

VER7-07

A Bitter Pill

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

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Fame. It can be a double-edged sword. With the Viscounty on the brink of civil war a chance to alleviate some of the tension-and line your pockets-presents itself. But what is best for the Viscounty may be in the eye of the beholder. A one-round Verbobonc regional adventure set in Verbobonc City and possibly the Ironwood for PCs level 1-10 (APLs 2-8). It is strongly suggested that PCs have played all previous Verbobonc Year 7 adventures prior to this adventure.

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

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Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document and your region, visit the Verbobonc website at www.verbobonc.net and e-mail your triad point of contact (POC). For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK PC. 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.

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

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 PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC 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 PC 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 PC'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 up to the nearest whole number.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round adventure, set in Verbobonc. All within-region PCs pay 1 Time Units per round, while out of region PCs must pay 2.

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 PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC 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 PC 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

ADVENTURE BACKGROUND

Lord Roland Galans, in an attempt to secure exclusive rights to the newly found Skyroad, asked a group of adventurers to accompany him on a mission into the Ironwood (VER7-02 *Storm the Dragon's Bastion*) to negotiate with Shannus, the Lord of the Ironwood. Negotiations failed and a skirmish at the base of one of the Skyroad towers ensued.

Lord Shannus has recently closed the Ironwood and annexed the town of Validia in the southern Ironwood under the auspices of protecting the Viscounty from the return of "the Great Dire Dark." Troops have begun to assemble in an attempt to dislodge Shannus from Validia.

At the same time, a patrol of Mounted Borderers went missing while investigating the Viscount's disappearance in the Ironwood. They were rescued from a stockade in Glory, Shannus' stronghold in the Ironwood (VER7-03 *Mourning Glory*).

Shannus knows that fighting with the Mounted Borderers and the troops being assembled by various other nobles will dilute his ability to devote all his efforts on fighting the Great Dire Dark and so he has developed a strategy. Shannus is willing to exchange exclusive rights to the section of the Skyroad in the Ironwood to Lord Galans-as long as Galans will defer to him in regards to safety measures. In return, Lord Galans (who commands the 4th Company of the Mounted Borderers) will use his influence to assuage the tensions surrounding Shannus' annexation of Validia.

Shannus has delegated the delivering of the agreement to Lord Galans to one of his trusted Captains, Caisys Adamorn. However, Caisys does not agree with Shannus' plans and so has assigned it to Lamin Gellara, a well-meaning, dutiful, albeit naïve officer under his command.

Caisys has instructed Lamin to seek out adventurers to act as couriers for the agreement between Shannus and Galans, but the methods he has instructed Lamin to use are designed to have the mission fail.

Caisys believes that Shannus is wrong to bargain away a section of the Ironwood, even if it is air, to an outside noble. He is confident that Shannus will realize this soon enough and be thankful the alliance with Galans failed.

Lamin, on the other hand, does not suspect Caisys' plans and considers being selected for this as a great honor. He also does not realize that if the alliance offer fails, Caisys will use him as the scapegoat.

Lamin has used the last few days to gather information on suitable candidates for the mission. Information gathering is not his strong suit and so unbeknownst to him he has sent offers to many who, by the nature of their affiliations, are opposed to Shannus. This, of course, is exactly what Caisys hoped would happen.

ADVENTURE SUMMARY

Encounter One: A game of Pawns

The PCs will receive their letter from Caisys. Those PCs with affiliations to noble houses, military units and the various churches will check with those organizations to seek opinions and instructions. After doing this they will continue on to Verbobonc City.

Encounter Two: Who's the Half-dragon that's a Smooth Talker to all the Chicks?

The PCs will meet with Lamin and he will ask them to take a sealed scroll case to Lord Galans.

Encounter Three: It can't really be that easy can it?

The PCs will travel across Verbobonc City to Lord Galan's estate only to find he isn't there. A properly worded Diplomacy/Intimidate check will reveal Lord Galans is at his shipping office on the River Road, some 80 miles east of Verbobonc City.

Encounter Four: Fight or Flight

The PCs will be approached by a group of adventurers on their way to Verbobonc City. The NPC Adventurers are undercover agents of Trithereon and will be nervous & fidgety. A fight could break out. IF the PCs avoid combat with the first group, then soon a second group will come down the road. The second group is a group of cultists from the former Temple of Elemental Evil who have recently escaped from the destruction of Tricaster in the lands of Dyvers. Combat is, most likely, a certainty with the second group.

Encounter Five: Talking the Talk

The PCs must use diplomacy to get Lord Galans to look at the proposal from Shannus. If they are successful they are invited to a party.

Encounter Six: Walking the Walk

The party is in full swing and the PCs have a chance to earn some unusual favors from a couple of colorful NPCs in attendance.

Encounter Seven: "Spider-holes"

The PCs travel back along the River Road to announce their success or failure to Lamin. A group of lycanthropes attempts to ambush the party.

Encounter Eight: Caisys-tastrophe!

In the conclusion the PCs will either report their success or failure to Caisys. He will reward or admonish the PCs accordingly. The PCs may have a chance to meet Lord Shannus.

PREPARATION FOR PLAY

There are quite a few things that you as the DM need to determine at the beginning of the adventure.

- Do any of the PCs have the "Attacked the Mist Children" AR entry from VER7-02 *Storm the Dragon's Bastion*?
- Do any of the PCs have the "Defended the Mist Children" AR entry from VER7-02 *Storm the Dragon's Bastion*?
- Are any of the PCs members of any Verbobonc meta-orgs? If so, which ones?

Because there exists the potential for a lot of information, we suggest you have each of the PCs write down their Verbobonc meta-org affiliations on a piece of paper large enough for you write back to them the opinions and instructions for each PCs from their respective meta-orgs.

This information will also affect the diplomacy skill check made in Encounter Six with Lord Galans.

INTRODUCTION

The life of an adventurer has its ups and downs. Friends become foes and vice-versa. Thankful villagers eventually stop buying you drinks, damsels in distress move on with their lives, and the list of those you've vanquished grows ever longer...

Now the next chapter in your saga begins with a rolled parchment, sealed with wax, an odd crest pressed into the wax. What new challenge awaits to test your arm's strength, your arcane might, your gifted skills, or your stalwart faith?

You only need break the seal and read...

[Hand players a copy of **Player Handout #1**]

A DC 10 Knowledge (local-VTF), Knowledge (nobility & royalty) or Bardic Knowledge check will reveal the wax seal on the parchment as belonging to Shannus, Lord of the Ironwood.

ENCOUNTER ONE: A GAME OF PAWNS

At this point, PCs may want to gather information about Shannus and Current Events in the Viscounty. They may also wish to check with the meta-orgs they belong to.

GATHER INFORMATION:

DC 5: You just got a letter from a man named Caisys.

DC 10: Shannus is the Lord of the Ironwood. He is known as a staunch foe against the lycanthropes of the Ironwood and is not well liked by several noble houses.

DC 12: Shannus is half elf/half dragon and is a might warrior. He lives in a town in the Ironwood called Glory with many others of draconic ancestry.

DC 15: Shannus has recently led an army south and annexed the town of Validia from the control of House Chondell. Troops are massing in preparation for battle.

DC 17: There has also been increasing tension between the Elven Clans of the Gnarley Forest and the humans of the Viscounty, though specific reasons have not come to light.

DC 20: Shannus has a captain named Caisys Adamorn.

DC 25: Unlike most of Shannus' officers, Caisys has not manifested any draconic ancestry.

DC 27: There are rumors that Shannus has been considering taking a wife so that he can have a legitimate heir.

DC 30: There are rumors that a patrol of Mounted Borderers were captured and held prisoner by Shannus in Glory. When Shannus marched to Validia they escaped.

DC 32: The number of lycanthropes in the Ironwood has dropped drastically in the last few years.

DC 35: It is rumored that Lord Shannus has recently gone through the Dragonborn transformation, abandoning the last vestiges of his Elven ancestry.

VERBOBONC REGIONAL META-ORGS:

Using the information provided by the PCs, paraphrase the following opinions and instructions to each PC as necessary. If a PC doesn't inquire of their meta-orgs DO NOT provide the opinions and instructions. This is important because there are chances for PCs to earn or lose affiliation with their meta-orgs according to their actions in this adventurer. Here are the opinions and instructions from the Verbobonc meta-orgs to those PCs who inquire:

- **Church of Ehlonna:** Shannus has ever been a stalwart protector of the wood. Insure his efforts do not lead towards an evil end.

