

VER7-09

Jinxed

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

by Ron Lundeen

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One day, years from now, you'll be talking with friends about unlucky times. "I once had a very unlucky day," you'll tell them. "It started right away, first thing in the morning. It might have seemed lucky at first. It certainly did to me. But bad luck comes in many guises." "Well, then," your friends will say, "Tell us all about it." A one-round investigative Verbobonc regional adventure for character levels 1-8 (APLs 2-6).

Metaorganizational Focus: Church of Trithereon, the Family, Gentlemen of the Watch

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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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.

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
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

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.

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 Verbobonc regional adventure. All PCs native to Verbobonc pay 1 Time Units per round; all others pay 2 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*.

ADVENTURE BACKGROUND

The Gruff Group was a band of thugs, bullies and tomb robbers—in short, adventurers. Led by the charismatic halfling Griffio Gruff, the group banded together a few years ago to seek fame and fortune in the Gnarley Forest. In fact, some PCs playing in this scenario may have encountered the Gruff Group on their boar-hunting adventure in VERIntro3-02 *A Hunting We Will Go*. Apart from receiving a thumping from the PCs in that adventure, the Gruff Group has been fairly successful.

After a harrowing adventure in which they liberated tremendous loot from some Kron Hills gnomes, the Gruff Group formally disbanded. Before they did, however, each of the members of the Gruff Group got matching tattoos (across the back and over the right shoulder) of snake with a wide-open mouth, bristling with teeth.

All members retired to Verbobonc City to open various businesses or pursue certain dreams with their hard-earned loot. The Gruff Group has not really stayed in touch with each other in the last few months.

The members of the Gruff Group were as follows. Most members of the Gruff Group were evil, but not in the summon-dark-gods-to-eat-the-young way, more in the bully-people-and-take-what-they-want way.

- **Griffio Gruff:** a wiry halfling bard and leader of the group. Griffio has a shifty look but a friendly eye, and his whistle can bolster anyone's spirits. Griffio used his share of the group's treasure to open up a seedy tavern called the Grinning Viper. At the Grinning Viper, Griffio and the rest of the Gruff Group were hailed as heroes (and enjoyed free drinks) whenever they entered. It was Griffio's idea to get the snake tattoos; Griffio thinks a toothy-grinning snake is a good mascot.
- **Robin Sackville:** a skilled archer and brave fighter. Robin chafed under Griffio's disorganized leadership style, and he joined the Gentlemen of the Watch in Verbobonc City as

soon as the group disbanded. His share of the loot was spent buying a comfortable position as Watch Captain in that organization.

- **Perin:** a skilled ranger favoring two short swords. Perin honed his skills as a thief and joined the Family even before the Gruff Group had formally disbanded. Since then he's been able to devote his attention "full-time" to Family pursuits. Perin has done remarkably well in the Family's Collections and Recovery division. His share of the Gruff Group loot is invested in several shady mercantile ventures. In the Family, Perin is known by his nickname, "Hunter."
- **Gorik Half-Tusk:** not an original member of the Gruff Group (and he didn't appear in VERIntro3-02 *A Hunting We Will Go*). This loudmouthed braggart joined up shortly thereafter. Gorik is a foul-mouthed half-orc known for bowling over his opponents and then killing them with his falchion. Gorik drank and gambled his earnings away in record time. Fortunately for him, hired muscle can always earn their keep in Verbobonc City.
- **Dimberaid:** a resourceful yet cowardly female half-elf sorcerer. Dimberaid fell in with the Gruff Group by accident, and wasn't comfortable with their cruel ways. Unlike the other members of the Gruff Group, Dimberaid is Neutral. Dimberaid tried to leave the Gruff Group a couple of times, but events always conspired to keep her around. Dimberaid was relieved when the Gruff Group formally disbanded, for she was not only able to leave the group but also free to follow her dream and set up a clothing store. Unfortunately, her shop, the "Gentle Mirror," has suffered a series of accidents—from vermin infestation to aggressive business competition. Dimberaid is beginning to think she's cursed with bad luck. She's right.

Enter the Necromancer

Nudd is a dwarf raised in the slave pits of the Pomarj. Nudd mastered some rudimentary magic and escaped years ago, but his body and mind were already ruined. Nudd made his way to Verbobonc several years ago. His repulsive appearance (his frame is twisted and broken) and his sick fascination with necromancy have left Nudd friendless in his new land. Nudd attempted to join the Gruff Group shortly after he arrived in Verbobonc. Although Griffio was initially welcoming of the hideous

necromancer, it was all a cruel jest. Griffio soon tired of Nudd's depraved manner and rejected him with taunts and insults. The Gruff Group never really thought of Nudd as a member, but Nudd considered the Gruff Group the only friends he had ever had—and they had turned him away. For this, Nudd vowed, they would all pay with their lives.

Since that time, Nudd has occasionally attached himself to various adventuring groups in order to amass wealth and further his magical power. Nudd's experiences throughout Verbobonc put him into contact with many dark creatures. In one recent expedition, Nudd encountered a powerful wraith, the shade of a half-fiendish barbarian. Nudd ensorcelled the wraith with a timely *command undead* spell and has kept the wraith bound to his will since. As an intelligent undead creature, the wraith chafes under Nudd's control.

With a wraith at his command, Nudd knew that his time for vengeance on the Gruff Group was at hand. Also a scholar of the heavens, Nudd knew that an eclipse would soon shroud the noontime sun over Verbobonc City. Nudd hastened to the capitol to enact his revenge.

In his absence, however, the Gruff Group had grown rich and disbanded. At first, Nudd considered this a setback. Soon Nudd realized that he could track down and kill each member of the Gruff Group individually, before they could connect the murders to the twisted degenerate they had rejected years ago. Control over a wraith also provides indirect control over the wraith's spawn, so in the course of his vengeful murders Nudd plans to amass an army of wraiths.

Nudd is by now completely unhinged and thoroughly evil. He does not care how many innocents stand between him and his revenge. What Nudd may do with an army of wraiths at his command is a question best left unresolved, for the PCs will confront Nudd before he is able to bring his terrible plans to fruition.

ADVENTURE SUMMARY

Introduction: The PCs enjoy well-earned private rooms in the Bronze Unicorn Inn in Verbobonc City.

Encounter One: A Lucky Morning: The PCs descend from their rooms at the Bronze Unicorn to find a common room filled with corpses and search the inn for clues.

Encounter Two: The Trithereon Distraction: If the PCs investigate the dead Trithereonite, they may discover a hidden shrine to Trithereon and participate in some underground education.

Encounter Three: Gift of the Veth: If the PCs investigate the dead Rhennee men at the docks, they may receive a gift from the wise-woman of their tribe.

Encounter Four: The Grinning Viper: Two of the corpses point to this low-class tavern, where clues as to the victims are available to keen-eyed or silver-tongued PCs.

Encounter Five: The Question of the Arrest: For their presence at the scene of the mysterious murders, the PCs are taken in by Verbobonc City's watch.

Encounter Six: The Family Outing: While they travel with the Gentlemen of the Watch, the PCs have an opportunity to slip away into the hands of the Family, which may split the party.

Encounter Seven: More Deaths: Whether the PCs are in the hands of the Family or in the custody of the Gentlemen of the Watch—or both—they discover more murders like those in the Bronze Unicorn.

Encounter Eight: Ray of Sunshine: Once the PCs regroup, they notice a strange figure in a covered marketplace. Before the PCs can pursue the figure, a wraith rises up in the marketplace with malicious intent. The powerful wraith can be driven away by removing the covering over the marketplace.

Encounter Nine: Had to See It Coming: The PCs receive a trapped note containing a clue to the whereabouts of the final surviving member of the Gruff Group, Dimberaid.

Encounter Ten: The Survivor: On the roof of Dimberaid's shop, the PCs witness an army of wraiths rising in the streets. Although momentarily powerless, the wraiths await an eclipse that will allow them to assault the city with abandon. The PCs must race the eclipse to stop the wraiths' master, the necromancer Nudd.

Conclusion: A fatal bit of bad luck finishes off the final surviving member of the Gruff Group.

PREPARATION FOR PLAY

PCs that are members of certain meta-organizations should be identified before play.

- **Church of Trithereon:** Identify PCs that are members of the Church of Trithereon metaorganization, as this membership allows them easier access to the secret church building in Encounter Two.
- **Gentlemen of the Watch/Mounted Borderers/Noble House Guard:** Note whether

any of the PCs are lawmen, as they are likely recognized by Peacekeeper Myra in Encounter Five. Furthermore, PCs that are obviously members of a law enforcement organization may elicit positive or negative reactions throughout this scenario (such as from the Trithereons in Encounter Two).

- **The Family:** Identify PCs that are members of the Family metaorganization, as this membership allows them to recognize signals from the gnome Oscar in Encounter Six.
- **Played VERIntro3-02 *A Hunting We Will Go*:** Find out whether any PCs have played the Verbobonc regional introductory adventure VERIntro3-02 *A Hunting We Will Go*. PCs who played in that adventure have met the Gruff Group before, although it's unlikely that the character (or the player) remembers a great deal about them.

A NOTE TO DMS

This is a difficult adventure to run. This is an investigative adventure which requires a great deal of improvisation and quick thinking on the DM's part to tell an enjoyable story.

Although the Encounters of this adventure are laid out in the order many groups will experience them, the DM should be prepared if the PCs miss a few clues and have to double back for them later on. Don't feel like the PCs must hit each scene just as described, and feel free to invent new encounters as appropriate. Shift the timing of events, read-aloud text or event adventure locations as needed to fit the story.

Many groups may steer their investigations outside the course of this adventure, which is expected from time to time. Rather than "breaking character" to let the players know that they are on the wrong track, don't be afraid to ad-lib a few invented-on-the-spot NPCs to guide the party back into the adventure.

With that said, this adventure provides troubleshooting advice, where possible, to give the DM all the help you need to tell this story. At its most basic, the key events of this adventure are these:

- Nudd the necromancer is using a commanded wraith to kill off each member of the adventuring group that spurned him, the Gruff Group.
- The PCs discover dead people in their inn, including two members of the Gruff Group, in the morning.

- The PCs later find themselves behind a locked door (either in a watch station, a thief's hideout, or both), when two other members of the Gruff Group are killed.
- The PCs learn the identity and location of Dimberaid, the last surviving member of the Gruff Group.
- The PCs face Nudd and his wraiths (now grown to quite an army) at Dimberaid's clothing shop at noon, and must race an eclipse to defeat Nudd.

The rest of the adventure is “connective tissue” between these key events. The DM should feel free to connect them in any way that seems natural and enjoyable at the gaming table.

As a final note, the PCs may be required to gather information at several points in this adventure. Because the entire adventure takes place from dawn until just past noon, the usual time required for Gather Information checks (each check requires 1d4+1 hours) should be reduced. Because the PCs are gathering straightforward information in a busy city, the time required for each Gather Information check is only a half hour or so.

INTRODUCTION

Each of you awakens, at whatever time of the morning is usual for you, in one of the luxurious rooms of the Bronze Unicorn Inn in Verbobonc City. [To players with elven PCs, read: *Your mind comes slowly back to the present as you rouse from your nightly reverie.*]

The noise of the city coming awake in the morning rolls in from the windows outside. Your keen senses bring you to full awareness as you realize that there is no noise coming from the inn below you. You expect, but do not hear, the sounds of the poorer guests stirring in the common room or the servants preparing breakfast. The inn around you seems silent as the grave.

The PCs each have their own room in the Bronze Unicorn in Verbobonc City (see Map 1 and Map 2). Explain to the players that the PCs spent yesterday doing something which paid unexpectedly well, and they had earned enough to live well for a time. As a result, all PCs participating in this adventure enjoy Rich lifestyle unless they pay for a higher lifestyle instead. You should tailor the lucrative events to the PCs. For example:

- Woodsman-type PCs returned with a pair of logging merchants to Verbobonc City after negotiating certain lumber rights with the Gnarlley Druids near Eglath. Because the

negotiations were very successful, the happy merchants paid the PCs generously

- Out-of-region PCs have come from their home region with wealthy pilgrims on their way to the Temple of St. Cuthbert.
- Mercenary PCs escorted some tithes from Kron to the Temple of Zilchus, for which the church was grateful.
- “Bookish” PCs have just delivered a literary find to Betham the Sage. The tome turned out to be worth substantially more than the PCs thought, and Betham insisted on paying full value.
- “Do-gooder” PCs escorted a group of commoners from Rhynehurst, only to find that one of the commoners was a famous bard in disguise, who insisted on recompensing the heroes for their kindness.

Eventually, the eerie silence should encourage the PCs to go downstairs to the Bronze Unicorn's common room. When they do, go to Encounter One.

ENCOUNTER ONE: A LUCKY MORNING

At some point, at least one of the PCs is going to descend into the common room of the Bronze Unicorn Inn. When they do, read or paraphrase:

As you descend the stairs into the ground floor common room, you notice a faint unpleasant smell. As you gaze into the common room below, you see several corpses strewn around the room. A few fat flies circle in the warm morning air.

There is no danger to the PCs here, but they don't know that. Draw out Map 1: The Bronze Unicorn Common Room, for the players. Place seven bodies (one alone and three pairs) in the common room as well. Drawing out this map helps in two ways. Most importantly, the players can easily identify who is looking for clues in which location. Also, it keeps the players on their toes, as players expect combat whenever their figures are on a map.

Several clues here as to what happened while the PCs were sleeping are here. Investigations here set the scenario in motion. Use the following information to guide the PCs' investigation:

The Rest of the Inn

PCs that search the rest of the inn find it empty of people, living or dead. There is a small kitchen and pantry on the ground floor, a back room for the owners,

and private rooms upstairs. The only occupied private rooms are the ones the PCs were in. If the PCs search the back room, a DC 20 Search check reveals a hidden safe. A DC 30 Open Lock check gets the safe open, or Cordon (see below) has the key on his person. Unfortunately for would-be safecrackers, the safe contains only boring ledgers. PCs determined to loot the Bronze Unicorn find few valuables and only basic stores of perishables (bread, vegetables and ale of fairly good quality).

The Common Room

The common room is filled with sturdy tables, benches and chairs. There are also seven bodies here, which are all detailed below. The shutters of the common room are all closed, despite the fact that it is warm in the common room and getting warmer (a DC 10 Survival check reveals that it is going to be a bright, hot day). The room is lit by only a few scattered shafts of sunlight between the closed shutters, although this light sufficiently illuminates the room.

Tables and Benches

In many inns, the tables and benches of the common room are pushed aside at night (usually fairly late at night, if custom is good) and patrons sleep stretched out on the floor or the benches. The tables and benches in this room, though, have not been pushed back. This is a clue (on a DC 10 Wisdom or Profession (innkeeper) check) that the attacks must have happened late last night while the patrons were still awake.

The Front Door

The front door to the Bronze Unicorn is closed but is unlocked and unbarred. However, the door is very difficult to open. This is due to an *arcane lock* spell Nudd placed on the doors before the attack. If the PCs cannot get the front door open, they can always leave by breaking out a window.

Solid Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 28 (due to *arcane lock*).

Once the PCs get out of the Bronze Unicorn, they may notice the parchment that Nudd tacked to the front door after he left—give the players **Player Handout 2**.

Signs of a Struggle

Some of the tables and chairs have been knocked aside and a few tankards have tipped over. There are some signs of a struggle, but not many. A DC 12 Intelligence check identifies that the murders here occurred very quickly (within no more than a minute or so).

Tracks

PCs looking for tracks in the common room can identify, on a DC 12 Survival check that many people have come and gone in this room (it is an inn, after all). If the

Survival check exceeds a DC of 30, a tracker can identify that a single small person left by the front door once the scuffle was over.

The Bodies

All of the bodies look gaunt, pale and desiccated. Their eyes are open and stare wide with horror. All bear terrible, livid bruises as well (this is due to the Constitution drain and physical damage inflicted by the wraith's incorporeal touch attack). A DC 15 Heal check identifies this as evidence of Constitution drain. A DC 15 Knowledge (religion) check reveals that some incorporeal undead creatures, such as wraiths, have this kind of attack. A DC 16 Knowledge (arcana) check reveals that certain rare spells might have this kind of effect as well.

