

VERInt4-01

It's Never That Simple

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

Version 2

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Verbobonc City seems an excellent place to purchase new supplies and find companions before striking off in search of adventure. Yet with the harvest just finished the city is packed full and finding a room is harder than you imagined possible. Well, with the rash of thefts you've heard about, perhaps that's just as well. Wherever you sleep you should keep one eye open.

A Verbobonc Regional Introductory Scenario for 1st-level characters only.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players to prepare their characters now.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing

which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

As an Introductory scenario, this scenario is not reported to the RPGA or to the Verbobonc Triad.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this

adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL): Determine the character level for each of the PCs participating in the adventure. Since this is an Introductory Adventure, all characters must play 1st level characters.

You must have no less than four, nor more than six, players in this adventure. If you have fewer than six players, advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one round Regional Introductory adventure, set in Verbobonc. Characters native to Verbobonc pay one Time Unit, all others pay two Time Units. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Areas of Influence

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

- Viscount Langard
- Noble House (all)
- Council of Abbots (all churches)
- The Family
- Gentlemen of the Watch
- Wrinkle Academy

Adventure Background

Verbobonc City the largest city in the Viscounty is packed to the gills and the characters will be hard pressed to find rooms. The only deal the characters can

find is a single room for the price that normally would fetch two or three, though the innkeeper will be happy to throw in a second room if the characters are willing to help keep watch during the night. A recent rash of burglaries has the merchants of Verbobonc City buzzing with concern. Talk of the Family and the Watch abound.

Adventure Summary

In the first encounter, a pair of rogues attempts to sneak into the inn where the characters are staying and break into the safe.

In the second encounter, the characters attempt to discover who ordered the robbery of the inn and hopefully they will discover that a former member of the Family (the organized crime network in Verbobonc) is robbing his old clients, causing problems for both the Watch and the Family.

The final encounter has the characters attempting to intercept the shipment of stolen goods headed out of town and the mastermind behind the recent rash of burglaries.

Introduction

Verbobonc City is crowded this time of year. The streets are all bustling with activity and the shops are quite busy. You thought that by the end of the day you would have been done with your buying, but a number of merchants were strangely short on wares, and irritable to boot. In any case, having bought most of your supplies you decide to try to find a room and complete your purchases on the morrow. After a number of failed attempts at various inns through out the city, you come to find yourself outside the Bronze Unicorn Inn to have a meal and perhaps try once again for a room.

The Bronze Unicorn is number 4 on the map of Verbobonc City; See Appendix Two. It is a long, wide two-story affair with a tavern, common room, kitchen, and pantry on the

lower floor. The upper floor consists of several private rooms of various sizes. When the characters venture inside, read:

A large fireplace, framed on each side by an oak carving of a unicorn, dominates the crowded common room of the Bronze Unicorn. Near the fire, a number of patrons listen as bard tells the tale of his recent misadventures in far off lands and the loss of life, if only temporarily. As you enter the bouncer, an unusually large half elf with a heavy club at his side, directs you to the one empty table

This is a good time to have the characters introduce themselves to each other. Once they are settled in, the innkeeper Coldon will approach the group.

"I'll be guessing you'll be wanting a meal and rooms? Well the meal is easy enough. I have enough meat pies left to feed the lot of you, but if you want a place to stay for the night you'll have to work for it. I think I can scare up two rooms if you'll agree to help my son Unwal. (At this, Coldon gestures at the large half-elf with the heavy club) I want you all to keep watch on the place tonight. One of the rooms is usually my son's, but it's big. You can share it with him."

The characters may have a few questions for Coldon. He'll take the time to answer them, even though it's obvious he's quite busy taking care of his customers, he does this because the characters look like the most competent group in his inn tonight who might be able to help him and his family.

- Why do you need guards? ***"Because there's a vault upstairs, in Unwal's room, where I allow patrons to keep their valuables. If fact, you lot can feel free to give me anything you want kept safe. It's only fair since you'll be helping to guard it."***
- But why tonight? ***"Well, I'd just as soon not talk about it, but there's been a rash of thefts of late. Better safe than sorry, right?"***
- What if we don't want to help you?

"Well, suit yourselves. Then I've only got one room for the lot of you, and it will be 10 gold wheatsheaves."

- Will you be staying as well? ***"No, can't say I will. My wife and I live down the road a ways. Not that I'd be much help if there was trouble. That's why my boy stays here."***
- Why haven't you paid for some protection? ***"Doesn't matter who you have paid, the watch or you know..."*** (He gives a knowing wink, Bluff check DC 10 to figure out he means the Verbobonc Family) ***everyone is getting robbed in Verbobonc lately."***
- Any chance we can get some cash out of this? Coldon can be talked into sparing as much as 150GP to the party (not per character!) for the job. He's rather desperate, since a break into the vault would hurt his business for a long time.

