

VER 5-04

Fools Gold

A One-Round D&D[®] LIVING GREYHAWK[™]

Verbobonc Regional Adventure

by Gregory Hanigan

Triad Edit: Chad LaMontagne, Michael Maenza, Vernon L. Vincent

Circle Edit: Tim Sech

The Bridgeforth Inn stands quiet and empty; speakers no longer preach the Brotherhoods message to the populace of Verbobonc City. But all is not well; Bub Tympanum is still missing, Uncle Vardis still has not been apprehended, and none who have entered the Bridgeforth have lived. For both lawful and chaotic PCs, this Verbobonc regional adventure is for character levels 1 to 14 and the final adventure in the “Fools” series. (APLs 2 to 12)

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com

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

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PCS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.

If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. PCs 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.

Areas of Influence

This adventure allows the use of the following influence points for purposes of the Verbobonc Influence document:

- Viscount Langard
- Churches (All)
- Wrinkle Academy
- The Family
- The Gentlemen of the Watch.

Cast of PCs and Locations

Lathmir Amanthsal: A formerly tall, blonde and handsome human, Lathmir had been one of the primary proponents of the Scarlet Brotherhood in Verbobonc. Lathmir died however of his own hand in **VER4-06** *A Fool's Errand*, and was tricked by Uncle Krot into being

reincarnated. Now Lathmir has become what he despises most; a gnome. The twin shock of his return as a gnome and the rigors of reincarnation have broken his mind and he now lives in dementia near the docks where he used to conduct business. At the same time Lathmir still knows many of the secrets of the Scarlet Brotherhood, including the password to the Forbiddance that was erected at the Bridgeforth.

Uncle Vardis: This Master Monk keeps his graying hair cropped so short it is difficult to tell that he's a Suel. However this master monk is the primary antagonist of this series. Working behind the scenes Vardis now directs the expansion of the Scarlet Brotherhood in Verbobonc. Vardis experienced several set backs in the past several months, usually at the hands of the PCs. His hand was tipped too early (in **VER4-04:** *Ship of Fools*) and then his plans to eliminate any possibility of reunification were foiled (in **VER4-06:** *A Fool's Errand*). Vardis of course hates those who are responsible for those setbacks and not only seeks the destruction of the Royal Furyondy Mint, but also the destruction of the PCs.

Bubulos Intaglio Tympanum: A retired gnomish Master Sculptor, this elderly gnome is a bit stooped and walks with a cane, but still is filled with energy and excitement about stonework and architecture. Bub has in his long career worked in stone, pottery, and metal, most notably during the restoration of the Verbobonc Guild Hall, Bub restored a door which leads to the Royal Furyondy Mint. He is one of the few people in Verbobonc who know of its existence. He is quite comfortable around humans and is not offended when they shorten his already shortened name down to "Bub". Bub was kidnapped in **VER 4-06:** *A Fools Errand* and has been kept at the Bridgeforth Inn, while Uncle Vardis attempted to extract from him the exact location of a door to the Royal Furyondy Mint.

Avera Wyrnt Tympanum: Bub's wife. A doting gnomish grandmother, she frets about her husband and feeds everyone else.

Watch Captain Caleb: A short and swarthy Rhennee who wears a perfectly groomed Vandyke beard, Watch Captain Caleb grew up working the rivers with the Rhennee. Hence he is one of the most streetwise members of the Gentlemen of the Watch. Very little occurs in his district of Verbobonc city that he is not aware of. Although he is not above serving the greater good through a minor evil, he keeps to a strict personal code. Caleb is Captain to over 30 officers of the Gentlemen in the section of Verbobonc, which includes most of the gnomish quarter and a portion of the government district.

Uncle Krot: A somewhat short, fat, and balding Oeridian human, Uncle Krot is an accomplished rogue and wizard.

As an upper management Family member, Krot has been given the job of troubleshooting the Brotherhood threat by his superiors. He bears no particular ill will toward the PCs, as long as they serve their use and do not keep him from performing his job to the Family.

The Bridgeforth Inn: A large three-story wooden and stone inn with an outside beer garden that serves as a base for the Scarlet Brotherhood's recruitment and visible presence within Verbobonc City. This building was a down-and-out gambling den before the Brotherhood was able to buy it out and fix it up. This Inn is located at building #23 on the attached Map of Verbobonc City in **Appendix #3**.

The Bridgeforth Cult: A group of several dozen young and middle-aged men have joined Lathmir in his acceptance and promotion of the Scarlet Brotherhood's philosophy. These men make up the muscle behind the Brotherhood's attacks upon the gnomes of Verbobonc. Now, scattered through the PCs efforts in **VER 4-06** many of the cultists have been hunted down by the Discipline section of the Family. The remainder still keeps in contact with the remnants of the Bridgeforth cult.

The Verbobonc City Guild Hall: Human and gnome workers built this large stone and wood structure shortly after they arrived in the lands of Verbobonc. During those early years it served as a meeting place for the city representatives, usually prominent merchants and landowners. It was renovated 40 years ago and now serves as an administration building for the city government. It is distinguished from other city buildings in that it contains a very secret entrance to the non-dimensional space where the Royal Furyondy Mint is located. Bub Tympanum is the workman who carved the crests into the door leading to the mint. Bub is one of the few individuals in Verbobonc outside of the government who is aware of its existence. The Guild Hall is the large octagonal-shaped building just south of #54 on the map of Verbobonc City in **Appendix #3**. The rectangle to the east represents the fountain in front of the building.

The Royal Furyondian Mint: Verbobonc hosts the Royal Furyondy Mint, the mint which is responsible for the production of all of the gold, silver and copper pieces within the Kingdom of Furyondy as well as Verbobonc. It is a commonly known secret that the Mint exists somewhere in Verbobonc in one of the extra dimensional spaces that exist there. The exact location however, and the way to get into the mint is a tightly controlled secret. As noted above, one door leading to the mint is located

in the Guild Hall and Bub Tympanum knows its existence. Vardis has been, since the end of **VER4-06: A Fool Errand**, questioning Bub in order to extract the exact location of the door from him.

Before You Begin

Prior to the beginning of play please note the player's affiliations to the Gentlemen of the Watch and to the Family. Also please note which PCs have played the first and second adventures in this series and if they played the same character throughout. Several of the important details that take place in this adventure are modified by previous character choices. Please prepare this adventure carefully in order to maintain the flow of the adventure.

Adventure Background

The Scarlet Brotherhood has traditionally toppled governments through stealth and trickery. Even so, prior attempts at toppling Verbobonc's government have failed, and so the Scarlet Brotherhood decided on a more direct approach. The Brotherhood knew that within Verbobonc exists the Royal Furyondy Mint and knew that its destruction would lead to widespread turmoil not only in Verbobonc but also in other regions.

One of the Scarlet Brotherhood's agents, Vardis, learned that the mint was located in one of the extra dimensional spaces that exist in Verbobonc. Through careful study and the research by the Scarlet Brotherhood's mages he determined that the extra dimensional space functioned much like a *Heward's Handy Haversack*. Vardis surmised that a single person could destroy the mint by entering it with a *bag of holding*, thereby tearing the mint into the Astral plane. What he required was a base of operations in Verbobonc City to research how he could get into the Royal Furyondy Mint, and enough money to fund the expedition. He discovered the solution in a Suel spice merchant named Lathmir Amanthsal.

In the first adventure of this series **VER4-04: Ship of Fools** the Scarlet Brotherhood was in the process of re-asserting their power within Verbobonc. To accomplish this they utilized a Suel merchant named Lathmir Amanthsal, who until recruited by the Brotherhood was an unsuccessful spice merchant. Lathmir, along with the Brotherhood's representative, an elderly monk named Uncle Vardis, arrived in Rhynehurst at the same time as the PCs. Circumstances threw the Brotherhood and the PCs together and along the way the PCs also had the opportunity to meet one of the Families representatives

in Rhynehurst, a fat Oeridian man named Uncle Krot. **VER4-04: *Ship of Fools*** concluded with the PCs traveling with Uncle Vardis and Lathmir to Verbobonc city, where after an ambush by the Family, Vardis and Lathmir escaped into the city with a haversack full of platinum bars.

In the second adventure of this series **VER4-06: *A Fools Errand***, The Scarlet Brotherhood again used Lathmir Amanthsal and their wealth (secured in the first adventure) to rally a support for their cause within Verbobonc, leading to increased tensions between man and gnome and occasionally even assaults on the street. The PCs witness one such assault on an elderly Gnome named Bub Tympanum. Because of their witnessing of the assault, and their possible involvement in halting the assault they are approached separately by the Family and the Gentlemen of the Watch to perform several errands for each. Thus, allowing the Gentlemen of the Watch, The Family and the PCs much needed information concerning the plans of the Scarlet Brotherhood in Verbobonc. Even so, the PCs actions proved inadequate to stop the entirety of the plot from succeeding; although subsequent events (see **VER4-07: *Reunification***) have reduced the damage that the plot had inflicted.

Now in Verbobonc City The Watch and the Family seek to root out the Brotherhoods presence. The former members of the Bridgeforth cult have been dispersed and many have now fallen under the knives of the Families Discipline section. The few remaining who are loyal to the Brotherhood are in hiding or are holed within the Bridgeforth Inn. The Inn itself now stands as the central focus of the Family and the Gentlemen of the Watches efforts, and they have already begun to probe the defenses of the inn.

Unfortunately for both the Family and the Gentlemen of the Watch in the time since the PCs infiltrated the Inn during **VER4-06: *A Fools Errand*** the Brotherhood has substantially increased the defenses of the inn. Such defenses include a *forbiddance* spell, which has kept the Family and the Watch from entering the Inn. The two groups now turn to the PCs for assistance in gaining entrance to the inn and ultimately destroying the Brotherhood's presence in Verbobonc.

What the Family, the Gentlemen of the Watch, and most likely the PCs themselves don't know is that the Scarlet Brotherhood's primary purpose in Verbobonc City continues as planned. Uncle Vardis discovered the location to an accessible door to the Royal Furyondy Mint from Bub Tympanum. Now that the Scarlet Brotherhood knows the location of the door they can with a portable hole, thereby tearing a hole in the material plane and sending Vardis and the Royal

Furyondy Mint to the Astral plane. Once there the Scarlet Brotherhood will send several mages and clerics to the Astral Plane, scry upon Vardis, and then teleport to his location. The Brotherhood knows that if there were any individuals who may follow Vardis to the Astral Plane could similarly be scryed upon by the Clerics or Mages in Verbobonc, and so it is vital for Vardis to defend and kill anyone who follows him through the rift to the Astral Plane.

Adventure Summary

Encounter 1: Is that a hook I see before me?

Caleb and Krot's messengers seek out the PCs and attempt to get them to meet with Caleb and Krot. Also the Family representative seeks to challenge the PCs and see if the PCs are ready for promotion within the Family.

Encounter 2: Keeping an Eye out.

Caleb explains that they attempted to arrest everyone in the Bridgeforth Inn. However they have found that the Inn is protected by a *forbiddance* spell, and they need to find the password in order to gain access. The Family and the Watch then relate that they know a person who knows the password, Lathmir Amanthsal, and Krot reveals that Lathmir is not in fact dead. During **VER4-06: *A Fools Errand***, Lathmir was reincarnated as a gnome and now is living in squalor down by the docks – the Brotherhood attempts to *scry* upon the meeting. The PCs have an opportunity to notice the scrying and set into motion the rush to the docks to get to Lathmir before the Brotherhood does.

Encounter Three: ...Down by the river...

Lathmir is now a wretch of a gnome living in an alleyway down by the docks of Verbobonc. He has over the past several weeks sunk deeper into insanity, resulting from his reincarnation, his self hatred, his constant fear of what the Brotherhood would do to him, his contraction of filth fever, and the rejection of him by the other gnomes in Verbobonc. Shortly after the PCs arrive the brotherhood sends a monk to kill Lathmir. If Lathmir survives he presents the PCs with an offer they can refuse.

Encounter Four: The Bridgeforth Inn.

Once the PCs receive the password from Lathmir or his corpse they must then assault the Bridgeforth Inn. They find that it is almost completely empty, save for the Brotherhood's guardians.

Encounter Five: The game's afoot.

Once the Brotherhoods guardians are defeated Bub Vreeland, explains to the PCs that Vardis knows about a back door to the Royal Furyondy Mint and the exact location of it within the Guild Hall. Bub explains that destroying the mint is the Brotherhoods ultimate plan.

Encounter Six: Into the Breach

The PCs, provided they move quickly are able to reach the Guild Hall in time to see Vardis enter the doorway to the Mint and pull out a portable hole. The portable hole interacts with the surrounding non-dimensional space of the Mint and the mint as well as a large portion of the Guild Hall is sucked to the Astral Plane.

Encounter Seven: The Royal Furyondy Mint

Vardis and/or his minions fight the PCs on the astral plane.

Conclusion

Members of the Wrinkle Academy show up on the Astral plane to assess the damage and return any survivors to Verbobonc.

Introduction

The morning has found you once again in Verbobonc City, and although it seems as though no time has passed since the arson attacks and the reunification with the gnomes, the chill air and leaves blowing against the window of your room are quick to remind you that winter has indeed arrived in Verbobonc.

It is therefore understandable considering the cold of the room and the earliness of the hour that you find a visitor less than welcome.

Encounter One: Is this a Hook I See Before Me?

Before you begin please ask the PCs if they have played the previous adventures and tailor their box text to the type of person they align themselves with. For Neutral PCs please inquire if they had any particular preference in either Caleb or Krot, once chosen, read the corresponding text for them.

If the PCs are affiliated with the Family (or if they are chaotic) please read or paraphrase the following.

With barely a whisper the door to your room opens and a short Rhennee creeps in. Seeing you awake, the Rhennee straightens and says, "Uncle Krot requests your presence" as he starts throwing your clothes to you. "It's best if you don't keep him waiting."

Please ask the PCs for a Spot Check opposed by the messenger's Sleight of Hand Check as he is attempting to lift several gold pieces from the PCs possessions. If caught the messenger claims that he was instructed to test the character by Uncle Krot and that they passed by noticing the attempt. The messenger is attempting a bluff so if requested allow the PCs a Sense Motive Check opposed by the messenger's Bluff. If the character is able to beat the messenger's Bluff the messenger congratulates the character for passing the second test then changes the subject to his upcoming meeting with Uncle Krot.

The rogue doesn't particularly care to steal from the PCs, but he was instructed by Krot to feel out the PCs for either entrance into or promotion within the Family. The rogue then contrived a plan where he would end up a few gold richer.

How the PCs react to this encounter has little relevance towards the experience rewards of the adventure, however the manner in which they react to the rogue does determine their rewards in relation to their involvement with the family.

APL 2

♣ **Benjimar the Rose:** Male Halfling, Lightfoot Rog2; hp 12; see Appendix One.

APL 4

♣ **Benjimar the Rose:** Male Halfling, Lightfoot Rog4; hp 23; see Appendix One.

APL 6

♣ **Benjimar the Rose:** Male Halfling, Lightfoot Rog6; hp 29; see Appendix One.

APL 8

♣ **Benjimar the Rose:** Male Halfling, Lightfoot Rog8; hp 39; see Appendix One.

APL 10

♣ **Benjimar the Rose:** Male Halfling, Lightfoot Rog10; hp 46; see Appendix One.

APL 12

♣ **Benjimar the Rose:** Male Halfling, Lightfoot Rog12; hp 55; see Appendix One.

1. If the PCs fail to notice the Sleight of Hand, or fall for the Bluff, their standing with the Family is decreased. Their promotion within the family or their joining the family is postponed for 6 months, on the basis that they lack the skills that the family requires.
2. If the PCs catch the rogue in the act, do not fall for the Bluff and turn the rogue in to the authorities their standing with the family is terminated. The Family hates a rat.
3. If the PCs catch the rogue in the act, do not fall for the Bluff and take it upon themselves to “correct” the behavior of the rogue in question through the use of Bluff, Intimidation, Diplomacy, or through the threat or use of physical violence their standing with the family is improved. At the end of the adventure they are offered membership in the family (provided they meet the prerequisites) or have their promotion to the next level of the family decreased by 6 months.

If the PCs are more affiliated with the Gentlemen of the Watch (or are Lawful) please read or paraphrase the following:

You wake to hear an argument outside your door. A young voice, barely broken into adolescence is demanding entrance while an older voice tries to explain the earliness of the hour. Finally the youth shouts “I am here as a personal representative of the Watch and I will not be denied!” Your door swings open and a child of no more than a dozen years, wearing the white tabard of the Gentlemen of the Watch strides to your bed. The boy holds out to you a sealed letter. “I’ve a letter from Captain Caleb. I am to wait for your reply and then escort you to him.”

Please hand the PCs the **Player Handout #1** containing the text of the letter. Below, for DM aid, is the text of the letter:

“Please forgive my intrusion at this early hour, we of the Watch have discovered a complication in gaining entrance to the Bridgeforth Inn that is beyond our experience. Seeing how individuals such as yourself are more likely to have encountered such obstacles I have dispatched the junior watchman to your lodgings in a hope that you might assist us in removing the blight of the Scarlet Brotherhood from Verbobonc.

Please make whatever preparations you need, the junior watchman is instructed to wait for your reply and escort you to me when you are ready.

Signed,

Watch Captain Caleb”

This encounter has relevance to the PCs beyond acting as a hook to bring the PCs into the story, the character’s decision to respond to this summons will impact their future relations with the watch.

1. If the character refuses the summons please refer to the troubleshooting appendix of the adventure, cross off the favor of Watch Captain Caleb, and if the character is a member of the Gentlemen of the Watch their membership in that Meta-organization is terminated. If the PCs are members of other lawfully aligned meta-organizations word of their refusal filters back to their superiors and they are either demoted to the next lowest tier or expelled (if already there).
2. If the character agrees to the summons and follows the Junior Watchman to Caleb they are offered Membership in the Gentlemen of the Watch (provided they meet the prerequisites) or if they are already members their promotion in the Watch is accelerated by 6 months.

Note: In both cases the messenger is adamant about rousing the PCs immediately and hurrying them to meet their bosses. They will plead with (in the case of the Gentlemen of the Watch) or chide (in the case of the Family) any cleric or wizard who attempts to prepare spells prior to meeting with the Gentlemen or the Family.

