

## APPENDIX 1: SIDE QUEST CARDS

Each quest card contains the following pieces of information.

**Name:** This is the name of the side quest as referenced in the table of contents in *Expedition to the Ruins of Greyhawk*. In the case of side quests with multiple cards, the name also includes information on which particular part it refers to.

**Origin:** This part details where the quest originated from in the PC's point of view. This section also includes any relevant pieces of back story.

**Objective:** This section details what the PCs must complete to advance the side quest. Note that some side quests include multiple cards, which you give out as the group completes each part of the quest.

**Notes:** A blank space at the bottom of the card allows the players to write notes and observations about the side quest. At the bottom of the notes section is a reference to where the side quest can be found in *Expedition to the Ruins of Greyhawk*. Side quests presented in this web enhancement are noted as "web enhancement." Some of these cards refer to two or more side quests in the book, often to remind you of the location of the conclusion to the quest, or as the location of additional information that does not warrant a card.

### The Lost Caravans: Unthias

**Origin:** Unthias, a finely dressed human man, spoke with you concerning the recent caravan raids. Unthias is a representative of the Merchant and Traders' Union of Greyhawk.

**Objective:** The Union is offering you a reward of 5,000 gp for the return of the goods stolen from the missing caravans. To retrieve this reward you must deliver the goods to their guild house in the Thieves' Quarter.

**Notes:**

E#RoG 19, 35

### The Lost Caravans: Elten Andrus

**Origin:** An agent for the City Watch, named Elten Andrus, has contacted you concerning the caravans that have gone missing outside the city over the past few months.

**Objective:** Elten would like you to report any information you might have about the caravans directly to him. He plans to check in on you occasionally to see if you have found out anything new.

**Notes:**

### The Lost Caravans: Reward

**Origin:** News from the City Watch.

**Objective:** Word has gone out that there is a bounty of 2,000 gp for the arrest of any citizen of Greyhawk involved in the caravan raids.

**Notes:**

E#RoG 13

E#RoG 27

#### The Lost Caravans: Able Carter

**Origin:** While visiting with the Able Carter Coaching Company, you spoke with Thalivar, a business agent for the troubled business. Thalivar is quite angry that the City Watch has not done more to halt these attacks.

**Objective:** Thalivar is deeply troubled about the raids affecting their caravans and is willing to offer a reward of 4,000 gp for the return of the missing goods.

**Notes:**

E#RoG 33

#### The Blade of Chaos: Ricard's Second Offer

**Origin:** Ricard Damaris has spent the better part of a week seeking out clues as to the whereabouts of his missing sword, the *blade of chaos*. It was stolen from him during the fight at Zagig's Bridge. He approaches you one evening in the common room of his establishment, the Green Dragon Inn.

**Objective:** Ricard reaffirms his offer of "free drinks for life" to anyone who helps him recover his missing sword. In addition, he offers you a *stone of good luck* if you recover the blade.

**Notes:**

E#RoG 20

#### The Blade of Chaos: Ricard's Offer

**Origin:** Ricard Damaris, the owner of the Green Dragon Inn, lost his famous sword, the *blade of chaos*, during the fight at Zagig's Bridge. Although wounded, Ricard has survived but is saddened by the loss of his sword.

**Objective:** Ricard has offered "free drinks for life" to anyone who helps to recover his famous sword.

**Notes:**

E#RoG 13

#### The Blade of Chaos: Cerenoc's Offer

**Origin:** Upon visiting a famous weapon shop, the Nine of Swords, you met with Cerenoc, the owner, who has a proposition for you. Cerenoc is a retired adventurer and a collector of swords.

**Objective:** Cerenoc offers you any magic blade of equal value in exchange for the *blade of chaos*, should you locate it. He has promised that he can have any such weapon delivered to you in less than a week.

**Notes:**

E#RoG 34

### The Great Mushroom Hunt

**Origin:** Hauld, the portly wizard who owns Hauld's Apothecary, is always on the lookout for rare and valuable material components. He is also keenly interested in the tales of adventurers. While visiting his shop, he makes you an offer.

**Objective:** Hauld would like you to recover a rare species of mushroom known as whiteshiver. He has heard tales that it grows in a great fungus garden at the very bottom of the Tower of War. Hauld offers to pay you 50 gp for each mushroom recovered.

#### Notes:

E#RoG 23, 121

### Desecrating Riggby: Gulfor Leeds

**Origin:** A tip from Hauld informed you that Gulfor Leeds recently purchased acid in a blue vial, of the same type thrown at Riggby's coffin just a few days ago. Gulfor Leeds is the owner of the Lore of the Lake, a taxidermy shop.

**Objective:** Gulfor admits to buying six bottles of acid from Hauld, since he uses them in his work to dissolve organs, skin, and other matter scraped out of his creations. Five of the six bottles still reside on his shelf, with the last having already been used and discarded.

#### Notes:

E#RoG 24

### Desecrating Riggby: Hauld

**Origin:** The shards of glass remaining from the acid vial thrown at Riggby's coffin bore the mark of the alchemist Hauld, owner of Hauld's Apothecary. Hauld is deeply troubled by his role in the attack.

