

Ambition's Folly



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

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A new dawn has arrived in the early morning on Oerth. What adventures await the unsuspecting? New adventurers arrive every day to the Gem of the Flanaess seeking riches or to just take in the wonder that is Greyhawk City. Will this day be no different or will adventure find you? A one -round Core Introduction adventure set in Greyhawk City for characters level 1-4 (APL 2 only). This is the first adventure in the series of Living Greyhawk Core Introductory Adventures.

Resources for this adventure [and the authors of those works] include *Living Greyhawk Journal* [Denis Tetreault and Erik Mona], *Magic Item Compendium* [Andy Collins], *Greyhawk Ruins Campaign Guide* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss]

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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RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To 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.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. 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:

- Enlist a sixth player.
- 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 Greyhawk City. All characters pay 1 Time Unit if their home region is Greyhawk; all other characters must pay 2 Time Units for this adventure.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep 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 adventure.

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

Aramis Raspet is a relatively unknown aristocrat in the Artisans Quarter. This is unacceptable in his eyes and thus must be corrected immediately. He recently inherited a decent size fortune from his uncle who passed suddenly. Now with his new found wealth he has decided to enact his plan to rise in nobility and become one of Greyhawk's most notable aristocrats. How this plan unfolds is a matter for another time ...

ADVENTURE SUMMARY

Introduction: The PCs come through the Druids Gate in Greyhawk City where they are greeted by the Greyhawk Militia asking questions before they can enter the Artisans Quarter. The PCs meet a seedy man that overhears their plight about adventuring licenses and asks them if they would run an errand for them in exchange for a few of them.

Encounter 1: The PCs go to the Fruit of the Mill and ask Karin where Yr is. Karin Koeffel, the proprietor, is pleasant and asks them to then deliver a recipe and baked goods to her boyfriend Yr near the Broken Staff Inn.

Encounter 2: While on the way, the PCs are attacked seemingly by random by the Greyhawk Thieves Guild. Also while on the way, the PCs meet a beggar named Brendigund.

Encounter 3: The PCs get to the house and meet Yr. Yr asks them to sit down and eat with him, but he is attacked by two small fire elementals sent to kill him.

Encounter 4: Yr tells the PCs that what he really has is a coded message that he has to decipher for Aramis Raspet an aristocrat of renown. He informs the PCs that they should personally deliver the message to Aramis's contact near the Grand Tent.

Encounter 5: The PCs arrive at the meeting point and are about to hand over the coded message when they are jumped by goblins. The goblins were sent by a rival aristocrat who wants the coded documents for himself.

Conclusion: The PCs are left wondering what is really happening behind the scenes of all this strange adventure in the city of Greyhawk.

BEFORE PLAYING

It is suggested to read over the *Greyhawk Ruins Sourcebook* before playing. This is available on the RPGA website at www.rpga.com/lg. Player Characters (PCs) can choose to have Greyhawk City be their home region and thus can also participate in the Greyhawk Ruins Mini-Campaign. (Although they still have to be 1st level when they play the first official adventure of the series.)

Let the PCs choose affiliations which are found in the *Greyhawk Ruins Sourcebook* if they wish, as this may impact future Core introduction adventures.

If at any point in the adventure the PCs wish to go to the City Guard and tell them what is going on allow them to. Remember time however in the session and do not allow them to go to far away from the main story. The City Guards will thank them for the information but tell the PCs that without definitive proof or intent there is not much that can be done at this point.

The Guard ensures the PCs have their licenses and all the proper documentation however before they leave.

DUNGEONS & DRAGONS MINIATURES®

To run this adventure, you may want to use the following miniatures:

From the War of the Dragon Queen™ set:

2 Small Fire Elementals (54/60) to represent the Small fire elementals

From the Blood War™ set:

1 Acheron Goblin (28/60) to represent the goblin cleric

From the Unhallowed™ set:

2 Dwarf Battleragers (16/60) to represent the 2 dwarf Greyhawk thieves

2 Graypeak Goblin Archers (40/60) to represent the 2 goblin fighter archers

From the Night Below™ set:

2 Greyhawk Militia Sergeants (13/60) to represent the Greyhawk militia guards throughout the adventure

DUNGEONS & DRAGONS DUNGEON TILES

To run this adventure, you may want to use the following Dungeon Tiles. Abbreviations for the sets are: *Dungeon Tiles* (DT), *Arcane Corridors* (AC), *Hidden Crypts* (HC), and *Ruins of the Wild* (RW).

