

VER Intro 5-01

Roses are Red Violets are Blue

A One-Round D&D LIVING GREYHAWK[®]
Verbobonc Introductory Adventure

Version 1

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Romance and danger, fathers and daughters, bitter betrayals and dramatic reunions, with a tomato thrown in somewhere. Who could resist? A sap happy four hour Verbobonc introductory scenario for 1st level characters only.

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.

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 three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

	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	

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 two-round introductory 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.

Adventure Background

In the competitive world of trade, some people take competition a little too far in their desire for wealth, and the silk merchant Belloc is one of them. An arrogant and bitter man with a passion for want that drives him to success, whatever the cost.

He used to have a family, a wife who expired with relief in the sixth year of their marriage after growing paler and thinner every day in his house; and a daughter, Rose, who disappointing as it was that she was not a boy, he took some care of so that she might one day marry well.

Since the start of his silk business twenty-two years ago, prosperity had annually been piling up on his doorstep. That is, until a coalition of fabric merchants decided to break his hold on the trade and added silk to their stalls as well. They somehow arranged a better deal with the suppliers and were undercutting his prices, driving his profits downwards. His greedy mind spun into a frenzy of jealousy, prompting him to come up with a plan to sabotage them. To this end he hired the wizard Esfalon.

But things got out of hand. Allowing Esfalon to reside in his house gave Esfalon and Belloc's 'little' girl a chance to get to know each other, and they did so, too well in fact. Finally the butler caught them necking in the garden and the father summarily dismissed Esfalon without payment or his daughter. But Esfalon will not let her go, and the story begins with his hired hands kidnapping her.

Adventure Summary

The characters enter as the wizard's henchmen make off with Belloc's daughter in tow. There isn't too much ado, as the girl has gone quite willingly, but the culprits have left a cloud of smoke to cover their tracks. Out scrambles the family butler and he arranges for the characters (should they wish to take this challenge) to meet the merchant.

On meeting Belloc, he stresses that he wants his daughter back as soon as possible. The characters are then able to search the rooms of Rose and Esfalon. Their relationship should feel tinged with a hint of strange. The girl comes through as a teenager in "puppy" love who may be taking revenge on her father for his neglect. The wizard seems to be someone who is experiencing a phase of obsession. Thus "true love" is in doubt, but not so much that the characters entirely dismiss the feelings the couple have for each other, even if it's just neuroses.

Based on deciphering the two notes they find in the rooms, the characters can then choose between going to the tower or to the millhouse. Continuation hinges on the actions of the characters after this point.

1. If they choose to ignore Belloc and head to the millhouse first they find Esfalon there with two of his goons and can take them out. They may head to the tower afterwards to find Rose there and bring her back to her father.

2. In going to the tower first, they can rescue Rose from her guards and bring her back to her father's house. They all have a celebratory dinner together at which Rose acts despondent and depressed, picking at her food. She disappears into the night afterwards and her father again requests that the characters go after her. They find her at the flour laden millhouse with her courter and his goons.

2½. The characters go to the tower first and head straight to the millhouse after...

A confrontation occurs in which after the wizard's thugs are killed, or have run away, Rose throws herself in front of Esfalon to defend him. At which point Esfalon grabs her and threatens to blow everyone up with either a flask of Alchemist's Fire or a Flaming Sphere.

Again, the ending depends on character choices. Esfalon may be persuaded to end the confrontation peaceably with some diplomatic wrangling, or they can fight him to the death.

Returning Rose to her father and killing Esfalon nets them the "entire" reward from her father.

Not killing Esfalon garners only half. But Rose is heartbroken.

Letting them both go to live “happily ever after” gains a reward from the couple, but earns the fury and enmity of Belloc.

Character Sketches:

Jervis: A half elf butler born into a family of butlers, he’s almost one of the upper class, or so he says. His haughtiness has manifested itself in the bridge of his nose which he uses too frequently to chastise his inferiors. Always neatly pressed and slicked from his high brow to the tips of his shiny shoes, he speaks deliberately in a “high class” accent.

Despite the other servants wishing they could really stick an iron rod up his spine (be polite be polite) He does have a strange “romantic” side to him. The one that imagines himself as the aloof romantic hero waiting to enamor the love of his life should she ever appear. This presented him with an interesting new problem when Rose and Esfalon used him to pass notes to each other on their breakfast trays; whether to indulge his own fantasies along with theirs or to tell his master. The turning point came when he caught them in the garden together – he did have certain proprieties to his romantic side – and he finally told Belloc.

Belloc: He’s spent most of his life searching for more than he has. It seems to be something springing from his nature rather than circumstances, since he was born into a middle class family and never really lacked for anything essential.

Business savvy and more personable in his younger days, he managed to build a thriving business on silk, married a young woman he can’t remember for money and produced a daughter though he’d hoped for a boy. Now older but no wiser, he’s turned into a regular Scrooge. Mean to everyone except out of necessity, his business partners, he hardly leaves the house, working on his papers at all hours.

He hasn’t seen much of his daughter, though he’s paid for everything, including schooling. He does

keep a file on her that includes a list of suitably well-heelled boys.

