

NYR1-07

THE GREAT PIE FEST

A One-Round D&D LIVING GREYHAWK®
Nyronð Regional Adventure

Version 1

by John Jenks

It is the Founding Festival, commemorating the founding of Adrean's Landing. You were enjoying an early morning walk through the temporarily quiet festival grounds. How were you supposed to know that a simple alleyway rescue would end up with you guarding a bunch of pies? At least it will be easy work. After all, what could possibly happen to a bunch of pies? An adventure for characters level 1-4.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag 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 (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier
Destitute	14 sp -2
Poor	43 sp -1
Common	12 gp 0
High	250 gp +1
Luxury	500 gp +2

DM'S INTRODUCTION

This is a Living Greyhawk Campaign scenario set in the Kingdom of Nyrond. It is designed for characters of tiers 1 or 2. Characters of higher than 6th level should not be allowed in this scenario. Refer to the Tier section below for information.

It is the seventh month of Common Year (CY) 592. While Nyrond suffered greatly during the Greyhawk wars, things are not quite as bad as they used to be even a few short months ago. With the radical policy actions of the Reformer King, Lynwerd I, much work has been done in restoring the Kingdom of Nyrond to its former glory. The Royal Mail Service is back to active duty, and announcements have been sent to all corners of the kingdom announcing the Founding Festival to be held in the province of Woodwych, at the new town of Adrean's Landing.

Originally meant as a simple morale booster for the common people, it has grown into a sizeable celebration, even involving the anniversary of the King's coronation.

People have come from all corners of the Kingdom to be in attendance, and with them have come a great number of street vendors, performers, and rogues.

Into this great celebration comes a simple pie-baking contest. Ordinarily a rather quiet event, public interest has soared, and it is now the focal point of the festival. The Baroness herself has donated the prize to be given to the winner, and a popular Knight of the Realm will serve as judge.

This is where the player characters come in. The PCs are assumed to be visiting Adrean's Landing for the celebration. If any are on the active reserve list in the Nyrond militia (see the scenario Mail Call for further details), the character is currently between assignments, and available for freelance work.

The adventure opens with the PCs walking about the city in the early morning hours, taking in the sights before the crowds appear and make even so simple a task nearly impossible.

The quiet little contest has become the potential scene of political machinations. A self-titled patriot has decided to win the contest by any means necessary, steal the winner's prize, and use it to humiliate the Baroness, and through her, the King.

Little do the PCs know, that they are about to be caught up in events far larger than just a simple contest. While not everything will be resolved here, the PCs can at least get an idea that something big is looming, and play a part in these

THE LAW

The Law in Nyrond is particularly harsh. The government has no time to waste coddling troublemakers. There is still a lot of work to be done in the kingdom, so lawbreakers are dealt with both quickly and decisively.

The punishment section at the end of this tournament is for those characters that break the law. A list of possible crimes and the associated punishments is given, both to determine the outcome for any unfortunate PCs, but also to judge the penalties for other offenses not listed. Minor crimes (less than that listed), should have a minor fine, while major crimes, must have both a fine and prison time included.

ADVENTURE SYNOPSIS

Wandering the Festival

The PCs are walking about the still quiet city, enjoying the sights and perhaps doing a bit of shopping or playing at games of chance.

A Baker in Need

The PCs notice a baker who is being bothered by a gang of thugs that get meaner by the moment. A brief fight, and then they learn of possible employment guarding the pies.

A Shop Full of Baboons

After returning to the baker's shop, the PCs are possibly surprised by a troop of baboons set loose in the shop to mess things up.

The False Lead

An optional encounter to use if there is extra time remaining, mostly because the PCs aren't role-playing as much as expected.

The Annoying Drunk

While on guard duty, the PCs investigate the arrival of a drunk, while a thief tries a clandestine entry to steal the pies.

The Haunted Shop

The next morning, strange and spooky effects take place as the villain tries again to ruin the pies by magical means.

The Angry Mob

The arrival of a mob of fellow bakers puts their employer in danger and the PCs get to settle things again – peacefully, hopefully.

The Final Judging

As the party watches the conclusion of the pie fest, the villain tries to steal the prize, using a pack of wild apes to cover his escape. The PCs have to come to the rescue again.

Conclusion

Detailing the PCs' outcomes, rewards, and punishments. If successful, the PCs are justly rewarded for their actions. If they were unsuccessful, they may still be somewhat compensated if they protected the baker. If the PCs broke any laws, they face the worst the law can throw at them.

PLAYER INTRODUCTION

What a beautiful morning it is. While it is typically hot in Adrean's Landing during the summer, this morning is a bit cooler, with just enough cloud cover to promise a cooler afternoon as well.

The Founding Festival is in full swing. Hundreds of small street carts and vendor's tents are being set up, their owners taking advantage of the early morning light to prepare for the crowds expected in just a few short hours.

There are a few citizens out and about, with most of them being shop owners and servants preparing for the coming day's festivities.

The new town is a large and expensive place during the best of times, but with the vast numbers of people who have arrived here for the festival, things are now quite out of control. Prices are higher than anyone should have expected. A few more days of this would be enough to make even the most successful adventurer go broke.

ENCOUNTER 1: WANDERING THE FESTIVAL

It is currently about 5:30 am. While most of the carts and tents are still being set up, a few are already open for business, with the ale vendors and pastry tents doing a brisk business, even at this early hour. Those shops that are open are clamoring for the PCs business; the shrewd-eyed shop owners recognizing adventurers with money to burn with but a glance. Try and get the PCs to buy items they don't need. It isn't important that they do, but it does encourage role-playing. The shopkeepers will try almost anything to get the PCs to make a purchase. Act like the most persistent shop clerk you've ever seen.

"Please sirs (and madams). I have the best items for you. Just look at these weapons. Finest you will find in all Nyrond..."

"Get'cher finest flour here. Flour, corn, grain, I carry it all. You won't find better, no matter how hard you search. Come to me for the best..."

The shop owners spot you all right away. Simply taking in a quiet walk in the morning isn't enough for them. Already they are pestering you to buy something, as though you were made of gold or something.

For fun, play out any interactions the PCs has with the shopkeepers. If they feel like buying anything, allow them to do so, from the standard equipment lists in the Player's Handbook. No Special or Masterwork items are available from these vendors. Remember that prices are inflated, and so most items are double normal, with food prices being triple normal.

The shopkeepers know any of the various rumors from the list in the appendix, and are willing to entice the PCs with them, so long as the PCs buy something, of course.

Allow the PCs to interact with the shopkeepers for a few minutes. Then, have each player make a Listen skill check (DC10). This check is to hear the faint cries of the halfling baker who is being threatened and accosted down a nearby alley. The DC includes the noise of the clamoring shopkeepers, but will not include any penalties from the players' actions. Adjust as you see fit. If no one manages to make a successful roll, allow him or her to move on to the next shop closer to the alley, and then have him or her re-roll the check.

Assuming the PCs hear the noise and decide to investigate, proceed to Encounter 2. Otherwise, give them another chance. If they still fail to investigate, end the scenario here and proceed directly to the scoring. The PCs receive no experience, but time units (TUs) and lifestyle costs are still deducted.

Encounter 2 - A Baker in Need

When the PCs investigate they see a round middle-aged halfling male seemingly fending off several thugs with a rolling pin. Scattered nearby are a basket and several pieces of fresh fruit. Use Map #1 for this encounter, with the 'H' marking the halfling, and 'T' marking the thugs.

Standing in the middle of a typical back alley is a round, middle-aged halfling man, wearing an apron and gesturing wildly with a rolling pin. Scattered at his feet are what looks to be a basket and several pieces of fresh fruit, mostly berries.

Gathered around this frantic halfling is a group of hard-faced human men dressed in light armor and bearing swords at their sides. The apparent leader, armed and armored slightly better than the rest, and sporting a heavy beard, is emphatically explaining something to the halfling.

At this point, the PCs can make another Listen skill check (DC10). If any succeed, read the next section in a growling menacing tone, otherwise, skip this part.

"Listen, little man. I do not care who you are or how good a baker you are. You are to drop out of the contest today. Do you understand?"

After delivering this speech, things get ugly. Even if the PCs didn't hear anything, read the next section to them.

The halfling listens to the larger man, but what was said apparently doesn't agree with the halfling as he shouts a loud "NO!" and then swings his makeshift club at the human's head. It connects.

Of course, the other men react immediately, drawing their swords and advancing on the halfling, who is just starting to realize what a mistake he made.

At this point the PCs can roll initiative and declare their actions. Assuming that they watched in silence, they have a good chance to get surprise on the thugs, catch them flatfooted, and gain a partial action in response. If they rushed right in, or were particularly obvious in their approach, there is no chance for surprise.

If the party was quiet and hid during the initial conversation, then have one of the thugs, preferably the one hidden around the corner, roll a Listen or Spot check (DC15). If he fails, the party has gained surprise. Otherwise, both sides roll initiative normally. That same hidden thug will try to sneak behind the PCs, and catch a spellcaster flat-footed.

