

SHL4–Intro2



SMALL TIME TROUBLE

An Introductory One–Round D&D[®] LIVING GREYHAWK[®]
Shield Lands Regional Adventure

Version 1.05

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Gensal after long last is being resettled. People have moved out here to make a new life for themselves. However, with new life come the same old problems. There are those who would take advantage of just such a situation. Are you willing to do what you can in order to stop an age old problem from taking hold here in a “new” small town? An Introductory module for the Shield Lands region.

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 please e-mail the Shield Lands Point of Contact at poc@shieldlands.net. For LIVING GREYHAWK campaign questions email rpgahq@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 DM (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.

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 Appendix 1.

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:

- Determine the character level for each of the PCs participating in the adventure.
- 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.
- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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	

- 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

- 1 Enlist a sixth player.
- 2 Advise characters to buy riding dogs to help protect them, and fight for them.

NOTE: This LIVING GREYHAWK adventure is designed for mid and higher-level characters. Since characters below 6th level are unlikely to have the skills and resources necessary to complete this adventure, players using lower-level characters should be advised that they are participating at great risk. This is not an adventure for beginning characters!

Time Units and Upkeep

This is a standard one-round Core adventure set in the Hold of the Sea Princes. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

Jarvis Turndowl, an aspiring crime boss came to Gensal a few days ago seeing a great opportunity to make some easy money and possibly a name for himself. He has been trying to organize a few of the thieves, beggars, and other layabouts that have littered the city in order to get a cut for himself while doing as little work as possible. He is always on the look out for new recruits.

He has set up an elaborate way of recruitment involving a small unsuspecting child and a riddle. Those he has recruited are under his thumb, that is, until someone bigger comes along.

ADVENTURE SUMMARY

The PC's come across a little girl who has lost her mother. This little girl is one of Jarvis' recruits, a halfling by the name of Tuoa Tendafeetoe. After "gaining their trust", she will attempt to both steel something from one of them and leave behind the clue for them in order to get "recruited". She wants to leave Jarvis' employ and if they happen to either take him out or get recruited, she'll have less work to do.

The note leads them to an actual little girl who teaches them her favorite song that this man taught her one-day. This man was Jarvis. The song is actually a riddle that one needs in order to find Jarvis' hideout.

The riddle will lead the PC's to a storage building that seems to be rarely used. Using the information from the riddle, they find the secret door in the floor in the back of the building where there are steps leading down into a small series of winding caverns.

These caverns end up in a small maze that has two purposes. The first is to test the mettle of those who have made it this far. If they cannot solve a simple maze then they are not worth his time. Second, if Jarvis needs to escape that way, he could easily elude pursuers in the winding tunnels.

The room where Jarvis "holds court" is at the end of the maze. Besides always having two of his recruits with him, he has had one other security measure installed. With the pull of a lever, he can drop a wall, essentially a wooden plank, to block off the small corridor that leads to his room. This distraction should give him enough time to sneak out the secret door behind his desk.

After the battle, two men dressed in official garb of militiamen come through the "secret door", which leads to another building up top, saying that they heard a commotion, found this door and came to investigate. They will be as official sounding as possible, but in reality they are two of the boss' men, hoping to get their boss out of a jam, or possibly loot the office. The PC's can deal with this situation as they like.

ENCOUNTER ONE: THE WRETCHED

Gensal is still being settled. Farmers and other residents of Tent Town are being moved here on the premise of a better life. Most of the farmers are more optimistic and the common folk seem happier and healthier.

You had breakfast in the Jousting Mug this morning. The people were kind enough and pleasant to talk to. Despite their pleasant demeanor, it is obvious that a topic to stay away from with them has been their inventory problems. Little things seem to go missing every now and then, shovel here, a blanket there. Most are simply chalking it up to the idiot who's minding the community storage area. After a "have a nice day" and a quick "let us know if you need anything", you left the Jousting Mug.

Walking through the town this bright and cold morning, you see a little girl, dirty, dressed in rags, and shivering, walking from passerby to passerby. Some offer her money, which she takes shakily, but as she nears you, she has this pleading look in her eye that says that something more is wrong. As she reaches you, the little girl says in a pleading voice, "Please, can you help me find my mommy?"

