

VER7-01

Cleanse Thy House

A One-Round Dungeons & Dragons® Living Greyhawk™ Verbobonc Regional Adventure

Version 1.0

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The Church of Trithereon is accused of fermenting sedition against the lawful nobility of the land. To address these accusations, Bishop Hafren has called an emergency session of the Council of Abbots in the town of Swan. But the Church of Trithereon is distrustful of the good bishop's agenda, and House Langmuir has a few issues of their own to address. This is a one-round Verbobonc regional adventure for character levels 1-10 (APL 2-8).

Metaorganizational Focus: Church of Rao, Church of Saint Cuthbert, Church of Trithereon, Mounted Borderers, Verbobonc Noble Houses (Avgustin, Langmuir), Verbobonc Town Project (Swan)

WARNING: This adventure contains spoiler information for Year 6 regional adventures. PCs should have played all Year 6 Verbobonc regional adventures prior to this adventure.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Players Read No Farther

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

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule 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. For your convenience, that appendix is split by APL

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

Living Greyhawk LEVELS OF PLAY

Because players bring their own 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.
2. 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R o f A n i m a l	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round to the nearest whole number.
4. 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 adventure, set in Verbobonc. All PCs pay 1 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

VERBOBONC TOWN PROJECT

Portions of this adventure take place in the town of Swan, which is a part of the Verbobonc Town Project. PCs with citizen certificates for this town receive the benefits listed on that certificate.

For more background and information on Swan, the Dungeon Master (DM) is encouraged to visit the Swan Yahoo discussion group:

<http://games.groups.yahoo.com/group/townofswan>

This discussion group has additional resources that may prove helpful in detailing the portions of the town not covered by this adventure. Additionally, the DM is encouraged to review the entry for Swan in the *Walker's Guide to Verbobonc*.

ADVENTURE BACKGROUND

The religious and political tensions have continued to rise in the Viscounty as the aftereffects of several major events have unfolded over the course of the year.

The Church of Trithereon stands accused of framing House Langmuir for the theft of a food shipment, and rumors have spread that House Avgustin lent aid to the Trithereonites.

A priest of Rao, Father Cadifel, was revealed to be a serial killer before a spiritual conversion. The revelation came at a time when the priest was called upon to mend a rift between the Viscounty and the Elven Clans of the Gnarley Forest, who hold the Viscounty responsible for the actions of several towns in the deforestation of the great forest.

The elves, angry over these actions, have all but declared war upon Verbobonc. Using a magic of great potency, they purged the town of Terre Verte from the Gnarley Forest and have claimed the town of Ketter's Hearth as a home. The mayor of Ketter's Hearth, a powerful druid, is in agreement with the elves and has herself preached that the town should secede from the Viscounty.

As if that was not enough, a celebration of the union between Lord Simon Milinous and Lady Elinor Truegard of House Asbury was disrupted by the theft of Lord Milinous' anniversary gift. The gift, a gem of great beauty, was recovered only to be discovered as a vile trap. Lady Asbury vanished upon speaking Simon's name, and Lord Simon has fallen into a deep depression, assuaged only by drink and alcohol.

In the midst of all this turmoil, the Viscount has been curiously silent, absent from the minds and eyes of his people.

To restore order, and – more importantly, determine the guilt of actions – Bishop Haufren, head of the Church of Saint Cuthbert, has called an emergency session of the Council of Abbots, the governing religious body of Verbobonc. In opposition, the Church of Trithereon has demanded that any meeting of the Council of Abbots must occur in more neutral ground than Verbobonc City, where the bishop's power is near absolute. After several weeks of stalemate, Bishop Ebaddon Brill of Rao brokered an accord between the two recalcitrant faiths wherein the emergency session would take place at the Shrine of the Peacemaker. Situated in the town of Swan on the lands of House Avgustin, the Shrine was the site of the Reunification talks with the Free Assembly of the Kron Hills in 594.

The incident has attracted the attention of the Celestial Order of the Moons, the governing religious body in Veluna. Canon Priffin Truft, the new canon of Veluna has ordered that the Bishop of Devarnish attend the session. Such interest by Veluna is unheard of, and never before has a titled Bishop of Rao from Veluna attended an official session of the Council of Abbots. The last such time an event of such importance occurred was during the Guildren Accords almost 150 years ago, where Veluna ceded spiritual authority for Verbobonc to the priests of Saint Cuthbert. To ensure security, Bishop Ebaddon Brill, ambassador of Veluna in Verbobonc and head of the Church of Rao in the Viscounty, has received a detachment of Knights of Veluna to serve as bodyguards and observers for the attending clergy.

The case against the Church of Trithereon includes some damning letters from the leader of the arrested Trithereonites, named Vershan. Though Vershan was not with the group when they were discovered, his name was found on several documents – including those directing them to pose as members of House Langmuir. A second letter linked one of the Trithereonites, named Benan, as a cousin of Captain Yronl, regent of House Avgustin. While Benan has been held in custody pending the decision of the Council of Abbots, Vershan has not been found. An arrest warrant charging Sedition against the Viscounty was issued for the Trithereonite cleric, and both the Mounted Borderers and the guards of the noble houses have been engaged in a search for him.

Captain Yronl is the regent for the young heir of House Avgustin, Lady Elise Brandenburg. Unconfirmed but

suspected by many, both Yronl and Elise are devotees of Trithereon. During the funeral of Baron Rolof Avgustin in early 595, Yronl introduced his cousin, Benan, to the worship of Trithereon and the young man found much in it that he liked. Benan recently dedicated himself to the Summoner's service and joined a group of Trithereonite zealots led by Vershan. When the group left Loren's Ford, Benan went with them into the Barony of Vaswell, whose people were sorely in need of assistance. The Early Winter that destroyed much of the Viscounty's harvest last year resulted in rampant starvation, and Vershan's group was among those crossing the treacherous Velderdyva to bring food to Eglath and Taymouth from Furyondy. Recently, Yronl received word of Benan's execution by House Langmuir for participating in the framing of the noble house.

House Langmuir has also learned of Benan's relationship to Captain Yronl, and from that inferred a connection with the Church of Trithereon, though Lady Golediva Langmuir has kept that information from Bishop Haufren. The recent destruction of Langmuir's town house in Verbobonc City has left Golediva with a mind for revenge. Scheming to seize Avgustin's lands for herself, Golediva plans to discredit House Avgustin during the Council of Abbots session by directly linking them with the Church of Trithereon. Golediva and her son, Lord Ludovic, will be in Swan for the session and, while there, plan to stage an 'ambush' using hired brigands posing as members of Avgustin's house guard, with the intent of 'uncovering' evidence connecting House Avgustin to the Church of Trithereon and straining the Council of Abbots session even further. If all goes according to plan, Captain Yronl will be forced to resign, allowing Ludovic an opportunity to put himself forth as a possible candidate for Elise's hand in marriage, which would unite the lands and give Langmuir control across both ends of the Viscounty.

Unbeknownst to all parties, Vershan was not, in fact, involved with the theft. A master spy and assassin by the name of Alber Guildenstern kidnapped Vershan last year and has been impersonating him since that time. Sequestered in captivity in the basement of a house beneath Terre Verte, Vershan was interrogated and beaten by Alber, and imprisoned the entire time while the spy performed deeds in his name.

When the elven army exorcised Terre Verte from the Gnarley Forest, Vershan found himself unexpectedly freed – but soon learned of the warrant of his arrest and the charges he faced. He also discovered he was not alone. Another captive was also imprisoned with him – a

gnome by the name of Hodgi Pepperquill. Hodgi provided some surprising revelations.

The previous Viscount, Fenward Lefthanded, was not very well liked by the gnomes. In a series of slanderous statements, Fenward alienated with gnomes of the Kron, who were asking for protection from marauding bands of orcs, giants, and other creatures. The situation came to a head when Fenward proclaimed that "... the craven little moles can take care of themselves" – a statement that enflamed the whole of the gnomish population. Fenward was subsequently accused of being a sympathizer with the Scarlet Brotherhood after papers implicating such involvement were discovered in his chambers, and he was killed during an attempt to arrest him for treason. The papers were later revealed to be forgeries.

On a night after Vershan and Hodgi had fled the destruction of Ketter's Heath, the gnome revealed to the Trithereonite that he was the one that had forged the papers. But that wasn't the only thing: Hodgi also forged the papers that identified Langard as the heir of Wilfrick!

The shock of this statement stunned Vershan, though he quickly confirmed the truth of the gnome's statement through his divine spells (having finally been able to pray and receive spells from Trithereon).

When Vershan inquired as to why the gnome did what he did, Hodgi ducked his head in sorrow. At the time, he had been caught up in the fervor of the situation. A loyal scribe and servant in the service of Viscount Wilfrick, Fenward had dismissed Hodgi most cruelly almost immediately upon becoming the new Viscount. The dismissal had embittered him. After that, he fell in with radical elements determined to get back at Fenward, no matter what. As for how and why Hodgi had been captured along with Vershan – the gnome had no answer. His last memory prior to being found by Vershan was of being in his home in the Kron Hills. He didn't know anything more than that.

On the run from the authorities, Vershan and Hodgi lived like criminals (for criminals they were, even if only Vershan was the one sought). Vershan needed to prove his innocence. Hodgi could corroborate his incarceration, and divine spells could prove the truth of his statements. But who among those in authority would trust him enough to even try to confirm his statements? The laws of Verbobonc had tightened in recent months, with the Church of Saint Cuthbert now the only accepted means of divine verification of guilt in Verbobonc. Thus, even if Vershan could appear with a priest of Trithereon to protest his innocence, no spell

from the Trithereonite priest would be accepted as valid. Furthermore, given the tensions of the land, there was no Cuthbertine priest Vershan could trust enough to be objective in an investigation – except one: Canoness Y'dey's assistant, Calmer. Vershan and Calmer grew up together in Hommlet in the shadow of Elemental Evil and, though they grew to hold different philosophies, remained friends through their life. Word of Vershan's 'involvement' distressed Calmer greatly and he could not believe his friend of many years was guilty of the crimes of which he stood accused.

But Vershan could not directly go to Calmer. That would place the Cuthbertine priest in suspicion himself, and perhaps danger – for Vershan knew that his jailor was still at large.

Making contact with other members in his priesthood, he told them his story and that of Hodgi, and asked for their help in contacting Captain Yronl. Though skeptical at first, the details explained much to the regent of House Avgustin and he soon believed Vershan. At Vershan's request, Yronl would act as an intermediary for an important task: to contact Calmer for help.

Vershan's letter to Calmer was both welcome and troubling, for it raised other troubling questions of its own and pointed to a larger conspiracy of events. Even before Vershan reached out to him, Calmer initiated his own investigation and has uncovered evidence of a deeper conspiracy to divide not only the noble houses but the various religious orders on the Council.

Calmer brought the letter to the attention of Canoness Y'dey, who had already suspected that the troubling events resonating throughout the Viscounty were more than they appeared. Together with the Lords Rufus and Burne, Y'dey and Calmer exchanged several dispatches between Hommlet and Yronl's residence at Avgustin Manor, near Loren's Ford. When Bishop Haufren convened the emergency session of the Council of Abbots, it was Y'dey who suggested the Shrine of the Peacemaker to Bishop Ebaddon Brill. Thus the plan began to take shape. Vershan would make for Loren's Ford and take refuge with Captain Yronl. From there, Vershan would be spirited to Swan where Calmer would meet with them, take custody of Vershan, and bring him before the Council with the goal of proving his innocence before the assembly.

To facilitate Vershan's arrival, Captain Yronl has been in contact with certain members of the Smuggling division of the Battirovka Family. They have put together a group of safehouses that Vershan has used during his flight to

Loren's Ford. The Family also has an interest in events, as one of their number – a down and out man named Stegewood Boile – was the initial patsy for the theft of the food caravan. By helping Vershan, the Family hopes to also find out who was behind the theft. Rumors imply an involvement by the Alliance, a powerful organization based in Dyvers, but nothing has been substantiated.

Unfortunately, events have conspired against Vershan, and both the Mounted Borderers and members of House Langmuir have learned of his hiding place. The Borderers have orders to arrest the priest and bring him to the Council of Abbots. The agents of House Langmuir have orders to get their first.

ADVENTURE SUMMARY

Introduction

The PCs are in Rhynehurst City, where they are contacted by either the Mounted Borderers (in the person of Knight Commander Egret Rhynehurst), House Langmuir (by Ludovic Langmuir himself), or others (depending on their organization affiliations). The Mounted Borderers deputize those that seem trustworthy and send them to arrest Vershan, whom they believe to be somewhere north of Loren's Ford – near the border of the Iron Wood.

Encounter One: Flight to the Ford

The PCs come upon Vershan's current lair, north of Loren's Ford. Unfortunately, members of both the Mounted Borderers and House Langmuir have also discovered it, and a band of House Avgustin's guard have shown up, angered at the presence of another noble's agents on the land. Both the Borderers and Avgustin's guard have orders to wait for the PCs to show up, and are working to prevent House Langmuir from interfering. The PCs must find some means to either facilitate Vershan's escape or capture (depending on their assignments).

Possible Outcomes:

1. If Vershan escapes without the help of PCs, they discover a note from Captain Yronl, leading to **Encounter Two**.
2. If Vershan is arrested by members of the Mounted Borderers or members of House Avgustin, he insists on going to Avgustin Manor, outside of Loren's Ford. Should the PCs acquiesce, this leads to **Encounter Two**. If they decide to take Vershan to Swan, proceed to **Encounter Three**.
3. If Vershan is arrested by members of House Langmuir, they take custody of him. If the PCs

search the scene, they discover a note from Captain Yronl (leading to Encounter Two). If the note is not found, the PCs are directed to proceed onward to Swan, and **Encounter Three**.

In every case, the PCs are ordered to proceed to Swan to provide testimony on the capture of Vershan.

Encounter Two: The Lion's Den

Coming to Avgustin Manor, the PCs are afforded the chance to meet with Captain Yronl and Lady Elise Brandenburg. To those with Vershan's trust, Captain Yronl reveals the circumstances of Vershan's incarceration. They also learn that Calmer, Canoness Y'dey's assistant, is expecting Vershan in Swan. Calmer can officially verify Vershan's story, as a priest of Saint Cuthbert.

Yronl mentions the existence of Hogdi, but keeps Hodg's secret from them – seeking instead to reveal it at the Council session. He only explains that Hodg was held by the same person that captured Vershan, and can thus confirm Vershan's story as well.

If Vershan has been arrested and turned over to members of House Langmuir, the PCs find that they cannot gain entrance to Avgustin Manor. Should they persist, they are arrested – and the adventure is over for them.

Troubleshooting: If Vershan escaped without the help of PCs, and evidence is turned over either the Borderers or House Langmuir that he was heading here, this causes Captain Yronl to issue a statement that he promised Vershan safe embassy to Swan in exchange for surrendering himself into Yron's custody.

Encounter Three: Run, Gillendyl Run

On the approach to Swan, along the river known as Gillendyl's Run, the party is ambushed by a team of assassins seeking to kill Vershan. Depending on the PCs' loyalties, the assassins will be posing as the following:

1. If members of the Mounted Borderers, the assassins pose as members of House Langmuir, but carry evidence that they were hired by members of the Church of Trithereon.
2. If members of House Avgustin, the assassins pose as members of the Mounted Borderers, but carry evidence that they were hired by agents of House Langmuir.
3. If members of House Langmuir, the assassins pose as members of House Avgustin and carry evidence that they were contacted by agents of the Church of Trithereon.

If mixed or other, the DM should choose which cover would be most appropriate for the assassins.

Encounter Four: Swan

Depending on the PCs loyalties, they are met by members of either the Mounted Borderers, the White Guard (House Avgustin guards assigned to Swan), or members of House Langmuir. Vershan is taken into custody by them. The party is thanked and given accommodations at the Swan's Rest Inn.

In either case, the party is reminded that they will need to testify at the Council of Abbots session as to the circumstances of Vershan's arrest.