If the PCs have the means to speak with any of these people, they are willing to talk. Unfortunately, they know little other than sudden silence and the attack of a terrifying shadow. Many of these people were taken by surprise, some fought back, and some tried to run. All were killed with one or two life-sucking touches from a terrible shadowy creature wielding a greataxe.

None of these victims can be raised from the dead, as they have all returned as wraiths under their slayer's control.

As the PCs examine specific bodies, note the following:

The Spy

In a back corner, slumped over a table, is a female half-elf in a voluminous brown cloak. This woman arrived from Ostverk late last night and intended to rendezvous with the city's cult of Trithereon in Verbobonc today. She was an innocent bystander when the wraith attacked and was killed before she could even draw her weapon. Investigations of her body reveal the following:

- A DC 10 Search check reveals a belt pouch with several dozen gold coins and a well-used, but well cared-for, masterwork shortspear. Also, under the cloak, the woman wears studded leather armor and a traveler's outfit that is finely made but nondescript.
- A DC 15 Knowledge (local: VTF) check reveals that the style of her clothes indicates that she was from the town of Ostverk.
- A DC 12 Search check reveals that the woman is not strong, but her hands are well-calloused, indicating a life of hard work despite having the coin and accoutrements of someone that is well-off (as a cleric of Trithereon, this woman often

helped the common people with their work when she could).

- A DC 17 Search or Survival check identifies the mud and road-dust that indicates the woman very recently traveled a long way.
- A DC 20 Search check reveals a hidden pocket behind her belt pouch. In the belt pouch is a holy symbol of Trithereon (a three-armed rune).

The Dockworkers

Near one table are two Rhennee men who appear to be twins. They are well-muscled and hairy. Each has a single bushy eyebrow over deep-set black eyes opened wide in terror. These men have only a few copper coins between them and no armor.

These two men, Anton and Stepan, are actually two of a set of triplets who work down on the riverfront. However, you should refer to these men as “the twins” in this encounter, as the PCs don’t know any better. Yesterday, Anton and Stepan found a small cache of silver coins while shirking their duties. Telling no one, they ran off to drink away their find and “live it up” at a tavern far from their usual haunts (Rhennee are not common in the Bronze Unicorn).

Investigations of their bodies reveal:

- A DC 10 Knowledge (local: VTF) check reveals that the Rhennee of the city generally inhabit the docks along the Velverdyva River. They are a close-knit community.
- A DC 12 Heal check reveals that these two men were quite drunk when killed.
- A DC 12 Search check reveals that these two men are likely very poor, their hands calloused from a lifetime of hard work. Although strong, these men were laborers, not warriors.
- A DC 14 Search check uncovers a small shell necklace worn by each of the Rhennee men. Each shell has bright spots of paint in strange patterns and, like the men, the two necklaces are virtually indistinguishable. These shell necklaces are nonmagical and apparently worthless. A DC 20 Knowledge (arcana) or Knowledge (local: VTF) check reveals that some Rhennee receive talismanic “lucky charms” like this from their tribe’s veth, or wise-woman. The DC of this information is only 10 for Rhennee PCs.

The Strange Pair

At a table, next to each other, are the desiccated bodies of a halfling and a huge half-orc. They had time to draw their weapons, as the halfling grips a masterwork rapier and the half-orc has a jagged masterwork falchion in his hands. The halfling wears exceptionally fine and flashy clothes and bears a pouch with several gold pieces. The orc wears a solid, battered breastplate under a cloak stained from months of use. The orc does not carry any money and appears shabby.

These two are Griffio Gruff and Gorik Half-Tusk. They are the true targets of tonight’s murders. Although they put up a fight against the wraith, they had no magical weapons to use. Worse, Griffio could not use any of his spells in the silenced area.

Investigations of their bodies reveal:

- PCs searching the half-orc automatically find **Players Handout 1**, a permanent “free drink coupon” that is Gorik’s most prized possession.
- A DC 10 Search check on either body reveals a large, distinctive tattoo. Both the halfling and the half-orc, despite the differences in appearance, bear very similar tattoos.

This livid green tattoo stretches up the corpse’s back and onto the right shoulder. The tattoo depicts a fat serpent coiling up the body. The mouth opens on the right shoulder, as though to swallow the neck. The serpent has a mouth full of shark-like teeth and appears to be smiling.

Allow any PCs viewing a tattoo to make a DC 10 Knowledge (local: VTF) check. If successful, the character remembers seeing a shop in the city with a sign similar to the tattoo, although the PC does not remember where. If the Knowledge (local: VTF) check exceeds a DC 20, or if the character connects the tattoo to the Grinning Viper in Gorik’s note, then the character remembers that the place is a tavern called the Grinning Viper, and the character remembers where it is.

- A DC 12 Heal check reveals that these two men were reasonably drunk when killed.
- A DC 12 Search check reveals a spell component pouch on the halfling. A DC 15 Knowledge (arcana) check reveals that the halfling is probably a bard, but he carries no instrument (Griffio is a whistler).

The Innkeepers

Slumped against the door are two men that appear related. The older man is a tall human who looks as though he may have made a good blacksmith in his day, although he is well past his prime and most of his weight is in fat, not muscle. The younger man is a half-elf about 18 years old who inherited his father's large, muscular frame. Both are dressed simply. The younger man has a club gripped in his hand.

This is the innkeeper Coldon and his son, Unwal. Coldon and Unwal have operated the Bronze Unicorn Inn for years. Coldon's wife, Earwen, has been out of town visiting relatives in Celene for many weeks. Both Coldon and Unwal live in the back room on the ground floor.

Investigation of their bodies reveals little else, although you should let the PCs know that they remember Coldon and Unwal as the proprietors who let them their rooms and served them food the previous night.

- A DC 15 Search check on Unwal reveals the key to the lock on the inn's front door (which is not needed, as the door is not actually locked).
- A DC 15 Search check on Coldon reveals two keys: one to the inn's front door and one to the safe in the private room.

Treasure: Loot the corpses in the Bronze Unicorn.

All APLs: L: 94 gp; C: 31 gp; M: 0 gp.

What Happened Here?

This was the first of Nudd's attacks on the Gruff Group. Last night, Griffio received a mysterious summons to the Bronze Unicorn. As the halfling is no fool, he brought Gorik along for protection.

At first, it seemed that the mysterious contact would not show up. Griffio and Gorik passed the evening reminiscing. Then very late, Nudd showed up. Of course, Griffio remembered Nudd; he had refused the twisted necromancer entry into the Gruff Group several times over. But Nudd did not come to beg. Instead, Nudd warned Griffio that he would soon have his revenge on the entire Gruff Group. Gorik wanted to take the dwarf's head off, but Griffio let the necromancer leave peaceably (as Griffio still did not see Nudd as anything other than a lunatic, bumbling apprentice).

Once Nudd left the Bronze Unicorn, he immediately put his plan into motion. Nudd commanded the wraith to kill everyone in the inn. Nudd then cast *arcane lock* on the door, used his *wand of invisibility* and his *ring of silent spells* on himself, then re-entered the inn.

The wraith appeared moments later, floating through the stairs and killing the Trithereonite spy before she could

react. The two Rhennee men barely noticed the sudden silence and the menacing shade, but Griffio and Gorik knew the danger. Unwal rushed to fight the creature but his father Coldon intervened, pantomiming that they should flee. However, they could not get the inn door open due to the *arcane lock*.

By that time, the wraith had slain Gorik and Griffio; Griffio was unable to cast any of his spells due to the *silence*. Coldon and Unwal fell to the creature before they could get the door open, and the drunk Rhennee men (still incredibly confused) died last.

The wraith prepared to rise through the ceiling and kill the sleeping PCs. Nudd had seen the wraith appearing through the stairs and assumed that the wraith had already killed everyone upstairs while Nudd was casting his spells outside. This was not the case—the wraith was investigating the back rooms first.

Nudd ordered the wraith to flee the scene and succeeded at the opposed Charisma check necessary to force his will on the wraith (with his poor Charisma, Nudd only succeeds at such checks rarely). So, with the wraith's equivalent of a shrug, the wraith did as his master commanded and left the Bronze Unicorn.

Nudd, cackling with glee, left the Bronze Unicorn Inn and tacked his hand-made "Closed" sign to the door. Then he began to plot his revenge against the rest of the Gruff Group.

Where Next?

If the PCs choose to follow up on the half-elf woman bearing the hidden holy symbol of Trithereon, go to Encounter Two. If the PCs follow up on the Rhennee men, to go Encounter Three. If the PCs seek out the Grinning Viper, go to Encounter Four. If the PCs wait around for the Gentlemen of the Watch to arrive (or if they fetch the Watch), then go to Encounter Five.

ENCOUNTER TWO: THE TRITHEREON DISTRACTION

Run this Encounter if the PCs choose to follow up on the disguised half-elf agent of Trithereon.

If the PCs did not discover her holy symbol of Trithereon, there is not anything to follow up on at all: she has no other particularly distinguishing marks or possessions.

This woman was an undercover member of the Church of Trithereon in Verbobonc (an Avenger of Trithereon) from Ostverk. She had never been to Verbobonc before last night. The Church of Trithereon is a decentralized institution. The woman's superiors elected to send her to

Verbobonc City to exploit the chaotic wake of the Viscount's disappearance. The clerics in Verbobonc City's shrine to Trithereon knew this woman was coming, but they do not know anything else (such as which day she was to arrive or even her name). Only if the PCs think to ask local Trithereonites about the woman can they learn anything at all, and even then they cannot learn much.

The shrine of Trithereon in Verbobonc City is hidden. The shrine is located in a warehouse near the Church District. This warehouse is often the home of illicit boxing matches, self-defense classes, lockpicking instruction, and other similar underground education designed to train rebels and anarchists. The trappings of the shrine can be quickly dismantled and hidden, and the clergy can vanish into boltholes, if the law comes poking around.

Finding the location of the shrine likely requires some word-of-mouth investigation, unless one of the PCs is a divine caster of Trithereon or a member of the Church of Trithereon meta-org (such PCs already know the location of the shrine). Finding the shrine by asking around requires a DC 20 Gather Information. Give a penalty of as much as -4 to this roll if PCs doing the asking are obviously lawmen of some kind (Mounted Borderers, noble house guard, etc.). Give the PCs up to a +4 bonus if they roleplay particularly circumspect inquiries.

Other clever methods to locate the shrine, such as the use of *locate object* to find a holy symbol of Trithereon, may also locate the shrine, at your discretion.

If the PCs discover the shrine's location and head that way, read or paraphrase:

This medium-sized warehouse looks abandoned. It is incredibly unremarkable, and you likely wouldn't have given it a second glance if you weren't clued in to its importance. Two men exit a side door of the warehouse, laughing and clapping each other on the back. One is bleeding from the corner of his mouth, and it looks like he has lost a few teeth.

These two men are common citizens from the area and secret followers of Trithereon. They have been learning a few self-defense skills from the clerics and are in good spirits, even though one of them has taken a solid hit to the jaw during the lesson (the clerics elected not to heal the minor injury to drive the lesson home). Their names are Torvent Dassert (a cobbler) and Anders Gloen (a baker).

All APLs

Torvent and Anders: male human Commoner 2; hp 9 each; Sense Motive +2, Spot +2; AL CG

If the PCs have a clear interest in the "secret" warehouse, Torvent and Anders are suspicious. If there are obvious lawmen in the party, the men suspect a raid and shout to warn the clerics in the building. In this case, the shrine is disassembled and the inhabitants of the warehouse are gone within three rounds.

If approached peaceably, the two commoners are hesitant to reveal their secret association but otherwise not hostile to the party. They have a starting attitude of indifferent. If made friendly, they admit that the warehouse is a secret shrine to Trithereon and that there are six priests inside.

The door to the warehouse is locked, but a knock is answered by a small window (no more than two inches square) being opened in the door. From within, a cleric asks what the PCs want. The man is expecting about a dozen lay members to come by for some "anarchy training," but he knows all of the expected attendees by sight and knows that the PCs are not them.

Wooden Warehouse Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; good lock (DC 30 Open Lock).

The priest is initially very suspicious, but if the PCs are smooth talkers or seem very honest, he lets them in. Note, however:

- If any of the PCs are lawmen (such as Mounted Borderers, noble house guardsmen, or Gentlemen of the Watch) or obvious followers of St. Cuthbert, he instead closes the window and warns the other clerics, who scatter and are gone in three rounds.
- If any of the PCs are divine casters of Trithereon or members of the Church of Trithereon meta-org, he recognizes them and lets the PCs in.

Inside, read or paraphrase:

The interior of the warehouse looks like some kind of cross between a gymnasium and a locksmith's shop. Mats are spread out on the floor, and tables hold chains, locks and keys of all shapes and sizes. There are a total of six people here, all busying themselves with the equipment. A large blue banner hangs from a rafter, emblazoned with a three-armed symbol as tall as a man. Each of the men bears the same symbol on a necklace.

The symbol is the rune of pursuit, Trithereon's holy symbol. The same symbol is on the woman's holy symbol the PCs discovered earlier. All six of these people (four men and two women) are clerics of Trithereon.

All APLs (EL 8)

Clerics of Trithereon (6): Male and female human Cleric 3; hp 21 each; Appendix 1

If the PCs explain the murder scene, the clerics immediately guess that the victim was their Ostverk contact. The clerics also know that they don't have a lot of information to help the PCs.

However, the Trithereonites are not fools. They realize they could probably use the PCs in the morning's lesson. The priests offer to tell the PCs everything they know about the woman if one or more of the PCs provide no more than a few minutes of assistance to them (note that this offer is genuine, although the clerics do not reveal that they do not know very much about the woman).

If the PCs are willing, the priests explain that they expect a small group of Verbobonc citizens to come by within the next ten or twenty minutes. These citizens are sort of a class, coming by to learn "a few key life skills useful in these troubled times." The PCs can help by teaching one (or more) of the three lessons that the priests plan to offer:

- **Brawling lesson.** One PC will fight three clerics at once in a brawling match. The priests use this lesson to teach how to fight as a team and how to fight when outnumbered.
- **Locks lesson.** One or more PCs must open a series of three locks (other PCs may assist). The priests use this lesson to teach how to open locks, a good skill for any rebel to have.
- **Prisoner lesson.** One PC is tied with ropes and manacled, and must escape (other PCs may assist). The clerics use this lesson to teach how to escape from confinement. It is assumed, but never explicitly stated, that the students will use these skills if captured by the law.

As long as one or more PCs agree to help teach one or more lessons, the next 15 minutes pass uneventfully. A dozen humans, elves and gnomes show up in groups of two or three for the class. None are surprised to see "guest lecturers," as the priests occasionally elicit help to teach their lessons.

The priests provide a short prayer to the Summoner to express gratitude, beseech protection, and ask that the corrupt leaders of the current hierarchy be swiftly overthrown. The priests also pass out flavorful biscuits to the class.

The mechanics for each of the lessons are as follows:

- **Brawling lesson.** The PC must remove any armor heavier than light armor and fight three

of the clerics at once in a nonlethal fight (using unarmed strikes only). Assistance from other PCs is not permitted. No magic is permitted, as the point is to show commoners how to fight. As soon as the PC goes down (or if the character drops all three of his opponents), the fight is over. Throughout, the other three priests provide running commentary and instruction such as "ah, a classic flanking position. Look how (character name) has to divide his attention and leaves himself open."

- **Locks lesson.** The PC is tasked to open three locks in increasing order of difficulty, in front of the class. They are DC 20, DC 25, and DC 30, respectively. Assistance from other PCs is permitted. Although quick work at the locks is praised, the teachers are happier if the PCs "take 20", as this gives time for the priests to explain technique to the class.
- **Prisoner lesson.** The PC is tied up with ropes and with masterwork manacles. The character must succeed at a DC 20 Escape Artist check to slip the ropes and a DC 30 Escape Artist check to slip the manacles. Assistance from other PCs is permitted (because learning how to free your friends from bonds is also a useful skill). Again, the priests are happier if the PCs "take 20".

