

VER4-04

Ship of Fools

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

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Knavery may be the best defense against the knave; but in Rhynehurst, where the gutters have so often flowed crimson with the blood of thieves beset upon thieves, the varied shades of gray result in a situation where “good” is only relative to what one considers “evil”. A roguish adventure for APLs 2 to 8, and the first adventure in the “Fools” trilogy.

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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Introduction

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 and a half 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 six 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 rulebooks 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, and a character 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 Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the

number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score:

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. Characters native to Verbobonc pay one

Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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	

Adventure Summary and Background

Lathmir Amanthsal, a Suel Merchant specializing in spices, has for his entire life been obsessed with the racial superiority of the Suel, the history of the Suloiese Empire, and the theology of the Scarlet Brotherhood. The Scarlet Brotherhood is a collection of evil Suel racists and slavers. Many of them train as monks. Several years ago, Lathmir's trade brought him in contact with an agent of the Brotherhood, who saw in Lathmir an opportunity to use the merchant, and his position in Verbobonc, to spread the influence of the Brotherhood into the Viscouny. Once the Brotherhood had established themselves in Verbobonc, they would be free to strike at a target that if damaged or destroyed, would result in the destabilization of the entire region: the Royal Furyondy Mint.

In order to accomplish their mission the Brotherhood needs a solid base of operation as well as the ability to operate without interference within Verbobonc City. To fund the mission and the construction of the base of operations, the brotherhood needs to get enough capital on-site. Unfortunately Lathmir, due to his meager fortunes, lacked the ability to finance such an extensive operation. The Brotherhood subsidized his spice trading, and with their support Lathmir rose in stature among the Verbobonc Merchant Houses. In order to further mask

the influx of money, the Brotherhood has taken to smuggling platinum along with Lathmir's spices, slowly and carefully building up their stockpile of capital. The second requirement of the Brotherhood is to be able to execute their plans independently; and so the organization they identified as the most capable of detecting and combating the incursion of the Brotherhood needed to be neutralized. That organization is the Family, the organized crime syndicate in Verbobonc.

As Rhynehurst is the most corrupt port in Verbobonc, the Brotherhood decided that Rhynehurst would be the best area to begin their smuggling and also where they would begin their attack on the Family. Moving in two weeks ago, the Scarlet Brotherhood began to systematically kill key personnel within the Family's loose-knit organization in Rhynehurst. These killings included many double agents who were working for the Silver Guard (the Rhynehurst city watch), as well as those involved in smuggling. The head of the Family within Rhynehurst, a rogue/wizard named Uncle Krot, rapidly became concerned over the number of his members he was losing, but he was unable to stop the murders. Eventually even the Silver Guard became aware of the carnage that was occurring in the streets, but due to their own shrinking numbers (from losing double agents) they found their abilities similarly limited.

It is at this point that the characters arrive in Rhynehurst. There they witness the head of the Family in the region threatening Lathmir, attempting to extort the family's standard cut in any smuggling activities taking place under his jurisdiction. To Krot's surprise, Lathmir refuses to pay his tribute to the Family. When the assassin that Krot sends to kill Lathmir is instead killed by one of the monk assassins, Krot begins to suspect that Lathmir might be associated with the murders of Family members.

At the same time Lathmir is escorting, along with the last of the platinum needed to finance the Brotherhood's plans in Verbobonc, the Scarlet Brotherhood's representative, "Uncle Vardis." At this time neither Vardis nor Lathmir wish to betray the presence of the Brotherhood in Verbobonc; and so when the opportunity to hire the characters as bodyguards arise, Lathmir asks the characters to assist him.

The captain of the Silver Guard, Watch Captain Nunn, is only aware that Family members are dying in the street and upsetting the merchants of the city. Captain Nunn attributes these killings to some sort of gang turf war. Captain Nunn sees an opportunity to stop this "gang war"

by having the players arrest or kill the only person he can think of that might be behind the killings: Krot.

Krot also realizes the characters' usefulness. He sends a representative to instruct any rogues in the party to kill the Suel merchant Lathmir.

The next morning the characters meet with Krot, and have the opportunity to kill him, or join forces with the Family against Lathmir.

The following day the characters have the opportunity to pursue several different goals: they can join Lathmir in unwittingly establishing the Scarlet Brotherhood in the Viscounty of Verbobonc; attempt to kill Lathmir and perhaps stop the Scarlet Brotherhood; or fight against the Family.

Encounter One: Hoist that barge, lift that bale

The docks of Rhynehurst are not as busy as those of Verbobonc City, but that fact does not seem to have reduced the amount of corruption, avarice and theft occurring there. Still, it's a relief to be back in civilization, even if it is one of the more seedy parts. As your riverboat slowly approaches the dock you can see hundreds of people at work as cargo is hoisted from ships, swung onto the docks, inspected by the port officials and finally moved to the squat warehouses that line the streets of the port district. Even before your boat has been tied off, the Rhennee captain leaps to the dock and shouts for the dock men to begin their work before turning to your group. "That will be 10 gold a head," the captain says, holding out a hand for payment.

If the players ask, none of the characters actually arranged a cost for passage ahead of time. Here are some options to use in this roleplaying encounter:

Pay the man. The Rhennee boatman collects 10 gp per head for each character and Medium or larger animal, at which point the boatman will allow the remainder of the characters' equipment and livestock to be moved off the barge. As the characters are paying the bargeman, have them make a Listen check (DC 15+APL) to overhear the Development, below.

Haggle. If the players attempt to haggle, the Rhennee boatman refuses to release the characters' gear and animals until he is paid, and if the players attempt to

haggle the price down the Rhennee will relent and only charge 8 gp per head – but will count every head of every animal, including dogs, animal companions, familiars, etc. As the characters are haggling with the bargeman, have them make a Listen check (D 20+APL) to overhear the Development, below.

Ten gold! Do I look like a kobold with a concussion?!

If the players refuse to pay the Rhennee entirely, he will argue loudly with them while refusing to turn over the characters' equipment and animals. His attitude will switch to Unfriendly and he will call the Silver Guard (the Rhynehurst town guard) to arrest the players. As the characters are arguing with the bargeman, have them make a Listen check (DC 25+APL) to overhear the Development, below. The Silver Guard listens to both sides, but doesn't make a decision right away. The Rhennee bargeman slips the guard 15 gp (Spot check [DC 20+APL]) to see this transaction. The guard then decides that they'll have to side with the bargeman and insist the characters pay his price...unless the characters produce a larger bribe. In any case, the Silver Guard won't take the trouble to arrest anyone.

Development: If the players make their Listen check, they overhear Krot threatening Lathmir. Read or paraphrase the following. If the characters all failed their Listen checks, proceed to Encounter 2.

At the riverboat moored next to yours you overhear, despite the general din, an argument between a tall, blond and handsome merchant, and a much shorter heavysset man whose black eyes glower up at him. Accompanying the fat man are two beefy men-at-arms whose lazy and relaxed stance belies the fact that their hands rest on the pommels of their rapiers, and their eyes never cease to sweep over the crowd around them. The heavysset man's jowls quiver with rage as he leans forward to say to the merchant:

"I mustn't have heard you right – fop. Cause I just know you're too smart not to pay."

The merchant rises up even taller and replies with a voice dripping with disdain, "You heard me just fine, Krot. You will not get a single sheaf from me. Now, take your rats back to the sewers, I have business to see to."

Krot glares up at the merchant, before a sickly wicked smile crosses his face. Bowing slightly he turns and strides away, followed by his guardsmen. The merchant watches them leave, then he turns back to his barge and shouts at the workers to spur them on.

Encounter Two: An assassin's assassin

Finally finishing your business with the bargeman, you collect your possessions and begin moving through the crowd.

As the characters move through the crowd have them make a Spot check [DC 20+APL] to notice the Rhennee rogue. If any succeed, proceed to Text A. If they fail, proceed to Text B.

Text A:

Out of the milling laborers you spy a short Rhennee man, striding toward the riverboat moored beside yours. Rapidly the Rhennee moves behind a tall blond merchant, who is preoccupied with watching a frail old man exit from the hold of his ship. As he approaches, the Rhennee draws a wicked dagger from his belt. Just before he strikes his whole body freezes, his back arched, before he crumbles to the ground. Hearing the body fall behind him, the merchant turns and gazes down at the Rhennee. An amused smile crosses his face as he watches the man die and then motions for a workman to fetch the guard.

Text B:

Your group is moving through the crowd when you notice that a group of people is gathering around the prone form of a Rhennee man. Standing a stride away, looking down coolly at the body is a tall blond merchant, who motions one of his workmen to fetch the town guard.

The Murderer

Any characters who witnessed the murder may attempt to spot whomever attacked the thief. Oppose the Spot check against the Hide of the Monk Adept (see Appendix 1). It is important to note that if the monk is spotted, and if the players give chase, the monk will attempt to escape.

If forced to fight, the monk will fight with a poisoned siangham built with a crosspiece, so it looks like a dagger. The monk will attempt to escape at the earliest opportunity. Under no circumstances—whether in fighting, escaping, or dying—will the monk do anything recognizable as a monk-only ability. Specifically, the monk will not use unarmed attacks, although he will use his Tumble skill and his superior movement rate.

APL 2 (EL 3)

☛ **Monk Adept:** male human (Suel) Mnk3; hp 20; see Appendix One.

APL 4 (EL 5)

☛ **Monk Adept:** male human (Suel) Mnk5; hp 31; see Appendix One.

APL 6 (EL 7)

☛ **Monk Adept:** male human (Suel) Mnk7; hp 42; see Appendix One.

APL 8 (EL 9)

☛ **Monk Adept:** male human (Suel) Mnk9; hp 53; see Appendix One.

Tactics: The monk tries to flee if at all possible.

Development: If the characters are able to defeat the monk, then a poor guardsman sets off the trap on the rogue's corpse just as the characters return to the scene (see The Trap, below).

Treasure: The monk has a few coins and a short, stabbing dagger that is actually a siangham built with a crosspiece. At higher APLs, he also wears a magical vest.