Encounter Five: A Friend in Need

While lodging at the Swan's Rest, the PCs are met by Calmer. If they have not already heard Vershan's story, he relates it to them and tells them of his belief that it is true. Furthermore, he conveys Canoness Y'dey's interest in the events.

If the PCs turned Vershan over to House Langmuir, Calmer knows where he is being held and seeks to have him released. Calmer carries orders from Canoness Y'dey, which are tantamount to orders from the Viscount, ordering House Langmuir to release him into their custody. Once Vershan is released, Calmer will divinely verify his story.

If the PCs delivered Vershan to either the Borderers or House Avgustin, Calmer asks them to accompany him to the holding cell. As the arresting agents, they should be present during any questions he conducts.

Encounter Six: Protective Custody

Regardless of where Vershan is being held, when the PCs arrive – the find that they have been preceded by another team of assassins, who have attacked the guards.

1. If House Langmuir has Vershan, the assassins are dressed as members of House Avgustin, with some carrying holy symbols of Trithereon.
2. If the Mounted Borderers have Vershan, the assassins are dressed as members of the Church of Trithereon, with some carrying identifications as members of House Avgustin.
3. If House Avgustin has Vershan, the assassins are dressed as members of the Mounted Borderers, and carry papers identifying payment from House Langmuir.

Assuming Vershan is rescued, he is reunited with Calmer who confirms his story. If Vershan happens to die, he cannot be revived due to a type of poison that was used. Calmer speaks with the dead to confirm his story.

Encounter Seven: Moment of Truth

Vershan is brought before the Council of Abbots session to testify. A surprise is that Viscount Langard himself is in attendance. The entire area is under a *zone of truth*, with other complementary spells in effect. Depending on events that have occurred, House Langmuir accuses House Avgustin of attacking them and framing them for events. House Avgustin, of course, counters with the same charges. House Langmuir accuses House Avgustin of conspiring with the Church of Trithereon and of being members.

If any evidence recovered from the assassins implicates House Avgustin's involvement, Yronl strongly denies any such actions. The same with Langmuir and Church of Trithereon, respectively.

Langmuir will attempt to maneuver either the Church of Trithereon, Captain Yronl, or Vershan (if present) into denying that Yronl worships Trithereon. Should that occur, Yronl cannot deny it (due to the spells). At this point, Bishop Haufren moves to sanction House Avgustin for its activities, which forces Captain Yronl to reveal Hogdi's secret, which in turn causes a member of the Church of Trithereon to cast doubt on Bishop Haufren's authority. As Bishop Haufren was the one that confirmed Langard as Viscount, this statement impugns his credibility.

Conclusion

The conclusion to this adventure is very modular, to account for the many actions which the PCs can take throughout the adventure.

PREPARATION FOR PLAY

- **DM Checklist:** Due to the number of variables in this adventure, a DM checklist has been provided to assist in tracking those variables. You are encouraged to use it both prior to play and during play.
- **Metaorganizational Members:** PCs that are members of the following Verbobonc regional metaorganizations receive the appropriate Player Handout.
 - ▶ The Battirovka Family
 - ▶ Church of Rao
 - ▶ Church of Saint Cuthbert
 - ▶ Church of Trithereon
 - ▶ Mounted Borderers
 - ▶ Noble House Guard (Avgustin)
 - ▶ Noble House Guard (Langmuir)
- **All other PCs:** PCs that are not members of the above-listed metaorganizations receive *Player*

Handout: Request from Estival. Additionally, PCs that have the **Favor of Estival** (from *VER6-01: Discontent of our Winter*) also receive this handout in addition to any other handouts.

- **Tension in the Viscounty** (from *VER6-01: The Discontent of our Winter*): Identify any PCs that played *VER6-01: The Discontent of our Winter* and received this entry on the regional documentation. This entry affects **Encounters Two, Three, and Seven.**

In **Encounter Two**, PCs that received the entry **Tension in the Viscounty: Accusation Against House Avgustin** cannot enter Avgustin Manor under penalty of arrest.

In **Encounter Three**, the employer of the assassins sent to kill the PCs is determined by whether or not the PCs received this entry. If more PCs received **Accusation against House Langmuir** or **False Testimony**, then the assassins are working for Langmuir.

If more PCs received **Accusation against House Avgustin** or **Accusations against the Trithereonites**, then the assassins are working for House Avgustin.

If there is no majority, then the assassins are working for House Langmuir.

In Encounter Seven, this entry impact how the nobles and the Council of Abbots react to the character.

- **Church of Trithereon:** Members of the Church of Trithereon or the Battirovka Family receive one (1) *potion of nondetection* from their superiors. These potions must be returned at the end of the adventure if unused.
- **Church of Rao and Church of Saint Cuthbert:** Members of these organizations receive a waiver allowing them to retain possession of their weapons in Swan.
- **Convicted of a Crime** (from *VER6-03: Castle Estival*): PCs with this entry are charged double Time Units for this adventure due to the additional time spent in the custody of the Mounted Borderers.
- **Influence with the Church of Rao** (from *VER6-04: Sign of the Black Orchid*): PCs with this entry receive 750 gp at the start of this adventure. This may be used to purchase any potion or scroll from the Dungeon Master's Guide of 750 gp value or less. Any unused gold is lost at the end of the adventure. Any unused potions or scrolls are lost at the end of the adventure. PCs may not scribe any scrolls purchased with this gold into a spellbook.
- **Business is Good** (from *VER6-06: The Ties That Bind*): PCs with this entry receive free Adventure

Lifestyle [Standard] during this adventure. If the Character is a resident of Swan, he receives Adventure Lifestyle [Rich].

- **Infamy with House Avgustin:** PCs that have Infamy with House Avgustin cannot openly enter Avgustin Manor in **Encounter Two**. However, see that encounter for methods by which such PCs could enter.

DEATH AND DYING

Due to the presence of many clerics and priests in Swan, it is possible for PCs to receive life-restorative services

- If any or all PCs die during this adventure, Calmer arranges for them to receive a *raise dead* provided they belong to an established church in Verbobonc. The Itinerant Faith does not count as an established church. If this occurs, proceed to **Encounter 5: A Friend in Need**, but assume that Calmer has already spoken with Vershan. After that encounter, proceed to **Encounter 7: Moment of Truth.**

INTRODUCTION

This adventure takes place between the 8th and 14th day of Ready'reat in CY 596. The later days of the time period (11-14) correspond to the Days of Dedication – holy to those that worship Trithereon.

The adventure begins south of the city of Rhynehurst, along the Celeb'vara River Road which runs between Rhynehurst City and Loren's Ford on the afternoon of 8 Ready'reat 596.

Read or paraphrase the following:

A chill wind stirs the trees of the nearby Iron Wood as you travel south along the Celeb'vara River Road that runs between Rhynehurst City and Loren's Ford. Winter's frost has not yet set in, but the coldness already evident in the air speaks of another harsh winter for the Viscounty of Verbobonc.

Above, the cold gray sky affords no comfort for you and your companions, and the only consolation is that all of you seem to have the same purpose in being here. Hopefully your actions will bear fruit and the tension of the land can finally begin to abate.

Permit the PCs to introduce themselves and interact. Additionally, for those so inclined, permit them gain some knowledge of current events from **Appendix 3: Legwork.**

Once they are ready, proceed to **Encounter One: Flight to the Ford**.

ENCOUNTER I FLIGHT TO THE FORD

Read or paraphrase the following.

Leaving the river road, you cross east for a few miles before coming to a wooded glen. Ahead, just as you were told, appears to be an abandoned barn – the hideout for the criminal Vershan.

The PCs have only a few moments before agents of House Langmuir arrive on the scene.

Leaf on the Wind: Read the following if the PCs move quickly.

Moving quickly, you enter the barn. Though the light is dusky, you can see well enough to know that the barn has seen recent habitation – as evidenced by the sleeping form in a dirty pile of straw.

The silence of the evening is broken by sounds of shouting outside. Peering through the broken windows, you see a troop of what appear to be armed guards who appear to have arrived on the opposite side of the glen from you. Almost immediately, a second troop of guards emerges from behind them. Even at this distance, you can see that members from both troops are arguing with each other and the glint of steel in the fading light means that weapons have been bared!

The rustling of straw draws your attention back and you see the figure has woken. A few discarded belongings lie near the man, including a knapsack and what appears to be a medallion. Beyond that, no weapons are apparent.

A DC 10 Knowledge [Religion] check identifies the medallion as a holy symbol of Trithereon.

Pokey-Little Puppies: Read the following if the PCs hesitate or delay in any way.

The silence of the evening is broken by sounds of shouting as you see a troop of what appear to be armed guards who appear to have arrived on the opposite side of the glen from you. Almost immediately, a second troop of guards emerges from

behind them. Even at this distance, you can see that members from both troops are arguing with each other and the glint of steel in the fading light means that weapons have been bared. Unfortunately, element of surprise you may have had has been lost.

A DC 10 Knowledge [Nobility and Royalty] check identifies the seal on the tabards from the first guard troop as that of House Langmuir. The same check can also identify the second set of troops as belong to House Avgustin.

Making the check by 5 (DC 15) reveals that the area in which the PCs stand is within the borders of Avgustin's land, and that the presence of Langmuir agents is not a good thing.

The Situation

The situation is very fluid and free-form. As such, how things develop really depends on the choices and actions of the PCs and what they are in a position to accomplish.

The Barn: The barn appears to have been in disuse for quite some time. In fact, it's a waypost used by the Family for smuggling and storing various goods along the Celeb'vara River, and, on occasion, has served as a safehouse for those requiring a place to stay while remaining out of sight.

Underneath the pile of straw on which Vershan was sleeping is a trap door, which leads into a cellar and a dirt passage. The passage leads to a small cave which is on the river. In the cave is a rowboat, which Vershan uses to sail south until he can reach Loren's Ford.

The trapdoor is hidden (DC 25 Search check) and trapped, but includes a bypass mechanism. Opening the trapdoor without activating the bypass triggers the trap. Members of the Family automatically know the bypass method and can open the trapdoor without triggering the trap.

APL 2 (EL 2)

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. Note: PCs in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

APL 4 (EL 4)

Large Net Trap: CR 4; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 30; Disable Device DC 25. Note: PCs in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save

APL 6 (EL 6)

Large Net Trap: CR 6; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 30 Disable Device DC 30. Note: PCs in 10-ft. square are grappled by net (Str 18) if they fail a DC 25 Reflex save

APL 8 (EL 8)

Large Net Trap: CR 8; mechanical; location trigger; manual reset; Atk +7 melee (see note); Search DC 30 Disable Device DC 30. Note: PCs in 20-ft. square are grappled by net (Str 22) if they fail a DC 30 Reflex save

Vershan: Vershan doesn't have much on him, beyond a few personal possessions and the letters he carries from Captain Yronl.

All APLs

Vershan: male human cleric 4; hp 3; Appendix 1.

If the PCs do not make it into the barn before the arrival of House Langmuir, the arrival of the guards wakes him up. He quickly gathers a few possessions and flees through the trap door in five (5) rounds. Unfortunately, in his haste, he drops his letters from Captain Yronl. They become obscured by the straw, but can be found with a DC 25 Search check.

If the PCs make it into the barn before Vershan has a chance to flee, his actions depend on how they act. Unless someone in the party demonstrates evidence that they are either in the service of Trithereon or House Avgustin, Vershan becomes very agitated. He does not attack unless attacked first, but does look for opportunities to escape, and his attitude is Unfriendly.

If anyone shows evidence of being allied with House Langmuir, his attitude becomes Hostile (but, again, he will not attack unless attacked first – and then he seeks to escape, not to kill).

Vershan is friendly toward members of House Avgustin and Helpful toward members of the Church of Trithereon. If anyone gains his trust, he confides in that individual that he is on his way to meet with Captain Yronl, who is at Avgustin Manor near Loren's Ford. Yronl has vouched for safe passage to Swan if Vershan surrenders himself into Yronl's custody at Avgustin Manor. PCs that help Vershan escape may accompany him to Avgustin Manor (and **Encounter Two**)

House Langmuir: House Langmuir's men want nothing more than to get their hands on Vershan and deliver him to Swan. These men are unaware of the involvement of

the PCs, having acted on their own with the intent of gaining favor with Lord Ludovic and Lady Golediva. PCs that are members of House Langmuir, and identify themselves as such, may command them until they reach Swan.

Through the whole encounter, the situation is being magically monitored by Lady Golediva Langmuir, mother to Lord Ludovic Langmuir. She is fully aware that some in her employ would take the initiative to seize Vershan. She passes along information concerning the actions of the PCs to her son in the event that they need to refuse testimony provided by the PCs at Swan.

In the absence of any commanding authority, they attempt to storm the barn, but are prevented initially from doing so by the group from House Avgustin.

PCs that show obvious affiliation with House Avgustin or the Church of Trithereon are treated with contempt. Having heard about the attempted framing of their house earlier this year, these Langmuir guards are pretty angry. If the PCs imply in any fashion that they were involved with those events, the guards seek to arrest them as well.

APL2 (EL 3)

Langmuir Guards (4): male human warrior 1; hp 8 each; Appendix 1.

APL 4(EL 5)

Langmuir Guards (8): male human warrior 1; hp 8 each; Appendix 1.

APL 6 (EL 5)

Langmuir Guards (8): male human warrior 1; hp 8 each; Appendix 1.

APL 8 (EL 5)

Langmuir Guards (8): male human warrior 1; hp 8 each; Appendix 1.

Unless the PCs use lethal damage, the guards attack for nonlethal.

House Avgustin: With the approaching session of the Council of Abbots, Captain Yronl has ordered the house guard to be vigilant and on alert for anything that might pose a threat. Patrols along the areas that border Langmuir's lands have doubled – thus it was that they spotted Langmuir's guards crossing-over. They have been in pursuit of them for some time, and only now have reached them.

They are unaware of Vershan's presence in the barn, but that is secondary to them than the concern that Langmuir has sent armed troops into their lands.

PCs that are members of House Avgustin may command them. Such troops will accompany the PCs until they reach Swan.

APL2 (EL 3)

Avgustin Guards (4): male human warrior 1; hp 8 each; Appendix 1.

APL 4 (EL 5)

Avgustin Guards (8): male human warrior 1; hp 8 each; Appendix 1.

APL 6 (EL 5)

Avgustin Guards (8): male human warrior 1; hp 8 each; Appendix 1.

APL 8 (EL 5)

Avgustin Guards (8): male human warrior 1; hp 8 each; Appendix 1.

Interactions between House Avgustin and House Langmuir

At the beginning of the encounter, both House Avgustin and House Langmuir start as unfriendly to each other the party. They are friendly toward PCs that are members of their house.

Astute PCs can perform a DC 25 Sense Motive check to ascertain that if they don't do something soon, the two houses could come to blows against each other.

Stirring the Pot

Clever PCs that are aware of the hostility between House Avgustin and House Langmuir may exploit that to their advantage by agitating one group against the other. The DM is free to adjudicate these actions as he sees fit and can require skill checks where appropriate.

Likewise, PCs may act to diffuse the situation by working to calm both parties. This requires at least two PCs to perform Diplomacy checks – one for each group.

Development:

At APLs 2-4; Langmuir's guard move to storm the barn after ten (10) rounds. Avgustin's guards move to block their way and a melee ensues. If the PCs are still present, and do not attempt to diffuse the situation, two of Avgustin's men get killed by Langmuir's guards before the rest surrender.

At APLs 6-8; Langmuir's guards move to storm the barn after six (6) rounds. This eliminates any change for standard Diplomacy to succeed.

By this point, Vershan has fled through the trap door and is on his way to meet with Captain Yronl.

If the PCs captured Vershan and turned him over to the any of the guards, he is taken to Swan by House Avgustin. If the PCs turned Vershan over to House Langmuir, he is claimed by House Avgustin after the Langmuir guards surrender (see above).

If the PCs decided to go to Avgustin Manor, proceed to **Encounter Two: The Lion's Den**.

If the PCs decided to go to Swan, proceed to **Encounter Three: Run, Gillendyl Run**.