Finding out about the wizard and his daughter almost burst a blood vessel. Learning that Esfalon took Rose threw him into an epileptic fit. He wants the wizard to die.

Rose: A thin girl of dark blond hair and blue eyes, spoiled, and starved for attention and love. Much of her experience of life has been servants who wander about quietly and almost invisible, the doors of her room from which she can see nothing, the growth of the garden, in which she notices no one but herself. Public gardens were out of the question as her father felt she might meet someone unsuitable.

She never got out very much, to shop maybe or to the occasional ball. Tightly chaperoned, at which the girls and their mamas mostly ignored her, and she could never be sure of the boys who tried to be friendly. All because of her father’s money.

Esfalon’s arrival in the house was exciting and new and refreshing. Finally there was someone who would acknowledge her, listen to her, talk to her. Despite her father telling her to keep away, needless to say, she didn’t. Besides it was time to show him she wasn’t satisfied with everything money could buy.

Not only is Esfalon on the good looking side, which helps, he’s also got magic powers that could turn her father into a toad. What more could Rose ask for? She’s fairly convinced she’s in love with him, even if she doesn’t really know yet. And she’s quite certain she can change those few nagging flaws.

Esfalon: A fairly good-looking man. True he is evil, and he doesn’t care much for people in general. He’s quite happy to ruin anyone’s life without conscience and he’s incontrovertibly wild and obsessive.

He took Belloc’s offer of a job simply because it pleased him to do so at the time, and for the pleasure of his craft. Dropping the other merchants into the depths of despair suited him.

He didn’t expect Rose. He supposes that’s part of his attraction to her, that she’s an unpredictable.

He didn't expect to like her as much as he does either, and that surprised him, another plus point in her favor. It's safe to say at least that he's obsessed with her. A kind of love that's not entirely healthy. He certainly does care whether she lives or dies.

Introduction

This adventure begins with the characters magically transported to the right place at the right time to take up the quest. That is – they all end up walking into a bustling town square that is conveniently located not too far away from the merchant's mansion. *It's a market day and confusing enough already what with sellers shouting, food sizzling and colorful fabrics and banners hanging everywhere.*

As the characters make their way around the market, a cheeky little boy grabs a tomato and hurls it at the back of someone's head, and the shouting begins.

Besides any yells of the infuriated tomatoed person there are cries of "Fire!" and the characters can easily spot a cloud of smoke from between the stalls.

On reaching the scene they find that the smoke is coming from the ground in front of a huge and opulent house. When it clears they find a group of muddled horse hooves on the ground and a man stumbles out of a nearby mansion, holding his head.

Encounter One: P.G. Wodehouse Antithesis

The characters are standing in front of a rather gauche looking mansion with Greek looking columns and an overly large fountain, all done in marble. The iron wrought gates stand wide open as the locks hang sadly off their hinges. Topiaries line the driveway to the large gold-framed doors that have cracked open to reveal a middle-aged gentleman holding his head. He stumbles a bit and then straightens and makes his stiff legged way towards the gate. He looks and acts like the proverbial Stuffed Shirt, elevating his nose as he

nears the adventurers and straightening his clothes.

On meeting the characters he gives each of them a once over before speaking, rubbing his head occasionally.

He asks if they are what they look to be – adventurers, and who they are.

"Are you what you look like? Adventurers I assume. Hmm, my master might have some use for you, with substantial reward of course." (He wrinkles his nose distastefully as he mentions reward.)

He explains what happened: hooligans somehow got past the locks, broke into the mansion and kidnapped the master's daughter. He arranges a meeting for the adventurers with the master in an hour, after the master has had some time to recover. If questioned about his head, admit uneasily that the "Miss hit me, in the hallway, with a candlestick." If pressed, he will say he doesn't know why.

If the characters try and track the hoof prints outside the mansion, they do eventually end up at road, after which any trace disappears.

Encounter Two: Meet the Master – A Backwards Spelling Bee

On arriving back at the mansion, the characters are ushered into a waiting room. The adjoining door opens and Jervis appears again to summon them into the merchant's office chamber.

The office is overwhelmingly full of oak and leather, steeped with the smell of all the different oils used to clean such materials. The floor is covered with a thick carpet. There is only one window to alleviate the claustrophobic nature of the room, a porthole that allows only enough light to shine on the desk. The rest of it is illuminated by large candles. Shelves full of scrolls and papers line one side of the office but on the desk there lies only two stacks of paper, one on each side with pen and ink and a wax seal set arranged precisely in the middle. Behind this

the master sits, lit with the flit and flicker of orange and yellow.

Belloc has steeped his fingers in front of him on the desk as the characters enter and makes it clear from his manner and his speech that he only considers them necessary to his goals, bringing his daughter back and killing the wizard, in that order. For which he will grudgingly offer a substantial reward.

“Jervis tells me that you may be able to help. Good. My daughter has been kidnapped. I want her back. This wizard I hired for my business, he’s put some kind of spell on her. Now he’s stolen her. Get her back. I don’t care how you do it. Get her back and bring her here. Your first priority is my daughter. If you see the wizard, kill him. When my daughter is safe with me, go out and kill him. Some monetary compensation will satisfy your type. You’ll get that when I am satisfied that you have achieved my goals.”

