

ULP6-IS02

THE PAPER CHASE

A One-Round D&D[®] LIVING GREYHAWK[™]

Principality of Ulek Introductory Regional Adventure

Version 1.1

by Michael Nichols

Reviewer: Principality of Ulek Triad

Playtesters: X

The fall term for Gryrax's Bardic College is soon to start. But what, there's no paper to be had? How can this be? And what's a professor to do? A Principality of Ulek introductory regional adventure for APL 2.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at michaeltth@earthlink.net.
For LIVING GREYHAWK campaign questions email rgahq@wizards.com.

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 player 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, 2007.

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 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 the *Appendices*.

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 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.

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

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 Regional adventure, set in the Principality of Ulek. Characters native to

the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round.

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 who 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 Survival check (DC 20), 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

Note: This adventure assumes that the players have not previously played any Living Greyhawk adventures, especially an adventure set in the Principality of Ulek. Only 1st level characters may play. Also, the players should be made aware of several rules when adventuring in the Principality of Ulek:

- 1) It is unlawful to shed blood (i.e., use lethal damage) while in cities in the Principality of Ulek unless in defense against the same. The penalty for use of unprovoked lethal force is 500g & 4 TUs in fines (or 6 TUs total in the event the PC cannot pay the fines).
- 2) It is unlawful to steal from NPCs. The following exceptions are not considered theft:
 - a) looting monsters or humanoids not of the goodly races (humans, half-elves, elves, half-orcs, dwarves, gnomes, and halfings)

- b) looting thieves or robbers provided that the rightful owners of the goods cannot be found

The battle against evil takes on many forms. Sometimes, common citizens take up the torch of heroes by a chance encounter. This story offers some citizens of the Principality of Ulek the chance to go on their first adventure, but not too far from home!

While most of the Prince's citizens tend to have a goodly heart, some harbor darkness within. In this case, greed corrupted the hearts of two gnomish brothers, Marl and Karl Boroughs. Marl is an aspiring illusionist, Karl is a failed novelist, and both are lifelong residents of Gryrax. While the brothers' peers accrue wealth from hard work and talent, the Boroughs neither work hard nor have talent. Rather, the brothers count the ills that the world has done them, specifically from their peers in Gryrax. Thus, they hearkened to the words of Urdlan that wormed their way into the brothers' hearts.

Through a bout of divine inspiration (or sheer folly), the brothers worked out a get-rich-quick scheme. On one sultry mid-summer's afternoon, Karl came home ranting and raving over the latest news from the local writer's guild. Lily, a gnomish singer, let slip that her beau, Melvin Quiverblade, awoke that night with a brilliant idea for a play. Karl alleges that Melvin gets all of the good ideas first, like applying to the Bardic College as a professor in creative writing or asking Lily out. Meanwhile, Marl read in some of the newspapers that troubles in the County of Ulek has brought that lumber industry to a grinding halt. Also, local druids forecasted that a series of severe storms will hit Gryrax in the next several days, temporarily closing down the port. Finally, classes at the Bardic College were to start in just over a week! The brothers looked at each other, thinking the same thing: What if they got all of the paper in town and then sold it a couple of days later at double the price! They would be rich, wizards could not scribe scrolls for a few days, and Melvin might lose his inspiration for want of something to write it down on!

ADVENTURE SUMMARY

The adventure begins in Gryrax as the brothers nearly complete their goal, and only a couple of days before classes begin. In part, the brothers bought some paper, appearing as different "buyers." Some not-so-lucky merchants found

their paper stock suffered several accidents, where the Borough brothers disguised as workers left the paper out in the blowing rain. The adventure begins with Professor Melvin searching the market place for paper supplies, though there is no paper to be found. Seeing the PCs nearby, he begs and pleads with them to help him find some paper, anywhere. He suggests they try the docks while he goes to the caravan grounds.

In Encounter One, the party gets jumped by a small band of sap-wielding thieves. In Encounter Two, the docks' Quartermaster suggests going to the Tavern "Measure for Measure" where the merchant & patron Findrin is waiting out the weather before heading out to Havenhill. In Encounter Three, Karl & Marl (in disguise) set up a bar brawl upon overhearing the negotiations of between Findrin and the party. In Encounter Four, Findrin encourages the party to go after the Karl & Marl before the brothers can make good their escape to Findrin's warehouse.

In the Conclusion, the city watch appears & arrests the defeated Borough brothers. If successful, Melvin rewards the PC's for finding paper, and Findrin offers to pay them for a few uneventful days of caravan duty on his way to Havenhill.