Once the lessons are over, the priests live up to their bargain, but admit they know little:

"I'm afraid that we may have...mised you. We know that the woman you found is a member of our church, on her way from Ostverk to Verbobonc City to aid some of our brethren in the good fight against the oppressors here. But that's all we know. We didn't even know precisely when she was coming, what exactly she was here to do, or even what her name is. As far as we can guess, she was just an unlucky bystander last night. We're sorry we can't help you further."

Development: Lessons Learned. For participating in any of the lessons, all PCs earn an Influence Point with the Church of Trithereon. If at least one PC participated in the locks lesson, all PCs gain a +1 competence bonus to Open Lock checks for the rest of this adventure (although this does not permit the skill to be used untrained). If at least one PC participated in the prisoner lesson, all PCs gain a +1 competence bonus to Escape Artist checks for the rest of this adventure.

Development: The Ruse. The PCs may decide to approach this Encounter with guile, by masquerading as

the out-of-town Trithereonite. This ruse is likely to work, as the priests know virtually nothing about the woman. However, because the priests are not privy to the woman's mission or contact in the city, they cannot provide much help.

Where Next?

If the PCs follow up on the Rhennee men, go to Encounter Three. If the PCs seek out the Grinning Viper, go to Encounter Four. If they go back to the Bronze Unicorn, go to Encounter Five.

ENCOUNTER THREE: GIFT OF THE VETH

Run this Encounter if the PCs follow up on the dead Rhennee twins. These two men, Anton and Stepan, are actually two of a set of triplets. These triplets are well-known among the riverfolk of Verbobonc City. They all look identical: thick-muscled hairy Rhennee men with a single bushy eyebrow shadowing deep-set black eyes.

The obvious place to follow up on these dead men is the Riverfront, down by the Velderdyva River. Rhennee PCs know this area well and, so long as they speak in Rhopan (the native language of the Rhennee), Rhennee PCs automatically succeed at all Diplomacy checks in this Encounter.

If the PCs ask about the twins down at the dock, the riverfolk (mostly Rhennee, but some low-class members of other races work the docks as well) may direct them to a long dock where a barge with bags of grain is being unloaded. This requires a DC 20 Diplomacy check (or another appropriate check, such as Bluff or Intimidate). For each 10 gp the PCs offer as a bribe, lower the DC by 1. If the PCs fail the check by at least 10, the person they asked maliciously sends them off on a wild goose chase to the other end of the docks (and conveniently disappears thereafter). When the PCs are set on the right track, read:

Your directions lead you to a long barge groaning under the weight of several sacks. A single dark-complexioned bear of a man hefts several sacks and hauls them to a lone cart waiting on the dock. Donkeys hitched to the front of the cart wait patiently, shifting from hoof to hoof on the ancient stone dock. The man is thickly muscled and has a single hairy eyebrow stretching across his forehead like a bristly hedge. By all appearances, this is one of the Rhennee twins you found dead this morning.

Have the PCs make a DC 15 Sense Motive check. To those that succeed, read:

The laborer occasionally glances back toward town, as though expecting someone to appear to help with his work, but his eyes look past you. None of you are the person he's looking for.

Alexei is the only surviving member of the Rhennee triplets who work this dock. Alexei expects his brothers to be here to help him, and he is irritated that they have left him to do all the work.

If the PCs speak to Alexei, he does not know Common well. Use your best Gypsy or eastern European accent, bearing in mind that Alexei is not particularly smart. If the PCs let Alexei know his brothers are dead, he offers to take them to his tribe's veth, the wise-woman Yren.

Yren lives in a small shack on a barge near the dock where Alexei, Anton and Stepan work. Although it is a bright morning, the interior of the shack is dark and smells strongly of herbs and candle-wax. Wrapped in shawls, the ancient wise-woman Yren crouches over a simmering cauldron looking like a storybook witch. Alexei respectfully explains to Yren, in Rhopan, that the PCs have come to bring dire news of Anton and Stepan.

Yren motions the PCs into the shack, where there is barely enough room for them to fit. Alexei waits outside. Yren makes a complicated gesture toward the PCs. A DC 10 Knowledge (arcana) check reveals this to be an ancient gesture to ward off evil spirits.

Yren is initially suspicious of the PCs as they are not Rhennee. Yren waits patiently to hear what the PCs have to say. Yren's grasp of Common is as weak as Alexei's, but Yren is much more intelligent.

If the PCs ask Yren about the killings, have them make a DC 15 Diplomacy check to overcome her distrust. If the PCs have been particularly polite and deferential to Yren, award a +4 bonus.

Failure!

If the PCs fail this check, Yren wants nothing to do with them. She says, *"You bring bad news to us, but Anton and Stepan should not have behaved so badly among outsiders. The reason for their murder is a mystery to us as it is to you."* Yren says no more about the matter to the PCs and they can learn nothing further here.

Success!

If the PCs succeed at the Diplomacy check, Yren is more forthcoming to the character that made the successful check. Read:

With a wave of her hand, the old woman sweeps herbs and a gutted fish from a cutting board. She produces a chipped mug and dexterously prepares tea for you.

Once the PC has finished his or her tea, Yren reads the leaves remaining in the bottom of the mug. She says:

“I see the form of the killer. It is the winged shadow of a man with a big axe. Its kills join it in unlife, as its slaves. But this master is as a slave to another, a man with a black heart. You have a great advantage that you must not forget: in the light of the sun, shadow has no power. Shadows always seek to flee from the sun.

“Alas, my Anton and Stepan are innocent victims. They knew not the shadow before it rose over them. You seek the sign of the serpent.”

With this cryptic pronouncement, Yren has provided all of the aid she can.

Where Next?

If the PCs follow up on the Trithereonite, go to Encounter Two. If they seek out the Grinning Viper, go to Encounter Four. If they go back to the Bronze Unicorn, go to Encounter Five.

ENCOUNTER FOUR: THE GRINNING VIPER

Run this Encounter whenever the PCs go to the Grinning Viper. They are probably following up on the wide-mouthed snake tattoo found on Gorik Half-Tusk's body and Griffio Gruff's body in Encounter One.

If the PCs do not recall the tavern's precise location, they can learn it with a DC 13 Gather Information check or a DC 10 Knowledge (local: VTF).

The PCs may go to the Grinning Viper multiple times, and this Encounter should be a little different each time. The first time the PCs go to the Grinning Viper (which is located in the northeast side of Verbobonc City at location 9 on Map 2), describe the building as follows:

This dingy den sports a large sign out front, depicting a snake with a wide, fang-filled smile.

When the PCs enter, add:

The interior of this tavern seems quite large, but thin wooden walls, each about five feet high, break up the tavern into several cramped seating areas. Stained and scratched tables squat atop a sawdust-covered floor. A thin blue smoke circles around the ceiling. The walls are covered with mismatched wallpaper which, upon closer inspection, appears to be papers and notices of all kinds. Many are “Wanted” posters, bar bills, portrait sketches, and public notices. Some of the papers appear to be pages torn from tomes or even sheet music. For such an early hour, there are many

patrons here, all glaring at you as though to make sure you know you aren't welcome. A dour halfling behind a low bar writes in a ledger, ignoring you.

If the PCs come back, you can refresh their recollection of this place with something like:

The tattered papers covering the walls of the Grinning Viper flutter as you enter, and the patrons again glare at you through the blue haze.

The Grinning Viper was founded a few years ago by Griffio Gruff with his earnings when the Gruff Group disbanded. Griffio declared that the Gruff Group would always be able to drink here free of charge, and all members of the erstwhile Gruff Group were highly regarded by the rough-and-tumble regulars of the Grinning Viper.

Griffio's cousin, Gerald Gruff, tends bar and sees to the accounting. Under his watchful eye, the Grinning Viper does remarkably well. Gerald bears a passing family resemblance to Griffio, which the PCs can notice on a DC 16 Spot or Sense Motive check.

Although it looks like all kinds of shady under-the-table dealings go on here, in fact Gerald and Griffio have practically nothing to do with the Family (other than Perin, who sometimes hangs out here), and therefore very little illegal activity actually occurs here.

The papers are an idiosyncrasy of Griffio's. He thinks a smattering of different texts lends a pleasant atmosphere to the place. Regulars of the place often tack up items of their own (“wanted” posters with their faces, crude fiction they've penned, drawings they've sketched, or bills they intend to one day pay).

The most attractive piece is a well-done oil portrait of the Gruff Group commissioned just before the group disbanded. The portrait shows Griffio, Robin Sackville, Gorik Half-Tusk, Perin and Dimberaid in a sitting pose wearing fashionable clothing. This portrait is an important clue, but it isn't immediately obvious among the other wall-mounted papers. You shouldn't draw any attention to this picture unless the PCs happen to notice it among the miscellaneous wall hangings (requiring a DC 25 Spot check) or until the PCs ask about the members of the Gruff Group. If they do, Gerald (or any patron) can point it out to them.

Any patron of the Grinning Viper can provide the names of the five people in the picture: the halfling bard Griffio Gruff, the half-orc barbarian Gorik Half-Tusk, the human archer Robin Sackville, the human ranger Perin, and the half-elf sorceress Dimberaid. Of the five, only Griffio and Gorik come by with any regularity. Robin is rarely seen, as he has “got respectable” (although no one in the bar

knows how). Perin also makes appearances only rarely, and always seems to be in a rush. No one has seen Dimberaid in many months, but it was rumored that she opened some kind of store somewhere in the city. None of the patrons know where to find Robin, Perin, or Dimberaid.

If you need to invent a patron or two in the Grinning Viper, think of the sorts of PCs that would hang out in a lowbrow saloon or a seedy biker bar.

Development: The events taking place in the Grinning Viper vary, depending on when the PCs arrive, as follows:

First Thing

If the PCs came straight here from Encounter One, no one yet knows that members of the Gruff Group have been killed. The PCs are rudely treated by all the patrons, even Gerald, and must make a DC 20 Bluff, Diplomacy, or Intimidate check to get anyone to even speak to them.

If the PCs announce that people fitting Griffio and Gorik's descriptions were found dead at the Bronze Unicorn, the patrons open up a little bit and ask what the PCs know about it. It's clear that all the regulars here know the duo. If the PCs are forthcoming, the patrons of the Grinning Viper show them grudging respect and thanks. Gerald arranges for someone to fetch the bodies.

If the PCs ask Gerald or the patrons what Griffio and Gorik were doing at the Bronze Unicorn, none of the patrons are really sure (although they might hazard a wild and incorrect guess). Gerald thinks they were going to meet somebody, but he didn't know who.

Upon hearing that the halfling and the half-orc were meeting someone, allow all of the PCs to make a DC 12 Intelligence check. PCs that succeed remember the halfling and the half-orc talking to a robed dwarf last night. He was a short, stunted creature with a simpering demeanor. (This was Nudd, who lured Griffio and Gorik to the Bronze Unicorn under false pretenses to get his revenge.) Neither Gerald nor any of the patrons know who this dwarf is, as they've never seen Nudd.

Later On

If the PCs come here (or come back here) after any Encounter other than directly after Encounter One, Gerald has already arranged for Griffio's and Gorik's bodies to be laid out here. A wake is being held for the two departed "heroes." There are many more people here at this time (nearly all are regulars who've come by for the wake), and most are drunk. The patrons are far more open to the PCs now that they've had several drinks, and are more forthcoming with information (the DC to get them to talk is only 10).

The halfling Griffio is laid out on a table, with a bottle of wine and a few lit candles at his head and feet. Next to the table, a few benches have been pulled together and Gorik has been laid on those. As the massive half-orc is as tall as the benches are long, a lit candle and a flagon of beer have been placed on his forehead and his booted feet. Some of the patrons sing songs—badly—that Griffio taught them.

If any PC asks about the tattoos, they get a lecture about the bravest adventuring group ever known—the Gruff Group, led by the generous and talented Griffio Gruff—and how they retired a few months back, when Griffio took his earnings to found a tavern named after their mascot, a grinning snake.

The patrons then proudly point out the oil portrait on the wall to show the whole Gruff Group at their finest. Few know what's become of the other members of the Gruff Group; they come around from time to time (except Dimberaid, who never comes in at all), but they keep pretty tightlipped about their new, non-adventuring lives. Gerald knows that Perin works in the Family, and the rumor is that Robin Sackville "got respectable," but that's all anyone knows.

If the PCs ask what Griffio and Gorik were doing at the Bronze Unicorn the night before, answer as described under **First Thing**, above.

Where Next?

If the PCs follow up on the Trithereonite, go to Encounter Two. If they follow up on the Rhennee twins, go to Encounter Three. If they go back to the Bronze Unicorn, go to Encounter Five.

ENCOUNTER FIVE: THE QUESTION OF THE ARREST

Getting Here: This Encounter occurs at the Bronze Unicorn. The PCs can get into this Encounter in one of four ways:

- The PCs return to the Bronze Unicorn after Encounters Two, Three, or Four (or after more than one of these).
- The PCs never left the Bronze Unicorn in Encounter One before the Gentlemen of the Watch arrived (which takes about an hour after Encounter One begins).
- If the PCs called for the Gentlemen of the Watch after they found the bodies in Encounter One.

- If the PCs are asked to go back to the Bronze Unicorn due to your direction. If, after exhausting all avenues of investigation in Encounters Two, Three, and Four, the players are completely clueless as to where to go or what to do next, you should steer them back to the Bronze Unicorn. You may have to have a helpful NPC suggest that they help the Watch gather more information back at the Bronze Unicorn. For example, if the PCs decide to consult the Temple of St. Cuthbert for magical divinations, you may have the cleric say something like, ***“You mean you left before the Watch arrived? Compliance with the law is paramount! Return to the inn, summon the Watch, and tell them what you know. We won’t squander the Cudgeller’s magic on those who won’t help themselves.”*** Or, if the PCs check in to see if their contacts in the Family know anything, you might have a trusted NPC suggest, ***“By now the Watch must have thoroughly trampled the scene. You might head back and, if the Gentlemen are there, pump them for information by playing the do-gooder.”***

When the PCs finally return to the Bronze Unicorn, read or paraphrase:

A half-dozen men and women mill about the Bronze Unicorn in the hot sun. Most sweat under leather armor and the heavy tabards of the Cobwalkers, the lowest ranked of the Gentlemen of the Watch. One wide-faced woman, a higher-ranked Peacekeeper, looks your way. She sizes you up with a glance, and her face sprouts a grin.

“My lucky stars!” she cries. “Just the people we were hoping to meet. I hear you may be able to help us understand what went on here.” The woman jerks a thick thumb toward the inn. “We’re pretty well stumped about what could’ve killed all those folks.”

All APLs

Peacekeeper Myra, female human Swashbuckler 3/Rogue 3: LG; Diplomacy +7, Listen +10, Sense Motive +10, Spot +10.

Note that if the PCs waited at the Bronze Unicorn for the watch to arrive, you may have to modify the text above. You also may have to modify Peacekeeper Myra’s greeting if the PCs sneak up to the Bronze Unicorn or if they return in disguise. In such a case, Myra still asks for their help.

It may seem foolish for Myra to trust the PCs. After all, she’s already discovered that people meeting the party’s description were at the scene of a peculiar mass murder.

However, Myra is no fool. She knows that some sort of monster is probably behind these murders, and trigger-happy heroes might be just what are needed to flush out and defeat the monster. Myra wants to take the PCs in to the nearest Watch station, find out what they know, and see whether they can be useful. Plus, taking the PCs into custody is a good idea if it turns out they are responsible.

Peacekeeper Myra is friendly and professional, with a sturdy, handsome face. She is insistent, but not threatening or rude, and she’s well-liked among the Gentlemen of the Watch. PCs may remember Myra as a Cobwalker at the city gates in VER4-09 *Wicked Three*.

If the PCs seem at all helpful, Myra asks them to accompany her to the local Watch station, only a few blocks away. Myra reveals that she thinks the PCs can probably help. However, she explains—and she’s a little embarrassed but must insist—that the PCs first spend a little time in a holding cell there until she can clear a few things with her superiors.