The leader is slightly tougher than his buddies are - being a ranger by training. If the tier being played grants him spells, he'll try and get his Summon Nature's Ally spell off, summoning a dire rat whose statistics are found in the last stat block below.

TIER 1 (EL 4)

Feede Stornal, male human Rgr2: Medium-size humanoid (human); HD 2d10+4; hp 19; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +4 melee (1d8+1/19-20, longsword); AL NE; Saves Fort +5, Ref +3, Will +2; Str 12, Dex 16, Con 14, Int 8, Wis 15, Cha 10;

Skills and Feats: Animal Empathy +5, Intuit Direction +7, Wilderness Lore +7; Improved Initiative (longsword), Weapon Focus (longsword).

Possessions: longsword, leather armor.

☛ **Thugs, male human Warri** (4): Medium-size humanoid (human); HD 1d8+5; hp 8; Init +1; Spd 20 ft.; AC 13 (touch 11, flat-footed 12); Atks +4 melee (1d6+3/19-20, short sword); AL N; Saves Fort +2, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 8, Wis 7, Cha 9.

Skills and Feats: Swim +2, Ride +2; Weapon Focus (short sword), Toughness.

Possessions: short sword and leather armor.

TIER 2 (EL 5)

☛ **Feede Stornal, male human Rgr3:** Medium-size Humanoid (human); HD 3d10+6; hp 26; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +6 melee (1d8+1/19-20, longsword); AL NE; Saves Fort +5, Ref +3, Will +5; Str 12, Dex 16, Con 14, Int 8, Wis 15, Cha 11;

Skills and Feats: Animal Empathy +7, Intuit Direction +9, Wilderness Lore +9; Improved Initiative, Iron Will, Track, Weapon Focus (longsword)

Possessions: longsword, leather armor

☛ **Thugs, male human Warri** (6): Medium-size humanoid (human); HD 1d8+5; hp 8; Init +1; Spd 20 ft.; AC 13 (touch 11, flat-footed 12); Atks +4 melee (1d6+3/19-20, short sword); AL N; SV Fort +2, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 8, Wis 7, Cha 9.

Skills and Feats: Swim +2, Ride +2; Weapon Focus (short sword), Toughness.

Possessions: short sword and leather armor.

☛ **Dire Rat** hp 5; see *Monster Manual* page 56.

The thugs know very little, only that they were hired to threaten the halfling into dropping out of the contest. They don't have the money on them in any event, so PCs searching for it are out of luck. They also can't describe their employer, as he kept his face hidden and didn't speak above a whisper.

Five minutes after the PCs enter the alley, a large group of the local town guard, all constables, arrives on scene. Should there still be fighting when they arrive, they will march in and put a stop to it. Those still alive are taken in custody and brought before a judge, the most honorable Tobias Cromwell.

☛ **Guards, male human Warri** (12): Medium-size humanoid (human); HD 1d8+5; hp 8; Init +1; Spd 20 ft.; AC 13 (touch 11, flat-footed 12); Atks +4 melee (1d6+3/19-20, short sword); AL N; SV Fort +2, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 8, Wis 7, Cha 9.

Skills and Feats: Swim +2, Ride +2; Weapon Focus (short sword), Toughness.

Possessions: short sword and leather armor

Judge Tobias will hear both groups, listening intently as both sides claim it was the other's fault for having started it. He'll then issue the PCs a warning, and have the thugs thrown into the dungeon for a week, for aggravating prior offenses of disorderly conduct. There is a special result if any of the PCs happen to mention or prove that they are

licensed adventurers (by showing their medallion(s) as the proof). If so, they will be set free immediately, without even getting the warning, since the judge will simply assume they were body-guarding the baker. Sometimes it helps to be officially licensed.

Once the thugs have been captured, killed, or driven away, and the PCs have finished dealing with the law (if necessary), they can finally question the halfling. Our plot wielding NPC is a baker by the name of Teory Featherdown.

☛ **Teory Featherdown, male halfling Com3:** Small Humanoid (halfling); HD 3d4-6; hp 3; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Atks -1 melee (1d6-2, rolling pin, treat as club); AL NG; SV Fort +0, Ref +4, Will +4; Str 8, Dex 16, Con 8, Int 13, Wis 13, Cha 16.

Skills and Feats: Appraise +7, Craft (pastries) +9, Profession (baker) +7; Skill Focus (craft).

Possessions: basket with pie ingredients, rolling pin, and a flour-covered apron.

"Oh, thank you, thank you. You are all truly noble people. How ones such as them folks were even allowed into town is completely beyond me. I'm glad we've got some real-life adventurers here in town to help us."

"Allow me to introduce myself. I am Teory Featherdown, a baker here in town. And I am surely glad you all stopped by and helped."

Teory doesn't know a lot, but he is willing to share everything he does know with the PCs. He is quite the jovial fellow, who talks a bit too fast, heaps on perhaps a bit too much praise, and generally is overly kind and friendly. Teory absolutely adores adventurers. A group of them once saved his life during the Greyhawk Wars, and he has worshiped them from afar ever since.

When playing Teory, have him prone to hero worship. He'll be happy to sit and listen to the PCs' exploits for hours. No deed is too little for him, and he wants to hear them all. Several times each, if the PCs are up to it. Encourage the PCs to brag about their adventures. Teory will lap it up, staring wide-eyed at them the entire time.

There is nothing false or devious about the man; he is merely a simple baker who hasn't seen much of the world outside his shop. As such, a Detect Motive check reveals very little, outside of the fact that he is what he appears.

Teory knows the following, and will tell the PCs whenever directly asked. He doesn't know enough to realize that some facts are important and others aren't, so only reveal what the PCs directly question him about.

- Who are you?

Why I just told you that, I'm Teory, a baker here in town.

- What's going on?

I'm not sure. I just went out to market to fetch some additional fruits I'll need for my pies. On my way back those men appeared out of nowhere and started threatening me.

- Why were they threatening you?

I have no idea. They wanted me to drop out of the upcoming pie-baking contest, but I can't do that. I've got a special recipe this year, and I know I'll win.

- Why did they want you to drop out?

Must be because I'm going to win. I just know it. Everyone likes my pies, and this year they're giving out a special prize to the winner. I just know that I can win it too.

- What sort of secret recipe?

Actually, it isn't anything that special. It's just a way of combining the right fruits during each part of the baking so that the flavors mix just right. If you time everything perfectly, then the pie is better than normal. If you don't then it is still a good pie, just not perfect. But I've figured it out, so I'm going to win.

- Do you need any help?

Funny you should ask that...

Even if the PCs don't ask Teory if he'd like help, he approaches them with the request anyway.

"You know, I'd like to ask you all something. Since I've been attacked, and here on the open street, I think my life may be in more danger. I'd like to hire you as bodyguards for a few days. Just until I win the contest."

"While I couldn't pay you much now, I could let you stay at my place for free. I know how expensive things are now. I'd even cook your meals for you – which I'd provide free of charge too."

"And then once I win the contest, I'd be in a better position to give you something for your time."

Teory will start to lay it on thick again. He really wants the party to agree to protect him. He's been badly frightened by the whole experience, and will promise almost anything reasonable to get them to stay on.

Hopefully the PCs will agree to guard Teory. If not, the scenario ends here, and the players have missed out. Proceed to the experience and treasure section and then have the players vote. If they agree, proceed to the next encounter.

If the PCs agree to stay at Teory's place, as it is really the only way to guard him, they receive an upgrade to Medium lifestyle automatically. Any PCs who paid for a High lifestyle that agree to stay at Teory's, get refunded 120 gold, or half the difference. With the remainder serving as a penalty for reserving a room they didn't use. At least they got back part.

The trip to Teory's shop should be another chance for some role-play. Teory will talk about anything, and he knows all the latest gossip. Work into conversation the following pieces of information:

- While travelling to Rel Mord, the King's fiancée fell ill. No one's seen her since. While some think she's dead by poison at the hands of that traitorous Prince Sewardnt, I think it's demon-induced sleep that's got her.

- Sewardnt's hiding out in the Gnatmarsh, in league with a coven of witches. They say he's married the coven leader in an unholy, evil ceremony, and that she'll bear a child who's really a demon.

- Of course, I've heard other people tell me that Sewardnt is actually hiding in Korenflask. What do you think?

ENCOUNTER 3: A SHOP FULL OF BABOONS

This section is a bit odd. While there is combat involved, the main idea is to confuse and harass the PCs rather than injure them.

Teory escorts the PCs to his shop, a simple single level dwelling that serves as both his residence and place of business. As soon as they approach the shop, the PCs can tell that Teory is hopeless when it comes to security.

Teory's shop is a fairly nice single story dwelling located in the better part of town. A goodly number of windows are open, a thin stream of smoke comes from the single chimney, and a brightly painted sign over the front door gently swings in the morning breeze. It reads "Featherdown's Fine Pastries."

After entering the shop, Teory will turn around a window sign announcing the shop is now open, and then start sweeping the front room before any customers arrive.

The main villain, a human bard named Liadon Marzen (detailed later), is trying anything to force Teory out of the contest. Teory is really quite an accomplished pastry chef, and stood a good chance of winning even before Liadon started interfering.