Encounter Two: Keeping an eye out...

Prior to this encounter please familiarize yourself with the rules on scrying both under the spell descriptor and on page 175 of the *PCs Handbook*. Note which PCs have Intelligence scores greater than 12, note their Intelligence bonus and secretly roll their Intelligence checks to notice the scrying sensor. If any of the PCs succeed the required DC 20 Intelligence check, prepare a note stating that they notice the sensor and deliver it to them immediately prior to reading the box text for the encounter.

Since PCs broke into the Bridgeforth in during **VER4-06: A Fool’s Errand**, the Scarlet Brotherhood has taken to using scrying to spy upon Watch Captain Caleb and

other people in Verbobonc. Caleb is quite well known in Verbobonc, and in the past the Scarlet Brotherhood procured a lock of Caleb's hair, one of his tunics, and a drawn picture of him. Because of these items Caleb's save against the scrying check is -13. Please roll the check, if he succeeds, then the Brotherhood attempts to scry the members of the party, starting with the fighters and moving on to rogues and other low will save targets.

To determine the scry penalty for each PCs save note which PCs have played the previous adventures **VER4-04: Ship of Fools** or **VER4-06: A Fool's Errand**. If the PCs played either of the two previous adventures there is a 50% chance per adventure that the Scarlet Brotherhood was able to procure a body part, lock of hair, or bit of nail resulting in the PCs taking a -10 to their roll.

If the Brotherhood fails completely in starting their *scry*, please follow the encounters as written but note that the Monk / Assassin does not strike at Lathmir, and instead is inserted into **Encounter 4: The Bridgeforth Inn**.

Dependant upon the lawful/chaotic lean of the character please read the associated box text. If a character is neutral please read the associated box text with the character his or her character is traveling with.

Read or paraphrase the following to the PCs who received the lawful text in **Encounter One**:

The junior watch member leads you through streets crowded with early morning laborers to the Watch station. Without pausing the boy passes through the front building and into the rear courtyard. Waiting for you there, under the thatched roof of the stable, is Watch Captain Caleb.

Read or paraphrase the following to the PCs who received the chaotic text in **Encounter One**:

The Family member leads your group through the quiet back alleys of Verbobonc, to a pair of huge double doors, in which is set a smaller door with a brass lock. As you arrive, a fat Oeridian man steps out of the shadows and with a grin to your group he grazes his hand over the bronze lock. A soft click is heard and the door swings open as Krot motions for your group to enter.

Once the two groups are together please read or paraphrase the following:

Below the thatched roof of the stable Caleb greets you. "Thank you for coming so quickly. As you most likely are aware the Scarlet Brotherhood has been attempting to build support here in Verbobonc. Using a spice merchant as a front they infiltrated, bought a base of operations and began to drive a

wedge between the men and gnomes of Verbobonc City. With your help we were able to foil that plan."

"We had thought that the threat had been dealt with, but it appears the Scarlet Brotherhood still has some tricks up their sleeves. So here is what we know, our divinations have revealed that they hold Bub Tympanum in the Inn. We believe that Vardis is there too. And we know that they have improved their defenses, we discovered when we tried to raid the Bridgeforth..."

"They have a forbiddance spell up," Uncle Krot says as he leans out of the shadows, "It's more powerful than any I've seen, and none here in the city have been able to dispel it."

Caleb nods "But we know that the Brotherhood would not raise such a powerful abjuration without providing for members who had not completely accepted their beliefs. So we think that they allowed for a password. And we think we know who knows it, and where he can be found."

At this point, provided Caleb failed his save against scrying and one or more of the PCs succeeded in their DC 20 Intelligence check to notice the sensor, please write a note stating that they notice the scrying sensor in the upper eaves. Hand the note to one or more of the PCs that succeeded, and immediately begin to read the following. Allow any player who noticed the scrying to interrupt the box text.

Uncle Krot leans forward, "Lathmir is alive. We tricked him into accepting a reincarnation from a druid of Bralm and now he's a wretch of a gnome living down by the docks." Krot gives a small, satisfied smile. "Since little Lathmir was the person in charge of recruitment for Brotherhood in Verbobonc we're pretty sure that he knows the password. So get to him before the Brotherhood does, then use the password to raid the inn."

Note: Caleb is not happy about working with Krot in confronting the Scarlet Brotherhood. However he recognizes that Krot knows far more than he does about the Brotherhood's plans and capabilities. Caleb also realizes that the Gentlemen of the Watch are ill equipped to take on the Brotherhood. He therefore has agreed to allow Krot to provide information and resources to combat this obvious menace. Accepting assistance from PC's who are obviously rogues and not aligned with the forces of Law is part of the minor wrong for a greater right that Caleb has come to terms with. If any of the PC's feel similarly indignant about receiving assistance from an unlawful organization like the Family Caleb commiserates, but takes the character aside and plead

with him that “The oldest and best known evil was ever more supportable than one that was new and untried.”

Krot on the other hand is gleefully rubbing watch Captain Caleb’s face in the fact that the Gentlemen of the Watch require help from the Family. He instructs any chaotic individual who may question working with the law to perform the service as a personal favor to him.

Troubleshooting: Please refer to the following instructions for resolving this encounter:

Krot! Did you feel that? No? If the Brotherhood failed in their scry attempt on Caleb, all of the PCs, and Krot then the Brotherhood does not know of Lathmir’s existence. Note that the Monk is not dispatched to kill Lathmir and appears in **Encounter 4: The Bridgeforth Inn**. Proceed to **Encounter 3 ...Down by the river...**

Krot! Wait!: If the PCs interrupt Krot before he was able to say “Lathmir is alive” and are able to dispel the scrying, or keep Krot quiet then the Brotherhood does not know that Lathmir is alive. Note that the Monk is not dispatched to kill Lathmir and appears in **Encounter 4: The Bridgeforth Inn**. Proceed to **Encounter 3 ...Down by the river...**

Krot! They Know!: If the PCs knew the Brotherhood was scrying on them but were unable to keep Krot from speaking Krot is furious, turning to Caleb and demanding to know “just what kind of idiot did he get to secure this location” Krot then tells the PCs that they must hurry to the wharfs and find Lathmir before the monk does. Proceed to **Encounter 3 ...Down by the river...**

Krot! Thanks!: Provided Caleb or one of the PCs failed their save against the scrying and none of the PCs noticed the sensor, then the Brotherhood learns of Lathmir’s existence and location. They send the Monk / Assassin out to kill Lathmir before he is able to tell the PCs anything. Proceed to **Encounter 3 ...Down by the river....**

Encounter Three: ...down by the river...

Notes: If the PCs detected the scrying and were able to stop Krot, or if the Brotherhood failed in their scry attempt then no attack from the monk occurs in this encounter. Please note that the monk if he is not included in this encounter he remains at the Bridgeforth

Inn and is encountered in **Encounter 4: The Bridgeforth Inn**.

Lathmir has been living in this alley since Uncle Krot let him go after tricking him into accepting a reincarnation from a Druid of Bralm. He is quite insane and lives in constant fear that the Brotherhood may find out that he’s alive and kill him, or that Uncle Krot changes his mind and decides to kill him, or somebody finds out that he’s not a gnome (a distinct possibility since he does not speak gnomish) at all but rather was the Suel merchant who so viciously denounced the gnomes and Rhennee and decides to kill him. This fear, along with the twin shocks of reincarnation and his own hatred of himself has led to his current state.

Still, Lathmir has a mad hope that he might regain his racial heritage through procuring a wish or a miracle, and so in anticipation of that day he has kept busy by ritualistically reciting the full teachings of the Brotherhood. His madness has extended to writing the rhymes of the lessons on the walls of his crate and scratching them into his own flesh. Partly due to this self-mutilation and the fact that Lathmir has been drinking Rhennee rotgut he had contracted filth fever about 2 weeks ago. The illness has ravaged his gnomish body and has dramatically reduced both his dexterity and his constitution. His reduced statistics are listed in brackets **Appendix 1: NPCs**.

When the PCs arrive at the alley where Lathmir has been living read or paraphrase the following:

The wharfs of Verbobonc City are renowned for their rat infestation. Even so, the alley where you find Lathmir Amanthsal would not be considered habitable even by sewer rats. Standing in the street you can smell the stench of vomit and alcohol wafting out of the dark alley.

Allow the PCs to prepare themselves in whatever way they wish and read or paraphrase the following once they enter the alley.

The short alley ends in a haphazard stack of empty crates between two warehouses. The bottom most crate lies open, the emaciated form of a gnome can be seen in the recesses, slumped against the side of the crate.

Blearily the gnome gazes up at you as you approach. Red rimmed eyes beneath greasy hair scarcely register your presence as he drops an empty bottle of rotgut and stretches out a hand.

“Spare a bit of coin for a—gnome—whose fortunes have faded?” The gnome slurs out as his eyes focus on your group. Recognition then fills his face and fear

fills his voice “No. No, you can’t. I’m not me yet. I’m not me... I must be me before I die. I can’t die like this”.

Any player who specifically mentions he is keeping an eye out or who was warned in **Encounter 2** of the danger may make a spot check at this time, opposed by the Hide and Move Silently check by the Monk Assassin who is approaching via the roof of the Northern warehouse. Before arriving he has taken the precaution of drinking a potion of sneaking and a *potion of invisibility*, along with his standard buffs. His improved hide and move silently skill modifiers are included in brackets in the stat block.

If any of the PCs succeed in hearing or spotting the Monk roll Initiative and proceed with the encounter as laid out in the Tactics section. Otherwise continue with the following:

Lathmir crawls drunkenly through the broken bottles and refuse that litter the ground to where you stand. Rising to his feet the Gnome begins to plead. “Please. Please don’t kill me. I don’t want to die a little filthy rotten grubby mole—I want to be me. Vardis said he’d bring me back as me...”

At this point, if he remains undetected, the Monk strikes. Lathmir is flat footed and unarmored so his AC is 11. The monk is above Lathmir and so receives a +1 to his attack. If the monk misses on his first attack, roll initiative and resolve the combat, noting that the Monk Assassin is primarily there to kill Lathmir.

ALL APLs

☛ **Lathmir Amanthsal:** male gnome Ari6; hp 42 (Currently 18); see Appendix One.

APL 2 (EL 2)

☛ **Monk Sniper:** male human (Suel) Mnk2; hp 29 [33]; see Appendix One.

APL 4 (EL 4)

☛ **Monk Sniper:** male human (Suel) Mnk4; hp 45; see Appendix One.

APL 6 (EL 6)

☛ **Monk Sniper:** male human (Suel) Mnk6; hp 61; see Appendix One.

APL 8 (EL 8)

☛ **Monk Sniper:** male human (Suel) Mnk8; hp 77; see Appendix One.

APL 10 (EL 10)

☛ **Monk Sniper:** male human (Suel) Mnk10; hp 93; see Appendix One.

APL 12 (EL 12)

☛ **Monk Sniper:** male human (Suel) Mnk12; hp 109; see Appendix One.

Tactics: The monk approaches from the rooftops, thereby blocking his approach from view of the party if they are standing in the alleyway. Please note this approach since some parties may cast see invisibility or invisibility purge. Furthermore the monk has taken the precaution of drinking numerous potions prior to arrival, and is focused upon his mission – **kill Lathmir**. The monk, if he is spotted prior to his ambush attack, approaches on his turn and attacks Lathmir exclusively until he is dead, using all of his poisoned shuriken on Lathmir. Once this is accomplished the Monk will then attempted to retreat. If necessary he incapacitates or kills anyone who engages him. If the monk is successful in escaping he appears again in **Encounter 4: The Bridgeforth Inn**.

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (83 gp per character).

APL 4: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (83 gp per character); *vest of resistance +1* (83 gp per character)

APL 6: L: 129 gp; C: 4 gp; M: *bracers of armor +2* (333 gp per character); *vest of resistance +1* (83 gp per character).

APL 8: L: 0 gp; C: 4 gp; M: *bracers of armor +2* (333 gp per character); *vest of resistance +1* (83 gp per character)

APL 10: L: 0 gp; C: 4 gp; M: *bracers of armor +2* (333 gp per character); *vest of resistance +2* (333 gp per character).

APL 12: L: 0 gp; C: 4 gp; M: *bracers of armor +3* (750 gp per character); *vest of resistance +3* (750 gp per character).

Troubleshooting:

Lathmir is Killed

Provided that the monk is successful in killing Lathmir, read or paraphrase the following:

Lathmir falls to the ground as he screams racial epithets at your party. Then, as the poison spreads he arcs his back, his limbs twisting in pain. Lathmir’s face contorts into a grotesque grimace as the gnome collapses to the ground and falls still.

Once the monk succeeds in killing Lathmir he attempts to incapacitate or kill any obvious archers, and then retreat. The monk uses his superior movement to outdistance the PCs. If the monk is successful in escaping he reappears in **Encounter 4: The Bridgeforth Inn**. Please note however that at that time the monk lacks the poison shuriken and most of the low duration spells he had prepared himself with.

Lathmir is Not Killed

Regardless of how, if Lathmir survives this encounter he pleads for his life until it becomes obvious that the PCs are not there to kill him. He will attempt to find out what the party wants with him. If the party informs Lathmir that they require the password to the Bridgeforth Inn, Lathmir's demeanor changes. Lathmir will slyly offer to provide the PCs with the password, but only if they arrange for a wish or a miracle to be cast on him; thereby returning him to his original Suel body. Please refer to the Troubleshooting section: An offer you can refuse below for resolving this potentiality

An offer you can't refuse

If the PCs are able to negotiate with Lathmir please read or paraphrase the following:

Lathmir's eyes narrow as a sly smile crosses his face. "You are adventurers; your travels take you far and wide." Lathmir giggles to himself. "I will help you. In return you will swear an oath that you will use the first wish or miracle you receive to restore me to my noble Suel heritage; and but until you do you support me in living the humble life of a filthy rotten stinking gnome. I will require but 12 wheat a week from you—do you swear this?"

If one of the PCs agrees, all party members receive "Restore Lathmir" on the AR. While only one individual character need agree to support Lathmir in order for him to provide that individual character with the password, Lathmir attempts to garner 12gp per character. Whether the character that agrees to support Lathmir wishes to share the password with his compatriots is up to the individual character.

The PCs may of course break their word to Lathmir; if they do, they receive "Lathmir's wrath" on the character's AR. Furthermore if the person who broke his word to Lathmir is lawful in alignment breaking their word has the additional effect of moving their alignment to Chaotic. The shift is permanent; PCs whose class abilities are dependent upon alignment lose those abilities until they resume support of Lathmir and pay for an Atonement spell. Furthermore any character that receives "Lathmir's wrath" suffers under a -2 penalty on

all charisma interactions with gnomes in Verbobonc, due to Lathmir's loud protestations against them.

An offer you can refuse

If the PCs refuse to deal with Lathmir or if Lathmir is dead they might still infer the password through searching the area or Lathmir's own body for the Brotherhoods rhymes that Lathmir has been passing his time in writing. However if Lathmir is alive while the PCs attempt to search the area he flies into a rage and attempts to smear his scribbling. Unless the PCs kill him, grapple him, or otherwise render him unconscious he continues to smear filth over his scribbling making them illegible. Individuals who do attempt to grapple of incapacitate Lathmir may contract filth fever. Please refer to the *Dungeon Masters Guide* for rules on diseases and incubation time.

The following rhyme can be found repeatedly scrawled upon the walls of the alleyway and the crate where Lathmir has been staying:

*For this is the command of our race;
to forward the destiny of the Suel.
To put each within its proper place
And through this enforce our lawful rule.*

The following rhyme has been scratched into Lathmir's arms, torso, and chest. It requires a DC 10 Wisdom check to reassemble the rhyme from the bits of text.

*In the Brotherhood of the Suel,
the mirror of chaos is how we rule.
Heaven's first law guides our hand,
enforcing our destiny upon the land.*

The subject of both these rhymes is "Order" which is the password for entering the Bridgeforth. It is also the shortened version of the first tenet of the Scarlet Brotherhood. Below are the 3 tenets of the Scarlet Brotherhood and a list of knowledge rolls to remember some or all of the information.

A DC 15+APL Knowledge (religion) or Knowledge local (Splintered suns) allows a character to remember the text of the three tenets of the Scarlet Brotherhood The DC for this check is reduced by 5 if the character in question is Suel. The DC is reduced by an additional 5 if the character in question played either **VER4-04: Ship of Fools** or **VER4-06: A Fool's Errand** or if the character has played any core adventure featuring the Scarlet Brotherhood.

The Three Tenets of the Scarlet Brotherhood:

The Destiny of the Suel

The Bonds of the Brotherhood

The Words of the Fathers

A DC 20+APL Knowledge (religion) or Knowledge Local (Splintered Suns) allows a character to remember the explanation behind the three tenets of the Scarlet Brotherhood. The DC for this check is reduced by 5 if the character in question is Suel. The DC is reduced by a further 5 if the character in question played either **VER4-04: *Ship of Fools*** or **VER4-06: *A Fool's Errand*** or if the character has played any core adventure featuring the Scarlet Brotherhood:

The Destiny of the Suel: Do not take actions that slow the Suel people on the path to their true destiny

The Bonds of the Brotherhood: The Brotherhood has a shared birthright. Behold their superiority above the slave races.

The Words of the Fathers: Acknowledge the authority of your superiors and obey their commands.

A DC 25+APL Knowledge (religion) or Knowledge local (Splintered suns) allows a character to remember the term "Order, Purity, Obedience." being the shortened version of the central tenets of the Scarlet Brotherhood. The DC for this check is reduced by 5 if the character in question is Suel. The DC is reduced by an additional 5 if the character in question played either **VER4-04: *Ship of Fools*** or **VER4-06: *A Fool's Errand*** or if the character has played any core adventure featuring the Scarlet Brotherhood.

The shortened Tenets of the Scarlet Brotherhood:

Order, Purity, Obedience

These DC's can also be used in relation to any Bardic Knowledge checks or Gather Information checks the PCs may wish to try, if for instance they choose to research the Scarlet Brotherhood at the Wrinkle Academy, the Verbobonc Library, etc. Please use your discretion in adjudicating the PCs choices, but keep in mind that the Scarlet Brotherhood is a secretive organization and their teachings are rarely shared with those they consider not to be worthy of them.