If the PCs are unhelpful or downright resistant, she tries to intimidate them. She orders the Cobwalkers to surround the PCs and insist that the PCs come along peacefully. In this case, Myra starts to suspect that the PCs may somehow be involved after all.

If the PCs still won’t go along quietly, Myra tries to reason with them: ***“Look, be reasonable. You don’t want the entire Watch against you. You couldn’t stay in Verbobonc City, and once you left you couldn’t ever come back. None of us want that. Come along with us, and as long as you don’t have any connection to these murders, we won’t take more than a few hours out of your day. You can even keep your gear on you.”***

If the PCs get violent, the Cobwalkers scatter for help. A few hang far back, keeping an eye on the PCs’ movements. None of the Watch want to engage the PCs in open combat. This is their city, and they know they can easily get a lot of backup. After fifteen minutes, several dozen members of the Gentlemen of the Watch (Warriors and Fighters of 1st to 6th level; use statistics from the DMG if necessary) return, and begin a manhunt to drag the PCs into custody. Hopefully, the PCs are well into the next Encounter by that time.

Development: You’re a Lawman! If one of the PCs is a Gentleman of the Watch or a Mounted Borderer, then Myra greets the character by name, as she knows the character (if a Gentleman of the Watch) or has heard of

the character (if a Mounted Borderer). Myra is understandably much more open to such PCs. She pulls the lawman character aside and explains the whole situation: that she really thinks the party might be able to help, but that she'd get in trouble with her superiors if she didn't at least go through the formality of locking up the party until she reports to her superiors that the party clearly isn't responsible for the peculiar deaths. Then she can get the party to help.

Lawman-type PCs know that Myra speaks the truth, and she's likely to get in trouble if she had the culprits at hand but didn't bring them in right away.

Lawman-type PCs also know that they can't expect any kind of benefit due to their station when a murder investigation is afoot: they'll have to spend the time in lock-up with their companions.

Where Next?

When the PCs leave the Bronze Unicorn again (likely in the custody of Peacekeeper Myra, but not necessarily), go on to Encounter Six.

ENCOUNTER SIX: THE FAMILY OUTING

Getting Here: This Encounter may happen as the PCs leave Encounter Five in the custody of the Watch (you can run this Encounter even if the PCs aren't in the custody of the Watch by adjusting this Encounter slightly). Skip this Encounter entirely if:

- There are no Family members in the party **and** at least one PC has Infamy with the Family

- or -

- There are no Family members in the party **and** at least one PC is a member of a lawful meta-org such as the Mounted Borderers, the Gentlemen of the Watch, or the Church of St. Cuthbert.

You should give each player a sheet of scratch paper, which they'll need later in this Encounter (but don't tell them what they'll need it for yet).

In this Encounter, members of the Family try to liberate at least one or two of the PCs from the custody of the Gentlemen of the Watch.

As the PCs walk down a busy street, Cobwalkers escort the PCs several feet ahead and behind them. Myra takes the lead. Read:

The streets of Verbobonc City are crowded on this bright, hot day. Ahead and to your left, you see a

cooper's shop with its wares out on display. Barrels stacked twelve feet high provide some welcome shade. You hear a deliberate cough, and you notice a figure in the alley to your left.

Next to the cooper's shop is a small, abandoned building. A section of the wall has swung outward to reveal a narrow passage. A gnome in dark leathers motions subtly to you and nods to his left and right.

PCs that are members of the Family meta-organization recognize the gnome and the two men as members of the same organization. Furthermore, Family members can make an immediate Sense Motive check to get some additional information that the gnome is indicating with secret, subtle signs:

- **DC 5:** "Come with me."
- **DC 10:** "Come with me. You are in danger."
- **DC 15:** "You are in danger. Come with me to be safe. We want to ask you a few questions."

Continue immediately with:

To the gnome's left, a leather-clad man leans on the stack of empty barrels, ready to crash them onto the Cobwalkers ahead of you. To the gnome's right, another man is poised to roll a laden cart between you and the Cobwalkers behind you. The gnome points to the shadowy opening behind him, steps slightly to the side. He holds up three fingers, then two, then...

Don't let the PCs tell you out loud what they do. Have each player write his or her PCs next action on the piece of scratch paper and hand it to you. This is the equivalent of a surprise round, in which only the gnome, the two leather-clad men, and the PCs may act.

On his or her scratch paper, each player should identify an action no more lengthy than a move action or standard action. Then resolve the actions in the next few, critical seconds according to what the player wrote on the note to you. Generally, there is no need to establish an initiative order, as all actions happen essentially simultaneously. Keep the following in mind:

- If certain character actions seem mutually exclusive (for example, if one character wants to move into the passage but another casts *web* on the passage), have those PCs roll initiative in order to determine who acts first).
- If the player wrote a longer action, such as casting a full-round spell, then the character is only able to begin—and isn't able to complete—the action.

- If a player writes down a string of actions, such as, “I go over and grab the gnome,” then the character is only able to get through the first action listed (in this case, moving over to the gnome).
- If one character waits to see what another character does, determine whether the character is intending to ready an action (usually an “if, then” statement, such as “if the barrels fall over, then I duck into the passage” or “if the gnome casts a spell, I throw my axe at him”) or intending to delay (“I just want to wait and see what the rest of my party does”). This is an important distinction for when the gnome acts.
- If the entire party delays, deride them for their excess of caution and ask the character with the lowest initiative modifier for an action (as other PCs can delay longer than this character can).

The NPCs in this scene act as follows:

- The Gentlemen of the Watch do not make any actions. They have not noticed anything amiss and are completely surprised by these events.
- The man by the barrels pushes them over onto Myra and the lead Cobwalkers. This doesn't hurt them, but knocks them all prone.
- The man with the cart pushes it into the street between the PCs and the trailing Cobwalkers. The wagon has a large notch cut out of one wheel, so as soon as the wagon gets to the middle of the street it tips over in the direction of the Cobwalkers, dumping fragile pottery all over the street. The pottery shatters in the area where the rear Cobwalkers are standing (treat as caltrops).
- The gnome has a readied action to step back into the passage (a five foot step) and close the door as soon as it is reasonably clear which PCs are going to come into the passage and which PCs aren't. That is, PCs that want to move into the passage, or PCs that have triggered ready actions to move into the passage if something happens, get to go before the gnome and move into the passage. PCs that have delayed to see what other people will do are not able to act before the gnome shuts the secret panel, sealing off the passage. In other words, the gnome's readied action occurs before a delaying character's action.

All APLs

Oscar: male gnome Rogue 6; hp 44; Listen +10, Sense Motive +8, Spot +10; AL CN

Family Assistants: male human Rogue 1; hp 7 each; Spot +4; AL N

Once closed, the secret panel is virtually impossible to immediately reopen. Several metal bars fall into place (each a separate mechanism for the purposes of the *knock* spell) and the now-reinforced panel requires a DC 28 Strength check to burst open. From the inside, the panel requires three full-round actions to reopen.

Secret Panel: 2 in. of wood and 1 in. of steel; hardness 5 (wood) and 10 (steel); hp 20 (wood) plus 30 (steel); AC 5; Break DC 28.

It is likely that the party is split up by their actions in this Encounter. This is fine, as the next Encounter details how to handle a party that has been split up. Some players may be upset by this, as it violates one of the core mantras of the game. However, you should reassure such players that the adventure authors expected that this might occur, and to trust you as a DM.

Where Next?

Regardless of whether the party has been split up or not, proceed to the next Encounter.

ENCOUNTER SEVEN: MORE DEATHS

This Encounter is designed for you run a party split into two groups: one group in the custody of the Gentlemen of the Watch and one group accompanying the Family. If the PCs did not split up in Encounter Six (of if you never ran Encounter Six at all), just skip over parts of this Encounter that are not applicable.

You should not have to isolate players from each other during this Encounter. Instead, encourage the PCs that aren't present to sit quietly and not provide advice. By switching back and forth between the two groups, you can keep everyone engaged.

WITH THE FAMILY

These PCs earn an Influence Point with the Family, but do not gain the Influence Point with the Gentlemen of the Watch.

The gnome lights a sunrod and looks over the group of you that ducked into the secret passage with him. “Sorry about the theatrics,” he chuckles, “but I never thought that would actually work. They call me Oscar, and I know who you are. If you come with me, I think some of my ‘cousins’ can answer a lot of your

questions.” *The gnome squeezes past you to a spiral staircase leading down.*

Oscar (which is not his real name) is a low-level operative in the Family. Oscar is a gregarious, friendly gnome who likes his position in the Family.

If the PCs want to exit the passage or get their friends, Oscar tries to talk them out of it. ***“You know the Cobwalkers are waiting out there for the door to open. Don’t be foolish. Your friends made their choice. If you want to unravel your little mystery, you’d best come with me right now.”*** If the PCs fiddle with the secret panel anyway, Oscar flees down the stairs and is soon lost in the sewers below.

Oscar’s superior is a man known as Hunter. Hunter told Oscar to collect the PCs, keep them someplace safe, and go get Hunter so that Hunter can ask the PCs a few questions. Hunter let something slip about this morning’s murders at the Bronze Unicorn, and Oscar thinks Hunter knows quite a bit about them. Oscar does not know any more than this, but he is happy to impart this to the PCs while they travel.

What Oscar does not know is this: “Hunter” is actually Perin, the ranger from the Gruff Group. When Perin heard about the murders this morning, the paranoid ranger pulled all the strings he had to find the PCs. Oscar’s ruse is only one of several designed to bring in the PCs so that Perin can question them about Griffo and Gorik’s deaths.

Oscar leads the PCs down into the warren of catacombs that act as Verbobonc’s sewer. The smell is incredibly bad and waste is everywhere, but Oscar takes it in good stride, chatting like a tour guide:

“You may not know this, but Verbobonc’s got sewers much bigger and more extensive than other cities its size. Ingenious system, really. Every few days, sluices upriver are opened so that the waters of the Volverdyva River flow through and wash the accumulated muck away. These passageways aren’t passable when the sluices are open, but they’ll be much more pleasant this time tomorrow, when the sluices are turned off. I think it’s brilliant. Designed and built by gnomes, as you might guess.” The gnome gives a wink. “So, the sluices ought to be opening any time now—yep, hear that rumbling? That’s a thousand tons of water rushing this way. Oh, and here we are!”

Oscar opens a stone door and hurries the PCs inside, although there is more than a minute until the Volverdyva waters rush through this way. Oscar shuts the stone door tightly once everyone is inside.

Contrary to Oscar’s opinion, the sewers are not completely impassable while they are being purged. However, the steady rumble from the other side of the stone door and the water leaking slowly in around its edges should discourage the PCs from leaving this way.

The room on the other side of the door is a cellar about twenty feet square. Racks of wine and boxes of who-knows-what line the walls. There is only one other door, which is made of sturdy wood. Beside the door is a metal pipe about eight inches wide leading directly into the wall a few inches from floor level.

Oscar spends a few minutes searching for a particular bottle while the PCs get the feel of the room (the boxes contain whatever not-particularly-valuable items you care to invent). Oscar is looking for a *potion of reduce person* he stashed here some time ago. When he finds it, he turns back to the PCs:

“Through that door is Hunter’s chambers. He’ll come through there to talk to you once he’s ready. You’re well-protected here, trust me. That door is not only locked, but it has the most fiendishly complicated trap on it that I’ve ever seen. Nobody I know has figured out how to disarm it, except for Hunter. And he’s not telling.

“Fortunately,” adds the gnome as he downs the contents of the flask he found, “I don’t have to use it.” Oscar shrinks rapidly. In a few seconds, he is no more than sixteen inches tall. “I’ll let Hunter know you’re here, and he’ll be in to see you shortly. Ha! Shortly!” Oscar scrambles into the pipe and is gone.

For now, the PCs have little to do but wait. Cut to the PCs with the Gentlemen of the Watch for now.

WITH THE WATCH

These PCs earn an Influence Point with the Gentlemen of the Watch, but do not gain the Influence Point with the Family.

Myra and the Cobwalkers collect themselves after the carefully rigged distraction. They immediately confirm that no bystanders were injured. The two men who aided in the distractions—both 1st-level rogues—slip into the crowd and flee. Even if captured, they only know that they do as a gnome named Oscar instructs.

If the PCs attacked the rogues, assisted the Cobwalkers, or otherwise showed they were on Myra’s “side,” she is grateful.

“That’s good, what you did,” Myra says, putting a hand on your shoulders, “but I’ve got to do my duty, and that means taking you with us.”

If the PCs try to get through the secret panel after it has closed, they quickly learn how stout it is. Exploration of the deserted building and the cooper's shop reveals that the secret passage is actually between the two buildings and not connected to either. However, Myra is unlikely to stand for such extensive exploration.

The Gentlemen of the Watch hurry the PCs along to a stout building on a busy street with the shield of Verbobonc emblazoned above the door. This is the local watch headquarters and one of many similar buildings in key locations throughout the city. Myra escorts the PCs inside. Inside, a handful of other Gentlemen of the Watch are working (processing criminals, filling out paperwork, and the like—picture a fairly busy police station). The windows in this building are small and barred, so this room is lit by several everburning torches, even though it is bright daylight outside.

Myra leads the PCs through a door and down a couple of short halls to a heavy wooden door near the back of the building. A low table sits in the hall outside the door.

Myra offers, "Isn't this your lucky day! You're the only ones in holding today, so you don't have to share the room with smelly drunks or gibbering cultists. Weapons on the table, please. Rules are rules. And in you go."

Myra assures the PCs that they only have to stay in the holding room long enough for her to contact the Watch Captain (the Watch Captain is Robin Sackville, but Myra only refers to him as "Captain" or "the Watch Captain"). Myra assures the PCs that the Watch Captain will let them go once they've answered a few questions.

Myra expects the PCs to leave their weapons on the table, but she also realizes that they won't be able to hurt anyone in the holding room except each other. Therefore, a DC 15 Diplomacy check is sufficient to let a PC keep his weapons on his person in the holding room.

The holding room is about fifteen feet square with several wooden benches and straw pallets. A basin of water and a chamberpot are the only other items in the room. Two small barred windows look out onto the bustling mid-morning streets. The door to the holding cell has a small barred window as well, but it only looks into the short hall. The rest of the watch station cannot be seen from the small window in the holding room's door.

Myra closes the door to the holding cell and locks it from the outside. The PCs have little to do but wait.

INTERLUDE

While the PCs are stuck waiting in one room or another, Nudd is very busy. First, he sends his wraiths into the watch station and kills all of the people there. This

includes Myra and Robin Sackville, Nudd's true target, who just returned from Watch business.

After that, Nudd's wraiths assault Hunter's hideout and kill everyone there, including Oscar and Hunter (Perin).

In both cases, the wraith's opponents can't effectively fight back, and each fight is over in less than half a minute. Other than a few cries of surprise, the battles occur in near silence. Although there are only a couple of doors between the PCs and the battle, a DC 30 Listen check is required to hear anything amiss and the PCs are not likely to be able to react in time.

The PCs should not experience or witness either battle. It is much creepier for them to instead experience the aftermath.

Let both groups of PCs know that they wait. And wait. And wait. In both cases, the PCs expect to only wait a short while, but fifteen minutes passes, then a half an hour, then an hour. If the PCs shout, there is no answer, because anyone that could hear them is dead.

Ask each group of PCs how long they wait before doing something to escape the room they are in. Run the applicable part below for the first group that decides to break free (**Back with the Family** or **Back with the Watch**), then run the other part (if applicable).

BACK WITH THE FAMILY

The PCs are likely to consider how to get through the wooden door or through the pipe.

The pipe is probably not a good option. There are no more *potions of reduce person* in the wine racks, only fair to poor wine. Medium PCs cannot fit through the pipe at all, Small PCs can do so with a DC 30 Escape Artist check, and Tiny creatures can fit through with a DC 20 Escape Artist check. Only familiars are likely to be able to fit through the pipe, which emerges in Hunter's chambers two doors away.