Thieves? Where? (Encounter 2):

- 1 Cave 4x8 (DT) (back)
- 1 Crevasse 8x2 (DT) (back)
- 2 Double Doors 2x1 (DT)
- 1 Dragon Statue 8x2 (DT) (back)
- 1 Ruins 4x8 (DT) (back)
- 2 Double Doors 2x1 (AC)
- 1 Lightning 8x2 (AC) (back)

Yr's Abode (Encounter 4):

- 1 Shop 8x10 (DT)

The Grand Tent (Encounter 5):

- 1 Crevasse 8x2 (DT) (back)
- 1 Dragon Statue 8x2 (DT) (back)
- 1 Ground 2x2 (DT) (back)
- 1 Obelisk 2x2 (DT) (back)
- 1 Statue 1x1 (DT)
- 1 Water Fountain 4x4 (DT)
- 1 Fog 4x8 (AC) (back)
- 1 Alcoves 8x2 (HC) (back)
- 1 Stairs 8x2 (HC) (back)
- 1 Statue w/ Shield 2x2d (HC)
- 1 Statue w/ Spear 2x2d (HC)
- 2 Wooden Doors 1x2 (HC)
- 1 Wooden Floor 4x2 (HC) (back)

LAW AND ORDER IN THE FREE CITY

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

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

UNUSUAL COMPANIONS

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

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

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

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

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

WEAPON AND SPELL RESTRICTIONS

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

- Generally, Greyhawk strongly controls magic use, prohibiting the use of such except in moments of extreme personal danger.
- Spells that do not damage a foe, such as *hold person*, are permitted.
- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.
- Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*,

are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons, the rules are:

- It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer and other 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. Characters wanting to carry such weapons in the city must purchase a license (5 gp for one-handed, 20 gp for two-handed weapons). Licenses are valid for one week.
- Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Guild of Nightwatchmen who maintain a secure storage facility warded with powerful magics maintained by the Guild of Wizardry.

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

TWO MINOR LAWS

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers can't talk with any patrons, or sell any loot. If a character is paying standard or better upkeep, that character does not have to worry about the Freesword Tax.

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

BREAKING THE LAW

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards. Doing so requires a DC 10 Wisdom check to avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

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

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

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

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

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

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

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

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

INTRODUCTION

Assume as the Dungeon Master (DM) that the PCs are coming to Greyhawk through the Druids Gate which leads to the Artisan Quarter. If the PCs all know each other ahead of time they are traveling together to enter Greyhawk to look for work or if they have a more suitable back story allow them to use it.

If the PCs do not know each other then things are a bit more complicated but can easily be dealt with by having the seedy gentlemen, Naax, call them over just before entering the city gates. There he gathers them around to ask them if they wish to help him out by just delivering a piece of parchment to a lady in the city in exchange for a few licenses.

Read the following text once it is decided if the PCs are companions or off on their own adventure.

The Gem of the Flanaess glitters in the bright sun in the afternoon. Numerous fruit and food merchants

plod towards the Druids Gate with the hopes of selling off some of their supply so that their families can live a bit more comfortably.

Up ahead, the inquiries of the Greyhawk militia guards can be heard. As they finish with the travelers in front of you, they give you a good look over before one of them addresses your group.

"That shiny blade will cost ya 5 crowns to carry within the city sir, no exceptions." The guard holds out his hand, waiting for payment.

Each PC should attempt a DC 10 Spot check. Any who succeed notice a pale and old-eyed human male wearing a well-maintained traveler's outfit cautiously approaching the group. This is Naax. Naax has noticed the PCs, as he's been on the lookout for adventurers, who are easy to spot in a crowd of merchants and farmers. He pulls PCs aside with a whisper, and speaks once everyone is near him.

"Good, good, you all look like you seek adventure? Well, unfortunately what I offer you isn't much, but it'll help with getting adventuring licenses for those weapons you carry. You interested?"