APL 2: L: 26 gp; C: 8 gp; M: 0 gp.

APL 4: L: 26 gp; C: 8 gp; M: *vest of resistance +1*, 83 gp per character.

APL 6: L: 26 gp; C: 8 gp; M: *vest of resistance +1*, 83 gp per character.

APL 8: L: 26 gp; C: 8 gp; M: *vest of resistance +2*, 333 gp per character.

The Trap

If the characters wish to inspect the thief's body, they are in for a nasty surprise. The monk assassin used a magical shuriken coated with wyvern poison. When someone gets too close to the shuriken, it explodes in a fiery burst, consuming the body entirely and damaging those who are near.

The thief is quite dead, having just received 11 points of Constitution damage. If any character wishes to examine the body, have him make a Craft (alchemy) or Heal check (DC 15) to identify that the man was poisoned to death. If an investigating character has the Trapfinding class ability, have the character roll a Search check (DC varies by APL, see below). If this Search check fails, or the investigating character does not have the Trapfinding class ability, the trap goes off. The resulting explosion also destroys the rogue's corpse.

If the trap is discovered and disarmed, the trap is on a shuriken imbedded in the rogue's back. It was coated with wyvern stinger poison, but is safe to handle now.

APL 2 (EL 3)

☛ **Flaming sphere trap:** magic device; proximity trigger (*alarm*) affects any character examining the corpse; no reset; Atk spell effect (*flaming sphere*, 3rd-level wizard, 2d6 fire, DC 13 Ref save avoids); Search DC 27; Disable Device DC 27. Note: the flaming sphere does not move from the area of the corpse and the investigators; if the investigator moves away, the flaming sphere does not follow.

APL 4 (EL 5)

☛ **Scorching ray trap:** magic device; proximity trigger (*alarm*) affects any character examining the corpse; no reset; Atk +5/+5 ranged touch (two rays); spell effect (*scorching ray*, 7th-level wizard, 4d6 fire per ray, no save); Search DC 27; Disable Device DC 27. Note: if two or more characters are examining the corpse, these rays fires at two separate targets.

APL 6 (EL 7)

☛ **Scorching ray trap:** magic device; proximity trigger (*alarm*) affects any character examining the corpse; no reset; Atk +5/+5/+5 ranged touch (three rays); spell effect (*scorching ray*, 11th-level wizard, 4d6 fire per ray, no save); Search DC 27; Disable Device DC 27. Note: if three or more characters are examining the corpse, these rays fires at separate targets.

APL 8 (EL 9)

☛ **Polar ray trap:** magic device; proximity trigger (*alarm*) affects any character examining the corpse; no reset; Atk +5 ranged touch; spell effect (*polar ray* [substituting fire for cold], 15th-level wizard, 15d6 fire, no save); Search DC 33; Disable Device DC 33.

Divinations: Both the monk and the rogue attempt to refuse any *speak with dead* spell (the rogue has a +3 Will save, and the monk's Will save varies by APL). Even if they fail, these lackeys can give only minimal information beyond their immediate mission.

Encounter Three: Nothing to see here... Move along

The murmuring crowd separates to allow in an Oeridian man wearing a tabard of the house of Rhynehurst. His eyes take in the entire scene before turning to the crowd. In a deep, resonant voice he

shouts at them, "There is nothing more to see here! Move along!" He barely pauses to see if anyone follows his command before turning to his lieutenants. "Jenda, Hobar, disperse this crowd...bruises and bones only." You watch as two deputies holding heavy studded clubs step forward and begin shoving the crowd away, gleefully striking out at the few workers who straggle. The Oeridian man watches, smiling with satisfaction, and then addresses the group of you and the tall blond merchant. "I am Watch Captain Nunn, and I want to know why people are being killed on my docks."

Allow the players to step forward and tell what they know. If any are members of the Mounted Borderers or any other meta-org with some authority, allow them to identify themselves at this time. Captain Nunn will defer to their explanations above anyone else. Lathmir didn't know that attack was coming, and he'll say so. The captain listens to what everyone has to say and asks them intelligent-sounding follow-up questions. Then read the following:

A hunched Oeridian man arrives behind Captain Nunn with a wheelbarrow as Nunn finishes speaking to you. "Clearly this merchant has been targeted for assassination." Nunn says, over the wet squelch as the workman drops the Rhennee's remains into the wheelbarrow. "And where there is one assassin there may well be another. And seeing how I am suffering under a lack of resources at the moment, I hereby swear you in as provisional deputies of the Silver Watch." Behind him you can see the workman wheel the body away, trailing a steady drip of blood. "You are to escort this fine merchant back to his residence and then report to me at the east gate for further instruction." With that, Captain Nunn turns on his heel, steps over the pool of blood now congealing on the dock, and disappears into the crowd.

Encounter Four

Walking the walk, talking the talk

Allow the players to react to their sudden deputation before reading the following:

The merchant turns to your group as an elderly man joins him, walking stiffly up the quay. "Thank you so much for your help with the guard. My name is Lathmir Amanthsal, and this is my uncle, Vardis."

The old mans face cracks into a wrinkled smile as he beams up at the group of you. "We're staying at the Gull's Wing Inn, and while I am loathe to leave these filthy Rhennee unwatched with my cargo..." Lathmir scowls at the workers. "...for safety's sake it might be best to get out of the open."

On the walk to the Inn the characters will most likely question Lathmir extensively. Use the following general guidelines for handling these questions.

General guidelines for roleplaying the merchant Lathmir Amanthsal:

Lathmir prefers to converse with humans. His attitude is Friendly to Suel, Indifferent to Oeridian and Flan, and Unfriendly to Rhennee. He is Unfriendly to any human mix (half-elf, half-orc) and Indifferent to all other races.

Lathmir will occasionally use in-game racial slurs when referring to other NPCs in his conversations with the characters. For instance, Rhennee are referred to as "the gutter folk" or "dirty Rhennee." Half-orcs or half-elves are referred to as "half-breeds" or "mutts." Be very careful, however, since using racial slurs—even mild ones within the game—may offend some players.

Lathmir will spend most of his free time doting on his uncle. He makes sure to walk slowly enough for his uncle to keep up, and points out the occasional architectural or historical oddity to him. Clearly, Uncle Vardis has not been to Verbobonc before, and Lathmir is showing him the sights as the characters walk with him. The reality is that his "uncle" is educating him in the philosophy of the Scarlet Brotherhood. This education has the effect of breaking down of Lathmir's will and increasing his racism.

"We heard you talking to Krot." If Lathmir is confronted about his conversation with Krot, he will admit that Krot was attempting to extort protection money from him (a distortion). In reality, Krot was demanding the Family's share of the profit from Lathmir's own smuggling efforts.

"Any idea why you were targeted?" Lathmir says that Krot was attempting to extort protection money from him (a distortion). He refused, and assumes that Krot ordered the assassination (which is true). He will then ask for assistance in guarding him and his imports on the trip to Verbobonc City.

“Whatcha carrying?” If questioned as to the goods Lathmir is importing he will speak at great length on the variety of spices he is bringing in from the world. Pepper, cinnamon, cumin and dried peppers make up the majority of his wares (true, but not the whole truth). He is quite excited about the opportunities in Verbobonc, whose food he considers very bland (true).

“Who’s the stiff?” If questioned about the Rhennee rogue or (if the characters were able to catch him) the monk, Lathmir will say that he’s never met either of them (true). If pressed, Lathmir will say that there appears to be a gang war going on in Rhynehurst (true).

“Do you know what’s going on here?” If asked about the general condition of Rhynehurst, Lathmir will happily relate that the thieves of the city seem to be turning on each other. “It’s like they all came down with filth fever,” he will say happily. If pressed, though, he will say that he doesn’t know who is killing whom (a distortion), just that he’s pleased that the vermin are cleaning themselves up.

“Where did you say your uncle’s from?” Lathmir will tell the characters that Uncle Vardis is from Onwall, but is traveling with Lathmir for “obvious reasons.” If pressed, Lathmir will explain that his insufficient fortunes have kept him from assisting his uncle in moving away from those besieged lands (true). But now that he can afford it he hopes that his uncle will spend the remainder of his years comfortably here (true).

At an opportune moment, Lathmir offers to hire the players to protect him during his trip to Verbobonc City. Citing the attempt on his life as the reason, he will offer 50 gold per person for the one day’s travel.

Uncle Vardis will not be talkative but will answer questions posed him. He did not witness anything (true), doesn’t know either the thief nor the monk (true), and if asked if he knows anything about the fight he will sagely respond, “That is the end of the path when you throw your lot in with chaos.”

Special points for skills and spells the characters may use:

Detect spells: Neither Lathmir nor Uncle Vardis will detect as evil. Lathmir is not evil (yet), and Uncle Vardis is wearing a permanently invisible *ring of mind shielding* with *Nystul’s magic aura* cast on it (Caster level 15th) to make it undetectable by *detect magic* and the like. Other than the ring, neither wears any magic items. Both Lathmir and Vardis will detect as lawful.

Sense Motive or *discern lies*: The responses given for Lathmir and for Uncle Vardis are nearly all technically truthful, with a few minor distortions. These distortions are consistent with the greater truth of Lathmir’s experience. Any rolls for Lathmir involving such questions should grant him a +10 circumstance modifier on his Bluff roll. Even if he fails, the statement given to the players should be that he is not being entirely truthful, not that he is lying.

Divinations: Due to the fact that both of the major groups in this module are evil, (the Scarlet Brotherhood is lawful evil, the Family is neutral evil) any question posed regarding any outcome will always be “weal and woe.” More powerful spells, *such as divination*, should give correct advice, but also should not be specific to one group or the other. A fine example would be warning of the dangers of poison, as both groups use poison.

Bards: A Bardic Knowledge check (DC 30) on Lathmir will reveal that he was a minor importer in Verbobonc for several decades, but whose fortune has improved greatly over the past several years.