If asked about his daughter he will say that he did the best he could with her, giving her everything she wanted, sending her to an excellent school, loving her in his own way especially after her mother died. Then he goes into a rant about the way she betrayed him with the wizard, ending it by reiterating that he wants the wizard six feet under.

He then mentions that he doesn’t have any clue where they might have taken Rose but that the characters can search her and Esfalon’s rooms to see if they can find something (and of course they can).

Esfalon’s Room:

There isn’t much left in the room, only a bed with velvet hangings, its covers and pillows in disarray, and mostly empty book shelves. The floor is a cold dark marble, one of the few in the mansion not entirely covered by carpet. A faint drift of dust has settled on the desk in the middle of the room, even though the windows are firmly closed and locked. The wall in front of the desk houses a dirty, ash-filled fireplace. It is obvious that the cautious servants haven’t touched this room since Esfalon left. (Not a bad thing when dealing with a wizard.)

Fireplace: A Search check (DC 10) reveals the following:

Sifting about in the ashes of the fireplace reveals the half burnt remains of several papers that did not quite catch before the fire went out. Most everything is too burnt to make much of, except for one, quietly hiding in the middle.

Player Handout: #1

Rose’s Room:

A light purple satchel hangs from the doorframe behind the door. Characters that are over 5 and half feet tall may make a Spot Check DC 10.

Upon Failure they walk into the satchel and are immediately covered with the scent of lilacs.

The floor fairly bounces with the plushness of the carpet. A delicate four-poster lace bed drapes itself artfully across the center of the floor. The color scheme is of a light purple; a color one could properly say was lilac. Standing to the side is a large dresser, the recipient of various pots, saucers and brushes along with a half open jewelry box whose contents of bright necklaces are hung on the mirror that tops the ensemble. A window seat covered with cushions adorns the other side of the room. Books are scattered across a desk with scrolled legs and the eyes of the other occupants of the room – the long lashed, wide-eyed dolls on the high shelves, seem to follow every movement.

Floorboard Cavity: A Search check (DC 10) reveals the following:

Pulling up a corner of the carpet and the floorboard under it reveals a small hole in which lie several pieces of paper bound in ribbon.

Player Handouts: #2, 3, 4, & 5

Encounter Three: A Rose By Any Other Name

Players then get to decide whether they want to get Rose first at the Tower, or if they want to go for Esfalon first at the Millhouse. If characters decide they want to get Esfalon, fast forward to Encounter Five leaving Rose out. Esfalon fights to

the death with no chance for negotiation. Also if characters then travel to the tower after to get Rose, they encounter the monsters set forward in Encounter Three.

The Tower of Roses:

Over the gorse bushes and past the funny little man on the fence, through the daisy field and behind the stone shaped like a face, there is revealed, the tower. Heavy looking oak doors stand between the characters and the inner reaches.

Door Trap:

Burning Hands trap: magic device; touch trigger; no reset; spell effect (*burning hands*, 3rd-level wizard, reflex save for half damage DC 13); Search DC 15; Disable Device DC 10.

Floor 1: The Lobby

The room is rather small and carpeted in red. It looks like a lobby with two torches burning on either side of the spiraling staircase. As they spot the characters, two guards move closer.

Hobgoblins (2): hp 6 each, see Monster Manual.

Floor 2: Living Quarters

The second floor is filled with a bed, closets, bookshelves and a desk, crammed to bursting with books and papers. Whoever lives here creates mess and doesn't bother to clean.

Chim-Cham (Goblin Servant): hp 5? see Appendix 1.

A Search check (DC 20) reveals a journal kept by Esfalon. The book opens to the most recent entry.
Give players Player Handout #6

Floor 3: The Laboratory

Bottles of strange colored liquid and weird glass and metal apparatus everywhere proclaims this a laboratory.

Looks like ingesting the various liquids could make the character either turn different colors or sick or give them the measles.

Air Mephit: hp 11, see Monster Manual.

Floor 4: The Highest Room

Sparsely furnished with a bed and a chair, a few arrow slit windows nudge light onto a girl in abbreviated finery with embroidered roses lying flopped on the bed reading. She jumps up as the characters enter, but so does her guard.

Nod (Bugbear): hp 16, see Monster Manual.

Treasure: L: 237 gp; C: 63 gp; M: 0 gp.

After the characters defeat the guard, Rose asks them who they are and what they are doing there.

"Oh, oh my," she stares wide eyed at the characters and looks around fearfully. "Who...who are you?" She looks at the bugbear on the floor and steps backwards. "You...killed him. What do you want?"

On hearing that they are going to take her back to her father, she asks them not to because she's unhappy at home. However, on further reflection (the girl really isn't too sure of her own mind) she will mention that Esfalon left her up there without food or water for a while, although he had said he would come and get her soon, and she would like a hot meal and a warm bed at home.

After characters get out of the tower, if they wish to go straight to the Millhouse, skip Encounter Four.

Encounter Four:

Dinner Table Awkwardness

It should generally be about late evening by the time characters arrive back to the mansion.