Encounter Four: The Bridgeforth Inn

This encounter is an open chance for the PCs to develop their own strategy for gaining entrance to the Bridgeforth. Please allow the PCs to discuss at length

their plans, their preparations, and whatever outside assistance (i.e. Spell casting and equipment from nearby temples or meta-orgs) they wish to call upon. Furthermore some PCs may feel that they do not require the password in order to enter the Bridgeforth Inn. They are correct. If they wish, the PCs are perfectly able to enter the Bridgeforth without first saying the password and take the full damage from the *forbiddance* spell. Similarly the PCs may attempt to dispel the *forbiddance* spell, please refer to the notes further in this encounter for adjudicating dispel effects.

Whenever the PCs decide to approach the Bridgeforth Inn please read or paraphrase the following.

The Bridgeforth Inn stands silent in the cold winter air. Its windows shuttered and doors closed, a few remaining leaves billow around the empty beer garden. Some distance away the Gentlemen of the Watch has cordoned off the Inn from the street and numerous bowmen stand at the ready, their eyes intensely searching the upper floors of the Inn for a target. A covered wagon with a pair of lit braziers stand to the side, around which stand Watch Captain Caleb and a short, fat Oeridian man dressed as a friar of St. Cuthbert

Caleb warmly greets the PCs, motioning him to join him at the fire and warm themselves. Caleb then asks them if they were able to find out anything about Lathmir or find the password to the Bridgeforth. Krot is warming himself next to one of the braziers, disguised as a fat Oeridian Priest of St. Cuthbert. If anyone asks him why he's dressed as Cleric he replies with mock sincerity that he is a follower of St. Cuthbert and is visiting Caleb as an observer from the church. This is of course a bald faced lie but one which all of the local watchmen have believed. Caleb, of course, does not appreciate the deception, but since explaining the presence of a known member of the Family at a Gentlemen of the Watch staging area would be very difficult and time consuming he is willing to hold his tongue. Furthermore, Caleb has more pressing matters, and is willing to live with the insult of a Family member posing as a lawful Cleric.

Caleb has little to offer the PCs other than what he had in **Encounter 1**. But promises them that if any of the people they feel are in the Bridgeforth attempt to flee their archers will cut them down.

The Bridgeforth inn floor plans are included in **Appendix #3** Maps; please refer to those maps when plotting the PCs progress in their assault on the Inn.

Note: If the monk from **Encounter 3** was either not dispatched or was able to escape he will be with the Bridgeforth Defender in this encounter.

Bridgeforth Inn Structural Notes

The Bridgeforth Inn is a solidly constructed stone and wood building similar to the Tudor style. The ground floor is constructed of slate and mortar. The second and third floors are constructed of heavy wooden beams between which is white painted daub and wattle. The roof consists of slate shingles covering a wood frame. This construction presents a few difficulties for the PCs. Because the first floor of the building is mortar and slate it is not greatly affected by a *stone shape* spell. Similarly, because the stone is worked, *soften earth and stone* has no effect, although allow PCs capable to cast such spells to know this. On the upper levels *warp wood* spells can be cast on individual beams, however due to the heavy construction warping the outside beams does little than open gaps between the wattle and daub walls. Warp wood springs windows from their sills 50% of the time or seals them shut the other 50%. The front doors being barred from the inside are always stuck shut if *warp wood* is cast on them or the frames. *Wood shape* is similarly hampered from the daub and wattle construction, however removing the wood from the inside of the walls significantly weakens that area of the wall.

The roof of the building consists of worked slate shingles so *soften earth and stone* and *stone shape* spells do not affect them, although *stone shape* can remove the shingles leaving the roof bare, save for the wooden planking.

The following is a list of the hardness/hit points for the various sections of the Bridgeforth Inn:

🗡️ **Front Door (strong wooden door):** hardness 5; hp 20; Break DC 23.

🗡️ **Ground Floor (slate and mortar):** hardness 8; hp 90.

🗡️ **Second and Third floor (daub and wattle):** hardness 5; hp 35.

🗡️ **Roof (Slate over wood):** hardness 8; hp 15 for shingles; then hardness 5 and hp 10 for the roof itself.

🗡️ **Windows:** All windows have a hardness of 1 and 1 hit point.

During the Scarlet Brotherhoods residence at the Bridgeforth they have improved the defenses off the inn. Because of these additions the inn radiates strong Evocation and Abjuration magic.

The *unhallow*

The inn is under the effects of an *unhallow* spell. This spell provides the effects of a *magic circle of good* on all of the evil individuals inside the Inn. These effects to the individuals are listed in parentheses in the individual stat

block. The effect of the *unhallow* is a *freedom of movement* spell attached to it. Anyone that shares the Brotherhood philosophy and is Lawful Evil benefits from this spell.

The *forbiddance*

The inn has *forbiddance* spell cast upon it. The *forbiddance* spell that is in place at the Bridgeforth is a precaution put into place after the inn was broken into during **VER4-06: A Fools Errand**. One of the particulars of the *forbiddance* spell is that it cannot be dispelled by anyone who has a caster level lower than the person casting the spell. Knowing this, the Scarlet Brotherhood sent to Verbobonc one of their Arch Clerics, who cast the *forbiddance* spell.

APL 2-8: The *forbiddance* allows entry of people of Lawful Evil alignment or those who speak the command word before they enter. The damage for Lawful Neutral individuals failing their save is 6d6, for all other individuals the damage is 12d6 (Will Save for half damage DC 19) Caster level of the *forbiddance* spell is 13th.

APL 10-12: The Brotherhood took further steps to block entry. First they cast their *forbiddance* while using a *strand of prayer beads* and a *candle of invocation* in order to boost the caster level of the person casting the spell to 21st level. It should therefore be very hard for the PCs to exceed the Caster Level requirement in order to dispel the *forbiddance*. Furthermore, the Brotherhood further bolstered their *forbiddance* by empowering the spell, thereby dealing 6d6x1.5 points of damage for PCs Lawful Neutral and 12d6 x 1.5 for PCs of any other alignment. Please note this; since PCs of these APL's may decide they have little trouble surviving the damage from the *forbiddance* and ignore the request from Caleb to find out the password from Lathmir.

Finally, the Mystic Theurge defender has added a *refusal** spell to the Bridgeforth defenses. This spell specifically blocks spell casters and individuals with spell like abilities from entering. Furthermore the Will save to overcome the effect of the spell is modified by the highest level spell slot or the caster level of the spell like ability the character has. **Appendix One** lists the Will save DC for the spell. See **Appendix Two** for details on the *refusal* spell.

APL 2 (EL 5)

🗡️ **Suel Cleric:** male human (Suel) CLR5; hp 37; see Appendix One.

APL 4 (EL 7)

☛ **Suel Cleric:** male human (Suel) Clr7; hp 64; see Appendix One.

APL 6 (EL 9)

☛ **Suel Cleric:** male human (Suel) Clr3/Wiz3/MysThe3; hp 63; see Appendix One.

APL 8 (EL 11)

☛ **Suel Cleric:** male human (Suel) Clr3/Wiz3/MysThe5; hp 75; see Appendix One.

APL 10 (EL 13)

☛ **Suel Cleric:** male human (Suel) Clr3/Wiz3/MysThe7; hp 87; see Appendix One.

APL 12 (EL 15)

☛ **Suel Cleric:** male human (Suel) Clr3/Wiz3/MysThe9; hp 99; see Appendix One.

Tactics: The PCs and Gentlemen of the Watch are observed at all times by the Scarlet Brotherhood member still within the Bridgeforth. Unless the PCs approach the Inn invisibly or through other forms of stealth they are spotted as they approach.

Uncle Vardis receives his final buffs and drinks his *potion of invisibility* at the first sign of the PCs approach, and then if the PCs are entering through the first floor he escapes the Inn through jumping through one of the open windows. Or if the PCs are entering through one of the upper floors or roof he exits out the front door. Vardis uses his superior movement to invisibly pass the line of Watchmen and if necessary uses his abundant step ability to flee.

The cleric at the Bridgeforth inn is aware that there is no escape for him. His abilities have been weakened with the number of buff spells he has cast upon Vardis. However he has been promised that if he delays the PCs and fight honorably he will be resurrected and given enlightenment by those higher in the brotherhood. He therefore will give no quarter in the fight and will gladly lay down his life. Refer to the tactics section by APL in **Appendix One**.

Tactics for APL 2: The cleric upon viewing the PCs entry casts spiritual weapon on the characters, assigning the weapons to the obvious fighters. He then attempts to dominate any animal companions the characters may have with them, retreating to the 3rd floor if necessary. He then readies to cast searing light on the first character to reach the 3rd floor.

Tactics for APL 4: The cleric upon viewing the PCs entry summons 1d3 Dire wolves using his 4th level summon natures Ally Spell. He then attempts to dominate any animal companions the characters may have brought with them. The Cleric then casts spiritual weapon, assigning the weapons to the obvious fighters. The Cleric finally readies to cast searing light on the first character to reach the 3rd floor.

Tactics for APL 6: The Mystic Thurge upon viewing the PCs approach casts slow on the party as they enter. The Theurge then casts fireball on the group. Followed by his ranged touch spells. He will attempt to target any obvious fighters with his ray of Enfeeblement before resorting to melee.

Tactics for APL 8: The Mystic Thurge upon viewing the characters approach casts polymorph on himself turning himself into an Annis Hag, primarily for the added AC bonus he is not skilled in melee but he hopes the sight of the hag will keep characters from approaching him. When the characters enter he summons 1d3 Dire wolves using his 4th level summon natures Ally Spell, sending them to block the characters from approaching him. The Theurge then casts Evard's black tentacles, catching as many of the characters as possible in the area, followed by fireball in the same area. The Theurge casts spiritual weapon, assigning it to any arcane caster along with his ranged touch spells on any obvious spell casters. He will attempt to target any two fighter types (they must be within 30' of each other) with his meta-magic split ray prepared ray of Enfeeblement (preferably while they are still in the Evards) before resorting to melee.

Tactics for APL 10: The Mystic Thurge upon viewing the characters approach casts polymorph on himself turning himself into an Annis Hag, primarily for the added AC bonus, he is not skilled in melee but he hopes the sight of the hag will keep characters from approaching him. He then summons a bearded devil, and sends the monsters downstairs or too the roof to attack the characters. Theurge then casts Evard's black tentacles, catching as many of the characters as possible in the area, followed by *flame strike* in the same area. The thurge then proceeds through his lower level spells, but will attempt to target any two fighter types (they must be within 30' of each other) with his meta-magic split ray prepared ray of Enfeeblement (preferably while they are still in the Evards) before resorting to melee.

Tactics for APL 12: The Mystic Thurge prior to the PCs approach places a *symbol of pain* on the second floor, at the mid point of the hallway, giving it a password of "obedience" and setting it to go off if a non-lawful evil creature passes over it. The Theurge then keeps the watch in view using his spells, remaining on the 3rd floor.

The Mystic Thurge upon viewing the characters approach casts polymorph on himself turning himself into an Annis Hag, primarily for the added AC bonus, he is not skilled in melee but he hopes the sight of the hag will keep characters from approaching him. When the characters move in he summons bearded devils using his two Summon Monster V spells and sends them to attack the characters, then moves to either the first floor (if the characters are entering from the roof, or remaining on the third floor if the characters come in through the front. The Theurge casts his Anti-Life shell, blink, and true seeing. The Theurge readies to cast *Evard's black tentacles* on the first character to reach the 3rd floor or the first to come through the roof and follows it with a *flame strike*. The Theurge then begins with his highest-level damage spells and works his way down, attempting to keep the characters as far away from him as possible. Against any obvious spell caster he will target his meta-magic prepared Split Ray enervation to drop as many caster levels from the person as possible. He will attempt to target any two fighter types (they must be within 30' of each other) with his meta-magic split ray prepared ray of Enfeeblement (preferably while they are still in the Evards) before resorting to melee.

Treasure:

- APL 2: L: 62 gp; C: 4 gp; M: *masterwork breastplate* (29 gp per character); *masterwork club* (25 gp per character); *potion of cure moderate wounds* (25 gp per character).
- APL 4: L: 129 gp; C: 4 gp; M: *breastplate +1* (113 gp per character); *Cloak of resistance +1* (83 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).
- APL 6: L: 129 gp; C: 4 gp; M: *cloak of resistance +1* (83 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).
- APL 8: L: 129 gp; C: 4 gp; M: *cloak of resistance +2* (333 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).
- APL 10: L: 129 gp; C: 4 gp; M: *cloak of resistance +2* (333 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).
- APL 12: L: 129 gp; C: 4 gp; M: *cloak of resistance +2* (333 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).

Encounter Five: The Game's Afoot

Once the PCs defeat the Bridgeforth defender read or paraphrase the following.

The beaten and bloody body of Bub Tympanum lies bound and gagged in the corner of the room, a small trickle of blood flows from a large bruise that covers the side of his face.

If the PCs revive Bub (or carry him outside to the Gentlemen of the Watch to have one of their clerics revive him) Bub immediately begins apologizing.

"I'm so sorry. Vardis discovered I had worked on the Guild Hall restoration. I did the detailing on the door leading to the mint." Bub sobs with shame. "I held out as long as I could, I didn't know you were coming, I should have held out longer." Bub breaks down at your feet, weeping with frustration. "Vardis has gone to the Guild Hall, He's going to destroy the Royal Furyondy Mint. I don't know how - but you have to hurry. You have to stop him."

Note: If the PCs are injured Caleb and Krot immediately call for the Cleric of St. Cuthbert they have on site to spend his spells healing and buffing the PCs.

APL 2-8: Use the Sample 5th level Cleric from the *Dungeon Masters Guide* Page 114 for statistics and spells prepared.

APL 10-12: Use the 10th Level Cleric Page 115 of the *Dungeon Masters Guide*.

Uncle Krot also has a few spells of his own which he voluntarily casts for the PCs. His stat block is included in **Appendix One**.

Finally both Krot and Caleb have several potions they share with the PCs.

Troubleshooting: Caleb and Uncle Krot are waiting outside. Once they are informed of what Bub relates to the PCs they order the PCs to run to the guildhall and stop Vardis at all costs. They hastily explain that they will gather support from the Wrinkle Academy and the Church of St. Cuthbert and will follow as best they can. Try and play Krot and Caleb as individuals who are deeply worried about what is occurring at the Guild Hall and desperately need the PCs to intercede for them.

Allow the PCs to move as quickly or as slowly as they wish to the guildhall. However keep in mind that Vardis has already entered, and any extended delay leads to the

destruction of the Mint and the closure of the rift to the Astral Plane.

Encounter Six: Into the Breach

The following text is dependant on how quickly the PCs have gotten to the Guild Hall after learning of Vardis' plans. The Guild Hall is 2,400 feet away from the inn. It should take the party members 4 minutes or less to arrive there depending on whether they walked or ran.

Please read or paraphrase one of the following developments dependent party choices:

Timmy's down the well? We must hurry! If the PCs are very fast (minimal healing cast and teleportation or similar high speed travel to this location) read or paraphrase the following:

The Guild Hall entrance stands open. Two guards wearing Tabards of the Gentlemen of the Watch lie dead on either side of the front doors, their limbs broken and twisted. Inside the sounds of combat still ring.

Wait for the PCs to enter the Guild Hall and then read the following:

As you enter the Verbobonc Guild Hall's entryway you see an elderly man wearing loose fitting robes grasp a point on a wall of the main hallway. A door opens where none existed before, flowery script and fine detailing appearing on the lintels as it does. Beyond the door the ruddy orange light of a forge shines out and a deep rhythmic breathing of a bellows can be heard. Vardis steps through the door as he unfolds a circular bit of black cloth. Even before the portable hold fully opens the world around you shudders, twists, and then tears away.

PCs must make a DC 20 Balance check to remain standing.

The area where find yourself is filled with smelting kilns, metal presses, and stacks of minted gold ingots. Above you a wide expanse of dull silvery grey sky remains motionless while debris from the ruined Guild Hall spin lazily away from the rift in reality behind you. As you look at the rift you see the edges start to knit themselves back together, very soon the rift will be gone.

The old man before you straightens, looking over his shoulder at your party. "You are very foolish to have followed." He says with a voice filled with disdain.

Roll Initiative and proceed with the combat.

Timmy eh? Well... Alright... If PCs spent time casting spells, were healed and buffed by the cleric, but otherwise hurried over without substantial delay read or paraphrase the following:

The Guild Hall entrance stands open, two guards wearing the tabards of the Gentlemen of the Watch lie dead on either side of the front doors, their limbs broken and twisted. Then, without warning, the world around the building shudders, twists, and finally tears away. Most of the Verbobonc Guild hall disappears into a great gaping hole in reality, through which a colossal cavern filled with metalworking equipment can be seen. Lazily the mint tumbles away from the rift into the dull grey void beyond. As you watch the edges of the rift can be seen knitting back together. Very soon the rift will be gone.

If the PCs decide to enter read or paraphrase the following:

Stepping through the rift you find yourself in an odd world, where the mere thought that the area before you is down allows you to move in that direction.

Roll Initiative and proceed with the combat.

Timmy can tread water for a while. If the PCs took their time preparing themselves, receiving healing, or similar delay on their way to the Guild Hall read or paraphrase the following:

The area where the Guild Hall stood is a scene of devastation. Several dead members of the Gentlemen of the Watch lay scattered around the collapsed Guild Hall. At the center of the wreckage is a hole in reality, its tattered edges waving as if in a breeze and leading to a vast span of silvery grey sky. Within this shrinking rift a small smelting works can be seen, tumbling slowly away. The edges of the rift grow closer and closer. Very soon the rift will be gone.

If the PCs decide to enter read or paraphrase the following:

Stepping through the rift you find yourself in an odd world, where the mere thought that the area before you is down allows you to move in that direction.

Timmy Schimmy, I got a boo boo. If the PCs refuse to rush to the Guild Hall, or if they take time out to cast long duration spells (such as *heroes feast*, *raise dead*, *reincarnate*, etc.) then if/when they reach the Guild hall read or paraphrase the following.