ENCOUNTER 2 THE LION'S DEN

This encounter occurs if the party goes to Loren's Ford to meet with Captain Yronl. It can occur differently, depending on whether Vershan is accompanying the PCs, if they turned him over to House Langmuir, or if he escaped.

Read or paraphrase the following:

The Avgustin manor house is a stately structure behind a high hedge. The gates in the hedge are closed, and eight liveried men stand guard.

The guards ask the PCs their business at Avgustin Manor. Members of House Langmuir are denied entrance, due to the animosity that currently exists between the two noble houses. If they agitate and force the issue, they are warned to depart on penalty of arrest. If they persist, they are arrested for Trespassing and Interfering with the Representative of a Noble and are out-of-play for the rest of the adventure.

If any members of House Langmuir openly aided the Langmuir guards from **Encounter One**, they are immediately arrested and charged with Assault, Battery, Interfering with the Representative of a Noble, and Trespassing. See **Appendix 5: Laws of the Viscounty** for details on this punishment. The character is out-of-play for the remainder of this adventure.

PCs that possess Infamy with House Avgustin are immediately turned away unless they have taken steps to

disguise themselves. This requires a Disguise check by the character. The guards have +11 to any Spot checks to detect a disguise, due to their familiarity with the infamous individual.

PCs that received the entry **Tension in the Viscounty: Accusation Against House Langmuir** (from *VER6-01: The Discontent of our Winter*) are treated as having Infamy for purposes of this encounter.

Spymaster note: Spymasters using a cover identity are treated normally, assuming that the infamy was not earned while using said identity.

ADMITTANCE TO AVGUSTIN MANOR:

At this hour, only members of House Avgustin are admitted to the manor unless there is specific mention of the Council of Abbots session or Vershan; or if Vershan is with the party.

Assuming the PCs find a way to legally enter Avgustin Manor, proceed.

The guards shown in to an open yard beyond the gate. Before you is the large, three-storey manor house itself, with wide wings spreading out to the left and right. To the right is a large, two-storey stable with some sort of lodging above it.

To your left is a large open area. It appears as though it was once a parade ground, if the barracks on the far side of it are any indication. Though the barracks have seen better days, they appear to have been recently painted and refurbished. The entire parade ground has been replanted with flower, with a modest statue standing in the center.

A DC 10 Knowledge [Architecture and Engineering] check identifies the stable as relatively recent construction – within the last two years. One of the guards asks to take any mounts into the stable. Under no circumstances are any animal allowed into the manor. Nothing happens to the mounts if they are taken in the stable.

The statue is a memorial to Lord Rolof Avgustin, who died in early 595.

The captain of the guard motions for you to follow him, and you are shown into a tastefully decorated drawing room where a middle-aged man stands waiting to receive you. With him is a striking young lady and another gentleman.

If Vershan escaped during **Encounter One**, he is also here in the room.

The middle aged man is Yronl, regent of Avgustin's lands. Though he no longer captain of Lord Avgustin's house guard, many still refer to him in that way.

The young lady is Elise Brandenburg, future Baroness of Avgustin and heir to the lands. PCs that have played *VER3-04: A Matter of Love* or *VER5-02: Fallen Hero* have met her before.

The other gentleman is Lord Wellborn Estival, the new noble and recent occupant of Castle Estival. PCs that have played *VER6-01: Discontent of our Winter* or *VER6-03: Castle Estival* have encountered him before.

Vershan is in the party's custody:

Read or paraphrase the following if Vershan is in the party's custody:

Captain Yronl speaks:

"I see that you have apprehended the fugitive Vershan. While you are under this roof, he is under my protection. I understand you have your reasons, but you may not have him just yet."

The guards move to take custody of Vershan. If the party resists, they are bound. If they attack, they are arrested and charged with Battery. They are out of play for the rest of the adventure.

Vershan escaped and is pursued by the party:

Read or paraphrase the following if Vershan escaped but is being pursued by the party:

Captain Yronl speaks:

"I understand you are interested in Vershan. You should know that he is under my protection while on these lands. I know you pursue him, and for the most part rightfully so, but you may not have him yet."

Vershan escaped with the party's help

Read or paraphrase the following if the party helped Vershan escape:

Captain Yronl speaks:

"Thank you for assisting Vershan and helping him to get here. It was a very good thing you did and I am in your debt. However, I am sure that you have some concerns as to why a noble house is assisting a wanted criminal."

QUESTIONS AND ANSWERS

Below is a list of questions likely to be posed by the party:

Why are you helping Vershan?

“Vershan is an old friend of mine from years ago. The last time I saw him was about three years ago. My cousin, Benan, had professed interest in the faith of the god Trithereon. I knew Vershan to be a priest of that faith, and so introduced them to each other. I feel terrible that Benan became caught up in events that have torn the people of the Viscounty apart, but I could not believe that my friend Vershan was a seditionist. When Vershan reached out to me, I had to help him.

“I convinced him to turn himself in to my guards. They would then escort him to Swan for the Council of Abbots session where he would provide testimony”

What kind of testimony?

“Vershan says that he is innocent of the crimes for which he is charged. I and others have come to believe him.

“Vershan says that he was kidnapped and imprisoned by an unknown person who interrogated and magically probed his mind. He recently managed to escape along with another person – a gnome – when his gaol was accidentally destroyed.

“If he is innocent, then that means someone else is responsible. I want them brought to justice.”

“Who are these ‘others’ that believe Vershan?”

“I’m not going to discuss that right now.”

How did Vershan escape?

“He was being held in a cellar beneath a house in the town of Terre Verte, which was recently obliterated by the Elven Clans of the Gnarley Forest. He managed to escape in the confusion.”

Who is the gnome?

His name is Hodgi Pepperquill. I do not know much about him except that he is related to Urthan, the leader of the Free Assembly of the Kron Hills. He claims that he was traveling from Swan to Sheernobb to visit family when he was ambushed and knocked out. When he came to, he was imprisoned – apparently in the same place as Vershan. Vershan risked his life to save Hodgi when they escaped, and his bravery has deeply touched the gnome – who appears to have led a life of crime in the past. Hodgi feels that the least he can do is help verify Vershan’s claims as it will give him a chance to make amends for his past.”

What has he done?

(read the following if no members of House Avgustin or the Church of Trithereon are present)

It is not for me to recount his crimes, such as they were. He wishes to atone, and I admire that.

(read the following ONLY if a member of House Avgustin or the Church of Trithereon is present)

“You perhaps know the story of how Viscount Langard came to power? When old Viscount Wilfrick died, his trueborn son, Fenward, became ruler of Verbobonc – and you would be hard-pressed to find a more incompetent man for role. He managed to alienate many of the factions that Wilfrick relied upon for support – especially the gnomes of the Kron. When papers were found in Castle Greyfist connecting Fenward with the Scarlet Brotherhood, Fenward resisted arrest and both he and his captain of the guard were killed. It is because of that incident that Langard was found, for some knew of Wilfrick’s association with an elven lady.”

Yronl takes a breath before continuing

“Hodgi says that he is the one who forged the papers. Times were different back then, with the wars across the Flanaess, the Scarlet Brotherhood on the rise, and tensions rising here between Fenward and the gnomes. I’m told that the final straw was when the gnomes were asking for help and Fenward said that ‘the craven little moles could take care of themselves.’

“In any case, it is not for me to pass judgment on him. He seeks to atone for his crimes by testifying at the Council. As his testimony will help Vershan, I am helping him as well.”

How can you be sure the gnome is telling the truth?

Because I have had others verify his words magically, and they are true. Of course, only priests of Saint Cuthbert may have evidence from their magic legally admitted as evidence, so the word of other priests is not sufficient. However, spells preventing deception and lies are supposed to be enforced during the Council of Abbots sessions, so it will be possible for them to verify the truth of both Vershan’s and Hodgi’s statements.”

Why is Lord Estival here?

Estival rises to respond:

“Since I took possession of my family’s castle, I have sought better relations with my neighbors and fellow nobility. Yronl and the lady Elise have been most gracious in welcoming me.

A DC 15 Sense Motive check reveals that there appears to be some personal attraction between Estival and Lady Elise. If any character is so crass as to bring this up, Estival dismisses the comment by saying that such discussion is relevant to the topic at hand. Persistent PCs that refuse to let the matter lie are thrown out on the spot. It's up to them to figure out how to finish the adventure.

As for Vershan – I have always been interested in justice and truth. Both the faith of Trithereon and Vershan are implicated in the theft of my caravans. If they are innocent, then I would see them exonerated. Besides – if Vershan is innocent, then that means someone else is responsible for the crimes. With Vershan's help, we might find the perpetrator and bring them to account."

"Lord Estival – we have followed your instructions," *Estival looks pleased. "Excellent. Thank you for your diligence. Now, I need you to do exactly what Lord Yronl asks."*

If the party has no other questions, proceed to the Development section; otherwise allow them to ask their questions as normal.

If the party has other questions not specifically covered here, use the Adventure Background to come up with responses, based on how much information you feel Yronl would trust with the PCs.

Development:

Once the party is out of questions, or indicates they are ready to leave, proceed from here:

Yronl speaks again: "I understand that you all have engaged as agents to recover Vershan and deliver him to Swan for trial. I would be for the best if you fulfilled that goal. Others – particularly House Langmuir – might have issue if they feel that we have somehow manipulated the situation – whereas you, as independent agents, have justification for holding and delivering Vershan. Additionally, I expect that you will be asked to provide testimony on your actions during Vershan's apprehension as well as perhaps any other information you might have.

"You may feel free to rest in Loren's Ford, or continue onward to Swan – but I would ask you to take Vershan with you.

Vershan goes with the party. It is up to them if they wish to bind him. Yronl views it as an unnecessary precaution, but would not stop the PCs if they do so.

If the party rests at Loren's Ford, they have an uneventful night.

Proceed to **Encounter Three**

ENCOUNTER 3 RUN, GILLENDYL RUN

The party is ambushed by a team of assassins during this encounter; however the manner of ambush depends on the time of day.

If the PCs rested at Loren's Ford – then it is daytime. If the PCs pressed on immediately after leaving Avgustin Manor, or continued on to Swan from **Encounter One**, then it is evening.

Read or paraphrase the following:

The rolling hills of the Kron give way slightly to a small eastward-flowing stream. The track seems worn here, evidence of the traffic that passes between Loren's Ford and the town of Swan. A blanket of snow covers the ground, evidence of winter's arrival in the land. Though the weather has not been as harsh as last year, it has been rough enough of late.

If the PCs have not had an opportunity to speak with Vershan, let them use this time to do so. Vershan will speak with most PCs and tell his story if they are reasonably friendly toward him. Use information from the Adventure Background to flesh out the details of the story.

This should be a role-playing encounter. Vershan has been hunted since the beginning of 596, and he is a central figure in the recent events. The PCs should be using every chance they have to find out more about what's going on.

While Vershan is talking to the PCs, the assassins make their move. They are hiding along the opposite side of the river from the PCs. They will wait in ambush and then attempt surprise.

APL 2 (EL 4)

Assassins (3): Male human rogue 1; hp 6 each; Appendix One

APL 4 (EL 6)

Assassins (5): Male human rogue 1; hp 6 each; Appendix One

APL 6 (EL 8)

Assassins (6): Male human rogue 3; hp 15 each; Appendix One

APL 8 (EL 9)

Assassins (6): Male human rogue 4; hp 18 each; Appendix One

Note: APL 2 and 4, the EL of this encounter has been adjusted by +1 due to advanced equipment.

Tactics:

APL 2 and 4: Two assassins target wizards and other 'weak-looking' PCs with crossbows, hoping to knock them out with the poison. One assassin targets Vershan with the tanglefoot bag. Any remaining assassins target the rest of the party with poison-tipped weapons (crossbows if ranged, rapier if melee), depending on how many were rendered unconscious previously. Once everyone is knocked out, the assassins will kill them all (including Vershan).

APL 6 and 8:

As above, but the assassins have prepared by first drinking their potions of *invisibility* and *nondetection* (rendering immune to detection spells and giving a +20 bonus to hide if moving, or +40 if standing still)

Development:

If the assassins are captured alive, they claim they were hired by someone to take out Vershan and the party. Searching the assassins uncovers a document (**Player Handout: Note Found on the Assassins**) that appears to be signed with a symbol or seal, which can be identified by a DC 15 Knowledge [Nobility and Royalty] check, or a DC 20 Knowledge [Local – VTF] check.

Refer to the Regional Documentation AR for *VER6-01: Discontent of our Winter* for each character.

- If more PCs received **Accusation against House Langmuir** or **False Testimony**, then the seal is that of House Langmuir as the employer.
- If more PCs received **Accusation against House Avgustin** or **Accusation against the Church of Trithereon**, then the seal is that of House Avgustin as the employer.

PCs that played *VER6-01: Discontent of our Winter* and found some of the incriminating notes during that adventure can make a DC 20 Spot check or a DC 15 Forgery check to notice that the handwriting is very similar. Making the check by 10 (DC 30 Spot or DC 25

Forgery) confirms that the letters from *VER6-01* are writing in the same handwriting as this letter.

If the assassins are working for Avgustin, Vershan (if present) is confused as he would never expect Yronl to do something like this.

If the assassins are working for Langmuir, Vershan is not surprised given all that he knows about House Langmuir and their ambition.

If the party wants to return to Avgustin Manor (either to confront Yronl or inform him of the assassins), they will realize that they don't have enough time to do that and reach Swan. If they go back anyway, the guards inform them that Yronl and Lady Elise have already left via an alternate route for Swan.

Proceed to **Encounter Four: Swan**

ENCOUNTER 4 SWAN

The waters of Gillendyl's Run gradually broaden from a stream to a full river. The road upon which you travel begins to diverge from the river, following a course up a great bluff. At the base of the bluff, a wooden fort seems to be bustling with activity as travelers ahead of you pass through its gates and up the road into the town of Swan.

As you watch, each group of travelers appears to be stopped by a group of men for a few moments before being allowed entry into town.

A DC 10 Knowledge [Local – VTF] check identifies the pennants flying about the fort as that of the 4th Company of Mounted Borderers, stationed at Fort Wilfrick.

The 4th Company is on a heightened alert status due to the Council of Abbots session in town. Security is very high and the Borderers do not want any incidents to happen.

If PCs in the party are members of the Church of Rao, the Church of Saint Cuthbert, House Avgustin, or the Mounted Borderers, they are met by Sergeant Jaren Rodrigo, commander of Fort Wilfrick, who has orders to take custody of Vershan. If Vershan either escaped or was killed, he insists on the details and will be most angry with any Borderer that failed in his assigned duty.

If Vershan is dead, Rodrigo still takes custody of the body. They will hold it until a priest of Saint Cuthbert from the Council of Abbots can come for it.

Before dismissing the PCs, he reminds them that they will be called upon to testify at the trial tomorrow.

Entering Swan

The party will have to pass through Fort Wilfrick and the checkpoint to enter Swan. Along with the garrison of Mounted Borderers, there are groups of Cuthbertine priests helping to ensure that no disruptive elements enter the town. This includes using *detect magic* and *detect weaponry* (new spell)

PCs that are not members of a regional Military or Religious metaorganization are required to surrender any weapon of medium or larger size before being allowed to enter. PCs that resist this measure risk arrest for Ownership of Illegal Goods. If arrested, such PCs are fined 200 gp x APL and spend 2 TU in gaol.

PCs that are members of a regional Military or Religious metaorganization must surrender any weapon of large or larger size, but may expend one (1) influence point with from any Military, Religious, or Noble organization to retain possession of one of their weapons.

PCs possessing Sleight of Hand may, of course, attempt to hide their weapons, but unless the character has an active *nondetection* spell, the weapon will be located by either *detect magic* or *detect weaponry*.

Church of Rao and Church of Saint Cuthbert: Members of these organizations are allowed to enter Swan without surrendering any weapons.