- **Church of Fharlanghn:** The road must remain open. Do not allow imaginary lines drawn upon the Oerth to inhibit free travel.
- **Church of Heironeous:** Shannus is not evil, but he is misguided. The alliance could keep the peace. As long as their isn't anything illegal in the contract you may assist. Report back.
- **Church of Pelor:** Shannus is not evil and is attempting to prevent suffering in the Viscounty from a return of some great evil. If it is true that this evil is coming and that this contract will help Shannus fight it then we should assist. Report back.
- **Church of Pholtus:** See what the laxity of the Cuthbertines has wrought? Shannus is a criminal and must be stopped. Disrupt this deal.
- **Church of Rao:** We must be the voice of reason in the Viscounty. If we cannot keep civil war from erupting, Veluna may reinstate full control. This contract may prevent bloodshed, so we must assist.
- **Church of St. Cuthbert:** Shannus is a criminal and we must deal with him. However, the Viscounty is in no shape to fight him right now. Go along, assist if you must. Document everything so we can add it to our case against Shannus. When the Viscount is found he will have to answer for his charges. Report back everything and apprehend any lawbreakers.
- **Church of Trithereon:** Shannus is the wake-up call we of the summoner have waited for! After he is defeated the noble power structure will be all the more weakened and the people will have more freedom. This deal is two nobles getting fatter...do your utmost to prevent it and report back.
- **Church of Zilchus:** War is good for profits, but so is prolonged tension. As long as the contract honors the great money-changer you may assist.
- **Clan Rockhall:** We've troubles enough on our own without adopting those of that damned wyrmling. Keep a careful eye out, but don't support either side.
- **Clan Tuvar:** No specific stance

- **Elven Clans of the Gnarley:** The more unrest Shannus causes the better. He will serve as a warning of what will happen on the other side of the Viscounty if we are not listened to. Assist if the contract makes his position stronger.
- **Elven Enclave:** A peaceful Viscounty will help us heal the breach with the clans, who are preparing for their own war. Assist the deal.
- **The Family:** Willem Haxx is an ally of ours, what hurts Galans helps him. Prevent the deal from happening and report back.
- **Gentlemen of the Watch:** Until the Viscount is returned we are vulnerable. We must preserve the peace until he can be found.
- **The Hardiggan League:** No specific stance
- **House Avgustin:** Any agreement between Shannus and Galans will make Shannus stronger – do not let this occur.
- **House Chondell:** Shannus must be stopped by any means necessary. You must keep this proposed contract from happening.
- **House Deleveu:** See Mounted Borderers-3rd Company.
- **House Estival:** No specific stance
- **House Galans:** See Mounted Borderers-4th Company.
- **House Haxx:** We are still stinging from that upstart Galans' previous actions. Time for payback. Keep the proposed contract from happening.
- **House Langmuir:** We have enjoyed watching Haxx & Galans bicker, mostly because we benefit from it. Information is what we require. Report back exactly what is going on with this "contract."
- **House Rhynehurst:** Galans is a friend. If he thinks the deal is good for business then he'll most likely be giving us a cut of whatever it is.
- **House Saflynd:** Shannus must be stopped, prevent the deal. Then we can sweep down and destroy him once and for all!
- **House Stefania:** No specific stance
- **House Vaswell:** Help the deal and make sure any vassals of other houses you meet along the way know that House Vaswell helped this deal happen! Remember the details so we can compose some songs.
- **House Velysin:** Shannus is a criminal and we must brook no unlawfulness. However, we can't move yet. If this deal prevents combat for now-assist.
- **Mounted Borderers-1st Company:** With the Viscount's disappearance we are not prepared for a protracted engagement. If this will prevent bloodshed then assist and report back.
- **Mounted Borderers-2nd Company:** We have always known Shannus is a madman and we need him isolated. Go along and see if you can speak reason to Lord Galans. Report back.
- **Mounted Borderers-3rd Company:** With Blackthorn looming on the other side of the Gnarley our attentions must not be diverted by Shannus. If this prevents bloodshed assist and report back.
- **Mounted Borderers-4th Company:** Lord Galans is our leader, we will support his decisions.
- **Protectors of the Gnarley:** Blackthorn is our #1 concern. We'll need the 3rd Company so a battle with Shannus that will take them away is not desired.
- **Protectors of the Ironwood:** We will help Lord Shannus make this alliance.
- **The Riverwalk Society:** Learn as much as you can about both parties. We'll sell the good information and sing about the rest.
- **The Wanderers of Coldeven:** A war will already stretch the dwindling resources left from last year's winter. If combat breaks out-the people will suffer.

- **The Wrinkle Academy:** Can you bring me a specimen from a real lycanthrope? No? Oh well, how about just observing all you can and reporting back?

After you have given notes to those PCs with meta-org affiliations detailing their instructions and opinions, continue with the Encounter Two:

ENCOUNTER TWO: WHO'S THE HALF-DRAGON THAT'S A SMOOTH TALKER TO ALL THE CHICKS?

Read the following:

The Giant's Flagon, true to its name features a flagon the size of a cask of ale, behind the bar. Although it is still quite early the bar is open and several barmaids, their hands full of libations, brush past you to deliver their orders amongst the thirsty clientele.

Sitting at a corner table on the far side of the tavern is a man of Suel descent who couldn't be more out of place. His long, strawberry blonde hair is well coifed and worn in a loose ponytail. He is dressed in dignified clothes of golden velvet with an embroidered, platinum colored, brocade. Hanging from an ornate loop on his belt is a finely crafted silver pick and around his neck he wears a holy symbol on a platinum chain.

This man is Lamin Gelltara, the man mentioned in Caisys' letter. A DC 10 Knowledge (religion) or Bardic Knowledge check will reveal that the holy symbol is that of Bahamut. When the PCs approach:

The man waits for all of you and then smiles at the entire group and gestures to the empty chairs in front of him.

After the PCs sit, say hello, show the letters they were given, etc., Lamin begins speaking:

"May the blessings of Bahamut be upon you for answering Caisys' letter. I am Lamin Gelltara, Knight of the Platinum Dragon and vassal of Shannus, Lord of the Ironwood. To those of you here out of curiosity, I applaud you. To those of you here out of a sense of duty, I honor you. To those who are here for money-you shall have it."

Lamin reaches deeply inside a leather satchel at his side and retrieves an elaborately carved wooden scroll case. An ornate wax seal covers the clasp.

"Delivering this," Lamin says, holding the scroll in front of him, "Is your task."

Lamin will now answer questions from the PCs. The most important thing to remember is that Lamin is not an NPC the PCs can bully. If the PCs berate him or Lord Shannus at any time during their discussions he will ask them to put aside their personal feelings and think of the Viscounty as a whole. If they persist in their attitudes he will say and do the following to each offensive PC:

Lamin reaches into the leather satchel and retrieves a small leather pouch. "Here is 50 silver, thank you for your time. If you'll please excuse yourself so I can continue with the others I would appreciate it."

At this point the adventure is over for this PC unless they make a DC 15 Diplomacy check (which can be assisted by the rest of the party). If the PC actually says "I'm sorry" or words to that effect then regardless of the die result Lamin will allow them to remain.

- **What's inside the case?** Documents for Lord Rolan Galans.
- **What kind of documents?** I'm told its an incredibly lucrative offer from my lord to Lord Galans.
- **You haven't looked at it/opened it?** Of course not. My superiors have entrusted it to me and I take my duties seriously.
- **Can we look at it?** I'll assume you're joking, but the answer is no. It is for Lord Galans' eyes only.
- **I/we won't deliver it if I/we don't know what it is I/we are delivering.** You would not be the first today to say that. I hope you'll reconsider, but if not, I will pay you for your time & you can be on your way. Do you wish your 50 silver or will you reconsider the mission?
- **I/we reconsider.** That is a wise decision.
- **Why should I/we help Shannus?** You aren't helping Shannus. You are delivering documents to Lord Galans. It would seem to me

that if anyone would be helping Lord Shannus it will be Lord Galans.

- **Shannus is just making a power-grab!** If he was after power, why wouldn't we have marched on Rhynehurst or Verbobonc City? You're just acting silly now & this is a serious matter.
- **Well then what is Shannus up to?** The Great Dire Dark is returning and Lord Shannus is the Viscounty's best hope to defeat it. Once the Great Dire Dark is defeated my lord will return to Glory, leaving Validia safer than when he found her.
- **What is the Great Dire Dark?** The Great Dire Dark is a creature of great evil, it was bound to the Ironwood and has haunted the wood ever since. Several years ago it was struck a heavy blow by some adventurers, but has since reconstituted itself.
- **Shannus invaded Validia!** He was welcomed with open arms and cheers from the populace, so you can hardly call it an invasion.
- **Shannus is a criminal, committed treason, etc.** Unfortunately, the three people who could legally bring that charge: Viscount Langard, Bishop Haufren, & Canoness Y'Dey are either missing, comatose or must think differently on the matter because no writ of arrest has been issued. When the Viscount is found, Haufren awakes, or Canoness Y'Dey changes her mind and a writ is drawn up-my lord will face those charges and be acquitted forthwith.
- **What about the Mounted Borderers who were imprisoned in Glory.** They were subdued using non-lethal force & taken to Glory under arrest for trespassing in the Ironwood & under suspicion of being involved with the Viscount's disappearance. Before they could be fully questioned or their identities as Mounted Borderers could be confirmed they were broken out of jail by criminals still at large.
- **I/we broke them out of jail, etc.** If we were in lands under my lord's jurisdiction I would unfortunately have to take you into custody for a variety of charges. My lord was convinced that adventurers were behind the jailbreak. However, I have been authorized to acquit you

of any charges you may have faced in this if you will agree to this task for Lord Shannus.

- **How much are we being paid?** My Lord is generous. For delivering the documents to Lord Galans & returning with his reply you'll be paid:
 - APL 2: 400gp
 - APL 4: 600gp
 - APL 6: 800gp
 - APL 8: 1250gpPayment is upfront.
- **Did you say "upfront?"** Yes.
- **What's to prevent us taking the coin and the scroll case and running?** Well hopefully your conscience. I just assume you'll honor our agreement.
- **Why don't you just take it to Lord Galans yourself?** After the recent confrontation between Galans and Shannus he felt a third party would be welcomed more warmly by Galans.
- **Who gave you your instructions/what are your instructions?** Lord Shannus gave instructions to Caisys Adamon, my superior, who then ordered me to meet the adventurers to whom letters had been sent and to secure a group of them to deliver these documents to Lord Rolan Galans
- **Why doesn't Shannus himself deliver them?** *Lamin gives the PC a look as if to say "are you daft?"* Because Lord Shannus has more important duties than ferrying messages.
- **I/we also have more important duties than ferrying messages.** Then I thank you for your time. Please take 50 silver for your time and trouble making the meeting. Now if you wouldn't mind vacating the table, I have others to interview.
- **Where is Lord Galans?** I would assume he is at his manor here in Verbobonc City.
- **Where do we meet after we have made the delivery and gotten Lord Galans' response?** At the eastern gate into the Ironwood. I will await you there.