The door is not actually trapped. It has a *Leomund's trap* spell on it, along with a *Nystul's magic aura* to render it undetectable by magic. Therefore, it appears to be trapped but does not detect as magical. Perin paid a traveling wizard a hefty fee to enchant this door many months ago, in order to have the prestige of owning an "unbeatable" trap he alone could open. Eventually, the PCs should realize that the door is not trapped at all. The door is, however, locked.

Solid Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; average lock (DC 25 Open Lock); appears trapped (*Leomund's trap*) but does not detect as magical (*Nystul's magic aura*).

If the PCs in the room have absolutely no way of opening this door, you may decide that one of the boxes contains vials of alchemist's fire or acid, or that an axe is stashed away behind one of the wine racks, in order to provide the PCs with a way out of this room.

Past the doors are short hall sloping upward and another closed and locked door that is not trapped.

Solid Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; average lock (DC 25 Open Lock).

Beyond this second door is a comfortable carpeted sitting room in the basement of an abandoned tavern. This area is Hunter's hideout.

Six people lie dead here, all sapped of vitality like the patrons of the Bronze Unicorn (they have died from Constitution drain). One is Oscar. Three are male human members of the Family dressed in leather armor and with short swords gripped in their lifeless hands. Another body is a fat, balding Oeridian man—PCs who have played VER4-06 *Fool's Errand* or VER5-04 *Fool's Gold* recognize the man as Uncle Krot, a high-ranking member of the Family (Krot wears no armor but carries a spell component pouch, as he was a rogue/wizard).

The sixth body is Perin, aka Hunter. This sixth person is a finely dressed human with masterwork twin short swords and a fine set of masterwork thieves' tools. Perin has the smiling viper tattoo on his neck and shoulder and, folded up in a pocket, he has Players Handout 3 (which he received several hours ago and, deducing it was a threat, immediately sequestered himself in his hideout).

Treasure: Loot the corpses in Hunter's hideout.

All APLs: L: 71 gp; C: 11 gp; M: 0 gp.

There is another door leading out of this room and into the abandoned tavern. The PCs can easily exit the abandoned tavern above without drawing attention to themselves.

Run **Back with the Watch** if appropriate or, if not, move on to the next Encounter.

BACK WITH THE WATCH

The PCs are likely to consider how to get out of the holding cell or shouting for help.

Shouting for help is probably not a good option. Passersby are used to raving from those imprisoned in the watch station. They generally do not answer and hurry along.

The door is a solidly built cell door with a small, barred window. The window is eight inches square and has two-inch gaps between the iron bars. The door's lock is not

accessible from inside the room, which is accounted for it its Open Lock DC. The PCs might also burst the door. The benches in the room can be used as a makeshift battering ram for this purpose.

Reinforced Solid Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; good lock (DC 35 Open Lock).

If the PCs have absolutely no way out of this room, you may decide that someone visits the watch station (a local tradesman and drunkard named Everett) and sees the carnage. Everett runs out into the street shouting for help, but the locals know to ignore the man. The PCs clearly hear him shouting, however, and can communicate with Everett through their exterior barred windows. Everett explains the scene in the watch station in gruesome terms. The PCs might be able to get Everett to re-enter the watch station, find the key on Myra's body, and set them loose.

Past the holding cell door are several short halls and closed (but not locked) doors. In the main room of the watch station are nine dead people. All eight have been sapped of vitality like the patrons of the Bronze Unicorn (they have died from Constitution drain). One is Myra, two are criminals that were being processed as the PCs came in, and four are Cobwalkers. Myra and the Cobwalkers all have swords drawn and clutched in their lifeless hands. The criminals are hidden under desks and were slain while they huddled there.

The only person here that the PCs do not recognize as having been present when they were led through this room a short time previously is a stout, reasonably handsome man wearing the tabard of a Watch Captain. This is Robin Sackville. Robin had time to draw his masterwork bow, but not fire it, before he was killed. Robin Sackville has the smiling viper tattoo on his neck and shoulder and a folded note—Player Handout 4—in his pocket. Robin received this note earlier today, but could not guess at its meaning.

Treasure: Loot the corpses in the watch station.

All APLs: L: 102 gp; C: 2 gp; M: 0 gp.

The door leading out to the street is closed, but the PCs can easily exit the Watch Station without drawing attention to themselves. They may want to get other help—such as from other Watch Stations or the Knights of the Faithful Defender. They PCs should realize that this is likely to increase the suspicion on them even further (as they have been present for two mysterious mass murders). If the PCs insist on reporting this anyway, they are distracted by the events of the next Encounter.

Run **Back with the Family** if appropriate or, if not, move on to the next Encounter.

ENCOUNTER EIGHT: RAY OF SUNSHINE

By lucky coincidence, the abandoned tavern over Hunter's hideout is just down the street from the watch station (both are near number 33 on Map 2). Between the two is an empty lot often used as an open-air market. On rainy or hot days, a large canvas awning is erected over the lot.

Today, the canvas is up and the market is busy. Several people mill about the stalls, shopping. Fortunately for the PCs, Nudd is among them. Nudd thinks he knows which clothing shop in town belongs to Dimberaid, but to be sure he is confirming with clothing merchants who set up their wares in the covered marketplace. Nudd has already confirmed that Dimberaid runs a shop in the central section of the city called the Gentle Mirror by the time this Encounter begins.

Nudd's public presence gives the PCs a good chance to spot him, however.

MEETING UP

Once both groups have extricated themselves from the building they are in, they are likely to meet up near the market. Linking the PCs back together becomes more problematic if one group escapes substantially before the other (if, for example, the group trapped in Hunter's cellar escapes after ten minutes, but the PCs in the holding room waited at least an hour). If part of the party gets out much earlier than the other, they may try to rendezvous at a different meeting spot (such as the Bronze Unicorn or the cooper's shop). You may have to "move" the location of the open-air market, for the purposes of this Encounter, to be near the location where the PCs meet up with each other. As the market occasionally sets up in other parts of Verbobonc City, moving the location of this Encounter is not unreasonable.

After the PCs are back together, let them catch up on what they have learned. Then ask all of the PCs for Spot checks (or those PCs with line of sight to the open-air market, wherever you have decided to place it). To all PCs, read:

Your eyes pass over a bustling open-air market with stalls of many kinds of goods. The entire market is shaded by a large sheet of canvas tied at all four corners to nearby buildings.

To anyone that exceeds a DC 19 Spot check, read:

With a start, you realize that someone in the market is looking right at you. The stunted, twisted dwarf is dressed in a dirty robe and a cowering, simpering demeanor.

PCs that see Nudd and succeed on a DC 12 Intelligence check remember the dwarf talking to the halfling and the half-orc in the Bronze Unicorn common room the previous night.

As long as at least some of the PCs are recognizable (that is, so long as they aren't all in disguise or invisible), add:

The dwarf seems to recognize your group from across the market, because he suddenly turns and flees. The elven merchant near the man shouts after him.

Nudd is approximately 90 feet from the PCs when he sees them, and he flees behind a tall display of Baklunish rugs to be out of sight of the PCs.

Have all of the players roll initiative at this point, assuming that the character(s) that spotted Nudd alerts the others (if not, have only those PCs aware of Nudd roll initiative). Also roll initiative for Nudd and his wraith lurking just under the market.

Nudd does not want to confront the PCs, so his only actions are to cast *invisibility* and *levitate* on himself and flee.

On its action, the wraith rises from the ground in the middle of the market and starts attacking people indiscriminately. If Nudd saw the PCs, Nudd commanded the wraith to rise to cover his escape. If Nudd has not noticed the PCs (because, for example, they are disguised), then the wraith rises anyway, unbidden by Nudd, to feed. As the wraith rises, read:

An inky spot rises from the center of the covered market and grows into the shadowy shape of a large winged man. A chill creeps through you despite the bright, hot morning. The ragged shadow has broad, black wings and wields a massive shadowy greataxe. The shade swings its greataxe through the elven merchant like vapor. The elf's frame immediately shrivels and he collapses to the ground, dead, eyes wide with terror.

The wraith's appearance and weaponry are based on its form in life—that of a half-fiendish barbarian—but its statistics are as set forth below (that is, its attack is visually with a greataxe but mechanically it is a melee touch attack, just as with any wraith). The wraith's distinctive appearance allows the PCs to more readily identify it in Encounter Ten.

The merchants and shoppers in the covered market flee as best they can, but generally just get in each other's way. No one but the PCs dares to confront the wraith.

APL 2 (EL 5)

Wraith: hp 32; see *Monster Manual*.

APL 4 (EL 7)

Advanced Wraith Ephemeral Exemplar 1: hp 64; see Appendix 1.

APL 6 (EL 9)

Advanced Wraith Ephemeral Exemplar 3: hp 76; see Appendix 1.

The market area is crowded, but not packed. Movement is at half speed and no combatant can charge or run. Due to the stalls of goods and people, all combatants in the market have cover. The wraith's attacks ignore this cover, however.

Tactics: The wraith attacks as many people as it can each turn, whether the PCs or NPCs. At APL 6, it positions itself as best as it can to use its Whirlwind Attack feat against as many living beings as possible. Generally, the wraith likes to spread out its attacks as much as possible. The wraith avoids any areas of sunlight and flees if it cannot fight in shadow.

The wraith also flees if reduced below one-third of its hit points.

Treasure: The wraith has no treasure.

Development: Fighting the Wraith: Particularly at APL 2, the PCs are unlikely to have the magical means to fight such a powerful foe. Straightforward combat against the wraith, but is not the best way to defeat this foe. Wraiths are powerless in direct sunlight (which the PCs may have learned from the Veth in Encounter 3 or may remember with a DC 20 Knowledge (religion) check). This wraith does not venture out into the sunlight at all.

The canvas covering the marketplace is all that keeps the sunlight from streaming directly onto the wraith, rendering it powerless. The best methods of removing the canvas are:

- **Attack the canvas:** Each 5-foot square of canvas has a hardness of 2 and 6 hit points. The canvas is immune to damage from bludgeoning weapons and takes one-quarter damage from piercing weapons. It is also 15 feet above the ground, putting it out of reach of most melee attacks (although PCs can jump or climb up onto tables and displays that are 5 feet high). The wraith does not enter any area beneath a

section of canvas that is destroyed, which constrains the area in which it can fight.

- **Burn the canvas:** The canvas is treated so it will not burn quickly, so its hardness of 2 counts against fire damage as well. If this resistance is overcome, however, the canvas burns quickly. Each round, every square of canvas adjacent to the burned square has a fifty percent chance to catch fire as well, taking as much fire damage as the adjacent square. This "domino" effect can cause the entire canvas to burn away in only a few rounds. The wraith does not enter any area beneath a section of canvas that is destroyed, which constrains the area in which it can fight.
- **Untie the canvas:** The canvas canopy is tied down at all four corners with sturdy rope. This rope can be cut (hardness 1, 3 hit points, immune to bludgeoning weapons and one-quarter damage from piercing weapons) or untied (DC 15 Use Rope or Disable Device). However, the rope is tied off 20 feet above the ground. The buildings or poles to which the canvas is anchored can be climbed with a DC 20 Climb check. As each corner is cut loose, it constrains the area in which the wraith can fight. Three corners of the canvas must be cut loose in order to bring down the canvas covering.

Development: The Sun! It Burns! Once the wraith has no more area to fight from, it retreats into the ground and does not return.

Where Next?

The PCs should be able to confirm that the murderer they have been investigating is a wraith. However, assuming that Nudd escaped, they do not have any immediate leads. The PCs may wish to return to one of the areas of their earlier investigations (such as the Grinning Viper), or go to a temple in order to get any Constitution drain healed (this costs 380 gp for a *restoration* spell, *lesser restoration* does not cure ability score drain). As the PCs move from place to place within Verbobonc City, go to the next Encounter.

If the PCs have the good sense to ask around as to what Nudd was doing in the market, a DC 10 Gather Information check reveals that he was asking around several vendors selling clothing. If the Gather Information beats a DC of 20, the PCs can find one of these clothing merchants. The merchant explains that Nudd was asking about someone named Dimberaid, a half-elf woman who owns a clothing store called the Gentle Mirror in the central section of the city.

ENCOUNTER NINE: HAD TO SEE IT COMING

Within a few minutes after Nudd realizes that the PCs may be after him—or even if the paranoid necromancer thinks the PCs might be after him—Nudd prepares a trap to kill (or at least discourage) them. He writes a message on a piece of parchment, and then casts *explosive runes* and *Nystul's magic aura* on the parchment (to make it appear nonmagical). He then pays a street urchin to find and deliver this letter bomb to the PCs. Read:

As you travel the streets of Verbobonc City, a lone black cat darts across the street ahead of you. "Good gentlefolk!" calls a voice from behind you. One of the city's street urchins approaches you at a trot, waving a roll of parchment. "I gots a message for a right generous group like you!"

The urchin wants to deliver the message to the biggest, toughest-looking member of the group, per Nudd's description (but he doesn't care if another character takes it). The urchin expects a tip of some sort, and is delighted with anything the PCs give him.

If the PCs question the lad, he explains that a fat half-elven man near the Temple Gate (Nudd under the effects of a *disguise self* spell, actually) gave him the note and described the PCs (as Nudd saw them at the market). He gave the urchin a gold coin and said to give the PCs this note "for their noble actions at the market today, and to edumacate them further." The urchin thinks it is foolish to pay a whole gold piece to deliver a thank-you note, which is what he assumes it is, but he is not one to complain when money is available.

If the PCs read the note, fold up **Player Handout 5** and give it to the players. When it is clear that the player reading the note has finished reading the note's last line (either because the player read it out loud, or due to facial expression), ask all of the PCs within 10 feet to make Reflex saving throws. Unless the PCs prearranged a marching order in which they were spaced away from one another, assume that the blast catches all of the PCs (and a few innocent NPCs as well).

APL 2 (EL 2)

Explosive Runes Trap: CR 2; magic spell (does not detect as magical due to *Nystul's magic aura* spell); reading trigger; no reset; spell effect (*explosive runes* spell, 5th-level wizard; 3d6 force damage to all within 10 feet; DC 16 Reflex half, but the reader gets no saving throw); Search DC 28; Disable Device DC 28. The subsequent casting of *Nystul's magic aura* on this note

sapped some of the potency of the *explosive runes* spell, resulting in the lower damage.

APL 4 (EL 4)

Explosive Runes Trap: CR 4; magic spell (does not detect as magical due to *Nystul's magic aura* spell); reading trigger; no reset; spell effect (*explosive runes* spell, 7th-level wizard; 6d6 force damage to all within 10 feet; DC 17 Reflex half, but the reader gets no saving throw); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

Empowered Explosive Runes Trap: CR 6; magic spell (does not detect as magical due to *Nystul's magic aura* spell); reading trigger; no reset; spell effect (*empowered explosive runes* spell, 9th-level wizard; 6d6 x 1.5 force damage to all within 10 feet; DC 18 Reflex half, but the reader gets no saving throw); Search DC 28; Disable Device DC 28.

Nudd's explosive note contains an important clue. The "last one" implies that there is one remaining member of the group he is killing off. The PCs may know by now that this is the last surviving member of the Gruff Group, Dimberaid the sorcerer. The note also provides the time of his attack: noon.

Where Next?

The PCs may need to follow up on other clues in order to identify the Gentle Mirror clothing store as the location of the murderer's final attack. The note reveals that the PCs do not have much time before their last chance to catch the murderer in the act.

ENCOUNTER TEN: THE SURVIVOR

This final encounter requires that the PCs learn that Nudd's last target is Dimberaid, proprietor of the Gentle Mirror clothing shop. There are three ways the PCs might learn the identity of Nudd's final victim:

- They might guess it from the portrait in the Grinning Viper. A DC 15 Gather Information check identifies Dimberaid as proprietor of the Gentle Mirror clothing store.
- They might remember a final member of the Gruff Group from play of VERIntro3-02 *A Hunting We Will Go*.
- They might have learned that Nudd was asking about Dimberaid while speaking to the clothing merchants in the open-air market in Encounter Eight.