If asked, the girl gives her name as Sherlon. Her mother's name is always "Mommy". In reality, her name is Tuoa Tendafeetoe, a halfling rogue who has been adopting the disguise of a little girl in order to take advantage of the newly transplanted people of Gensal. Her normal plan is to "play" the little girl in hopes of getting money from people, using the cover story of being lost. If the mark would offer to help her find her mother, she would use her nimble hands to take what she could and then lose them in the city. Between her abilities of disguise, acting and fleetness of foot, she has been quite successful.

She will keep this up for as long as she can with the PC's. If they offer to help her find her mother, she has no clue where she might be, which is the truth since Tuoa has no clue where her actual mother actually is. No one the PC's may ask will have any clue who the child is or where her mother might be found. Tuoa is very careful to make certain she does not play the game of child around any of her previous marks.

Tuoa Tendafeetoe: 1st level halfling rogue, Disguise +9, Bluff +8, Sleight of Hand +8

Tactics: if cornered, she will surrender and not fight, but she will do her best to get away until then.

Treasure: Note – Player Handout 1.

Development:

Roll the requisite checks for her disguise and bluff without the players knowing. Allow them spot and sense motive checks only if they ask for them or if it seems as if they are asking the leading questions that a suspicious person would. Her disguise is mainly a top layer of dirt, spotted and strategically placed in order to cover up the makeup beneath. After a couple of failed attempts at finding her mother, Tuoa turns on the water works and begins crying. During this performance she will pick a mark and try to rob them of something valuable, while planting on them the note, Player Handout 1. Whether or not she is successful in any of this she tries to get away directly afterwards. If she is caught, she tells them that a new "boss" is in town that trying to make a name for himself and threatened her if she did not bring in a good amount of money soon. This is true, mainly because the main guilds in the Shield Lands have not really established themselves here yet. Tuoa will not lead them to him, but she will tell them that the only way to get to him is talk to a little child named Sharlon, who lives in the Western most building in the settlement. If she does get away, the PC's will find a small bag with a note, Player Handout 1 inside, assuming she has not already been able to plant it on them.

ENCOUNTER TWO: THE NOT SO WRETCHED

If the PC's do get the fact that the little one referred to in the note lives in the westernmost building of the settlement, do not help them directly. (Jarvis wouldn't want them if they couldn't figure this simple little thing out). Feel free to make a building or two up...maybe a make shift tent...where some people are at, but none of them will have any idea of what they are talking about. Throughout these wonderings, you may help with hints, but nothing outright.

When it is clear they have figured it out or if they are taking too long, read the following:

The western most building of the settlement is a one-story building that looks as if it has been repaired a few times already. However, as you approach, you do not get any sense of despair or unhappiness. In fact, a little girl seems to be playing happily in the front yard with some toys. As you approach, you realize she is humming a happy tune. She looks up and smiles and you and says, "Hi."

The little girl's name is Sharlon. Her parents are out back working a little garden they have. As long as they do nothing to frighten her, she will be happy to talk to them. Her family moved here a month or so ago and have been fixing up the place. There are not many other children for her to play with around here yet, but most of the big people have been really nice. One of the nicer ones even taught her a song that she sings all the time. If they ask to hear it, she will sing it for them. Give the PC's Player's Handout 2. All she will be able to describe of the man is that he was tall and nice.

ENCOUNTER FOUR: FOLLOW THE WHITE RABBIT

The song is actually a riddle planted by Jarvis with the little girl in order to test those who he may want to recruit.

The first verse is referring to the main storage building in town, which is in the northern section of the settlement. Only a handful of people use it, seeing as how most people have built their own sheds, but it is technically community property. If the PC's flounder with this one, give a description of a couple of people talking near the building about needing to get another hammer and a big bucket of nails from the storage building so that they can rebuild a fence, since their own supply as gone missing.

The second verse is referring to the heaviest crate of supplies in the back of the storage shed. It is the crate farthest in the back and filled with seemingly random bits of stone and metal...possibly a scrap box. To move it requires a Strength check, DC 15. It can be assisted, but by no more than 3 people can try at a time. It's just too bulky for any more than that.

ENCOUNTER FIVE: DOWN THE RABBIT HOLE

The third verse refers to the little maze/trap fest at the bottom of the stairs under the trap door. The ceiling in all locations is 10 feet high.

See **DM Aid 1** for the map of the maze.