However, Liadon has prepared a surprise for Teory when he returns home. Having a special affinity for primates, he has released a troop of baboons into Teory's shop. They have been directed to cause as much trouble as possible, especially in the kitchen. It is Liadon's hope that the disturbance will either be seen by Teory's customers, which will spread rumors that he is running a vermin infested shop, or else the disturbance itself will be enough to shake Teory's confidence so that he withdraws anyway.

The rooms the baboons occupy are filled with all sorts of objects to throw at the PCs. Items such as kitchenware, bowls, and boxes of food make great projectiles, as do clothes hangers, shoes, and other bedroom objects.

The baboons will throw items around, make trip attacks, and otherwise make their capture as difficult as possible. Teory's shop has high vaulted ceilings with exposed rafters. The baboons will use their Climb skill to get above the PCs, and bombard them with thrown objects. Make this a hectic but not impossible battle.

Keep careful track of time in game, as a special event occurs five minutes after the PCs enter the building and Teory opens up his shop.

Use Map #2 for the shop. The judge's version of this map shows the starting location of the baboons.

TIER 1 (EL 4)

👉 **Baboons** (6): hp 5, see *Monster Manual* page 193.

TIER 2 (EL 6)

👉 **Baboons** 10): hp 5, see *Monster Manual* page 193.

The baboons are scattered in two main groups, each consisting of half the animals (three in tier 1, five in tier 2). The first group is starting to make a mess in the kitchen, while the rest are back in Teory's bedroom, causing havoc.

If the PCs simply march into the kitchen or the bedroom, the baboons have a chance to hear their approach and gain surprise. The groups will move to help each other, as the loud cries they make while attacking will alert the other group (unless otherwise occupied). The baboons will make a Listen skill check (DC10) assuming the PCs aren't taking any precautions. If this is not the case, adjust accordingly.

However, the PCs have a chance to learn of the intruders before such a surprise occurs. There are a number of skills that can be used here, shown below with the appropriate description and DC. The PCs need to declare that they are using these skills; however, the first two people who enter the building automatically gain Listen checks (see below). Teory, however, will fail his Listen check as he is too busy chatting with the PCs. Any PCs paying attention to Teory receive a penalty of -2 to their roll, as they are distracted. After that, there are simply too many people in the room for a free Listen check to hear anything.

- Listen - hearing the noises of the baboons throwing things about: DC10. This number is modified by +1 for each additional person in the room beyond the listener. The penalty for having Teory present still applies.
- Spot - seeing that various objects have been disturbed: DC15.
- Search - by picking up and looking at various items about the shop, the PCs can see signs of disturbance: DC13. However, there is a good chance the baboons will hear the party before this and attempt to catch them flatfooted. Roll a Listen check for the baboons based on the PCs actions.
- Track - while not a skill itself, this feat can be used to see the small tracks left as the baboons moved toward

the more interesting areas of the shop. This counts as firm ground (indoor, thin dust layer): DC15

Assuming that one side or the other gains surprise, that group gets partial actions. Otherwise, determine initiative normally. The baboons are particularly aggressive; being wild creatures usually kept in small cages. They do not want to be recaptured, so they will be happy to attack the PCs when they move to intervene.

The baboons will do everything possible to avoid being captured or killed. They'd prefer escape to any other alternative, so they will flee if over half of the group is injured or killed. Each group acts separately unless they have joined together (see above), whereupon they will act as one group.

SPECIAL EVENT

Five minutes after the PCs and Teory enter the shop, two gossiping housewives enter as well to get a little shopping done. While both are long time customers of Teory's, they are not above spreading bad news.

If the baboons are still on the loose after they arrive, they spot the animals. They remain rooted to the spot in shock and fear until after the combat ends. When the combat is over, the women move to leave, already starting to gossip about the incident. Teory overhears the women and asks them not to talk, even begging the PCs for assistance in keeping them quiet.

Teory explains that the rumors will ruin his business, keep him from entering the contest, and bring all sorts of added scrutiny from the constables. Maybe even having them all spending time in the gaol for not having the right permits to keep such creatures. After their recent run-in with the law, the PCs should want to help out. Make sure that Teory is emphatic about getting this point across. He'll even get down on his knees and literally beg if he thinks it will help.

The women are not vicious, but something like this is simply too good not to talk about. Unless something is done to keep them quiet they will leave and start spreading the rumors. Should this occur, feel free to have all the above-mentioned events happen, and end the tournament right here. Proceed to the experience section and have the players vote.

There are several ways to keep the women from talking, such as giving them a bribe, threatening them, or killing them, but this last one is very evil. Any character attempting this may succeed, but he will most likely be captured and arrested for the crime. See the punishment section below for details

If the women are bribed, both will demand at least 5 gold apiece. This number can be reduced with a successful Bluff or Diplomacy check (DC12 - the women's charisma score). DM's discretion on how low this number goes, but in no event will it drop below 1 gold each.

Threatening the women not to talk will work very well. The PC doing the threatening will need to roll an

Intimidate check (DC10). The women are rather cowardly, so the DC is 2 lower than normal.

Of course, if the women do not spot the baboons, because the party has dealt with them before the women's arrival, there will be no reason to do anything special.

The women are simple commoners, and have no special stats of any sort.

Women, female humans Com1 (2): Medium-size humanoid (human); HD 1d4+3; hp 7; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +0 melee (1d6, heavy walking stick, treat as club); AL N; SV Fort +1, Ref +1, Will +0; Str 10, Dex 12, Con 12, Int 9, Wis 10, Cha 12;

Skills and Feats: Profession (housewife) +2, Listen +0, Spot +0; Endurance, Toughness.

Possessions: walking sticks.

Once the baboons have been dealt with, and the women are pacified, if needed, the rest of the daytime is uneventful.

The PCs may be interested in exploring around the shop's exterior for some clues about the baboon encounter. If things are flowing smoothly, and there is still plenty of time remaining, please use the following optional encounter. However, if more than 1.5 hours have passed, do not use this encounter. Simply inform them that they don't find anything of special note.

ENCOUNTER 3A: THE FALSE LEAD

If there is time because the PCs aren't wasting time role-playing, use this optional encounter. It assumes that the PCs decide to check outside Teory's shop for clues about the baboons. What they find is a brightly painted wagon hidden in a nearby alley.

Tucked into a corner in this dark alley is what looks to be a brightly painted wagon. Even from the mouth of the alley you could see that the rear axle is broken, and that there is what looks to be a large animal cage affixed to the top. The door to the cage is open.

The PCs will probably investigate the wagon. While it was used by Liadon to transport the baboons to Teory's shop, it actually belongs to a traveling carnival that is in town for the festival.

The carnival master, Cobin Blokstok, doesn't know anything beyond the fact that the wagon was stolen; he even reported it to the constables. The PCs can ask around, but no one knows anything. In fact the carnival owns no baboons, nor is it missing any other animals. This is truly a false lead designed to throw the PCs off the scent.

Should the PCs act in a kind and courteous manner, the carnival master will be willing to part with the following two pieces of information:

- Some say that King Lynwerd is feeble and incompetent, a puppet whose strings are pulled by certain noble families. Some are saying that we should rise up and overthrow him so that Prince Sewardt can take his rightful place on the throne.
- Of course, there is a reward offered for information leading to the capture of the King's nefarious—nay, traitorous—brother Prince Sewardt. The juicier rumors and solid facts are worth more.

If they act offensive, or accuse the carnival or Cobin of anything, Cobin will quite simply refuse to have anything to do with them. A successful Sense Motives check (DC 15) will reveal that he is telling the truth. Cobin really has no idea what is going on, and wishes the PCs would give him his wagon and go away.

If any of the PCs are sporting animal companions or familiars, then Cobin offers to buy them. After all, highly trained and intelligent creatures are a big boost in his business. He'll offer 100 gold per hit die of the creature to anyone who is interested.

This particular event could have lasting repercussions for the character involved. Anyone deciding to take the Cobin's offer has just violated the terms of either the animal friendship spell, or the summon familiar ritual.

In either case, the creature leaves, and the character receives one of the curse certs which prevents the character from summoning another companion or familiar for 52 time units (TUs).

These certs are only used in this particular circumstance. Otherwise they are to be returned to the convention coordinator along with the judging packet.

RETURN TO NORMAL ENCOUNTERS

Regardless of whether the PCs investigate the wagon, nothing further happens until 2 am that evening. But try to keep them on their toes with false alarms, children playing pranks, etc. Teory takes these events in stride, as they are a normal part of city life.

The PCs can take whatever precautions they like, but be aware of spell durations, and other physical limitations. Take note of any sleeping arrangements the party makes, and be sure to question if they plan to stay up all night. Proceed to Encounter 4.

ENCOUNTER 4: THE ANNOYING DRUNK

The bars in Adrean's Landing close two hours after midnight. Just after closing, in order to maintain some degree of believability, Liadon stages another event to distract the party. Being rather proud of his acting skills, Liadon plays the role of a drunk who has lost his way while going home. He is trying to draw enough of the party out that his accomplice can sneak in and ruin

Teory's pies and/or ingredients, with emphasis placed on the pies.