Belloc is quite happy that his daughter is back safe and sound although he does ask when characters are going to go after the wizard. He generously hosts a dinner, which though good, isn't the best his kitchen has to offer. There's

roast pheasant, potatoes with cream, buttered corn and wine.

But the conversation isn't as engaging as the food. There's hardly any of it besides one syllable words. Rose looks depressed and is simply picking at her food. Her father notices that she isn't eating and orders her to eat, which she does, but barely.

If characters attempt to speak to Belloc, he only grunts or answers shortly. Rose says nothing but looks despondently at her plate.

Characters are able to walk around the mansion and talk to the various servants. There is a Cook in the kitchen, and a few maids. They all feel sorry for Rose and Cook has even slipped her tidbits now and again, but more they dare not do. The master's control is too strict and they're scared of him. They will provide some background when questioned. Such as how Rose's mother wasted away, how they think Jeeves is a stuffed shirt, etc. Refer to Character Sketches, Belloc, Rose and Jeeves.

After everyone has turned in for the night, Rose sneaks out of the mansion and rides to the millhouse.

Also, player with highest charisma: There's a tentative knock on the room door, it's one of the housemaids.

She looks round furtively and asks if she can come in. Nervously she starts, "I shouldn't be 'ere ye know. No, but I gots to tell ye. We been talking ye know, below stairs. An', ye shouldn't 'ave brought her back, ye know. She was so unhappy. We saw 'is diary, ye know. And 'e loves her 'e does. 'E does. The master, e's goin te marry 'er off, ay, to an 'orrible bloke. It'll kill 'er, ye know. Like it did 'er mother."

If player with highest charisma is male: She'll flirt a little bit. *"Oy, but yer a 'andsome fellow."* She sighs. *"But ye're all the same. 'An it's not worth it in this 'ouse."*

"Anyways that's all we gots to say. I'd be'er be gettin back or the master will 'ave my 'ide."

She scurries out the door quick as she can and disappears.

If characters haven't gone after her or her escape isn't discovered by the time Belloc wakes up he extorts them to go after her again and this time make sure the wizard is taken care of.

The following morning Rose's escape is discovered. Give players **Player Handout #7**.

Encounter Five: Lover's Reunion

The millhouse is easy to locate. The wheel turns in the river and the structure creaks with its passage. Three horses are tied to a post outside. Opening the door finds it still very much in use. Movement stirs flour dust into the air, there are sacks of it stacked up in a corner and a layer of it blankets the floor. One clear set of footprints leads to the back of the millhouse.

Entering the back room, the players find Esfalon and Rose in a tight embrace, flanked on either side by two guards. One of whom is digging his nose. Startled, they look up. Rose glares defiantly and yells, "I won't go back!" She pulls a ring off her finger and sticks it on his. Esfalon shoves her to the side and the fight begins.

The first time that Esfalon is hit, Rose will dart out and plant herself in front of him to shield him. All attacks on Esfalon after that go through Rose first. If Rose is killed, Esfalon will fight to the death.

Otherwise, when both mercenaries are eliminated, Esfalon will grab Rose to him and pull out a flask of Alchemist's Fire, threatening to drop it and kill everyone in the room.

"Her father doesn't deserve her. I love her, she's mine! We'll die together before I leave her to him and his plans for her "happily ever after". One spark will explode this millhouse. All I have to do is set the fire."

At this point characters can try to negotiate with him. Either Diplomacy DC 12 or if the DM feels very convinced.

Two things can then happen:

Esfalon puts the bottle down and the confrontation ends.

Or, he drops the bottle and the room “explodes”, hurting everyone for 2d4 points of damage.

Creatures: APL 2 (EL 4)

Esfalon: Male Human Wiz 3; Chaotic Evil; hp 16, see Appendix One.

Wynken: Male Half Elf; Rog 1; hp 8; Will run if below half hit points, see Appendix One.

Blynken: Male Human; Ftr 1; hp 10; see Appendix One.

Tactics: The rogues tumble into flanking whenever possible to maximize their sneak attacks. As soon as two rogues are defeated, the third will try to flee.

Treasure: Defeat and loot the rogues.
APL 2: L: 237 gp; C: 63 gp; M: 0 gp.

Conclusion

Conclusion changes depending on who survives the final confrontation.

Returning to the house, the characters are brought straight up to Belloc’s office where he sits, crouched in anticipation.

The absence/presence of his daughter brings deep frown lines to his face, turning him grim and forbidding.

1. If neither Rose nor Esfalon survive, Belloc tongue-lashes them; looking like he’s about to burst apart. He says he’ll never forget them and the characters definitely get the feeling that he hates their guts.

“Where is she?” are the first words he spits out, a rasping of harsh stone.

His face becomes redder and redder as he realises that she does not stand among the characters.

He will keep demanding to know where she is until someone tells him.

“Dead? Do you mean to tell me that you killed my daughter?” he shrieks, the neat piles of paper on his desk crumpling under his fingers.

He listens for a bit to the character’s explanations before shutting them up.

He stalks to a bell pull. Yanking on it, he hisses, “What about the wizard?”

On hearing that Esfalon is dead he gives a short, sharp nod. As Jeeves appears at the door, Belloc snaps, “Get out.”