The "riddle answer" for this section would be: First, make a left turn, then make a right, and lastly, make a left.

That would be the fastest and simplest way through. Feel free to let them have fun with the rest of it.

Portcullis Trap: CR 1/2; mechanical; location trigger; manual reset; Reflex save only if in squares adjacent to Portcullis location (DC 14); Search (DC 17 at portcullis, 20 at trigger location); Disable Device (DC 20). A strength check of 20 will lift the portcullis. Up to 2 others can assist. A search at the actual trap location will find the portcullis but not the trigger and vice versa for the trigger. However, a successful Disable Device at either location will work.

Thin Razor Wire Trap: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); Search (DC 21); Disable Device (DC 10). Can only see if Search is made even if after someone gets cut. Bonus +10 to search if pointed out.

Camouflaged Pit Traps: CR 1 each; mechanical; location trigger; manual reset; Relex save avoids (DC 20) 10 ft drop, d6 damage; Search (DC 20); Disable Device (DC 20).

Fusillade of Darts Trap: CR 1; mechanical; location trigger; manual reset; +10 ranged (1d4+1); multiple targets, d4 darts to target in 2 adjacent squares; Search (DC 22); Disable Device (DC 20).

At the end of the corridor at which this trap lies, on the wall is carved the words, "This is what it feels like to be a pin cushion." They are in common but cannot be made out clearly until the person is in the trap trigger location. If they turn down into this corridor, give them a spot check DC 5 to notice the writing but not to be able to read it.

Kennel Locked Door: Open Lock, DC 20. This is door is only barring the 2 dogs in. There is no need for the PC's to open this door...Unless they'd like to kill the two dogs they hear. They do not come into play until Jarvis pulls the level in his main chamber.

Dogs (2): MM p 271.

The fourth verse is referring to Jarvis' hideout. It is there to let them know that working together they could really make a name for themselves here and become wealthy.

When they are finished with the maze, continue to Encounter 4 C.

ENCOUNTER SIX: THE WHITE RABBIT

The maze ends in a short corridor, about 10 feet long that ends in a door. The door is made of wood but looks sturdy and could withstand quite a beating. You hear voices coming from beyond the door that seem to be discussing something.

A Listen check, DC 15, will only let them make out something about needing more people in case someone else tries to move in here.

DM note: Draw out a portion of an open area to signify the end of the maze. Have a short 10 foot long 5 foot wide corridor at the end of it which ends in a door. Get the PC's to place themselves on the map. Once the door is opened, draw a 20x20 foot room with a desk in the middle of the room but five feet from the back wall, so there is enough room back there for someone to move around the desk. This will leave 14 open squares in the room. Jarvis is behind the desk and Thenton and Vargas are in the corners opposite the door. Do not let the PC's just place themselves in the room after the door is opened. If it looks like a lot of people are about to file into the room, Jarvis will make an issue of it and possibly flip the lever early.

The door is not locked...for if someone is has made it this far, they are worth talking to.

Opening the door, you see a small room. There is a desk towards the back of the room. On the desk is a bunch of paper and quills and one lone candle. The man standing behind the desk smiles at you as if inviting you in.

"Greetings. My name is Jarvis Turndowl. I am very pleased to meet you. Are you here to join up or just interrupt a meeting?"

CR 3, EL 3

Creatures: Jarvis, Thenton and Vargas: 1st level human rogues; HP 7,6,6; See appendix for stats.

CR 2/3, EL 1

Dogs (2): MM p 271, same two from above. Ignore if already defeated.

Development:

Jarvis is more than willing to talk for a bit either way. If they say they are recruits he mentions that he would be happy to show them the ropes around here. There may be small pickings now, but when the town picks up, the sky's the limit. If they are belligerent, he will be sorry to hear it and will suggest that they leave. If they move in to attack, the two men, which the PC's may not see right away as they are hiding in the corner (Hide DC 16), will move in from the back corners and attack.

Tactics: If a fight does erupt, Jarvis' first action will be to pull the lever by his desk. This will bring down what amounts to an extra door that splits the 10 foot corridor on the outside of the door in half, which also opens the door to the kennel with the two dogs. Anyone on the other side will have to deal with the dogs first, unless they'd let the dogs chew them to death, and then break through the door to get into the fray.

Obstacle: Wooden Wall: Hardness 5, 20 hit points. Break DC 23.