Sneaking into Fort Wilfrick

It is possible that some PCs (particularly those that work for House Langmuir) may want to sneak into town so as to avoid the Borderers and risk having Vershan taken into custody by them. If the PCs take reasonable precautions, allow them to proceed. However, if they do not restrain Vershan – he will attempt to get the Borderers attention. If they notice him, they immediately take him into custody. They do not arrest any agents of a noble house, but they do make a note of the PCs.

The Borderers are considered to have ranks in Intimidate, Sense Motive, and Spot equal to the APL.

If Vershan is being delivered to House Langmuir, then a group of Langmuir's house guard meets the PCs once

they enter Swan and take custody of Vershan. They remind the PCs that they will be called upon to testify at the trial tomorrow.

Development:

While in town, PCs may attempt to learn some information regarding current events. Refer to **Appendix 3: Legwork** for more information.

At some point, a young boy approaches one of the PCs and delivers a note. Given them **Player Handout: Note from a Friend**.

The note is from Calmer, Canoness Y'dey's chief assistant. A DC 10 Knowledge [Religion] or DC 15 Knowledge [Local – VTF] identifies him as such. He is well known in religious circle, and any character that is a member of a religious metaorganization automatically knows who he is.

If the party goes to the Swan's Rest Inn, proceed to **Encounter Five: A Friend In Need**.

If the party ignores the letter, allow them to rest as they see fit. When they awake, they learn that there was an incident during the night and Calmer was killed. They are then summoned to appear before the trial. Proceed to **Encounter Seven**.

ENCOUNTER 5 A FRIEND IN NEED

The Swan's Rest Inn is filled with visitors, but much of the talk is subdued. As your eyes adjust to the indoor light, you notice the barkeep catching your eye and nodding you over toward him.

"Go to the room at the end of the hall on the second floor. He's waiting for you."

If the PCs ask who is waiting, the barkeep gives them a funny look and tells them "Calmer, of course."

Once the PCs go upstairs to the second floor to the room at the end of the hall, proceed.

As you approach the door, it opens to reveal a small room in which sits a tall young man wearing a tabard emblazoned with the symbol of Saint Cuthbert. He rises at your arrival and motioned for you to enter.

“Thank you for coming. My name is Calmer. I am chief assistant to Canoness Y'dey of Hommlet. Certain aspects of this situation have given the Canoness cause for concern, so she has asked me to speak with you regarding this. Tell me everything you know about Vershan and the situation surrounding him.

Calmer sits as the PCs relate their information. Once they are finished, he continues.

“Thank you for this information. Much we already knew, but it is still good to have it confirmed.

“I should tell you that it is my belief that Vershan is innocent of the crimes of which he is accused. For one – Vershan and I are friends. He is originally from Hommlet, where I am from, and we grew up together. I have known him for many years – longer than Lord Yronl – and this is not something he would ever do. The way of Trithereon does not countenance the committing of evil to accomplish good. They would never frame a noble house, even one like House Langmuir, for something they did not do.

“But more importantly, there has been a current of events over the past year that has given Canoness Y'dey cause for concern. This is more than just a dispute between religious faiths or between noble houses.”

VERSHAN IS ALIVE:

If Vershan has been brought alive to Swan, Calmer asks to be taken to see him. He reminds the PCs that his status as a priest of Saint Cuthbert means that any information gleaned from his divine spells is admissible in court. Furthermore, he has a writ from Canoness Y'dey giving him permission to question Vershan prior to the trial. He also informs them that, as the arresting agents, they should be present at any questioning he conducts so that they can provide testimony regarding it, if necessary.

Calmer knows to whom Vershan was delivered by the PCs. He makes no judgment or assessment on this, but he does insist upon seeing him. If the PCs refuse to take him to see Vershan, Calmer reminds them that he works for Canoness Y'dey and she will be most displeased if the PCs do not cooperate.

If they still refuse, Calmer sighs and leaves. He is going to see Vershan one way or the others. While the PCs presence is legally important, Calmer knows that he can persuade another Mounted Borderer to serve as witness.

VERSHAN IS DEAD:

If Vershan is dead, Calmer is saddened by this but still asks to be taken to see his remains.

MEMBERS OF GOOD

Before leaving, Calmer asks to speak privately with PCs that belong to one of the following metaorganizations:

- Church of Heironeous
- Church of Pelor
- Church of Rao
- Church of Saint Cuthbert

“Friends, Canoness Y'day has asked that I speak with you on a matter of grave importance. The situation in the Viscounty has grown more volatile over the past year. Even if the tensions in the land were not enough, the presence of Blackthorn in the Gnarley Forest and the hostility of the Elven Clans threatens to bring war into the great forest. There are also reports that Lord Shannus has become more and more extremist in the Iron Wood, and that he be building armies of dragon warriors.

“The Canoness believes we are at a crossroads, and she fears the path that the Viscounty seems to be choosing. She needs the help of good people of faith and courage if we are to survive these choices. Can she count on you?”

For any PCs that access, Calmer asks them to swear an oath to provide help to Canoness Y'dey whenever she needs it.

Proceed from here.

Development:

If the PCs take Calmer to see Vershan, or if they follow Calmer after he leaves, proceed to **Encounter Six: Protective Custody.**

If the PCs do not accompany Calmer, when they awake in the morning, they learn that he has been killed while on his way through Swan. Evidence that the Church of Trithereon was behind the attack was discovered at the crime scene. However, before the PCs can investigate this incident, they are summoned to the Council of Abbots meeting. Proceed to **Encounter Seven: Moment of Truth**

ENCOUNTER 6

PROTECTIVE CUSTODY

Regardless of whether Vershan is being held by the Mounted Borderers or House Langmuir, this encounter occurs the same way. The boxed text assumes that Vershan is alive and that the party is accompanying Calmer. If Vershan is dead, or the party is following Calmer, adjust and paraphrase as necessary.

Read or paraphrase the following;

The streets of Swan have thinned somewhat as night lays claim to the town of Swan Ahead, you see the building where Vershan is being held.

Another group of assassins has been dispatched to eliminate Vershan and the party, to prevent them from testifying at the trial. If Vershan is dead, they are lying in wait to eliminate Calmer and the party. If Vershan is alive, then the assassins have released a sleeping gas into the building where he is incarcerated. This has knocked everyone out. They were about to kill everyone when the party arrives.

If the character's specifically state that they are looking at the building for any signs, a DC 15 Spot check reveals that there are no lights on in the building. A second Spot check can be made to notice the assassins.

The assassins are already in the building when the party arrives. Because of this, they receive a +8 bonus to Hide checks to avoid being Spotted. If possible, the assassins wait until the party is within 30 feet before attacking (so as to get sneak attack bonuses).

All APLs

Calmer: Male human cleric 4; hp 18; see Appendix One.

APL 2 (EL 3)

Assassins (6): Male human rogue 1; hp 6 each; Appendix One

APL 4 (EL 6)

Assassins (5): Male human rogue 2; hp 6 each; Appendix One

APL 6 (EL 8)

Assassins (6): Male human rogue 3; hp 15 each; Appendix One

APL 8 (EL 10)

Assassins (6): Male human rogue 4; hp 18 each; Appendix One

Note: At **APL 2** the EL of this encounter has been reduced by 2 because of the presence of Calmer.

At **APL 4**, the EL of this encounter has been reduced by 1 because of the presence of Calmer.

At **APL 6 and 8**, the EL is unadjusted.

Tactics: The assassins shoot to kill, moving to take our Calmer first, followed by the PCs. At higher APLs, the assassins have prepared by using their potions of *invisibility* and *nondetection* (rendering immune to detection spells and giving a +20 bonus to hide if moving, or +40 if standing still)

Running Calmer: Calmer is not foolish, but neither is he a coward. He uses his spells to incapacitate the assassins if possible, or to enhance the party. He will use his *protective ward* ability on an appropriate party member if he suspects that the assassins have poison. He will attempt to use his scrolls (particular the *scrolls of command*) before using his prepared spells

Using his scrolls of *command*, Calmer will ready an action to use the scroll on an assassin's turn and command the assassin to either drop or halt (see Player's Handbook p.210) as appropriate.

Development:

The employer of the assassins depends on Encounter Three. If the assassins in Encounter Three were working for House Avgustin, then these assassins are working for House Langmuir, and vice versa. Each assassin has a tabard with the house insignia of their employer in their possession.

No one in the building are dead – they have only been knocked out. After ten rounds, everyone regains consciousness, although they are fatigued.

If Vershan and Calmer are both still alive after the encounter, then Calmer immediately orders that the guard be tripled for the rest of the night in order to protect Vershan. If Vershan was in the custody of House Langmuir, he is taken and given to the Mounted Borderers to hold until the trial.

If Vershan was dead, Calmer arranges for him to be *raised*.

Once Vershan is secured, Calmer sets to verifying some of Vershan's story. Everything told to the party by Yronl about Vershan being captured and imprisoned is verified.

Likewise is the fact that he was not behind the theft of Estival's food shipment.

Calmer quietly speaks with his friend for a moment, then speaks with the party:

"There is nothing more that can be done here. Tomorrow will prove to be a most interesting day. You should get some rest and prepare for your testimony tomorrow."

With that, Calmer leaves the guard house. Veshan has been given increased security by the Mounted Borderers. There is nothing for the party to do until the Council of Abbots session tomorrow.

Proceed to **Encounter Seven: Moment of Truth**

ENCOUNTER 7 MOMENT OF TRUTH

The Council of Abbots session dominates the town of Swan today as priests of all kinds proceed through the town toward the Shrine of the Peacemaker, where the Council session is to be held.

Inside the great shrine, many of the pews have been moved back to accommodate the increase of clergy from various faiths. Outside, several priests of Saint Cuthbert and Rao are finishing with the divine spells that will ward the sessions and members.

A DC 22 Spellcraft check (when combined with *detect magic*) reveals that the areas where the Council is meeting and where testimony will be given is layered with a heightened-and-widened *zone of truth*. People entering the area must succeed at a DC 29 Willpower save or be compelled to tell the truth.

As you watch, a heavy-set old man in the vestments of a Bishop of Saint Cuthbert enters the shrine. A jewel-encrusted mitre adorns his brow and a large blacken cudgel is carried in his left hand like a scepter. Bishop Haufren, the head of the Church of Saint Cuthbert, has arrived.

This is Bishop Haufren, head of the Church of Saint Cuthbert in Verbobonc. The wooden cudgel in his hand is the Revash Splinter, a relic of Saint Cuthbert and piece of the fabled Mace. A DC 15 Knowledge [Religion] check or a DC 20 Knowledge [Local -VTF] reveals this information.

Accompanying him is a young man of elven heritage, but with a maturity that seems to contradict his youthful appearance. Flanking the young man are two knights of regal bearing in full plate armor. The coat of arms upon the armor is that of Veluna. It is Viscount Langard.

At the bishop's request, Viscount Langard has come to the session to see matters settled. With him are two Knights of Veluna, who have been set by the Canon of Veluna as protectors and witnesses for the Council session.

Behind Viscount Langard and Bishop Haufren comes the other participants in the Council session. Ebadon Brill, Bishop of Rao in Verbobonc, and representative of the Celestial Order of Moons from Veluna.

Mettis Hale, the senior Archcanon of Pelor.

Erisyphae Plaso, warden of Ehlonna

Abbot Rudolphus of Heironeous

Finally, a old woman brings up the rear of the procession. Though her age is evident, she moves with the spry grace of one many years younger. Canoness Y'dey.

As the Council members take their seats, Bishop Haufren stands and raises the wooden cudgel in his hand. A cold power seems to emanate from it.

"Let the session be called to order. May Saint Cuthbert's wisdom bring wrongdoers to justice and punish the wicked."

The first order of business is the dispensing of justice for any PCs that have been arrested during this adventure. Unless the PCs can demonstrate why they flaunted a lawful authority, their punishment is upheld, however character can have his punishment reduced to a lesser charge by making a successful DC 35 Diplomacy check. If the character does not worship Saint Cuthbert, this check is increased by +10 (to DC 45). Only the accused character can make this check – other cannot do it for him.

The second order of business is the trial of Veshan. This is a very fluid encounter, so the DM must be prepared to improvise as much as necessary to keep the encounter progressing.

"Bring out the accused."

The doors at the back of the shrine open up and two priests of Saint Cuthbert, each bearing a great mace, escort Vershan into the room. He is manacled and bound.

Following him in is Yronl of House Avgustin. He is closely followed by a portly man of pale complexion and an old woman with a face that could curdle fresh milk.

The portly man is Lord Ludovic Langmuir. The old woman is his mother, the Iron Lady – Golediva Langmuir. PCs that have played *VER4-02: A Costly Gamble* or *VER4-08: Beauty and Two Beasts* have encountered them before. Their identities can also be learned by a successful DC 15 Knowledge [Nobility and Royalty] check.

“Vershan of Trithereon. You stand accused of Banditry for the theft of Wellborne Estival’s food caravan, Manslaughter for the death of the caravan guardsmen, Robbery, and Sedition against the lawful nobility of the Viscount for the framing of House Langmuir for your actions.

“Before you are allowed to speak in your defense, we will hear testimony from those that accomplished your arrest.”

At this point, one of the PCs is chosen to provide testimony. Chose one according to the following criteria:

- 1) Character that participated in *VER6-01: Discontent of our Winter*.
- 2) Member of the Mounted Borderers or the Church of Saint Cuthbert
- 3) Member of the Church of Rao
- 4) Member of a noble house except Avgustin or Langmuir
- 5) Member of House Avgustin
- 6) Member of House Langmuir
- 7) Any other character

Note – choose a character that has also played *VER6-01: Discontent of our Winter* if possible, as events in that adventure have a direct impact on the testimony.

The character is sworn in by Calmer and then asked by Bishop Haufren to recount the details of Vershan’s arrest and any information regarding Vershan the character has learned.

Pay close attention to the information provided by the character, and interject the following boxed-text based on the character’s testimony.

- *Assassins were sent by House Langmuir to kill us” A roar of anger erupts from the old woman, Lady Golediva of House Langmuir. “This is a slanderous lie. We deny this accusation”*

If the Letter is proved as proof, it appears to be Lord Ludovic’s handwriting, but he denies ever writing such a document.

- *“Assassins were sent by House Avgustin to kill us” Lord Yronl raises his hand.” What proof do you have of this.”*

If the letter is provided as proof, it appears to be Yronl’s handwriting, but he denies ever writing such a document. Furthermore, he states that it is in his interest to see Vershan exonerated as House Langmuir has attempted to paint a conspiracy of House Avgustin and the Church of Trithereon against Langmuir.

- *“We investigated the original caravan theft and discovered evidence that House Langmuir was behind the theft.”*

Lord Ludovic stands, his chins quivering with anger. “I will not listen to these baseless accusations. What need have we for food? All know our house lacks for nothing.”

“Except common decency.” pipes a voice from the gallery.

“Enough” roars Bishop Haufren. “That will be enough.”

- *“We investigated the original caravan theft and discovered evidence that the Church of Trithereon attempted to frame House Langmuir for the theft.”*

“Ah-ha!” screams Ludovic Langmuir. “What more proof do you need? He speaks the truth! I demand justice!”

Bishop Haufren turns to the noble, “You shall have your justice when this council is satisfied that the accused is guilty.”

- *“We investigated the original caravan theft and discovered evidence that the Church of Trithereon attempted to frame House Langmuir for the theft.”*

“Ah-ha!” screams Ludovic Langmuir. “What more proof do you need? He speaks the truth! I demand justice!”

Bishop Haufren turns to the noble, "You shall have your justice when this council is satisfied that the accused is guilty."

- *"I believe Vershan is innocent for X reason" Ludovic Langmuir leaps to his feet. "Your eminence. I demand that this witness' testimony be stricken. The traitor has obviously cast some spell over him. All know that Vershan has committed the crimes, and destroyed the good name of my family!"*

Bishop Haufren pounds the Revnash Splinter and calls for order.

"<PC NAME>, you will refrain from interjection personal commentary into these proceedings. This is not about what you believe, but about the actions of the accused."