If the characters try and argue for a reward, he says, *“Get out.” “You killed my daughter and now you want a reward? I will not forget this. Get out.”*

Jeeves accompanies the players outside and the gate clangs shut with echoing finality as the characters notice that they have replaced the lock.

The characters get:

The loot from the dead mercenary bodies and the tower. +50gp

2. If Rose survives she starts crying and yelling, attacks the characters with her fists, refuses to go back, drama queen style, players will have to literally drag her back.

If Belloc is questioned about what will happen to Rose, he mentions that he is going to marry her to a business partner that he found. The man has been looking for a wife, and will pour money into Belloc’s business if he gets to marry Rose. Not only does Belloc get the finances he desperately needs, but he can rid himself of another financial burden.

Volunteer only if pushed: The suitor is 20 years Rose’s senior and has already been married twice. Both wives have since passed away. A Knowledge Local Check DC 15 will reveal that they are rumoured to have been beaten to death.

“Come here.” He commands Rose, crooking a forbidding finger at her. She shies away, tears slipping anew from her reddened eyes, and faster than you might have thought, he’s rounded the desk and dug his fingers into her arm.

Pulling her close, he whispers fiercely into her ear, but loud enough that those standing near her have no trouble hearing, “I’ve given you everything, and you repay me with humiliation?”

It's time you learnt that there's a price to be paid for luxury. Go to your room until I send for you." Pushing her away, he calls Jeeves with a bell pull and Jeeves escorts Rose out of the office. With one last, tearful look at the characters, she leaves

Belloc then turns to the characters and grimaces, "Well, you didn't do this for nothing." He walks back to his desk and yanks a drawer open, pulling out two heavy looking bags and flinging them at the characters. "Here, you're long awaited reward. You may leave." He stalks out of the door and disappears down a dark hallway. Immediately, Jeeves appears to escort the characters outside. The gate clangs shut with echoing finality as the characters notice that they have replaced the lock.

The characters get:

Reward from Belloc. +400 gp

The loot from the dead mercenary bodies and the tower. +50gp

If both Rose and Esfalon survive: they ask the characters to let them leave together, to live "happily ever after".

If asked about his journal entry and the "other women", Esfalon will say that they no longer matter and are in the distant past. Rose is the only one he cares for now, the light of his life yadda yadda yadda.

Sense motive DC 30: He's very sincere. (His obsession at this point means he does believe wholeheartedly that Rose is his one true love. Whether that will change in a week is another matter.)

Standing in the millhouse, Rose looks like she is on the verge of crying. Esfalon grips her hand harder and asks, "Now what?"

A. If the characters tell them that they are going to take the couple back to Belloc.

Rose give a sharp cry and shrinks into Esfalon, sobbing. Esfalon's face twists in anger, darkening as he speaks through gritted teeth. "Really, is that what you wish for us? Oh, no. What am I thinking? It's what you wish for yourselves, is it not? There

is, I am sure, a hefty price on our heads. Belloc offered you plenty, did he not?"

Pause for character response.

"Why leave me alive then? I am sure he asked you to kill me. How will you explain that I am still alive?" At this, Rose jumps forward again, and pleads, "Don't goad them Essie," she cries, sniffing, pulling at his arm. "Please," she shifts her tear bleared eyes to the characters. "Do you discount our love? I am a prisoner in my father's house. I will be raised, and I will be served, like a prize hen at a wedding feast, to seal an alliance with the highest bidder. To live and die like my mother, chained in her dresses and her jewels. Do you believe that I would be better off there? Please." She gives a great big sob and a sigh. "Please let us go. I want a happily ever after."

If the characters decide then to let them go skip to block text for B.

If the characters still want to take them back to Belloc, Rose starts sobbing, but she starts to yell as well about not going back. She hangs on to Esfalon and everyone has trouble pulling them apart. Esfalon is sullen and quiet but he won't let go of Rose's hands.

If Belloc is questioned about what will happen to Rose, he mentions that he is going to marry her to a business partner that he found. The man has been looking for a wife, and will pour money into Belloc's business if he gets to marry Rose. Not only does Belloc get the finances he desperately needs, but he can rid himself of another financial burden.

Volunteer only if pushed: The suitor is 20 years Rose's senior and has already been married twice. Both wives have since passed away. A Knowledge Local Check DC 15 will reveal that they are rumoured to have been beaten to death.

If Belloc is questioned about what will happen to Esfalon, he will say that it is none of the player's business.

Returning to the house, the characters are brought straight up to Belloc's office where he sits, crouched in anticipation.

The presence of Esfalon and Rose brings deep frown lines to his face, turning him grim and forbidding. Yanking on the bell pull he summons Jeeves and whispers to him. Jeeves leaves and returns with two thugs who take charge of Esfalon.

“Come here.” He commands Rose, crooking a forbidding finger at her. She shies away, tears slipping anew from her reddened eyes, and faster than you might have thought, he’s rounded the desk and dug his fingers into her arm. Esfalon tries to struggle free but the thugs quickly put a stop to it.