If the party agrees to help him, he is delighted and tells the PCs about the laws of Greyhawk as detailed in the 'Law and Order in Greyhawk City' in the above section.

If anyone asks if these licenses are real he gives them a sly wink and says 'of course!' He has enough weapons licenses as needed for the party. Read the following after Naax has discussed Greyhawk City law with the characters.

"Well I s'pose you may want to know what you have to do. Well all you have to do is take these few letters... right... here. You take them to Karin at the Fruit of the Mill right through those gates. Her boyfriend should be the one you want. Just do what she says from that point on and you'll be golden. I'll meet you near the Grand Tent in a few hours to retrieve the letters."

If any PC asks why he can't deliver the message, Naax says that he has many more jobs to do today and can't afford the time to. He does not radiate evil if a PC checks. If any PC looks at the letters, they are written in Abyssal, but when they try to read it the words do not make any sense whatsoever. Everything seems to be out of order.

He bids the party farewell and heads off. Now the PCs can travel through the gates. They were not paying attention to anything going on, as there are many travelers this time of year and their job is busy. The guards go over all the usual questions of why they are in

the city and ask for the PC's names. They look over the licenses for a long time, but eventually let the PCs in through the gates.

For each PC that needed a license, that character receives the item on the Adventure Record marked 'Special License'.

ENCOUNTER 1: FRUIT OF THE MILL

The PCs need directions on where the Fruit of the Mill is located. Anyone on the street can answer them easy enough as it is virtually right inside the Druids Gate, or the PCs can make a DC 5 Gather Information check and spend 1 cp.

Many merchants stumble or shove past you to get through to their intended destination. Talk of the great sales at the Grand Tent is all around you, while in the background you can hear the sound of rushing water. The smell of fresh bread wafts through the street as children run along fighting each other with makeshift wooden sticks.

As it turns out, the bread and sweet smells are coming from a baker's shop with a sign that swings in the light air. The burnt sign reads 'Fruit of the Mill'. The place looks like it has seen better days as it appears it has a few scorch marks here and there.

The place is not that busy in the afternoon. A fair but hardened woman swooshes flies off her wares outside.

If the PCs approach and ask for Karin, the lady introduces herself as she. She politely asks what the PCs are doing here, and of course tries to push on them to buy some fresh goodies for the road. Her baked goods are inexpensive for an adventurer, most running only one or two copper pieces.

She does not know anyone by the name of Naax, but if the PCs hand over the bundles of letters she'll respond.

"Oh he must be lookin, for Yr, my boyfriend. I wouldn't know any such gibberish as these papers, but he might. His place is by the Broken Staff Inn just a bit north of here right before the Performing Artists Guildhall. Tell him I sent ya and oh here – give them this basket of goodies."

One of the PCs is handed a basket with fresh baked bread, some cookies, and an apple pie. Karin turns to a new customer and continues on with her day. She knows nothing more than what she has told the PCs.

ENCOUNTER 2: THIEVES? WHERE?

As the PCs travel to Yr's place they are ambushed by a few thugs sent by the Greyhawk Thieves' Guild. Why they have been sent is a mystery to the PCs, but will be revealed in the next adventure.

Use **DM Map 1** for this encounter.

The streets seem to become a bit sparser going towards Yr's home. Only a few citizens are outside and most don't seem to be the kind you would spark up a conversation with. A beggar walks up to you with a cup in his hand.

"Pity on an ol' man? I lost my children, my wife, everything. They were demon children, I was too greedy and look what it has brought me!" The man falls to the ground sobbing.

"Do not let greed consume you like it did me."

If any PC asks the man's name he replies Brendigund. If they give him some money he tells the PCs to be wary of the dwarves that are on their tail. Immediately continue to the next read-aloud text. Refer to **DM Map 1**.

Just then, a dwarf comes walking up behind you. At that moment, another dwarf stomps out of an alley ahead of you.

"Well, well lookie what we got here. No guards around to help ya now fewls!"

They both quickly draw their weapons and smile wickedly.

APL 2 (EL 2)

Purg and Bront: male and female dwarf rogue 1; hp 9, 9; see Appendix 1.