OPTION A: If the PCs accept the mission:

Pleased with your acceptance, Lamin provides you with directions to Lord Galans' estate in Verbobonc City.

"I hope you don't mind being paid in platinum," Lamin says as he hands each of you a leather sack full of coins.

"I thank you for your assistance in this matter, as does my lord. I will see you at the eastern entrance to the Ironwood where we will toast to your success! May Bahamut's blessings be upon you!"

OPTION B: If the PCs *decline* the mission read the following to them:

Moving from the table you are quickly replaced by other adventurers bearing the same letter you received. You begin to wonder just how many of those Caisys sent out. Within moments you see Lamin smile and begin handing sacks of what could only be coin to the newcomers. Taking the sacks and the ornate scroll case they rise and exit the tavern, the exultant joy of not only NOT being too late to get the job coupled with the thrill of being paid upfront obvious in every step. Suddenly, 50 silver doesn't seem like much.

Refer to the "This cannot be" troubleshooting section below for parties which do not wish to deliver the message.

OPTION C: If a member of the party is excused by Lamin because of their attitude toward him or Shannus read the following:

Moving from the table you watch from across the room as the rest of those who entered with you receive sacks of coin from Lamin. Judging from the size of the sacks you can only assume that you have missed out on a substantial, upfront, payoff. You realize that for once it wouldn't have been scrounging for gold, stripping and lugging around the gear of foes you defeat, or searching every nook and cranny of a villain's lair for every last ounce of wealth to make ends meet. It's a bitter pill you have to swallow as you watch your former table-mates exit the tavern, the exultant joy of not only NOT being too late to get the job coupled with the thrill of being paid upfront obvious in every step. Suddenly 50 silver doesn't seem like much.

Refer to the "This cannot be" troubleshooting section below for parties which do not wish to deliver the message.

ALL APLS (EL 2)

Lamin Gelltara: Human Fighter 2; hp 12;

Tactics: This is not supposed to be a combat encounter. Lamin is unarmored and would be taken completely by surprise if he were attacked. If he is, however, he will defend himself, calling for the Gentlemen of the Watch at his first opportunity. The GotW will arrive 5 rounds after combat is initiated and will take the entire party into custody. There are dozens of witnesses who will testify against those who attacked Lamin, regardless of whether they used lethal or non-lethal means.

PCs will be charged with the following crimes as applicable per the Laws of the Viscounty (Appendix 2):

- Assault (pg. 5)
- Battery (pg. 5)
- Disturbing the Peace (pgs. 5-6)
- Interfering with the Representative of a Noble (pg. 6)

If Lamin is killed, then an additional charge of Manslaughter or Murder (pg. 7) will be made in place of the above charges.

If Lamin's personal property is taken, an additional charge of Robbery (pgs. 7-8) will be added.

Development

For those PCs who have:

- Turned down Lamin's offer and not made the diplomacy check to re-join the group; or
- To those PCs who's attitudes caused Lamin to reject them for the mission

The adventure isn't necessarily finished for them. The party may choose to let these PCs re-join the party outside the tavern. At this point they have 50 silver. They can earn more money from this adventure by recovering and selling the equipment removed from foes defeated further on in the adventure.

If a PC chooses to not re-join the group, then they receive 50 silver (5 gp) on their Adventure Record and no XP.

Development: This cannot be!

If at any time during the adventure the PCs or PC decides to open the scroll case please refer to Appendix 3 for resolving that choice.

Some parties may not only refuse to assist Shannus, but may wish to actively sabotage the efforts of Shannus to reach an agreement with Galans.

If the PCs choose to sabotage the agreement, but have refused to deliver the message (such as would result in options B and C) they may still be able to do so. As noted in the read aloud text, another party is contracted to deliver the scroll case if the PCs refuse to deliver it. Using the descriptions and stats for the NPC's in Encounter Four describe the adventurers as receiving the tube and heading off.

PCs may at that time attempt to seize the scroll case or otherwise hinder the other party, be it by stealth, or force. Please note the PC's actions, and remind them if what they suggest would be considered illegal.

If the PCs do seize the scroll case please refer to Appendix 3 for resolving their actions with that case. They may even at that time choose to deliver the scroll case, reinserting themselves back into the adventure.

As always it is up to you as the DM to accommodate the PCs choices.

ENCOUNTER THREE: IT CAN'T BE THIS EASY CAN IT?

Once the party accepts the offer they can then head to Lord Galans' manor in Verbobonc City. Some PCs or parties may wish to make stops on the way. Assume that all mundane/magic LGCS items are available at their commonly listed prices.

You find Lord Galans' estate with relative ease. The entrance you see that it is flanked by two guardsmen in House Galans' livery. As you approach they cross their halberds.

"State yer name and yer business" barks one of the guards matter-of-factly.

Below are some basic responses for the guards:

- **We're here to see Lord Galans.** Lord Galans isn't home.
- **Where is he?** I don't see how that is any of your business.

The guards aren't particularly rude, and it isn't a great secret where Lord Galans is. This is more an attempt to prolong the conversation in an effort to alleviate their boredom.

A DC 15 Diplomacy or DC 20 Intimidation check will convince the guards to tell the PCs that Lord Galans is at his shipping company office located about 70 miles east of Verbobonc City on the River Road.

In the event of failure on the Diplomacy/Intimidation check, allow the players a DC 15 Gather Information check from passersby on the streets, which will reveal to the players that Lord Galans' shipping company has a sizeable office and warehouse 70 miles east of Verbobonc City on the River Road. If the party fails this check...the adventure is over for them.

Once the PCs are resigned to the decision that they will have to leave Verbobonc City for the Galans shipping compound read the following:

Determined to overcome this setback and accomplish your mission you make your way towards the River Road. Your destination lies some seventy miles to the east.

If the PCs wish to purchase mounts they can do so at the rates presented on pg. 129 of the *Player's Handbook*. Returning to the tavern finds Lamin has already left.

OVERLAND MOVEMENT:

This is covered on pgs. 162-164 of the *Player's Handbook*, but listed below is a primer to aid the DM in judging this adventure.

- Walking Speed per Day:
 - 15' = 12 miles per day
 - 20' = 16 miles per day
 - 30' = 24 miles per day
 - 40' = 32 miles per day
- Riding Speed per Day (consult table 9-6 of the PHB, pg. 164)

Regardless of which method is chosen, Encounter Four will occur.

ENCOUNTER FOUR: FIGHT OR FLIGHT!

Encounter 4A:

As your group makes its way to the East, you see another group moving west towards Verbobonc City. The four of them in their group have covered themselves up with hooded cloaks, and are furtively looking at the party, and amongst themselves.

Spot Checks can reveal further information:

DC 5 These guys look nervous

DC 10 This group appears dressed in a style similar to that of the Northern Gnarley region.

DC 15 This group moves and acts as if they have received formal military training at some point.

DC 20 They appear to have their hands on weapons/spell component pouches.

DC 25 One appears to have her hands on a holy symbol of Trithereon.

APL 2 (EL 5)

Cleric: Human Cleric 1; hp 10; See Appendix 1

Sorcerer: Human Sorcerer 1; hp 5; See Appendix 1

Rogue: Human Rogue 1; hp 7; See Appendix 1

Fighter: Human Fighter 1; hp 12; See Appendix 1

APL 4 (EL 7)

Cleric: Human Cleric 3; hp 23; See Appendix 1

Sorcerer: Human Sorcerer 3; hp 12; See Appendix 1

Rogue: Human Rogue 3; hp 16; See Appendix 1

Fighter: Human Fighter 3; hp 30; See Appendix 1

APL 6 (EL 9)

Cleric: Human Cleric 5; hp 36; See Appendix 1

Sorcerer: Human Sorcerer 5; hp 19; See Appendix 1

Rogue: Human Rogue 5; hp 25; See Appendix 1

Fighter: Human Fighter 5; hp 45; See Appendix 1

APL 8 (EL 11)

Cleric: Human Cleric 7; hp 52; See Appendix 1

Sorcerer: Human Sorcerer 7; hp 29; See Appendix 1

Rogue: Human Rogue 7; hp 37; See Appendix 1

Fighter: Human Fighter 7; hp 60; See Appendix 1

These folks are freedom fighters from the troubles east of here. They are attempting to link up with other Trithereonites in Verbobonc for training and assistance. They will answer all questions tensely and briefly and will only stop if a law officer in full uniform requests them to. If the PCs draw weapons, ready spells, or otherwise act threatening the Trithereonites act to defend themselves. They are not evil and have no wicked intent, they're just really nervous.

If combat ensues they will fight for their lives, but they will only initiate it if they feel endangered.

If the party lets the Trithereonites pass, then proceed with Encounter 4B. If the party fights the Trithereonites then ignore encounter 4B and proceed to encounter 5.

Encounter 4B:

Encounter 4B is *almost* identical to encounter 4A. The only exception is the cleric in encounter 4B will be a cleric of Vecna. They will initiate combat...preferably as a surprise, if the party does not.

ENCOUNTER FIVE: TALKING THE TALK

One look at Lord Galans' Verbobonc shipping office is all you need to determine the reason it is located on his own lands. Warehouses, docks and offices make up the compound. A fresh road cut into the Gnarley most likely leads to the Eastern Skyroad Pylon, and dozens of wagons flow in a steady stream in that direction.

After speaking to numerous underlings and showing them the scroll case you carry, you are finally met by an escort, who explains he will bring you to Lord Galans. Several more minutes are spent as you wind your way through preparations for some party, until you finally reach a set of large double doors. The escort opens the doors and as you enter says "I hope you've brought good news, he's in a great mood and we'd all like to keep it that way. He just brokered a monumental deal with a silent partner that will have us all up to our necks in coin for at least another year!"