It is fairly late at night, or is it early morning now? Things have been quiet for several hours. It looks like Teory will get a good night's sleep.

A loud knock on the front door is accompanied by a boisterous voice bursting into song, very off-key.

If the PCs move to investigate, they find a drunk at the front door, completely convinced that he is at home, but that he can't find his key to get the door open. He'll pound, knock and shout to get the PCs to open the door. Of course, this is Liadon in disguise. Once the party opens the door, read the following section aloud.

The drunk at the front door smells as awful as his singing sounds. He's pretty disheveled, and he still holds a half-empty bottle in his left hand while he continues to pound at the door with his right.

"Hey, come on (hic) in there. Open up. I want to go to bed.

Sing song this next part.

"Show me the way to go home, I'm tired and I wanna go to bed. I had me a drink about an hour ago, and it went right to my head."

Proceed in this fashion, trying to get all the PC's out of the kitchen and into the front room.

TIER 1 (EL 4)

☛ **Liadon Marzen, male human Brd4:** CR 4; Medium-size humanoid (humans); HD 4d6; hp 15; Init +4; Spd 30 ft.; AC 10; Atks +2 melee (1d3-1 subdual, fist); AL NE, Saves Fort +1, Ref +4, Will +6; Str 9, Dex 10, Con 10, Int 12, Wis 14, Cha 18;

Skills and Feats: Bluff +11, Diplomacy +11, Disguise +11, Gather Information +11, Perform +11, Sense Motive +9; Enlarge Spell, Extend Spell, Improved Initiative, Weapon Focus (rapier)

Spells Known (3/3/1; Spell DC = 14 + spell level): 0—dancing lights, detect magic, ghost sound, mage hand, prestidigitation, resistance; 1st—cure light wounds, mage armor, magic weapon; 2nd—bull's strength, cat's grace.

Possessions: potion of bull's strength, potion of expeditious retreat.

TIER 2 (EL 4)

☛ **Liadon Marzen, male human Brd6:** CR 6; Medium-size Humanoid (human); HD 6d6; hp 26; Init +4; Spd 30 ft.; AC 10; Atks +4 melee (1d3 subdual, fist); AL NE, Saves Fort +2, Ref +5, Will +7; Str 9, Dex 10, Con 10, Int 12, Wis 14, Cha 18;

Skills and Feats: Bluff +13, Diplomacy +13, Disguise +13, Gather Information +13, Perform +13, Sense Motive +11; Enlarge Spell, Extend Spell, Improved Initiative, Weapon Focus (rapier)

Spells Known (3/4/3; Spell DC = 14 + spell level): 0—dancing lights, detect magic, ghost sound, mage hand, prestidigitation, resistance; 1st—cure light wounds, mage armor, magic weapon, silent image; 2nd—bull's strength, cat's grace, minor image.

Possessions: potion of bull's strength, potion of expeditious retreat.

Liadon will have precast his *mage armor* and *cat's grace* spells (and his *bull's strength* spell in tier 2 as well), just in case the PCs decide to get rough. These spells are not included in the stats listed above. He's overconfident, but not stupid.

Liadon's accomplice is a female gnome by the name of Cheery Tarken. A rogue by profession and choice, she works with Liadon mostly out of fear of his superiors. Even if captured, she will not reveal Liadon or any of his plans. She is simply more afraid of Liadon's "friends" than she could ever be of the party.

TIER 1 (EL 3)

☛ **Cheery Tarken, female gnome Rog3:** CR 3; small humanoid (halfling); HD 3d6+6; hp 19; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (Touch 14, flat-footed 13); Atks +0 melee (1d4/19-20, dagger); SA Sneak attack +2d6; Rogue evasion; AL N, Saves Fort +3, Ref +6, Will +2; Str 8, Dex 16, Con 14, Int 10, Wis 13, Cha 13

Skills and Feats: Disable Device +6, Hide +13, Listen +7, Move Silently +9, Open Locks +9, Pick Pockets +9, Search +6, Spot +7; Dodge, Improved Initiative

Possessions: leather armor, dagger, thief's tools, smokestick, vial of alchemist's fire, pouch with 10 gold.

TIER 2 (EL 4)

☛ **Cheery Tarken** from above, but with masterwork thief's tools

☛ **Assistant Rogues, male human Rog1 (3):** Medium-size humanoid (human); HD 1d6+3; hp 7; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +1 (1d4+1/19-20, dagger); AL N; Saves Fort +2, Ref 5, Will 0; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +5, Decipher Script +5, Disable Device +5, Hide +6, Listen +4, Move Silently +6, Open Locks +6, Pick Pockets +6, Search +5; Dodge, Toughness.

Possessions: these rogues are not carrying anything outside their daggers and leather armor.

Cheery is accomplished enough in her abilities that she can judge if a particular job is too difficult or contains too much possibility of her getting hurt. She has reserved the right to not even make an attempt if things look too difficult.

While Liadon tries to distract the PCs with his antics by the front door, Cheery is to enter the shop. She has been ordered to only go after the pies, and not attempt to injure the PCs. She'll fight back if she is attacked during her attempt, but otherwise she isn't interested in a

confrontation. Even if she does fight back, she'll be more concerned with escape than in damaging the PCs.

Liadon will use his disguise and bluff skills to convince the PCs that he is nothing more than a simple drunk. However, he is quick enough that he'll make things up when the party starts acting suspicious. There are several ways that the party can determine that something is wrong. Some are situational others are skill related. Most are discussed below, although you as DM should judge alternatives to these ideas along similar lines.

- A Listen check (DC variable) can reveal the presence of Cheery sneaking into the shop. The DC is set based on Cheery's Move Silently result.
- Spot check #1 (DC variable) - the PCs don't actually need to make a spot check if they have someone stationed in the kitchen the entire time. However, if they leave the kitchen and someone decides to look backwards during the time Cheery is sneaking in, they get a spot roll against Cheery's Hide result.
- Spot check #2 (DC18) – successfully looking over this poor “drunk,” will reveal that he is wearing a very impressive ring. It is far more ornate than the typical drunk would wear. A nobleman wouldn't fall so far, as to be seen as a simple drunk. Basically, it looks very out of place, although the PCs can make of it what they will.
- Spot check #3 (DC variable) – trying to see through Liadon's disguise, because the PCs are suspicious, or they have spotted the ring, requires a Spot check against Liadon's disguise result. Should the roll succeed, the PC realizes that this isn't a typical drunk, and that he has the physique of a nobleman.
- A Sense Motive check (DC variable) against Liadon's Bluff result can reveal that Liadon is acting suspiciously. Exactly how so is somewhat hard to determine, but the person sensing the problem will get a feeling of delay and distraction from Liadon.
- Intimidate check (DC variable) – simply threatening or bullying Liadon may be enough to get him to back away. He doesn't desire a confrontation with the PCs at this time, so he is willing to run away to try something else later on. The intimidate check is made against a DC equal to 10+ Liadon's level (based on tier) +1 for his wisdom.

Cheery will use Hide and Move Silently to attempt to sneak about the kitchen and destroy things. If she is prevented in entering the kitchen, she'll make one last ditch effort to finish her task. She has a vial of alchemist's fire and a smokestick hidden nearby. She'll take these items and toss them into the kitchen if nothing else has worked. She will not be able to do this if she is driven away by being spotted and/or combat. Instead she'll take her items and flee. If the assistant rogues are with her she'll use them to occupy the party as she makes her escape. If captured, these assistants know nothing,

having simply been hired by Cheery to assist her in a raid on this shop.

The alchemist's fire will ignite quickly, and spread across the floor immediately after being tossed in. The party will hear the ignition, and will be able to react to the fire. Allow them to make any attempts they like, but anything short of spraying the entire kitchen with water will be penalized because of the thick smoke from the smokestick. Have the PCs make Search or Spot checks (DC10) to find the center of the fire, and then allow them to battle the blaze however they would like. Throwing buckets of water, or the equivalent, without having spotted the center of the fire will have a 50% miss chance because of the cover the fire has gained.

The fire could be bad, but if the PCs make any attempt, they will get the fire out. In no way should the fire destroy the shop, or spread beyond the shop to reach other buildings.

If Cheery succeeds in destroying the pies, she'll throw her smokestick near the front door to cover Liadon's escape.

Liadon will flee when either event occurs. He'll quaff his Potion of Expedites Retreat, run at his maximum speed, and take random turns until he has lost his pursuers. When he does flee, he should be allowed to escape. He is needed in the final conflict, and having him killed or captured this early, limits the enjoyment of both you and the players. So do everything reasonable to insure his escape.

However, it is very possible that a group of suspicious PCs will try and interrogate Liadon or simply assume that he is after the pies. It cannot be stressed highly enough that Liadon will do nothing to cause the PCs to attack him at this time, and he will not stick around to engage in a fight. If he is captured or detained by the PCs at this point, he will act very meek and restrained. The constables will take him in for questioning and then release him after determining that he is harmless – having been unable to see through his disguise. If the party somehow manages to kill him now, they could all be arrested for murder. Proceed to the punishment section in this eventuality.