**Objective:** Hauld informs you that he rarely sells acid in blue bottles (having changed from green just a week ago). Checking his records he finds that he sold such acid to Gulfor Leeds at the Lore of the Lake, to a half-orc mercenary calling himself a Pomarjer, and to an unfamiliar bargefolk. He tells you that the individual's name is Vokos and that he frequents the Low Seas Tavern.

#### Notes:

E#RoG 23, 34

### Desecrating Riggby: Vokos

**Origin:** A tip from Hauld informed you that Vokos recently purchased acid in a blue vial, and that it was of the same type thrown at Riggby's coffin just a few days ago. Vokos is one of the Rhennee bargefolk said to frequent the Low Seas Tavern.

**Objective:** After speaking with the dim-witted Vokos for only a few moments, the head of his family, a powerful man by the name of Jáános Méezááros, comes to speak with you. He tells you, in simple terms, to leave Vokos alone. Even though Vokos has a troubled nature, Jáános tells you that Vokos has a family to support and can't be bothered with your simple troubles.

#### Notes:

E#RoG 25, 27

### Desecrating Riggby: Attack on the Coffin

**Origin:** Riggby's body has arrived in Greyhawk and will lie in state for one month. After speaking with Rhiann, a female cleric of Boccob, you have learned about a vile attack.

**Objective:** Just after arriving, an unknown attacker threw a vial of acid at Riggby's coffin while screaming out "Old One's revenge." Rhiann then went on to show you fragments of the blue bottle used in the attack. Although she offers no reward, Rhiann assures you that city would be a safer place if the culprit was captured.

**Notes:**

E#RoG 32

### Missing Pets: Lord Henway's Menagerie

**Origin:** You recently visited with Lord Henway in his richly appointed estate overlooking his menagerie of fantastical beasts. There he explained to you that he recently purchased a pair of mated aurumvoraxes, which are six-legged carnivores about the size of a badger with a nasty disposition and a taste for gold. He purchased the beasts from the estate auction of Loris Raknian, a recently deceased operator of the Free City Arena.

**Objective:** Lord Henway explains that his glorious pets have been stolen and he wishes them returned. A *divination* spell recently revealed them to be in the depths of Castle Greyhawk. Lord Henway offers you 2,500 gp for each aurumvorax returned to him alive.

**Notes:**

E#RoG 30, 157

### Missing Pets: Gulfor Leeds

**Origin:** Gulfor Leeds, the owner of the Lore of the Lake, has sent you a message.

**Objective:** The message asks you to meet with Lord Henway, an eccentric noble who operates a menagerie of fantastical beasts in the High Quarter.

**Notes:**

E#RoG 24

### Lost Vault: Strange Ring

**Origin:** While visiting Nulligan's Trove, a curio shop in the River Quarter, you purchased a strange ring.

**Objective:** A small gem atop the ring magnifies a tiny rune carved into the band. The rune is the symbol of Zagig, the Mad Archmage who built Castle Greyhawk.

**Notes:**

E#RoG 26, 66

### Left Behind: Widow Retha

**Origin:** You met with the Widow Retha, a maid at the River Quarter Mission. She warned you about the dangers of adventuring and told you the tale of her poor husband.

**Objective:** The Widow Retha's husband disappeared four years ago while exploring the dungeons underneath Castle Greyhawk. Although she has some hope that he is still alive, his disappearance left her destitute. She still wears a plain metal wedding ring, bearing a distinctive geometric pattern.

**Notes:**

E#RoG 26, 62

### Enemy of the Faith: Rhiann's Mission

**Origin:** While at the temple to Boccob, you spoke with Rhiann, one of the clerics. She reluctantly informed you of an enemy of the faith residing in the dungeons of Castle Greyhawk.

**Objective:** Kalystys, a wicked dark elf half-demon, hides in the dungeons of Castle Greyhawk. The fiend is dedicated to destroying the temple to Boccob and must be stopped. Rhiann has offered you free healing from the temple if you return with proof of the dark elf's demise.

**Notes:**

E#RoG 33, 116

### Stillguar's Map: Fragments

**Origin:** The leader of the Wartower Wardens, a group of dwarves who charge fees to all those exploring the dungeons beneath the Tower of War, has made you an offer.

**Objective:** Stillguar, the leader of the Wartower Wardens, is looking for the fragments of a strange map scribed with copper ink. He is willing to pay 100 gp per fragment you find.

**Notes:**

E#RoG 27, 57

### Restless Spirit: Tormented Ghost

**Origin:** While exploring the dungeons underneath Castle Greyhawk, you stumbled upon a library inhabited by a powerful ghost.

**Objective:** Many know that ghosts tend to reform a few days after their destruction unless the cause of their torment is resolved. This ghost appears to be a scholar of some sort or perhaps one of Zagig's apprentices.