The Verbobonc Guild Hall is a shambles, its front half a broken shell and the majority of the rear half is

simply—gone. The building appears to have suffered from some form of an implosion, but from what cause, you do not know.

If the PCs fail to reach the Guild Hall in time, fill out their AR's for the experience to this point, eliminating all favors and influence points.

Troubleshooting: If the PCs hesitate at the rift describe the rift closing for several more rounds and then describe it sealing itself. If the PCs do not enter the rift they gain experience for the portions of the adventure they completed but gain no influence or access.

If the PCs are defeated by Vardis, then their PCs are lost on the Astral plane. The Wrinkle Academy is unable to stop the Brotherhood from dismantling the Furyondy Mint. The PCs bodies are however eventually recovered by the Wrinkle academy wizards and returned for questioning/raising by the Church of St. Cuthbert. Please check the **Death on the Astral Plane** section of the AR.

If the PCs defeat Vardis, proceed to **Encounter Seven**.

APL 2 (EL 5)

♣ **Vardis Simulacrum:** male human (Suel) Mnk6; hp 45; see Appendix One.

APL 4 (EL 7)

♣ **Vardis Simulacrum:** male human (Suel) Mnk6; hp 45 [57]; see Appendix One.

APL 6 (EL 9)

♣ **Vardis Simulacrum (empowered):** male human (Suel) Mnk9; hp 66 [84]; see Appendix One.

APL 8 (EL 11)

♣ **Vardis Simulacrum (empowered):** male human (Suel) Mnk9; hp 66 [84]; see Appendix One.

APL 10 (EL 13)

♣ **Vardis:** male human (Suel) Mnk13; hp 94 [120]; see Appendix One

APL 12 (EL 15)

♣ **Vardis:** male human (Suel) Mnk15; hp 108 [138]; see Appendix One

Notes: For the purposes of spell duration please assume that 4 minutes have passed since Vardis left the Bridgeforth Inn, therefore both the parties and Vardis's low duration buff spells are still active.

The rest of this encounter takes place on the Astral plane. PCs can make a Knowledge (planes) check, DC 10 to

identify this as the Astral Plane. A DC 15 Knowledge (planes) check reveals the details of the Astral Plane.

Managing this encounter is difficult due to the distances involved. It is suggested in running this encounter that the DM place the Royal Furyondy Mint as the arbitrary ground level. Draw the Mint layout as normal. Character movement and position may then be expressed in relation to this central location. Distance on the lateral axis is expressed as it would if the combat were taking place on the battle-mat. Altitude – or distance upon the vertical axis can be described through the use of dice to denote tens of feet (thus two 10 sided dice can express a distance of up to 990 feet)

NOTE: Please refer to **Appendix Five: Astral Traits**.

For the purposes of this adventure it is presumed that “falling” to a solid object (such as the Royal Furyondy Mint) does not incur the standard falling damage, instead a DC 20 Balance check is imposed in order to land and remain standing.

Notes Per APL

APL 2-8: In these APL's Vardis has been replaced with a simulacrum. This Simulacrum functions just like Vardis as if he were half his hit dice (in this case level 6 or at APL 6 and 8 an empowered version of the spell bumped the simulacrum to level 9). When this Simulacrum reaches 0 hit points it is destroyed. The Simulacrum has been instructed to destroy the Furyondy Mint and then to defend the site until the Brotherhood's monks arrive.

APL 10-12: In these APL's Vardis himself stands against the party, buffed extensively by the Bridgeforth defender.

Tactics:

Tactics for APL 2: Vardis knows that spellcasters are the most danger to him, since they can dispel the numerous buffs he has in effect. Vardis therefore targets spell casters first, using his stunning abilities and tumbling to reach them. Vardis has had numerous spells cast upon him in order to increase his effectiveness, these spells and abilities are noted in his stat block.

Tactics for APL 4: Vardis knows that spell casters are the most danger to him, since they can dispel the numerous buffs he has in effect. Vardis therefore targets spell casters first, using his stunning abilities through the Ki focus Nunchacku and tumbling to reach them. Vardis then targets divine spell casters and finally fighters. Vardis has had numerous spells cast upon him in order to increase his effectiveness, these spells and abilities are noted in his stat block.

Vardis also carries a *necklace of fireballs type I*. If the characters attempt to keep their distance he will use it to

bombard the characters while chiding them for their cowardice and weakness. If the characters surround him, he will laugh at their stupidity as he detonates individual beads.

If injured Vardis uses the Imbued spells he has had cast upon him to heal his own wounds. Due to the effects of the Astral Plane Vardis can do this as a free action.

Tactics for APL 6: Vardis knows that spell casters are the most danger to him, since they can dispel the numerous buffs he has in effect. Vardis therefore targets spell casters first, using his stunning abilities through the Ki focus Nunchacku and tumbling to reach them. Vardis then targets divine spell casters and finally fighters. Vardis has had numerous spells cast upon him in order to increase his effectiveness, these spells and abilities are noted in his stat block in brackets.

Vardis also carries a *necklace of fireballs type III*. If the characters attempt to keep their distance he will use it to bombard the characters while chiding them for their cowardice and weakness. If the characters surround him, he will laugh at their stupidity as he detonates individual beads.

If injured Vardis uses the Imbued spells he has had cast upon him to heal his own wounds. Due to the effects of the Astral Plane Vardis can do this as a free action, Vardis also has the ability to heal 18 hit points of his own wounds through his wholeness of body ability, using this ability on the Astral Plane is a standard action.

Tactics for APL 8: Vardis knows that spell casters are the most danger to him, since they can dispel the numerous buffs he has in effect. Vardis therefore targets spell casters first, using his stunning abilities through the Ki focus Nunchacku and tumbling to reach them. Vardis then targets divine spell casters and finally fighters. Vardis has had numerous spells cast upon him in order to increase his effectiveness, these spells and abilities are noted in his stat block in brackets.

Vardis also carries a *necklace of fireballs type IV*. If the characters attempt to keep their distance he will use it to bombard the characters while chiding them for their cowardice and weakness. If the characters surround him, he will laugh at their stupidity as he detonates individual beads.

If injured Vardis uses the Imbued spells he has had cast upon him to heal his own wounds. Due to the effects of the Astral Plane Vardis can do this as a free action, Vardis also has the ability to heal 18 hit points of his own

wounds through his wholeness of body ability, using this ability on the Astral Plane is a standard action.

Tactics for APL 10: Vardis knows that spell casters are the most danger to him, since they can dispel the numerous buffs he has in effect. Vardis therefore targets spell casters first, using his stunning abilities through the Ki focus Nunchacku and tumbling to reach them. Vardis then targets divine spell casters and finally fighters. Vardis has had numerous spells cast upon him in order to increase his effectiveness, these spells and abilities are noted in his stat block in brackets.

Vardis also carries a *necklace of fireballs type VII*. If the characters attempt to keep their distance he will use it to bombard the characters while chiding them for their cowardice and weakness. If the characters surround him, he will laugh at their stupidity as he detonates individual beads.

If injured Vardis uses the Imbued spells he has had cast upon him to heal his own wounds. Due to the effects of the Astral Plane Vardis can do this as a free action, Vardis also has the ability to heal 26 hit points of his own wounds through his wholeness of body ability, using this ability on the Astral Plane is a standard action.

Tactics for APL 12: Vardis knows that spell casters are the most danger to him, since they can dispel the numerous buffs he has in effect. Vardis therefore will *abundant step* next to any obvious spell caster and using his Sun School* feat attacks him with his *Quivering Palm*. Assuming that attack fails Vardis targets arcane with the *Ki Focus Nunchaku*. Vardis then targets divine spell casters, rogue types, and finally fighters. Vardis has had numerous spells cast upon him in order to increase his effectiveness. These spells and abilities are noted in his stat block.

Vardis also carries a *necklace of fireballs type VII*. If the characters attempt to keep their distance he will use it to bombard the characters while chiding them for their cowardice and weakness. If the characters surround him, he will laugh at their stupidity as he detonates individual beads.

If surrounded by numerous opponents Vardis does not hesitate to throw the remainder of the necklace at the opponents who seem that they are the greatest threat to him.

If injured Vardis uses the Imbued spells he has had cast upon him to heal his own wounds. Due to the effects of the Astral Plane Vardis can do this as a free action, Vardis also has the ability to heal 30 hit points of his own

wounds through his wholeness of body ability, using this ability on the Astral Plane is a standard action.

Treasure:

APL 2: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +1* (83 gp per character).

APL 4: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +1* (83 gp per character); *ring of counterspells* (300 gp per character); *necklace of fireballs type i* (137 gp per character).

APL 6: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +2* (333 gp per character); *ring of counterspells* (300 gp per character); *Necklace of Fireballs type III* (362 gp per character); *Dusty Rose Ioun Stone* (416 gp per character).

APL 8: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +3* (750 gp per character); *ring of counterspells* (300 gp per character); *necklace of fireballs type iv* (450 gp per character); *dusty rose ioun stone* (416 gp per character).

APL 10: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +3* (750 gp per character); *ring of counterspells x2* (600 gp per character); *necklace of fireballs type vii* (725 gp per character); *dusty rose ioun stone* (416 gp per character); *boots of speed* (1000 gp per character).

APL 12: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +3* (750 gp per character); *ring of counterspells x2* (600 gp per character); *necklace of fireballs type vii* (725 gp per character); *dusty rose ioun stone* (416 gp per character); *boots of speed* (1000 gp per character).

Conclusion

Success

Once Vardis is defeated allow the PCs to rest and perform whatever healing they require. Give the impression that they are adrift in the Astral plane with no particular way back (higher level parties may have little difficulty here). After a few minutes of allowing themselves to ask “what now” choose one of the fighters or rogues of the party, ask them for a Will save (against scrying) please impose a -16 to their roll (the wizards at the Wrinkle Academy have the full cooperation of the Watch and the Family to

provide some of the PCs blood, a possession and a drawn picture of the character.) Remind the character that they can voluntarily fail the save if they wish. If necessary have the wizard attempt to *scry* on all the other PCs until one fails his save.

Once that is accomplished read the following:

With an audible pop a gnomish wizard appears a short distance away and with practiced ease flies down to stand before your party. “I must say I’m glad you survived, finding the mint without (point to the person who failed his save) you to scry on would have been very difficult. With a low whistle he takes in the carnage and damage around him. “My, my, quite a mess indeed—this will take a bit of work, but I do believe we can fix it.” His gaze then levels on your group, as several other mages begin appearing around you. “Well, what are you waiting for? Time to go. If everyone can please form a circle we’ll be on our way...”

If asked the wizard explains that shortly after Krot arrived at the wrinkle Academy they figured out what had occurred, then plane shifted to the Astral Plane and scryed upon the PCs.

The world shifts and you find yourselves back in the streets of Verbobonc City. Caleb and Krot stand just feet away, surveying the devastated Guild Hall. Seeing your group arrive, Krot breaks into a broad grin, as Caleb rushes over.

“The Gentlemen of the Watch thank you for your service to the City.” Caleb says as he shakes your hand. “We were worried that you wouldn’t pull it off. Krot was even laying very long odds at your survival, let along your success—weren’t you Krot...”

Caleb turns around to address Krot, only to find the street behind him empty, except for a few blowing leaves and a pouch sitting on the ground; bulging with gold.

Defeat

If the PCs are defeated by Vardis please ask the PCs if they wish to be raised, if they agree please read the following:

The stillness of death leaves you and your eyes open to see a vaulted ceiling painted to depict St. Cuthbert beckoning with one hand while the other holds a heavy cudgel. A cleric of St. Cuthbert steps into view and speaks “Ah. Welcome back to the land of the living. The Gentlemen of the Watch will wish to have a word with you. If you’re feeling up to it he is waiting outside.”

Outside the chapel Caleb sits with his back leaning up against the cathedral of St. Cuthbert. His eyes are pensive and he pulls at his lower lip, lost in thought. Seeing your party he straightens and gives a half smile.

"I wish that we were met in better circumstances." Caleb says "but it is good to see that you have returned just the same." Caleb wearily begins walking up the street toward the Viscount's castle. "Come on," he says as he walks "we've got to report to the Viscount just how bad it is."

The End

Epilogue: The Gift of the Gnomes

If the characters were successful in recovering the Furyondyan Royal Mint, then after they have rested up and spent a night or two in a warm bed, each is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the PCs:

Your adventure complete, you spend a few days resting and relaxing, enjoying what comforts of Verbobonc City. As you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.

"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished green gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my

home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (Geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

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 role-playing) to each character.

APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

Encounter Three – ... down by the river.

For defeating the monk sniper or by learning the password for the Bridgeforth Inn.

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Four – The Bridgeforth Inn

Entering the inn, defeating the suel cleric and learning of the Brotherhoods plan.

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Six – Into the Breach

Defeating Vardis

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Award for Good Role-playing

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp

Total Possible Experience

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp

Treasure Summary

During an adventure, PCs 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, PCs 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 2: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (83 gp per character).

APL 4: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (83 gp per character); *vest of resistance +1* (83 gp per character)

APL 6: L: 129 gp; C: 4 gp; M: *bracers of armor +2* (333 gp per character); *vest of resistance +1* (83 gp per character).

APL 8: L: 0 gp; C: 4 gp; M: *bracers of armor +2* (333 gp per character); *vest of resistance +1* (83 gp per character)

APL 10: L: 0 gp; C: 4 gp; M: *bracers of armor +2* (333 gp per character); *vest of resistance +2* (333 gp per character).

APL 12: L: 0 gp; C: 4 gp; M: *bracers of armor +3* (750 gp per character); *vest of resistance +3* (750 gp per character).

Encounter Four:

APL 2: L: 62 gp; C: 4 gp; M: *potion of cure moderate wounds* (25 gp per character).

APL 4: L: 129 gp; C: 4 gp; M: *breastplate +1* (113 gp per character); *vest of resistance +1* (83 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).

APL 6: L: 129 gp; C: 4 gp; M: *vest of resistance +1* (83 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).

APL 8: L: 129 gp; C: 4 gp; M: *vest of resistance +2* (333 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).

APL 10: L: 129 gp; C: 4 gp; M: *vest of resistance +2* (333 gp per character); *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).

APL 12: L: 129 gp; C: 4 gp; M: *vest of resistance +2* (333 gp per character), *potion of cure moderate wounds* (25 gp per character); *club +1* (192 gp per character).

Encounter Six:

APL 2: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +1* (83 gp per character).

APL 4: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +1* (83 gp per character); *ring of counterspells* (300 gp per character); *necklace of fireballs type i* (137 gp per character).

APL 6: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +2* (333 gp per character); *ring of counterspells* (300 gp per character); *necklace of fireballs type iii* (362 gp per character); *dusty rose ioun stone* (416 gp per character).

APL 8: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +3* (750 gp per character); *ring of counterspells* (300 gp per character); *necklace of fireballs type iv* (450 gp per character); *dusty rose ioun stone* (416 gp per character).

APL 10: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *+1 nunchaku, wounding* (1525 gp per character); *cloak of resistance +3* (750 gp per character); *ring of counterspells x2* (600 gp per character); *necklace of fireballs type vii* (725 gp per character); *dusty rose ioun stone* (416 gp per character); *boots of speed* (1000 gp per character).

APL 12: L: 62 gp; C: 0 gp; M: *+1 nunchaku, ki focus* (692 gp per character); *cloak of resistance +3* (750 gp per character); *ring of counterspells x2* (600 gp per character); *necklace of fireballs type vii* (725 gp per character); *dusty rose ioun stone* (416 gp per character); *boots of speed* (1000 gp per character).

Total Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Appendix One: NPCs

ALL APLs

Watch Captain Caleb: male human (Rhennee) Rog2/Ftr6; CR 8; Medium humanoid (human); HD 2d6+6d10+16; hp 62; Init +3; Spd 30 ft.; AC 21 (+3 Dex, +6 armor, +1 deflection, +1 natural), touch 14, flat-footed 18; Base Atk +7; Grp +8; Atk +10 melee (1d6+4+1d6 Non lethal damage, +1 *merciful quarterstaff*); Full Atk +10/+5 melee (1d6+4+1d6 Non lethal damage, +1 *merciful quarterstaff*); AL LN; SV: Fort +7, Ref +7, Will +3; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: Bluff +10, Diplomacy +11, Gather Information +13, Knowledge Local +10 Intimidate +12, Sense Motive +14, Spot +5, Search +5, Tumble +9; Improved Unarmed Strike, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff), Improved Trip, Improved Grapple, Combat Reflexes, Lightning Reflexes, Dodge, Defensive Throw* Prone Attack*.

Possessions: +1 *merciful quarterstaff*+1 *glamered mithral chainmail*, +1 *ring of protection*, +1 *amulet of natural armor*, *circlet of persuasion*, 3 vials of antitoxin, two sunrods.

* See Appendix 2: New Rules Items

Uncle Krot: male human (Oeridian) 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, rapier); Full Atk +7/+2 melee (1d6, rapier); 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 +23, Concentration +8, Diplomacy +18, Disguise +13, Escape artist +13, Hide +13, Knowledge local +8 Intimidate +13, Sense Motive +13, Sleight of Hand +13, Spellcraft +12 Spot +4, Tumble +18; Combat Expertise, Combat Reflexes, Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (Illusion).

Spells Prepared (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* (3), *ventriloquism*; 2nd—*invisibility*, *scare*.

Possessions: *Krot's robe of sizing**, +2 *bracers of armor*, +1 *ring of protection*, +1 *amulet of natural armor*, *ring of wizardry I*, *circlet of persuasion* rapier, *mask of lies**.

Pre-Cast Spells: Krot spends almost all of his time in public under the effects of *reduce person* from his *robe of sizing*.

* See Appendix 2: New Rules Items

Lathmir Amanthsal: male gnome Ari6; CR 5; Small-size humanoid (gnome); HD 6d8+9; hp 42 [Currently 18]; Init +4 [currently +1]; Spd 20 ft.; AC: 9, touch 9, flat-footed 9; Base Atk: +4; Grp: +2; Atk: +2 melee (1d2-2, unarmed); AL: LE; SV: Fort +3 [+0], Ref +2 [-1], Will +9; Str 6, Dex 10 [7], Con 14[6], Int 13, Wis 14, Cha 15.