Tactics: These are thugs sent by the thieves' guild, so they do not care how they get the letters. These two use non-lethal force at first, but switch to lethal if the PCs use lethal force against them. If they are really injured (1 hp), they flee. No matter what, Greyhawk Militia Guards arrive in 10 rounds to sort everything out.

Treasure:

APL 2: Loot 35 gp; Coin 0 gp; Magic 0 gp

Development: If the PCs capture one of the thugs, they find little information from them. The thugs were hired at the Silver Dragon Inn to retrieve some letters, given a description of the PCs, and that's it. All they know about the person that hired them is he was a human male with a

green cloak, two short swords, leather armor, and a rough voice. He told them to bring the letters back to the Silver Dragon, get the key for room 4, and leave the letters on the desk where payment would be left for them. They were to be paid 20 gold each.

If the PCs are defeated by the thugs, the letters are taken from them, and they need to try to catch the thugs before they return the letters to their drop point. This is difficult, but still possible, as the thugs stop frequently along the way back to the Silver Dragon Inn. They need to make a DC 15 Gather Information check (spending 2 gp) to find information on where the thugs were headed, and then a DC 15 Knowledge (local) check or a DC 10 Gather Information check (spending one sp) to find the Silver Dragon Inn. They can then ambush the thugs either by heading up to the room, or outside the inn, as you see fit.

If the PCs are defeated and are unable to recover the letters, they can continue to Yr's house and tell him what happened, but he can do nothing to help the PCs with their mission. The adventure is over for them.

ENCOUNTER 3: YR'S ABODE

Once the PCs arrive at Yr's house he is accommodating. He acts wise and a bit aloof, and perceptive characters may get the feeling that there is more to this man than it seems.

When the PCs knock on the front door read the following:

"Hold on, I'm coming." An old but stern voice replies. The door creaks open and before you stands a proud, dark haired man. By the looks of it he appears to be built like an ox and there is some dash of craziness in his eyes.

"Well just don't stand there, come on in folks" he waves a hand inviting you in.

Inside is a modest house that looks like it may have been a shop at one time. Yr asks the PCs if they wish to have a seat while he goes to get some drinks. He asks them why they are here as he goes in the back room. Refer to **DM Map 2**.

When he returns with whatever the PCs wanted to drink (and assuming the PCs told him why they are here), he smiles unassumingly. He asks to see the letters and gives a few grunts and nods while looking them over.

At this time, allow the PCs a DC 15 Spot check. They notice something odd about the fire – it moves strangely. If a PC decides to check out the fire, allow them to do so. Once they get within 5 feet of the fire, the fire elementals attack. There is no surprise round, as the PC noticed something odd. If no PC makes the Spot

check, then continue on with the boxed text. Otherwise, Yr imparts this information after the fight.

Yr throws down the letters on the table. "What you have there is some ancient demonic coded letter. Interesting one at that, yes he told me they were unique. I can decode it for ya but just so you know it's a powerful ritual." Yr then walks over to the fireplace to stoke the fire as he listens.

If no PC made the Spot check then the elementals attack as soon as Yr reaches the fireplace.

All of a sudden the fireplace erupts and two small flames roll out onto the floor attempting to engulf Yr!

APL 2 (EL 2)

Small Fire Elementals (2): Small elemental; hp 9; see *Monster Manual* page 99.

Tactics: The elementals were sent to slay Yr and burn the letters. While the elementals can certainly attack Yr, they should not be able to kill him, as he's more experienced than he lets on. Generally, he backs out of the way and lets the PCs handle the situation.

Once the elementals are defeated, Yr thanks the PCs heartily. Continue to **Encounter 4** for the rest of the story of the coded letters.

ENCOUNTER 4: THE CODED BOOK

Yr will give any PC that is harmed in the attack a *potion of cure light wounds* that he has in the back. He does not give a potion to an unhurt PC.

"Seems these letters are more sought after than I thought. As I said you all should be very careful in this matter. I sense that there is more to this than even I can foresee. These decoded papers are for Aramis Raspet, an aristocrat of some repute. He may think he is being sneaky by trying this cloak and dagger routine, but I've seen more than he can imagine. It appears he wishes to gather various trinkets to increase his standing within the noble community or some such. I have no such interest in these matters but I find it amusing and interesting to see lost treasures such as these letters."