Pulling Rose close, Belloc whispers fiercely into her ear, but loud enough that those standing near her have no trouble hearing, “I’ve given you everything, and you repay me with humiliation? It’s time you learnt that there’s a price to be paid for luxury. Go to your room until I send for you.” Pushing her away, he calls Jeeves with a bell pull and Jeeves escorts Rose out of the office. With one last, tearful look at Esfalon and the characters, she leaves.

Belloc then turns to the characters and grimaces, “Well, you didn’t do this for nothing.” He walks back to his desk and yanks a drawer open, pulling out a heavy looking bag and flinging it at the characters. “Here, you’re long awaited reward. You may leave.” He stalks out of the door and disappears down a dark hallway. The thugs follow him, dragging Esfalon with them. Immediately, Jeeves appears to escort the characters outside. The gate clangs shut with echoing finality as the characters notice that they have replaced the lock.

Characters get:

Half the reward from Belloc. +200gp

The loot from the dead mercenary bodies and the tower.

B. If both Rose and Esfalon survive they ask the characters to let them leave together, to live “happily ever after”. The players may speed them on their way with blessings. The couple thanks them and gives them stuff. If the characters return to Belloc, he tongue-lashes them; looking

like he’s about to burst apart. He says he’ll never forget them and the characters definitely get the feeling that he hates their guts.

Esfalon looks surprised. “Well, I didn’t expect you to understand. But I am grateful. Come on Rose, let’s go.” “Wait.” Rose stops him for a bit. “We should give them something. My father will not reward them after this.”

After bestowing their meager possessions on the characters as an impromptu reward, Esfalon and Rose take their leave, walking out of the millhouse hand in hand. Outside, he helps her onto his horse, and they ride off into the sunset.

Characters get:

Reward from Rose and Esfalon. +400gp

The loot from the dead mercenary bodies and the tower. +50gp

If characters return to the house after letting Rose and Esfalon go:

Returning to the house, the characters are brought straight up to Belloc’s office where he sits, crouched in anticipation.

The absence of his daughter brings deep frown lines to his face, turning him grim and forbidding.

“Where is she?” are the first words he spits out, a rasping of harsh stone.

He will keep demanding to know where she is until someone tells him.

“Let them go? You let them go?” he shrieks, the neat piles of paper on his desk crumpling under his fingers.

He listens for a bit to the character’s explanations before shutting them up.

He stalks to a bell pull. Yanking on it, he hisses, “I won’t forget this.” As Jeeves appears at the door, Belloc snaps, “Get out.”

If the characters try and argue, he yells, “Get out,” repeatedly.

Jeeves accompanies the players outside and the gate clangs shut with echoing finality as the

characters notice that they have replaced the lock.

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 – Meet the Master – A Backwards Spelling Bee

Figure out the cryptic writing in the letters

APL 2 50 XP

Encounter Three – A Rose By Any Other Name

Rescue Rose from the tower.

APL 2 150 XP

Encounter Five – Lover’s Reunion

Face Esfalon at his hideout and end the drama one way or another.

APL 2 150 XP

Award for Good Roleplaying

APL 2 100 XP

Total Possible Experience

APL 2 450 XP

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional 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 [The sell value listed here is 1/12 of the market price in the PHB. Do not list these items individually, but sum up the sell value of all looted gear.]

C: Coin, Gems, Jewelry, and other valuables
[These items sell at full market value.]

M: Magic Items [The sell value listed here is 1/12
of the market price in the DMG; list each item
individually, with the sell value per PC listed
afterward.]

Encounter Three – A Rose By Any Other Name

Loot the guards.

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

Encounter Five – Lover’s Reunion

Getting the reward from Belloc.

APL 2: L: 12 gp; C: 3 gp; M: 0 gp.

Encounter Five – Lover’s Reunion

Getting the reward from Rose and Esfalon.

APL 2: L: 12 gp; C: 3 gp; M: 0 gp.

Maximum Possible Treasure

[Listed here is the maximum possible treasure per
APL. Even if the sell value of the items gained by
the characters exceeds this cap, they may not
take more than this amount away from the
adventure. Although it is acceptable to exceed
this value with treasure in the adventure, try to
keep the available treasure not much higher than
the amount listed here.]

APL 2: 450 gp

Appendix One

Chim–Cham: Male Goblin Exp2: CR 1; Small Humanoid (Goblinoid); HD 2d6(Expert); hp 10; Init +4; Spd 30; AC: 11, flatfooted 11, touch 11 [+1 Size]; Grp +0; Atk +1 melee (1d3–1, dagger); SQ darkvision 60 ft.; AL N; SV Fort +0, Ref +0, Will +4; Str 8, Dex 10, Con 10, Int 14, Wis 12, Cha 12.

Skills and Feats: Craft (Flower Arranging) +7, Craft (Landscape Gardening) +7, Diplomacy +10, Hide +4, Knowledge (Local) +7, Knowledge (Nobility and Royalty) +7, Listen +6, Move Silently +4, Ride +4, Sense Motive +6, Spot +6; Improved Initiative

Possessions: dagger (2 gp), courtier's outfit (30 gp).

