

Folly by the Sea

A half-hour D&D Living Greyhawk Mini-Module for the Interactive *An Empty Seat*

Set in The Duchy of Urnst

By Ryan Hicks

A fine tavern for a good lunch gives the people of Leukish the opportunity to voice their opinions about the representatives from the Noble Houses that are vying for the empty seat on the Honorable Chamber. A Mini-Module for the interactive *An Empty Seat*, for characters levels 1-2.

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This is a non-standard RPGA Network tournament. A half-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about thirty minutes. The standard RPGA Network voting procedures will be not be used.

The players are free to use the game rules to learn about Equipment and weapons their characters are carrying.

A note about the text: Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

DM Information

This adventure starts at one encounter, and can branch off in one of three directions, depending on the actions the PCs take. It can be difficult to run, especially considering the limited timeframe, but even though there are six (technically seven) encounters listed, most PCs will only visit two or three of them.

Before you run this event, get all of the DC 20 Lore Sheets from the **Interactive Coordinator**. These will give you all of the information you need to run the encounters and know what the current political situation is like.

Do not ask for Lifestyle costs at the beginning of the adventure; PCs have already paid these costs when they entered the Interactive.

It is recommended that the judge make the following statement to the players before play begins:

This Adventure is not tiered, and is intended for 1st and 2nd level characters. Players of characters that are above 2nd level are likely to find this adventure encounters significantly easier to survive than those player characters for which this adventure is intended.

Background

The characters find themselves enjoying a pleasant meal in *The Folly By The Sea*, a tavern near the docks of Leukish. During their meal, they overhear a potentially violent dispute between a group of soldiers supporting **Viclef Kilbourne** and a group of merchants supporting **Korin Verana**.

At this point, the characters can pick a side and join the ensuing brawl, choose to disarm the situation with words, or simply ignore the conflict and wait to see who wins.

If they join the brawl, they'll get a good, down to Oerth fight that should take most of the scenario. Any time left at the end of the scenario should be spent cleaning up the tavern after the brawl.

If they choose to disarm the conflict, the people of the tavern will insist that they pick a side and explain why they think their choice is better than any other. Unless the party is unanimous in their decision, this may be a difficult roleplaying encounter, which should take up the rest of the scenario. If the party agrees wholeheartedly, and convinces the tavern of the same, then the gullible people of the tavern (minus the potential brawlers) decide to march against the Honorable Chamber, declaring the PC's choice the obvious recipient of the seat.

If they choose to ignore the conflict, the brawl occurs, but quickly stumbles outside to the streets. Because nothing truly interesting happens in the tavern, Seoman Verle, returns to

eating the hickory-smoked trout, which is poisoned. The PCs may rush to his aid (or let him get sick, in which case the PCs should be encouraged to move to the County of Urnst for their apathy) and help him. While doing so, they might notice a cook rush out back in a panic; following the cook finds him settling an account with a few shady fellows in the back alley. In fear of being spotted, these fellows attack the PCs and give them adventure even though the PCs didn't ask for it, in classic Greyhawk style.

Note that if the PCs somehow dissolve the conflict without making a scene, Seoman Verle will eat his trout anyway and the PCs could meet both critical events in this scenario.

Summary of Encounters

- **Player's Introduction.** This encounter gets the PCs into the Tavern and lets them describe themselves.
- **Encounter One: My House Is Better Than Your House.** The clientele of the tavern are about to erupt into a brawl, and the PCs get to decide how to act.
- **Encounter Two: Let's Fight So We Can Learn 3E.** The brawl scene; this is meant to be a fun, safe encounter for players who want to fight.
- **Encounter Three: Put The Mug Down.** If the PCs get involved in the conversation without a conflict, they get to talk politics and possibly stage a march to the Honorable Chamber.
- **Encounter Four: How Long Does It Take For The Watch To Come In Leukish?** If the PCs ignore the brawl, they get to watch a bit of a brawl and enjoy their food.
- **Encounter Five: Try The Trout, It's To Die For.** Seoman Verle, with nothing more

interesting going on, decides to actually eat his hickory-smoked trout, causing him to get ill and propel the PCs to Encounter Six.

- **Encounter Six: The Crooked Cook.** The cook, upon seeing the PCs foiled his simple assassination attempt, flees out back to collect his money from some cloaked figures. A combat ensues if the PCs follow.