Suggestion or *detect thoughts*: These attempts may succeed against Lathmir, but he sticks to the above information and provides as little information as possible about Uncle Vardis and his business. If confronted directly, he will attempt a second Will save. Uncle Vardis will help Lathmir resist this sort of magical pushing as slyly as he is able.

Development: If the characters agree to help Lathmir, he tells them to meet him by the east gate late the next morning (he has some business to attend to earlier, but it is fairly mundane). After escorting the merchant and his uncle to their Inn, the characters may then go see the Captain (go to Encounter 5). If the characters decide instead just to retire to an inn, skip to Encounter 6.

Encounter Five: The Captain hook

The characters are free to go find an inn (if they do, skip to Encounter 6) or, if they accepted Captain Nunn’s mission, they may go to the watch station. If they go to the watch station read the following:

It is evening by the time you reach the watch station, but the braziers outside are lit and lantern light streams out the open door. Inside you can see Watch Captain Nunn speaking with several of his lieutenants. A pewter mug sits beside his hand.

Assuming the characters enter, Captain Nunn welcomes them, begs them to sit down, and dismisses his lieutenants. They exit a side door, towards the stables that are attached to the watch station. Captain Nunn is happy to make a little small talk. When the characters bring up the “further instruction” the Captain spoke of, or ask questions as to what is happening here, read the following:

Captain Nunn looks over his shoulder to make sure his staff is outside before speaking. “I offer my most sincere apologies, it is not usual for me to impose service on citizens, but clearly the merchant was in danger – and I have found that my men are...inadequate.

“It began a couple weeks ago, or at least that’s when we noticed them. Cuthbert knows that Rhynehurst is no stranger to killings, but while we might find a corpse floating by the docks, they haven’t been left in the streets for respectable people to find. My men have tried to preserve the peace and not alarm the people, but we’ve had over a dozen murders. And today, well, today they’ve not only struck in broad daylight – but in public!” Nunn pauses to take a drink. “These murders must end, else it lead to open fighting in the streets. Which brings me to you.” Nunn casts an eye to the door before continuing, “You’re more capable than my lieutenants, and since you’re outsiders there’s nothing to link you to the Silver Guard – which also means your loyalties are not suspect. Now, I know that one of the local leaders of the Family, a toad of a man named Krot, is going to be at the Empty Cask Inn tomorrow morning. I want you to go there and put an end to this killing, one way or another. Will you do this?”

“Hey, I know Krot!” Any character that is a member of the Family has heard of Uncle Krot (the Uncles are the shadowy masterminds behind the Family) on a Knowledge (local) check (DC 20). If the character is a member of the Smuggling branch of the Family, the DC drops to 10. If a character knows of Uncle Krot, they have heard that he dabbles in magic, and is known as a reasonable man. It is unwise to cross him, as he holds long grudges. He’s a short, overweight Oeridian man.

“You want us to rub him out?” Nunn doesn’t necessarily want Krot killed; on the other hand, he’s not particularly opposed to the idea of a known criminal dying. What Nunn does want is order restored to the city streets, and he thinks that Krot (or Krot’s death) could provide that.

“What’s it worth to ya?” Nunn will not be able to pay the party anything for their service beside, he adds hastily, the gratitude of the Captain of the Silver Watch. He also promises that he will personally mention their names to Lord Rhynehurst the next time he sees him.

“Who’s Krot?” Nunn explains that much of the Family’s smuggling comes through Rhynehurst, and that because of this the Family keeps a close eye on the docks. Krot is the person in charge of the smuggling, extortion, and enforcement in the area, and the person they are supposed to “stop.”

“Who’s killing who?” Nunn firmly believes Rhynehurst is in the middle of a Family turf war. He will admit that he does not know which faction of the Family is fighting which, but he knows that many of the dead have been killed by daggers, others have been beaten to a pulp, and some have died by poison.

“What about the merchant Lathmir?” Nunn is convinced that Lathmir is not at all involved in the murders. “That stuck up merchant? He’s a fop. I’ve seen his type before – all mouth and no brain. Nah, the only reason why that thief got killed then was because he came out in the open.”

Development: If the characters agree to help put an end to the killings, read the following:

“Good.” Captain Nunn says as he leans in for his last instructions. “Remember, I seek to quell the violence and to quiet the streets of Rhynehurst. Do not let any fighting spill out onto them, or I’ll have no choice but to arrest you all.”

Encounter Six: Crying Uncle

By the time this Encounter begins, it is quite dark. The characters will most likely want to find an inn. The only inn with rooms available is the Restful Night, a high-end establishment run by a dwarf named Balik. The Restful Night has many rooms available, but each is small and cramped (for one person only). Each room’s door has a good lock on it. The characters are welcome to roleplay at the inn as much as they like, but nothing of note will occur until they retire to their rooms. At this point gather any members of the Family or any characters who have more levels of rogue than of any other class levels. Law enforcement types, such as Mounted Borderers or House Guard members, will not be approached unless

they are also members of the Family. Take these players aside and read or paraphrase the following:

To Members of the Family

You wake in the night when your well-trained ears pick up the minute metal scratches of a lock pick set being used. Peering into the darkness you can see a greasy-haired halfling crouching just inside the room, as he swings your door closed. Seeing you awake, he lifts a finger to his lips and then flashes the recognition sign of a Brother of the Battirovka Family. He waits, his hand on his dagger, obviously awaiting your return of the sign.

Assuming that the player returns the sign (any member of the Family has been taught the proper return sign) read the following:

Satisfied by your recognition sign the halfling moves silently to your bed.

Go on to The Instructions, below.

To Rogue non-members

You wake in the night when your well-trained ears pick up the minute metal scratches of a lock pick set being used. Peering into the darkness you can see a greasy-haired halfling crouching just inside the room, as he swings your door closed. Seeing you awake he lifts a finger to his lips and silently moves to your bed.

If the character raises a fuss or prepares to attack, the halfling immediately leaves. If the character seems willing to listen, go on to The Instructions, below.

The Instructions

The halfling crouches by your bed, softly hissing instructions. "Do not move or speak. I have been sent as a representative from Uncle Krot. He instructs you to kill the Suel merchant, as a personal favor, for which you will be rewarded. Do not concern yourself with the law, if through your own incompetence you are apprehended. The Silver Guard, though bumbling fools, still have honor enough to stay bought. Do you understand?"

This rogue knows nothing about why Krot wants the Suel merchant dead or even who the Suel merchant is. He has been sent to deliver the message and to find out whether the characters agree to do the job – that is all. If the players attempt to detain the rogue, he will attempt to escape. If caught, he will deny any knowledge of the Family; although the Silver Watch will detain him if the

characters insist, but the halfling won't stay jailed for long.

All APLs

☛ **Halfling messenger:** male halfling Rog9; hp 38; see Appendix One.

The halfling waits to hear the character's response, which is probably one of the following:

Nod and smile. The character accepts the mission to kill Lathmir, but later tells their party about the meeting. Please note that any good characters should refuse to murder a man who thus far has done nothing to deserve it.

Nod and smile and keep your mouth shut. The character accepts the mission to kill Lathmir and doesn't tell the other characters in their party about it.

Refuse when you're a member of the family. Family members who refuse the mission are reminded by the halfling that membership sometimes has its little costs and little favors, and won't the character please reconsider? If the character still refuses, the halfling leaves, and the character will later face discipline from the Family, as listed on the AR.

Refuse when you're not a member of the family. Characters who refuse the mission but whom are not members of the Family will be denied future membership in the Family, as listed on the AR. The Family has no interest in people who can't take orders.

Development: The halfling evaluates the sincerity of the characters' responses with his Sense Motive skill (oppose Bluff and Sense Motive checks if the character does not intend to follow through with his given response). Whether or not the halfling suspects the character is being honest, he takes the character's response back to Krot. Please carefully note the characters who have refused the halfling's instructions, since they have repercussions not only in the module but also in the character's future.

Encounter Seven: Family matters

Nothing will occur the following morning until the characters go to the Empty Cask Inn.

The Empty Cask is one of the larger inns that sit by

the warehouse district. Its heavy shuttered windows block out the light of the morning sun. The smells of stale ale and acrid smoke assail you when you enter. Although it is well before noon, the inn's common room is crowded with people. Ruddy light sputters from lamps hanging from oak beams, and the waitresses move lazily through the tables, plunking down tankards with little enthusiasm. A thin, balding man stands behind the bar, pouring drinks from the kegs and bottles that line the back wall.

The barkeep is, naturally, a lookout for the Family and the bar is a common meeting spot for Family members. Players will be under surveillance upon entering, and Krot will be told almost immediately of their arrival and their actions. The bartender will deny that he knows of Krot, where he might be located, or how he might be reached. He's lying, and badly (Sense Motive check [DC 8+APL]).

Feel free to roleplay this encounter as much as you like. The bartender is surly, rude, and will go out of his way to insult the party. Wait until some point after the party demands to see Krot, before reading the following:

Behind the barkeep a dusty bottle begins to give off a sooty red glow as a candle rises into it from the counter below. Seeing this the bartender scowls to himself, then thumps the side of the bar with a practiced kick. A portion of the bar swings aside, revealing a dark passage leading down. "He'll talk to you now," he says, "but you'll have to leave your weapons here."

The bartender insists that the characters leave all of their weapons behind, and he'll stand in their way and argue loudly until they do. Some options available to the characters are:

Hand 'em over. Any weapons the characters give up will be stored behind the bar. They character will be able to get them back at the end of the next Encounter.

Weapons? Us? No sir. Each character has time to make one quick Sleight of Hand check to conceal a light weapon on their person (note that this use of Sleight of Hand may be used untrained). Make a Sleight of Hand check opposed by the bartender's Spot check (His Spot bonus is equal to the APL: +2 at APL 2, and so on). In addition, the bartender won't find any weapons hidden in extradimensional spaces (such as a *bag of holding*).

