15, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +8, Gather Information +8, Hide +7, Knowledge (local – Core) +6, Listen +5, Move Silently +7, Sense Motive +5, Sleight of Hand +7, Spot +5, Search +8; Investigator.

Possessions: dagger, explorer's outfit, 4 gp.

Encounter 8: Mansion of Dorshak Krane Guards

☞ **Guards:** male human fighter 1/ rogue 1: CR 2; Medium humanoid (human); HD 1d10+1 plus 1d6+1; hp 12; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +4 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, dagger); Full Atk +4 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, dagger); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +3, Ref +5, Will +0; Str 13, Dex 16, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +6, Disable Device +7, Hide +7, Jump +3, Listen +5, Move Silently +7, Open Lock +7, Sleight of Hand +7, Spot +5, Tumble +7; Alertness, Dodge, Weapon Focus (short sword).

Possessions: Masterwork studded leather armor, buckler, masterwork short sword, 3 daggers, 6 gp.

Area 9: Gallery

☞ **Starent:** male human swashbuckler 3/ fighter 4: CR 7; Medium humanoid (human); HD 3d10+6 plus 4d10+8; hp 59; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +7; Grp +9; Atk +12 melee (1d6+6/18-20, +1 rapier) or +11 melee (1d4+3/19-20, masterwork dagger) or +11 ranged (1d4+3/19-20, dagger); Full Atk +10/+5 melee (1d6+6/18-20, +1 rapier) and +9/+7 melee (1d4+3/19-20, masterwork dagger); SA, insightful strike; SQ grace +1; AL N; SV Fort +10, Ref +7, Will +3; Str 14, Dex 17, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Balance +9, Bluff +5, Intimidate +6, Jump +13, Listen +3, Ride +6, Sense Motive +4, Spot +3, Swim +4, Tumble +13, Dodge, Improved Two-Weapon Fighting, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: +1 studded leather armor, +1 rapier, masterwork dagger, dagger, silversheen, potion of cure moderate wounds, dust of tracelessness, potion of shield of faith (+2), cloak of resistance +1, 20 gp.

Area 11: Guest Bedroom

☞ **Karin Koeffel:** female human expert 3: CR 2; Medium humanoid (human); HD 3d6; hp 13; Init +0; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d3, unarmed strike); Full Atk +2 melee (1d3, unarmed strike); AL NG; SA -; SQ -; SV Fort +3, Ref +1, Will +4; Str 10, Dex 10, Con 11, Int 11, Wis 13, Cha 13.

Skills and Feats: Appraise +6, Diplomacy +9, Gather Information +7, Knowledge (local) +6, Listen +3, Profession (cook) +7, Profession (shopkeeper) +7, Sense Motive +7; Spot +2; Alertness, Great Fortitude, Negotiator.

Possessions: Artisan's outfit, ring of protection +3, ring of mind shielding.

Area 13: Master Bedroom

☞ **Pavis:** male fiendish human conjurer 5: CR 6; Medium humanoid (human); HD 5d4+13; hp 28; Init +5; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger); Full Atk +2 melee (1d4/19-20, dagger); SA spells, smite good; SQ darkvision 60 ft., resistance to cold 5 and fire 5, DR 5/magic, spell resistance 10; AL CE; SV Fort +3, Ref +2, Will +4; Str 10, Dex 13, Con 14, Int 17, Wis 10, Cha 9.

Skills and Feats: Concentration +9, Knowledge (arcana) +10, Knowledge (the planes) +9, Listen +4, Spellcraft +12, Spot +3; Brew Potion, Improved Initiative, Scribe Scroll, Spell Focus (conjuration), Toughness.

Languages: Abyssal, Common, Draconic, Flan, Infernal.

Smite Good (Su): Once per day Pavis can make a normal melee attack against a good-aligned foe to deal 5 points of extra damage.

Spells Prepared: (4/5/4/3; base DC = 13 + spell level): 0—acid splash^C (2), flare, ghost sound; 1st—cause fear, color spray, grease^C, mage armor, ray of enfeeblement; 2nd—fox's cunning, glitterdust^C, mirror image, web^C; 3rd—blink, stinking cloud^C, summon monster III.

^C: Conjunction spell; DC = 14 + spell level. Barred Schools: enchantment and evocation.