PREPARATION FOR PLAY

The DM need only access to the 3 core rulebooks: *Players Handbook*, *Dungeon Master's Guide*, and *Monster Manual I*.

INTRODUCTION

Heavy rains and gusts have been hammering away at Gryrax for the past few days. This morning, however, Osprem seems to let up in her fury, as the rain turn into the lightest of drizzles. You find Gryrax bustling with activity as the citizens hurry about their tasks before the next onslaught of Osprem's wrath. Like many others, you find Gryrax's market place is the place to be. Unfortunately, many of the booths are only lightly provisioned if open at all. This seems to have upset a bookish-looking gnome at the next booth over so much that he's causing a scene.

"What do you mean you are out of paper? How you all of you be out of paper? What are the students going to do? In just a few days when the Bardic College opens for the term!

By Garl, what am I going to do? I am but halfway through writing my play!"

"Well, Mister Quiverbray, we just don't have any paper. Our usual suppliers don't have any. Even better, this weather has the port closed. You could ask the ship captains directly if you don't believe me, or that bog that they're calling the Caravan Grounds just out of town. Just be on your way. You're holding up my line of valued customers!"

"The insolence! And my name is Melvin QuiverBLADE not BRAY! AND, I am a PROFESSOR! Humph!" As he starts to leave, he looks pleadingly at the crowd for help. "I teach for the Bardic College, I do! We'll pay you, even a premium if anyone can find some paper in this town! Think of all the young artists. Will anyone help me?"

Professor Melvin Quiverblade is willing and able to pay up to a 50% premium over PHB cost for a large stock of paper on behalf of the Bardic College. He wants to check out the caravan grounds himself, as that seems more hopeful (through fruitless in truth). He suggests the PCs try the port and whatever else they can think of. Before Melvin sets off, he tells the PC's that they can meet up with him at the Bardic College itself once they've found a supply of paper. When the party agrees to help Melvin, they may continue the module. This would be a good time for character introductions if the PCs have not done so already.

ENCOUNTER 1: THE TEMPEST

Miranda's Gang

Osprey renews her fury as the heavy rains start up again. As you make your way through town, the streets empty as folks try to get home, out of the rain. Even the City Watch seems scarce.

The rain starts up again, reducing visibility to 30'. Using the cover of the rain, some desperate thieves (*Miranda's Gang*) are out to make a quick mugging when the PCs pass by. Have the PCs make a sense motive check of 15 or a spot check of 18 to discover something is amiss.

APL 2 (EL 3)

Miranda, Female Suel/Oeridian Rogue 1: hp 5; see *Appendix 1*.

Gonzalo, Male Halfling Rogue 1: hp 6; see *Appendix 1*.

Sycorax, Male Oeridian Warrior 1: hp 7; see *Appendix 1*.

Antonio, Male Human Commoner: hp 5; see *Appendix 1*.

Tactics: Miranda's Gang has set up on a generic 20' wide street. They intend to only knock the PCs unconscious (at most) and steal from them. Thus, the gang members will only use nonlethal damage. When the last gang member is standing or after 15 rounds of combat, the thief(s) will attempt to flee.

The City Watch

The City Watch will appear 15 rounds after the start of combat. Their arrival effectively ends the combat. If the PCs have a TPKO (total party knock out), the Watch will revive the PCs & offer to pursue the thieves. Any PC may spend 1 TU to assist the City Watch to reclaim the stolen gear. They then earn *Friendship of the Gryrax City Watch*. Similarly, if the PCs flee leaving behind any unconscious PCs, the unconscious PC(s) may also spend 1 TU to assist the City Watch. Irregardless, the City Watch will investigate the scene. If the City watch finds evidence at any PC used lethal force, the PC(s) loses 500 g and 5 TUs (or 6 TU's if the PC cannot pay the fine) as the PC(s) is (are) arrested for battery. Otherwise, the City Watch will offer the PCs the possessions of the thieves as a reward for helping to bring the gang to justice. Note: If the PCs defeat Miranda's Gang before the City Watch arrives, lawful PCs may need a reminder to find the City Watch to report the incident.

ENCOUNTER 2: MUCH ADO ABOUT NOTHING

Once the PCs reach the docks, they may speak to Quartermaster Francis Seacole or Captain Benedick. They are merely playing Three-dragon Ante while waiting for the storm to clear. Both men are middle aged and easygoing. Captain Benedick has the only ship at port, and he has no paper stowed. Both of them direct the PC's to Findrin, a merchant at the nearby tavern, "Measure for Measure". Findrin had asked the Captain about trading goods before Findrin headed off to Havenhill by caravan.