Err...We'll be right back. If the characters want to leave and come back, even for a few moments, Krot and

his rogues will clear out of the cellar. They are not fools, and assume that the characters have either stepped out to hide their weapons better or to alert the town guard. Whatever their reason, Krot won't stick around. The bartender will grin evilly once the characters finally return, and tell them that Krot has left. The bartender doesn't know where, and Krot won't be back during this scenario.

You are getting very sleepy... The characters might try to fascinate, charm, or otherwise enchant the bartender. His Will save is equal to the APL (Will +2 at APL 2, and so on). If he succeeds, move right to Rush him!, below.

C'mon. For us? Please? If the characters want to use Diplomacy, Bluff, or Intimidate to convince the bartender to let them descend while armed, this is possible but extremely difficult (he already despises the characters, and letting them see Krot while armed will probably get him a long walk off a short pier). The DC for these skills is 35. Characters who are members of the Family get +5 circumstance bonus to their checks, and members of the Smuggling division get another +5 circumstance bonus to their checks. Characters that agreed to the halfling's instructions in the last Encounter gain a +5 circumstance bonus, as well.

Let's split up. If only some characters wish to go weaponless downstairs, the bartender will let them. He'll keep a close eye on the others left behind in the bar. Go on to the next Encounter with those characters who get past the bartender.

Rush him! If the characters fight the bartender (He has an AC of 10 and 20 hit points; he doesn't fight back other than to shout curses), the other patrons do not participate but yell loudly and thump on the floor. This alerts Krot, who immediately vacates along with his entourage. By the time the characters descend to the basement, it is empty.

If the characters get past the bartender and Krot hasn't fled, go on to Encounter 8. If Krot has fled, the basement is empty, and the characters must go to Encounter 9.

Encounter Eight: Meeting the parents

The passageway from the bar descends to a camped and twisted passage that doubles back on itself several times before leading to a tight stairway. It takes three rounds to traverse this dark passage.

Read:

The unlit passage and twisting stairs lead down at least 20 feet before reaching a hard packed earth floor. Thick wood beams support the ceiling, which is just barely 5 feet from the floor. Ahead you can see that the short passage opens up to a very musty and poorly lit cellar, some 30 feet across and no more than 40 feet long. Once into the cellar the ceiling extends up approximately 15 feet. Boxes and crates stacked in the cellar form deep shadows and narrow passages through the room. Ahead of you, in the center of the room is a desk, lit by a single lamp, where a fat Oeridian man sits. He motions for you to step forward.

“For what purpose have you sought me out?” The man asks.

Krot is currently using two spells to conduct this interview, *silent image* and *ventriloquism*. Krot himself is watching from a small illusion-covered window on the back wall of the room, deep in the shadows, with a commanding view of the characters and the desk. If he wants to, Krot can rush out the back of this passage onto the streets of Rhynehurst easily. Unless the characters can fit through the window (it is about six inches high and a foot wide), they will find it very hard to follow him.

Many of the crates have illusions as their fronts (thanks to Krot’s *silent image*), in which his rogues lie in wait. The dust in the room will dimly outline any invisible, giving a +10 circumstance bonus to all Spot checks used to identify them.

Review the rules on illusions, particularly the necessity of interacting with them before receiving a Will save.

Information for roleplaying Uncle Krot:

- Krot is in charge of the smuggling operation for the Family here in Rhynehurst.
- He is very concerned with the number of his men who have been killed over the past two weeks, and has been concealing the large number of deaths from the Silver Guard.
- Krot doesn’t know the number of actual assassinations, but at least 25 of his men have been killed.
- Krot strongly suspects that the Suel merchant is in some way connected with these killings, since he is obviously very well protected. As a

precaution Krot has ordered the Suel merchant killed.

- Krot badly wants more information on the Suel merchant, and is willing to employ the characters to investigate him.
- Krot has been unable to find out who has been killing his men, and no standard method for the attacks can be discerned. He will tell the players that poisons are often used, and sometimes the bodies have been so badly mutilated that they were nearly unidentifiable.

“We want your head.” If the adventurers attack Krot, move right to The Combat, below.

“We were instructed to take you into custody.” Krot is already aware of the characters’ mission, but he appreciates the honesty of the direct approach. Krot argues that he isn’t behind the killings, and he’s as much a victim as Captain Nunn. Go to An Offer You Can’t Refuse, below.

“We’re here to stop the killings.” Krot welcomes the characters’ inquiries and recounts the number of deaths that have occurred in Rhynehurst. He will complain that Captain Nunn only seeks to keep the murders quiet, instead of stopping them. Krot wants to know who’s behind them, and he suspects the Suel merchant Lathmir. Go to An Offer You Can’t Refuse, below.

“We have some questions about Lathmir.” If approached with the suspicions about Lathmir, Krot will do everything in his power to persuade the characters that he is involved in the murders. Krot is only speculating that Lathmir is involved, but he’s willing to sound certain if it will convince the characters. Krot doesn’t know anything about Uncle Vardis, and is certain that the old man is harmless.

“You got it. He’s a dead man.” In the rare case that the party rogue agreed to kill Lathmir in Encounter 6, and the rest of the party has no problem with that (or is playing along), Krot is pretty clear that he’d like Lathmir murdered as soon as the characters discover what he’s up to.

An Offer You Can’t Refuse

If the characters seem willing to talk, Krot offers the characters a deal. He’ll pay them 50 gold each (he can be convinced to pay up to 100 gold each) for information about the Suel merchant and his activities. He points out that gathering such information is neither illegal nor immoral, and he believes that it is highly suspect that the

Rhennee “dockworker” (Krot’s assassin) was killed right next to Lathmir. If the characters seem receptive to the idea, Krot will suggest that they kill Lathmir as soon as the opportunity presents itself, in order to protect the Family. After their conversation, the characters are free to leave the cellar the way they came. Go on to Encounter 9.

The Combat

If the interview turns violent or if the players demand that he be brought in, Krot will dismiss the illusion of him at the desk but keep the illusions that are hiding his rogues. He will then demand that the characters to leave.

If the characters attempt to search the room the rogues will sneak attack the party, while Krot supports them from above.

All APLs

✦ **Uncle Krot:** male human Rog9/Wiz3; hp 73; see Appendix One. At APL 2, Krot leaves out the back of his secret passage as soon as combat starts. At APL 4 through 8, he uses a scroll of *fireball* centered on the party (expecting his rogues to evade the damage) and then flees.

APL 2 (EL 3)

✦ **Family Rogues (3):** male and female human Rog1; hp 8 each; see Appendix One.

APL 4 (EL 5)

✦ **Family Rogues (3):** male and female human Rog2; hp 14 each; see Appendix One.

APL 6 (EL 7)

✦ **Family Rogues (3):** male and female human Rog4; hp 26 each; see Appendix One.

APL 8 (EL 9)

✦ **Family Rogues (3):** male and female human Ftr1/Rog5; hp 42 each; see Appendix One.

Tactics: The rogues fire their crossbows from behind their illusions (which they have already successfully disbelieved) as sneak attacks. At APLs 4 and above, Krot will cast a *fireball* from a scroll (caster level 5th) and then flee. In the second round, the rogues move into melee, flanking whenever possible. The rogues know this is a test of loyalty to Krot, and so fight to the death.

Treasure: Defeat and loot Krot’s rogues.

APL 2: L: 237 gp; C: 63 gp; M: 0 gp.

APL 4: L: 237 gp; C: 63 gp; M: 0 gp.

APL 6: L: 193 gp; C: 63 gp; M: *vest of resistance +1* (x3),

83 gp per character each, *+1 studded leather armor* (x3), 98 gp per character each.

APL 8: L: 193 gp; C: 63 gp; M: *vest of resistance +2* (x3), 333 gp per character each, *+1 studded leather armor* (x3), 98 gp per character each.

Encounter Nine: And away we go...

By this point, the characters have agreed either to guard Lathmir on his trip to Verbobonc, investigate or slay Lathmir, or report back to Watch Captain Nunn. One way or another, they have reason to go to the east gate of Rhynehurst. When they get there, read the following:

Just inside the east gate sit two heavily loaded wagons, each piled high with sacks and covered with tarps. Even from this distance you can make out Lathmir Amanthsal, speaking to Watch Captain Nunn. Several workmen are preparing the wagons for travel. The thin frame of Lathmir’s uncle is already perched atop the second wagon, looking on with interest at the business around him. As you approach, you can see Lathmir shake Nunn’s hand, throw his backpack up to his uncle, and climb onto the second wagon.

Lathmir will welcome the players, and will thank them for agreeing to guard him. The players will have several choices at this point:

Attack Lathmir. Some players may simply attack Lathmir, either because Krot or the halfling instructed them to. Warn the players that attacking Lathmir without proof of wrongdoing is an evil act, although subduing him for arrest or questioning is probably not evil. In this case, the monk “workmen” will move to protect Lathmir (use their statistics from Encounter 12). Uncle Vardis will take the *Heward’s handy haversack* and move to Lathmir. He will then *abundant step* them both as far away as possible.

Watch Captain Nunn assembles his men while the characters are fighting the monks, and after the fight he arrests them. If they didn’t kill anyone, Captain Nunn imprisons them for assault. If they captured Lathmir, Captain Nunn immediately lets him go. If the characters killed anyone, Captain Nunn imprisons them for murder. Regardless of the charge, the characters remain in prison for 2 extra Time Units, but are then freed without any explanation (the Family has pulled some strings). Characters who are members of the Family are released

after only a day or so, and need not pay any additional Time Units. In any case, the scenario is over; go to the Conclusion.

Join Lathmir. Most parties agree to travel with Lathmir. He will gladly accept their assistance, and will wait if the players wish to gather animals, buy items, or speak with Captain Nunn. If the characters converse with Captain Nunn, go to Encounter 10. Otherwise, skip to Encounter 11.

Let Lathmir go. Some characters may choose not to join Lathmir and instead simply report to Captain Nunn their encounter with Krot. If so, go to Encounter 10.