Spellbook: 0—acid splash, detect magic, flare, ghost sound, read magic; 1st—cause fear, color spray, disguise self, grease, mage armor, ray of enfeeblement; 2nd—fox's cunning, glitterdust, mirror image, web; 3rd—blink, stinking cloud, summon monster.

Possessions: Ring of protection +1, dagger, wand of Melf's acid arrow (6 charges), elemental gem (air), elixir of fire breath, spellbook, robes, spell component pouch, belt pouch, 13 gp.

Encounter 7: New City Fountains

☞ **Sihona:** female half-elf rogue 1: CR 1; Medium humanoid (elf); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Trapfinding, half-elf traits; AL N; SV Fort +0, Ref +5, Will +1; Str 11, Dex 16, Con 11, Int 15, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +8, Gather Information +8, Hide +7, Knowledge (local – Core) +6, Listen +5, Move Silently +7, Sense Motive +5, Sleight of Hand +7, Spot +5, Search +8; Investigator.

Possessions: dagger, explorer's outfit, 4 gp.

Encounter 8: Mansion of Dorshak Krane Guards

☞ **Guards:** male human fighter 1/ rogue 1: CR 2; Medium humanoid (human); HD 1d10+1 plus 1d6+1; hp 12; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +4 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, dagger); Full Atk +4 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, dagger); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +3, Ref +5, Will +0; Str 13, Dex 16, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +6, Disable Device +7, Hide +7, Jump +3, Listen +5, Move Silently +7, Open Lock +7, Sleight of Hand +7, Spot +5, Tumble +7; Alertness, Dodge, Weapon Focus (short sword).

Possessions: Masterwork studded leather armor, buckler, masterwork short sword, 3 daggers, 6 gp.

Area 9: Gallery

☞ **Starent:** male human swashbuckler 3/ fighter 6: CR 9; Medium humanoid (human); HD 3d10+6 plus 6d10+12; hp 75; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +9; Grp +11; Atk +15 melee (1d6+6/15-20, +1 rapier) or +14 melee (1d4+3/19-20, masterwork dagger) or +14 ranged (1d4+3/19-20, dagger); Full Atk +13/+8 melee (1d6+6/15-20, +1 rapier) and +12/+10 melee (1d4+3/19-20, masterwork dagger); SA insightful strike; SQ grace +1; AL N; SV Fort +11, Ref +9, Will +4; Str 14, Dex 18, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Balance +10, Bluff +5, Intimidate +10, Jump +13, Listen +4, Ride +6, Sense Motive +4, Spot +4, Swim +4, Tumble +14, Dodge, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: +1 studded leather armor, +1 keen rapier, masterwork dagger, dagger, silversheen, potion of cure moderate wounds, dust of tracelessness, potion of shield of faith (+2), cloak of resistance +1, 20 gp.

Area 11: Guest Bedroom

☞ **Karin Koeffel:** female human expert 3: CR 2; Medium humanoid (human); HD 3d6; hp 13; Init +0; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d3, unarmed strike); Full Atk +2 melee (1d3, unarmed strike); AL NG; SA -; SQ -; SV Fort +3, Ref +1, Will +4; Str 10, Dex 10, Con 11, Int 11, Wis 13, Cha 13.

Skills and Feats: Appraise +6, Diplomacy +9, Gather Information +7, Knowledge (local) +6, Listen +3, Profession (cook) +7, Profession (shopkeeper) +7, Sense Motive +7; Spot +2; Alertness, Great Fortitude, Negotiator.

Possessions: Artisan's outfit, ring of protection +3, ring of mind shielding.

Area 13: Master Bedroom

☞ **Pavis:** male fiendish human conjurer 7: CR 8; Medium humanoid (extraplanar, human); HD 7d4+17; hp 38; Init +5; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger); Full Atk +3 melee (1d4/19-20, dagger); SA spells, smite good; SQ darkvision 60 ft., resistance to cold 5 and fire 5, DR 5/magic, spell resistance 12; AL CE; SV Fort +6, Ref +3, Will +5; Str 10, Dex 13, Con 14, Int 17, Wis 10, Cha 9.

Skills and Feats: Concentration +11, Knowledge (arcana) +12, Knowledge (the planes) +11, Listen +5, Spellcraft +14, Spot +4; Brew Potion, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (conjunction), Toughness.

Languages: Abyssal, Common, Draconic, Flan, Infernal.

Smite Good (Su): Once per day Pavis can make a normal melee attack against a good-aligned foe and deal 7 points of extra damage.