- *"There is someone that can prove Vershan was not the person behind the theft. A gnome."*

Proceed to **Things Falls Apart**

If the character finishes his testimony without mentioning the gnome, Hodgi Peperquill, read the following.

Bishop Haufren stands, "Thank you for your testimony. You have provided much information, however based on previous events – I must conclude that Vershan is guilty and pass judgment."

Vershan's face pales, "I did not commit these crimes, and I can prove it. I was kidnapped and imprisoned for many months. But there was another imprisoned with me. A gnome. He can verify the truth of what I say."

Proceed to **Things Fall Apart**

THINGS FALL APART:

The doors open and small, almost average looking gnome walks into the chamber, flanked by two guards in Avgustin livery. "I am Hodgi Peperquill, nephew to Elder Urthgan of the Free Assembly of the Kron Hills and I come here to give testimony on behalf of my friend, Vershan."

As the gnome speaks, you notice that all of the council seems to be listening to his every word. For the first time it dawns on many of them that Vershan

could be innocent of these crimes. As Hodgi finishes, Bishop Haufren speaks.

"We thank you for this testimony, Goodman Peperquill. We shall certainly take it under advisement."

"But I am not yet done", pipes Hodgi. "As you have assembled to mete justice, I must ask for your mercy for my crimes. I though I would never be free again until Verhan helped me escape. I promised I would atone for my crimes. You must here me."

Bishop Haufren glances at the others before nodding approval, "Very well, you have our leave to confess your crimes. I should warn you that you will face punishment for them, but it is honorable of you to present yourself here for our judgment. Proceed."

Hodgi continues.

"The gnome I am today is not who I was back then. Several years ago I was a different person – angrier and more rebellious. Back then, it was a darker time as Viscount Fenward left us to die at the hands of our enemies without lifting a finger to help. I swore revenge on him for that, and I got it. I forged papers framing Fenward as a spy for the Scarlet Brotherhood.

"But there is more. My crimes do not end there. I was mad with anger at Viscount Wilfrick for leaving such a vile offspring to serve as Viscount. I thought anyone could do a better job – even some half-elf from the Gnarley Forest. So I also forged papers that Wilfrick had a illegitimate son with an elven woman. And I have proof. Here are copies of the documents in my handwriting."

The entire chamber erupts at this revelation, and Bishop Haufren pounds the Revnash Splinter to restore order. As he strikes the table, black sparks flare from the holy relic

Bishop Haufren asks one of the PCs to take the documents from Hodgi and give them to him. Both Bishop Haufren and Canoness Y'dey examine them. After a moment, they grimly conclude that they appear to be the same handwriting as ones Haufren used years ago to legitimize Langard as Viscount.

"I do not know how you can speak your lies within this chamber, gnome, but know that I will repudiate your words." Haufren turns to Viscount Langard.

“The power of Saint Cuthbert flows through his holy relic and he will show the falsehood of this statement, and prove that Langard is the rightful ruler of our land.”

Raising the Revnash Splinter, the words of a spell flow from Haufren’s mouth when suddenly he stops. Sparks shoot out of the Revnash Splinter and the bishop lets out a curdling scream as his eyes roll back in his head and he collapses to the floor.

When Haufren collapses, the Revnash Splinter falls out of his hand.

PCs may rush forward to heal the bishop if they want. A DC 20 Heal check reveals that he is alive, but in some kind of coma.

The chamber erupts in bedlam. Canoness Y’dey, as the ranking priest of Saint Cuthbert, takes the Revnash Splinter and calls for order.

As Canoness Y’dey attempts to restore order, one of the Knights of Veluna steps forward.

“Begging your pardon, but in light of these events, it is clear that the legitimacy of Langard’s status is very much in question. The Canon of Veluna must be made aware of this situation.”

He turns to the Viscount, “Viscount Langard, by the authority vested in by the Canon of Veluna, I request that you surrender yourself into our custody to be taken to Mitrik where the Canon will verify your legitimacy. Do you resist?”

Give the PCs a chance to intervene. If they do, Viscounty Langard gestures for them to stand down.

Viscount Langard surveys the Knights with a cool gaze, “Worthy Sir, I have no doubts as to my father. Furthermore, you surely must know that my departure during this time would create many problems and unrest in the Viscounty. However, if I resist, then I would be in violation of my feudal oath to the Canon. I will abide by your request.”

As Viscount Langard is taken into custody by the Knights of Veluna, Canoness Y’dey adjourns the session. Proceed to the Conclusion.

CONCLUSION

As you reflect on the events of the Council of Abbots session, the magnitude of the scale presses itself upon you.

Bishop Haufren lies in a magical coma. Some have said that the backlash of the Revnash Splinter means that Saint Cuthbert has turned his back on the Viscounty.

The violence between House Langmuir and House Avgustin has escalated in recent days. Seeking justice from the Council session, both houses instead have had justice denied due to the elusiveness of the truth.

As you ponder the great events, you hear word that the bodies of several slain Knights of Veluna have been discovered east of the town of Glory. There was no sign of the Viscount.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Flight to the Ford

Defeat or bypass the trap

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 1: Flight to the Ford

Defeat or bypass either guards (but not both)

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

Encounter 3: Run Gillendyl, Run

Escape or defeat the assassins

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	270 XP

Encounter 6: Protective Custody

Rescue Vershan and/or defeat the assassins

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Story Award

Objective(s) met:

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	135 XP

Note: The Story award is only granted to PCs that pursued their organization's orders/objectives during this adventure.

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 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.

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

Encounter 3: Run, Gillendyl, Run

APL 2: Loot: 150 gp; Magic: 0 gp.

APL 4: Loot: 250 gp; Magic: 0 gp

APL 6: Loot: 146 gp; Magic: 717 gp - *+1 light crossbow* (195 gp each), *+1 rapier* (194 gp each), *+1 leather armor* (97 gp each), *cloak of elvenkind* (208 gp each), *potion of invisibility* (25 gp each)

APL 8: Loot 146 gp; Magic: 742 gp - *+1 light crossbow* (195 gp each), *+1 rapier* (194 gp each), *+1 leather armor* (97 gp each), *cloak of elvenkind* (208 gp each), *potion of invisibility* (25 gp each), *potion of nondetection* (25 gp each)

Encounter 6: Protective Custody

APL 2: Loot: 300 gp; Magic: 0 gp.

APL 4: Loot: 786 gp; Magic: 0 gp

APL 6: Loot: 146 gp; Magic: 717 gp - *+1 light crossbow* (195 gp each), *+1 rapier* (194 gp each), *+1 leather armor* (97 gp each), *cloak of elvenkind* (208 gp each), *potion of invisibility* (25 gp each)

APL 8: Loot 146 gp; Magic: 742 gp - *+1 light crossbow* (195 gp each), *+1 rapier* (194 gp each), *+1 leather armor* (97 gp each), *cloak of elvenkind* (208 gp each), *potion of invisibility* (25 gp each), *potion of nondetection* (25 gp each)

Total Possible Treasure

APL 2: Loot: 450 gp; Total: 450 gp.

APL 4: Loot: 1036 gp; Total: 1036 gp.

APL 6: Loot: 292 gp; Magic: 1434; Total: 1726 gp.

APL 8: Loot: 292 gp; Magic: 1484; Total: 1776 gp

Special

Favor of Calmer: Calmer, Canoness Ydey's assistant is impressed with your actions. You gain access one of the following Limited feats:

Ecclesiarch [General](from Eberron Campaign Setting)

Prerequisite: Knowledge [Religion] 6 ranks.

Benefit: Add Gather Information and Knowledge [Local] to your list of class skills. This benefit represents your ability to learn details about any community from the clergy of its churches. In addition, if you take the Leadership feat, you gain a +2 bonus to your Leadership score.

Knight Training [General](from Eberron Campaign Setting)

Benefit: Pick one class. Taking levels in this class does not prevent you from taking paladin levels. If you take levels in any other class, you lose your ability to progress as a paladin as usual. If the selected class also has restricted advancement, such as the monk class, taking paladin levels does not prevent you from advancing in that class.

Metaorganization Assignment: You undertook an assignment for your metaorganization. This gives you access to the items marked in the “Items Found During the Adventure” section for your organization. In addition, you receive benefits based on your metaorganization

- Church of Rao:** Access to the Serenity feat (Dragon #306)
- Church of Saint Cuthbert:** Access to the Cuthbert’s Smite feat (Dragon #306).
- Church of Trithereon:** Access to the Knight of the Chase (LGJ/Dragon #297) prestige class.
- House Avgustin:** Access to Tactical Soldier ^{MH} prestige class
- House Langmuir:** Access to the Spymaster ^{CAdv} prestige class
- Mounted Borderers:** May use Retraining rules from LGCS 597 at ½ TU and gold piece cost.

Estival’s Favor: You undertook an assignment for Lord Estival and he is grateful. Each time you complete a Verbobonc regional adventure, you may check off one (and only one) of the boxes below, to receive additional gold equal to the amount circled in the **Level of Play** section (1,000 gp max per instance). Contact the Verbobonc Triad after all five boxes are checked:

Actions that causes disfavor in Estival’s eyes immediately revoke this reward and may have other repercussions.

Oath: You have sworn an oath to Canoness Y’dey. Contact the Verbobonc Triad for more information.

REWARD NOTES

Favor of Calmer: This entry goes to those PCs that accompany Calmer from **Encounter 5: A Friend in Need** to **Encounter 6: Protective Custody**

Metaorganizational Assignment: This entry goes to PCs that received a Player Handout from their metaorganization.

Estival’s Favor: This entry goes to PCs that received Player Handout: Request from Estival.

Oath: This entry goes to PCs that swore an oath during **Encounter 5: A Friend in Need**.

Committed an Evil Act: If a character committed an evil act during this adventure, check one or more of the boxed, based on the number of evil acts committed.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2

- ❖ *Drow poison* (Frequency: Adv, limit of 1; 75 gp; DMG)
- ❖ † *Scroll of Detect Weaponry* (Freq: Regional; 50 gp, CSc)
- ❖ *§ *Steadying Robe* (Freq: Regional; 1,000 gp, CMag)
- ❖ ‡ *Possum Pouch* (Freq: Reg; 1,800 gp, CAdv)
- ❖ @ *Invisible Helper architecture* (Freq: Reg; 1,500 gp, SBG)

APL 4 (all of APL2 plus the following)

- ❖ †§+1 *Cloak of Comfort* (Freq:Regional; 3,000 gp, CMag)
- ❖ ‡ *Medallion of Contact* (Freq: Regional, 5,000 gp, A&EG)
- ❖ †• *Lesser Choker of Eloquence* (Freq: Regional, 6,000, CAdv)
- ❖ @§ *Stable of Understanding architecture* (Freq: Regional; 3,000 gp, SBG)

APL 6-8 (all of APLs 2-4 plus the following)

- ❖ *Cloak of Elvenkind* (Freq: Adv; 2,500 gp; DMG)
- ❖ ‡ *Wand of Iron Silence* (Freq: Reg; 4,500 gp; SC)
- ❖ †‡ *Wand of Faith Healing* (Freq: Reg; 750 gp; SC)
- ❖ § *Survival Pouch* (Freq: Reg; 5,000 gp; RW)
- ❖ • *Burrowing Arrow* (Freq: Reg; 167 gp; CW)
- ❖ †@ *Consecrated Chapel architecture* (Freq: Regional; 5,500 gp; SBG)

A&EG – *Arms and Equipment Guide*, CSc – *Cityscape*, CMag – *Complete Mage*, SC – *Spell Compendium*, CAdv – *Complete Adventurer*, CW – *Complete Warrior*, RW – *Races of the Wild*, SBG – *Stronghold Builder’s Guidebook*

Metaorganizational Access: Members of the following metaorgs receive access to items marked with their symbol.

- † - Church of Rao/Church of Saint Cuthbert
- ‡ - Church of Trithereon; * - House Avgustin
- - House Langmuir; § - Mounted Borderers
- @ - Verbobonc Town Project (Swan)

APPENDIX I

ALL APLS

* = New Rules
CR -

ENCOUNTER 1: FLIGHT TO THE FORD

HOUSE AVGUSTIN GUARDS CR ½

Male Human Warrior 1
LN Medium Humanoid
Init +4 (+4 Improved Initiative); **Senses** Listen +0, Spot +0

Languages Common

AC 14, touch 10, flat-footed 14
(+4 armor)

hp 9 (1HD)

Fort +3 **Ref** +0 **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk longsword +3 (1d8+1/19-20) or halberd +2 (1d10+1/x3)

Ranged light crossbow +1 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8

Feats Endurance, Improved Initiative

Skills Handle Animal +3, Jump +4, Ride +4.

Possessions mwk chain shirt, mwk longsword, halberd, light crossbow with 21 bolts, 10 gp, 13 sp, 8 cp.

HOUSE LANGMUIR GUARDS CR ½

Male Human Warrior 1
LN Medium Humanoid
Init +4 (+4 Improved Initiative); **Senses** Listen +0, Spot +0

Languages Common

AC 14, touch 10, flat-footed 14
(+4 armor)

hp 9 (1HD)

Fort +3 **Ref** +0 **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk longsword +3 (1d8+1/19-20) or halberd +2 (1d10+1/x3)

Ranged light crossbow +1 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8

Feats Endurance, Improved Initiative

Skills Handle Animal +3, Jump +4, Ride +4.

Possessions mwk chain shirt, mwk longsword, halberd, light crossbow with 21 bolts, 10 gp, 13 sp, 8 cp

VERSHAN

Male Human Cleric 4

CG Medium Humanoid

Init -1 (-1 Dex); **Senses** Listen +1, Spot +1

Languages Common

AC 9, touch 9, flat-footed 9
(-1 dex)

hp 18 (4HD) (currently at 3 hp; 15 nonlethal)

Fort +5 **Ref** +0 **Will** +7

Speed 30 ft. (6 squares), base movement 30 ft.

Melee N/A

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Special Atk turn undead 4/day and protective ward 1/day

Cleric spells prepared (CL 4, +3 melee touch, +2 ranged touch)

2nd - ~~shield other~~ (DC 13/W), ~~shield other~~[d]

1st - ~~sanctuary~~ (DC 12/W), ~~sanctuary~~ (DC 12/W), ~~protection from law~~[d]

0 - ~~cure minor wounds~~ (DC 11), ~~detect magic~~, ~~detect poison~~, ~~guidance~~ (DC 11/W), ~~virtue~~ (DC 11/E)

D: Domain Spell. Deity: Trithereon. Domains: Chaos, Protection

Abilities Str 10, Dex 9, Con 9, Int 11, Wis 13, Cha 12

Feats Iron Will, Scribe Scroll, Skill Focus (Knowledge [Religion])

Skills Concentration +4 (+5 ranks, -1 con), Diplomacy +6 (+5 ranks, +1 cha), Heal +4 (+3 ranks, +1 wis), Knowledge (Local) +1 (+1 ranks), Knowledge (Religion) +10 (+6 ranks, Skill focus +3).

Turn Undead (Su): Calmer can turn or destroy undead 4 times per day.

Protective Ward (Su): Once per day, Calmer can grant someone he touches a +4 resistance bonus on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour.

ENCOUNTER FIVE: A FRIEND IN NEED

CALMER CR 4

Male Human Cleric 4

LG Medium Humanoid

Init -1 (-1 Dex); **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch 9, flat-footed 17
(+5 armor, +3 shield, -1 dex)

hp 18 (4HD)

Fort +5 **Ref** +0 **Will** +7

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee +1 club +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Special Atk turn undead 4/day and protective ward 1/day

Cleric spells prepared (CL 4, +3 melee touch, +2 ranged touch)

2nd -- *hold person* (DC 13), *shield other* [d]

1st -- *bless*, *command* (DC 12), *cure light wounds* (DC 12), *protection from chaos* [d]

0 -- *cure minor wounds* (DC 11), *detect magic*, *detect poison*, *guidance* (DC 11), *virtue* (DC 11)

D: Domain Spell. Deity: Saint Cuthbert. Domains: Law, Protection

Abilities Str 10, Dex 9, Con 9, Int 11, Wis 13, Cha 12

Feats Ecclesiarch*, Iron Will, Scribe Scroll

Skills Concentration +4 (+5 ranks, -1 con), Diplomacy +6 (+5 ranks, +1 cha), Heal +4 (+3 ranks, +1 wis), Knowledge (Local) +1 (+1 ranks), Knowledge (Religion) +7 (+6 ranks).