Encounter Ten: Singing to the cops

As you approach Captain Nunn, the man glances around furtively before placing a finger to his lips. Nunn then leads your group into the stables attached to the watch station. "We should have less chance of being overheard here," he explains. "Were you successful in your task?"

"Yep. He's dead (or captured)." Captain Nunn will be pleased that Krot is dead (or glad to take him into custody). He will thank the players for their service, but will remind them that he is unable to officially recognize their good deed. He will mention their service to Lord Rhynehurst, and they can expect the gratitude of the lord in the future. Please note the Influence of Duke Rhynehurst and Infamy with the Family on the players' AR.

"Nope, he escaped before we could even see him." Captain Nunn will be disappointed that the characters failed, and will be even more worried that the killings will continue.

"We didn't get Krot, but we got all these other guys." If the characters fought the rogues in the cellar of the Empty Cask Inn, Captain Nunn will be impressed. He's still worried about the killings, but pleased that the characters were able to mop up a bit of filth before returning to him empty-handed.

"Well, we didn't capture him. We talked to him, and he said he wasn't the problem." Nunn is disappointed that the characters were not able to capture Krot, and is initially skeptical of any accusations the players may make regarding Lathmir. However, he listens to what

the characters have to tell him. A Diplomacy check [DC 10+APL] will win him over to the character's side of thinking. If the players succeed in convincing Nunn, he will ask the players to investigate Lathmir on his behalf, and thank them for their efforts so far.

As long as the characters are willing to travel with Lathmir as guards (either to protect him, or to investigate him for Krot or Captain Nunn), go on to Encounter 11. If they are unwilling to travel with Lathmir, conclude the scenario now.

Encounter Eleven: On the road

Assuming that the players have joined Lathmir, get a marching order from them, along with the two wagons, and then read the following:

The open road leading to Verbobonc City is broad and well worn, and while most of the wagons that were traveling to Verbobonc have left much earlier than yours, travelers, carts and wagons traveling to Rhynehurst regularly pass your wagon. Lathmir spends the afternoon in close conversation with his uncle, allowing the tradesmen to work the teams of horses. Toward evening it becomes apparent that you will not reach Verbobonc today and Lathmir pulls the wagons off the road to one of the many traveler camps that pepper the road. With practiced ease the workers unhitch the horses and begin preparations to make camp for the night.

This encounter is a roleplaying encounter with Lathmir, Uncle Vardis and the characters. It is designed to illustrate Lathmir's descent into racism and his acceptance of the principles of the Scarlet Brotherhood. If the players already have the impression of Lathmir as a bigoted jerk, feel free to skim on the roleplaying here. Otherwise use the guidelines provided in Encounter 4 along with the statements below to roleplay Lathmir during the evening. If the characters speak with him he will be even more opinionated about the lesser breeds of man, and what might be done to improve the land of Verbobonc for those who deserve to live here. However, it is very important to not overdo the racist elements of Lathmir's personality, since not only will it give too much away to the players, but may also offend. Therefore it is important to phrase Lathmir's statements so that they are positive affirmations of general principles, but which have an unsaid or under laying element of bigotry.

This encounter should play out like a dialogue between Uncle Vardis and Lathmir (and perhaps the characters). Uncle Vardis is new to Verbobonc, and he uses his status as a newcomer to ask very leading questions of Lathmir and the characters, like the following:

- “Your ruler, Viscount Langard, is a half-elf, isn’t he? What do you think about that?”
- “I’ve heard the Rhennee barge-folk are untrustworthy. What do you think about them?”
- “Aren’t the gnomes to the south in some sort of rebellion? How do you feel about that?”

Some of Lathmir’s responses are listed below. Feel free to paraphrase them. As he gives each, Uncle Vardis nods happily. Note whether any characters seem to share Lathmir’s and Vardis’ opinions. Lathmir gives responses like:

- “I cannot deny that I’ve benefited greatly from the Viscounty, but I have to say that at times I have longed for a stronger, more central, form of government.”
- “One has to question how such a fine land has digressed to the point of transferring its sovereign power to someone who does not even share its heritage.”
- “This great nation was built through the work of man, for the benefit of man, and I can’t see any reason we should have to share it with anyone else.”
- “You cannot trust the half-breeds to represent mankind; they do not have our values in their hearts.”
- “From what I’ve seen, the Viscount would do well to police the vagrants from their rivers. Doing so would dramatically increase the safety and ability for good citizens to ply their trade.”
- “Verbobonc City would do well to drive out the Rhennee – they’re stinking cretins, spreading crime and disease among the good people of Verbobonc.”
- “The gnomes in the south have been such a terrible drain on Verbobonc. The nobles should show those creatures who truly rules this land.”
- “The gnomes are using the specter of a giant invasion to bolster support for their cause, but they simply want more human gold.”

Neither Lathmir nor Uncle Vardis argue at length with characters who disagree, but (with a very patronizing air) dismiss any responses or arguments as the opinions of

lesser beings. By the end of the evening, the players should adequately dislike Lathmir, but should not really have any justifiable reason to kill him.

By the end of his dialogue with Uncle Vardis, Lathmir has cemented his racist beliefs, and Uncle Vardis wholeheartedly approves of him. Lathmir steels his resolve to persecute the “lesser races” with his all the support he can bring to bear. At this point, Lathmir’s alignment slides from lawful neutral to lawful evil.

Lathmir goes to bed after the conversation winds down, but Uncle Vardis stays awake all night, with no apparent ill effect.

Development: If any non-Rhennee human character shows genuine agreement with Lathmir’s statements, Uncle Vardis notes his or her potential for eventual indoctrination into the Scarlet Brotherhood. Mark “Uncle Vardis’ Approval” on that character’s AR.

Encounter Twelve: Exit stage left

The following morning passes without incident, but once again have the characters form their marching order.

The morning passes pleasantly, and the remaining miles to Verbobonc City are eaten away by the soft clop of the horses as they pull their load. By noon the gates of Verbobonc are looming large, and the farms you had been passing have become cottages and storefronts. Children and their parents, along with laborers and their carts move between the small homes and the road. The city is only about a javelins throw away, when you see Uncle Vardis straighten, and peer down at a nearby herbalist’s shop before giving a short shout.

Have the characters make a Spot check [DC 20+APL] to see the thieves lying in wait ready to ambush the wagons. The rogues step from their hiding places and fire their crossbows on the surprise round. If the characters dealt peaceably with Krot, the rogues target Lathmir, Uncle Vardis, and the monk “workers” only. If the characters fought Krot, or scared him off, the rogues attack the characters as well as the monk “workers.”

At this point, combat erupts around the wagons. The monks immediately move to defend Lathmir and Uncle Vardis, and the rogues move in with rapiers drawn. The characters essentially have four choices:

Attack the Rogues: Many parties will attack the rogues immediately, even if the rogues concentrate their fire on Lathmir and the monks. If so, use the tactics listed for the rogues to direct their counter attack. The monks will hold off on attacking the rogues, preferring instead to remain undetected, and Vardis will not *abundant step* away with Lathmir unless threatened.

Attack the Monks: Some characters may decide that now is their chance to attack Lathmir, especially if they've noticed his shift to evil of the night before. Neither Lathmir nor Uncle Vardis will attack the characters. If the battle goes badly, Vardis will grab the haversack and use his *abundant step* ability transport both himself and Lathmir well into Verbobonc City. Even if Lathmir is killed, Vardis will collect his body and the haversack and *abundant step* away.

Monks vs. Thieves? I gotta pop me some popcorn! It is doubtful that any party will choose to duck out of the fight, although it is possible. If they do, they earn no experience for this encounter. Sum up the battle however you wish, providing that Lathmir and Uncle Vardis survive and (if necessary) take the haversack and *abundant step* away.

Bring it on! A few parties may end up attacking both the monks *and* the rogues, especially if they attempt area-effect spells that land on both groups. When playing both sides, it is important to note that they will be fighting each other as well as the players. The rogues will not forget that their mission is to kill Uncle Vardis and Lathmir.

Uncle Vardis' Grand Exit (from the rogues)

If at any time during the battle Vardis uses his *abundant step* ability to escape, read or paraphrase the following:

Cowering by the second wagon you see Lathmir, clutching his backpack to his chest, above whom stands Uncle Vardis. Gone is the stooped, frail old man. Instead Uncle Vardis is a flurry of movement, striking at his opponent with the edge of his hand before leaping into the air and slamming his knee into the man's face, and then finally driving both fists into the man's chest. The dulled crunch of the man's splintered ribs is followed by a bloodied moan as the man collapses in front of Vardis, who is already looking for his next opponent. Then, seeing how the tide of battle has turned against him, he steps over to Lathmir, grabs his arm, and the two of them blink out of existence.

Uncle Vardis' Grand Exit (from the characters)

If at any time during the battle Uncle Vardis and Lathmir are attacked by the party, they *abundant step* away. Read or paraphrase the following:

While Lathmir cowers from your blows, protecting himself with his backpack Uncle Vardis is a flurry of movement, striking out with his hands, feet, even elbows. Then, seeing that he may be overwhelmed, he turns to Lathmir, grabs his collar and the both of them wink out of existence.

No Grand Exit Needed

If Lathmir and Vardis ride out the battle in safety, read the following:

The short and bloody fight is behind you. The bodies of the bandits lay about, and the wagons you have fought to protect remain unharmed. Lathmir steps forward his hand outstretched in friendship. "Thank you, Thank you all for your assistance. You have truly saved the day for us. Haven't they, Uncle Vardis?"

Uncle Vardis's face beams with a wrinkled smile. "They most certainly have."

The Rogues:

APL 2 (EL 6)

☠ **Family Rogues (8):** male and female human Rog1; hp 8 each; see Appendix One.

APL 4 (EL 8)

☠ **Family Rogues (8):** male and female human Rog2; hp 14 each; see Appendix One.

APL 6 (EL 10)

☠ **Family Rogues (8):** male and female human Rog4; hp 26 each; see Appendix One.