Spells Prepared: (4/6/5/4/2; base DC = 13 + spell level): 0—acid splash^c (2), flare, ghost sound; 1st—cause fear, color spray, grease^c, mage armor, ray of enfeeblement, shield; 2nd—fox's cunning, glitterdust^c (2), mirror image, web^c; 3rd—blink, dispel magic, stinking cloud^c, summon monster III; 4th—enervation, Evard's black tentacles^c, phantasmal killer.

^c: Conjunction spell; DC = 14 + spell level. Barred Schools: enchantment and evocation.

Spellbook: 0—acid splash, detect magic, flare, ghost sound, read magic; 1st—cause fear, color spray, disguise self, grease, mage armor, ray of enfeeblement, shield; 2nd—fox's cunning, glitterdust, mirror image, web; 3rd—blink, dispel magic, stinking cloud, summon monster; 4th—enervation, Evard's black tentacles, phantasmal killer.

Possessions: Ring of protection +1, dagger, wand of Melf's acid arrow (6 charges), elemental gem (air), elixir of fire breath, spellbook, robes, spell component pouch, belt pouch, 13 gp.

☞ **Succubus Monk 2:** CR 8; Medium outsider (chaotic, evil, extraplanar); HD 6d8+6 plus 2d8; hp 48;

Init +1; Spd 30 ft., fly 50 ft. (average); AC 23, touch 14, flat-footed 21; Base Atk +7; Grp +8; Atk +8 melee (1d6+1, claw); Full Atk +8 melee (1d6+1, 2 claws) or +6/+6/+6 melee (1d6+1, flurry of blows); SA energy drain, spell-like abilities, *summon demon*, SQ DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 19, telepathy 100 ft., *tongues*, evasion; AL CE; SV Fort +9, Ref +10, Will +10; Str 13, Dex 14, Con 13, Int 16, Wis 14, Cha 26.

Skills and Feats: Balance +4, Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Hide +13, Intimidate +19, Jump +6, Knowledge (the planes) +12, Listen +19, Move Silently +11, Search +12, Spot +19, Survival +2 (+4 following tracks), Tumble +9, Use Rope +1 (+3 with bindings); Deflect Arrows, Dodge, Improved Grapple, Mobility, Persuasive.

Languages: Abyssal, Celestial, and Draconic.

Spell-Like Abilities: At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which usually provokes an attack of opportunity, unless the succubus has the improved grapple feat. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks. While using her *alter self* ability, a succubus gains a +10 circumstance bonus on Disguise checks.)

APPENDIX 2: NEW RULES ITEMS

Swashbuckler

The following is a distilled summary of the swashbuckler class. All information necessary to use this class in this adventure is included below. Full details of the class appear in *Complete Warrior*.

The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.

Hit Die: d10.

Level	BA	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Weapon Finesse
2	+2	+3	+0	+0	Grace +1
3	+3	+3	+1	+1	Insightful strike

Class Skills:

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skills Points at each level: 4 + Int modifier.

Class Features:

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency:

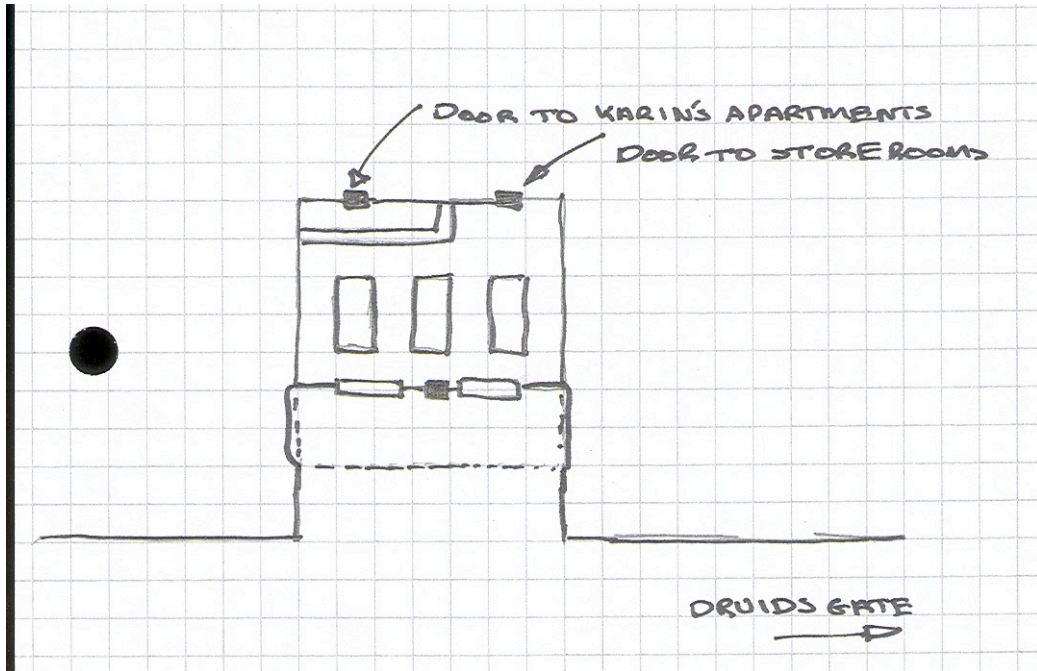
Swashbucklers are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +1 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