Possessions +1 chain shirt, +1 heavy wooden shield, +1 club, *potion of sanctuary*, *scroll of hold person* x2, *scroll of protection from chaos* x2, *scroll of command* x3, silver holy symbol, 10 pp, 18 gp, 11 sp, 17 cp, 587 gp in other assets.

Turn Undead (Su): Calmer can turn or destroy undead 4 times per day.

Protective Ward (Su): Once per day, Calmer can grant someone he touches a +4 resistance bonus on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour.

ENCOUNTER 3: RUN, GILLENDYL,**RUN****ASSASSINS (3)****CR 1**

Male human rogue 1

NE Medium humanoid

Init ++5; **Senses** Listen +4, Spot +4**Languages** Common, Gnomish**AC** 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 6 1 HD)**Fort** +0, **Ref** +3, **Will** +0**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.**Melee** rapier +0 (1d6/18-20) + poison**Ranged** light crossbow +1 (1d8/19-20) + poison**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +0**Atk Options:** Sneak attack +1d6, poison**Abilities** Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 8**SQ trapfinding****Feats** Improved Initiative, Stealthy**Skills** Bluff +3, Climb +2, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +1, Hide +5, Intimidate +1, Jump +2, Knowledge [Local – VTF] +2, Listen +4, Move Silently +5, Open Lock +3, Search +3, Sense Motive +2, Sleight of Hand +3, Spot +4, Tumble +3**Possessions** rapier, light crossbow with 20 bolts, leather armor, thieves tools, 10 doses (6 used) of drow poison (injury DC 13, unconsciousness, unconsciousness for 2d4 hours), tanglefoot bags (4)**ENCOUNTER 6: PROTECTIVE****CUSTODY****ASSASSINS (6)****CR 1**

Male human rogue 1

NE Medium humanoid

Init ++5; **Senses** Listen +4, Spot +4**Languages** Common, Gnomish**AC** 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 6 1 HD)**Fort** +0, **Ref** +3, **Will** +0**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.**Melee** rapier +0 (1d6/18-20) + poison**Ranged** light crossbow +1 (1d8/19-20) + poison**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +0**Atk Options:** Sneak attack +1d6, poison**Abilities** Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 8**SQ trapfinding****Feats** Improved Initiative, Stealthy**Skills** Bluff +3, Climb +2, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +1, Hide +5, Intimidate +1, Jump +2, Knowledge [Local – VTF] +2, Listen +4, Move Silently +5, Open Lock +3, Search +3, Sense Motive +2, Sleight of Hand +3, Spot +4, Tumble +3**Possessions** rapier, light crossbow with 20 bolts, leather armor, thieves tools, 10 doses (6 used) of drow poison (injury DC 13, unconsciousness, unconsciousness for 2d4 hours), tanglefoot bags (4)

ENCOUNTER 3: RUN, GILLENDYL,

RUN

ASSASSINS (5) **CR 1**

Male human rogue 1

NE Medium humanoid

Init ++5; **Senses** Listen +4, Spot +4

Languages Common, Gnomish

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 6 1 HD)

Fort +0, **Ref** +3, **Will** +0

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.

Melee rapier +0 (1d6/18-20) + poison

Ranged light crossbow +1 (1d8/19-20) + poison

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Atk Options: Sneak attack +1d6, poison

Abilities Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 8

SQ trapfinding

Feats Improved Initiative, Stealthy

Skills Bluff +3, Climb +2, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +1, Hide +5, Intimidate +1, Jump +2, Knowledge [Local – VTF] +2, Listen +4, Move Silently +5, Open Lock +3, Search +3, Sense Motive +2, Sleight of Hand +3, Spot +4, Tumble +3

Possessions rapier, light crossbow with 20 bolts, leather armor, thieves tools, 10 doses (6 used) of drow poison (injury DC 13, unconsciousness for 2d4 hours), tanglefoot bags (4)

Abilities Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 8

SQ trapfinding, evasion

Feats Improved Initiative, Stealthy

Skills Bluff +5, Climb +2, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +1, Hide +6, Intimidate +1, Jump +2, Knowledge [Local – VTF] +2, Listen +4, Move Silently +6, Open Lock +3, Search +3, Sense Motive +2, Sleight of Hand +4, Spot +5, Tumble +6

Possessions mwk rapier, mwk light crossbow with 20 bolts, leather armor, mwk thieves tools, 12 doses (6 used) of drow poison (injury DC 13, unconsciousness, unconsciousness for 2d4 hours), tanglefoot bags (4)

ENCOUNTER 6: PROTECTIVE

CUSTODY

ASSASSINS (5) **CR 2**

Male human rogue 2

NE Medium humanoid

Init +5; **Senses** Listen +4, Spot +4

Languages Common, Gnome

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 10 (2 HD)

Fort +0, **Ref** +4, **Will** +0

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.

Melee mwk rapier +1 (1d6/18-20) + poison

Ranged mwk light crossbow +2 (1d8/19-20) + poison

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Atk Options: Sneak attack +1d6, poison

**ENCOUNTER THREE: RUN,
GILLENDYL, RUN**

ROGUE (6) CR 3
Male Human Rogue 3
NE Medium Humanoid
Init 5 (+1 Dex, +4 Improved Initiative); **Senses** Listen +6,, Sense Motive +4, Spot +6
Languages Common, Gnome

AC 15, touch 11, flat-footed 14
hp 15 (3HD)
Fort +1 Ref +4 Will +1

Speed 30 ft. (6 squares)
Melee +1 rapier +3 (1d6+1/18-20)
Ranged +1 light crossbow with +1 bolt +4 (1d8+1/19-20)
Space 5 ft.; Reach 5 ft.
Base Atk +2; **Grp** +2
Special Atk sneak attack +2d6

Abilities Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 8
SQ trapfinding, evasion and trap sense +1
Feats Stealthy, Improved Initiative, Weapon Finesse
Skills Bluff +6, Climb +2, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +1, Hide +11 (+5 from *cloak of elvenkind*), Intimidate +1, Jump +2, Knowledge [Local – VTF] +2, Listen +6, Move Silently +6, Open Lock +6, Search +3, Sense Motive +4, Sleight of Hand +4, Spot +6, Tumble +6
Possessions +1 studded leather, +1 rapier, +1 light crossbow with 20 bolts, cloak of elvenkind, potion of invisibility, 15 doses (6 used) of drow poison (injury DC 13, unconsciousness, unconsciousness for 2d4 hours), tanglefoot bags (4),

**ENCOUNTER SIX: PROTECTIVE
CUSTODY**

ROGUE (6) CR 3
Male Human Rogue 3
NE Medium Humanoid
Init 5 (+1 Dex, +4 Improved Initiative); **Senses** Listen +6,, Sense Motive +4, Spot +6
Languages Common, Gnome

AC 15, touch 11, flat-footed 14
hp 15 (3HD)
Fort +1 Ref +4 Will +1

Speed 30 ft. (6 squares)
Melee +1 rapier +3 (1d6+1/18-20)
Ranged +1 light crossbow with +1 bolt +4 (1d8+1/19-20)
Space 5 ft.; Reach 5 ft.
Base Atk +2; **Grp** +2
Special Atk sneak attack +2d6

Abilities Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 8
SQ trapfinding, evasion and trap sense +1
Feats Stealthy, Improved Initiative, Weapon Finesse
Skills Bluff +6, Climb +2, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +1, Hide +11 (+5 from *cloak of elvenkind*), Intimidate +1, Jump +2, Knowledge [Local – VTF] +2, Listen +6, Move Silently +6, Open Lock +6, Search +3, Sense Motive +4, Sleight of Hand +4, Spot +6, Tumble +6
Possessions +1 studded leather, +1 rapier, +1 light crossbow with 27 +1 bolts, cloak of elvenkind, potion of invisibility, 15 doses (6 used) of drow poison (injury DC 13, unconsciousness, unconsciousness for 2d4 hours), tanglefoot bags (4), 12 pp, 14 gp, 11 sp, 14 cp, 3998 gp in other assets.

**ENCOUNTER THREE: RUN,
GILLENDYL, RUN****ROGUE (6)****CR 4**Male Human Rogue 4
NE Medium Humanoid**Init** 5 (+1 Dex, +4 Improved Initiative); **Senses** Listen +7,, Sense Motive +4, Spot +7**Languages** Common, Gnome**AC** 15, touch 11, flat-footed 14**hp** 18 (4HD)**Fort** +2 **Ref** +4 **Will** +2**Speed** 30 ft. (6 squares)**Melee** +1 rapier+3 (1d6+1/18-20)**Ranged** +1 light crossbow with +1 bolt +4 (1d8+1/19-20)**Space** 5 ft.; Reach 5 ft.**Base Atk** +2; **Grp** +2**Special Atk** sneak attack +2d6**Abilities** Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 8**SQ** trapfinding, evasion, trap sense +1, and uncanny dodge**Feats** Stealthy, Improved Initiative, Weapon Finesse**Skills** Bluff +7, Climb +2, Disable Device +4, Escape Artist +4, Forgery +3, Gather Information +1, Hide +13 (+5 from *cloak of elvenkind*), Intimidate +1, Jump +2, Knowledge [Local – VTF] +2, Listen +7, Move Silently +7, Open Lock +8, Search +7, Sense Motive +4, Sleight of Hand +5, Spot +7, Tumble +7**Possessions** +1 studded leather, +1 rapier, +1 light crossbow with 27 +1 bolts, *cloak of elvenkind*, *potion of invisibility*, *potion of nondetection*, 15 doses (6 used) of drow poison (injury DC 13, unconsciousness, unconsciousness for 2d4 hours), tanglefoot bags (4), 12 pp, 14 gp, 11 sp, 14 cp, 3998 gp in other assets.**ENCOUNTER SIX: PROTECTIVE
CUSTODY****ROGUE (6)****CR 4**Male Human Rogue 4
NE Medium Humanoid**Init** 5 (+1 Dex, +4 Improved Initiative); **Senses** Listen +7,, Sense Motive +4, Spot +7**Languages** Common, Gnome**AC** 15, touch 11, flat-footed 14**hp** 18 (4HD)**Fort** +2 **Ref** +4 **Will** +2**Speed** 30 ft. (6 squares)**Melee** +1 rapier+3 (1d6+1/18-20)**Ranged** +1 light crossbow with +1 bolt +4 (1d8+1/19-20)**Space** 5 ft.; Reach 5 ft.**Base Atk** +2; **Grp** +2**Special Atk** sneak attack +2d6**Abilities** Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 8**SQ** trapfinding, evasion, trap sense +1, and uncanny dodge**Feats** Stealthy, Improved Initiative, Weapon Finesse**Skills** Bluff +7, Climb +2, Disable Device +4, Escape Artist +4, Forgery +3, Gather Information +1, Hide +13 (+5 from *cloak of elvenkind*), Intimidate +1, Jump +2, Knowledge [Local – VTF] +2, Listen +7, Move Silently +7, Open Lock +8, Search +7, Sense Motive +4, Sleight of Hand +5, Spot +7, Tumble +7**Possessions** +1 studded leather, +1 rapier, +1 light crossbow with 27 +1 bolts, *cloak of elvenkind*, *potion of invisibility*, *potion of nondetection*, 15 doses (6 used) of drow poison (injury DC 13, unconsciousness, unconsciousness for 2d4 hours), tanglefoot bags (4), 12 pp, 14 gp, 11 sp, 14 cp, 3998 gp in other assets.

APPENDIX 2: NEW RULES

Ecclesiarch [General] (new feat) (from *Eberron Campaign Setting*)

Prerequisite: Knowledge [Religion] 6 ranks.

Benefit: Add Gather Information and Knowledge [Local] to your list of class skills. This benefit represents your ability to learn details about any community from the clergy of its churches. In addition, if you take the Leadership feat, you gain a +2 bonus to your Leadership score.

Detect Weaponry (new spell) (from *Cityscape*)

Divination

Level: Bard 1, cleric 1, hexblade 1, paladin 1, sorcerer/wizard 1

Components: V,S

Casting time: 1 standard action

Range: Close (25 ft + 5 ft/2 levels)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: None

You can detect the presence of weapons in a cone emanating out from you in whatever direction you face. A “weapon” is generally defined as any manufactured weapon. The spell detects improvised weapons such as bottles or pitchforks only if the wielder actively intends to use such an item as a weapon. The amount of information revealed by the spell depends on how long you search a particular area.

1st round: Presence or absence of weapons

2nd round: Number of weapons in the area

3rd round: Specific locations of the weapons and the types of damage they deal (bludgeoning, piercing, or slashing).

This spell does not reveal if weapons are magical, or anything else about them. Weapons hidden by *secret weapon*, or borne by individuals who are under the effect of a *nondetection* spell, do not register.

Each round, you can turn to detect weapons in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

APPENDIX 3: LEGWORK

At various points throughout this adventure, the PCs will want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion. The DM is reminded that each Gather Information check takes 1d4+1 hours. All DCs are increased by +5 for Bardic Knowledge checks.

The Viscounty of Verbobonc (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). PCs that are residents of Verbobonc receive a +5 circumstance bonus on this check.

- DC 10:** Early this year, a group of Trithereonites were arrested for attempting to frame House Langmuir for the theft of a food caravan. Their leader, Vershan, is wanted on charges of sedition and banditry.
- DC 12:** A large group of travelers were discovered murdered on Lord Avgustin's lands earlier this year. The crime is commonly referred to as the Brewfest Massacre of Humming's End. Evidence has been found linking Lord Shannus to the crime.
- DC 15:** There are rumors that Shannus is becoming more zealous in his patrol of the Iron Wood. Some have said that his guards are personally inspecting each caravan and travel that passes through the forest.
- DC 17:** A cleric of Rao has been accused of a series of murders decades old. The cleric, Father Cadifel of Swan, was sent to Twilight Falls to mediate the disputes between the elves and the town and became embroiled in a separate murder that led to the revelation that the cleric himself was responsible for a series of similar murders over fifteen years ago. Ebaddon Brill, the Bishop of Rao in Verbobonc City, has recalled the cleric.
- DC 19:** The elven clans of the Gnarley Forest have declared war on the Viscounty for the excesses of some of the towns in the great forest. It is said that the elves have found an artifact of great power – capable of purging whole villages from the forest and that they intend to use it against the Viscounty.

APPENDIX 4: TROUBLESHOOTING

INTRAPARTY CONFLICT AND RESOLUTION

This adventure is structured to encourage role-playing decisions in the resolution of the adventure. To aid in this goal, PCs that are members of different metaorganizations have been given specific assignments by their superiors. While the PCs are directed in their orders to not reveal them to others, it is possible, even likely, that such PCs will find themselves in conflict with each other.

No combat between player PCs is required to complete this adventure. Nevertheless, the potential for it to occur does exist.

Player PCs may only engage in nonlethal combat with other player PCs.

A character that assaults a Mounted Borderer and does not have the protection of one of the noble houses, the Church of Saint Cuthbert, or the Church of Rao, may be arrested by the Borderer. In that event, the assaulting character is charged with Assault and fined 50 gp and 2 TU. See For more information on this, and other laws of Verbobonc, refer to *The Laws of the Viscounty: A Guide to Justice in the Viscounty of Verbobonc*.

LAWS OF THE VISCOUNTY

There are several instances in this adventure where the laws of Verbobonc directly impact the adventure. The DM is strongly encouraged to have a copy of *The Laws of the Viscounty: A Guide to Justice in the Viscounty of Verbobonc* available for review.