Player's Introduction

They say the hickory-smoked trout here is to die for. Certainly the smells coming out of The Folly By The Sea are an indication of how good the food is. The tavern is a two-story building by the docks of Leukish. The current head chef, Gervrin Hafwain has served travellers in Leukish for years, and is well-known for his fine seafood dishes. Though the clientele is often rough, with bar fights not uncommon, it is considered a fine establishment by most of the population of Leukish.

As you enter the tavern, you find that many patrons are already enjoying the lunch fare provided by the Hafwain. The tavern is abuzz with gossip; you quickly determine that almost everyone is talking about the empty seat on the Honorable Chamber.

Let the PCs find a place to sit (a few tables are still open) and roleplay their first visit to *The Folly By The Sea, est. 521.*

Also at this time, ask each player to describe their character. As they formed groups during the interactive, most of them should already be familiar with the characters seated at the table.

Because none of the PCs have seen Seoman Verle before, they have almost no chance of recognizing him. If they are particularly insistant that he must be here (perhaps from learning a great deal about his habits from earlier in the interactive) and are able to adequately describe what they're looking for, give them a Spot check DC 19, which will beat Seoman's Disguise check for the day. If they

spot him, immediately jump to **Encounter 5: Try The Trout, It's To Die For.**

When they have finished describing their characters and are anxious for the adventure to begin, move on to **Encounter One: My House Is Better Than Your House.**

Encounter One: My House Is Better Than Your House

“Bah! Kilbourne will get me a job in the army! Your Verana is nothing but a weak tax-man!”

“You fool! If Kilbourne gets the seat, he'll ruin trade in the Duchy for everyone!”

A group of people appear to be in a heated debate by the front of the tavern. Five men with military posture stand shaking mugs at four men who are wearing fine clothes styled after current fashion. It appears as though a bit of a brawl may soon start between these two groups.

The brawl is about to ensue. Find out what the party wants to do; give them a chance to sort it out as a group as there isn't an immediate need to act. While they think, throw out comments from the soldiers like:

“You might as well support the foppish Coriner!”

“Kilbournes have been running the military for years, it's about time they got a seat!”

“What, do you want to let Turrosh Mak invade your precious Seltaren?!?”

And from the merchants:

“The last thing we need is another Skeptic on the chamber!”

“House Verana has been running operations in Seltaren for years, it's about time they got a seat!”

“What, do you want your weapons to cost twice the price they do now?!?”

Once the party has decided what it wishes to do (or once one PC acts heedlessly of the rest of the members, or each one acts independantly, in which case, accept the apologies of this author and remember that this scenario is short), move to the encounter that's appropriate to their actions:

- If they join the brawl, move to **Encounter 2: Let's Fight So We Can Learn 3E.**

- If they try to diffuse the situation with Diplomacy, Intimidate, or Bluff, move to **Encounter 3: Put The Mug Down.**

- If they ignore the situation, move to **Encounter 4: How Long Does It Take The Watch To Come In Leukish?**

Encounter Two: Let's Fight So We Can Learn 3E

The tavern erupts in hoots and hollers as the brawl ensues. Before the first punch is thrown, however, one of the merchants slips in some ale and is quickly helped to his feet with a laugh by one of the soldiers. They both grin at each other and begin wrestling.

If at ANY time, a PC uses lethal damage, send the watch in. There is no cause for lethal damage here at all. Make sure that the PCs notice that no one else is using weapons. Once the watch comes, the battle is over; the watch is prepared for this type of disruption and is extremely well-equipped. None of the participants want to brawl as soon as the watch comes, unless it is to save their own lives, or the lives of any of their fellow citizens of Leukish.

The brawl is meant to be an interesting one, and is meant to take the rest of the round. Describe the brawl with exciting words like “whooshes” and “flying mugs” and “guffaw”.

Remember, that any normal weapon can cause subdual damage, but the attack is at a -4 penalty, because you need to hit a non-critical area. Even, so...drawing weapons in this tavern at this time will cause startled gasps from nearly everyone.

When the brawl is over, assess the damage. If the PCs have lost and are all unconscious or have surrendered, have the winners buy them a round of ale and congratulate them on a good fight. Really, even though they lost, the shouldn't feel like they did. Hopefully, the fight *was* fun.