ENCOUNTER SEVEN: NOW WHAT?

This encounter depends on whether or not they took the boss alive or dead. If he is taken alive, but brought back to consciousness, he will not answer any questions until the authorities arrive. Whether he is conscious, unconscious or dead, the "authorities" arrive moments later.

After the fight is over and Jarvis is dealt with, let characters make a Listen Check. Those succeeding (Listen DC 18) are not surprised by the action below and make take a partial action. Otherwise read or paraphrase the following:

The sounds of loud booted foot come from behind the back wall. Before you are able to react, two men dressed in what could be construed as town guard garb walk in through a doorway that opens up in the wall. One of the two men, straightens up, puffs out his chest and says in a

somewhat authoritative voice, "What is going on here?"

The two men are dressed in the correct garb however, they appear to be very green and new to the job. This is not too far-fetched on either side of the coin. Anyone who would be a member of the town militia here in Gensal would be rather new. Both men look like farmer types with the livery of a guardsman. However, these two are also brand new lackeys of Jarvis. If confronted as fakes, they will run away. If not, they will take the PC's report as dutifully as possible. Each of them has the same statistics as Thenton and Vargas. They are thorough cowards and will flee if possible.

Their whole job is to be an escape for Jarvis. If he is dead, they will order the PC's to wait there while they get more guardsmen. If not, they will "take him into custody" and then attempt to take him away. If they are allowed to, they will never hear of or see Jarvis again. No authority in the town will recognize the descriptions of the two fakes. If the two men are confronted in any serious way, they bolt. They will run back up the secret exit stairwell, which leads to a different building on the other side of the settlement, and close the doors behind them and disappear.

If the PC's report this, the authorities will thank them, give them a reward of 400gp each and send them on their way.

CONCLUSION: JUST ANOTHER DAY

Hopefully, this is the only incident of its kind that will find its way into this reborn new city. The good people here deserve a chance to live a good life. You know in your heart that you've just helped some of them with that chance. You also know that more than likely you will be asked to help again.

The End

EXPERIENCE POINT SUMMARY

Encounter Five

Defeating the Portcullis Trap

APL2 50xp

Defeating the Thin Razor Wire Trap

APL2 50xp

Defeating the Camouflaged Pit Traps

APL2 50xp

Defeating the Fusillade of Darts Trap

APL2 50xp

Encounter Six

Defeating the Jarvis and his goons

APL2 150xp

Defeating of bypassing the dogs

APL2 50xp

Story Award

Bringing Jarvis' guild down

APL2 50xp

Total possible experience:

APL2 450xp

Total Possible Treasure

APL 2: L: 0 gp; C: 400 gp; M: 0 gp - Total: 400 gp

APPENDIX 1: NPCS AND MONSTERS

Creatures: *Jarvis, Thenton and Vargas:* male humans; Rog; CR 3; Medium; HD 1d6; hp 7,6,6; Init +6 (+2dex, +4 Imp Init); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [Leather +2, Dex +2]; BA/G 0/1; Atk +1 dagger [d4+1, piercing or slashing), 19-20, x2] Face/Reach 5ft./5ft; SA-Sneak Attack d6; SQ Trapfinding; AL-N; SV Fort +1, Ref +4, Will +0; Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 12.

Skills: Bluff +5, Tumble +6, Spot +3, Sense Motive +2, Hide +6, Move Silently +6, Listen +3. **Feats:** Improved Initiative.

Possessions: Leather Armor, Dagger, 50gp.

Physical Description: *shifty but nice.*

PLAYER HANDOUT 1:

The little one that sings this song of mine is found farthest from the first rays of the sun.

Her voice is sweet and pure.

Listen to her tale and take it to heart

For it will lead you to mine.

BB

PLAYER'S HANDOUT 2:

*This town is small but ripe for renewal.
Ripe for regrowth and rebirth.
What is needed to rebuild is kept together
By four small pieces of hardened girth.*

*We are together, We are apart.
We are on top of things.
We can be moved to show our true heart,
But one needs to push with theirs.*

*Don't wonder too far and
Try not to get lost.
Don't turn right at first or last
When you should have gone left.*

*But working together can bring us all closer
And show the world that we
Can work together to make life better
And bring to us all some glee.*

DM AID 1 MAP OF UNDERGROUND COMPLEX/MAZE