"Now where are you to meet him?"

The PCs should tell Yr where they are to meet Naax. If the PCs ask Yr any other questions regarding Aramis or the letters he coyly answers 'for another time'.

As the PCs are about to leave Yr gives them a few magic items to help them out. The PCs are free to use these items during the adventure but in order to permanently keep them, they must purchase them. They will have access to these items on the AR and can buy them at any point in their adventuring career.

"Wait. You look like you could use some more help in case evil finds you again. Here take these, as I have no use for such things anymore."

Yr hands over the following items. Items marked with a * are from the *Magic Item Compendium* and are in the Appendix 2: New Rules Items: *+1 chain shirt of agility**, *2 sleep arrows*, *bracers of arcane freedom**, *boots of landing**, *watch lamp**, and *cloak of weaponry**.

Development: Do not mention this to the PCs, but if one of the PCs wishes to copy down the decoded letters they are free to do so. They have a little bit of time before they have to meet with Naax so this gives them time to do this. If a PC is smart enough to figure this out give them the 'Decoded Letters' reward on the AR.

Treasure:

APL 2: Loot 0 gp; Magic *+1 chain shirt of agility* (146 gp), *sleep arrows* x2 (11 gp each), *bracers of arcane freedom* (191 gp), *boots of landing* (41 gp), *watch lamp* (41 gp), *cloak of weaponry* (191 gp); Total 632 gp.



ENCOUNTER 5: THE GRAND TENT

The PCs make their way towards the Grand Tent. Naax is waiting off to the side of this busy merchant area. The goblins will be hiding behind the statues near the water fountain. See **DM Map 3** for the outlay of the encounter. They are crazy and do not care much about being seen attacking people in the middle of broad daylight. They want to get the letters for their master (who will be featured in a later adventure).

Naax is in front of the water fountain fidgeting and looking nervous. Once the PCs hand over the letters to Naax, the goblins will attack.

Amongst the crowd near the Grand Tent you see Naax fidgeting and looking around near a water fountain off to the side. Once he spots all of you, a smile comes over his face. "Finally you're here. Do you have the letters?"

Have the PCs make a Spot check versus the goblins Hide check. The goblins get a +4 bonus to their Hide check due to the fact they are behind the statues.

Adjust the following text if the PCs spot any of the goblins before they attack.

As soon as you reply to Naax, three creatures with a broad nose, pointed ears, and small sharp fangs pop out from the shadows of the statues and fire arrows at you. They scream at you, "For the Master!"

APL 2 (EL 3)

Ram: male goblin fighter 1; hp 10; see Appendix 1.

Nel: male goblin fighter 1; hp 10; see Appendix 1.

Buvea: female goblin cleric 1; hp 9; see Appendix 1.

Tactics: Ram and Nel sit behind a barrel and fire arrows at the PCs. Buvea casts *shield of faith* on herself, then *magic weapon* on Ram's bow next. She then casts *divine favor* and moves into combat. The goblins fight to the death, as they do not want to answer to their master or the Greyhawk Militia Guards.

Naax does not participate in the combat, but attempts to get away. He has Hide and Move Silently +6, an initiative bonus of +3, and moves 30 feet. If he's run down, he surrenders to the PC who catches him.

Development: Three Greyhawk Militia Guards arrive 10 rounds after combat is first started. If combat is still going on, they use aid another actions (their attack bonus is +2) to give the PCs a bonus of +2 to attack rolls against

the goblins. If any of the goblins are captured they refuse to speak and if coerced only speak lovingly but very vaguely about their master. They do not know who he is, but it is clear of his hold over them.

Once the Greyhawk Militia Guards come, they detain everyone, even Naax. If the goblins are dead they take them away too. The guards inspect the special licenses the PCs have and return them, thinking they are genuine.

Continue to the **Conclusion**.

CONCLUSION

If the PCs completed all the objectives in the adventure read the following:

What started off as just a simple errand seems to have spiraled into something possibly more devious. Aramis the aristocrat seems to want these demonic letters, but for what reason? Who is this master that the goblins spoke of? The day started off simple enough, but now at the end of the day, while sitting in the Broken Staff sipping some ale, there seems to be a lot more questions rather than answers swirling around.