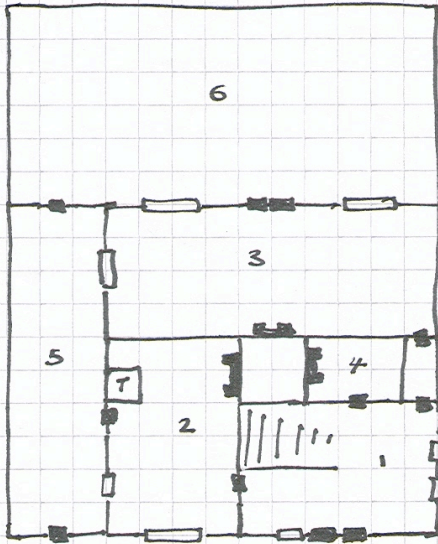
Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

APPENDIX 3: THE FRUIT OF THE MILL



APPENDIX 4: MANSION OF DORSHAK KRANE

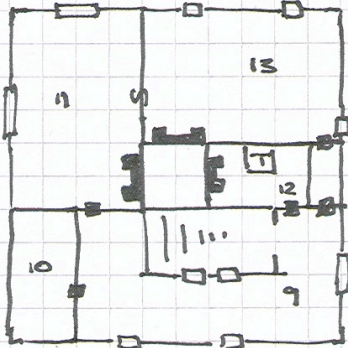
GROUND FLOOR



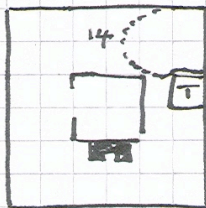
Key

- 1. Entrance Hall
- 2. Kitchen
- 3. Great Hall
- 4. Study
- 5. Kitchen Garden
- 6. Ornamental Garden
- 7. Store Room
- 8. Well Room
- 9. Gallery
- 10. Storerroom
- 11. Guestroom
- 12. Servants' Chamber
- 13. Master Bedroom
- 14. Attic