Skills and Feats: Appraise +9, Bluff +11, Diplomacy +12, Intimidate +8, Knowledge (history) +5, Listen +4, Profession (merchant) +12, Sense Motive +12, Improved Initiative, Iron Will, Leadership, Negotiator.

Possessions: rags, bottle of rotgut

APL 2

Encounter 1: Is this a Hook I See Before Me?

Benjimar the Rose: Male Halfling, Lightfoot Rog2: CR 2; Small Humanoid (Halfling); HD 2d6+2; hp 12; Init +2; Spd 20; AC 15 (Flat-footed 13 Touch 13); Base Atk +2; Atk +3 melee (1d4, masterwork shortsword); SA +1 attack bonus with thrown weapons, Sneak Attack +1d6; SQ Traps, Evasion, +2 Bonus on Saves vs. Fear; AL N; SV Fort +2, Ref +6, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +5, Climb +2, Diplomacy +7, Disable Device +4, Forgery +6, Gather Information +2, Hide +11, Jump -4, Listen +3, Move Silently +9, Search +8, Sleight of Hand +9, Spot +6; Investigator.

Encounter 3: ... Down By the River ...

Monk Sniper: male human (Suel) Mnk2; CR 2; Medium humanoid (human); HD 2d8+6; hp 29 [33]; Init +3 [+5]; Spd 30 ft.; AC 19 (+3 Dex, +2 Wis, +2 Deflection [*protection from good*]), touch 15, flat-footed 14; Base Atk +1; Grp +3; Atk +2 [+4] melee (1d6+2, unarmed strike); Full Atk +0/+0 [+2/+2] melee (1d6+2, unarmed strike) or +7 ranged (1d2+2 plus poison, Shuriken); SA flurry of blows, unarmed strike; SQ evasion; AL LE; SV Fort +6 [+8], Ref +6 [+8], Will +4 [+6]; Str 10 [14], Dex 16 [20], Con 16 [20], Int 10, Wis 12 [16], Cha 8.

Skills and Feats: Balance +8 [+10], Escape Artist +8 [+10], Hide +15 [+35/+55 invisible], Jump +5 [+7], Move Silently +15, Spot +6 [+8], Tumble +8 [+10]; Deflect Arrows, Stunning Fist, Endurance, Diehard.

Possessions: ~~bracers of armor +1, elixir of hiding, elixir of sneaking, potion of invisibility, potion of bull's strength, potion of owl's wisdom, potion of cat's grace, potion of mage armor~~, six masterwork shuriken poisoned with gargantuan Wyvern poison (injury poison, Fort DC 21, initial damage 2d6 Con, secondary damage 2d6 Con)

Encounter 4: The Bridgeforth Inn.

Suel Cleric: Male Human Clr5: CR 5; Medium Humanoid; HD 5d8+10; hp 37 [47]; Init -1; Spd 20; AC: 16 (Flat-footed 16 Touch 11); Base Atk +3; Grp +2; Atk +3 melee (1d10, masterwork club); SA Turn or rebuke undead (3+Cha. Mod/day); AL LE; SV Fort +6, Ref +0,

Will +7; Str 8, Dex 8, Con 14 [18], Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Heal +11, Knowledge (religion) +11 Spellcraft +10; Domain focus (war)*, Extend Spell, Sanctum Spell*.

Spells Prepared: (5/4+1/4+1/3+1; base DC 13 + Spell Level); 0 - *cure minor wounds, detect magic, light: purify food and drink, resistance, virtue; 1st - calm animals (d), divine favor, entropic shield, shield of faith, protection from good*; 2nd - *bear's endurance, cure moderate wounds; spiritual weapon x2 (d)*; 3rd - *dominate animal(d), magic vestment, searing light.*

Possessions: masterwork breastplate, masterwork club, *potion of cure light wounds*

Domains Animal/War

* See Appendix 2: New Rules Items

Encounter 6: Into the Breach

Uncle Vardis Simulacrum: male human (Suel) Mnk6; CR 6; Medium humanoid (human); HD 6d8+18; hp 45 Init +3; Spd 50 ft.; AC 16 [22], touch 14 [20], flat-footed 12 [18]; Base Atk +4; Grp +5; Atk +9 melee (1d6+2, unarmed strike); Full Atk melee +9/+9 (1d6+2, +1, *ki focus nunchaku*); SA flurry of blows, unarmed strike, stunning fist, improved trip, Ki strike (magic) SQ evasion, still mind, Purity of body; AL LE; SV Fort +6, Ref +7, Will +6 (+10 vs. Enchantment and with *owl's wisdom* effects); Str 12, Dex 17, Con 14, Int 10, Wis 14 [18 with *owl's wisdom*], Cha 8.

Skills and Feats: Concentration +11, Escape Artist +14, Jump +19, Listen +13, Spot +13, Tumble +17; Weapon Finesse, Weapon Focus (Nunchaku), Deflect Arrows, Weakening Touch*.

Possessions: +1 nunchaku: ki focus, cloak of resistance +1.

* see Appendix 2: New Rules Items

Spells in effect:

Owl's wisdom [Lvl 2, CL: 5];

Magic vestment (+2) Enhancement bonus [Lvl 2, CL: 5]

Shield of faith (+2) Deflection bonus [Lvl 1, CL: 5]

Note: Vardis's buffed stats appear in brackets, whenever possible he uses the ki focus nunchaku as his attack weapon.

APL 4

Encounter 1: Is this a Hook I See Before Me?

Benjimar the Rose: Male Halfling, Lightfoot Rog4; CR 4; Small Humanoid (Halfling); HD 4d6+4; hp 23; Init +2; Spd 20; AC 15 (Flat-footed 15 Touch 13); Base Atk +4; Grp +1; Atk +5 melee (1d4, masterwork shortsword); SA +1 attack bonus with thrown weapons, Sneak Attack +2d6; SQ Traps, Evasion, Trap Sense +1, Uncanny Dodge, +2 Bonus on Saves vs. Fear; AL N; SV Fort +3, Ref +7, Will +3; Str 10, Dex 15, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats. Bluff +7, Climb +2, Diplomacy +9, Disable Device +4, Forgery +7, Gather Information +2, Hide +13, Jump -4, Listen +3, Move Silently +11, Open Lock +7, Search +8, Sleight of Hand +11, Spot +6; Dodge, Investigator.

Possessions. masterwork shortsword

Encounter 3: ... Down By the River ...

Monk Sniper: male human (Suel) Mnk4; CR 4; Medium humanoid (human); HD 4d8+12; hp 45 [53]; Init +3 [+5]; Spd 40 ft.; AC 19 [25] (+3 [+5] Dex, +2 [+4] Wis, +4 armor, +2 Deflection [protection from good]) touch 15 [19], flat-footed 14 [16]; Base Atk +3; Grp +3; Atk +3 [+5] melee (1d8 [1d8+2] unarmed strike); Full Atk +1/+1 [+3/+3] melee (1d8+2 unarmed strike) or +7 ranged (1d2+2 plus poison, Shuriken); SA flurry of blows, unarmed strike; SQ evasion; AL LE; SV Fort +6 [+8], Ref +6 [+8], Will +4 [+6]; Str 10 [14], Dex 16 [20], Con 16 [20], Int 10, Wis 13 [17], Cha 8.

Skills and Feats. Balance +5 [+7], Escape Artist +10 [+12], Jump +9 [+11], Move Silently +10 [+12], Hide +10 [+22, +42/+62 invisible], Spot +1 [+3], Tumble +10 [+12]; Deflect Arrows, Endurance, Diehard, Weakening Touch*, Stunning Fist.

Possessions: bracers of armor +1, ~~elixir of hiding, elixir of sneaking, potion of invisibility, potion of bulls strength, potion of owl's wisdom, potion of cat's grace, potion of mage armor~~, six masterwork shuriken poisoned with gargantuan Wyvern poison (injury poison, Fort DC 21, initial damage 2d6 Con, secondary damage 2d6 Con)

* see Appendix 2: New Rules Items

Encounter 4: The Bridgeforth Inn

Suel Cleric: Male Human Clr7; CR 7; Medium Humanoid; HD 7d8+28; hp 64; Init +0; Spd 30 ft.; AC 16, (touch 12, flatfooted 16); Base Atk +5; Grp +4; Atks

+4 melee (1d6, Club) or +7 melee (1d10, +1 club); SV Fort +10, Ref +6, Will +14; AL LN; Str 8, Dex 8, Con 14 [18], Int 14, Wis 18, Cha 8

Skills & Feats. Concentration +13, Heal +13, Knowledge (religion) +13 Spellcraft +12; Domain focus (war)*, Domain focus (animal)*, Extend Spell, Sanctum spell*.

Spells Prepared: (6/5+1/4+1/3+1/2+1; base DC 14 + Spell Level); 0-cure minor wounds, detect magic, light, purify food and drink, resistance, virtue; 1st - bless: calm animals (d), ~~divine favor, entropic shield, shield of faith, protection from good~~; 2nd - bear's endurance, bulls strength, cure moderate wounds, ~~owl's wisdom, spiritual weapon~~ (d); 3rd - dominate animal (d), ~~magic vestment, spikes, searing light~~, 4th - ~~imbue with spell ability, magic weapon, greater summon nature's ally iv~~ (d)

Possessions: club +1, club, breastplate +1, cloak of resistance +1, potion of cure light wounds.

*see Appendix 2: New Rules Items

Encounter 6: Into the Breach

Uncle Vardis Simulacrum: male human (Suel) Mnk6; CR 6; Medium humanoid (human); HD 6d8+18; hp 45 [57]; Init +3; Spd 50 ft.; AC 16 [28], touch 16 [21], flat-footed 13 [24]; Base Atk +4; Grp +5 [+7]; Atk +7 melee (1d8+1, unarmed strike); Full Atk +9/+9 melee (1d6+10, +1 ki focus nunchaku); SA flurry of blows, unarmed strike, stunning fist, improved trip, Ki strike (magic) SQ evasion, still mind Purity of body, AL LE; SV Fort +8 [+10], Ref +9, Will +8 [+10] (+12 vs. Enchantment effects); Str 12 [16], Dex 17, Con 14 [18], Int 10, Wis 14 [18], Cha 8.

Skills and Feats. Concentration +11, Escape Artist +14, Jump +19, Listen +13, Spot +13, Tumble +17; Weapon Finesse, Weapon Focus (Nunchaku), Deflect Arrows, Weakening Touch*.

Possessions: +1 nunchaku: ki focus; cloak of resistance +1; ring of counterspells [dispel magic]; necklace of fireballs type i

* see Appendix 2: New Rules Items

Spells in effect:

Bear's endurance [CL:7]

Bulls strength [CL:7]

Imbue with spell ability (2 cure light wounds, 1 cure moderate wounds) [CL:7]

Magic vestment (+2) Enhancement bonus [CL:7]

Owl's wisdom [CL:7]

Shield of faith (+3) Deflection bonus [CL:7]

*Spikes**[CL:7]

Note: Vardis's buffed stats appear in brackets, whenever possible he uses the *+1 ki focus nunchaku* as his attack weapon. Furthermore Vardis wears a *ring of counterspells* with *dispel magic* loaded.

APL 6

Encounter 1: Is this a Hook I See Before Me?

Benjimar the Rose: Male Halfling, Lightfoot Rog6: CR 6; Small Humanoid (Halfling); HD 6d6+6; hp 29; Init +2; Spd 20; AC 15, touch 13, flat-footed 15; Base Atk +5; Grp +1; Atk +6 melee (1d4, masterwork shortsword); SA +1 attack bonus with thrown weapons, Sneak Attack +3d6; SQ +2 Bonus on Saves vs. Fear Traps, Trap Sense +2, Uncanny Dodge; AL N; SV Fort +4, Ref +8, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +9, Climb +2, Diplomacy +11, Disable Device +8, Forgery +7, Gather Information +2, Hide +15, Jump -4, Listen +3, Move Silently +13, Open Lock +9, Search +10, Sleight of Hand +13, Spot +6; Dodge, Investigator, Mobility.

Encounter 3: ... Down By the River ...

Monk Sniper: male human (Suel) Mnk6; CR 6; Medium humanoid (human); HD 6d8+18; hp 61 [73]; Init +3 [+5]; Spd 50 ft.; AC 20 [26], touch 16 [20], flat-footed 15 [19]; Base Atk +4; Grp +4; Atk +6 melee (1d8+2, unarmed strike); Full Atk +5/+5 melee (1d8+2, unarmed strike) or +9 ranged (1d2+2 plus poison, shuriken); SA flurry of blows, unarmed strike; SQ evasion; AL LE; SV Fort +8 [+10], Ref +8 [+10], Will +7 [+9]; Str 10 [14], Dex 16 [20], Con 16 [20], Int 10, Wis 13 [17], Cha 8.

Skills and Feats: Balance +7 [+9], Escape Artist +10 [+12], Jump +19 [+21], Move Silently +12 [+24], Hide +12 [+24, +44/+64 invisible], Spot +1 [+3], Tumble +12 [+14]; Deflect Arrows, Endurance, Diehard, Weakening Touch*, Stunning Fist, Improved Trip, Weapon Focus (shuriken)

Possessions: ~~bracers of armor +1, elixir of hiding, elixir of sneaking, potion of invisibility, potion of bulls strength, potion of owl's wisdom, potion of cat's grace, potion of mage armor~~, six masterwork shuriken poisoned with gargantuan Wyvern poison (injury poison, Fort DC 21, initial damage 2d6 Con, secondary damage 2d6 Con)

* see Appendix 2: New Rules Items

Encounter 4: The Bridgeforth Inn

Suel Cleric: Male Human Clr3/Wiz3/MysThe3: CR 9; HD 6d4+3d8+36; hp 63; Init +0; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +4; Grp +3; Atk +4 melee (1d6, Club), or +4 ranged (1d10, Heavy Crossbow) or +6 melee (1d10, +1 club); SV Fort +11, Ref +7, Will +15; AL LN; Str 8, Dex 10, Con 18, Int 19, Wis 18, Cha 10;

Skills and Feats: Bluff +6, Concentration +10, Heal +10, Knowledge (arcana) +16, Knowledge (religion) +16, Knowledge (planes) +13, Sense Motive +7, Spellcraft +18; Practiced Spellcaster (arcane)*, Practiced Spellcaster (divine)*, Split Ray*, Sanctum spell*, Divine spell power*.

Spells Prepared: (5/4+1/4+1/3+1; base DC 14 + Spell Level); 0 - *cure minor wounds, detect magic, light, purify food and drink, resistance, virtue*; 1st - *calm animals (d), ~~divine favor, entropic shield, shield of faith, protection from good~~*; 2nd - *bear's endurance, bull's strength, cure moderate wounds, owl's wisdom, spiritual weapon (d)* [club +8 1d8+3]; 3rd - *dominate animal (d), ~~magic vestment, spikes, searing light~~*.

Spells Prepared: (4/4+1/4+1/3+1; base DC 14 + Spell Level); 0 - *resistance, acid splash, ray of frost, mage hand*; 1st - *~~mage armor, magic missile, ray of enfeeblement, shield, true strike~~*; 2nd - *alter self, glitterdust, ~~see invisibility, scorching ray, false life~~*; 3rd - *slow, ~~clairaudience/clairvoyance, fireball, fly~~*

Possessions: *cloak of resistance +1, potion of cure moderate wounds, club +1*

* see Appendix 2: New Rules Items

Encounter 6: Into the Breach

Uncle Vardis Simulacrum: male human (Suel) Mnk9; CR 9; Medium humanoid (human); HD 6d8+12; hp 66 [84] Init +4; Spd 60 ft.; AC 17 [28], touch 17 [22], flat-footed 13 [24]; Base Atk +6/+1; Grp +7 [+9]; Atk +10 melee (1d10+3, unarmed strike); Full Atk +13/+13/+8 melee (1d6+13, +1 ki focus nunchaku); SA flurry of blows, unarmed strike, stunning fist, improved trip, Ki strike (magic, lawful) greater flurry; SQ evasion, still mind Purity of body, Wholeness of body, Improved evasion; AL LE; SV Fort +10 [+12], Ref +12, Will +10 [+12] (+14 vs. Enchantment effects); Str 12 [16], Dex 18, Con 14 [18], Int 10, Wis 15 [19], Cha 8.

Skills and Feats: Concentration +14, Escape Artist +17, Jump +22, Listen +16, Spot +16, Tumble +20;

Weapon Finesse, Weapon Focus (Nunchaku), Deflect Arrows, Weakening Touch*, Pain Touch*.

Possessions. +1 nunchaku: ki focus, ioun stone, dusty rose [prism]; cloak of resistance +2; ring of counterspells [dispel magic], necklace of fireballs type III.

* see Appendix 2: New Rules Items

Spells in effect:

bear's endurance [cl:9]

bulls strength [cl:9]

fly [cl 9]

greater magic weapon (+2) [cl:9]

mage armor [cl:9]

magic vestment (+2) enhancement bonus [cl:9]

owl's wisdom [cl:9]

shield of faith (+3) deflection bonus [cl:9]

*spikes**[cl:9]

Note: Vardis's buffed stats appear in brackets, whenever possible he uses the +1 ki focus nunchaku as his attack weapon. Furthermore, Vardis wears a *ring of counterspells* with *dispel magic* cast into it.

APL 8

Encounter 1: Is this a Hook I See Before Me?

Benjimar the Rose: Male Halfling, Lightfoot Rog8: CR 8; Small Humanoid (Halfling); HD 8d6+8; hp 39; Init +2; Spd 20; AC 15, touch 13, flat-footed 15; Base Atk +7; Grp +3; Atk +8 melee (1d4, masterwork short sword); Full Atk +8/+3 melee (1d4, masterwork short sword); SA +1 attack bonus with thrown weapons, Sneak Attack +4d6; SQ Traps, Evasion, Trap Sense +2, Uncanny Dodge, Improved Uncanny Dodge, +2 Bonus on Saves vs. Fear; AL N; SV Fort +4, Ref +9, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +11, Climb +2, Diplomacy +13, Disable Device +8, Forgery +8, Gather Information +2, Hide +16, Intimidate +3, Jump -4, Listen +3, Move Silently +15, Open Lock +11, Search +10, Sleight of Hand +15, Spot +11; Dodge, Investigator, Mobility.