**Notes:**

E#RoG 49

### Nerull's Vengeance: Severed Head

**Origin:** While exploring the dungeons underneath the Tower of War, you encountered a ruined shrine to Nerull. In the center of the room was a large statue missing its head. After the head returned to its shoulders, a voice boomed out from the darkness.

**Objective:** The dark voice called out, "Deal my vengeance and reap my rewards." After this proclamation, you were left with only silence.

**Notes:**

E#RoG 61

### Nerull's Vengeance: Ruined Altar

**Origin:** While exploring the dungeons underneath the Tower of War, you encounter a ruined altar dedicated to Nerull that glows with a ruddy light.

**Objective:** After touching the altar, a voice boomed out from the shadows, calling, "Use my implement to deliver the heart of the blasphemer." After this proclamation, you were left with only silence.

**Notes:**

E#RoG 122

### Nerull's Vengeance: Glowing Statue

**Origin:** While exploring the dungeons underneath the Tower of War, you encounter a toppled statue of Nerull that glows with a ruddy light.

**Objective:** After touching the statue, a voice boomed out from the shadows, saying, "Destroy their altar as they have destroyed mine." After this proclamation, you were left with only silence.

**Notes:**

E#RoG 67

### The Rogue Returned: Responsibilities

**Origin:** While exploring the dungeons underneath the Tower of War, you freed a man by the name of Fidd Dulamin, who claimed to be a messenger who was caught by orcs and imprisoned near the arena. A little over a week later, wanted posters began circulating bearing Fidd's likeness.

**Objective:** Fidd "Quick Fingers" Dulamin is a wanted rogue, responsible for nearly a dozen robberies in the past week. The City Watch is offering a 1,000 gp for his capture.

**Notes:**

E#RoG 68, 97

### A Bountiful Bounty: Wanted Poster

**Origin:** Although numerous wanted posters are around the Free City, few are more frequent or hold a higher bounty than the ones calling for the apprehension of Loris Raknian, the former operator of the Free City Arena.

**Objective:** The City Watch has a bounty out on Loris Raknian worth 6,000 gp for crimes against Greyhawk and the region at large, having to do with something called “The Age of Worms.”

**Notes:**

E#RoG 157

### Returning Riggby: Body Found

**Origin:** You have recovered Riggby's body from the depths of the Tower of Zagig where it had been turned into a horrible undead creature.

**Objective:** You are quite sure that the temple of Boccob would greatly appreciate the return of Riggby's body.

**Notes:**

E#RoG 185

### Rescuing Shenda: Lost Weapon

**Origin:** You have rescued Shenda, a ghaele eladrin imprisoned in a magical birdcage of Zagig's design. Although she cannot join you on your quest, she mentions that her stolen sword might be a powerful weapon in the upcoming fight.

**Objective:** Shenda promises you a handsome reward should you find and return her sword to her, although you may use it first in your current endeavor.

**Notes:**

E#RoG 168

### Wizard's Errand: Scavenger Hunt

**Origin:** After joining the Guild of Wizardry, you were approached by Heironymous Tigrana, a respected alchemist in the guild, with a list of things he is looking for from the dungeons of Castle Greyhawk.

**Objective:** The gnome alchemist is hoping that you can retrieve *The Ever Burning Cauldron* and *A Practical Guide to Eldritch Alchemy, Vol 2*, two books that were checked out by Zagig's apprentices and never returned. He has offered you 2,000 gp for each book found. In addition, he would be willing to pay 3,000 gp for a single dose of drow bone marrow, also said to be in the dungeon.

**Notes:**

Web Enhancement

### Stillguar's Quest: Missing Dwarf

**Origin:** After finding a number of map fragments for Stillguar, the head of the Wartower Wardens, you have learned that the dwarf has gone missing. He entered the dungeon with only his map and a single handaxe.

**Objective:** Grebold Blitzhame, a dwarf from the Wartower Wardens, wants you to find Stillguar and promises a hearty reward should you succeed.

**Notes:**

Web Enhancement

### Hungry Like the Wolf

**Origin:** Pearen Toclun lost his farm and family due to a wolf attack.

**Objective:** Deal with the wolves before their attacks grow worse.

**Notes:**

Web Enhancement

### Lost and Found: The Demon Box

**Origin:** Khellek, the local dragonchess champion at the Green Dragon Inn, has approached you with an odd offer.

**Objective:** Khellek would like you to take a powerful object called the *demon box* to the dungeons of Castle Greyhawk and place the item in a special chamber known as the "lost room." According to Khellek, the chamber can be found only by becoming lost yourself. While there, he would like you to recover a golden brooch he lost in the dungeon some years ago. If you succeed, he offers to pay you 5,000 gp.

**Notes:**

Web Enhancement

### Secret Passage: Sewer Map

**Origin:** Ricard Damaris, the owner of the Green Dragon Inn, has purchased a map for you that supposedly contains a secret passageway connecting the Free City to the dungeons of Castle Greyhawk.

**Objective:** The map shows an entrance in the sewers near the Guild of Wizardry, but it does not show the other end of the tunnel, in the dungeons far to the north.

**Notes:**

Web Enhancement