PRISONER INTERROGATION

It is a law in Verbobonc that only a priest of Saint Cuthbert may use spells or similar abilities during the interrogation of an individual. Such may only occur if the character was either officially authorized by Church of Saint Cuthbert or authorized under the direction of someone with the power of Low Justice.

Organizations possessing Low Justice include the Mounted Borderers (Knights of the Faithful Defender only) and the Mayor of Swan (Verbobonc Town Project)

APPENDIX 5: LAWS OF THE VISCOUNTY

The following is a summary of crimes and penalties in Verbobonc. For more information, refer to the regional campaign document: *Laws of the Viscounty: A Guide to Justice in the Viscounty of Verbobonc*. This document is available for download on the Verbobonc website at <http://www.verbobonc.net>

Crime	Class	Penalty
Arson	High	500 gp +, 1 TU
Assault	Low	50 gp OR 1,000 gp, 2 TU
Banditry	High	Forfeiture of all possessions, 1 TU per 100 gp of stolen goods.
Battery	Low	200 gp OR 2,000 gp, 10 TU
Blackmail	High	90% of wealth, 26 TU
Blasphemy	High	Public whipping
Burglary	Low	200 gp, 2 TU OR 1,000 gp, 10 TU
Destruction of Noble's Property	High	Cost of repairs, 1 TU per 1,000 gp of damage
Disturbing the Peace	Low	Up to 450 gp and/or 1 TU
Extortion	High	90% of wealth, 26 TU
Forgery	Low	Confiscation of all possessions, 13 TU, loss of finger
Fraud Against a Noble	High	Forfeiture of all possessions, 26 TU OR death
Grave Robbing	Low	Confiscation of carried goods, 1,000 gp, 5 TU OR confiscation of carried goods, 5,000 gp, 13 TU
Impersonation of a Noble	High	Forfeiture of wealth and all possessions, 52 TU OR death
Interfering with the Representative of a Noble	Low	Up to 300 gp, 4 TU
Kidnapping	High	Confiscation of goods carried, 1,000 gp, 26 TU OR confiscation of goods carried, 10,000 gp fine, 104 TU, and loss of eye and hand.
Magical Assault	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Malicious Mischief	Low	Up to 1,000 gp, up to 4 TU, and full reimbursement of property value
Manslaughter	High	Forfeiture of all equipment, property, and wealth, 52 TU.
Murder	High	Death
Negligent Use of Magic	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Ownership of Illegal Goods	Low	Varies
Perjury	High	600 gp, 8 TU
Piracy	High	Confiscation of all wealth, 500 gp, 10 TU OR confiscation of all wealth, 2,000 gp, 26 TU, and loss of eye.
Robbery	High	Confiscation of goods carried, 1,000 gp, 10 TU OR confiscation of goods carried, 5,000 gp, 26 TU, loss of hand
Sedition	High	13 TU
Theft	Low	Confiscation of goods carried, 200 gp, 5 TU OR confiscation of goods carried, 1,000 gp, 12 TU, loss of finger
Treason	High	Forfeiture of all possessions, property, and wealth, and death by hanging, draw and quartering, or stoning.
Trespassing	Low	20gp – 500 gp

DM AID

ADVENTURE CHECKLIST

Due to the structure of this adventure, many situations in the Encounters are determined by the actions of the player PCs during previous adventures. Because of this, the adventure can rapidly become complicated for a DM to properly run. This checklist will help you keep things organized.

BEFORE PLAY BEGINS:

Tension in the Viscounty: Identify all PCs with Tension in the Viscounty (from VER6-01: Discontent of our Winter). This determines the employer of the assassins in **Encounter 3: Run, Gillendyl Run**.

a) Number of PCs with **Accusation Against House Avgustin** or **Accusations Against the Trithereonites**:

b) Number of PCs with **Accusation Against House Langmuir** or **False Testimony**:

If more PCs have a) then the assassins work for House Avgustin.

If more PCs have b) then the assassins work for House Langmuir

Circle the assassin's employer.

ENCOUNTER 2: THE LION'S DEN

Any PCs that are members of House Langmuir or possess Infamy with House Avgustin cannot enter. An **Accusation Against House Avgustin** is treated as Infamy.

ENCOUNTER 3: RUN, GILLENDYL, RUN

If Veshan is killed in this Encounter, it changes portions of Encounters 4-6.

ENCOUNTER 4: SWAN

The PCs can either deliver Veshan to the Mounted Borderers or House Langmuir. This affects Encounter 6.

ENCOUNTER 5: A FRIEND IN NEED

Did the PCs accompany Calmer? If not – then go to Encounter 7.

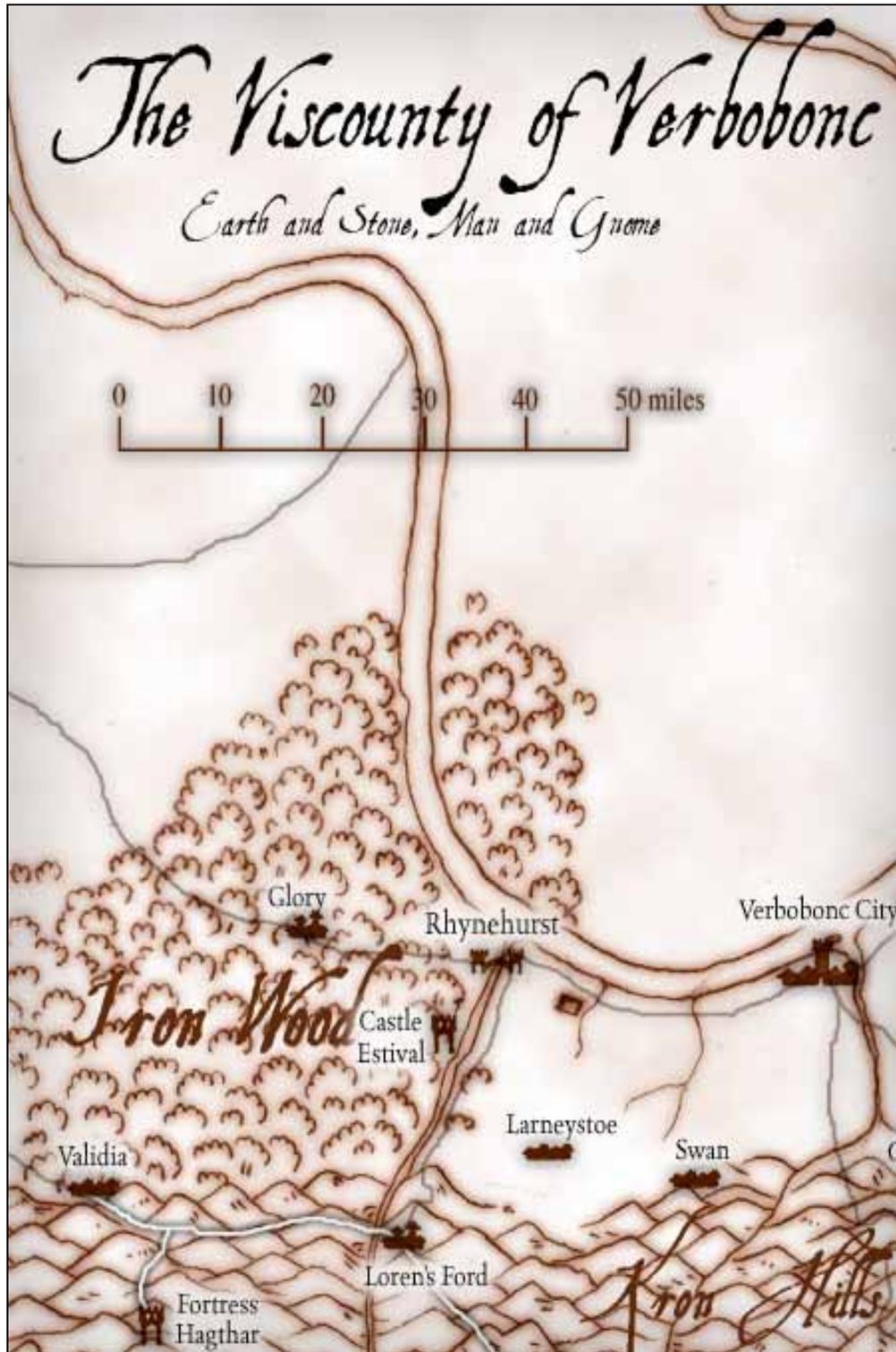
ENCOUNTER 6: PROTECTIVE CUSTODY

The employer of the assassins in this encounter is the one not chosen for Encounter 3.

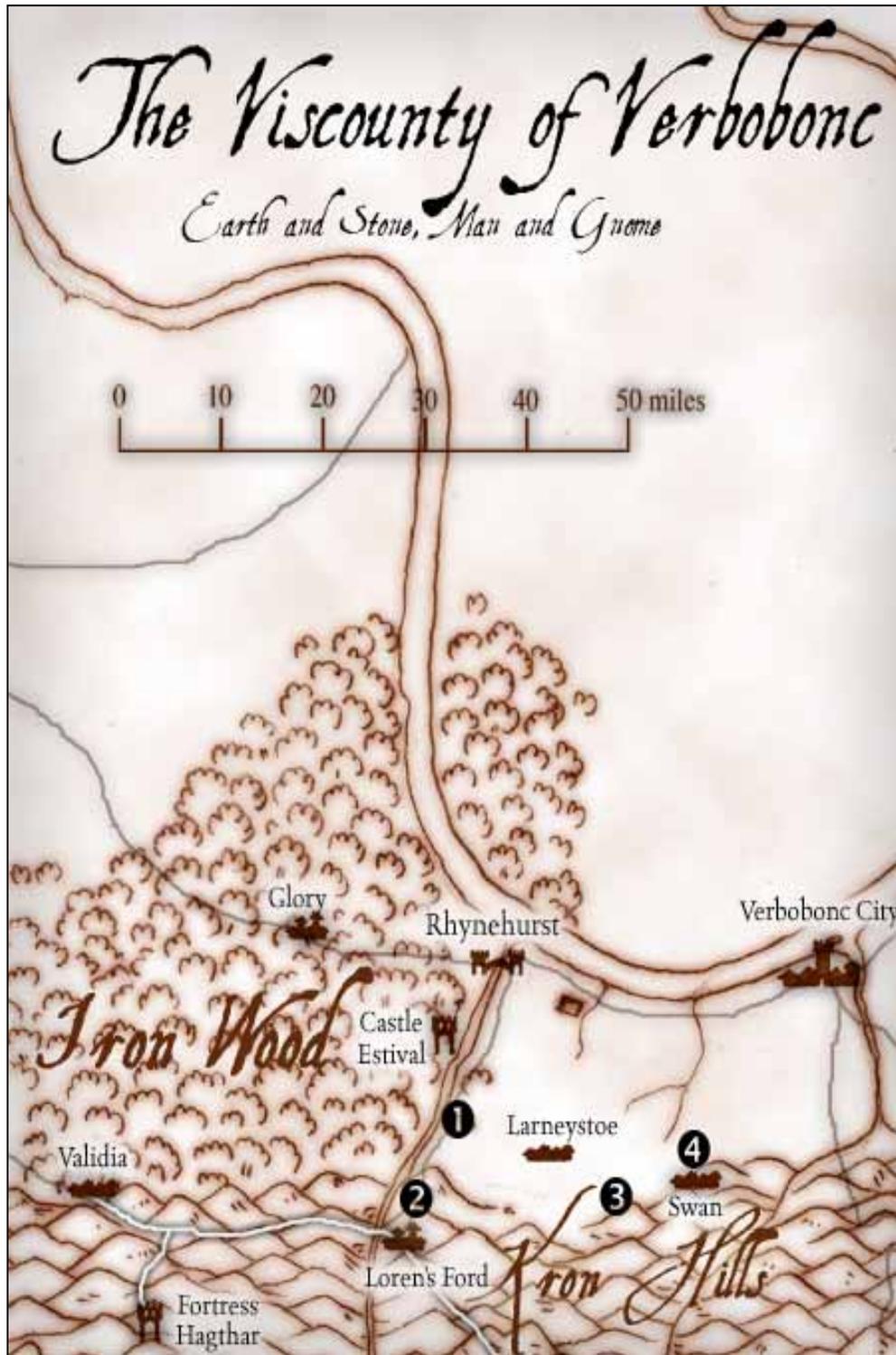
ENCOUNTER 7: MOMENT OF TRUTH

Be prepared to improvise interjections from House Avgustin and House Langmuir based on the testimony of the character. It is important to note what is said by the character as certain phrases trigger portions of the encounter.