Encounter 3: ... Down By the River ...

Monk Sniper: male human (Suel) Mnk8; CR 8; Medium humanoid (human); HD 8d8+18; hp 77 [93]; Init +3 [+5]; Spd 50 ft.; AC 20 [26], touch 16 [20], flat-footed 15 [17]; Base Atk +6; Grp +6; Atk +6 [+8] melee (1d10+2, unarmed strike); Full Atk +7/+7/+2 melee (1d10+2, unarmed strike) or +11 ranged (1d2+2 plus poison, shuriken); SA flurry of blows, unarmed strike; SQ evasion, improved Evasion; AL LE; SV Fort +9 [+11], Ref +9 [+11], Will +8 [+10]; Str 10 [14], Dex 16 [20], Con 16 [20], Int 10, Wis 14 [18], Cha 8.

Skills and Feats: Balance +7 [+9], Escape Artist +12 [+14], Jump +19 [+21], Move Silently +14 [+16], Hide +14 [+16], Spot +1 [+3], Tumble +14 [+16]; Deflect Arrows, Endurance, Diehard, Weakening Touch*, Stunning Fist, Improved Trip. Wholeness of body, Weapon Focus (shuriken)

Possessions: ~~bracers of armor +1, elixir of hiding, elixir of sneaking, potion of invisibility, potion of bulls strength, potion of owl's wisdom, potion of cat's grace, potion of mage armor,~~ 6 masterwork shuriken poisoned with gargantuan Wyvern poison (injury poison, Fort DC 21, initial damage 2d6 Con, secondary damage 2d6 Con)

* see Appendix 2: New Rules Items

Encounter 4: The Bridgeforth Inn

Suel Cleric, Male Human Clr3/Wiz3/MysThe5: CR 11; Large Monstrous Humanoid; [medium humanoid

polymorphed into Annis Hag] HD 8d4+3d8+44; hp 86 [101 with *false life*] [HP as Annis Hag 64 [79 with *false life*]; Init +0 [+1 as Annis Hag]; Spd 30 ft.; AC 10 [27] [+4 *mage armor*, +4 *shield*, +10 *natural (Annis Hag)* -1 large sized], touch 12, [touch AC 12 as Annis Hag] flat-footed 28; Base Atk +4; Grp +4; Atk +6 melee (1d6, *Club* +1) or +6 ranged (1d10, Heavy Crossbow) or +10 melee (1d10+3, +1 [+3] *club*); Attacks as Hag: +10 melee (1d6+7, 2 claws); SV Fort +11 [+9 as Annis Hag], Ref +7 [+7 as Annis Hag], Will +16; AL LN; Str 8 [25 Annis Hag +7], Dex 10 [12 Annis Hag +1], Con 18 [14 Annis Hag +2], Int 19, Wis 18, Cha 10;

Skills and Feats: Bluff +6, Concentration +14, Heal +10, Knowledge (arcana) +18, Knowledge (religion) +18, Knowledge (the planes) +13, Sense Motive +9, Spellcraft +20; Practiced Spellcaster (arcane)*, Practiced Spellcaster (divine)*, Split Ray*, Sanctum spell*, Divine Spell Power*.

Spells Prepared: (6/5+1/4+1/4+1/3+1; base DC 14 + Spell Level); 0- *cure minor wounds, detect magic, light, purify food and drink, resistance, virtue*; 1st - *bless, calm animals (d), divine favor, entropic shield, shield of faith, protection from good*; 2nd - *bear's endurance, bull's strength, cure moderate wounds, owl's wisdom, spiritual weapon (d)*; 3rd - *dominate animal (d) magic vestment, cure serious wounds, spikes, searing light*; 4th - *freedom of movement, imbue with spell ability, magic weapon, greater summon nature's ally iv (d)*

Spells Prepared: (4/4+1/4+1/4+1/3+1; base DC 14 + Spell Level); 0- *resistance, acid splash, ray of frost, mage hand*; 1st - ~~mage armor, magic missile, ray of enfeeblement, shield, true strike~~; 2nd - ~~alter self, glitterdust, see invisibility, scorching ray, false life~~; 3rd - ~~greater mage armor, clairaudience/clairvoyance, fireball, fly, ray of enfeeblement~~ [split ray]; 4th - ~~arcane eye, Evards black tentacles, locate creature, polymorph, stonkskin~~

Possessions: *cloak of resistance +2, potion of cure moderate wounds, club +1*

*see Appendix 2: New Rules Items

Spells in effect:

Mage armor [cl: 11]

Shield [cl: 11]

Alter self [cl: 11]

Entropic shield [cl 11]

Freedom of movement [cl 11]

See invisibility [cl 11]

False life [cl 11]

Bless [cl 11]

Polymorph [cl 11]

Encounter 6: Into the Breach

Uncle Vardis Simulacrum: male human (Suel) Mnk9; CR 9; Medium humanoid (human); HD 6d8+12; hp 66 [84] Init: +4 [+6]; Spd: 60 ft.; AC 18 [35], touch 18 [28], flat-footed 14 [29]; Base Atk +6/+1; Grp +7 [+9]; Atk +10 melee (1d10+3, unarmed strike); Full Atk +17/+17/+12 (1d6+14, *+1 ki focus nunchaku*); SA flurry of blows, unarmed strike, stunning fist, improved trip, Ki strike (magic, lawful) greater flurry; SQ evasion, still mind Purity of body, Wholeness of body, Improved evasion; AL LE; SV Fort +11 [+13], Ref +13 [+15], Will +11 [+13] (+15 vs. Enchantment effects); Str 12 [16], Dex 18 [22], Con 14 [18], Int 10, Wis 15 [19], Cha 8.

Skills and Feats: Concentration +14, Escape Artist +17, Jump +22, Listen +16, Spot +16, Tumble +20; Weapon Finesse, Weapon Focus (Nunchaku), Deflect Arrows, Elusive Target*, Dodge, Mobility

Possessions: +1 nunchaku, ki focus, ioun stone, dusty rose [prism]; cloak of resistance +3; ring of counterspells [dispel magic CL 11], potions of haste (5), necklace of fireballs type IV

* see Appendix 2: New Rules Items

Spells in effect:

bear's endurance [cl:11]

bless [cl:11]

bulls strength [cl:11]

cat's grace [cl:11]

fly [cl 11]

*greater mage armor** (+6) armor bonus [cl:11]

greater magic weapon x2 (+3) [cl:11]

imbue with spell ability (2 cure light wounds, 1 cure moderate wounds) [cl:11]

magic vestment (+3) enhancement bonus [cl:11]

owl's wisdom [cl:11]

shield of faith (+4) deflection bonus [cl:11]

*spikes** [cl:11]

stoneskin [cl:11] (DR 10/adamantine, 110 hp)

Note: Vardis's buffed stats appear in brackets, whenever possible he uses the *ki focus nunchaku* as his attack weapon. Furthermore Vardis wears a *ring of counterspells* with *dispel magic* loaded.

APL 10

Encounter 1: Is this a Hook I See Before Me?

Benjimar the Rose: Male Halfling, Lightfoot Rog10: CR 10; Small Humanoid (Halfling); HD 10d6+10; hp 46; Init +3; Spd 20; AC 16, touch 14, flat-footed 16; Base Atk +8; Grp +8; Atk +11 ranged touch or +9 melee (1d4, masterwork shortsword); Full Atk +11/+6 base ranged or +9/+4 melee (1d4, masterwork shortsword); SA +1 attack bonus with thrown weapons, Sneak Attack +5d6; SQ Traps, Evasion, Trap Sense +3, Uncanny Dodge, Improved Uncanny Dodge, Improved Evasion, +2 Bonus on Saves vs. Fear; AL N; SV Fort +5, Ref +11, Will +5; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats. Bluff +13, Climb +2, Diplomacy +15, Disable Device +9, Forgery +11, Gather Information +2, Hide +19, Intimidate +3, Jump -4, Listen +3, Move Silently +18, Open Lock +14, Search +10, Sleight of Hand +18, Spot +13; Dodge, Investigator, Mobility, Spring Attack.

Encounter 3. ... Down By the River ...

Monk Sniper: male human (Suel) Mnk10; CR 10; Medium humanoid (human); HD 10d8+22; hp 93 [113]; Init +3 [+5]; Spd 60 ft.; AC 21 [27], touch 17 [21], flat-footed 16 [18]; Base Atk +7; Grp +7; Atk +9 melee (1d10+2, unarmed strike); Full Atk +9/+9/+4 melee (1d10 [1d10+2] unarmed strike or +15 ranged (1d2 [1d2+2] plus poison, Shuriken) SA flurry of blows, unarmed strike; SQ evasion, Improved Evasion, Wholeness of body; AL LE; SV Fort +10 [+12], Ref +10 [+12], Will +9 [+11]; Str 10 [14], Dex 16 [20], Con 16 [20], Int 10, Wis 14 [18], Cha 8.

Skills and Feats. Balance +7 [+9], Escape Artist +14 [+16], Jump +21 [+23], Move Silently +16 [+28], Hide +16 [+28], Spot +1 [+3], Tumble +16 [+18]; Deflect Arrows, Endurance, Diehard, Weakening Touch*, Stunning Fist, Improved Trip, Weapon Focus (shuriken), Point Blank Shot

Possessions. ~~bracers of armor +1, elixir of hiding, elixir of sneaking, potion of invisibility, potion of bulls strength, potion of owl's wisdom, potion of cat's grace, potion of mage armor~~; six masterwork shuriken poisoned with gargantuan Wyvern poison (injury poison, Fort DC 21, initial damage 2d6 Con, secondary damage 2d6 Con)

* see Appendix 2: New Rules Items

Encounter 4: The Bridgeforth Inn

Suel Cleric: Male Human Clr3/Wiz3/MysThe7: CR: 13; Large Monstrous Humanoid; [medium humanoid polymorphed into Annis Hag]; HD 10d4+3d8+56; hp 100 (115 with *false life*) [HP as Hag 100 (115 with *false life*)] Init +0; Spd 30 ft.; AC 10 [27] [+4 *mage armor*, +4 *shield*, +10 Natural, -1 large size], touch 12, flat-footed 16; Base Atk +6; Grp: +5; Atk +6 melee (1d6, *Club +1*), or +6 ranged (1d10, Heavy Crossbow); Full Atk +6/+1 melee (1d6, *Club +1*), or +6/+1 ranged (1d10, Heavy Crossbow); [Attacks as Hag +12 melee (1d6+7, 2 claws); SA as Annis Hag: Improved grab (grapple +17), Rake (+12 1d6+7), Rend (2d6+10) SV Fort +12 [+14], Ref +8, Will +17; AL LN; Str 8 [25 Annis Hag +7], Dex 10 [12 Annis Hag +1], Con 18 [18 Bear's Endurance/Annis Hag +4], Int 20, Wis 18, Cha 10

Skills and Feats. Bluff +6, Concentration +20, Heal +10, Knowledge (arcana) +21, Knowledge (religion) +21, Knowledge (the planes) +14, Sense Motive +11, Spellcraft +23; Practiced Spellcaster (arcane)*, Practiced Spellcaster (divine)*, Split Ray*, Sanctum spell*, Divine spell power*, Domain focus (war)*.

Spells Prepared: (6/5+1/5+1/4+1/4+1/3+1; base DC 14 + Spell Level); 0 - *cure minor wounds, detect magic, light, purify food and drink, resistance, virtue*, 1st - *bless, calm animals (d), cure light wounds, divine favor, entropic shield, shield of faith, protection from good*; 2nd - *bear's endurance x 2, bull's strength, cure moderate wounds, owl's wisdom, spiritual weapon (d)*; 3rd - *dominate animal (d), magic vestment, cure serious wounds, spikes**, *searing light*; 4th - *freedom of movement, imbue with spell ability, magic weapon, greater x 2 summon nature's ally iv (d)*; 5th - *flame strike (d), stalwart pact**, *scrying, true seeing*

Spells Prepared: (4/6+1/5+1/4+1/4+1/3+1; base DC 15 + Spell Level); 0 - *resistance, acid splash, ray of frost, mage hand*; 1st - *mage armor, magic missile, ray of enfeeblement x2, shield, true strike*; 2nd - *alter self, glitterdust, see invisibility, scorching ray, false life x2*; 3rd - *greater mage armor, clairaudience/clairvoyance, fireball, fly, ray of enfeeblement [split ray]*; 4th - *arcane eye, Evards black tentacles, locate creature, scorching ray [split ray], stoneskin*; 5th - *telepathic bond, magic jar summon monster V refusal**

Possessions. *cloak of resistance +2, potion of cure moderate wounds, club +1*

* see Appendix 2: New Rules Items

Spells in effect:

mage armor [cl:13]
shield [cl:13]
entropic shield [cl 13]
freedom of movement [cl 13]
see invisibility [cl 13]
false life [cl 13]
bless [cl 13]
polymorph [cl 13]

*spikes** [cl:13]
fly [cl: 13]
false life [cl: 13]
bear's endurance [cl:13]
cat's grace [cl:13]
owl's wisdom [cl:13]
bulls strength [cl:13]
alter self [cl 13]
bless [cl:13]

Encounter 6: Into the Breach

Uncle Vardis: male human (Suel) Mnk13; CR 13; Medium humanoid (human); HD 13d8+42; hp 94 [135]; Init +4 [+6]; Spd 70 ft.; AC 19 [42], touch 19 [27], flat-footed 19 [36]; Base Atk +9/+4; Grp +10 [+12]; Atk +21 melee (1d6+14, +1 *ki focus Nunchaku*); Full Atk +21/+21/+21/+16 [+21 hasted action] melee (1d6+14, +1, *ki focus Nunchaku* or *Nunchaku*); SA flurry of blows, unarmed strike, stunning fist, improved trip, Ki strike (magic, lawful) greater flurry; SQ evasion, still mind Purity of body, Wholeness of body, Improved evasion, Diamond body, Abundant step, Diamond soul (SR 23); AL LE; SV Fort +13 [+15], Ref +15 [+17], Will +13 [+15] (+17 vs. Enchantment effects); Str 12 [16], Dex 18 [22], Con 14 [18], Int 10, Wis 15 [19], Cha 8.

Skills and Feats: Concentration +10, Escape Artist +18, Jump +26, Knowledge (religion) +7, Listen +20, Sense Motive +7, Spot +20, Tumble +24; Weapon Finesse, Weapon Focus (nunchaku), Deflect Arrows, Elusive Target*, Dodge, Mobility.

Possessions: +1, *ki focus nunchaku*; *ioun stone*, *dusty rose [prism]*; *cloak of resistance +3*; *ring of counterspells [dispel magic]*; *ring of counterspells [dispel magic]*; *potions of haste (5)*; *boots of speed*; *necklace of fireballs (type VII)*.

* see Appendix 2: New Rules Items

Spells in effect:

*stalwart pact** [cl:13] (65 hit points, kicks in at 47 hit points)
stoneskin [cl:13] (DR 10/adamantine 130 hp)
imbue with spell ability (2 *cure light wounds*, 1 *cure moderate wounds*) [cl:13]
greater magic weapon x2 [Cl:13]
magic vestment (+3) enhancement bonus [cl:13]
*greater mage armor** (+6) armor bonus [lvl: 3, cl:13]
shield of faith (+4) deflection bonus [cl:13]

Note: Vardis's buffed stats appear in brackets, whenever possible he uses the *ki focus nunchaku* as his attack weapon. Furthermore Vardis wears two *rings of counterspells*, both with *dispel magic*.

APL 12

Encounter 1: Is this a Hook I See Before Me?

Benjimar the Rose: Male Halfling, Lightfoot Rog12: CR 12; Small Humanoid (Halfling); HD 12d6+12; hp 55; Init +3; Spd 20; AC 16, touch 14, flatfooted 16; Base Atk +9/+4; Grp+5; Atk +11 melee (1d4, masterwork short sword) or +13 ranged; Full Atk +11/+6 melee (1d4, masterwork short sword) SA +1 attack bonus with thrown weapons, Sneak Attack +6d6; SQ Traps, Evasion, Trap Sense +4, Uncanny Dodge, Improved Uncanny Dodge, Improved Evasion, +2 Bonus on Saves vs. Fear; AL N; SV Fort +6, Ref +12, Will +6; Str 11, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +15, Climb +2, Diplomacy +15, Disable Device +13, Disguise +2, Forgery +13, Gather Information +2, Hide +22, Intimidate +3, Jump -4, Listen +3, Move Silently +20, Open Lock +16, Search +12, Sleight of Hand +20, Spot +13; Deceitful, Dodge, Investigator, Mobility, Spring Attack.

Encounter 3: ... Down By the River ...

Monk Sniper: male human (Suel) Mnk12; CR 12; Medium humanoid (human); HD 12d8+26; hp 109 [133]; Init +3 [+5]; Spd 70 ft.; AC 21 [27], touch 17 [21], flat-footed 16 [18]; Base Atk +9; Grp +9; Atk +12 [+14] melee (1d10+2, unarmed strike); Full Atk +12/+12/+7 melee (1d10+2, unarmed strike) or +16/+16/+11 ranged (1d2+2 plus poison, shuriken); SA flurry of blows, unarmed strike; SQ Wholeness of body, Improved evasion; AL LE; SV Fort +10 [+12], Ref +10 [+12], Will +9 [+11]; Str 10 [14], Dex 16 [20], Con 16 [20], Int 10, Wis 14 [18], Cha 8.

Skills and Feats: Balance +7 [+9], Escape Artist +14 [+16], Jump +21 [+23], Move Silently +16 [+18], Hide +16 [+18], Spot +1 [+3], Tumble +16 [+18]; Deflect Arrows, Endurance, Diehard, Weakening Touch*, Stunning Fist, Improved Trip, Weapon Finesse, Weapon Focus (shuriken), Point Blank Shot.