When the PCs arrive here, read or paraphrase:

This tall, narrow building faces the gate to the Church District. The shop has window displays featuring shabby mannequins in a variety of tasteful outfits and a sturdy door that appears slightly ajar. A tattered awning in the front of the building provides deep shade. Printed upon the awning are the words "Gentle Mirror."

The Gentle Mirror is two stories tall. The bottom floor contains the storefront and fitting rooms. The upper floor contains Dimberaid's private room, workrooms, and storage. Atop the building is Dimberaid's garden, accessible via a sturdy stairway along the side of the building (it is not accessible from inside the shop). A 10-foot ladder leading up against the side of the shop is not tall enough to reach the roof, but used to perform minor repairs to the building.

If the PCs scout around the building, they see the staircase going up and may hear (DC 20 Listen check) Dimberaid working atop the building. However, most parties will simply enter the Gentle Mirror clothing shop. To those that do, read or paraphrase:

You push open the sturdy door and feel it catch on something. A piece of clothing causes a mannequin to swivel, tip, and collide with a full-length mirror, causing the mirror to crack into several jagged pieces.

As this is not technically a trap, but rather coincidental and inconvenient placement of the mannequin and mirror. The PCs may not detect this "trap" before the mirror is broken. Breaking the mirror has no effect other than to set the mood of this adventure.

There is no one in the shop at present (as Dimberaid is tending to her garden). If the PCs call out or make any sort of noise (such as breaking the mirror), Dimberaid calls down to them:

"Hello? I'm up on the roof at present. There is a staircase to the side of the building, please come on up!"

If the PCs do as Dimberaid asks, they climb up the stairs and pass under the ladder leaning against the side of the building (again, there is no effect other than to establish mood, as passing under a ladder is generally considered bad luck).

Once the PCs arrive at the top of the building, read:

The top of the Gentle Mirror is awash in green. Plants of every variety grow atop this rooftop garden. The plants seem to be basking in the bright sun. In one of the neat rows a lovely half-elf woman kneels in a sun dress, looking your direction. "I'm Dimberaid," she

says, looking you over, "and I expect that you've not come for new jackets and trousers. Can I help you?"

Dimberaid is full of information about the Gruff Group and its exploits. She knows about each member, and has a reasonably good sense of what each member is up to recently (that is, she knows that Robin is a Watch Captain and Perin works for the Family). It should be clear from her conversation that she finds the other members of the Gruff Group distasteful and she is glad to be free of them (however, she does still have her grinning snake tattoo).

The sorceress even remembers the pathetic necromancer Nudd, his attempts to join the Gruff Group years ago, and the cruel way the other members (especially Griffio) teased and rebuffed him. Dimberaid was also mean to the dwarf, because she found him repulsive.

Dimberaid does not know that she is now the only surviving member of the Gruff Group. If the PCs describe the attacks and the twisted dwarf, she is quick to realize that Nudd is slowly working some kind of terrible revenge. She begs the PCs to help her and to save her from the necromancer.

ALL APLS

Dimberaid: Female half-elf sorcerer 3/expert 3; hp 28; AL N

As noon approaches, Nudd's army of wraiths make their appearance. As the conversation with Dimberaid is winding down, read or paraphrase the following:

A chill courses through you as a shadow rises through the street in front of the Gentle Mirror. The winged wraith raises its greataxe, and dozens of other forms rise from the street. You recognize the forms of the innkeeper and his son, the halfling, the half-orc, the elven merchant from the marketplace, and all of the people killed by this wraith this morning. The wraiths all do as the winged wraith commands, spreading out in a circle around the clothing shop.

However, the wraiths seem faint in the bright daylight. Although clearly pained by the sun, the wraiths stand in their silent vigil, powerless. Even the winged wraith cowers in the sunlight, bound by a will that is not its own.

If the PCs try to interact with the wraiths at all, the undead do not resist. If threatened, they simply step down into the ground, only to rise up again once the coast is clear. The party should get the sense that they are outmatched by the army of wraiths, even though the wraiths are—for the moment—powerless. The sunny top of the building should feel like a safe place.

After the wraiths have been present long enough to put a scare into the PCs, continue with:

From the empty air near the rooftop comes a simpering voice, "Just one more! This is the end of the Gruff Group and the rise of Nudd the Wraithmaster! Get her, friends! And kill her protectors!"

This command to the powerless wraiths seems ludicrous in broad daylight. Then the daylight begins to dim. A quick look toward the sun reveals a small curved chunk darkening the sun and spreading across its face. At this rate, the noon sun will be eclipsed in less than a minute and the wraiths will have free reign.

The total eclipse is the core of Nudd's final plan to kill Dimberaid in the middle of the day. Although a nighttime attack is probably more intelligent, Nudd is both impatient and melodramatic. Unfortunately for Nudd, his wraiths despise daylight and are unwilling to stand around in the sunlight. Nudd had to succeed at the opposed Charisma check against the master wraith to force him into the sunlight with his minions; the wraiths would far rather flee. If Nudd is killed while the wraiths are still rendered powerless by the sun, they immediately sink into the ground and flee.

The eclipse completely covers the sun in ten rounds (this is readily apparent to the PCs, if they ask). Once the sun is covered, the wraiths have ten rounds in which to freely operate. After that time, the sun comes back out and again renders them powerless. By that time, however, it is likely they will have killed Dimberaid and any remaining PCs.

The key to success here is to defeat Nudd in the ten rounds before totality.

Of course, Nudd does not make this easy. He is well prepared for this fight and prepared to show no mercy to the PCs.

Nudd plans to finish off Dimberaid's protectors before the eclipse's totality. At that point, he plans to command his wraiths (via the master wraith he controls with *command undead*) to kill any remaining PCs and then kill Dimberaid. Nudd does not intend to kill Dimberaid himself, as he prefers that she be spawned as a wraith.

APL 2 (EL 5)

Nudd: male dwarf Wizard (necromancer) 5; hp 42; see Appendix 1.

APL 4 (EL 7)

Nudd: male dwarf Wizard (necromancer) 7; hp 59; see Appendix 1.

APL 6 (EL 9)

Nudd: male dwarf Wizard (necromancer) 9; hp 71; see Appendix 1.

Tactics: Nudd prefers to launch spells from a position of safety. At all APLs, he enjoys the benefit of several pre-cast spells and defensive magic items. Nudd opens by summoning powerful, durable undead (such as large zombies) directly into melee with the PCs. Generally, *summon undead* has a 1 round cast time, but with his Rapid Spell feat, Nudd is able to summon undead with a full-round action instead.

At **APL 2**, Nudd *levitates* well out of reach of the roof while *invisible*. Summoning undead does not cause him to break his invisibility. Nudd breaks his *invisibility* in order to target significant threats with *glitterdust* or *ray of enfeeblement*.

At **APL 4**, Nudd remains invisible, thanks to his *greater invisibility*, even when launching direct attacks against the PCs. After summoning a comfortable number of ogre zombies, Nudd uses empowered *ray of enfeeblement* and *glitterdust* to shut down effective PCs.

At **APL 6**, Nudd has greater mobility (as he is flying, not levitating) and defenses (such as *displacement*). Nudd remains invisible, thanks to his *greater invisibility*, even when launching direct attacks against the PCs. After summoning several ogre zombies, Nudd uses *wrack* against mages, empowered *ray of enfeeblement* against warriors, and empowered *vampiric touch* (through his *spectral hand*) on others.

Treasure: Loot Nudd.

APL 2: L: 3 gp; C: 0 gp; M: 767; *cloak of elemental protection*, 83 gp per character; *eternal wand of summon undead II*, 368 gp per character; *ring of silent spells*, 166 gp per character; *wand of invisibility* (4 charges), 30 gp per character; *wand of knock* (6 charges), 45 gp per character; *wand of protection from arrows* (6 charges), 45 gp per character; *wand of levitate* (4 charges), 30 gp per character.

APL 4: L: 3 gp; C: 0 gp; M: 1,433; *cloak of elemental protection*, 83 gp per character; *eternal wand of summon undead II*, 368 gp per character; *headband of intellect +2*, 333 gp per character; *ring of silent spells*, 166 gp per character; *ring of counterspells*, 333 gp per character; *wand of invisibility* (4 charges), 30 gp per character; *wand of knock* (6 charges), 45 gp per character; *wand of protection from arrows* (6 charges), 45 gp per character; *wand of levitate* (4 charges), 30 gp per character.

APL 6: L: 3 gp; C: 0 gp; M: 2,433; *cloak of elemental protection*, 83 gp per character; *eternal wand of summon undead II*, 368 gp per character; *headband of intellect +4*,

1,333 gp per character; *ring of silent spells*, 166 gp per character; *ring of counterspells*, 333 gp per character; *wand of invisibility* (4 charges), 30 gp per character; *wand of knock* (6 charges), 45 gp per character; *wand of protection from arrows* (6 charges), 45 gp per character; *wand of levitate* (4 charges), 30 gp per character.

Development: Wraithkillers. If the PCs defeated the winged wraith in Encounter Eight, then the description above should be modified as the winged wraith is not present. Instead, an ordinary wraith is the master of the others and subject to Nudd's will by a *command undead* spell he cast earlier this morning from a scroll.

Development: Death of the Wraithmaster. If Nudd is killed while the wraiths are still rendered powerless by the sun, they immediately sink into the ground and flee. If the PCs are able to defeat the master wraith, all the other wraiths are uncontrolled and immediately flee.

CONCLUSION

Once the PCs have defeated Nudd, his commanded wraiths immediately depart. Even though an eclipse provides them a few moments of freedom in the middle of the day, wraiths do not enjoy the daytime and retreat to lurk deep underground.

If Dimberaid still lives, then fate has one final bit of bad luck to impart to her.

As eclipse passes, bright sunshine again washes over Verbobonc City and the roof of the Gentle Mirror. Dimberaid the half-elf pushes her hair back out of her eyes and looks at your group with unabashed gratitude. "My heroes!" she cries, "Without your help today, I might have..."

With a sudden lurch, Dimberaid's foot slips on a roof tile. Arms windmilling, the half-elf tumbles over the side of her shop.

Dimberaid tries to cast *feather fall* as she goes over the edge, but fails to successfully cast the spell. In fact, her miscast spell counters any *feather fall* spell or effect the PCs might try to use to save her. Dimberaid is 'jinxed' and thus she is destined to die.

With a crunch, Dimberaid hits the cobblestones below, her neck twisted at a plainly fatal angle. With this final spot of bad luck, so ends the last of Griff's adventuring group.

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.

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 One: A Lucky Morning

The PCs discover the grinning viper tattoos:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

Encounter Eight: Ray of Sunshine

Defeat or drive off the wraith:

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

Encounter Nine: Had to See It Coming

Survive, disable or bypass the *explosive runes* trap:

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

Encounter Ten: The Survivor

Defeat Nudd:

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

Story Awards

The PCs determined that the Gruff Group is Nudd's target before arriving at Dimberaid's clothing store:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

The players enjoyed themselves and roleplayed well:

APL 2	30 XP
APL 4	45 XP

APL 6 60 XP

Total Possible Experience

APL 2 450 XP

APL 4 675 XP

APL 6 900 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter One: A Lucky Morning

Loot the corpses in the Bronze Unicorn.

All APLs: L: 94 gp; C: 31 gp; M: 0.

Encounter Seven: More Deaths

Loot the corpses in Hunter’s hideout.

All APLs: L: 71 gp; C: 11 gp; M: 0.

Loot the corpses in the watch station.

All APLs: L: 102 gp; C: 2 gp; M: 0.

Encounter Ten: The Survivor

Loot Nudd.

APL 2: L: 3 gp; C: 0 gp; M: 767; *cloak of elemental protection*, 83 gp per character; *eternal wand of summon undead II*, 368 gp per character; *ring of silent spells*, 166 gp per character; *wand of invisibility* (4 charges), 30 gp per character; *wand of knock* (6 charges), 45 gp per character; *wand of protection from arrows* (6 charges), 45 gp per character; *wand of levitate* (4 charges), 30 gp per character.

APL 4: L: 3 gp; C: 0 gp; M: 1,433; *cloak of elemental protection*, 83 gp per character; *eternal wand of summon undead II*, 368 gp per character; *headband of intellect +2*, 333 gp per character; *ring of silent spells*, 166 gp per character; *ring of counterspells*, 333 gp per character; *wand of invisibility* (4 charges), *wand of knock* (6 charges), 45 gp per character; *wand of protection from arrows* (6 charges), 45 gp per character; *wand of levitate* (4 charges), 30 gp per character.

APL 6: L: 3 gp; C: 0 gp; M: 2,433; *cloak of elemental protection*, 83 gp per character; *eternal wand of summon undead II*, 368 gp per character; *headband of intellect +4*, 1,333 gp per character; *ring of silent spells*, 166 gp per character; *ring of counterspells*, 333 gp per character; *wand of invisibility* (4 charges), *wand of knock* (6 charges), 45 gp per character; *wand of protection from arrows* (6 charges), 45 gp per character; *wand of levitate* (4 charges), 30 gp per character.

Maximum Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

Special

Touched by Luck: At the beginning of every adventure, you have the option to roll 1d6 on the following table. If you choose to roll, you must take the result indicated. No effect allows you to reroll a result on this table.

1: Once during the adventure, you may reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the

result of the reroll, even if it is worse than the original roll.

2-5: You may use the spell *ruin delver's fortune* (SC) once during the adventure as a spell-like ability at a caster level equal to your character level. For the purposes of this ability, your Charisma bonus has a minimum of +0, even if your Charisma score normally has a lower modifier than this.

6: All critical threats rolled against you in the adventure automatically confirm without the need for a critical confirmation roll.

Influence Point with the Church of Trithereon

Influence Point with the Gentlemen of the Watch

Influence Point with the Family

ITEMS FOR THE ADVENTURE RECORD

Metaorganizational Access: Members of the following meta-organizations may upgrade any one item below from Adventure frequency to Regional frequency (circle the option now): Church of Trithereon, the Family, or Gentlemen of the Watch.

Item Access

APL 2

- ❖ *Cloak of elemental protection* (Adventure, MIC, 1,000 gp)
- ❖ *Eternal wand of summon undead II* (Adventure, MIC, 4,420 gp)
- ❖ *Ring of silent spells* (Adventure, MIC, 2,000 gp)
- ❖ *Wand of invisibility* (4 charges) (Adventure, DMG, 1,080 gp)
- ❖ *Wand of knock* (6 charges) (Adventure, DMG, 1,080 gp)
- ❖ *Wand of protection from arrows* (6 charges) (Adventure, DMG, 540 gp)
- ❖ *Wand of levitate* (4 charges) (Adventure, DMG, 360 gp)

APL 4 (as APL 2 plus the following)

- ❖ *Ring of counterspells* (Adventure, DMG, 4,000 gp)

APPENDIX 1: ALL APLS

ENCOUNTER TWO: THE TRITHEREON DISTRACTION

PRIEST OF TRITHEREON CR 3

Male and female human cleric 3

CG Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 15, touch 9, flat-footed 15

(-1 Dex, +4 armor, +2 shield)

hp 21 (3 HD)

Fort +4, **Ref** +0, **Will** +5

Speed 30 ft. (6 squares)

Melee unarmed +4 (1d3+2 nonlethal) or shortspear +4 (1d6+2)

Ranged shortspear +1 (1d6+2)

Base Atk +2; **Grp** +4

Atk Options feat of strength 1/day (+3 to Str for 1 round), turn undead 4/day

Cleric Spells Prepared (CL 3rd):

2nd—*calm emotions* (DC 14), *shatter** (DC 14),
silent *obscuring mist*

1st—*enlarge person**, *protection from law*,
sanctuary (DC 13), *shield of faith*

0—*detect magic*, *detect poison*, *light*, *mending*

* Domain spell. Domains: Chaos (cast chaos spells at +1 caster level), Strength (feat of strength 1/day)

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 15, Cha 13

Feats Improved Unarmed Combat, Quick Draw, Silent Spell

Skills Escape Artist +0, Heal +6, Open Lock +4

Possessions masterwork chain shirt, masterwork heavy wooden shield, shortspear, spell component pouch, holy symbol of Trithereon, masterwork thieves' tools

ENCOUNTER FIVE: THE QUESTION OF THE ARREST

VERBOBONC CITY COBWALKER CR 1

Male human warrior 2

LN Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor, +1 shield)

hp 14 (2 HD)

Fort +4, **Ref** +0, **Will** -1

Speed 20 ft. in chainmail (4 squares), base speed 30 ft.