If the PCs have won, Gervrin Hafwain comes out and asks them to help clean up the mess. If the PCs help, he'll buy them a round of ale.

No matter who wins, Seoman Verle thinks better of staying at the tavern and leaves through the back door with a few other commoners who do the same, his poisoned trout untouched.

5 Soldiers, male human War1: CR1/2; Medium Humanoid (5 ft. 10 in. tall) HD 1d8; hp 4; Init +1 (Dex) ; Spd 30; AC 13; Atks +1 Melee (1d3+1 subdual, unarmed) AI NG; SV Fort +2, Reflex +1, Will +0.

Str 12, Dex 12, Con 10, Int 12, Wis 12, Chr 10.

Skills: Intimidate +4, Jump +5, Ride +5, Spot +3

Feats: Alertness, Weapon Focus (shortsword)

Equipment: breeches, tunic, leather, shortsword, dagger, 7 sp.

4 Merchants, male human Exp1: CR1/2; Medium Humanoid (5 ft. 9 in. tall) HD 1d6; hp 3; Init +1 (Dex) ; Spd 30; AC 11; Atks +0 Melee(1d3 subdual, unarmed); AI NG; SV Fort +0, Reflex +1, Will +4.

Str 10, Dex 12, Con 10, Int 12, Wis 14, Chr 14.

Skills: Common, Appraise +7, Bluff +6, Diplomacy +6, Innuendo +6, Listen +8, Read Lips +5, Sense Motive +6, Spot +8.

Feats: Alertness, Skill focus(Appraise)

Equipment: breeches, tunic, 17 sp.

5 Commoners, male human Com2: CR1; Medium Humanoid (6 ft. 3 in. tall) HD 2d4+2; hp 8; Init +1 (Dex); Spd 30; AC 11; Atks +1 Melee(d3+1 subdual, unarmed); AI CG; SV Fort +0, Reflex +0, Will +0.

Str 12, Dex 12, Con 12, Int 12, Wis 10, Chr 10.

Skills: Common, Craft(carpenry) +7, Spot +6, Listen +6, Handle animal +4.

Feats: Alertness, Skill focus (carpenry).

Equipment: breeches, tunic, 4 sp.

Seoman Verle, male human Nob (House Verle Representative) 4: CR2; Medium Humanoid (6 ft. tall) HD 4d8; hp 20; Init +4 (feat) ; Spd 30; AC 10; Atks +4 Melee(1d4+1, dagger), +3 Ranged(1d4+1, dagger); AI CG; SV Fort +2, Reflex +1, Will +6.

Str 12, Dex 10, Con 12, Int 14, Wis 14, Chr 14.

Skills: Common, Elvish, bluff +8, diplomacy +15, Disguise +10, Gather Information +8, Innuendo +10, Listen +7, Read lips +8, Sense Motive +8, Spot +7.

Feats: Improved Initiative, Alertness, Skill Focus(diplomacy).

Equipment: breeches, tunic, dagger, 12 gp, 5 sp.

Encounter Three: Put The Mug Down

The tavern suprisingly quiets down somewhat as you start to speak. You'd better make this good...

The PCs can try Diplomacy checks, Intimidate checks, or Bluff checks. Let them roleplay the situation first. Judge the degree to

which the player roleplayed convincingly; if it was extremely convincing, set the DC to 10, if it was moderately convincing, set the DC to 15, if it was barely convincing at all (“umm, I tell them to stop”) set the DC to 20. Oh, and if it was really, really bad, make the DC 30.

If the PCs fail, let them try again, at a DC that is 5 points higher than their last DC, but try to think of a reason why they failed and make them roleplay a good rebuttal. If they fail a second time, then the fight starts and they can either join or not. It’s up to them. If the PCs succeed, one of the commoners (who’s nickname is Piper, if it’s important) will holler out:

Aye, and which one are you in favor of? You have to pick, you know! Which House do you think should be on the seat?

Allow the players a bit of time to discuss this, as you don’t want to rush into something this important.

If one PC starts going off without talking it over, get the commoner to ask the other PCs what they think...if this turns into a political debate, so be it.