ENCOUNTER 3: MEASURE FOR MEASURE

Measure for Measure Tavern

The Captain's directions lead you to a place that seems little more than a hole in the wall. The only indication that you are at the right place is a sign swinging in the blowing rain that shows a smiling halfling waving a hefty spoon. Then there is the small porthole at the bottom of the steps that serves as the door.

When you open the door, your misgivings give way to welcoming sensations. A warm gust of air brushes across your face. Merry laughter greets your ears. Scrumptious aromas tingle your nose and palate. Finally, what must be a spacious living room amazes your eyes. Numerous alcoves hold either booths or a couch & chairs. Soft rugs and skins line the floor. A couple of fireplaces and some lamps warm the place with a soft light. A halfling runs along a low-slung bar counter as he draws beer from kegs of ale lying level with the counter. Just now, a halfling lass runs past you and two tables of boisterous gnomes to deliver a tray of savory food twice her size to a well-dressed dwarf that meets the description of Findrin the Merchant.

In addition to the locals, two rival acting troupes have filled the tavern to the brim today. The usual entertainment has been replaced by the troupes firing quips at one another in a war of words. The tavern owner, Giles Tumblebelly has been listening to them for over an hour. So far, they haven't come to blows. Giles hates to have to clean up from the rare tavern brawl.

Meanwhile, the PCs can catch Findrin in a jolly mood as he engages in an extensive lunch. He is sitting at a booth at the opposite end of the tavern from porthole door. Findrin is a dwarven merchant who has done quite well for himself in his travels in the Sheldomar Valley. While he keeps most of his wealth (after taxes), he tithes to the Church of the Soul Forge (with whom his brother Cindrin is a cleric) and donates to the arts. Thus he favors the tavern "Measure for Measure", which caters to the students of the Bardic College four blocks away.

The PCs should be encouraged to role-play their conversation with Findrin. He has paper and would actually be thrilled to get full PHB value for his stock at a nearby warehouse. Otherwise, the

negotiations can be resolved through a diplomacy or profession (merchant) check. At DC of (2 * # of PCs in party), Findrin will sell the PCs paper at a 50% markup over PHB standard prices (thereby matching the price Melvin will pay). For every 5 that they exceed the DC, Findrin will reduce the price of his stock by 10% to a minimum of PHB standard cost. In other words, by every 5 the PCs beat the DC, they can earn between 40g and 200g per PC from Melvin at the Bardic College. Upon reaching an agreement he will give PCs directions to his warehouse.

However, Marl & Karl Borough are present under disguises (they are normally refused entry owing to causing fights and an outstanding bar tab). Marl disguised himself as a halfling named Angelo and Karl disguised himself as a dwarf named Lucio through the *alter self* spell. They snuck into the tavern to celebrate their near ascension to wealth. The real Angelo and Lucio are somewhat known by the troupes, but more so by Findrin, Marl, and Karl.

Marl & Karl overhear the PCs' conversation with Findrin. They decide start up a bar brawl to entangle the PCs and Findrin while the Boroughs make their way to rob Findrin's warehouse. After the first round of combat, the Boroughs make good their exit while taking only 1d4 of nonlethal damage each. The PCs can make a spot check of 15 (Findrin automatically succeeds) to notice that the two instigators of the fight have just left the tavern. Meanwhile, it takes the PCs no more than 5 rounds of combat before the PC's can break free of the combat. Findrin realizes his warehouse is only locked (no guards), so he asks the PCs to catch up to the Borough brothers, and to delay them while he fetches the City Watch.

Angelo (Marl): hp 19.

Lucio (Karl): hp 30.

Karl begins the fight by accusing Vincentio of seeing Juliet and Angelo accusing Isabella seeing Claudio. In actuality both Isabella and Juliet are seeing both Vincentio and Claudio. As the foursome begin to show outrage, Francisca and Elbow yell (in unison) "**Food Fight!**"

APL 2 (EL 3)

Isabella, Juliet, Female Gnome Bard1: hp X; see *Appendix 1*.

Vincentio, Claudio, Male Gnome Bard1: hp X; see *Appendix 1*.

Francisca, Elbow, Gnome Experts 1: hp X; see *Appendix 1*.

Note: The encounter level incorporates the infighting between the two troupes.