You find Lord Galans in the middle of a dozen or so servants.

"...start with the best wine and then once they're too drunk to tell the difference you switch to the regular vintage! Now go, and make me proud!"

As the servants file past you Lord Galans rises from his desk to address you.

"So," his eyes glowing with mischief, "what do we have here?"

As soon as the name "Shannus" is mentioned:

Upon hearing the name of the Lord of the Iron wood Lord Galans raises his hand and interrupts you.

"I want nothing to do with that overgrown lizard; he's cost me some of my most loyal soldiers!"

Turning to the escort Lord Galans says "Show these... people outside the compound."

Though reasonably good-natured, the memories of the last time Lord Galans attempted to do business with Shannus is still a stinging memory for him.

SWEET TALKING LORD GALANS:

The PCs can make a DC 30 Diplomacy check (any attempt to intimidate Lord Galans will have consequences involving the exercise of his authority to charge the adventurers with as many of the crimes noted in Appendix #2 as he reasonably can claim). Some of the negatives also represent the attempts (as per instruction) of PCs to sabotage this diplomacy through body language, etc. Apply the following modifiers to the roll:

- Has the "Fought the Mist Children Elves" AR entry from VER7-02 *Storm the Dragon's Bastion*: +2 per PC
- Has the "Defended the Mist Children Elves" AR entry from VER7-02 *Storm the Dragon's Bastion*: -2 per PC
- Vassal of House Galans in the party: +5
- Vassal of House Haxx in the party: -5
- Vassal of Shannus in the party: -5
- Vassal of House Langmuir in the party: -2
- Vassal of House Chondell or Saflynd in the Party: -3
- Vassal of any other noble house: +1
- Mounted Borderer (1st or 3rd Company): +2
- Mounted Borderer (2nd Company): -2
- Mounted Borderer (4th Company): +4
- Players actually role-play what they say in their diplomacy check: +10 (Used only to propel low level parties over the DC 30 check. If higher level parties can get there without it...allow them their little glories.)
- Failed (if attempted) the DC 25 forgery check from Encounter Two: +5

OPTION A: The PCs fail the check

Though eloquent, your words cannot overcome the sting of Lord Galans' last meeting with Shannus in the Ironwood. He listens to your arguments but will not be swayed. He asks you once again to leave, though there is a little more iron in his voice this time.

As you are escorted to the entrance, what had started as a quick jaunt across Verbobonc City has resulted in failure.

As you leave, you hear a guard remark to his companion, "a pity for them, Lord Galans' parties are legendary..."

Soon you are back on your way to Verbobonc City and then on to the Ironwood to report to Lamin.

Proceed to Encounter Seven: "Spider Holes."

OPTION B: The PCs make the check

Your words seem to at least spark Lord Galans' curiosity as you see the scowl on his face soften into his famous grin. Under his breath you hear "Why you slick son of a... I knew he'd come around!"

Raising his hand to point at you his eyes once again glow with mischief.

"You! By the money-lender's coin-purse I'm glad I listened to you! I can't believe you almost let me toss you out!"

Lord Galans rushes up to shake your hands, his meaty paws gripping almost too hard.

"You'll stay for the party as guests of honor of course...Now give me that scroll case, and I'll hear for myself what Shannus has to say."

Galans will not activate the scroll case where he might be overheard, although some PCs may note Galans referencing hearing Shannus, and not reading the scroll. When the players agree to attend the party please read or paraphrase the following:

"Well as it's my party and its fancy dress you can either wear something suitable or sit here in your room all night...the choice is yours."

Read or paraphrase the following depending on PC choice:

OPTION 1: "I'll dress appropriately"

"I guarantee you will not regret it, I'll send you my stylist, she'll get you ready. Rest assured your belongings will be quite safe...no one would dare abuse my hospitality!"

Proceed to Encounter Six: Walking the Walk

OPTION 2: "I'll stay in my room."

"Surely you're not afraid of a little wine, excellent food and some merriment? You adventurers need to relax and live a little."

If the PC(s) persists in deciding to stay in their room(s):

The following morning Lord Galans meets you at the gate handing you a scroll case and escorts you out of the complex. He has a basket with leftovers handed to you, along with a small keg of Herman's M Ale and a couple bottles of wine.

Clapping you on the back he bids you farewell and a safe, speedy journey to the Ironwood.

Proceed to Encounter Seven: "Spider Holes."

OPTION 3: "On second thought I think I'll be heading back

"Surely you're not afraid of a little wine, excellent food and some merriment? You adventurers need to relax and live a little."

If the PC(s) persist in deciding to head back:

Shrugging, Lord Galans sighs lightly. "Well, suit yourself...but you are going to miss the event of the season! I'll have a basket made up for you and brought so you at least get to taste of something from this evening.

Lord Galans personally escorts you out of the complex.

"A pity...my parties are legendary!" Galans says as he hands you the scroll case and bids you farewell.

Proceed to Encounter Seven: "Spider Holes."

Development: This cannot be!

If at any time during the adventure the PCs or PC decides to open the scroll case please refer to Appendix 3 for resolving that choice, as well as resolving PCs that wish to sabotage or keep Shannus from reaching an agreement with Galans.

ENCOUNTER SIX: WALKING THE WALK

PCs should only get to attend the party if they have

- Made the Diplomacy Check with Lord Galans; AND
- Agreed to leave their armor, weapons, and gear behind and dress as Lord Galans insists they do.

Soon after Lord Galans leaves, a single knock on the door announces the entrance of a slight half elven woman, followed by a rack of fashionable attire..

"I'm Fiona, Lord Galans' stylist. Now hold still and let me get a look at you." Fiona squints as she sizes you up and then runs her fingers down the rack, until she decides on an outfit for you. Taking it off the rack and places it with matching shoes and a small velvet bag behind the dressing screen.

With a snap of her fingers the servants move toward the door and as they and Fiona leaves she winks at you as if to say "Have a marvelous evening."

A DC 20 Appraise check or a DC 15 Forgery, Craft (jewelry) check will identify the jewels as excellent fakes, worth about 50gp. If the check isn't made then the PCs believe they have jewelry worth thousands of gold pieces.

As you enter the main hall in your sartorial splendor, you suddenly know that all the previous hassles of this mission have been worth it. A butler leads you to your assigned seats and you watch as all the remaining guests are seated.

Lord Galans rises as the last guests take their places, a large goblet in his hand. The conversations slowly die down awaiting his toast.

"My friends, for you are all my friends tonight, I welcome you to this party in honor of our recent business successes."

Gesturing to different tables around the room he continues.

"To my friends from the Kron, I applaud your insight and say truly we are living proof of earth & stone, man and gnome!"

"To the excellent representative of the Elven Clans of the Gnarley Wood I say thank you for your hospitality in your woodland home and wish with all my heart that soon we will salve the wounds between us!"

"Finally, to my brave boys of the 4th, who I love as my own sons...wherever and whoever THEY are, I say the last one left standing has to do the dishes!"

Carts and trays are wheeled to each table and set before you is an absolutely ridiculous arrangement of food and drink.

Encounter Notes:

This encounter is for those wishing to rub elbows with folks a little higher on the food chain than they are. It is primarily an unstructured encounter where the DM is free to add lib at will. If time is an issue (very doubtful) this can be shortened considerably.

Seated at the PC's table are two NPCs loosely modeled on the authors of this adventure, so if you know us, do us proud) they are:

Nail T. Hamdin, a 6 foot, balding, heavy-set Oeridian human who works as a barrister specializing in workman's compensation rights for Rhennee. The other is Chule M. Lemonteague. Chule is a good head taller than Nail. He is a balding, lanky human sage who specializes in soil issues as they relate to the care, feeding & ultimately the distillation of Ypsolantian Gin Weed.

Nail & Chule are engaged in a debate at the table and will ask the PCs what they think.

The nature of this debate is based upon the nature of your players. If the table includes a randy bunch of hack and slash types, the debate should be appropriately thorough. If there are those who actually possess social graces or are of a young or innocent status, then care should be taken to soften the specifics.

In short, Nail T. Hamdin feels that the traditional methods of romance and wooing are to be used to win over a paramour's heart. Chule M. Lemonteague feels that whatever means that appear to be working at the moment need to be employed to gain the favors desired from the "mark". Nail is, obviously, an idealist while Chule seems to be a bit jaded for some reason.

Make a note of which approach the PCs prefer. It will make a difference which influence will be garnered at the end of the adventure.

If the PCs don't wish to talk to Nail & Chule (or finish with them quickly) then they are free to mingle. The Gnome NPCs will be discussing the recent news that a Gnome had come forward claiming to have forged the paperwork used to legitimate Viscount Langard's claim. The Elves, of course, will be discussing the recent reclamation of the forest from Terre Verte and the hope that soon Twilight Falls will be cleansed as well. The 4th company soldiers will be discussing the inferiority of the Long Riders (the 2nd Mounted Borderer company). Any PCs who are members of the 4th will be greeted as brothers, any members of the 2nd will be told to shove off.

ENCOUNTER SEVEN: "SPIDER HOLES"

The next morning finds you at the gate of Lord Galans' warehouse, you have been handed a large basket teeming with sumptuous aromas, a couple bottles of wine, a small keg of Herman's M Ale, and of course Lord Galans' reply to Shannus.

Your travel to the Ironwood is uneventful, though seems to pass all the sweeter because of the wonderful provisions given you by Lord Galans.

Unscrupulous players may wish to break the seal and open the scroll case. The text of the contents is available [DM Handout #1]. If the party succeeded in their Diplomacy check with Lord Galans then they will see his signature on the agreement. If they did not succeed in the Diplomacy check they will discover the agreement [DM Handout #1] and Lord Galans' reply [DM Handout #2].