If the PCs all agree on a candidate, then the annoying commoner will insist that they march on the Honorable Chamber. Almost all of the people in *The Folly By The Sea* will want to do this, so it’ll happen whether the PCs go or not.

Leaving The Folly By The Sea behind, you make your way down the streets of Leukish in the midst of a group of people chanting [candidate’s name]’s name. You move away from the docks and toward the massive building of the Honorable Chamber; as you do so, people gather to support your cause. A few stop to jeer at you, but the march slowly gains momentum.

By the time you arrive at the Honorable Chamber, you’ve got quite a following. The marble-columned building stands before you and as a group, you chant the name of your candidate louder and louder. Surely, with the support of the people behind [him/her], the

Honorable Chamber would have to make the right decision.

With all of the commotion in the tavern, Seoman Verle quickly ducks out back with some of the commoners that don’t want a part of the politics, his trout uneaten.

Encounter Four: How Long Does It Take For The Watch To Come In Leukish?

The tavern erupts in hoots and hollers as the brawl ensues. Flying mugs whoosh by the participants’ heads to the guffaws of onlookers. Many people seem to be enjoying watching the brawl. The excitement is short-lived, however, as the brawlers quickly move outside to the streets, seemingly out of respect for the tavern owner. Shortly thereafter, you can hear the whistles of the city watch coming to stop the disruption.

At this point, give the PCs a Spot check at DC 10. If they succeed, they see Seoman Verle get ill, go to **Encounter Five: Try The Trout, It’s To Die For**.

If all of them fail, then they’ll eventually notice Seoman fall over unconscious and spot the cook rush out back.

Encounter Five: Try The Trout, It’s To Die For

A commoner in the corner begins to choke on his food and looks slightly ill. His friend seated next to him says concernedly, “M’lord Verle! Are you ill?”

Let them know that this is indeed Seoman Verle dressed in commoner’s clothing. At this point, they PCs don’t have much time, so they need to act quickly. Don’t let them come to an agreement first. Encourage them to rush to his aid.

Seoman Verle has just eaten a poison and will fall unconscious very soon, unless a successful DC 15 use of the Heal skill is used. If the PCs don't have the Heal skill, use any Wilderness Lore or Profession: Herbalist checks (or anything else that might apply in your opinion), at DC 15 to recognize that some goat's milk might help ease the poison.

If the poison is not eased, Seoman Verle will be too ill to speak on his behalf when the Honorable Chamber meets to select who will receive the empty seat.

When the PCs have dealt with Seoman Verle, or when they think to start looking for the culprit, let them Spot at DC 7 (the cook's not very good at Hiding) the cook leave the tavern out the back door. Assuming they follow, proceed to **Encounter Six: The Crooked Cook**.

Encounter Six: The Crooked Cook

Chasing the cook out the back of the tavern, you see him accepting a coin pouch from four unsavory-looking fellows. Spotting you, they pull weapons and try to make quick work of you for interrupting their work.

Unlike the brawl, this fight is for real. There is no surprise, unless the PCs snuck up on the encounter; therefore the rogues only get their sneak attack if they catch the PCs flat-footed or manage to flank them.

These four individuals will fight tactically, with the fighter meeting the PCs head on, one rogue trying to Tumble at DC 15 behind the front line of PCs so that he and his two friends with crossbows can sneak attack the leader of the PCs.

These men call themselves adventurers and were promised a month's vacation at the *Perine Estate* (the elaborate upper-Seltaren manor house of House Teranor) if they delivered the poison to Seoman Verle. The

poison wasn't meant to kill him, just keep him from being at the Honorable Chamber to support his claim. They were made this promise and given the poison by a man named Tevin Teranor, a Suel man who is very skilled with the rapier and looks exactly like **The Merchant** from earlier in the Interactive.

If a PC tries to incriminate Tevin, they won't get *any* support from the local officials. At this point, the Judge should remind the PCs that House Teranor is currently perhaps the most powerful Merchant House in all of the Duchy.

And what about the cook? The cook cowers in the corner through the entire fight. His name is Freidnel and needed the money to bribe a ship captain to ferry his Oeridian wife into Leukish. He doesn't know any more than that—actually, this many is not very smart at all. If word of the cook's actions gets back to Gervrin Hafwain, the owner of the *Folly by the Sea*, the cook will no longer have a job.