Melee longsword +3 (1d8+1/19-20)

Ranged club +2 (1d6+1) or tanglefoot bag +2 (entangled)

Base Atk +2; **Grp** +3

Combat Gear tanglefoot bag

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Alertness, Toughness

Skills Handle Animal +4, Intimidate +4, Listen +1, Spot +1, Swim +0

Possessions combat gear plus chainmail, light wooden shield, club, longsword, signal whistle, badge, tabard of the Gentlemen of the Watch

PEACEKEEPER MYRA CR 6

Female human Swashbuckler 3/rogue 3

LG Medium humanoid (human)

Init +3; **Senses** Listen +10, Spot +10

Languages Common

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor); +1 dodge bonus

hp 40 (6 HD)

Fort +5, **Ref** +8, **Will** +5; evasion

Speed 30 ft. (6 squares)

Melee masterwork rapier +10 (1d6+1/18-20)

Ranged dagger +8 (1d4+1/19-20) or tanglefoot bag +8 (entangled)

Base Atk +5; **Grp** +6

Attack Options sneak attack +2d6

Combat Gear tanglefoot bag

Abilities Str 13, Dex 16, Con 12, Int 8, Wis 12, Cha 12

SQ trapfinding, trap sense +1

Feats Iron Will, Leadership, Negotiator, Weapon Finesse, Weapon Focus (rapier)

Skills Balance +6, Bluff +9, Diplomacy +7, Intimidate +3, Jump +7, Listen +10, Sense Motive +10, Spot +10, Tumble +12

Possessions combat gear plus masterwork chain shirt, masterwork rapier, dagger, manacles, signal whistle, badge, tabard of the Gentlemen of the Watch

Dodge Bonus (Ex) A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her armor class against melee attacks from that opponent. She can select a new opponent on any action. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

ENCOUNTER TEN: THE SURVIVOR**NUDD****CR 5**

Male dwarf wizard (necromancer) 5

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft., Listen +3, Spot +3**Languages** Common, Dwarf, Giant, Infernal, Orc**AC** 19, touch 11, flat-footed 19

(+1 Dex, +4 armor, +4 shield)

hp 42 (5 HD, includes temporary hit points from *false life*); **DR** 10/magic vs. ranged attacks**Fort** +4, **Ref** +4, **Will** +5; +2 to saves vs. poison, spells, and spell-like effects**Speed** 20 ft. (4 squares); levitating**Melee** silver dagger +2 (1d4/19-20)**Ranged** silver dagger +3 (1d4)**Base Atk** +2; **Grp** +2**Wizard Spells Prepared** (CL 5th):3rd—~~explosive runes~~ (DC 16), rapid *summon undead III*, rapid *summon undead III**2nd—~~arcane lock~~, ~~false life~~, *glitterdust* (DC 16), rapid *summon undead II**1st—~~disguise self~~, ~~mage armor~~, ~~Nystul's magic aura~~, *ray of enfeeblement*, ~~shield~~0—*acid splash*, *disrupt undead*, *detect magic*, *prestidigitation*, *message***Spells in Effect** (incorporated in statistics above as applicable) *invisibility*, *false life*, *mage armor*, *shield*, *protection from arrows* (30 points), *levitate***Abilities** Str 10, Dex 13, Con 16, Int 16, Wis 12, Cha 6**SQ** dwarf traits, weasel familiar**Feats** Metamagic School Focus* (conjunction)^B, Rapid Spell*, Spell Focus (Conjuration)**Skills** Appraise (stone or metal) +5, Concentration +11, Craft (stone or metal) +5, Hide +5, Knowledge (local: VTF) +11, Knowledge (religion) +11, Listen +3, Spellcraft +11, Spot +3**Possessions** silver dagger, *cloak of elemental protection**, *wand of invisibility* (4 charges), *wand of protection from arrows* (6 charges), *wand of knock* (6 charges), *wand of levitate* (4 charges), *eternal wand of summon undead II**, *ring of silent spells** (used today), two spell component pouches, dirty robes

* see Appendix 2: New Rules Items

ENCOUNTER EIGHT: RAY OF SUNSHINEADVANCED WRAITH EPHEMERAL EXEMPLAR* 1
CR 7

LE Medium undead (incorporeal)

Init +10; **Senses** darkvision 60 ft.; Listen +18, Spot +18**Languages** Common, Dwarf, Flan, Infernal**AC** 21, touch 21, flat-footed 15

(+6 Dex, +5 deflection); Dodge, Mobility

hp 64 (10 HD)**Weakness** daylight powerlessness**Fort** +3, **Ref** +9, **Will** +11**Speed** fly 60 ft. (good) (12 squares)**Melee** incorporeal touch +10 (1d4 plus 1d6 Constitution drain, Fort DC 18 negates Constitution drain)**Base Atk** +4; **Grp** —**Atk Options** Combat Expertise, Spring Attack**Abilities** Str —, Dex 22, Con —, Int 16, Wis 17, Cha 18**SQ** improved deflection, incorporeal traits, +3 turn resistance, undead traits, unnatural aura**Feats** Alertness^B, Combat Expertise, Dodge, Improved Initiative^B, Mobility, Spring Attack**Skills** Diplomacy +9, Hide +19, Intimidate +16, Listen +18, Search +16, Sense Motive +15, Spot +18, Survival +15

* see Appendix 2: New Rules Items

ENCOUNTER TEN: THE SURVIVOR

NUDD CR 7

Male dwarf wizard (necromancer) 7

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft., *see invisibility*; Listen +3, Spot +3**Languages** Common, Dwarf, Giant, Infernal, Orc**AC** 19, touch 11, flat-footed 19

(+1 Dex, +4 armor, +4 shield); +2 deflection bonus vs. good opponents

hp 59 (7 HD, includes temporary hit points from empowered *false life*); **DR** 10/magic vs. ranged attacks**Fort** +5, **Ref** +5, **Will** +6; +2 to saves vs. poison, spells, and spell-like effects, +2 resistance bonus vs. good opponents**Speed** 20 ft. (4 squares); levitating**Melee** silver dagger +3 (1d4/19-20)**Ranged** silver dagger +4 (1d4)**Base Atk** +3; **Grp** +3**Wizard Spells Prepared** (CL 7th):4th—~~empowered false life~~, ~~greater invisibility~~, rapid *summon undead IV**3rd—~~explosive runes~~ (DC 17), empowered ray of *enfeeblement*, rapid *summon undead III*, rapid *summon undead III**2nd—~~arcane lock~~, *blindness/deafness* (DC 16), *glitterdust* (DC 17), ~~see invisibility~~1st—~~disguise self~~, ~~mage armor~~, ~~Nystul's magic aura~~, ~~protection from good~~, ray of *enfeeblement*, ~~shield~~0—*acid splash*, *disrupt undead*, *detect magic*, *prestidigitation*, *message***Spells in Effect** (incorporated in statistics above as applicable) *greater invisibility*, empowered *false life*, *see invisibility*, *mage armor*, *protection from good*, *shield*, *protection from arrows* (30 points), *levitate***Abilities** Str 10, Dex 13, Con 16, Int 18, Wis 12, Cha 6**SQ** dwarf traits, weasel familiar**Feats** Empower Spell, Metamagic School Focus* (conjunction)^B, Rapid Spell*, Spell Focus (Conjuration)**Skills** Appraise (stone or metal) +6, Concentration +13, Craft (stone or metal) +6, Hide +6, Knowledge (local: VTF) +14, Knowledge (religion) +14, Listen +3, Spellcraft +14, Spot +3**Possessions** silver dagger, *cloak of elemental protection**, *wand of invisibility* (4 charges), *wand of knock* (6 charges), *wand of protection from arrows* (6 charges), *wand of levitate* (4 charges), *eternal wand of summon undead II**, *ring of counterspells (glitterdust)*, *ring of silent spells** (used today), *headband of intellect* +2, two spell component pouches, dirty robes

* see Appendix 2: New Rules Items

ENCOUNTER EIGHT: RAY OF SUNSHINEADVANCED WRAITH EPHEMERAL EXEMPLAR* 3
CR 9

LE Medium undead (incorporeal)

Init +10; **Senses** darkvision 60 ft.; Listen +21, Spot +21**Languages** Common, Dwarf, Flan, Infernal**AC** 23, touch 23, flat-footed 17

(+6 Dex, +7 deflection); Dodge, Mobility

hp 76 (12 HD)**Weakness** daylight powerlessness**Fort** +4, **Ref** +10, **Will** +13**Speed** fly 60 ft. (good) (12 squares)**Melee** incorporeal touch +11 (1d4 plus 1d6 Constitution drain, Fort DC 18 negates Constitution drain)**Base Atk** +5; **Grp** —**Atk Options** Combat Expertise, Spring Attack, Whirlwind Attack**Abilities** Str —, Dex 22, Con —, Int 16, Wis 18, Cha 18**SQ** enhanced spawn, improved deflection, incorporeal traits, +5 turn resistance, undead traits, unnatural aura**Feats** Alertness^B, Combat Expertise, Dodge, Improved Initiative^B, Mobility, Spring Attack, Whirlwind Attack**Skills** Diplomacy +15, Hide +21, Intimidate +16, Listen +21, Search +18, Sense Motive +16, Spot +21, Survival +16

* see Appendix 2: New Rules Items

ENCOUNTER TEN: THE SURVIVOR

NUDD CR 9

Male dwarf wizard (necromancer) 9

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft., *see invisibility*; Listen +3, Spot +3**Languages** Common, Dwarf, Giant, Infernal, Orc**AC** 20, touch 12, flat-footed 20

(+2 Dex, +4 armor, +4 shield); +2 deflection bonus vs. good opponents

hp 71 (9 HD, includes temporary hit points from empowered *false life*); **DR** 10/magic vs. ranged attacks**Miss chance** 50% (*displacement*)**Fort** +6, **Ref** +7, **Will** +7; +2 to saves vs. poison, spells, and spell-like effects, +2 resistance bonus vs. good opponents**Speed** 20 ft. (4 squares); fly 60 ft. (good)**Melee** silver dagger +4 (1d4/19-20)**Ranged** silver dagger +6 (1d4)**Base Atk** +4; **Grp** +4**Wizard Spells Prepared** (CL 9th):5th—~~empowered explosive runes~~ (DC 18), rapid *summon undead V**, *wrack** (DC 20)4th—empowered *vampiric touch*, ~~greater invisibility~~, rapid *summon undead IV**, rapid *summon undead IV*3rd—~~displacement~~, ~~empowered false life~~, ~~fly~~, *summon undead III**, *vampiric touch*2nd—~~arcane lock~~, empowered ray of enfeeblement, *glitterdust* (DC 18), ~~see invisibility~~, *spectral hand*, *spectral hand*1st—~~disguise self~~, ~~mage armor~~, ~~Nystul's magic aura~~, ~~protection from good~~, ray of enfeeblement, ray of enfeeblement, ~~shield~~0—*acid splash*, *disrupt undead*, *detect magic*, *prestidigitation*, *message***Spells in Effect** (incorporated in statistics above as applicable) *greater invisibility*, *displacement*, *fly*, empowered *false life*, *see invisibility*, *spectral hand*, *mage armor*, *protection from good*, *shield*, *protection from arrows* (30 points)**Abilities** Str 10, Dex 14, Con 16, Int 20, Wis 12, Cha 6**SQ** dwarf traits, weasel familiar**Feats** Empower Spell, Metamagic School Focus* (conjunction)^B, Metamagic School Focus* (necromancy), Rapid Spell*, Spell Focus (Conjunction)**Skills** Appraise (stone or metal) +7, Concentration +15, Craft (stone or metal) +6, Hide +8, Knowledge (local: VTF) +17, Knowledge (religion) +17, Listen +3, Spellcraft +17, Spot +3**Possessions** silver dagger, *cloak of elemental protection**, *wand of invisibility* (4 charges), *wand of knock* (6 charges), *wand of protection from arrows* (6 charges), *wand of levitate* (4 charges), *eternal wand of summon undead II**, *ring of silent spells** (used today), *ring of counterspells (dispel magic)*, *headband of intellect* +4, two spell component pouches, dirty robes

* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

NEW PRESTIGE CLASS

Ephemeral Exemplar (from *Libris Mortis*)

Ephemeral exemplars are paragons of incorporeality. They gain greater resistance to attacks and turning, and eventually gain the ability to manipulate solid objects as easily as corporeal beings can.

Most ephemeral exemplars are ghosts, specters, or dread wraiths. Some advanced allips, shadows, and wraiths can also qualify for this class.

NPC ephemeral exemplars often serve as leaders of weaker undead creatures, particularly those it can spawn. They typically lair in dark, haunted places, waiting for unsuspecting victims to pass by.

Hit Die: d12

Requirements

To qualify to become an ephemeral exemplar, a character must fulfill all the following criteria.

Type: Undead (incorporeal subtype).

Base Attack Bonus: +3.

Base Save Bonus: Will +5.

Class Skills

The ephemeral exemplar's class skills (and the key ability for each skill) are Hide (Dex), Listen (Wis), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the ephemeral exemplar prestige class.

Weapon and Armor Proficiency: Ephemeral exemplars gain no proficiency with any weapons, armor or shields.

Improved Deflection (Su): An ephemeral exemplar adds its class level to its deflection bonus to AC.

Turn Resistance (Ex): An ephemeral exemplar adds its class level to its turn resistance.

Enhanced Spawn (Su): Any spawn created by an ephemeral exemplar of 2nd level or higher gains a +4 enhancement bonus to its Dexterity score. If the exemplar is destroyed, the spawn loses this bonus.

Ghostly Grasp: At 3rd level, an ephemeral exemplar gains Ghostly Grasp (see below) as a bonus feat, even if it doesn't meet the prerequisite.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Improved deflection, turn resistance
2nd	+1	+0	+0	+3	Enhanced spawn
3rd	+1	+1	+1	+3	Ghostly grasp

NEW FEATS

Ghostly Grasp [Monstrous]

You can handle corporeal objects even while incorporeal.

Prerequisites: Cha 15, incorporeal subtype.

Benefit: You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

Special: Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

Source: *Libris Mortis*

Metamagic School Focus

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisites: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Source: *Complete Mage*

Rapid Spell [Metamagic]

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a

casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting time measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if it's original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine*

NEW MAGIC ITEMS

Cloak of Elemental Protection

When you activate a *cloak of elemental protection* (as an immediate action), you gain resistance 10 against a single energy type of your choice (acid, cold, electricity, fire or sonic). This protection lasts until the start of your next turn.

A *cloak of elemental protection* functions once per day. You must wear a *cloak of elemental protection* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Faint (DC 16) abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp; Weight 1 lb.

Source: *Magic Item Compendium*

Eternal Wand

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it (as a standard action), regardless of whether the spell appears on his class spell list.

An eternal wand functions two times per day.

For an *eternal wand of summon undead II*: Faint (DC 16) conjuration; CL 3rd; Craft Wand, Craft Wondrous Item, *summon undead II*; Price 4,420 gp; Weight —.

Source: *Magic Item Compendium*

Ring of Silent Spells

When you activate a *ring of silent spells* (a swift action), it creates a *silence* effect, as the spell, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

Faint (DC 17) illusion; CL 5th; Forge Ring, Silent Spell, *silence*; Price 2,000 gp; Weight —.

Source: *Magic Item Compendium*

NEW SPELLS

Summon Undead I

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The undead you summon appear in a burst of smoke and fog. The vapor swiftly dissipates, but you can't shake the impression of screaming faces in the cloud's tendrils.