If at any time during the adventure the PCs or PC decides to open the scroll case please refer to Appendix 3 for resolving that choice, as well as resolving PCs that wish to sabotage or keep Shannus from reaching an agreement with Galans.

The party can decide how they want to approach the gate. It won't matter how they want to approach, Lamin is waiting for them and if they are reasonably stealthy he won't see them.

When the party approaches the Eastern gate to the Iron Wood

Standing on guard at the Eastern gate to the Iron wood are several soldiers in Shannus livery. It is obvious from their appearance that they all have Draconic heritage.

Pacing back and forth in front of the gate is Lamin, a look of concern on his face. As you approach his head raises and a broad smile erupts across his face.

"Huzzah! You made it!" Lamin moves toward you, excitement in his every step.

"Well? What happened? Was your mission successful?"

If the mission was NOT successful (meaning that the party was unable to get Lord Galans to sign the agreement) then read the following:

Lamin's smile disappears as you relate your misfortune. His brow furrows in concern.

"Well," Lamin says-his voice laden with disappointment, "That is unfortunate. I know you tried your best."

Extending his hand he reaches toward you.

"I will need the scroll tube with the agreement back."

After returning the scroll tube, Lamin bids you farewell and somberly unties his horse from the

hitching post next to the gate. Without any further words he rides slowly into the Ironwood.

THE END

If the mission WAS successful:

Lamin's smile grows wider as you report your success. His eyes alight; he escorts you past the gate. Climbing in his saddle, he waves you into the Ironwood.

"Come friends, let us bring Lord Shannus this news personally. I am sure he will want to speak with you!"

If anyone is apprehensive about meeting Lord Shannus have Lamin ask them sincerely why they are apprehensive. If they mention that Shannus may be holding a grudge against them for something down in a previous trip to the Ironwood, have Lamin remind them that Shannus is a forgiving liege and in light of the service rendered will probably pardon any past wrongs committed by the PCs.

If the PCs continue on with Lamin then they will encounter a would-be ambush. This encounter, however, is one which the PCs with the right skills can see coming.

Regardless of which method they chose, as the party travels with Lamin in the Ironwood they will trigger the encounter.

Continuing on through the Ironwood you find yourself quickly on your way to Glory.

Suddenly, stepping out into the middle of the road 100 feet ahead of you is a human strapped at his waist is a longsword, but your first instinct that he means you possible harm is the crossbow he has leveled in your direction.

"That's far enough. Hand over Geltarra there and I'll let you all live."

OPTION: If the PCs refuse:

The man smirks and shrugs his shoulders.

"Fine, have it your way."

As the "w" in "way" is spoken, the bolt from the crossbow speeds the distance between you and your mysterious accoster. With a sickening "thunk" it punctures Lamin's breastplate. His eyes roll back into his head, his body spasms and he tumbles from his saddle, clanking to the ground in a tumbled heap of armor.

Dropping the crossbow, the assassin lowers his head and lets out a low, feral growl.

Begin the encounter according to the notes below

OPTION: If the PCs decide to deal away Lamin:

The man with the crossbow seems more than a little surprised that you would be willing to part company with Lamin.

"That's very pragmatic of you. Now if all you good folk will just turn around and head back the way you came, I'll take care of my business with Geltarra here."

Lamin's face is a mask of disdain as he regards you.

"I should have expected as much from adventurers. Go ahead, leave me to deal with this...man. You have fulfilled your part of the bargain and I can ask no more of you."

"Galant to the last, dear Lamin, trusting to a fault." As the "f" in "fault" is spoken, the bolt from the crossbow crosses the distance between you and your mysterious accoster. With a sickening "thunk" it punctures Lamin's breastplate. His eyes roll back into his head, his body spasms and he tumbles from his saddle, clanking to the ground in a tumbled heap of armor.

APL 2 (EL 5)

Wererats (3): hp 12 each; see *Monster Manual* pg. 173

APL 4 (EL 7)

Werewolves (4): hp 20 each; see *Monster Manual* pg. 175

APL 6 (EL 9)

Wereboars (4): hp 34 each; see *Monster Manual* pg. 172

APL 8 (EL 11)

Weretigers (8): hp 50 each; see *Monster Manual* pg. 174

ENCOUNTER NOTES:

Though he is in human form, the man in the road is a lycanthrope-as is his allies. The other lycanthropes are hiding in ambush in camouflaged pits on either side of the road (like trapdoor spiders). Noticing them before they spring their ambush is accomplished by a DC 30 Spot check (the lycanthropes took 20 on their hide checks and were assisted by their allies). If they are spotted, they will attack as soon as their presence is noticed. These lycanthropes have returned to the

Ironwood to frustrate the plans of Shannus by any means necessary. They see themselves as freedom fighters for the lycanthropes of the Ironwood. Obviously the negotiations are a ruse so that the leader can get a bead on Lamin before attacking. A DC 20 Sense Motive check will reveal that the leader is stalling for time.

The lycanthropes do not rush the PCs. They allow them to move up into position to attack the leader. On his initiative he will transform into his hybrid form version and ready to attack the first PC who gets within range (note that at APL 8 the Weretigers have 10' reach).

The remaining lycanthropes lay in wait until a PC is within 10' of the leader and then they spring from their ambush, concentrating on that PC. Once that PC is down, they work as a team and concentrate on the "softer" targets in the group (obvious arcane spellcasters, etc)-unless it means going past more heavily armored foes. Once a foe is down, the group moves onto another target.

The Wererats (in hybrid form) attack with their rapiers.

The Werewolves (in hybrid form) attack with their claws.

The Wereboars (in hybrid form) attack with a battle axe and with their gore attack.

The Weretigers (in hybrid form) attack with their claws and bite attack. As soon as 3 of the Weretigers are killed or incapacitated the remaining switch to tiger form and use their pounce attack or improved grab to establish holds and then use their rake attack

Remember that lycanthropy can be contracted from: Wererat bite; Werewolf bite; Wereboar gore; or Weretiger bite. The save for all is a DC 15 fortitude save.

Lamin is not dead. He is at -7 hit points and assume he is automatically last in the initiative so you can roll his stabilization checks. A DC 20 *Heal* check reveals he is on the brink of death.

If any of the lycanthropes are subdued they readily admit that they are in the Ironwood to frustrate the plans of Shannus. If anyone whines about Weretigers being in the Ironwood, remind them that adventurers "get around" and could have contracted lycanthropy anywhere in the Flanaess.

ENCOUNTER NINE: CAISYS— TASTROPHE!

It has been a longer road than was expected, but at last the wooden stockade of Glory comes into view. As you approach the gate it flies open and a large man in an ornate set of battle plate strides out to meet you.

Choose the appropriate text to read from the choices below:

If Lamin is with the party and conscious read or paraphrase the following:

Weakly, Lamin introduces his superior.

"This is Caisys Adamorn, Knight of the Dragon Claw and my Captain. Caisys, these are the excellent individuals who have accomplished the task you and our Lord Shannus set them to."

If Lamin is dead (and the party has his body) or if he is unconscious read or paraphrase the following

Several guards rush out and to Lamin's body. With a grunt four of them lift his body and carry it into town without a moment's hesitation. Turning to your party, the man speaks "I am Caisys Adamorn, Knight of the Dragon Claw and servant of Shannus, Lord and Baron of the Ironwood."

If Lamin is NOT with the PCs read or paraphrase the following:

Bringing a hand up to his chest he speaks.

"I am Caisys Adamorn, Knight of the Dragon Claw and servant of Shannus, Lord and Baron of the Ironwood. Where is Lamin?"

CONCLUSION

After the introduction by either Lamin or Caisys, and possibly the whereabouts of Lamin, read or paraphrase the following, depending on whether or not the PCs have set off the Magic Mouth.

If the *magic mouth* message from Galans to Shannus is intact, read or paraphrase the following.

Turning to regard you once more Caisys reaches an outstretched hand towards you.

"The documents, if you would be so kind."

From behind Caisys strides a being that could only be Shannus, Lord of the Ironwood. Caisys hands Shannus the scroll case. Holding it up Shannus whispers something in draconic. With a ripple in the air a mouth forms on the side of the case. The distorted but understandable voice of Lord Galans speaks from the disembodied mouth. "Lord Shannus of the Iron Wood. I, Lord Rolan Galans accept your proposal."

A dragon's smile crosses Lord Shannus's scaled visage. "Excellent! Tonight we celebrate!" A cheer

erupts from the guards on the wall. The Lord of the Ironwood shakes each of your hands firmly and then without any further adieu turns and re-enters Glory.

If the PCs had dispelled the *magic mouth* on the scroll case read or paraphrase the following.

Turning to regard you once more Caisys reaches an outstretched hand towards you.

"The documents, if you would be so kind."

From behind Caisys strides a being that could only be Shannus, Lord of the Ironwood. Caisys hands Shannus the scroll case. Holding it up Shannus whispers something in draconic. When nothing occurs Shannus speaks the draconic words more forcibly. Then, closely peers at the scroll case, before slowly raising his head and glaring at you and your party. "Turn these people out into the wood. They are not welcome on my lands."

With a sweep of his cape the Lord of the Iron Wood strides back through the gates of Glory.

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 PC.