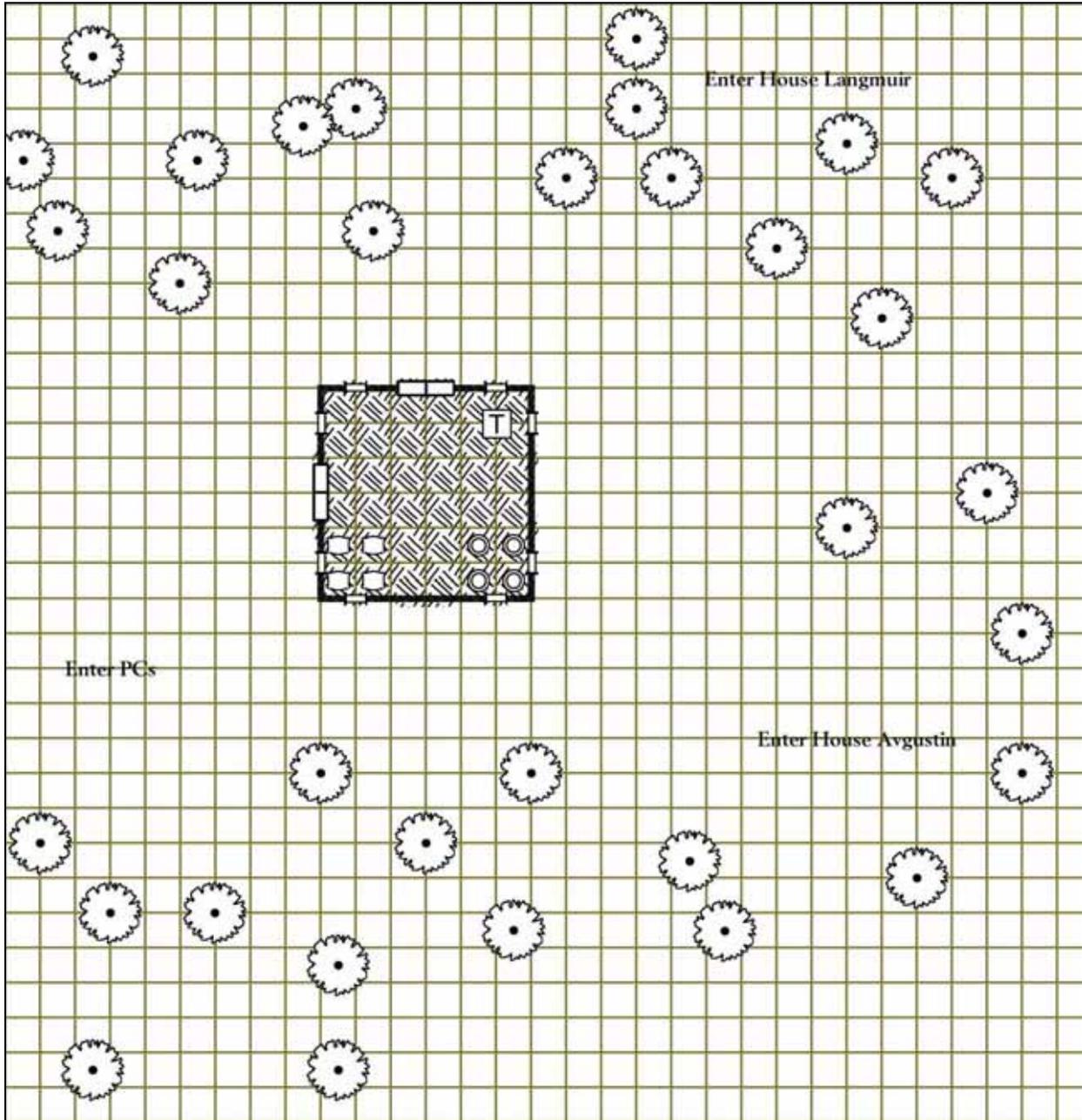
PLAYER'S MAP OF WESTERN VERBOBONC



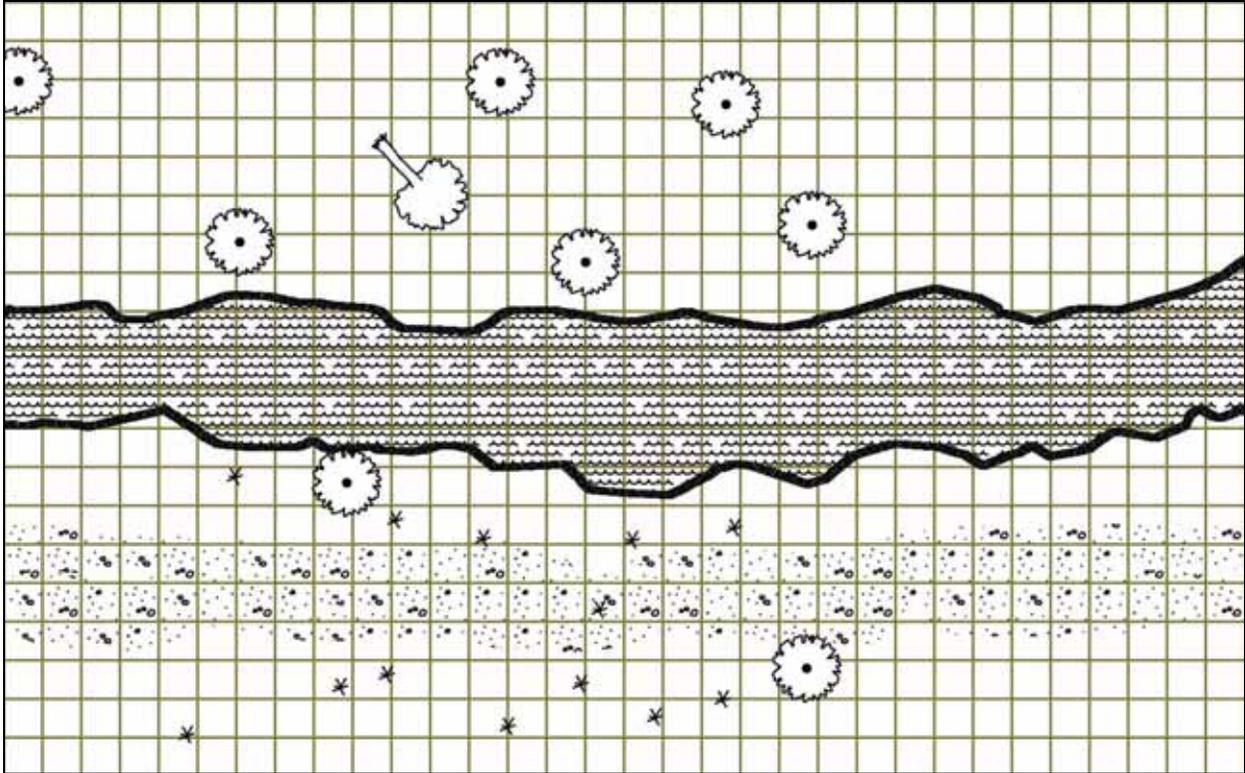
MAPS
DM'S ENCOUNTER MAP



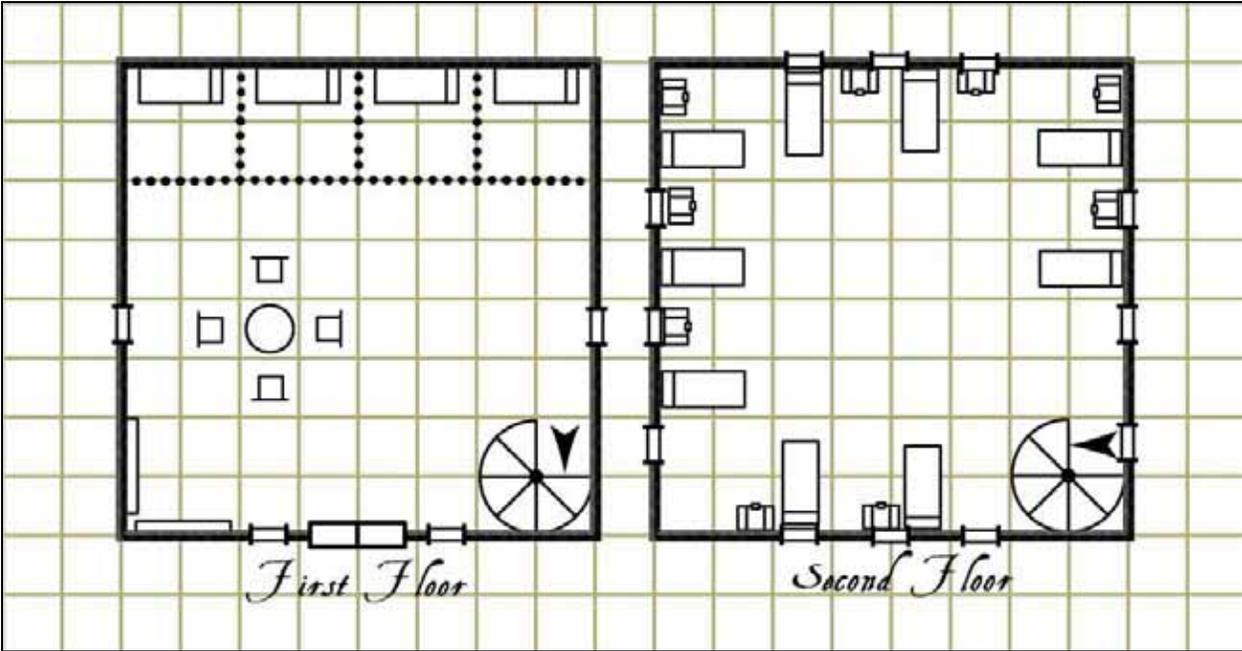
MAPS ENCOUNTER ONE



MAPS
ENCOUNTER THREE



MAPS
ENCOUNTER SIX



**PLAYER HANDOUT
LETTER TO MOUNTED BORDERERS**

Borderer,

Earlier this year, a band of Trithereonite followers, under the direction of a priest by the name of Vershan, were arrested for stealing a caravan shipment of food bound for Verbobonc City and attempting to frame House Langmuir for the theft.

Unfortunately, Vershan was not present when his conspirators were captured and he has been on the run since that time. A warrant for his arrest under charges of sedition has been issued by Bishop Haufren of the Church of Saint Cuthbert.

We have received reliable information that Vershan has been sighted just west of the town of Larneystoe, near the border of the Iron Wood.

You are to immediately proceed to the area and arrest Vershan. Once he is in custody, you are to go to the town of Swan and deliver Vershan to representatives of the 4th Company at Fort Wilfrick, who will then take custody of him until the trial. Bishop Haufren is in Swan on official business with the Council of Abbots, and he will be able to take custody of the seditionist once their session is over.

We have arranged accommodations for you at the Swan's Rest Inn once you reach town.

Signed this 25 day of Patchwall, 596
Sir Egret Rhynehurst
Commander, 2nd Company Mounted Borderers

**PLAYER HANDOUT
LETTER TO HOUSE AVGUSTIN**

Earlier this year, a band of followers of Trithereon were arrested for stealing a shipment of food bound for Verbobonc City and attempting to frame House Langmuir for the theft. The leader of the band, a priest named Vershan, was absent when the others were arrested.

Due to this incident, Bishop Haufren of the Church of Saint Cuthbert has called an emergency session of the Council of Abbots, to be held in Swan, to address these actions. He has issued a warrant for Vershan's arrest and charged him with Sediton.

I have known Vershan previously from his travels and do not believe that he planned or committed this crime. We have made contact with him and promised him safe passage through our lands under the condition that he surrenders himself into our hands. Once his testimony is heard at the Council of Abbots, they will learn of his innocence.

Vershan has been cited west of Larneystoe near the edge of the Iron Wood. You are to go and find him, and bring him to Avgustin Manor in Loren's Ford. However, you must act quickly. We have received word that agents of House Langmuir and the Mounted Borderers have learned of Vershan's presence and seek to arrest him as well.

Yronl, Regent of Avgustin
Of behalf of her lordship,
Lady Elise Brandenburg, Baroness of
Avgustin

PLAYER HANDOUT
LETTER TO HOUSE LANGMUIR

Earlier this year, a renegade band of Trithereonites stole a caravan shipment of food bound for Verbobonc City and attempted to frame our ancient and honorable house for the theft. Worse, the insolent curs were no doubt responsible for the destruction of my mother's townhouse in Verbobonc City. Also, we discovered some incriminating evidence that House Avgustin was in league with the Trithereonites.

The Trithereonites were led by a coward named Vershan, who managed to escape arrest moments before his conspirators were arrested.

Our sources have informed us that Vershan has been spotted west of Larneystoe near the Iron Wood. You are to go immediately to that area and capture the lying rat Vershan. Unfortunately, that area is on lands controlled by House Avgustin, and we have learned that both the Mounted Borderers and Avgustin have sent agents to recover Vershan, so you will need to be discrete. We will send a cover band of our guard to provide a distraction. It would be wise to avoid revealing your allegiances to the House until you are in a position of strength.

My mother and I will be in the town of Swan attending a special session of the Council of Abbots, which has been called by Bishop Haufren to deal with the actions of the

Trithereonites. Once you have Vershan in custody, deliver him to our town house in Swan. We have arranged accommodations for you at the Swan's Rest Inn once you arrive.

Signed this 21 day of Patchwall
His Grace Ludovic, Baron of Langmuir

PLAYER HANDOUT
LETTER TO CHURCH OF SAINT CUTHBERT

Cudgeller,

Earlier this year, a band of Trithereonite followers, under the direction of a priest by the name of Vershan, were arrested for stealing a caravan shipment of food bound for Verbobonc City and attempting to frame House Langmuir for the theft. Furthermore, there was some evidence that implicated a connection between the Trithereonites and House Avgustin, however nothing was proven.

For attempting to frame a noble house for such a crime, Bishop Haufren has had a warrant for his arrest, under charges of Sedition.

Through Knight Commander Egret Rhynehurst of the 2nd Company, we have learned that Vershan was recently spotted west of the town of Larneystoe near the edge of the Iron Wood. You are to immediately proceed to that area and arrest Vershan. However, take care to ensure that he is not killed. Bishop Haufren has called an emergency session of the Council of Abbots to resolve the behavior of the Church of Trithereonite and determine what, if any, sanctions would be appropriate. The session is to be held in Swan, at the request of the Church of Trithereon, and I will be in attendance at this session as will representatives of the Celestial Order of the Moons from Veluna. As a vassal state of Veluna, we obligated to honor any such requests on their part to attend the sessions of the Council, however this has not been done in over one-hundred and fifty years - since the time that Veluna ceded spiritual authority for the Viscounty to our priesthood. Therefore, I need not inform you of the gravity of this situation and the absolutely necessity

for Vershan to be brought to Swan to provide testimony. Once you arrive in Swan, the local Mounted Borderer garrison will take custody of him until his trial. Accommodations have been arranged for you at the Swan's Rest Inn once you reach town.

Should you happen upon any members of the Mounted Borderers, ensure that they likewise use non-lethal force in apprehending Vershan. A dead witness serves no purpose.

Canoness Y'dey

PLAYER HANDOUT
LETTER TO CHURCH OF RAO

Greetings and blessings from the Lord of Peace

Earlier this year, a band of Trithereonite followers, under the direction of a priest by the name of Vershan, were arrested for stealing a caravan shipment of food bound for Verbobonc City and attempting to frame House Langmuir for the theft. Furthermore, there was some evidence that implicated a connection between the Trithereonites and House Avgustin. For attempting to frame a noble house for such a crime, Bishop Haufren has had a warrant for his arrest, under charges of Sedition.

Through Knight Commander Egret Rhynehurst of the 2nd Company, we have learned that Vershan was recently spotted west of the town of Larneystoe near the edge of the Iron Wood. You are to immediately proceed to that area and arrest Vershan.

You are to exercise extreme care in this situation, however. He is being sought by members of the Mounted Borderers and agents of House Langmuir. While the Borderers would likely exercise restraint, the same cannot be said of those acting for House Langmuir. Furthermore I am not entirely convinced of Vershan's guilt in this affair.

You are to proceed to where Vershan was last sighted and attempt to take him alive. Should he elude you, we have reason to believe he is attempting to make contact with someone within House Avgustin. Once you have found him, bring him to the town of Swan, where the local Mounted Borderer garrison will take custody of him until his trial.

Accommodations for you have been arranged at the Swan's Rest Inn once you reach town.

Bishop Haufren has called an emergency session of the Council of Abbots to resolve this situation, and Canon Hazen from Veluna has personally requested that a member of the Celestial Order of Moons be present. The situation is very dire, and I will rely upon you to keep all heads cool and reasoned so that a just outcome can be obtained.

Ebaddon Brill

Bishop of Rao, Ambassador of Veluna

PLAYER HANDOUT LETTER TO CHURCH OF TRITHEREON

Earlier this year, a group of our brothers were arrested for stealing a shipment of food bound for Verbobonc City and trying to frame House Langmuir for the theft. It is said that a priest named Vershan was responsible for the deed, though he was absent when the others were arrested.

Recently, Vershan contacted us and we have been able to determine that he is innocent of his crimes. However, this must be confirmed by a member of the Church of Saint Cuthbert, and none of their priests are willing to waste their time when they believe Vershan to be guilty. Vershan has also been in contact with friends in Loren's Ford, who have promised him safe passage through Avgustin's lands under the condition that he surrenders himself to Yronl, regent of Avgustin. Yronl is known to us and we believe he will deal fairly with Vershan.

Due to this incident, Bishop Haufren of the Church of Saint Cuthbert has called an emergency session of the Council of Abbots, to be held in Swan, to address these actions. He has issued a warrant for Vershan's arrest and charged him with Sediton. However, if Vershan is able to testify, then his innocence will be proven.

However, we have learned that House Langmuir has placed a bounty on Vershan's

head for capture. They want to deliver him to the Council of Abbots. You must find him and help him safely reach Swan. We believe that he is near the eastern edge of the Iron Wood, west of the town of Larneystoe.

Cataryna of Trithereon

**PLAYER HANDOUT
REQUEST FROM ESTIVAL**

To Whom It May Concern,

I would employ you for a task. Early last year, I arranged for a caravan of food to be delivered to Verbobonc City to help with those starving from the harsh winter. The caravan was lost in the Gnarley Forest, east of Ketter's Hearth. It was discovered that members of the Church of Trithereon, under the direction of a priest named Vershan, was responsible for the theft. Furthermore, Vershan attempted to frame House Langmuir for the theft. Though the members of his group were arrested, Vershan himself is still at large.

Through my contacts, I have learned that Vershan is heading south from Rhynehurst City to Loren's Ford. My latest information has him west of the town of Larneystoe.

Vershan's presence is required in the town of Swan, where he will stand trial before the Council of Abbots. You are to apprehend him and bring him to Avgustin Manor in Loren's Ford, where I will be. Once there, you will be given further instructions. Do not use lethal force. Vershan's testimony is required, and I am not entirely convinced that he is the one responsible. I would rather see justice done than revenge.

Welborn Estival
Baron of Estival

**PLAYER HANDOUT
NOTE FOUND ON THE ASSASSINS**

They will be traveling to Swan and Vershan should be with them. If he is - kill him first, then the others. If not - kill the others. Leave no one alive.

PLAYER HANDOUT
NOTE FROM A FRIEND

I must speak with you. We have a common interest - the priest Vershan. Meet me at the Swan's Rest Inn

Calmer