Tactics: Isabella, Juliet, & Francisca are members of one acting troupe, "The Merry Wives of Wenta". Vincentio, Claudio, and Elbow are members of "Gentlemen of Veluna". Members of each troupe have a 50% chance of attacking a PC, as opposed to a member of the rival troupe. Any damage done will be nonlethal, whether it comes from thrown food or unarmed strikes. Reminder: none of the troupe members have improved unarmed strike, thus all of their unarmed attacks provoke attacks of opportunity.

ENCOUNTER 4: ALL'S WELL THAT ENDS WELL

The PCs catch up to the Borough brothers just as they reach the warehouse. The Borough brothers have just broke open Findrin's locks on the warehouse.

APL 2 (EL 5)

Marl Borough, Male Gnome Illusionist3: hp X; see *Appendix 1*.

Karl Borough Male Gnome Bard4: hp X; see *Appendix 1*.

Tactics: Their goal is to defeat the PC's and then flee from being arrested by the approaching city watch. Should either brother be reduced to 1/3 hit points, that brother will cast invisibility and flee (leaving the other brother behind). They combat will last 15 rounds before the City Watch appears (which then ends the combat). Once again, the City Watch will offer the PCs the Borough brothers' equipment as a reward for bringing them to justice. Captain Sledgehammer of the City Watch can question the brothers once they are subdued. If the PCs have killed both of the brothers, the PCs will have front the cost of two speak with dead spells (one for each brother), so that the City Watch can obtain confessions from the brothers & to confirm (or disprove) whatever explanation the PCs give to the City Watch.

CONCLUSION

Miranda's gang defeats the PCs: The PCs are rescued by the Gryrax City Watch. The City

Watch asks the PCs to report the incident no later than noon the following day. The PCs may continue the adventure in the meantime. Once the PCs report in, the city watch offers them a chance to regain their gear by helping the watch chase down members of Miranda's gang for 1 TU. They then earn *Friendship of the Gryrax City Watch*. Then, the PCs will receive one of the following endings, depending on the result of Encounter 4:

- A. The PCs defeat (or subdue) the Borough Brothers. The Borough Brothers will willingly confess to the City Watch if captured or questioned through speak with dead spell. If the PCs bring Melvin paper, Melvin thanks the PCs and rewards them for their assistance. If the PCs successfully negotiated with Findrin, he offers them a few days of light caravan duty to Havenhill. The PCs do not earn any XP from the "Caravan Duty", but they do earn 50g per PC. Also, the Caravan Duty does cost any extra TU's.
- B. Both Borough Brothers flee: The City Watch arrives and question the PCs. Findrin thanks the PCs and fulfills his bargain with the paper. However, the culprits behind the Paper Chase remain at large. Findrin is disappointed, though and he does not offer "Caravan Duty".
- C. The Borough Brothers defeat the PCs: The City Watch comes and revives the PCs. The Borough Brothers left the PCs' gear, but destroyed/ruined Findrin's paper stock. Therefore, they do not receive any gold from Melvin, as they have no paper to deliver. Also, Findrin cancels any bargain that he and the PCs agreed to, and he does not offer the PC's "Caravan Duty".

Please read the following box text or paraphrase:

It has been an eventful day in Gryrax. For some or all of you, this has been your first adventure. Do you feel that you have what it takes to make this your career? If so, Fharlanghn make take you far and wide, or to your own backyard.

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 1

Objective: Subdue Miranda's Gang.

APL 2: 80 xp.

Encounter 3

Objective: Exit "Measure for Measure" safely.

APL 2: 80 xp.

Encounter 4

Objective: Defeat borough Brothers.

APL 2: 200 xp.

Story Award

Story Objectives:

Objective: Seal bargain with Findrin.

APL 2: 30 xp.

Objective: Obtain Borough Brothers' Cofession:

APL 2: 30 xp.

Discretionary Roleplaying Award

APL 2: 30 xp.

Total possible experience

APL 2: 450 xp.

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

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

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

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

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

Encounter 1:

APL 2: L: 177 gp, C: 0 gp, M: 0.

Encounter 3:

APL 2: L: 0 gp, C: 200 gp, M: 0 gp.

Encounter 4:

APL 2: L: 83 gp, C: 0 gp, M: 0.