This spell functions like *summon monster I* (PH 285), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list in the accompanying sidebar. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Source: *Spell Compendium*

Summon Undead II

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Effect: One or more summoned creature, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

Source: *Spell Compendium*

Summon Undead III

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Effect: One or more summoned creature, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, two undead of the same kind from the 2nd-level list or four undead of the same kind from the 1st-level list.

Source: *Spell Compendium*

Summon Undead IV

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Effect: One or more summoned creature, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list or four undead of the same kind from a lower-level list.

Source: *Spell Compendium*

Summon Undead V

Conjuration (Summoning) [Evil]

Level: Blackguard 5, cleric 5, sorcerer/wizard 5

Effect: One or more summoned creature, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list, two undead of the same kind from the 4th-level list or four undead of the same kind from a lower-level list.

Source: *Spell Compendium*

Summon Undead Lists

1st Level: Human warrior skeleton (*MM* 226), kobold zombie (*MM* 266).

2nd Level: Owlbear skeleton (*MM* 226), bugbear zombie (*MM* 267).

3rd Level: Ghoul (*MM* 118), troll skeleton (*MM* 227), ogre zombie (*MM* 267).

4th Level: Allip (*MM* 10), ghast (*MM* 119), wyvern zombie (*MM* 267).

5th Level: Mummy (*MM* 190), shadow (*MM* 221), vampire spawn (*MM* 253), wight (*MM* 255).

Wrack

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

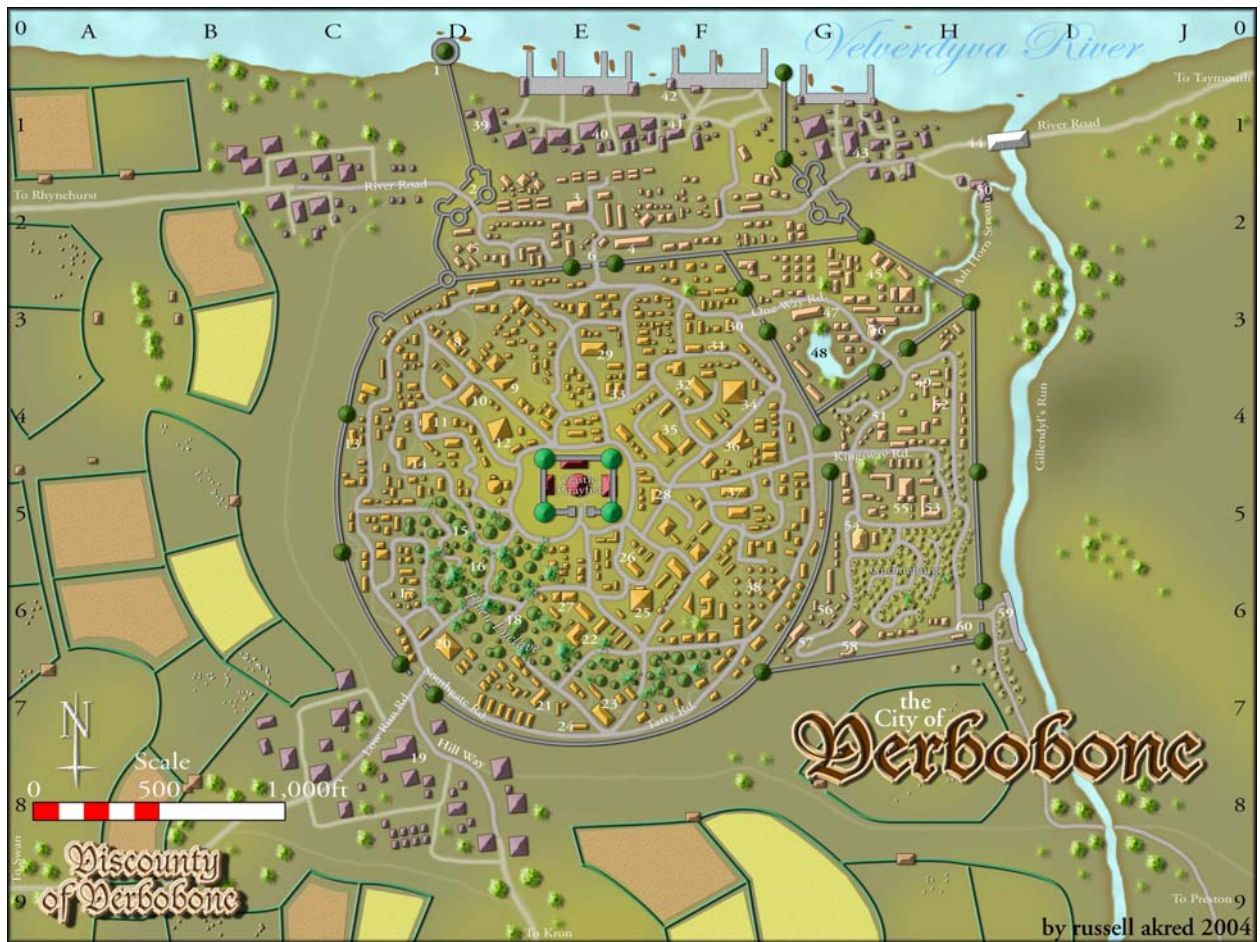
Spell Resistance: Yes

With the final word of the spell, your chosen foe is wracked with such pain that it doubles over and collapses. Its face and hands blister and drip fluid, and its eyes cloud with blood, rendering it blind.

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes

Source: *Spell Compendium*

MAP 1: MAP OF VERBOBONC CITY



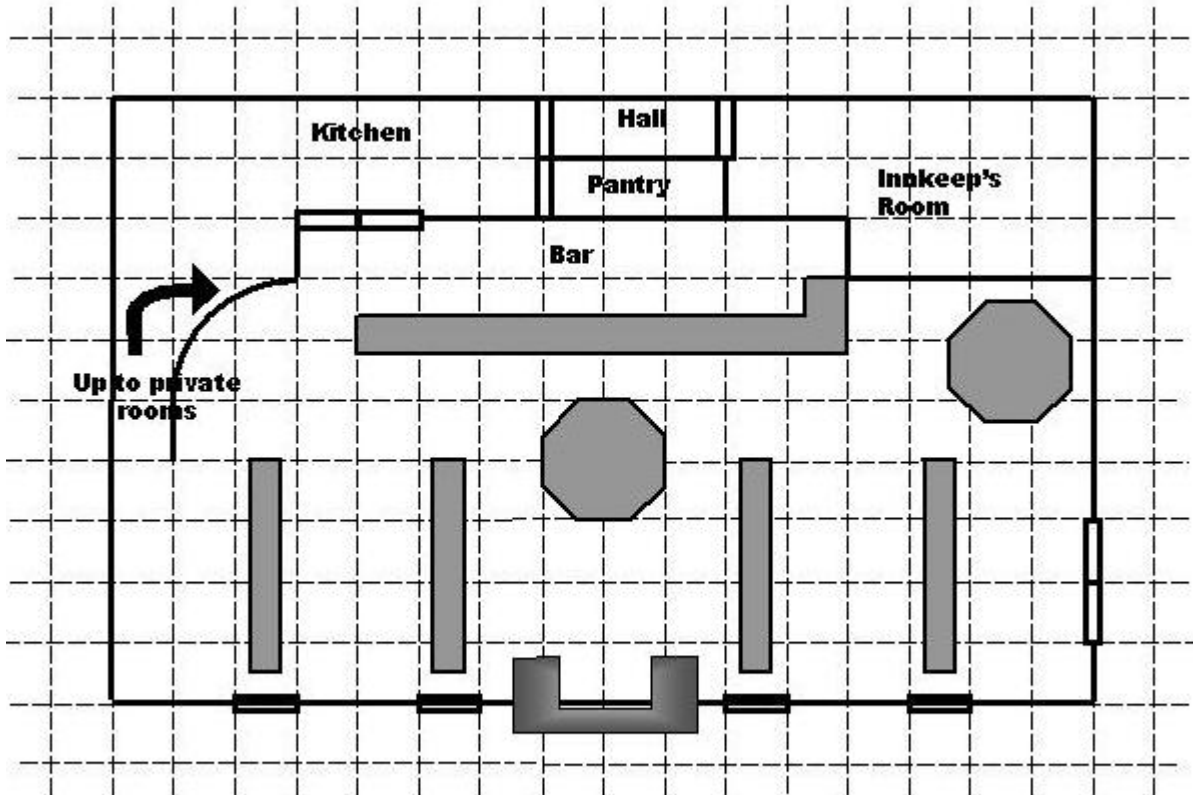
MAP 2: LOCAL MAP

On this map, #4 is the Bronze Unicorn, #9 is the Grinning Viper, the space south of #33 is one possible location for the open-air market, and #30 is the Gentle Mirror.



MAP 3: THE BRONZE UNICORN COMMON ROOM

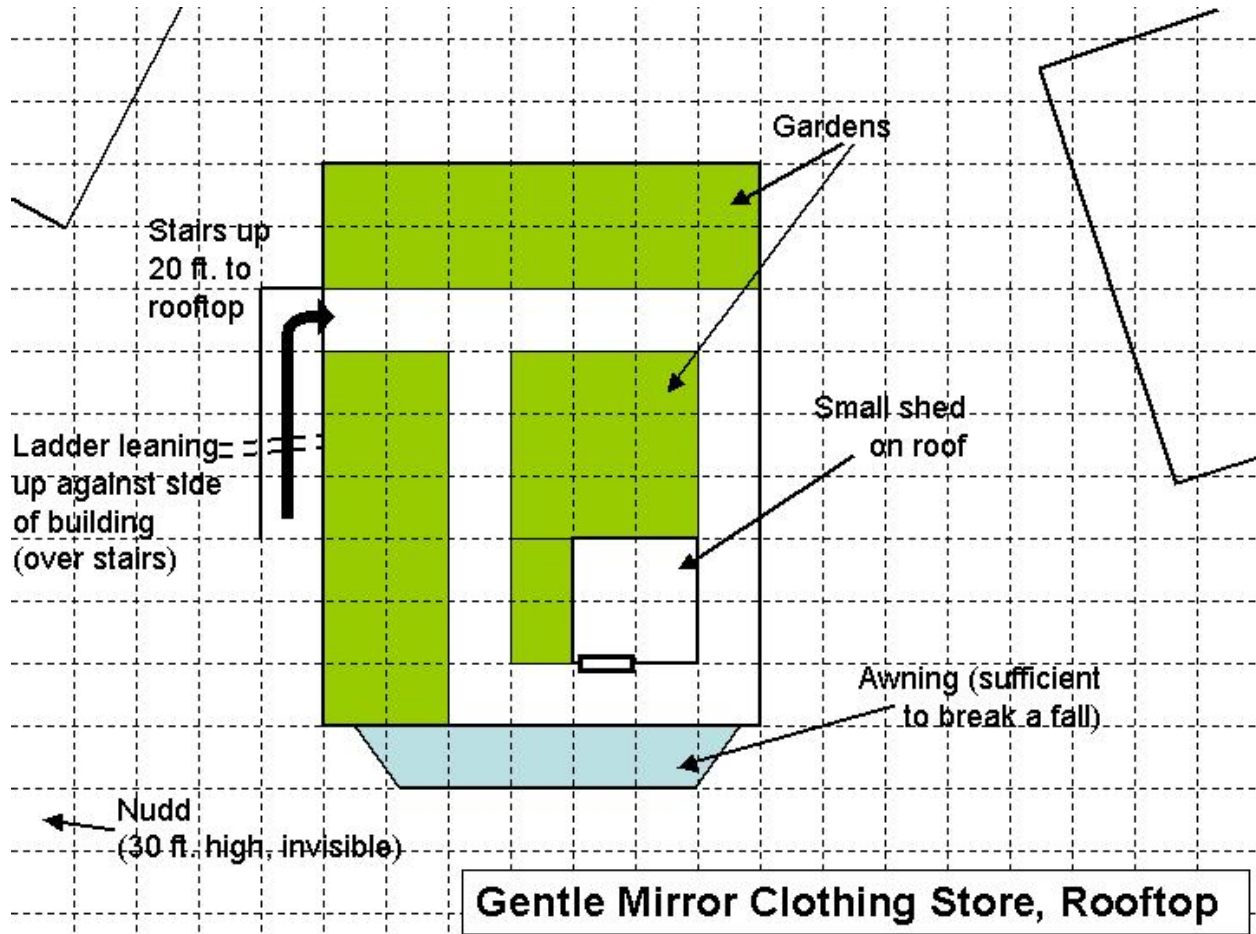
This map shows the layout of the common room of the Bronze Unicorn.



**Bronze Unicorn Inn and Tavern,
Ground Floor**

MAP 4: MAP OF THE GENTLE MIRROR

This map shows the layout of the rooftop of the Gentle Mirror, Dimberaid's clothing store.



PLAYER HANDOUT 1:
NOTE ON THE HALF-ORC

This Doofus can't read.

However, you should give him all the free beer he wants; the Grinning Viper is good for it.

Don't give this Doofus anything to drink in a fragile cup, because his stupid clumsy hands will break it and he'll spill all over himself. For just a moment, he'll have a stupid comical look on his butt-ugly face. Then he'll get mad. Probably at you, for giving him a fragile cup.

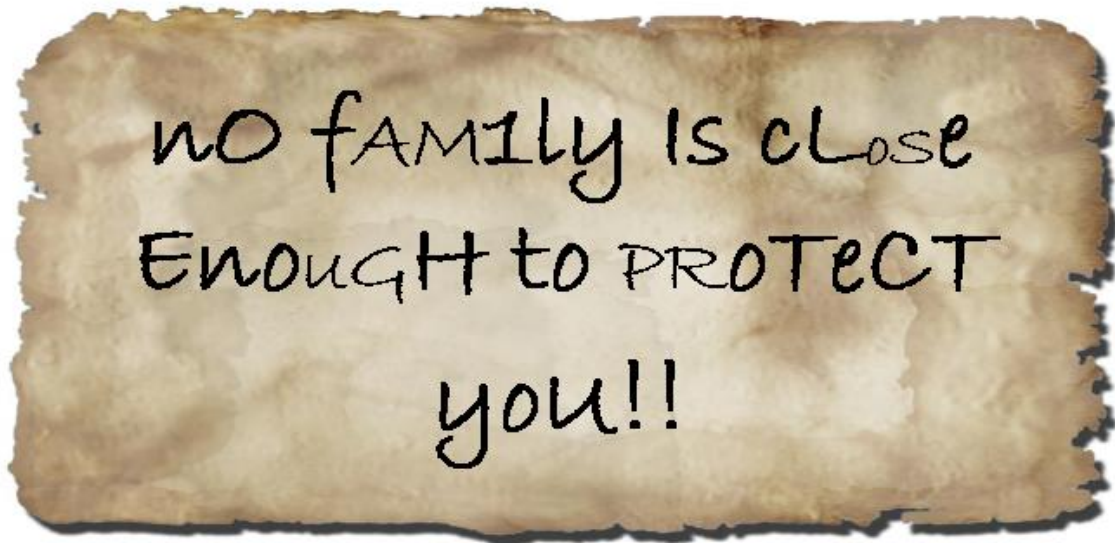
Trust me, you don't want this Doofus to get mad.

PLAYER HANDOUT 2:
NOTE ON THE BRONZE UNICORN DOOR



CLOSED
INDEFINITELY FOR
CATERING TO THE
WRONG
SORT OF CUSTOMERS!

PLAYER HANDOUT 3:
NOTE ON "HUNTER"



NO FAMILY IS CLOSE
ENOUGH TO PROTECT
you!!

PLAYER HANDOUT 4:
NOTE ON THE CONSTABLE



PLAYER HANDOUT 5:
A HAND-DELIVERED NOTE

HEY GUYS!

HEAVEN KNOWS how you GOT on my tail,

but my MISSION of VENGEANCE WON'T FAIL!

I'LL FACE the LAST ① (one)

at the HEIGHT ↑ OF THE SUN ☀

BUT FIRST KILL YOU w/EXPLOSIVE RUNES!

-- NUDD