Possessions: bracers of armor +1, ~~elixir of hiding, elixir of sneaking, potion of invisibility, potion of bulls strength, potion of owl's wisdom, potion of cat's grace, potion of mage armor~~, 6 masterwork shuriken poisoned with gargantuan Wyvern poison (injury poison, Fort DC 21, initial damage 2d6 Con, secondary damage 2d6 Con)

* see Appendix 2: New Rules Items

Encounter Four: The Bridgeforth Inn

Suel Cleric: Male Human Clr3/Wiz3/MysThe9: CR 15; Large Monstrous Humanoid; [medium humanoid polymorphed into Annis Hag]; HD 12d4+3d8+52; hp 114 [140 w/ false life & heroes feast]; Init +0; Spd 30 ft.; AC 10 [31] [+4 *mage armor*, +4 *magic vestment*, +4 *shield*, +10 Natural, -1 large size] touch AC 10 [17], flat-footed AC 10 [31]; Base Atk +7, Atk +6/+1 melee (1d6, +1 *Club*); [Attacks as Hag: +13 melee (1d6+7, 2 claws)]; SA as Annis Hag: Improved grab (grapple +18), Rake (+13 1d6+7), Rend (2d6+10) SV Fort +12 [+14], Ref +8, Will +17; AL LN; Str 8 [25 Annis Hag +7], Dex 10 [12 Annis Hag +1], Con 18 [18 Bear's Endurance/Annis Hag +4], Int 20, Wis 18, Cha 10;

Skills and Feats: Bluff +6, Concentration +20, Heal +10, Knowledge (arcana) +21, Knowledge (religion) +21, Knowledge (the planes) +14, Sense Motive +11, Spellcraft +23; Practiced Spellcaster (arcane)*, Practiced Spellcaster (divine)*, Split Ray*, Sanctum spell*, Divine spell power*, Domain focus (war)*

Spells Prepared: (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC 14 + Spell Level); 0 - *cure minor wounds, detect magic, light, purify food and drink, resistance, virtue*, 1st - *bless, calm animals (d), cure light wounds, divine favor, entropic shield, shield of faith, protection from good*, 2nd - *bear's endurance x 2, bull's strength, cure moderate wounds, owl's wisdom, spiritual weapon (d)*; 3rd - *dominate animal (d), magic vestment x 2, cure serious wounds, spikes*, searing light*, 4th - *freedom of movement, imbue with spell ability, greater x 2, summon nature's ally IV (d)*; 5th - *flame strike (d), stalwart pact*, serving, true seeing*, 6th - *antilife shell (d), heroes feast, symbol of pain*.

Spells Prepared: (4/6+1/5+1/5+1/4+1/3+1/2+1; base DC 15 + Spell Level); 0- *resistance, acid splash, ray of frost, mage hand 1st - mage armor, magic missile, ray of enfeeblement x2, shield, true strike*; 2nd - *alter self, see invisibility, scorching ray x2, false life x2*; 3rd - *greater mage armor*, clairaudience/clairvoyance, fireball, fly, blink, ray of exhaustion*; 4th - *arcane eye, Evards black tentacles, locate creature, polymorph, stonewall*; 5th - *telepathic bond, symbol of pain, summon monster V x2; refusal*; 6th - *true seeing, greater dispel magic [split ray*] enervation*.

Possessions: cloak of resistance +2, *potion of cure moderate wounds, club +1*

* see Appendix 2: New Rules Items

Spells in effect:

mage armor [cl:15]

shield[cl:15]

entropic shield [cl 15]
freedom of movement [cl 15]
see invisibility [cl 15]
false life [cl 15]
bless [cl 15]
polymorph [cl 15]
hero's feast [cl 15]
shield of faith (+4) deflection bonus [cl: 15]

Encounter 6 - Into the Breach

Uncle Vardis: male human (Suel) Mnk15; CR 15; Medium humanoid (human); HD 15d8+46; hp 108 [164 w/ *false life & heroes feast*]; Init +4 [+6]; Spd 70 ft.; AC 20 [45], touch 18 [26], flat-footed 15 [33]; Base Atk +11/+6/+1; Grp +12 [+14]; Atk +16 [+18] melee (2d6+3, unarmed strike); Full Atk +25/+25/+25/+20/+15 [+25 hasted] (1d6+14, +1 *ki focus nunchaku*); SA flurry of blows, unarmed strike, stunning fist, improved trip, Ki strike (magic, lawful) greater flurry, quivering palm; SQ Evasion, Still mind Purity of body, Wholeness of body, Improved Evasion, Diamond body, Abundant step, Diamond soul (SR 25); AL LE; SV Fort +14 [+16], Ref +16 [+18], Will +14 [+17] (+19 vs. Enchantment effects); Str 12 [16], Dex 18 [22], Con 14 [18], Int 10, Wis 15 [19], Cha 8.

Skills and Feats: Concentration +10, Escape Artist +20, Jump +26, Knowledge (religion) +7, Listen +22, Sense Motive +7, Spot +22, Tumble +26. Weapon Finesse, Weapon Focus (nunchaku), Deflect Arrows, Elusive Target*, Pain Touch*, Sun School*, Dodge, Mobility

Possessions: +1 *nunchaku*, *ki focus*, *ioun stone*, *dusty rose*, *cloak of resistance +3*, *ring of counterspells* [*greater dispel magic*], *ring of counterspells* [*dispel magic*], *potion of haste (5)*, *boots of speed*, *necklace of fireballs*, *type VII*.

*see Appendix 2: New Rules Items

Spells in effect:

alter self [cl 15]
bear's endurance [cl:15]
bless [cl:15]
bulls strength [cl:15]
cat's grace [cl:15]
false life [cl: 15]
fly [cl: 15]
*greater mage armor** (+6) armor bonus [cl:15]

greater magic weapon x2 [+4] [cl:15]
heroes feast [cl: 15]
imbue with spell ability (2 cure light, 1 cure moderate) [cl:15]
magic vestment (+4) enhancement bonus [lvl 3, cl:15]
owl's wisdom [cl:15]
shield of faith (+4) deflection bonus [cl: 15]
*spikes** [cl:15]

*stalwart pact** [cl:15] (75 hit points, kicks in at 47 hit points)

stoneskin [cl:15] (DR 10/adamantine, 150 hp)

Note: Vardis's buffed stats appear in brackets, whenever possible he uses the *ki focus nunchaku* as his attack weapon. Furthermore Vardis wears two *rings of counterspells*, one with *dispel magic* and the other with *greater dispel magic*.

Appendix Two: New Rules Items

Defensive Throw [General] as presented in Complete Warrior

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

Prerequisites: Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike

Benefit: If the opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent. This attempt counts against your allowed attacks of opportunity in the round.

Divine Spell Power [Divine] as presented in Complete Divine

You can channel positive or negative energy to enhance your divine spellcasting ability

Prerequisites: Ability to turn or rebuke undead, able to cast 1st level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8 he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Domain Focus [General] as presented in Complete Divine

You have mastered the subtle intricacies of the divine power you've devoted yourself to

Prerequisites: Access to relevant domain.

Benefit: You can cast spells associated with one of your domains at a +1 caster level. This benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as spell

duration. If you cast a spell from one of your non-domain spell slots, this feat does not help you, even if the spell also happens to appear on your domain list.

Special: You can take Domain Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain to which you have access.

Elusive Target [Tactical] as presented in Complete Warrior

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge Feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe and the foe does not get a chance to trip you if your attempt fails.

Extra Stunning [General] as presented in Complete Warrior

You gain extra stunning attacks.

Prerequisites: Stunning fist, base attack bonus +2.

Benefit: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

Fists Of Iron [General] as presented in Complete Warrior

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

Flying Kick [General] as presented in Complete Warrior

You literally leap into battle, dealing devastating damage.

Prerequisites: Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack.

Benefit: When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack.

Pain Touch [General] as presented in Complete Warrior

You can cause intense pain in an opponent with a successful stunning attack

Prerequisites: Wis 15, Stunning Fist, Base attack bonus +2

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

Practiced Spellcaster as presented in Complete Arcane

Choose a spell casting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spell craft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of

nospellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 hit dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or the spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

Prone Attack [General] as presented in Complete Warrior

You can attack from a prone position without penalty

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Rapid Stunning [General] as presented in Complete Warrior

You can use your stunning attacks in rapid succession.

Prerequisites: Combat Reflexes, Stunning Fist, base attack bonus +6.

Benefit: You may use one additional stunning attack (or other special attack that counts against your daily limit of stunning attacks) per round.

Normal: You may only attempt a stunning attack (or other special attack that counts against your daily limit of stunning attacks) once per round.

Special: A fighter may select Rapid Stunning as one of his fighter bonus feats.

A character can take this feat multiple times. Its effects stack.

Sanctum Spell [Metamagic] as presented in Complete Arcane

Your spells are especially potent on home ground.

Prerequisites: Any metamagic feat.

Benefit: A sanctum spell has an effective spell level 1 higher than its normal level if cast in your sanctum (see below), but if not cast in the sanctum, the spell has an effective spell level 1 lower than normal. All effects dependent on spell level (including save DC's) are calculated according to the adjusted level.

A sanctum spell uses a spell slot of the spells normal level.

Special: Your sanctum is a particular site, building, or structure previously designated by you, and not larger than 20 feet/level in diameter. The designated area must be a site where you have spent a cumulative period of at least three months. Though a sanctum can be designated within a larger structure its special advantages do not apply beyond the maximum area. Once designated, it takes seven days for a site to become a sanctum, and if you designate a new area to be your sanctum, the benefits of the old one immediately fades

Split Ray [Metamagic] as presented in Complete Arcane

Your ray spells can affect an additional target

Prerequisites: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spells actual level.

Sun School [Tactical] as presented in Complete Warrior

You have learned a number of esoteric martial arts techniques inspired by the sun.

Prerequisites: Flurry of blows ability, base attack bonus +4

Benefit: The Sun School feat enables the use of three tactical maneuvers.

Inexorable Progress of Dawn: To use this maneuver, you must hit the same foe with the first two unarmed attacks from a flurry of blows. If you do, your foe must move back 5 feet, and you may move 5 feet forward if you wish. This maneuver does not provoke an attack of opportunity for either character.

Blinding Sun of Noon: To use this maneuver, you must successfully stun the same foe with an unarmed attack two rounds in a row. In addition to being stunned, that enemy is confused for 1d4 rounds thereafter.

Flash of Sunset: To use this maneuver, you must move adjacent to a foe instantaneously, as with a dimension door spell or the monk's abundant step class feature. If you do so, you can immediately make a single attack at your highest attack bonus against that foe.

Weakening Touch [General] as presented in Complete Warrior

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that deals no damage, but instead applies a -6 penalty to the targets Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stun effects cannot be affected by this feat.

Special: A fighter may select Weakening Touch as one of his fighter bonus feats.

Zen Archery [General] as presented in Complete Warrior

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack roll.

Refusal [Arcane Spell] as presented in Complete Arcane

Abjuration
Level: Sorcerer/Wizard 5

Components: V, S, M
Casting Time: 1 Standard Action
Range: Medium (100ft/10 ft./level)
Effect: Two 10-ft. squares/level (S)
Duration: 1 hour/level
Saving Throw: Will negates; see text
Spell Resistance: Yes

You create a special ward that prevents unauthorized spellcasters or creatures with spell-like abilities from entering an area. Any creature that has spells prepared, spell slots available for casting without preparation, or innate spell-like abilities must succeed on a Will save or be halted by an invisible barrier that prevents passage. The DC of the Will save increases by a number equal to the spell level of the highest level spell the creature has prepared or is capable of casting (so that a 10th-level sorcerer who hasn't yet exhausted his 5th-level spell slots for the day adds +5 to the save DC). You can choose to designate a password or special condition (such as character race, alignment, possession of a token, or any other observable or detectable characteristic) by which spellcasting PCs and creatures can enter the *refusal*-warded area.

Creatures that have no spellcasting capability or spell-like abilities (including spellcasters who have exhausted their spell slots, and creatures with spell trigger or spell completion magic items) can pass through the barrier with no difficulty. Spellcasters and creatures that have spell like abilities and that are already within the area you protect when you create the ward are not compelled to leave or restricted in their movement within it (and spells and spell-like abilities can pass through the barrier in either direction with no difficulty). However, if such creatures leave the area, they must succeed on saving throws as described above to return.

Creatures attempting to use any teleportation spell or effect to enter the warded area make the normal saving throw. They are shunted harmlessly to the nearest save space outside of the warded area if they fail.

Material Component: A pinch of dust from a wizards tomb.

Brambles [Divine Spell] as presented in Complete Divine

Transmutation
Level: Cleric 2, Druid 2
Components: V, S, M
Casting time: 1 standard action
Range: Touch
Duration: 1 round/level
Saving Throw: None

Spell Resistance: No.

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, and arrow, or a metal mace. Material Component: a small thorn.

Mage Armor, Greater [Arcane Spell] as presented in Complete Arcane

Conjuration (Creation) [Force]
Level: Sorcerer/Wizard 3
Components: V,S,M
Casting Time: 1 standard action
Range: Touch
Target: Creature Touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: No.

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class. Material Component: A tiny platinum shield worth 25gp.

Spikes [Divine Spell] as presented in Complete Divine

Transmutation
Level: Cleric 3, Druid 3
Components: V,S,M
Casting Time: 1 standard action
Range: Touch
Target: 1 wooden weapon touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No.

As *Brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

Stalwart Pact [Divine Spell] as presented in Complete Divine

Evocation
Level: Cleric 5, Pact 5
Components: V, S, DF, XP
Casting Time: 10 minutes
Range: Touch
Target: Willing Living Creature Touched

Duration: Permanent until triggered, then 1 round/level
Saving Throws: Will negates (harmless)
Spell Resistance: Yes (harmless).

This spell allows the target to enter a binding agreement with a deity that provides a measure of protection when the need is dire. Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus evaporate when the spell ends. XP Cost: 250xp.

Mask of Lies [Wondrous Item] as presented in Complete Adventurer

This black, featureless mask has only slits for eyes and mouth. The wearer can use *disguise self* on herself at will and is continually under the effect of *undetected alignment*. In addition, she gains a +5 competence bonus on bluff checks.

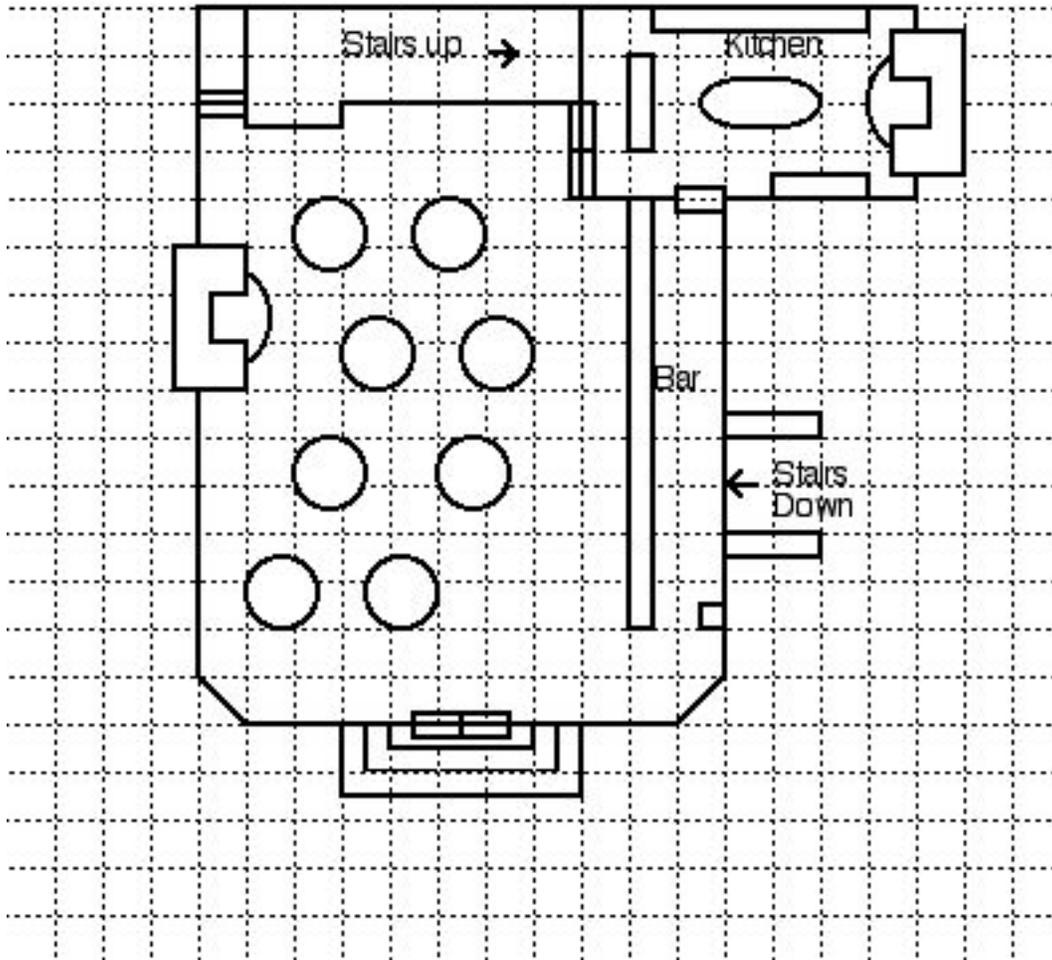
Krot's Belt of Sizing [Wondrous Item] as presented in Verbobonc Regional Adventure

This sturdy leather belt was created by the rogue/wizard Krot to assist in disguise. A humanoid wearer of the belt can increase or decrease his size as though under the effects of *enlarge person* or *reduce person*. Each effect can be maintained for only 10 minutes per day, but the 10 minutes need not be consecutive. Increasing or decreasing size requires a standard action, as does returning to normal size before the 10 minutes have expired. These actions do not provoke an attack of opportunity.