If Cheery is not successful, or if Liadon hears sounds of conflict coming from within the shop, he will flee, suddenly “remembering” that this isn't his house, and he doesn't want to be beaten up. Again, he'll quaff his potion if necessary and use his Hide skill to vanish.

The smoke from either the fire or the smokestick will not ruin the pies, as they were covered during cooling.

ENCOUNTER 5: THE HAUNTED SHOP

Liadon is upset by the way things went. Even if his little diversion resulted in the destruction of the pies, Teory has enough time left to be able to bake another batch. And a similar ruse will not work again.

Of course, if Liadon's diversion didn't work, then Teory is still in the contest, and the PCs are probably wary of another attempt. If they aren't, then this next encounter should be a shock.

So, Liadon can't have another sneak in. It just wouldn't work. Instead, he has decided to try a more direct plan. Being a Bard, Liadon has access to several illusion and conjuration spells. Spells he will use to convince the PCs that they are staying in a haunted shop; if the (possibly new) pies should happen to be destroyed in the process, so much the better. But the main point in these exercises is to frighten the PCs away, so that they will leave Teory defenseless, and not interfere in Liadon's future plans.

Therefore, the next night, which so happens to be the night before the contest, Liadon will approach the shop and start using his spells in as spooky a manner as possible. Please review the description of Liadon from the previous encounter and from encounter #7 below. Liadon will cast certain spells in this encounter, in a specific order.

After that interesting time last night, you thought for sure there would be more excitement today. But, after an entire day with your nerves on edge, nothing else has happened. There hasn't even been so much as a whisper about the pies, as even your employer seems to be reluctant to mention them.

The city bell begins tolling the hour. Midnight, just eight hours left to go, and then you can relax...Wait, what was that noise?

At this point, round one, have those characters that are awake, make Listen checks. The DC is only 5, as Liadon is using *ghost sound* to create the sound of something burrowing in from under the shop. The sound will continue to grow louder as time progresses.

Shortly after the burrowing sound starts, on round two, Liadon will cast *minor image* to create the illusion of small portals opening in the floor of the shop, appearing in random areas throughout the building. Many little portals will open, spit out small puffs of smoke and then the portals will close again just as randomly. This will occur for three rounds, as Liadon concentrates on the image for only the first round, and it persists for two additional rounds after that.

The PCs can do as they like while this is occurring, although there is little they can do outside of:

- Disbelieving the illusion – this will require a Will save against a DC17 (tier 1 or 2).
- *Dispel magic* – the dispel check against the illusion(s) is at a DC17 (tier 1) or 19 (tier 2).
- Listen check (DC14) – this will only help the PCs if they are able to hear Liadon's sounds of spell casting. The DC is at a penalty of +4 because the noise of the *ghost sound* spell already in place interferes with good hearing.
- Spellcraft check (DC21) – this is a first level spell, and only the effects are being witnessed. However, if the PC has also succeeded at a Listen check (above), the spellcraft check is only a DC16.

On round three, after casting *minor image*, Liadon will drop a *dancing lights* spell. He will use it to create four glowing balls, which will spring from four random portals and zip around the room. During round four they will gather together and form a vaguely humanoid shape, which will move into the kitchen and act as though it is on a rampage. This will be used in conjunction with Liadon's next spell.

Also on round four (the next round), Liadon will cast *prestidigitation* to create minor effects that will coincide with the actions of the *dancing lights* spell. For example, as the glowing figure touches a cabinet door, the *prestidigitation* spell will cause the door to slowly open, and then shut once the Dancing Lights figure moves away.

Since Liadon has not been required to concentrate on any of these illusions, he is now free to use *mage hand* on round five to telekinetically lift each of Teory's special pies, and drop them to the ground. Liadon hopes that the PCs will be engaged with his *dancing lights* figure and will not notice this event. Liadon must concentrate in order to lift the pies, and it will take an entire round for him to lift and drop each one. There are a total of four pies.

The PCs can attempt to catch each of the pies with a Dexterity check (DC12), use *mage hand* or another similar spell (opposed check) to catch the pies, or come up with a more clever solution such as throwing pillows on the floor to break the pies' fall.

Once the PCs have rescued all the pies, most probably by having several people hold on to each one, this encounter is basically over. Liadon has run out of spells, and, without some support, he isn't yet willing to engage the PCs. That will occur soon enough. No matter if he succeeded or not, he will run away to stage his next major appearance.

If Liadon succeeded, and Teory's pies are destroyed, all is not lost. But the party will need to stay up all night and assist Teory in baking one last set of pies for tomorrow's contest. This will prevent the spellcasters from recovering whatever spells they used, and make things a little more difficult in the final encounter. After all, he will draft everyone in this last ditch baking, and no one will get a chance to sleep, making spell recovery impossible.

Should a single PC decide that sleep is more important than helping out, everything will be fine and Teory will still win the contest. If more than one PC opts for sleep, then Teory will lose the contest and the PCs will miss out on Teory's share of the prize money. However, they still get the chance to stop Liadon, as Teory still attends the contest with his inferior pies. Later, they will hear a rumor that Teory packed up and left town, headed west. Further rumors claim that he blamed adventurers for all his troubles.

ENCOUNTER 6: THE ANGRY MOB

With Liadon's departure the night before, things quieted down for a few hours. But there is one more event scheduled before the pie contest officially begins.

When Liadon investigated the pie contest to see how easy a caper it would be to pull off, he actually went around to every baker in town and sampled their wares. He learned who was reasonable competition, who he would have the easiest time stealing a pie recipe from, and who he would need to force out of the contest. Over the past few days he has managed to force out everyone decent except Teory.

While bakers typically do not have to deal with this type of deception, they began talking among themselves, and started to put two and two together. Unfortunately, they came up with the wrong answer. But it is hard to blame them, since they only have the evidence that of all the major bakers in town, only Teory has remained in the contest. So who can blame them when they determine that Teory is behind everything?

Therefore, when first light is just starting to peek over the distant horizon, these angry bakers, cooks, and relatives have decided to show up at Teory's shop and demand some answers. Answers that Teory won't be able to give, and the lack of which will most likely leave Teory injured or dead.

Luckily Teory has hired the PCs for bodyguard duty. It is time once again to earn their keep. Read one of the two following sections, depending on whether the PCs managed to thwart Liadon the night before (section 1), or needed to stay up all night baking another set of pies (section 2).

SECTION 1 – NIGHTTIME SUCCESS

The effects of last night's strange encounter seem to have worn off. You managed to get a few hours sleep after checking the rest of the shop and yard, and your spellcasters have recovered and prepared their spells for today.

Teory is up and about, putting a few last minute touches on his creations. You are gathering your items and preparing to escort him to the contest when you hear a series of booming knocks from the front door. What could it be this time?

SECTION 2 – NIGHTTIME FAILURE

What a night that was. You've been up for hours, and just managed to finish all the baking. Teory is finally satisfied with everything, although he is still muttering under his breath about the whole thing.

You are thinking it is just about time for a quick night, when you look outside and see light coming up in the east. It's morning already. Ok, fine, just a couple more hours and it will all be over, and you can get some much-needed rest.

BOOM! BOOM! *Somebody's pounding on the front door. What is it now?*

Most likely the PCs will be the ones answering the knocks. But in the unlikely event that they don't, Teory will peer out the window and see the mob before he opens the door himself. He'll alert the PCs in this eventuality, and we end up meeting the mob face to face.

This is a negotiation encounter, so the PCs will be required to defuse the situation, hopefully without any of the innocents getting hurt. Combat, especially lethal combat would be a bad result. Hopefully this will not occur, but if it does the PCs will be arrested for any number of a vast assortment of crimes; ranging from disturbing the peace to murder. All would bad things to happen to a group of would-be heroes. See the punishment section for details.

When you reach the front door, you can see that a crowd of nearly fifty people has gathered outside. Even with the bright light streaming over the horizon, they are still carrying torches. A few have gathered ropes and clubs. It looks like a lynch mob.

The leader of the mob is another baker; a male human by the name of Nepus Torta. He and most of his companions are all commoners with a few experts thrown in. Their statistics are unremarkable, and the generic write up in the Dungeon Master's Guide should suffice. No one is above 2nd level, with nearly everyone being merely 1st.

One man steps forward, appearing to be the mob's leader or spokesperson. "You all will need to get out of the way. We have a few questions we'd like to ask our friend Teory here."

A few stray voices yell out from the back, "yeah, I've got a club he can answer to." This is followed by some laughter from the crowd, and a lot of muttering as well.

The mob's leader waits until the muttering subsides and then speaks again, "So, what's it going to be? You let us have a nice talk with Teory, or do we come in and have a less nice conversation?"

☛ **Nepus Torta, male human Com3:** Medium-size humanoid (5'8"); HD 1d4+3; hp 6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +0 melee (1d6, club); AL N; Saves Fort +1, Ref +1, Will -1; Str 10, Dex 14, Con 10, Int 11, Wis 9, Cha 12;

Skills and Feats: Profession (baker) +2 (Wis), Craft (pastries) +3 (Int), spot +0 (Wis); Skill Focus (craft), Toughness

Possessions: club.