Esfalon: Male Human Wiz3 [Evoker]: CR 3; Medium Humanoid; HD 3d4+6(Wizard); hp 21; Init +3; Spd 30; AC 14, flatfooted 15, touch 10 [+4 *shield*, +1 deflection, –1 Dex]; Grp +0; Atk +0 base melee, +0 base ranged; +0 ranged (1d6, alchemist's fire); +0 melee (1d4–1, dagger); AL CN; SV Fort +5, Ref +0, Will +3; Str 8, Dex 8, Con 14, Int 16, Wis 10, Cha 16.

Skills and Feats: Bluff +6, Concentration +8, Decipher Script +4, Diplomacy +6, Intimidate +5, Knowledge (Arcana) +9, Knowledge (VTF MR) +8, Perform (Sing Love Songs) +6, Spellcraft +9; Great Fortitude, Improved Initiative, Persuasive, Scribe Scroll.

Spells Prepared (Wiz 4/3/2) [DC = 13 + Spell Level]: 0 – *daze* x2, *ray of frost* (s), *ray of frost, resistance*, 1st – *burning hands* (s), *mage armor*, *ray of enfeeblement*, ~~*shield*~~; 2nd – *flaming sphere*, *protection from arrows*, *scorching ray* (s).

Possessions: alchemist's fire (20 gp), dagger (2 gp), *Rose's ring of protection* +1

Toad Familiar, Male Animal, Toad: CR 1/10; Diminutive Animal; HD 3d8 (Animal); hp 10; Init +1;

Spd 5; AC 17; Atk + 0 base melee, + 6 base ranged; SQ: amphibious, low–light vision (Ex); AL N; SV Fort + 2, Ref + 3, Will + 5; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills and Feats: Bluff +6, Concentration +8, Diplomacy +6, Hide +21, Intimidate +5, Listen +4, Perform (Sing) +6, Spot +4; Alertness.

Wynken: Male Human Ftr1: CR 1; Medium Humanoid; HD 1d10+2(Fighter); hp 12; Init +2; Spd 20; AC 17, flatfooted 15, touch 12 [+2 DEX, +5 chainmail]; Grp +4; Atk +5 melee (2d4+4, falchion); AL N; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance –1, Intimidate +3, Ride +6, Tumble –1; Dodge, Quick Draw, Weapon Focus: Falchion.

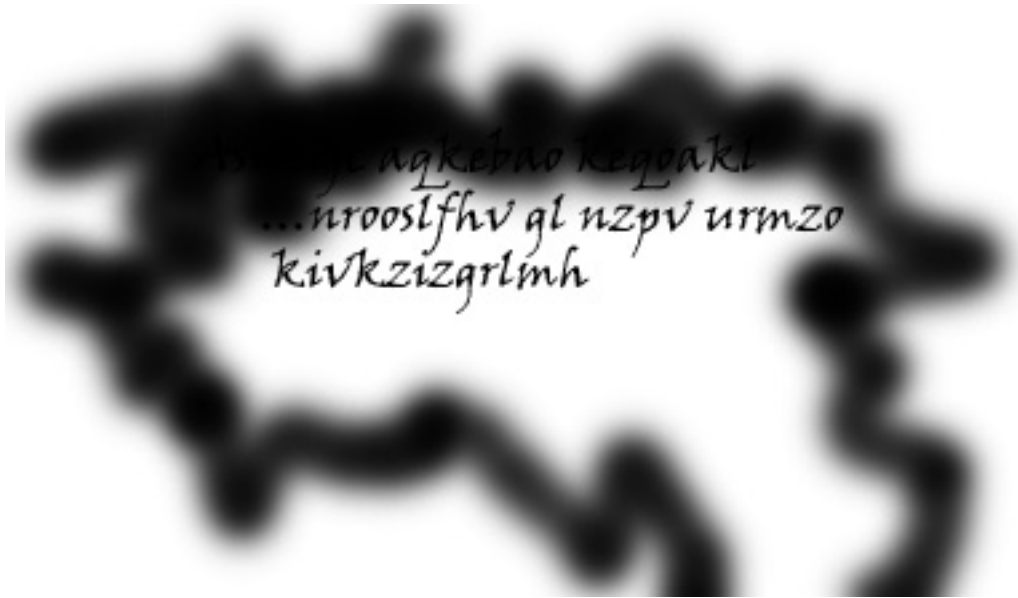
Possessions: falchion (75 gp), chainmail (150 gp).

Blynken: Male Half–Elf Rog1: CR 1; Medium Humanoid (Elf); HD 1d6+2(Rogue); hp 8; Init +2; Spd 30; AC: 16, flatfooted 14, touch 12 [+2 Dex, +3 studded Leather, +1 buckler]; Grp –1, Atk –2 melee (1d6–1, Rapier); SA sneak attack +1d6; SQ immunity: sleep effects, low–light vision (Ex), +2 saves vs. spells and spell–like effects, trapfinding; AL CE; SV Fort +2, Ref +4, Will +1; Str 8, Dex 14, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Appraise +6, Balance +4, Bluff +3, Diplomacy +1, Disguise +3, Forgery +6, Gather Information +5, Hide +4, Jump +1, Listen +2, Search +3, Sleight of Hand +4, Spot +2, Tumble +4; Combat Reflexes.