Conclusion:

APL 2: L: 0 gp, C: 50 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 260 gp, C: 250 gp, M: 0 gp – Total: 510 gp (450 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Title: *Friendship of the Gryrax City Watch:* The PC has chosen stay for 1 TU and to assist the City Watch to track down members of Miranda's Gang of thieves in Gryrax. In addition to retrieving all of the PC's stolen gear, they have earned the respect and friendship of the Gryrax City Watch. For 1 calendar year, the PC gains a +1 circumstance bonus to Charisma-based skill checks with the Gryrax City Watch and a +1 circumstance bonus to Profession (law enforcement) checks. In addition, the PC may immediately switch to a lawful-alignment as the PC has gained a new-found respect for the law.

APPENDIX 1 – APL 2

ENCOUNTER 1

Miranda, Female Suel/Oeridian Rogue 2: medium humanoid (human); HD 2d6+2; hp 12; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1 nonlethal, sap); Full Atk +2 melee (1d6+1 nonlethal, sap); SA sneak 1d6; SQ evasion, trapfinding; AL CN; SV Fort +1, Ref +6, Will +2; Str 12, Dex 16, Con 12, Int 14, Wis 11, Cha 12.

Skills & Feats: Appraise +7, Bluff +6, Escape Artist +8, Gather Information +8, Hide +8, Intimidate +8, Knowledge (Sheldomar Valley) +7, Move Silently +8, Search +7, Sense Motive +5, Tumble +8; Improved Initiative, Iron Will.

Languages: Common, Dwarven, Halfling.

Possessions: MW Studded Leather, sap.

Gonzalo, Male Lightfoot Halfling Rogue 1: small humanoid (halfling); HD 1d6+1; hp 7; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+1 size, +3 Dex, +3 armor); Base Atk/Grp: +0/-4; Atk +2 melee (1d4 nonlethal, sap); Full Atk +2 melee (1d4 nonlethal, sap); SA sneak 1d6; SQ trapfinding; AL CN; SV Fort +2, Ref +6, Will +2; Str 11, Dex 16, Con 13, Int 13, Wis 12, Cha 8.

Skills & Feats: Climb +6, Escape Artist +7, Hide +11, Jump +6, Listen +9, Move Silently +9, Search +5, Spot +7, Tumble +7; Alertness.

Languages: Common, Halfling, Dwarven.

Possessions: Studded Leather, sap.

Sycorax, Male Oeridian Warrior 1 medium humanoid (human); HD 1d8+1; hp 12; Init +6; Spd 30 ft.; AC 14, touch 10, flat-footed 14 (+3 armor, +1 shield); Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2 nonlethal, sap); Full Atk +3 melee (1d6+2 nonlethal, sap); AL CN; SV Fort +4, Ref +0, Will +0; Str 14, Dex 11, Con 12, Int 10, Wis 10, Cha 8.

Skills & Feats: Climb +6, Hide +1, Jump +6; Toughness

Languages: Common

Possessions: sap, studded leather.

Antonio, Male Human Commoner 1: medium humanoids (human); HD 1d4+1; hp 5; Init +6; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk/Grp: +0/+2; Atk +2 melee (1d6+2

nonlethal, sap); Full Atk +2 melee (1d6+2 nonlethal, sap); AL CN; SV Fort +2, Ref +0, Will +0; Str 14, Dex 11, Con 12, Int 10, Wis 10, Cha 8.

Skills & Feats: Climb +6, Spot +4, Jump +6; Armor Proficiency (Light), Martial Weapon Proficiency (sap).

Languages: Common.

Possessions: Sap, Studded Leather.

ENCOUNTER 3

Isabella, Juliete, Female Gnome Bards1: Small Humanoid (Gnome); CR 1; HD 1d6+2; hp 8 each; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor); Base Atk/Grp: +0/-5; Atk +0 melee (1d2-1 nonlethal, unarmed strike) or -1 ranged (1d3-1 plus 1 point splash, wineglass); Full +0 melee (1d2-1 nonlethal, unarmed strike) or -1 ranged (1d3 plus splash, wineglass); SQ bardic music, bardic knowledge; AL CG; SV Fort +2, Ref +4, Will +3; Str 9, Dex 14, Con 14, Int 12, Wis 12, Cha 16.

Skills & Feats: Bluff +7, Disguise +7, Listen +3, Perform (Comedy) +7, Profession (Acting) +5, Sense Motive +5, Speak Language N/A, Tumble +6; Skill Focus Perform(Comedy).

Ability (Sp): Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Languages: Common, Gnomish, Dwarven, Elven, Halfling, Giant, Suel.

Spells Known (4/2 save DC = 3 + spell level):
0 – Message, Mage Hand, Open/Close, Prestidigitation.

Possessions: 3 wineglasses, Artisan Outfit.