☛ **Mob, male and female humans Com1 (50):** Medium-size humanoid (human); HD 1d4+3; hp 7; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +0 melee (1d6+1, club); AL N; Saves Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 9, Wis 11, Cha 12;

Skills and Feats: Profession (various) +2, listen +0, spot +0; Endurance, Toughness.

Possessions: club.

The PCs now have to negotiate. The easiest method is for them to explain the situation, take a couple of representatives on a guided tour to show off the damage done by Liadon and friends, and then work out a compromise such as having Teory split any winnings he gets or something similar. Have this work out via role-playing, and not by directly using dice.

The mob is very angry, but a decent show of force, combined with some patience and reasonable conversation will probably defuse the situation. Make the players work for the result, rather than relying on chance. If they put some effort into it, and actually try to right the situation, let them succeed.

Another method is to scare or drive off the mob. A stronger show of force, combined with some impressive Intimidation checks will be enough to scare the mob away. Then, the appearance of Liadon at the contest will finally convince everyone that it wasn't Teory's fault. Plus, a little quiet thinking without alcohol helping out will finish the job. Teory will be safe in this event as well.

Attacking the mob could work, although this is the least desirable result. If the party uses subduing attacks, then things will be okay, although the punishment section will detail fines for such a poor method of handling things. If lethal combat is used, and any members of the mob are killed, the results will be much worse.

While the PCs endeavor to disperse the crowd, Teory gathers up his special pies, places them in a padded basket, and then, once they are through with the mob, directs the PCs to escort him to the contest. Nothing further will happen until the PCs reach the contest site.

ENCOUNTER 7: THE FINAL JUDGING

The contest site is located in the middle of the festival. There are many contestants, but it is obvious that Teory is going to be the champion.

Liadon is nowhere to be seen, at least at first. He learned how impressive the PCs are at their jobs, and decided that it would be too much work to try and win the contest honestly. Plus, there is always the chance that he'd lose.

So, rather than enter the contest, he is hiding in a nearby wagon with at least one of his beloved primates – apes this time (see below). He'll wait until the contest winner is announced, then burst forth from the wagon, sic his ape(s) on the crowd, steal the prize, and head for the hills. He has managed to get enough sleep to regain his spells.

The judge of the contest is an elderly and rotund Knight of the Realm named Domin Bartek. He's a leftover from the time when knights could gain their titles by inheritance, rather than earning them. He acts very much the stereotypical British Sergeant, even so far as in his manners of speech. Ordinarily he would have been put out to pasture long ago, and his duties given to a

younger man, but he is well liked by the common people, and by Baroness Verin Talnith of Woodwych in particular.

So Domin continues to perform minor official duties from time to time. Things like judging the pie-baking contest. While rather unimportant in the grand scheme of things, his presence lends an air of official-ness to the affair.

Of course, he is terribly ineffective in a fight, leaving the PCs to save the day. But, since he may get involved in combat (it's the knightly thing to do), here are his stats.

☛ **Sir Domin Bartek, male human War2:** Medium-size Humanoid (human); HD 2d8+6; hp 14; Init -2; Spd 20 ft.; AC 10 (touch 8, flat-footed 10); Atks +1 melee (1d8-2/18-20, dress rapier); AL N; Saves Fort +2, Ref +1, Will +0; Str 7, Dex 7, Con 17, Int 10, Wis 10, Cha 16;

Skills and Feats: Diplomacy +10, Ride +0 (Dex), Intimidate +6; Weapon Focus (rapier), Skill Focus (Diplomacy).

Possessions: dress rapier, courtier's clothing, pouch with 20 gold.

This encounter will use map #3. The large 'X' marks where Liadon and his ape(s) are hiding. The T marks Teory, the K is used for Sir Domin, and the exits are marked with arrows. There is also a scattering of common people throughout the area, but they will flee from both the apes and the PCs at the first sign of trouble. The PCs should have no trouble getting by them.

Liadon has timed his entrance to coincide with the announcement of the winner. Teory will approach the stage to accept his prize, when Liadon will appear and send his ape(s) to guard the stairs. Liadon will then grab the prize from the poor confused knight, and attempt to exit while the apes cover his retreat.

Liadon doesn't particularly want to die, but he greatly fears what his superiors will do to him, should he be captured. He'll fight bravely until the end.

Liadon will be fully armed and armored, and will have pre-cast his Bull's Strength and Magic Weapon spells (and Cat's Grace as well, if playing in tier 2). Remember that he has a 25% arcane spell failure chance if he attempts to cast further spells while wearing his armor and carrying his shield.

The number of apes present is dependent on the tier, as shown below.

TIER 1 (EL 5)

☛ **Liadon Marzen, male human Brd4:** CR 4; Medium-size humanoid (humans); HD 4d6; hp 15; Init +4; Spd 30 ft.; AC 10; Atks +2 melee (1d3-1 subdual, fist); AL NE, Saves Fort +1, Ref +4, Will +6; Str 9, Dex 10, Con 10, Int 12, Wis 14, Cha 18;

Skills and Feats: Bluff +11, Diplomacy +11, Disguise +11, Gather Information +11, Perform +11, Sense Motive +9; Enlarge Spell, Extend Spell, Improved Initiative, Weapon Focus (rapier)

Spells Known (3/3/1; Spell DC = 14 + spell level): o—dancing lights, detect magic, ghost sound, mage hand, prestidigitation, resistance; 1st—cure light wounds, mage armor, magic weapon; 2nd—bull's strength, cat's grace.

Possessions: potion of bull's strength, potion of expeditious retreat.

🐾 **Ape (1):** hp 26; see *Monster Manual* page 193.

TIER 2 (EL 7)

🐾 **Liadon Marzen, male human Brd6:** CR 6; Medium-size Humanoid (human); HD 6d6; hp 26; Init +4; Spd 30 ft.; AC 10; Atks +4 melee (1d3 subdual, fist); AL NE, Saves Fort +2, Ref +5, Will +7; Str 9, Dex 10, Con 10, Int 12, Wis 14, Cha 18;

Skills and Feats: Bluff +13, Diplomacy +13, Disguise +13, Gather Information +13, Perform +13, Sense Motive +11; Enlarge Spell, Extend Spell, Improved Initiative, Weapon Focus (rapier)

Spells Known (3/4/3; Spell DC = 14 + spell level): o—dancing lights, detect magic, ghost sound, mage hand, prestidigitation, resistance; 1st—cure light wounds, mage armor, magic weapon, silent image; 2nd—bull's strength, cat's grace, minor image.

Possessions: potion of bull's strength, potion of expeditious retreat.

🐾 **Ape (2):** hp 26; see *Monster Manual* page 193.

The Prize: While ordinarily this is a rather smallish contest, interest in this event has exploded this year, especially among those who traveled to get here. This is technically the first year that the contest is being held in Adrean's Landing; therefore, the Baroness has donated a gold rimmed crystal bowl to be given out as a prize to the winner. This is the prize that Liadon is after. Of course, there is a smallish cash prize to go with it, but it is the bowl that is important. The bowl is assumed to make its saving throw against any sort of accidental damage. It will not get broken simply because there is a battle raging.

Stealing the crystal bowl would be a big coup for the local resistance cell, and Liadon has decided he is the one to do the deed.

This is the climatic final conflict of the tournament. Should Liadon be killed, the party will not be arrested. Having the good word of a Knight of the Realm on the PCs' side does much with the local constables. They will be able to keep the "spoils of war" as well, since the embarrassed knight wants the whole thing wrapped up and forgotten as soon as possible.

CONCLUSION 1: SUCCESS

If the PCs were entirely successful in saving Teory, recovering the crystal bowl, and defeating Liadon, they are to be rewarded.

Sir Domin will present each of them with a small medal, and speak to them briefly.

"For services rendered, I present each of you with this medal announcing you as the Chosen of Adrean's Landing."

"Jolly good show you gave. Well fought and all that. Keep up the good work, the kingdom could use more heroes like you."

"We haven't seen the last of these zealot self-proclaimed patriots, mark my words."

Teory will reward them with his share of the monetary prize, which will amount to 100 gold pieces. See the *Treasure Summary* for details.

CONCLUSION 2: FAILURE

If the PCs weren't entirely successful, then Liadon must have escaped with the crystal bowl. This means that either Teory was forced out of the contest, or Liadon stole the bowl and got away. In either event, the bowl is eventually returned to the Baroness of Woodwych. Since this is done in as publicly humiliatingly a manner as Liadon's superiors can arrange, she suffers quite the loss of face.

If Teory dropped out, he quite simply refuses to pay the PCs anything, as they didn't do their job. If, on the other hand, they saved Teory, but allowed the bowl to be stolen, then they are paid their share, but are not rewarded by the Knight.

SPECIAL CONCLUSION 3: KNIGHT FALL

If Sir Domin should happen to be killed during the final conflict, the PCs have earned the ill will of the people of Adrean's Landing. Sir Domin was well liked by nearly everyone, and the masses would rather the bowl get stolen than to have Sir Domin killed. Should this event occur, the angry townsfolk escort the PCs out of town. They are allowed to recover any items they have left behind, and anything on Liadon (assuming he was captured or killed), and then ejected from town. Teory is unable to give them his share of the winnings, as the crowd takes them to pay for Sir Domin's funeral.