APL 8 (EL 12)

☠ **Family Rogues (8):** male and female human Ftr1/Rog5; hp 42 each; see Appendix One.

Tactics: The rogues fire their crossbows from hiding as sneak attacks onto the monks, or onto the monks and the characters. In the second round, the rogues move into melee, flanking whenever possible by using their Tumble skill. If the number of rogues is reduced to two or one, they flee.

Treasure: Defeat and loot the rogues.

APL 2: L: 351 gp; C: 16 gp; M: 0 gp.

APL 4: L: 631 gp; C: 16 gp; M: 0 gp.

APL 6: L: 631 gp; C: 16 gp; M: *potion of cure moderate wounds*(x8), 25 gp per character each.

APL 8: L: 631 gp; C: 16 gp; M: *vest of resistance +1* (x8), 83 gp per character each, *potion of cure moderate wounds*(x8), 25 gp per character each.

The Monks

APL 2 (EL 6)

☞ **Monk “Workers” (8)**: male human (Suel) Mnk1; hp 9 each; see Appendix One.

APL 4 (EL 8)

☞ **Monk “Workers” (8)**: male human (Suel) Mnk2; hp 15 each; see Appendix One.

APL 6 (EL 10)

☞ **Monk “Workers” (8)**: male human (Suel) Mnk4; hp 27 each; see Appendix One.

APL 8 (EL 12)

☞ **Monk “Workers” (8)**: male human (Suel) Mnk6; hp 39 each; see Appendix One.

Tactics: If these monks attack, they prefer to use their stunning fist ability and then gang up on stunned opponents. They tumble to flank whenever possible, and do their best to interpose themselves between any opponents and Lathmir.

Treasure: Defeat and loot the monks.

APL 2 and 4: L: 0 gp; C: 16 gp; M: *bracers of armor +1* (x8), 83 gp per character each.

APL 6: L: 0 gp; C: 16 gp; M: *bracers of armor +1* (x8), 83 gp per character each, *potion of cure moderate wounds* (x8), 25 gp per character each.

APL 8: L: 0 gp; C: 16 gp; M: *bracers of armor +1* (x8), 83 gp per character each, *potion of cure serious wounds*(x8), 63 gp per character each.

Conclusion

Once the battle is over, the owner of the herbalist shop, Ilda, runs outside ready to fight. Read:

A stout Flan woman rushes out of the herbalist’s shop, ill-fitting armor thrown hastily over her wide frame, and a rusting mace in the other hand. She looks around frantically for a moment and, seeing the combat done, sighs dramatically. “Well, that’s my life all over,” she says, “never in time for the battle, only

in time for cleaning up afterward.” She squints at your group and eyes your wounds. “I suspect ye’ll be needing to see my wares, then?”

Ilda is happy to sell the characters a wide variety of unusual potions and oils, as listed on the Adventure Record.

There are many different results of this scenario, depending on who the characters allied with, and who they fought. In virtually all cases, however, Uncle Vardis and Lathmir have escaped with a *Heward’s handy haversack* full of platinum coins, in order to further finance the plans of the Scarlet Brotherhood in Verbobonc City.

Here is a guide to the various rewards and penalties that the characters may have earned:

Family Discipline is only for current Family Members who specifically refused the halfling’s instructions in Encounter 6. If a character agreed to kill Lathmir, but didn’t (either because he didn’t get the chance or never intended to), Therefore, this character is immediately expelled from any Family meta-org, and may not rejoin for 6 months from the date of this AR.

Family Membership Denied is only for non-Family rogues who were approached in Encounter 6 and specifically refused the halfling’s instructions. The Family won’t admit someone that can’t take orders. If a character agreed to kill Lathmir, but didn’t (either because he didn’t get the chance or never intended to), the Family won’t hold it against him, and won’t deny future membership to the character.

The **Favor of Uncle Krot** is for all the characters, as long as they dealt peaceably with Uncle Krot in Encounter 8. Even if the characters fought the rogues near Verbobonc City (in Encounter 12), Krot won’t hold it against them, and they still get the Favor of Uncle Krot.

The **Influence with Lord Rhynehurst** is awarded to the characters if the reported back to Watch Captain Nunn in Encounter 10, and they didn’t scare off Krot and his rogues in Encounter 7 (whether they talked to Krot peaceably or fought his rogues in the cellar doesn’t matter; Nunn is impressed in either case). Captain Nunn passes along his favorable impression of the characters to Lord Rhynehurst, who is always on the lookout for good people in his House Guard.

Infamy with the Family is gained if the party scared off Krot and his rogues from the cellar of the Empty Cask

Inn in Encounter 7, or the characters attacked Krot's rogues in Encounter 8, or if the characters fought the rogues in Encounter 12. This infamy is distressingly easy to acquire in this scenario.

Uncle Vardis' Approval can only be gained by non-Rhennee humans who eagerly agreed with Uncle Vardis and Lathmir's statements in Encounter 11. Whether the character was honest in his racism, or whether he was lying through his teeth, the character still earns Uncle Vardis' approval.

The End

Experience Point Summary

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

Encounter Two – An Assassin's Assassin

Defeat the monk, or disable the trap:

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter Eight – Meeting the Parents

Either defeating Krot's rogues, or dealing peaceably with Krot (do not award if Krot and his rogues fled before the characters arrived):

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter Twelve – Exit Stage Left

Defeat the rogues, or the monks, or both.

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP

Award for Good Roleplaying

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the

adventure so this total may be modified by other circumstances.

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

Encounter Two – An assassin’s assassin

Defeat and loot the monk adept.

APL 2: L: 26 gp; C: 8 gp; M: 0 gp.

APL 4: L: 26 gp; C: 8 gp; M: *vest of resistance +1*, 83 gp per character.

APL 6: L: 26 gp; C: 8 gp; M: *vest of resistance +1*, 83 gp per character.

APL 8: L: 26 gp; C: 8 gp; M: *vest of resistance +2*, 333 gp per character.

Encounter Eight – Meeting the parents

Defeat and loot Krot’s rogues.

APL 2: L: 237 gp; C: 63 gp; M: 0 gp.

APL 4: L: 237 gp; C: 63 gp; M: 0 gp.

APL 6: L: 193 gp; C: 63 gp; M: *vest of resistance +1* (x3), 83 gp per character each, *+1 studded leather armor* (x3), 98 gp per character each.

APL 8: L: 193 gp; C: 63 gp; M: *vest of resistance +2* (x3), 333 gp per character each, *+1 studded leather armor* (x3), 98 gp per character each.

Encounter Twelve – Exit Stage Left

Defeat and loot the rogues.

APL 2: L: 351 gp; C: 16 gp; M: 0 gp.

APL 4: L: 631 gp; C: 16 gp; M: 0 gp.

APL 6: L: 631 gp; C: 16 gp; M: *potion of cure moderate wounds* (x8), 25 gp per character each.

APL 8: L: 631 gp; C: 16 gp; M: *vest of resistance +1* (x8), 83 gp per character each, *potion of cure moderate wounds* (x8), 25 gp per character each.

Defeat and loot the monks.

APL 2 and 4: L: 0 gp; C: 16 gp; M: *bracers of armor +1* (x8), 83 gp per character each.

APL 6: L: 0 gp; C: 16 gp; M: *bracers of armor +1* (x8), 83 gp per character each, *potion of cure moderate wounds* (x8), 25 gp per character each.

APL 8: L: 0 gp; C: 16 gp; M: *bracers of armor +1* (x8), 83 gp per character each, *potion of cure serious wounds* (x8), 63 gp per character each.

Maximum Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp

Items to be Listed on the AR:

Cross out any item not gained.

☛ **Family Discipline:** This character, while a member of the Family, refused a direct order from a Brother of the Family. Therefore, this character is immediately expelled from any Family meta-org, and may not rejoin for 6 months from the date of this AR.

☛ **Family Membership Denied:** This character, although not a member of the Family, refused a mission from a Brother of the Family. Therefore, this character cannot join any Family meta-org for a period of one year from the date of this AR.

☛ **Favor of Uncle Krot:** The rogue/wizard Krot is pleased that the characters have undertaken a task for him. This favor can be used to increase the bonus on any single standard weapon or armor by +1 (from +1 to +2, for example) by paying the difference. Cross this favor off when used.

☛ **Favor of Uncle Krot Family Member:** The rogue/wizard Krot is very pleased with results of the task the Family member performed for him. This favor can be used by the Family Member to add one of the following enhancements (Glamerd, Shadow, Silent Moves, or Slick) to a single suit of armor by paying the difference for said enhancement. The character must have been a member of the Family prior to the start of this adventure. Cross this favor off when used.

☛ **Influence with Lord Rhynehurst:** This character is invited to join either the Rhynehurst House Guard or the Silver Watch when the other requirements are met. Any character who is already a member of the House Rhynehurst Guard or Silver Watch is offered a promotion to the next tier, whenever he or she meets the other requirements of that tier and wishes to advance.

☛ **Infamy with the Family:** This character has earned the enmity of the Family, and it will remain until cancelled by spending (that is, deleting) two Influence with the Family. As long as this Infamy remains, this character cannot use any Influence with the Family he or she may accumulate.

☛ **Uncle Vardis’ Approval:** This character appears to share many of Uncle Vardis’ beliefs and opinions, and Uncle Vardis has noticed.

Appendix 1: NPCs

Encounter Two

All APLs

☞ **Lathmir Amanthsal:** male human (Suel) Ari7; CR 6; Medium-size humanoid (human); HD 7d8+10; hp 45; Init +4; Spd 30 ft.; AC 12 (+2 leather armor), touch 10, flat-footed 12; Base Atk +5; Grp +4; Atk +4 melee (1d4-1/19-20, masterwork dagger); AL LN (until Encounter 11, then LE); SV Fort +3, Ref +2, Will +9; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15.

Skills and Feats: Appraise +9, Bluff +12, Diplomacy +14, Intimidate +8, Knowledge (history) +5, Listen +4, Profession (merchant) +12, Sense Motive +14, Improved Initiative, Iron Will, Leadership, Negotiator.