Possessions: rapier (20 gp), studded leather (25 gp), buckler (15 gp), smokestick (2) (40 gp)

Player Handout #1



Player Handout #2

Wvzivhg ilhv,

Dearest Rose,

Wrw blf hzb gszg blf hzd gsv tllw rm nv? Sld hl gszg r urmw gsrh hgzgvmng mlg
zyhfiw

Did you say that you saw the good in me? How so that I find this
statement not absurd

dsvm rg xlnvh uiln blf? Dzh rg qfhg bvhgviwzb gszg r hzd blfi uzxv rm gsv szoodzb,
gszg r

when it comes from you? Was it just yesterday that I saw your face in the
hallway, that I

yifhsvw blfi szmw drgs nrmv? Z hdvvgmvhh gszg z drhs dzh lmob nrmv.

brushed your hand with mine? A sweetness that I wish was only mine.

– Vh.

– Es.

Player Handout #3

Olev,

Love,

Nvvg nv zg nrwmrtsg rm gsv tziwvm, dsviv blfi mznvzhzpv urmwh kfixszhv gl

Meet me at midnight in the garden, where your namesake finds purchase
to sweeten the air

hdvvgvm gsv zri zh gsvb wl rmwvww wizr gsvri mznv uiln blf.

as they do indeed draw their name from you.

- Vh.


- Es.

Player Handout #4

Gsb szmw nb szmw,
Gsrnv vbvh nb vbvh,
Zoo lu gsvv
Xzftsg zmw xlmuhvw drgs nv:
Nb szmw gsb szmw,
Nb vbvh gsrnv vbvh,
Zoo lu nv
Hfmpvm zmw mrhxleivw zmvd rm gsvv...

Ml: hgroo
Z ulivrtm nrmw,
Z gslftsg
Yb lgsvi bvg fmxzftsg;
Z hvxivg droo
Hgizmtv zh gsv drmw:
Gsv svzig lu gsvv
Yvdrowvimt drgs hgizmtv uriv gsv svzig rm nv.

Player Handout #5

nb wvzivhg olev,, 



glnliild r nfhg ovzev. Blfi uzgsvi szh wrhxlevivw lfi zuuzri. Yfg sv xzmmlg pvvk fh zkzig. Gdl wzbh uiln mld, nb nvm droo xlnv gl yirmt blf gl nv. Levi gsv tlihv yfhsvh zmw kzhg gsv ufmmb orggov nzm lm gsv uvmxv, gsilfts gsv wzrhb urvow nzm yvsrmw gsv hglm vhszkvw orpv z uzxv, blf droo urmw z gldvi, z gldvi lu ilvh. R mznvw rg uli blf. Gsvb droo hvv gszg blf ziv slfhvw xlnuligzyob fmgro r xlmxowv nb yfhrmvhh zmw xlnv uli blf zh hllm zh klhryov.

XOXOXO

– Vh.



Player Handout #6

How unexpected...how entirely unexpected...to be caught like this. I feel compelled to ask myself why... Why this girl, Rose? Why not Katarina, or Dania or Hesteba, or Jale or any of those others? It's the same, but different. It's different, but the same... So convenient, to use her against her father. Too easy. But to be outplayed at my own game? By a girl who knows nothing! Nonsense.

Player Handout #7

Father,

I don't care what you are anyone else says. I love him. And I'll leave whether you like it or not. Not that you know a thing about love, do you. You never loved Mother and you never loved me. He may not be perfect, but I can tell he's not all bad. Otherwise how could he love me? And... and I know he does. So There! I can change him, I know I can. This is true love, and you can't stop it!

– Rose

Disclaimer: Writing these handouts made said author physically ill at times.

DM Reference:

The player handouts consist of the couples' "secret code" which is basically the alphabet written backwards. Hence, a is z and b is y and so on and so forth.

a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t
z	y	x	w	v	u	t	s	r	q	p	o	n	m	l	k	j	i	h	g

u	v	w	x	y	z														
f	e	d	c	b	a														

Player Handout #1 translates as:
...millhouse to make final preparations.

Player Handout #4 translates as:

Nearness

Thy hand my hand,
Thine eyes my eyes,
All of thee
Caught and confused with me;
My hand thy hand,
My eyes thine eyes,
All of me
Sunken and discovered anew in thee...

No: still
A foreign mind,
A thought
By other yet uncaught;
A secret will

Strange as the wind:
The heart of thee
Bewildering with strange fire the heart in me.

(Third verse unwritten in handout)

Hand touches hand,
Eye to eye beckons,
But who shall guess
Another's loneliness?
Though hand grasp hand,
Though the eye quickens,
Still lone as night
Remain thy spirit and mine, past touch and sight.

John Freeman

Player Handout #5 translates as:

My Dearest Love,

Tomorrow I must leave. Your father has discovered our affair. But he cannot keep us apart. Two days from now, my men will come to bring you to me. Over the gorse bushes and past the funny little man on the fence, through the daisy field and behind the stone shaped like a face, you will find a tower, a tower of roses, I named it for you. They will see that you are housed comfortably until I conclude my business and come for you as soon as possible.

– Es.