Sergvin, male human Ftr2: CR 2; Medium Humanoid (6 ft.3 in. tall) HD 2d10; hp 17; Init +1 (Dex) ; Spd 20; AC 16 (chain + dex); Atks +5 Melee (d8+2, longsword); AI NE; SV Fort +3, Reflex +0, Will +0.

Str 14, Dex 12, Con 12, Int 9, Wis 8, Chr 9.

Skills: Common, Spot +4, and Listen +4, Climb +4.

Feats: Alertness, Power Attack, Weapon Focus (longsword), Cleave.

Equipment: Longsword, chainmail, 5 sp, and dark cloak ,bag of 35 gp.

Merik, male human Rog2: CR 1; Medium Humanoid (5 ft.10 in. tall) HD 2d6; hp 8; Init +7 (Dex & feat) ; Spd 30; AC 14; Atks +1 Melee (1d6, shortsword); +3 Ranged(d8, lt. crossbow); AI NG; SV Fort +0, Reflex +0, Will +0.

Str 10, Dex 14, Con 10, Int 14, Wis 10, Chr 10.

Skills: Common, Appraise +6, Climb +4, Disable Device +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Open Locks +6, Search +6, Spot +4, Tumble +8.

SA- Sneak Attack

Feats: Improved Initiative, Skill Focus (Tumbling).

Equipment: Short sword, lt. crossbow, leather armor, 5 sp, and dark cloak, 10 bolts.

Turvin, Kerill, male human Rog 1: CR 1; Medium Humanoids (5 ft. 10 in. tall) HD 1d6; hp 6; Init +1 (Dex) ; Spd 30; AC 11; Atks +0 Melee(1d6, shortsword); +3 Ranged(1d8, lt. crossbow); AI NG; SV Fort +0, Reflex +0, Will +0.

Str 10, Dex 14, Con 10, Int 14, Wis 9, Chr 10.

Skills: Common, Appraise +6, Climb +4, Disable Device +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Open Locks +6, Search +6, Spot +4, Tumble +6.

SA- Sneak Attack

Feats: point blank shot, precise shot

Equipment: Short sword, lt. crossbow, leather armor, 5 sp, and dark cloaks, 10 bolts.

Finish

No matter how the PCs finish the event, tally up their experience points, and any wealth gained during this adventure. Add the wealth to any wealth gained or lost during the interactive (which must be listed on an Interactive Tally Sheet), and fill out character log sheets.

EXPERIENCE POINTS

Each PC may receive experience points as follows:

Brawling with the Soldiers and Merchants OR
Diffusing the situation through roleplaying
and charisma checks 25 xp

Defeating the shady fellows in the back of the
tavern. 25 xp

Roleplaying 0 - 50 xp

TOTAL POSSIBLE: 100 xp

HONORS AND REWARDS

If the PCs save Seoman Verle, they will receive an **Influence Point with House Verle.**

Encounter One:

Nothing

Encounter Two:

(Players might *steal* the following)
Up to 123 sp from Soldiers, Merchants and
Commoners
12 gp, 5 sp from Seoman
5 Daggers from Soldiers

Encounter Three:

Nothing

Encounter Four:

Nothing.

Encounter Five:

1 Longsword
3 Shortswords
3 Lt. Crossbows
1 Chainmail
1 Leather armor
30 bolts
20 sp
35 gp
4 dark cloaks

An Empty Seat – Voter’s Ballot

Circle the PC’s votes from the list below:

Player Name	Character Name					
		Delina Coriner	Maeltan Kruske	Viclef Kilbourne	Korin Verana	Seoman Verle
		Delina Coriner	Maeltan Kruske	Viclef Kilbourne	Korin Verana	Seoman Verle
		Delina Coriner	Maeltan Kruske	Viclef Kilbourne	Korin Verana	Seoman Verle
		Delina Coriner	Maeltan Kruske	Viclef Kilbourne	Korin Verana	Seoman Verle
		Delina Coriner	Maeltan Kruske	Viclef Kilbourne	Korin Verana	Seoman Verle
		Delina Coriner	Maeltan Kruske	Viclef Kilbourne	Korin Verana	Seoman Verle
		Delina Coriner	Maeltan Kruske	Viclef Kilbourne	Korin Verana	Seoman Verle