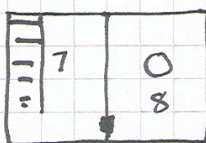
FIRST FLOOR



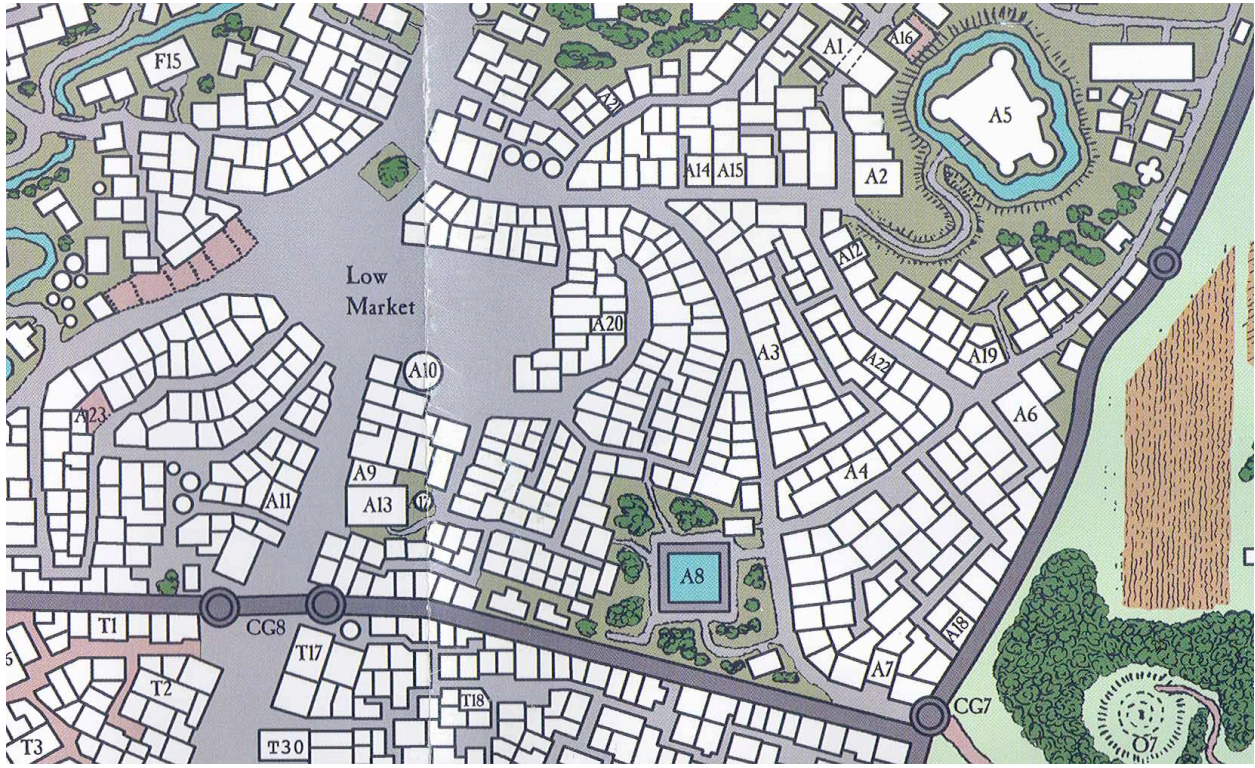
ATTIC



CELLAR



PLAYER HANDOUT 1: THE ARTISANS' QUARTER



- A1: Architects' and Stonemasons' Guildhall
- A2: Metalsmiths' Hall
- A3: Artisan's' Quarter City Watch Station
- A4: Carpenters' Guildhall
- A5: Performing Artists' Guildhall
- A6: Leatherworkers' Guildhall
- A7: Fruit of the Mill
- A8: New City Fountains
- A9: Nightwatchmen's Guildstation
- A10: Grand Tent
- A11: Halmaster's Hall
- A12: The Fat of the Hog
- A13: Laborer's Union Hall
- A14: Eridok's Expedition Provisions
- A15: Maldin and Elenderi's
- A16: Dorshak Krane's House
- A17: Darred Hebren's Tower
- A18: The Wild Goose
- A19: The Broken Staff
- A20: The Nine of Swords
- A21: Maps by Melezakan
- A22: The Grinning Mammet
- A23: Able Carters' Coaching House

PLAYER'S HANDOUT 2: KARIN KOEFFEL'S DIARY

[Dated 1 month previously]

What a strange day. Yr spent the night here again and we spent a romantic evening together. I brought out a special bottle of wine I had been saving and we drank it talked all afternoon and into the evening.

Then he suggested that we go for a stroll and eventually ended up at the New City Fountains—Yr likes it there.

We strolled about the park enjoying the night air and sat for a while on a bench just relaxing—we both have such hectic lives and Yr is in almost constant danger when he is adventuring.

All of a sudden though Yr jumps up and draws his sword—I don't know why he insists on carrying it everywhere! He even searched the surrounding undergrowth. He said he thought we were being watched and I believed him—it is horrible to think that someone was spying on us. Anyway, that ruined the mood and so we came back here. Yr stayed again but before going to bed double-checked all the doors and windows. He even brought his sword into the bedroom—like he would need that to subdue me!

PLAYER'S HANDOUT 3: PAVIS'S CORRESPONDENCE

Pavis,

You have done well. The news that you have found the one known as Yrag is auspicious in the extreme. Truly our demonic lord is with us this day. With the death of the woman known as Karin, another thread of Yrag's life unravels. Soon, all who he knows will be dead and he will be lost.

Verily he will know that he cannot hide from us by simply changing his name. Our desire for revenge negates his pathetic attempts to escape our vengeance. Soon the long watch will be over. For many years we have hunted him; now our time is at hand.

I prey for your success and will sacrifice a slave in your honor. Contact me in the usual way when the deed is done,

Arinohal