CONCLUSION 4: CRIME AND PUNISHMENT

If, for whatever reason, a PC was foolish enough to break any of the laws of the Kingdom, they are arrested, tried and sentenced. Punishment includes a fine at minimum, with imprisonment in a labor camp possible for more grievous crimes. The PC's prison term is typically spent in backbreaking labor. The following prison terms are mandatory sentences for the given crimes. The TU number is the amount of time units the character must spend out of action (recorded on the log sheet).

- Minor infractions – a fine ranging from 5-100 nobles (5-100 gp), based on the crime (DM's judgment).
- Stealing (amounts less than 100 gold) – 1 month (4 TU's), and restitution equal to three times the amount stolen.
- Stealing (greater than 100 gold) – 2 months (8 TU's), a fine equal to three times the amount stolen, plus the possible loss of one hand if grievous enough. This crime requires that notes must be taken detailing the specifics of the situation, and the contact information for the player involved. These notes must be turned in directly to the convention coordinator who will discuss it with the regional triad.
- Assault and Battery – 1 month (4 TU's), and a fine of 100 nobles (100 gp). If the PC cannot or chooses not to pay, the prison time is doubled.
- Murder – Life in prison or death by hanging, in either event, remove the character from play. The character and all associated certs should be turned in with the judging packet. This result must also be brought to the convention coordinator as shown above.
- Treason – Life in prison or death by hanging. Same result as for murder above, with the same requirements for the DM and coordinator.

For purposes of this event, treason is defined as aiding and abetting Liadon in his crimes, especially the stealing of the crystal bowl, judging by the outcome in this event.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Defeating the thugs 100 xp

Encounter 3

Defeating the baboons 100 xp

Encounter 6

Reaching a peaceful solution 50 xp
Scaring the mob away 25 xp

Encounter 7

Defeating Liadon 175 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 4

- **Smokestick** (10 gp)
- **Potion of expeditious retreat** (50 gp)
- **Vial alchemist's fire** (10 gp)

Encounter 7

- **Masterwork rapier** (320 gp): this item had been in the Marzen family for generations. Most recently, it was wielded by the self-proclaimed patriot, Liadon Marzen; the last of his line. This

elegant weapon has a tracery of fine writing along the length of the blade in delicate script: "The last strike is the one that counts." The grip is of braided wire wrapped around an ivory handle. The blade is long, straight, and sports a wickedly sharp point.

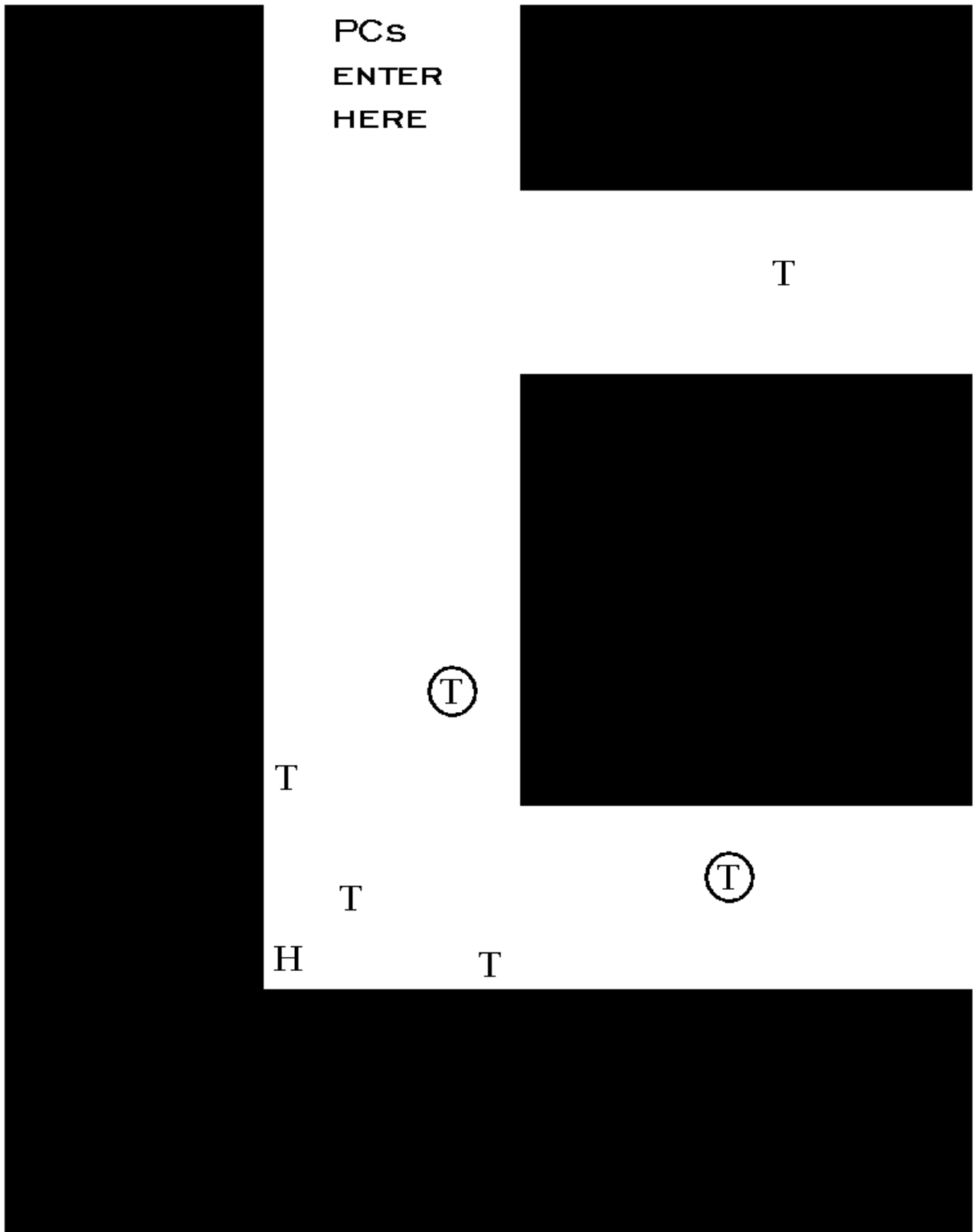
- *Potion of bull's strength* (300 gp).
- 180 gold (includes Tory's prize of 100 gp) plus a medal* for each character from the knight, for saving the day, worth about 35 gp each. total 940 gp + the medal
- **Companion's Curse:** having violated the premise and terms of the Summon Familiar ritual or the *animal friendship* spell, you have been cursed. You are unable to summon another companion or familiar for one year (52 TU's) from the time of issuance of this certificate. This curse can be removed by undergoing *atonement* as directed by a 9th-level cleric or druid.

JUDGE'S HANDOUT #1 – RUMOR LIST

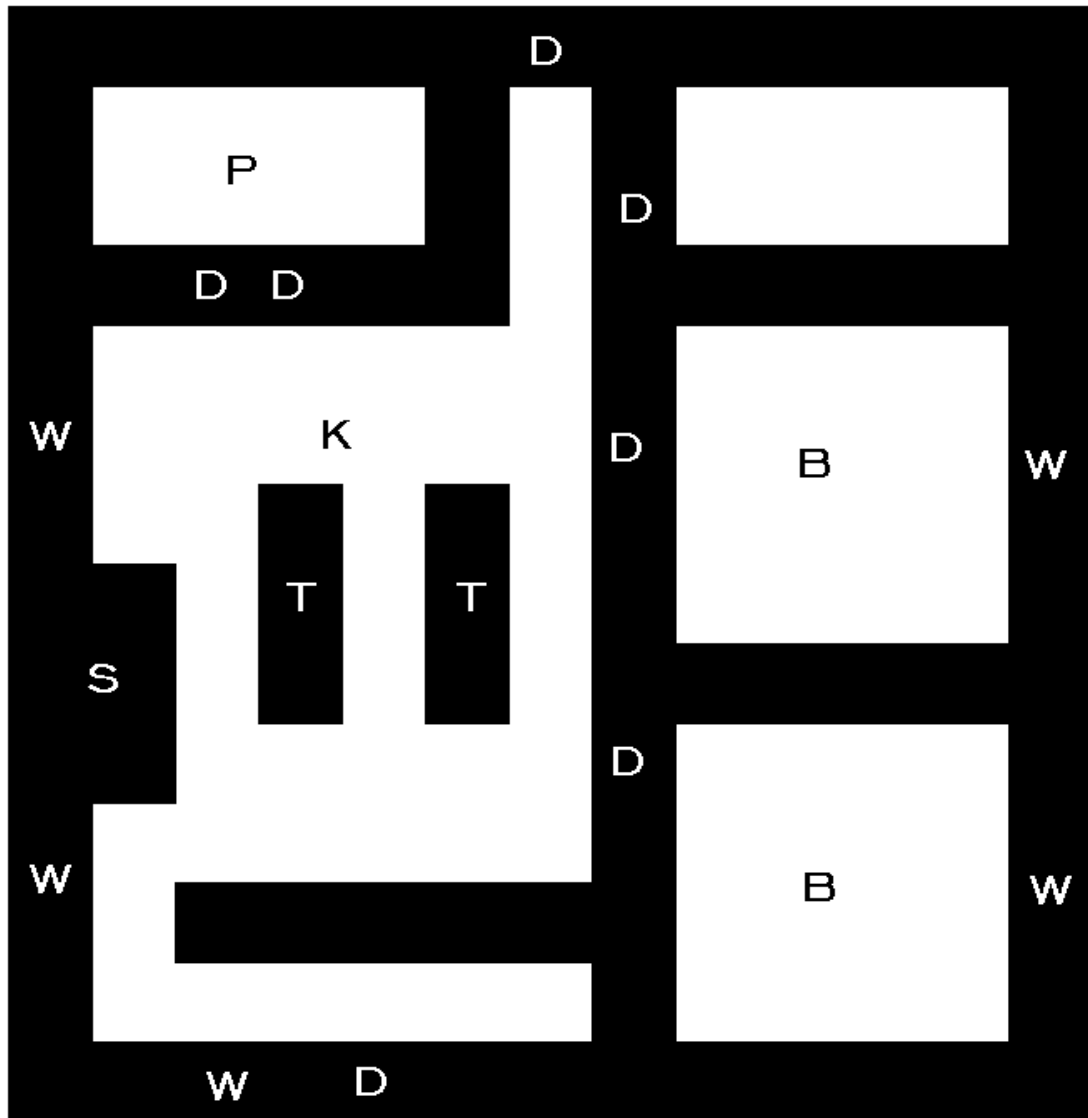
Please refer to this list whenever the text details that the PCs hear a rumor, or when an opportunity arises for the PCs to listen to an NPC speak. Certain individuals detailed in the text automatically know specific rumors. This is listed in the description for each. While the rumors are listed in a simple conversational tone, feel free to embellish these, so long as the core idea of the rumor remains true.