Encounter 4

Defeat 1 of 2 possible groups

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter 6

Gain Lord Galans' cooperation

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

Encounter 8

Defeat Lycanthropes

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Discretionary roleplaying award

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

Total possible experience:

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

TREASURE SUMMARY

During an adventure, 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 characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2:

APL 2: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp
APL 4: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp
APL 6: Loot: 0 gp; Coin: 800 gp; Magic: 0 gp
APL 8: Loot: 0 gp; Coin: 1250 gp; Magic: 0 gp

Encounter 4:

APL 2: Loot: 250 gp; Coin: 0 gp; Magic: 0 gp
APL 4: Loot: 540 gp; Coin: 0 gp; Magic: 0 gp
APL 6: Loot: 540 gp; Coin: 0 gp; Magic: 500 gp – Bracers of Armor +1 (83 gp each)
APL 8: Loot: 170 gp; Coin: 0 gp; Magic: 7070 gp- (2) +1 Full Plate (440 gp each), +1 Heavy Steel Shield (97 gp each), +1 Bastard Sword (195 gp each), +1 Studded Leather (98 gp each), +1 Buckler (97 gp each), +1 Bracers of Armor (83 gp each), +1 Ring of Protection (167 gp each).

Encounter 8:

APL 2: Loot: 20 gp; Coin: 0 gp; Magic: 0 gp
APL 4: Loot: 53 gp; Coin: 0 gp; Magic: 0 gp
APL 6: Loot: 23 gp; Coin: 0 gp; Magic: 0 gp
APL 8: Loot: 200 gp; Coin: 0 gp; Magic: 0 gp

Treasure Cap

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

Total Possible Treasure

APL 2: Loot: 270 gp; Coin: 400 gp; Magic: 0 gp; Total: 670 gp
APL 4: Loot: 593 gp; Coin: 600 gp; Magic: 0 gp; Total: 1193 gp
APL 6: Loot: 563 gp; Coin: 800 gp; Magic: 83 gp; Total: 1446 gp
APL 8: Loot: 370 gp; Coin: 1250 gp; Magic: 1178 gp; Total: 2798 gp

ITEMS TO BE LISTED ON THE AR

During the course of this adventure, PCs can earn the following:

Favor of Lord Shannus: for brokering the deal between Shannus and Galans, Lord Shannus is willing to forgive you a previous slight. This favor may be used to atone for any one previous negative AR entry/award pertaining to Lord Shannus.

Favor of Lord Rolan Galans: for brokering the deal between Shannus and Galans, Lord Rolan Galans is willing to forgive you a previous slight. This favor may be used to atone for any one previous negative AR entry/award pertaining to Lord .

Blade of the Ironwood: for accomplishing the task set them by Caisys Adamorn he has awarded you a gift from the arsenal of Lord Shannus. You may select a small or medium bladed weapon from those currently available to your PC. This weapon is a masterwork, alchemical silver weapon embossed with the sigil of the Lord of the Ironwood on the pommel and hilt. You may use this weapon as a pass of safe conduct through the Ironwood.

Favor of Lamin Geltarra: for assisting a paladin of Bahamut in his duty to his liege and escorting him safely back to Glory, Lamin Geltarra is willing to share with you the teachings of Bahamut and will pay the gold piece cost of the casting of an *atonement* spell required to convert to the faith of Bahamut.

The Favor of Nail T. Hamdin: you have impressed a well-known and respected barrister of Verbobonc City. This one-time favor may be called on the next time you run afoul of the Laws of the Viscounty you may call upon Barrister Hamdin to reduce the penalty you are facing. This favor can be used to reduce any low crime's penalty by 75% or any high crime's penalty by 50%. The favor cannot be used to commute a capital crime.

Favor of Chule M. Lemonteague: you have impressed a prominent Sage and herbalist. This one-time favor may be used to call upon Chule to heal you of any disease (magical or otherwise) which you may contract during the course of your adventuring.

APPENDIX 1: APL 2

ENCOUNTER 4: FIGHT OR FLIGHT

CLERIC CR 1

Male Human Cleric (Trithereon or Vecna) 1
CG (or NE) Medium (Humanoid)
Init -1; **Senses** Listen +2, Spot +2
Languages Common

AC 17, touch 9, flat-footed 17
(-1 Dex, +6 armor, +2 shield)
hp 10 (1d8+2 HD)
Fort +4, **Ref** -1, **Will** +6

Speed 20 ft. in Heavy Armor (4 squares), base movement 30 ft.
Melee Masterwork Heavy Mace +2 (1d8+1) or
Ranged Light Crossbow -1 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +1
Cleric Spells Prepared (CL 1st):
1st: *bless*, *command* (DC 13) (*enlarge person* OR *protection from good*)
0: *create water*, *cure minor wounds*, *resistance*
Deity: Trithereon or Vecna.
Domains: Strength & Chaos OR Evil & Magic

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12
SQ Turn Undead
Feats Combat Casting, Iron Will
Skills Concentration +6, Heal +6, Knowledge-Religion +4
Possessions: Splint Mail, Heavy Steel Shield, Masterwork Heavy Mace, Light Crossbow, 10 Bolts

SORCERER CR 1

Male Human Sorcerer 1
CG (or NE) Medium (Humanoid)
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 12, touch 12, flat-footed 10
(+2 Dex)
hp 5 (1d4 HD)
Fort +1, **Ref** +2, **Will** +5

Speed 30 ft., base movement 30 ft.
Melee Morningstar -1 (1d8-1) or
Ranged Masterwork Light Crossbow +3 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** -1
Sorcerer Spells Known (CL 1st):
1st: *magic missile*, *sleep* (DC 13)
0: *resistance*, *detect magic*, *ray of frost*, *mage hand*
Sorcerer Spells per day:
1st: 4
0: 5

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15
Feats Combat Casting, Iron Will
Skills Concentration +5, Knowledge-Arcana +4, Spellcraft +4

Possessions: Morningstar, Masterwork Light Crossbow, 10 Bolts

ROGUE CR 1

Male Human Rogue 1
CG (or NE) Medium (Humanoid)
Init +6; **Senses** Listen +4, Spot +4
Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)
hp 7 (1d6 HD)
Fort +1, **Ref** +4, **Will** +2

Speed 30 ft. in Light Armor (6 squares), base movement 30 ft.
Melee Masterwork Rapier +2 (1d6+1) or
Ranged Masterwork Light Crossbow +3 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +1

Abilities Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8
SQ
Feats Improved Initiative, Iron Will
Skills Bluff +3, Climb +5, Disable Device +6, Gather Information +3, Hide +6, Intimidate +3, Spot +4, Listen +4, Move Silently +6, Open Lock +6, Tumble +6
Possessions: Masterwork Studded Leather Armor, Masterwork Rapier, Masterwork Light Crossbow, 10 Bolts

FIGHTER CR 1

Male Human Fighter 1
CG (or NE) Medium (Humanoid)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 10, flat-footed 17
(+0 Dex, +6 armor, +2 shield)
hp 12 (1d10 HD)
Fort +4, **Ref** +1, **Will** +3

Speed 20 ft. in Heavy Armor (4 squares), base movement 30 ft.
Melee Masterwork Bastard Sword +4 (1d10+2) or
Ranged Light Crossbow +2 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Improved Initiative, Iron Will, Exotic Weapon Proficiency (Bastard Sword)
Skills Climb +6, Jump +6, Handle Animal +3
Possessions: Splint Mail, Heavy Steel Shield, Masterwork Bastard Sword, Light Crossbow, 10 Bolts

APL 4

CLERIC

CR 3

Male Human Cleric (Trithereon or Vecna) 3
CG (or NE) Medium (Humanoid)
Init -1; **Senses** Listen +2, Spot +2
Languages Common

AC 19, touch 9, flat-footed 19
(-1 Dex, +8 armor, +2 shield)

hp 23 (3d8+6 HD)

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

Speed 20 ft. in Heavy Armor (4 squares), base movement 30 ft.

Melee Masterwork Heavy Mace +5 (1d8+1) or

Ranged Light Crossbow +1 (1d8)

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

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

Cleric Spells Prepared (CL 3rd):

2nd: *aid*, *bull's strength* (*bull's strength* OR *desecrate*)

1st: *bless*, *command* x2 (DC 13), *sanctuary* (DC 13)
(*enlarge person* OR *protection from good*)

0: *create water*, *cure minor wounds*, *resistance*

Deity: Trithereon or Vecna.

Domains: Strength & Chaos OR Evil & Magic

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

SQ Turn Undead

Feats Combat Casting, Iron Will, Weapon Focus: Heavy Mace

Skills Concentration +8, Heal +8, Knowledge-Religion +6

Possessions: Full Plate, Heavy Steel Shield, Masterwork Heavy Mace, Light Crossbow, 10 Bolts

SORCERER

CR 3

Male Human Sorcerer 3
CG (or NE) Medium (Humanoid)
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 12, touch 12, flat-footed 10
(+2 Dex)

hp 12 (3d4+3 HD)

Fort +2, **Ref** +3, **Will** +6

Speed 30 ft., base movement 30 ft.

Melee Morningstar +0 (1d8-1) or

Ranged Masterwork Light Crossbow +4 (1d8)

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

Base Atk +1; **Grp** +0

Sorcerer Spells Known (CL 1st):

1st: *magic missile*, *shield*, *sleep* (DC13)

0: *resistance*, *detect magic*, *ray of frost*, *mage hand*, *prestidigitation*

Sorcerer Spells per day:

1st: 6

0: 6

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

Feats Combat Casting, Iron Will, Spell Focus: Evocation

Skills Concentration +7, Knowledge-Arcana +6, Spellcraft +6

Possessions: Morningstar, Masterwork Light Crossbow, 10 Bolts

ROGUE

CR 3

Male Human Rogue 3
CG (or NE) Medium (Humanoid)
Init +6; **Senses** Listen +6, Spot +6
Languages Common

AC 16, touch 12, flat-footed 13
(+2 Dex, +3 armor, +1 shield)

hp 16 (3d6+3 HD)

Fort +2, **Ref** +5, **Will** +3

Speed 30 ft. in Light Armor (6 squares), base movement 30 ft.