If the PCs did not complete all the objectives (for example, if they were defeated in any of the encounters) then read the following:

It appears that Greyhawk City is tougher than at first glance. Numerous ruffians prowl the street and it seems the City Watch can't patrol every dark alleyway. The letters must be of some import however, as it quite apparent that numerous factions wish to have their hands on it. As the sun sets on another puzzling day in Greyhawk City, you wonder how many more questions tomorrow will bring.

The End

EXPERIENCE POINT SUMMARY

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

ENCOUNTER 2: Thieves? Where?

Defeat the thugs 60 XP

ENCOUNTER 4: Yr's Abode

Defeat the small elementals 60 XP

ENCOUNTER 5: The Grand Tent

Defeat the goblins 90 XP

Story Award

Copying the decoded transcript from Yr 60 XP

Ensuring Naax doesn't get away 30 XP

Roleplaying Award

Good roleplaying at the DM's discretion 60 XP

Total Possible Experience 360 XP

TREASURE SUMMARY

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

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

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

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

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

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

Scroll of magic missile 5th level (Any; *Magic Item Compendium*; 125 gp)

2: Thieves? Where?

APL 2: Loot 35 gp; Coin 0 gp; Magic 0 gp

5: The Grand Tent

APL 2: Loot 0 gp; Magic +1 chain shirt of agility (146 gp), sleep arrows x2 (11 gp each), bracers of arcane freedom (191 gp), boots of landing (41 gp), watch lamp (41 gp), cloak of weaponry (191 gp); Total 632 gp.

Total Possible Treasure

APL 2: Loot 35 gp; Magic 632 gp; Total: 666 gp.
Maximum Treasure Possible 450 gp

ADVENTURE RECORD ITEMS

Arrested! You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay 225 gp to avoid imprisonment.

Special License: You made a deal with Naax and he has given you a special adventuring and weapon license to be used in the City of Greyhawk. It allows you to carry up to 2 weapons that normally would be disallowed within the city walls. The license gets funny looks from the Greyhawk Militia, but it always seems to work.

Decoded Letters: The strange letters that you carried around seem to be some sort of guide on a ritual with demons. Whether that is to summon them or to banish them is the mystery. If you possess these letters and research them for 1 minute you gain a +2 circumstance bonus to any Knowledge check dealing with demons.

ITEM ACCESS

APL 2:

+1 chain shirt of agility (Any; *Magic Item Compendium*; 1,750 gp)

Bracers of arcane freedom (Any; *Magic Item Compendium*; 2,300 gp)

Watch lamp (Any; *Magic Item Compendium*; 500 gp)

Boots of landing (Any; *Magic Item Compendium*; 500 gp)

Cloak of weaponry (Any; *Magic Item Compendium*; 2,300 gp)

APPENDIX 1: STAT BLOCKS

arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll. Encumbrance – Light.

ENCOUNTER 2

PURG AND BRONT

CR 1

Male and Female dwarf rogue 1

NE Medium humanoid (dwarf)

Init +6; **Senses** Darkvision 60 ft.; Listen +5, Spot +5

Languages Dwarf, Common

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 chain shirt)

hp 9 (1 HD)

Fort +3, **Ref** +4, **Will** +1 (+2 to spells and spell-like abilities)

Speed 20 ft. (4 squares)

Melee sap +1 (1d6+1)

or short sword +1 (1d6+1)

Ranged composite shortbow +2 (Str +1) (1d6+1)

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

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

Atk Options Sneak Attack +1d6

Abilities Str 12, Dex 15, Con 16, Int 13, Wis 12, Cha 6.

Feats Improved Initiative

Skills Gather Information +2, Hide +6, Listen +5, Knowledge (local-Core) +5, Move Silently +6, Ride +8, Search +5, Sense Motive +5, Spot +5, Tumble +6

SA Trapfinding, stonecunning, stability

Possessions combat gear plus chain shirt, sap, short sword, composite shortbow (Str+1), 20 arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll. Encumbrance – Light.