- The mosquitoes in the Gnatmarsh are unnaturally large. I once saw one large enough to swallow a man whole.
- I heard that an illegitimate son of King Lynwerd has surfaced among the witches of Gnatmarsh.
- You know, there are strange creatures burrowing out there in the plains. Swimming under the caravan routes, and gobbling up entire trading parties.
- If you are looking for a way to make some cash, the King's Militia is always wanting volunteers. Something about long-term assignment to river patrol. Course, those without family obligations are chosen first.
- The Kingdom's new debtor's prisons have been built to accommodate all the unlicensed adventurers. Executions will be used to ease the expected overcrowding.
- Merfolk are swimming up the Duntide River. The word is that they're looking for something. Just what it is, is anyone's guess.
- Hordes of unknown bandits roam the Gnatmarsh/Woodwych border. Whole militia patrols have been ambushed and killed, but sometimes they let a single survivor return to tell the tale.
- Some say the bandits are elves, some say ogres, but I'm sure it's the undead.
- No, it's those two-headed marsh trolls. I saw one once, it was thiiiiiiis big!
- You know, it's demons that haunt the Almorian lands. Travel down the Flessern River is dangerous at best, and unthinkable at worst.
- King Lynwerd is a demon. At night he changes into a hideous three-headed creature that eats maidens and sheep!
- All the rich nobles are in league with fiends. Mark my words, why else are they so rich?
- I heard it's all the nobles that are in league with fiends. That's got to be why there is so many of them.
- While I can't prove this, I have heard there is a hidden tomb in the Flinty Hills filled with magical items from before the wars.
- I think that Nyrond's gonna invade the Theocracy of the Pale up north. About time that someone worked to get rid of the oppression up there. King Lynwerd is just the man to do it, too.
- You've heard what the King did when that villain Baron Bastrayne fled? He had to come here personally to put down the rebellion. Luckily, everyone likes Verin Talinth, the new Baroness of Woodwych.
- Bastrayne's got a price on his head. Ten thousand gold nobles, I've heard. Shouldn't be too hard to collect. How's a man with bright red hair and fat pudgy fingers gonna hide for long?
- The Baroness is planning a new coliseum here in Adrean's Landing, with gladiator games and chariot races.
- Rebels and villains are targeting small villages throughout Nyrond. They're hoping the chaos and discord will distract the law from their true plans.

MAP #1 – ENCOUNTER 1 ALLEY BATTLE



MAP #2 – TORY'S SHOP AND SURROUNDINGS



KEY

W = WINDOW

D = Door

S = STOVE

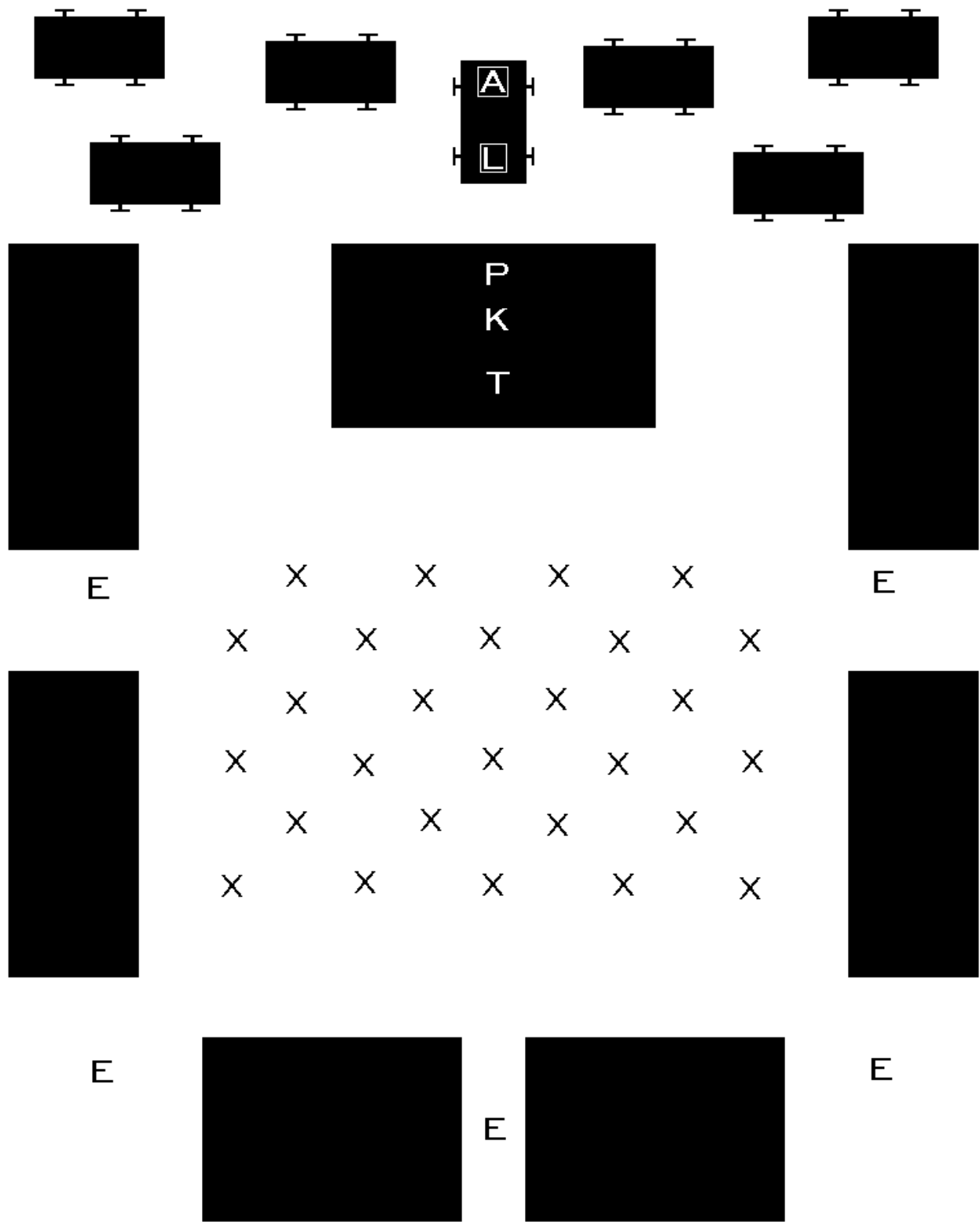
T = TABLE

K = KITCHEN

B = BEDROOM

$P = P_{\text{PANTRY}}$

MAP #3 – ENCOUNTER 7 THE FINAL BATTLE SITE



JUDGE'S SUMMARY SHEET

The purpose of this summary sheet is to provide information to the Nyronnd Triad to see how events in this scenario influence future happenings in Nyronnd. Return this survey to the event coordinator.

Please give PC names, player's names and RPGA numbers where necessary.

1. Liadon (circle one):

Was killed

Was arrested

Escaped

Briefly explain any unusual details relating to Liadon's fate.

2. Did Teory win the pie contest? Briefly explain any unusual details.

3. As a party, did the PCs act in ways that would make the average Nyronnd resident respect adventurers, fear or hate adventurers, or act indifferently toward adventurers? Explain as needed.

4. Detail the evil actions of PCs, if any.