Melee Masterwork Rapier +4 (1d6+1) or

Ranged Masterwork Light Crossbow +5 (1d8)

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

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

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

SQ

Feats Improved Initiative, Iron Will, Skill Focus: Tumble

Skills Bluff +5, Climb +7, Disable Device +8, Gather Information +5, Hide +8, Intimidate +5, Spot +6, Listen +6, Move Silently +8, Open Lock +8, Tumble +10

Possessions: Masterwork Studded Leather Armor, Masterwork Buckler, Masterwork Rapier, Masterwork Light Crossbow, 10 Bolts

FIGHTER

CR 3

Male Human Fighter 3
CG (or NE) Medium (Humanoid)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)

hp 30 (3d10+9 HD)

Fort +5, **Ref** +2, **Will** +4

Speed 20 ft. in Heavy Armor (4 squares), base movement 30 ft.

Melee Masterwork Bastard Sword +7 (1d10+2) or

Ranged Light Crossbow +4 (1d8)

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

Base Atk +3; **Grp** +5

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

Feats Improved Initiative, Iron Will, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Toughness

Skills Climb +6, Jump +6, Handle Animal +3

Possessions: Full Plate, Heavy Steel Shield, Masterwork Bastard Sword, Light Crossbow, 10 Bolts

CLERIC

CR 5

Male Human Cleric (Trithereon or Vecna) 5
CG (or NE) Medium (Humanoid)
Init -1; **Senses** Listen +2, Spot +2
Languages Common

AC 19, touch 9, flat-footed 19
(-1 Dex, +8 armor, +2 shield)

hp 36 (5d8+10 HD)

Fort +6, **Ref** +0, **Will** +9

Speed 20 ft. in Heavy Armor (4 squares), base movement 30 ft.

Melee Masterwork Heavy Mace +6 (1d8+1) or

Ranged Light Crossbow +2 (1d8)

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

Base Atk +3; **Grp** +4

Cleric Spells Prepared (CL 5th):

3rd: *bestow curse* (DC 16), *dispel magic* (*magic vestment* OR *dispel magic*)

2nd: *aid*, *bull's strength* (*bull's strength* OR *deseccrate*)

1st: *bless*, *command* x2 (DC 14), *sanctuary* (DC 14) (*enlarge person* OR *protection from good*)

0: *create water*, *cure minor wounds* x2, *resistance*

Deity: Trithereon or Vecna.

Domains: Strength & Chaos **OR** Evil & Magic

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

SQ Turn Undead

Feats Combat Casting, Iron Will, Weapon Focus: Heavy Mace

Skills Concentration +10, Heal +11, Knowledge-Religion +8

Possessions: Full Plate, Heavy Steel Shield, Masterwork Heavy Mace, Light Crossbow, 10 Bolts

SORCERER

CR 5

Male Human Sorcerer 5
CG (or NE) Medium (Humanoid)
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 13, touch 12, flat-footed 11
(+1 Armor, +2 Dex)

hp 19 (5d4+5 HD)

Fort +2, **Ref** +3, **Will** +7

Speed 30 ft., base movement 30 ft.

Melee Morningstar +1 (1d8-1) or

Ranged Masterwork Light Crossbow +5 (1d8)

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

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

Sorcerer Spells Known (CL 1st):

2nd: *glitterdust* (DC 15), *scorching ray*

1st: *magic missile*, *shield*, *sleep* (DC 14), *ray of enfeeblement*

0: *resistance*, *detects magic*, *ray of frost*, *mage hand*, *prestidigitation*, *read magic*

Sorcerer Spells per day:

2nd: 5

1st: 7

O: 6

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16

Feats Combat Casting, Iron Will, Spell Focus: Evocation

Skills Concentration +9, Knowledge-Arcana +8, Spellcraft +8

Possessions: +1 *Bracers of Armor*, Morningstar, Masterwork Light Crossbow, 10 Bolts

ROGUE

CR 5

Male Human Rogue 5
CG (or NE) Medium (Humanoid)
Init +6; **Senses** Listen +6, Spot +6
Languages Common

AC 17, touch 12, flat-footed 13
(+3 Dex, +3 armor, +1 shield)

hp 25 (5d6+5 HD)

Fort +2, **Ref** +7, **Will** +3

Speed 30 ft. in Light Armor (6 squares), base movement 30 ft.

Melee Masterwork Rapier +5 (1d6+1) or

Ranged Masterwork Light Crossbow +7 (1d8)

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

Base Atk +3; **Grp** +4

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8

SQ Evasion, Uncanny Dodge, Trap Sense +1, Trap Finding, Sneak Attack (+3d6)

Feats Improved Initiative, Iron Will, Skill Focus: Tumble

Skills Bluff +7, Climb +9, Disable Device +10, Gather Information +7, Hide +10, Intimidate +7, Spot +8, Listen +8, Move Silently +10, Open Lock +10, Tumble +12

Possessions: Masterwork Studded Leather Armor, Masterwork Buckler, Masterwork Rapier, Masterwork Light Crossbow, 10 Bolts

FIGHTER

CR 5

Male Human Fighter 5
CG (or NE) Medium (Humanoid)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)

hp 45 (5d10+13 HD)

Fort +6, **Ref** +2, **Will** +4

Speed 20 ft. in Heavy Armor (4 squares), base movement 30 ft.

Melee Masterwork Bastard Sword +10 (1d10+3) or

Ranged Light Crossbow +4 (1d8)

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

Base Atk +5; **Grp** +7

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Improved Initiative, Iron Will, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Toughness, Power Attack
Skills Climb +8, Jump +8, Handle Animal +5
Possessions: Full Plate, Heavy Steel Shield, Masterwork Bastard Sword, Light Crossbow, 10 Bolts

CLERIC

CR 7

Male Human Cleric (Trithereon or Vecna) 5

CG (or NE) Medium (Humanoid)

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

Languages Common

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 armor, +2 shield)

hp 52 (7d8+17 HD)

Fort +7, Ref +1, Will +10

Speed 20 ft. in Heavy Armor (4 squares), base movement 30 ft.

Melee Masterwork Heavy Mace +8 (1d8+1) or

Ranged Light Crossbow +4 (1d8)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +6

Cleric Spells Prepared (CL 7th):

4th: *divine power* (spell immunity OR *unholy blight*)

3rd: *bestow curse* (DC 16), *dispel magic*, *prayer* (*magic vestment* OR *dispel magic*)

2nd: *aid*, *bull's strength* x2, *spiritual weapon* (*bull's strength* OR *deseccrate*)

1st: *bless*, *command* x3 (DC 14), *sanctuary* (DC 14) (*enlarge person* OR *protection from good*)

0: *create water*, *cure minor wounds* x2, *resistance* x2

Deity: Trithereon or Vecna.

Domains: Strength & Chaos OR Evil & Magic

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

SQ Turn Undead

Feats Combat Casting, Iron Will, Weapon Focus: Heavy Mace, Toughness

Skills Concentration +12, Heal +13, Knowledge-Religion +10

Possessions: +1 *Full Plate*, Heavy Steel Shield, Masterwork Heavy Mace, Light Crossbow, 10 Bolts

SORCERER

CR 7

Male Human Sorcerer 7

CG (or NE) Medium (Humanoid)

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

Languages Common

AC 14, touch 12, flat-footed 11

(+1 Armor, +2 Dex, +1 Deflection)

hp 29 (7d4+10 HD)

Fort +3, Ref +4, Will +8

Speed 30 ft., base movement 30 ft.

Melee Morningstar +2 (1d8-1) or

Ranged Masterwork Light Crossbow +6 (1d8)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +2

Sorcerer Spells Known (CL 7th)

3rd: *fireball* (DC 17), *lightning bolt* (DC 17)

2nd: *glitterdust* (DC 15), *scorching ray*, *blur*

1st: *magic missile*, *shield*, *sleep* (DC 14), *ray of enfeeblement*, *true strike*

0: *resistance*, *detect magic*, *ray of frost*, *mage hand*, *prestidigitation*, *read magic*

Sorcerer Spells per day:

3rd: 5

2nd: 7

1st: 7

0: 6

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16

Feats Combat Casting, Iron Will, Spell Focus: Evocation, Toughness

Skills Concentration +11, Knowledge-Arcana +10, Spellcraft +10

Possessions: +1 *bracers of armor*, +1 *ring of protection*, Morningstar, Masterwork Light Crossbow, 10 Bolts

ROGUE

CR 7

Male Human Rogue 7

CG (or NE) Medium (Humanoid)

Init +6; Senses Listen +10, Spot +10

Languages Common

AC 19, touch 13, flat-footed 16

(+3 Dex, +4 armor, +2 shield)

hp 37 (7d6+10 HD)

Fort +3, Ref +8, Will +4

Speed 30 ft. in Light Armor (6 squares), base movement 30 ft.

Melee Masterwork Rapier +7 (1d6+1) or

Ranged Masterwork Light Crossbow +9 (1d8)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +6

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8

SQ Evasion, Uncanny Dodge, Trap Sense +2, Trap Finding, Sneak Attack (+4d6)

Feats Improved Initiative, Iron Will, Skill Focus: Tumble, Toughness

Skills Bluff +9, Climb +10, Disable Device +12, Gather Information +9, Hide +12, Intimidate +9, Spot +10, Listen +10, Move Silently +12, Open Lock +12, Tumble +14

Possessions: +1 *studded leather armor*, +1 *buckler*, Masterwork Rapier, Masterwork Light Crossbow, 10 Bolts

FIGHTER

CR 7

Male Human Fighter 7

CG (or NE) Medium (Humanoid)

Init +5; Senses Listen +1, Spot +1

Languages Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 shield)

hp 60 (7d10+17 HD)

Fort +7, Ref +3, Will +5

Speed 20 ft. in Heavy Armor (4 squares), base movement 30 ft.