Possessions: masterwork dagger.

☞ **Uncle Vardis:** male human (Suel) Mnk13; CR 13; Medium humanoid (human); HD 13d8+26; hp 94; Init +3; Spd 70 ft.; AC 18 (+3 Dex, +3 Wis +2 monk bonus), touch 18, flat-footed 18; Base Atk +9; Grp +15; Atk +10 melee (2d6+2 unarmed strike) Full Atk +10/+10/+10/+6 (2d6+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA flurry of blows, unarmed strike, SQ evasion, still mind, Ki strike (magic, lawful), purity of body, slow fall (60 ft), wholeness of body (26 hp), improved evasion, diamond body, greater flurry, abundant step, diamond soul (SR 23); AL LE; SV Fort +10, Ref +11, Will +11 (+13 vs. Enchantment effects); Str 14, Dex 16, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +10, Bluff +7, Diplomacy +9, Escape artist +13, Hide +7, Jump +9, Listen +10, Sense Motive +8, Tumble +21; Stunning Fist (Fort Save DC 19), Combat Reflexes, Expert Tactician*, Improved Grapple, Improved Trip (+11 touch, +6 to trip), Dodge, Mobility, Spring Attack.

Possessions: invisible gold *ring of mind shielding*.

* New Rules Item. See Appendix 2.

APL 2

☞ **Monk Adept:** male human (Suel) Mnk3; CR 3; Medium humanoid (human); HD 3d8+3; hp 20; Init +2; Spd 40 ft.; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 12; Base Atk +2; Grp +7; Atk +4 melee (1d6+1 plus poison, masterwork “dagger”); Full Atk +2/+2 melee (1d6+1 plus poison, masterwork “dagger”); Space/Reach 5 ft./5 ft.; SA flurry of blows, unarmed strike*; SQ evasion, still mind; AL LE; SV Fort +4, Ref +5, Will +5 (+7 vs. Enchantment effects); Str 13, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +10, Climb +7, Hide +8, Jump +12, Tumble +12; Acrobatic, Combat Reflexes, Dodge, Improved Grapple, Mobility.

Possessions: poisoned masterwork singham with a crosspiece (designed to look like a dagger) [black adder venom: injury DC 11 Fort, initial dmg 1d6 Con, secondary dmg 1d6 Con], 8 gp.

*will not use this ability in this encounter.

APL 4

☞ **Monk Adept:** male human (Suel) Mnk5; CR 5; Medium humanoid (human); HD 5d8+5; hp 31; Init +2; Spd 40 ft.; AC 15 (+2 Dex, +2 Wis, +1 monk bonus), touch 15, flat-footed 13; Base Atk +3; Grp +9; Atk +6 melee (1d6+2 plus poison, masterwork “dagger”); Full Atk +5/+5 melee (1d6+2 plus poison, masterwork “dagger”); Space/Reach 5 ft./5 ft.; SA flurry of blows, ki strike (magic)*, unarmed strike*; SQ evasion, purity of body, slow fall (20 ft.), still mind; AL LE; SV Fort +6, Ref +7, Will +7 (+9 vs. Enchantment effects); Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +12, Climb +10, Hide +10, Jump +14, Tumble +14; Acrobatic, Combat Reflexes, Dodge, Improved Grapple, Mobility.

Possessions: vest of resistance +1**; poisoned masterwork singham with a crosspiece (designed to look like a dagger) [sassone leaf residue: contact DC 16 Fort, initial dmg 2d12 hp, secondary dmg 1d6 Con], 8 gp.

*will not use this ability in this encounter.

** New Rules Item. See Appendix 2.

APL 6

☞ **Monk Adept:** male human (Suel) Mnk7; CR 7; Medium humanoid (human); HD 7d8+7; hp 42; Init +2; Spd 50 ft.; AC 15 (+2 Dex, +2 Wis, +1 monk bonus), touch 15, flat-footed 13; Base Atk +5; Grp +11; Atk +8 melee (1d6+2 plus poison, masterwork “dagger”); Full Atk +7/+7 melee (1d6+2 plus poison, masterwork “dagger”); Space/Reach 5 ft./5 ft.; SA flurry of blows, ki strike (magic)*, unarmed strike*; SQ evasion, purity of body, slow fall (30 ft.), still mind, wholeness of body (14 hp); AL LE; SV Fort +7, Ref +8, Will +8 (+10 vs. Enchantment effects); Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +14, Climb +12, Hide +12, Jump +16, Tumble +16; Acrobatic, Combat Reflexes, Dodge, Improved Grapple, Improved Trip, Mobility, Spring Attack.

Possessions: vest of resistance +1**, poisoned masterwork singham with a crosspiece (designed to look like a dagger) [wyvern poison: injury DC 17 Fort, initial dmg 2d6 Con, secondary dmg 2d6 Con], 8 gp.

*will not use this ability in this encounter.

** New Rules Item. See Appendix 2.

APL 8

☛ **Monk Adept:** male human (Suel) Mnk9; CR 9; Medium humanoid (human); HD 9d8+9; hp 53; Init +2; Spd 60 ft.; AC 16 (+2 Dex, +3 Wis, +1 monk bonus), touch 16, flat-footed 14; Base Atk +6; Grp +12; Atk +9 melee (1d6+2 plus poison, masterwork “dagger”); Full Atk +9/+9/+4 melee (1d6+2 plus poison, masterwork “dagger”); Space/Reach 5 ft./5 ft.; SA flurry of blows, ki strike (magic)*, unarmed strike*; SQ improved evasion, purity of body, slow fall (40 ft.), still mind, wholeness of body (18 hp); AL LE; SV Fort +9, Ref +10, Will +11 (+13 vs. Enchantment effects); Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +16, Climb +14, Hide +14, Jump +18, Tumble +18; Acrobatic, Combat Reflexes, Dodge, Improved Grapple, Improved Trip, Mobility, Run, Spring Attack.

Possessions: vest of resistance +1**, poisoned masterwork singham with a crosspiece (designed to look like a dagger) [wyvern poison: injury DC 17 Fort, initial dmg 2d6 Con, secondary dmg 2d6 Con], 8 gp.

*will not use this ability in this encounter.

** New Rules Item. See Appendix 2.

Encounter Six

All APLs

☛ **Halfling Messenger:** male halfling Rog9; CR 9; Small humanoid (halfling); HD 9d6; hp 38; Init +9; Spd 20 ft.; AC 17 (+1 size, +4 Dex, +2 leather armor), touch 15, flat-footed 17; Base Atk +7; Grp +1; Atk +12 melee (1d3-2/19-20, masterwork dagger); Full Atk +12/+7 melee (1d3-2/19-20, masterwork dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +5d6; SQ improved evasion, improved uncanny dodge, trapfinding, trap sense +3; AL NE; SV Fort +4, Ref +11, Will +7 (+9 vs. fear effects); Str 6, Dex 19, Con 10, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +13, Climb +0, Disable Device +16, Hide +20, Jump +0, Listen +3, Knowledge (local) +14, Move Silently +18, Open Lock +21, Sleight of Hand +16, Sense Motive +13, Spot +13, Tumble +16; Alertness, Iron Will, Skill Focus (open lock), Weapon Finesse.

Possessions: masterwork dagger, masterwork thieves' tools, *cape of the mountebank*.

Other notes: this halfling is a Brother in the Smuggling division of the Family.

Encounter Eight

All APLs

☛ **Uncle Krot:** male human Rog9/Wiz3; CR 12; Medium humanoid (human); HD 9d6+3d4+24; hp 73; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +2 armor, +1 deflection, +1 natural), touch 16, flat-footed 13; Base Atk +7; Grp +7; Atk +8 melee (1d6/18-20, rapier); Full Atk +7/+2 melee (1d6/18-20, rapier); Space/Reach 5 ft./5 ft.; SA Sneak Attack +5d6, SQ evasion, improved uncanny dodge, trap sense +3, rat familiar; AL LE; SV Fort +8, Ref +10, Will +8; Str 10, Dex 16, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Balance +8, Bluff +15, Concentration +8, Diplomacy +15, Disguise +10, Escape artist +13, Hide +13, Knowledge local +8 Intimidate +10, Sense Motive +10, Sleight of Hand +13, Spellcraft +12 Spot +4, Tumble +18; Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (Illusion).

Possessions: +2 bracers of armor, +1 ring of protection, +1 amulet of natural armor, scroll of fireball (5th level caster), rapier.

Spells Memorized (4/3/2; base DC 13 + spell level, 14 + spell level for Illusion spells): 0—*detect magic, detect poison, open/close, prestidigitation*; 1st—*mage armor, silent image, ventriloquism*; 2nd—*invisibility, scare*.

APL 2

☛ **Family Rogues:** male or female human Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1/18-20, masterwork rapier) or +3 ranged (1d10/19-20, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL N; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Gather Information +3, Hide +6, Jump +4, Knowledge (local) +2, Listen +4, Move Silently +6, Search +5, Sense Motive +4, Spot +4, Tumble +6; Combat Reflexes, Improved Initiative.

Possessions: masterwork studded leather armor, masterwork rapier, masterwork heavy crossbow, 10 bolts, masterwork thieves' tools, 21 gp.

APL 4

☛ **Family Rogues:** male or female human Rog2; CR 2; Medium humanoid (human); HD 2d6+4; hp 14; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, masterwork rapier) or +4 ranged

(1d10/19-20, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; AL N; SV Fort +2, Ref +6, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Gather Information +4, Hide +7, Jump +8, Knowledge (local) +2, Listen +5, Move Silently +7, Search +6, Sense Motive +5, Spot +4, Tumble +9; Combat Reflexes, Improved Initiative.

Possessions: masterwork studded leather armor, masterwork rapier, masterwork heavy crossbow, 10 bolts, masterwork thieves' tools, 21 gp.