BUVEA

CR 1

Female goblin cleric 1

CE Small humanoid (goblin)

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

Languages Goblin, Common

AC 17, touch 13, flat-footed 15

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

hp 9 (1 HD)

Fort +3, **Ref** +2, **Will** +6

Speed 30 ft. (6 squares)

Melee morningstar +3 (1d6+1)

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

Base Atk +0; **Grp** -3

Atk Options spells

Cleric Spells Prepared (CL 1st):

1st— *magic weapon* (D), *divine favor*, *shield of faith*

0— *cure minor wounds*, *inflict minor wounds* (DC 12), *detect magic*

D: Domain spell. Deity: Erythnul. Domains: War, Evil

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

Feats Martial Weapon Proficiency (morningstar)^d, Weapon Focus (morningstar), Iron Will

Skills Concentration +5, Spellcraft +4

Possessions combat gear plus chain shirt, morningstar, cold iron morningstar, backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2). Encumbrance – Light.

ENCOUNTER 5

RAM AND NEL

CR 1

Male goblin fighter 1

CE Small humanoid (goblin)

Init +3; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

Languages Goblin, Common

AC 18, touch 13, flat-footed 15

(+3 Dex, +4 chain shirt, +1 size)

hp 10 (1 HD)

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

Speed 30 ft. (6 squares)

Melee morningstar +3 (1d6+1)

Ranged composite longbow +5 (Str +1) (1d6+1)

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

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

Atk Options Point Blank Shot

Combat Gear *potion of cure light wounds*

Abilities Str 12, Dex 17, Con 13, Int 12, Wis 10, Cha 6.

Feats Point Blank Shot, Precise Shot

Skills Climb +5, Intimidate +2, Move Silently +7, Ride +8, Swim +4

Possessions combat gear plus chain shirt, morningstar, composite longbow (Str+1), 20

APPENDIX 2: NEW RULES ITEMS

Agility

Magic Item Compendium 6

Price: 500 gp

Property: Armor

Caster Level: 5th

Aura: Faint (DC 17) transmutation

While wearing armor that has this property, you gain a +1 resistance bonus on Reflex saving throws.

Prerequisites: Craft Magic Arms and Armor, cat's grace, resistance.

Cost to Create: 250 gp, 20 xp, 1 day.

Bracers of Arcane Freedom

Magic Item Compendium 80

Price: 2,300 gp (6th)

Property: Arms

Caster Level: 7th

Aura: Moderate (DC 18) abjuration

Activation: Swift (command)

Weight: 1/2 lb.

Bracers of arcane freedom allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you omit the somatic component of the next arcane spell you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's level or casting time).

This effect functions two times per day.

Prerequisites: Craft Wondrous Item, freedom of movement.

Cost to Create: 1,150 gp, 92 xp, 3 days.

Watch Lamp

Magic Item Compendium 147

Price: 500 gp (3rd)

Property: Head

Caster Level: 1st

Aura: Faint (DC 15) evocation

Activation: Swift (command)

Weight: -

When activated, a watch lamp creates a globe of light that hovers at your shoulder and sheds light as a torch. The light follows you wherever you move. It can be extinguished with a second command.

Prerequisites: Craft Wondrous Item, dancing lights.

Cost to Create: 250 gp, 20 xp, 1 day.

Boots of Landing

Magic Item Compendium 77

Price (Item Level): 500 gp (3rd)

Body Slot: Feet

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: -

Weight: 1 lb.

While wearing boots of landing, you land on your feet no matter how far you fall, and you take 2 fewer dice of damage from the fall than normal (thus, a fall of 20 feet or less deals you no damage).

Prerequisites: Craft Wondrous Items, feather fall or catfall (EPH 82)

Cost to Create: 250 gp, 20 xp, 1 day

Cloak of Weaponry

Magic Item Compendium 89

Price: 2,300 gp (6th)

Property: Shoulders

Caster Level: 9th

Aura: Moderate (DC 19) conjuration

Activation: Swift (command)

Weight: 1lb.

A cloak of weaponry has an extradimensional space within it that can hold a single weapon with a weight of up to 25 pounds and a size no larger than Medium. When you activate the cloak, you can draw forth the weapon (or stow a weapon, if the cloak is empty).