Melee +1 *Bastard Sword* +12/+7 (1d10+6) or

Ranged Light Crossbow +8/+3 (1d8)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +10

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Improved Initiative, Iron Will, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Toughness, Power Attack, Cleave, Weapon Specialization (Bastard Sword)

Skills Climb +10, Jump +10, Handle Animal +7

Possessions: +1 *full plate*, heavy steel shield, +1 *bastard sword*, Light Crossbow, 10 Bolts

APPENDIX 3: THE SCOLL CASE

If any of the PCs wish to more closely examine, open, or tamper with the scroll case please refer to the information below to resolve that choice. A more detailed description of the case follows:

The scroll case is carved from a single piece of ipp, inlaid with silver. The outside of the scroll tube is covered with stylized representations of horses, again inlaid with silver. One end is capped with a solid stopper of silver, inlaid with the seal of House Shannus in gold.

The scroll case is in actuality a trap, albeit a completely benign one (CR 0). Shannus has enchanted the case with a magic mouth, which when triggered states the real agreement that Shannus and Galans are reaching. In order to disguise the fact that the magic mouth is in place he has enchanted it with a *Nystul's magic aura*, so that the case does not radiate magic from the Magic Mouth effect.

Shannus has also enchanted the case with an *erase* spell, set to an audible trigger of an *alarm* spell going off, and then placed an *alarm* spell on the scroll. Since the message Shannus is delivering is programmed into the *magic mouth* spell, the scroll inside the case is inconsequential. Shannus did however include an "agreement" as a red herring in case his message was ever intercepted or tampered with.

If detect magic is used on the case it radiates no magic, due to *Nystul's magic aura* being cast upon it. If identify is cast upon the scroll case or if it is closely examined the PC is allowed a DC 15 will save to notice that the case is indeed magical.

The scroll inside however does radiate Abjuration and Transmutation, and since the scroll case is made of wood, any detect magic will note the presence of those effects.

Using Magic to open the case: A *dispel magic* can then be targeted on the *Nystul's magic aura* (CL 5) to remove that effect and to reveal a faint aura of magic. This aura is of the Illusion school of magic and comes from the *magic mouth* cast upon the scroll case. Dispelling the *magic mouth* Spell (CL 5) ruins the message enchanted on the scroll case. See "botching the mission" below for resolution if this occurs. Similarly a *dispel magic* spell cast upon the *alarm* spell (CL5) or the *erase* spell (CL 5) will allow the PCs to read the scroll without triggering the *erase* spell. Finally, if the case is opened in the area of a *silence* spell the *erase* spell is not triggered.

Using Skills to open the case: A skilled rogue can open the case without setting off the *erase* spell. A Rogue is also able to determine via examination that the *Nystul's magic aura* is in place. However a rogue cannot disable the *Nystul's magic aura* nor can he erase the *magic mouth* spell. Opening the case without triggering the *alarm* requires a DC 26 search check and a DC 26 Disable Device check.

Otherwise opening the case does not require any disable device roll, however if the PC indicates that he is trying to be careful allow him a Disable Device to determine if he is successful in reducing evidence of their opening the scroll case.

A DC 25 Forgery check is required to re-seal the scroll case without alerting Caisys' or Galans' suspicions, feel free to modify this DC if the PCs were attempting to be careful and were in your estimation successful. Please note that Forgery is a trained only skill.

Regardless of success or failure: **Do not let the party know if they fail this check.** If they fail the check, they are not awarded the *Blade of the Ironwood* AR reward.

Changing the agreement: Some PCs may, after discovering the agreement or discovering they've erased the agreement, wish to alter the scroll to read what they would like. Remind them that Forgery is a crime in Verbobonc, ask them for their forgery check, but allow them to change the text as they see fit. Since Galans knows beforehand that the scroll inside of the case is just for show, he doesn't give it more than a moment's glance as he activates the magic mouth. Again, do not let the PCs know this.

APPENDIX 4: THE LAWS OF THE VISCOUNTY

The Laws of Verbobonc are designed to maintain the status quo, protecting the nobility at the expense of the common man. Commoners – including all player PCs – have very few rights. If they break the law, they will be punished.

HIGH CRIMES AND LOW CRIMES

All crimes in the Viscounty are classified as either high crimes or low crimes.

Commoners can be accused of any crime by any agent of law enforcement or any noble at any time, so long as the accusing authority is within his jurisdiction.

Nobles cannot be accused of low crimes. They can be accused of high crimes, but only by individuals with the Right of High Justice.

LEGAL AUTHORITY: THE RIGHT OF JUSTICE

All legal authority in Verbobonc is divided into two distinct categories: High Justice and Low Justice.

Representatives of the law imbued with the Right of Low Justice are involved in the prosecution of ‘day-to-day’ law enforcement and may charge and arrest any non-noble offender for any crime. A PC that bears the Right of Low Justice may only arrest another PC if he either witnesses a crime being committed or if a criminal confesses to committing a crime. Arresting agents cannot fine other player PCs TU and gold, nor can they remove PCs from play. The DM adjudicates the penalties for breaking the law.

The Right of High Justice is held by the Viscount, the heads of noble houses, and their most highly appointed representatives. Anyone with the Right of High Justice may charge, arrest, investigate, try, and sentence any offender for any crime. Only those with High Justice may charge a noble with breaking the law, and only for high crimes. Nobles are immune to prosecution for low crimes. No player PC in Verbobonc has the right of High Justice, unless he has specific regional documentation to that effect.

See the Table 1 below for more details on authority and jurisdiction of various Metaorganizations.

LAWS IN THE GAME

Laws are enforced by the Dungeon Master when the need arises. Before the arrest and adjudication of a player PC happens, the DM should warn the player that he is about to commit a crime. If the player decides to act criminally, the DM must decide if there is any way for the authorities to know what has transpired. If so, he should inform the player that his actions will have consequences and that they will be

adjudicated after the play session. If the player continues to commit crimes, the DM should adjudicate it immediately and remove the PC from the play session for the time being.

Once play has finished, the DM should make a final determination of all of the penalties that the PC will receive, using Table 2 below for guidance. Any crimes for which the punishment is Death or Exile, must be adjudicated by a member of the Verbobonc Triad. All other crimes may be adjudicated by the DM at the table.

If the player of a convicted PC wishes to appeal the DM’s ruling, he should contact the Verbobonc Triad.

ILLEGAL GOODS

The following items are illegal in the Viscounty: Assassin’s dagger, Dagger of venom, Darkskull, drugs, Dust of disappearance, flesh golems and Flesh golem manuals, Gal-garan, Hand of glory, Hand of the mage, holy symbols to evil gods, Life-drinker, Nine lives stealer, poisons, Robe of bones, slaves, Slaying arrow, Sword of life stealing, thieves’ tools, thinnuan weapons, and Unholy weapons.

Additionally, scrolls and wands of spells with the [Evil] descriptor and any item that radiates an aura of evil, requires an evil creator, bestows curses, summons or commands elementals, demons, or devils, or animates the dead are likewise outlawed.

This list is not exhaustive, and Dungeon Masters should exercise their judgment.

More detailed information on Verbobonc’s laws, legal system, and methods of law enforcement can be found in the Laws of the Viscounty document, available for download at www.verbobonc.net.

Table 1: Legal Jurisdiction of Verbobonc Metaorganizations

Organization	Authority	Jurisdiction
Knights of the Faithful Defender	High Justice	All Verbobonc
Mounted Borderers	Low Justice	All lands within Verbobonc except Verbobonc City.
Gentlemen of the Watch	Low Justice	Verbobonc City
Gnarley Rangers	Low Justice	Gnarley Forest
Noble House Guards	Low Justice	Appropriate Noble Lands
Mayors, Sheriffs, and Constables	Low Justice	The local settlement they have been appointed to

Table 2: Crimes and Penalties

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

APPENDIX 5: MAP OF THE VISCOUNTY



DM HANDOUT #1

Now comes Shannus, Baron & Lord of the Ironwood, by and through the bearers of this agreement to offer the following mutually beneficial contract to his most honorable Lord Rolan Galans.

In return for valuable consideration, it is proposed that a mutually beneficial agreement, as witnessed by this document and the affixed signatures of Lords Shannus & Galans, be entered into in regards to the pylon located within the Ironwood, one of three pylons known collectively as "The Skyroad." It is agreed that:

Lord Shannus will grant exclusive shipping and airspace rights to the Ironwood Skyroad Pylon to Lord Galans;

Lord Galans, in return for the exclusive shipping and airspace rights to the Ironwood Skyroad Pylon will remit to Lord Shannus 15% of all profits generated from cargo transported on the Ironwood Skyroad Pylon;

Lord Shannus will provide access into the Ironwood to employees, soldiers, and vassals of House Galans;

Lord Galans, in his capacity as leader of the 4th Company of Mounted Borderers, will use what political influence he wields to intercede on behalf of Lord Shannus with the

other noble houses of Verbobonc and the other
companies of the Mounted Borderers.

Signed and affixed:

Shannus,
Lord of the Ironwood

Lord Shannus:

You task me...

You task me and I shall refuse you as you refused me when I came in friendship and was rebuffed. I have not forgotten the names and the faces of the men I buried in the Ironwood. Their blood would scream for justice were I to enter into this demon-spawned agreement of yours. You task me and I shall have you! I'll see you are chased from the Ironwood and hung by your heels before I give you up!

That is my answer, you overgrown, puffed-up piece of dragon fodder!

Signed,

Lord Rolan Galans
Mounted Borderers, 4th Company,
Commanding