APL 6

◆ **Family Rogues:** male or female human Rog4; CR 4; Medium humanoid (human); HD 4d6+8; hp 26; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 studded leather), touch 13, flat-footed 17; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18-20, masterwork rapier) or +7 ranged (1d10/19-20, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL N; SV Fort +4, Ref +10, Will +2; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Gather Information +6, Hide +9, Jump +9, Knowledge (local) +2, Listen +7, Move Silently +9, Search +8, Sense Motive +7, Spot +6, Tumble +11; Combat Reflexes, Improved Initiative, Lightning Reflexes.

Possessions: vest of resistance +1*, +1 studded leather armor, masterwork rapier, masterwork heavy crossbow, 10 bolts, masterwork thieves' tools, 21 gp.

* New Rules Item. See Appendix 2.

APL 8

◆ **Family Rogues:** male or female human Ftr1/Rog5; CR 6; Medium humanoid (human); HD 1d10+5d6+12; hp 42; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 studded leather), touch 13, flat-footed 17; Base Atk +4; Grp +5; Atk +6 melee (1d6+1/18-20, masterwork rapier) or +8 ranged (1d10/19-20, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL N; SV Fort +7, Ref +11, Will +5; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Climb +5, Gather Information +6, Hide +10, Jump +10, Knowledge (local) +2, Listen +8, Move Silently +10, Search +9, Sense Motive +8, Spot +8, Tumble +12; Combat Reflexes, Expert Tactician*, Improved Initiative, Iron Will, Lightning Reflexes.

Possessions: vest of resistance +2*, +1 studded leather armor, masterwork rapier, masterwork heavy crossbow, 10 bolts, masterwork thieves' tools, 21 gp.

* New Rules Item. See Appendix 2.

Encounter Twelve

The Rogues

APL 2

◆ **Family Rogues:** male or female human Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1/18-20, masterwork rapier) or +2 ranged (1d10/19-20, heavy crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Gather Information +3, Hide +6, Jump +4, Knowledge (local) +2, Listen +4, Move Silently +6, Search +5, Sense Motive +4, Spot +4, Tumble +6; Combat Expertise, Improved Initiative.

Possessions: masterwork studded leather armor, masterwork rapier, heavy crossbow, 10 bolts, thieves' tools, 2 gp.

APL 4

◆ **Family Rogues:** male or female human Rog2; CR 2; Medium humanoid (human); HD 2d6+4; hp 14; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, masterwork rapier) or +4 ranged (1d10/19-20, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +2, Ref +6, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Gather Information +4, Hide +7, Jump +8, Knowledge (local) +2, Listen +5, Move Silently +7, Search +6, Sense Motive +5, Spot +4, Tumble +9; Combat Expertise, Improved Initiative.

Possessions: masterwork studded leather armor, masterwork rapier, masterwork heavy crossbow, 10 bolts, masterwork thieves' tools, 2 gp.

APL 6

◆ **Family Rogues:** male or female human Rog4; CR 4; Medium humanoid (human); HD 4d6+8; hp 26; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 16; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18-20, masterwork rapier) or +7 ranged (1d10/19-20, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Gather Information +6, Hide +9, Jump +9, Knowledge (local) +2, Listen +7,

Move Silently +9, Search +8, Sense Motive +7, Spot +6, Tumble +11; Combat Expertise, Improved Feint, Improved Initiative.

Possessions: masterwork studded leather armor, masterwork rapier, masterwork heavy crossbow, 10 bolts, masterwork thieves' tools, *potion of cure moderate wounds*, 2 gp.

APL 8

☞ **Family Rogues:** male or female human Ftr1/Rog5; CR 6; Medium humanoid (human); HD 1d10+5d6+12; hp 42; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 16; Base Atk +4; Grp +5; Atk +6 melee (1d6+1/18-20, masterwork rapier) or +8 ranged (1d10/19-20, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +6, Ref +8, Will +4; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +10, Climb +5, Gather Information +6, Hide +10, Jump +10, Knowledge (local) +2, Listen +8, Move Silently +10, Search +9, Sense Motive +8, Spot +8, Tumble +12; Combat Expertise, Improved Feint, Improved Initiative, Iron Will, Skill Focus (bluff).

Possessions: *vest of resistance +1**, masterwork studded leather armor, masterwork rapier, masterwork heavy crossbow, 10 bolts, masterwork thieves' tools, *potion of cure moderate wounds*, 2 gp.

* New Rules Item. See Appendix 2.

The Monks

APL 2

☞ **Monk "Workers":** male human (Suel) Mnk1; CR 1; Medium humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 Wis, +1 armor), touch 13, flat-footed 13; Base Atk +0; Grp +2; Atk +2 melee (1d6+2, unarmed strike); Full Atk +0/+0 melee (1d6+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA flurry of blows, unarmed strike; AL LN; SV Fort +3, Ref +3, Will +6; Str 14, Dex 12, Con 13, Int 8, Wis 15, Cha 10.

Skills and Feats: Jump +6, Listen +6, Move Silently +5, Tumble +5; Blind-Fight, Iron Will, Stunning Fist (DC 12).

Possessions: *bracers of armor +1*, various tools, 2 gp.

APL 4

☞ **Monk "Workers":** male human (Suel) Mnk2; CR 2; Medium humanoid (human); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 Wis, +1 armor), touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, unarmed strike); Full Atk +1/+1 melee (1d6+2,

unarmed strike); Space/Reach 5 ft./5 ft.; SA flurry of blows, unarmed strike; SQ evasion; AL LN; SV Fort +4, Ref +4, Will +7; Str 14, Dex 12, Con 13, Int 8, Wis 15, Cha 10.

Skills and Feats: Jump +9, Listen +7, Move Silently +7, Tumble +8; Blind-Fight, Deflect Arrows, Iron Will, Stunning Fist.

Possessions: *bracers of armor +1*, various tools, 2 gp.

APL 6

☞ **Monk "Workers":** male human (Suel) Mnk4; CR 4; Medium humanoid (human); HD 4d8+4; hp 27; Init +1; Spd 40 ft.; AC 15 (+1 Dex, +3 Wis, +1 armor), touch 14, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d8+2, unarmed strike); Full Atk +4/+4 melee (1d8+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, slow fall (20 ft.), still mind; AL LN; SV Fort +5, Ref +5, Will +9 (+11 vs. Enchantment effects); Str 14, Dex 12, Con 13, Int 8, Wis 16, Cha 10.

Skills and Feats: Jump +9, Listen +10, Move Silently +7, Sense Motive +7, Tumble +10; Blind-Fight, Deflect Arrows, Iron Will, Stunning Fist, Weapon Focus (unarmed strike).

Possessions: *bracers of armor +1*, *potion of cure moderate wounds*, various tools, 2 gp.

APL 8

☞ **Monk "Workers":** male human (Suel) Mnk6; CR 6; Medium humanoid (human); HD 6d8+6; hp 39; Init +1; Spd 50 ft.; AC 16 (+1 Dex, +3 Wis, +1 monk bonus, +1 armor), touch 15, flat-footed 15; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, unarmed strike); Full Atk +6/+6 melee (1d8+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (30 ft.), still mind; AL LN; SV Fort +6, Ref +6, Will +10 (+12 vs. Enchantment effects); Str 14, Dex 12, Con 13, Int 8, Wis 16, Cha 10.

Skills and Feats: Jump +9, Listen +12, Move Silently +9, Sense Motive +9, Tumble +12; Blind-Fight, Deflect Arrows, Dodge, Improved Trip, Iron Will, Stunning Fist, Weapon Focus (unarmed strike).

Possessions: *bracers of armor +1*, *potion of cure serious wounds*, various tools, 2 gp.

Appendix Two: New Rules Items

New Feats

Expert Tactician [General] (from Song and Silence)

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

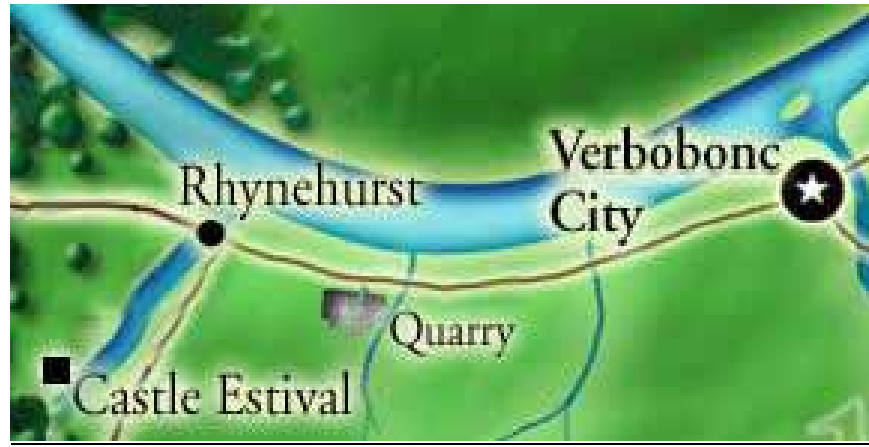
New Magic Items

Vest of Resistance (from Tome and Blood): These garments offer magic protection in the form of a +1 to +5 resistance modifier to saving throws (Fortitude, Reflex, and Will).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, caster level must be three times that of the vest's bonus; *Market Price:* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5); *Weight:* 1 lb.

Appendix 3: Map

This is a map of the road between Rhynehurst and Verbobonc City, a distance of about 32 miles.



Critical Events Summary

For Ides of March 2004 tables only: please turn this summary into the convention coordinator.

1. Did Uncle Vardis escape with the *Heward's handy haversack* full of platinum coins?
Yes No

2. Did Lathmir survive the scenario? Yes No

3. How did the characters' meeting with Krot go?
a. **They never met him; they scared him off by their actions in the inn upstairs.**
b. **They talked peaceably with him, and avoided combat.**
c. **They fought the rogues, but Krot got away.**
d. **They actually managed to kill or capture Krot.**

4. Do you think the players suspect the Scarlet Brotherhood is behind the events of this scenario (don't ask them, just give us your thoughts)?
Yes No I think some of them do.