Vincentio, Claudio, Male Gnome Bards1: Small Humanoid (Gnome); CR 1; HD 1d6+2; hp 8 each; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor); Base Atk/Grp: +0/-4; Atk -3 melee (1d3 nonlethal, tankard) or +1 melee (1d2 nonlethal, unarmed strike); Full -3 melee (1d3 nonlethal, tankard) or +0 melee (1d2-1 nonlethal, unarmed strike); SQ bardic music, bardic knowledge; AL CG; SV Fort +2, Ref +4, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 11, Cha 14.

Skills & Feats: Bluff +6, Disguise +6, Listen +2, Perform (Comedy) +6, Profession (Acting) +4, Sense Motive +4, Tumble +6; Skill Focus Perform(Comedy).

Ability (Sp): Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Languages: Common, Gnomish.

Spells Known (4/2 save DC = 3 + spell level): 0 – *Message, Mage Hand, Open/Close, Prestidigitation.*

Possessions: tankard, Artisan Outfit.

Francesca, Elbow, Gnome Experts(Stagehands)
1: small humanoids (human); HD 1d6+2; hp 7 each; Init +6; Spd 30 ft.; AC 12, touch 11, flat-footed 13 (+2 armor, +1 size); Base Atk/Grp: +0/-3; Atk +2 melee (1d2+1 nonlethal, unarmed strike) or -1 ranged (1d2+1, nonlethal, thrown food, range 10'); Full Atk +1 melee (1d3+2 nonlethal, unarmed strike) or -2 ranged (1d4 +2 nonlethal, thrown food); AL N; SV Fort +1, Ref +0, Will +2; Str 12, Dex 11, Con 14, Int 10, Wis 10, Cha 8.

Skills & Feats: Balance +7, Climb +9 (+11 with ropes), Jump +6; Listen +6, Craft (Stages) +4, Spot +4, Use Rope +4; Skill Focus Balance, Skill Focus Climb.

Ability (Sp): Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Languages: Common, Gnomish.

Possessions: Leather armor, masterwork artisan tools.

ENCOUNTER 4

Marl Borough, Male Gnome Illusionist**3:** Small Humanoid (gnome) altered self into Humanoid (dwarf); CR 3; HD 3d4+9; hp 19; Init +0; Spd 20 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk/Grp: +1/0; +1 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); Full Atk +1 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); SQ: Summon Familiar (bat); AL CE; SV Fort +4, Ref +2, Will +4; Str 8, Dex 13, Con 16, Int 15, Wis 12, Cha 8.

Skills & Feats: Concentration +12, Knowledge (Arcana) +8, Knowledge (Sheldomar Valley) +8,

Listen +5, Spellcraft +10; Scribe Scroll, Skill Focus (Concentration), Spell Focus (Illusion).

Ability (Sp): Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Languages: Common, Gnomish.

X Spells Known/Prepared (4/3/2, save DC = 2 + spell level, +3 if Illusion; Forbidden Schools: Abjuration & Evocation): 0 – *Detect Magic, Message, Prestidigitation, Read Magic*; 1st – *Color Spray, Disguise Self, Unseen Servant*; 2nd – *Alterself, Invisibility.*

Spellbook: not present

Possessions: Spell Component Pouch.

Karl Borough, Male Gnome Bard**4:** Small Humanoid (gnome) altered self into Humanoid (halfling); CR 3; HD 3d4+9; hp 30; Init +0; Spd 20 ft.; AC 15, touch 12, flat-footed 14 (+3 armor, +1 dex, +1 size); Base Atk/Grp: +3/-1; Atk +5 melee (mw rapier, 1d4/crit 18-20x2); Full Atk +5 melee (mw rapier, 1d4/crit 18-20x2); SQ Bardic Knowledge, Bardic Music; AL CE; SV Fort +4, Ref +5, Will +4; Str 10, Dex 13, Con 16, Int 8, Wis 10, Cha 15.

Skills & Feats: Bluff +11, Disguise +11, Gather Information +9, Listen +8, Perform (Acting) +5, Spot +2, Tumble +8; Alertness, Persuasive.

Ability (Sp): Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Languages: Common, Gnomish.

X Spells Known/Prepared (3/3/1, save DC = X + spell level): 0 – *Daze, Detect Magic, Mage Hand, Message, Open/Close, Prestidigitation*; 1- *Cure Light Wounds, Disguise Self, Tasha's Hideous Laughter*; 2- *Alterself, Invisibility.*

Possessions: MW rapier, MW studded leather