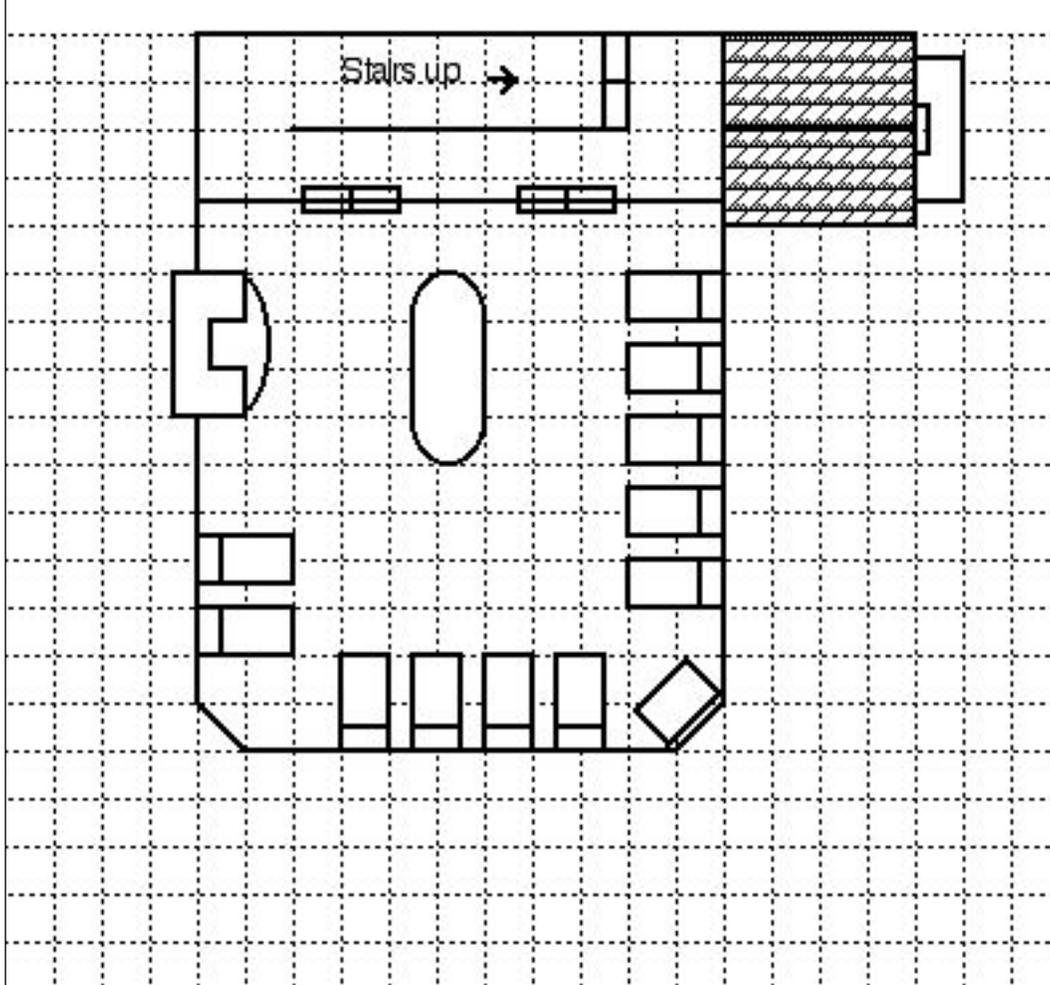
Faint transmutation; CL 3rd; Craft Wondrous Item, *enlarge person*, *reduce person*; Price 15,000 gp

Appendix Three: Maps

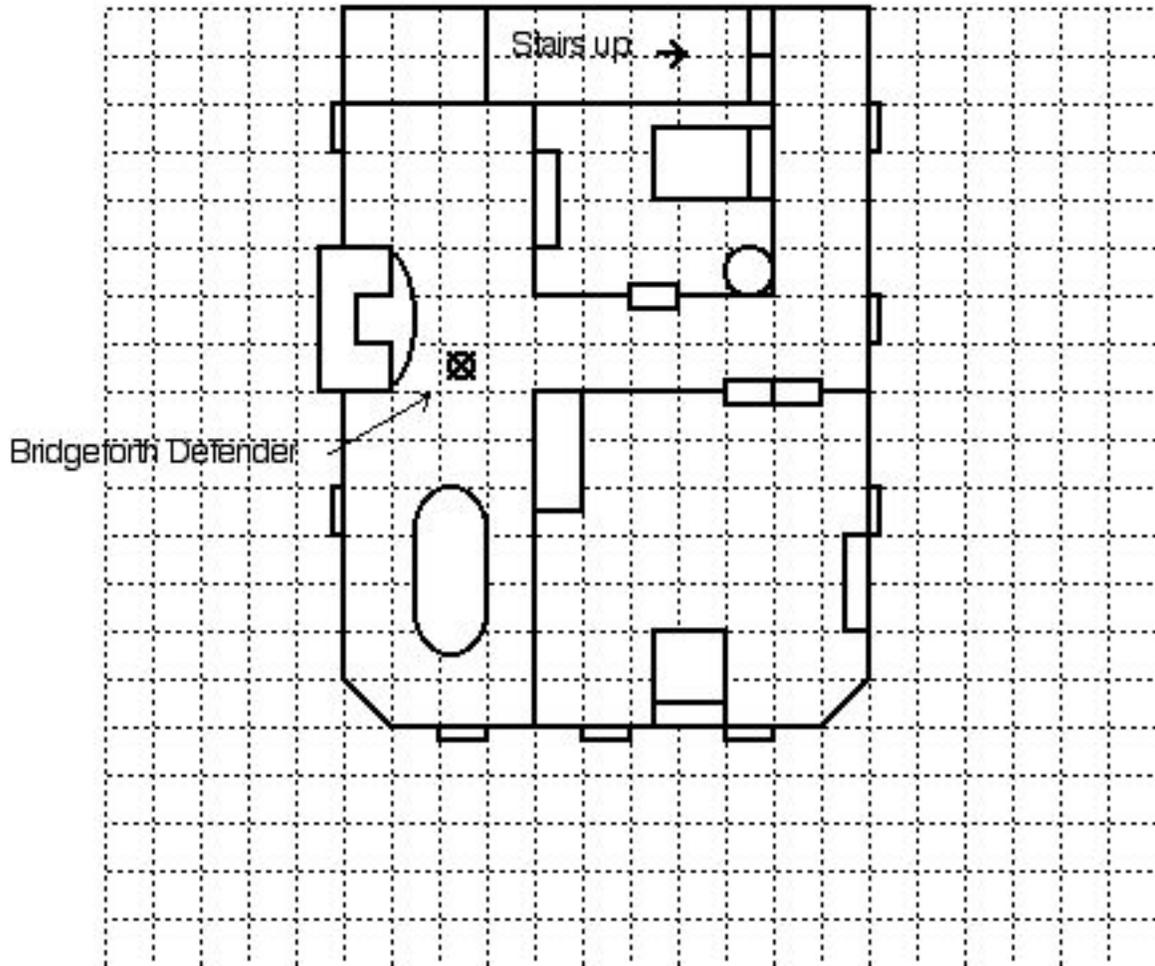
Bridgeforth Inn First Floor



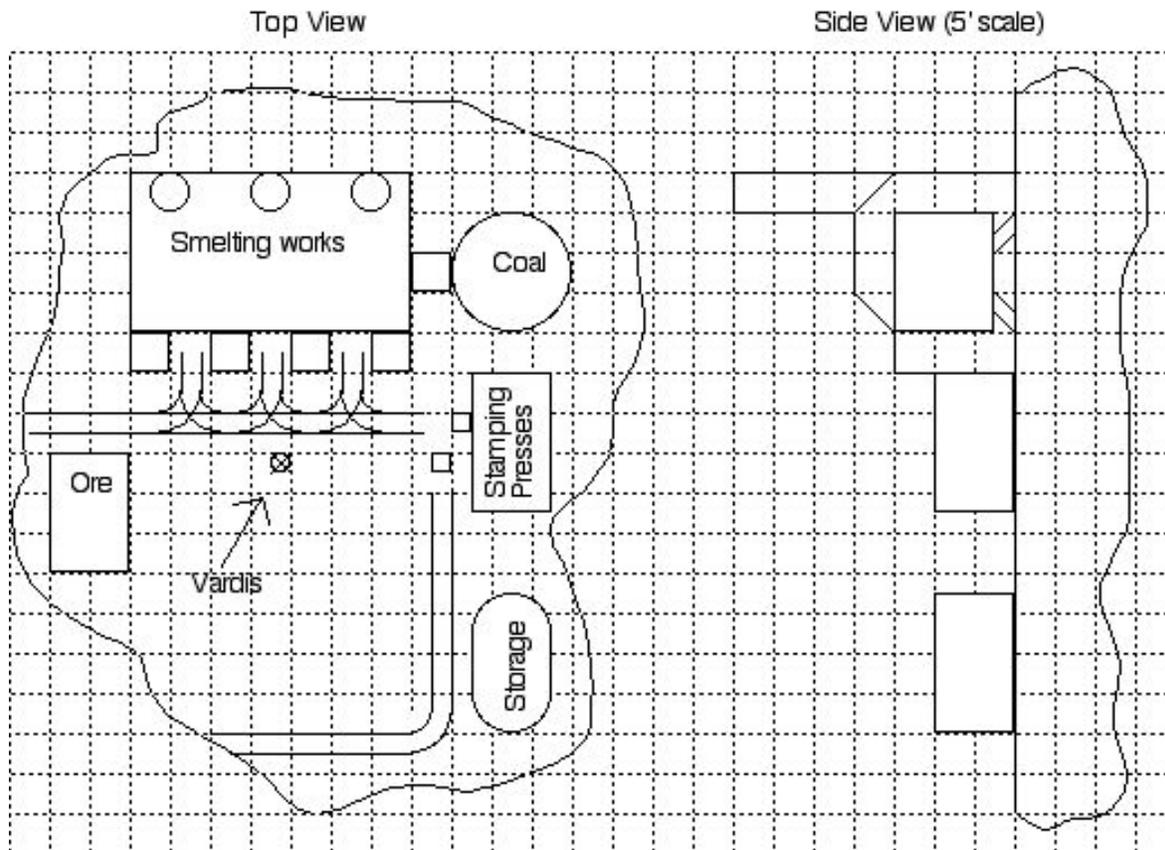
Bridgeforth Inn Second Floor



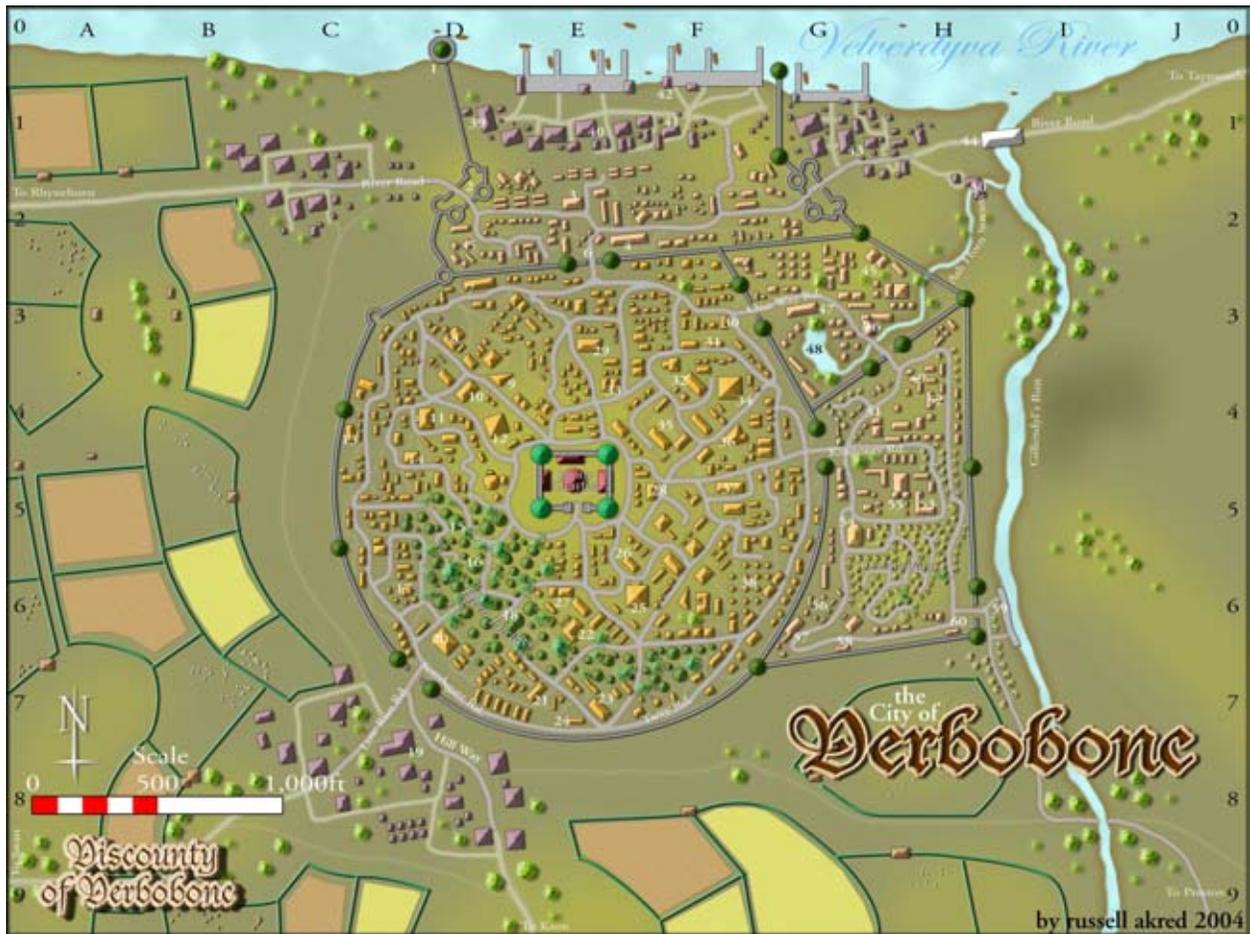
Bridgeforth Inn Third Floor



Mint on the Astral Plane



Map of Verbobonc City



Appendix Four: Troubleshooting

In the running of the adventure some parties may through their actions deviate substantially from the general plotline of the adventure. This section is designed to provide some guidance for you as the DM to handle such groups in a way that allows for the adventure to continue to the end while allowing for unconventional character choices. Please follow the suggestions below if the PCs seriously compromise the adventure.

Be aware that you may have to alter or paraphrase the given read-aloud text liberally if the PCs deviate from the primary path of this adventure.

Denying the Family: Some PCs may react unfavorably to the intrusion of a family member into their room, or refuse to go along with the Family member once they discover his thievery. If the PCs do try and get the PCs back on path by having Krot himself show up an hour or so later and request that they assist him. If the PCs do take this path though Krot will not be pleased and will go out of his way to speak to the other members of the family about the PCs. Be sure to eliminate all favors or promotions for the Family from the PCs AR.

Denying the Watch: Some Chaotic or Neutral PCs may refuse the request from Caleb for assistance. If they do please strike all influence and favors from the watch off their AR's and ask them what they would like to do with their day. Please note the timeline later in the Troubleshooting section to determine what will happen when.

Completely off the adventure: A few, hopefully very few parties may not have any allegiance toward either Krot or to Caleb and may deny the requests presented to them. Allow them to do so, and if they like they may busy themselves exploring Verbobonc City. Please note the timeline later in the Troubleshooting section to determine what will happen when.

You may also wish to offer them another adventure to play in the time allocated for this one.

Getting back on adventure: Often the PCs will decide that denying such an obvious opportunity was a bad idea. If so allow them to get back onto adventure, though finding watch captain Caleb (DC 10 Gather Information check) and having them apologize to him.

If so pick up the adventure at **Encounter 4:** The Bridgeforth Inn. Have Caleb explain that the watch

had sent a few watchmen to collect Lathmir, but that they had returned when Lathmir was assassinated. Offer no clues as to how to overcome the Forbiddance in place at the Bridgeforth. Have Caleb then offer the PCs the honor of being the first into the Inn.

Timeline of Events:

5:00 AM: The Gentlemen of the Watch move to raid the Bridgeforth Inn, one officer is slain, and Caleb contacts the Church of St. Cuthbert for removal of the spell.

5:30 AM: The Church discovers they are unable to dispel the Forbiddance. Caleb is contacted by the Family (who have also been Keeping the Bridgeforth under surveillance)

6:00 AM: Caleb agrees to a meeting with Krot and seeks representatives (the PCs).

7:00 AM: Caleb meets with Krot and they compare notes, if the PCs are not present Caleb sends watchmen to collect Lathmir.

7:30 AM: Lathmir is killed by the Monk.

8:00 AM: The Watchmen return to report to Caleb that Lathmir is dead. Caleb begins readying his Watchmen to either charge the inn or destroy it with fire.

10:00 AM: If the PCs have not joined Caleb he orders for his veterans to charge the Inn. He is successful in defeating the defender and Vardis escapes. Bub Tympanum dies.

10:15 AM: Vardis kills the watchmen outside the Verbobonc Guild Hall, enters the hall and successfully shifts it to the Astral Plane.

10:30 AM: Caleb reaches the Verbobonc Guild Hall and calls in the Wrinkle Academy and the Church of St. Cuthbert to investigate.

10:45 AM: The Wrinkle Academy determines what occurred and travels to the Astral plane to try and recover the Royal Furyondy Mint. The Mint however has already been removed and is lost.

Appendix Five: Player Handouts

Astral Plane Traits

The Astral plane has the following traits:

Subjective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but is common on "weightless" planes.

PCs on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

For the purposes of this adventure it is presumed that "falling" to a solid object (such as the Royal Furyondy Mint) does not incur the standard falling damage, instead a DC 20 balance check is imposed in order to land and remain standing.

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

Magical flight works normally on the Astral Plane, as does natural flight; provided that the creature successfully sets the direction of gravity and then flies as it would on the material plane.

Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.

Mildly neutral-aligned.

Enhanced magic. All spells and spell-like abilities used within the Astral Plane is employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

Player Handout #1

Please forgive my intrusion at this early hour.

We of the Watch have discovered a complication in gaining entrance to the Bridgeforth Inn that is beyond our experience. Seeing how individuals such as yourself are more likely to have encountered such obstacles I have dispatched the junior watchman to your lodgings in a hope that you might assist us in removing the blight of the Scarlet Brotherhood from Verbobone.

Please make whatever preparations you need, the junior watchman is instructed to wait for your reply and escort you to me when you are ready.

Signed,

Watch Captain Caleb

Critical Events Summary

(For events plays on or before August 1, 2005, please email the results to poc@illinoisrpg.com)

Was the Royal Furyondy Mint destroyed?

Was the Royal Furyondy Mint recovered?