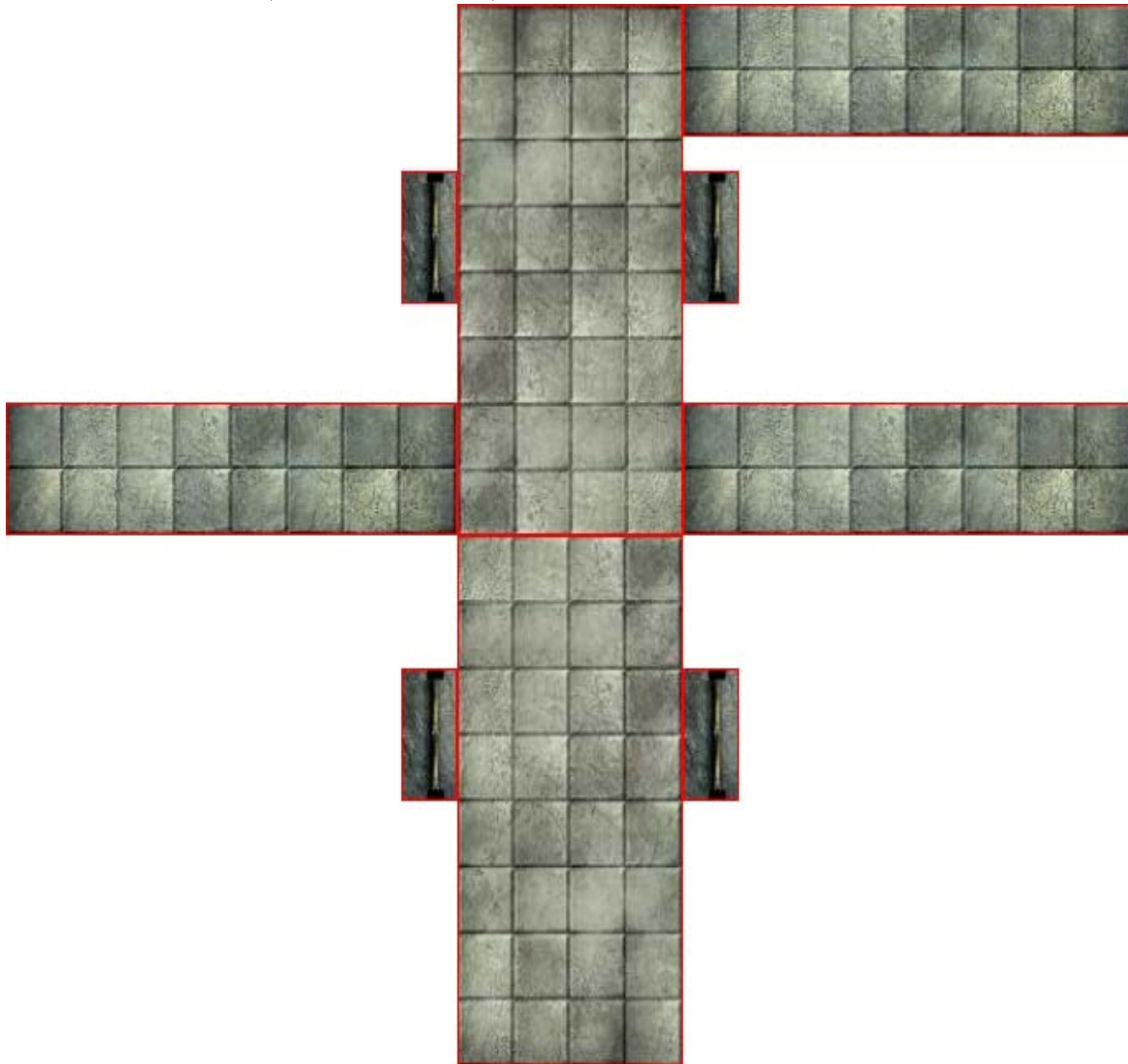
Creatures and nonweapon objects can't be stored within the cloak.

Prerequisites: Craft Wondrous Item, Leomunds' secret chest.

Cost to Create: 1,150 gp, 92 xp, 3 days.

DM MAP 1

THIEVES? WHERE? (ENCOUNTER 2)



DM MAP 2

YR'S ABODE (ENCOUNTER 4)



DM MAP 3

THE GRAND TENT (ENCOUNTER 5)