About Coldon: Coldon is a very successful businessman. He and his wife Earwen still run the Bronze Unicorn Inn, but only his son stays in the Inn overnight. He has wealthy customers and poor security, so the rash of recent thefts has Coldon concerned. He knows that a number of the people who have been hit have been under the protection of the Family (the organized crime network in Verbobonc) and he usually relies on the protection money he pays them to keep the wealth of his patrons safe. He is hesitant to speak about the recent thefts (rumors are bad for business) and even more hesitant to speak about the Family (being a stool pigeon is bad for one's health). He stands over six feet tall and looks as if he would have made a good blacksmith in his day. Now, he is well past his prime and most of the weight he carries is fat and not muscle.

About Unwal: Unwal is a young man of about 16 and, despite an elven mother, has much of his father's size. He is a dutiful, loyal son and he is good with numbers too. Sadly, he's quite naive and he gets distracted very easily. He chats good-naturedly with the patrons most of the time

and quiets them down when they get too rowdy. He is very unlikely to notice anything that happens during the night, and if anything more serious than a fistfight breaks out he will freeze up completely.

If the characters decide to try to find out information about why the innkeeper needs additional guards, or why the merchants in the market were missing wares, feel free to have them role-play it out with Coldon. If they would like to try a Diplomacy check, he starts out Indifferent to them. He will give them the information below, based on the result of the Diplomacy check.

Alternatively, you can let the characters roll a Gather Information check, if they feel like spending the 1d4+1 hours chatting up the people here in the Bronze Unicorn Inn or somewhere else in Verbobonc City. Give them all the information of the DC they roll, and lower, from the list below:

DC 10: There have been a wave of thefts of late and most of the prosperous nobles; merchants and innkeepers are a bit jumpy.

DC 15: The Family is fairly active in Verbobonc City and they don't appreciate freelancers.

DC 20: At least some of the merchants were under the protection of the Family at one point or another.

DC 25: The merchants that have been robbed of late were under the protection of a member of the Family who died this past summer. All of the thefts have happened since then. I guess it's hard to protect people when you're dead!

Encounter One: Thief in the Night

Though Coldon mostly expects the group to sleep in shifts throughout the night, there are a couple of between when the characters arrive and when the inn closes. During this the group may decide to take a nap for a bit, relax in the common room, or whatever else they like. In any case Unwal calls them back together before his parents leave:

As night falls and the last of the local patrons head to their homes, the Bronze Unicorn begins to close for the night. Coldon's wife, Earwen a young elven woman, approaches you. "Well, it looks like we're off now. We should be back a bit after sunrise. When I return in the morning, I'll make you all a nice batch of blueberry pancakes Unwal loves pancakes.

Ok. Good luck See you in the morning"

She then goes to Coldon who is reminding their son to keep a good watch on the vault tonight.

"He'll be fine." She tells her husband "Besides he's got these hearty souls to keep him company and to help out if there is any trouble." With this she gives Unwal a parting hug and then she and her husband leave the Bronze Unicorn. Unwal places a heavy wooden bar across the front door as they leave and then busies himself caring to the final requests of those patrons who are spending the night in the Bronze Unicorn.

It will take about a half hour for Unwal to finish with the patrons and clean up the inn. Once this is done, he will head to his room to keep an eye on the vault, unless the characters suggest something else (in which case you should call for a DC 5 Diplomacy check).

The characters are free to arrange themselves in whatever manner they think is best for protecting the inn for the night. Find out what sort of watches they intend to take, and make sure they (and you) keep in mind the potential for being fatigued the next day and the inability to prepare spells without having had 8 hours of rest. The two rooms that Coldon gave them the use of are separated by about 30 feet of hallway.

A few hours after the last patron goes to bed a pair of thieves will attempt to break into

the vault in Unwal's room. A female patron, Alicia, will arrive at Unwal's room wearing a traveling cloak over a revealing nightgown. She intends to distract Unwal while her partner breaks into the vault.

Alicia lightly knocks on Unwal's door. "Excuse me I am having trouble sleeping, would you be a dear and heat up a cup of milk for me? It always helps me get to sleep when I find myself restless." With that she takes a deep sigh, which opens up her cloak a wee bit more.

If none of the characters are there, Unwal will gladly agree and go downstairs with her to heat up a cup of milk. If the characters are awake in the room, then Alicia will try to get them to join her downstairs as well. If all goes well she will drink her warmed milk downstairs with Unwal and then return to her room and sneak out the window to make her escape. If the characters attempt to dissuade Unwal from leaving, have the characters roll a Diplomacy check opposed by Alicia's Bluff check (+9). Unwal will follow the highest roll.

If the characters are not helping to guard the vault, then this will give her accomplice Roland the time he needs to break into the vault and steal everything he can carry.

All APLs

Alicia: human female Rogue 1; hp 6; see Appendix One.

Roland: human male Rogue 2; hp 12; see Appendix One.

Unwal: half-elf male Commoner 1; hp 7; see Appendix One.

Tactics: Alicia is an attractive human rogue. When the characters meet her, she has taken 10 on a Disguise check to conceal her identity. It is a DC 18 Spot check to notice that she has disguised her features. She only expected to find Unwal in the room, but will try to draw out as many of the characters as she can. With men she is flirtatious and will allow her cloak to slip open enough that they can see that she is scantily-clothed beneath. If a female character is in the room then Alicia will be a

bit more modest, and it requires a DC 10 Spot check to notice that she is wearing little beneath her cloak.

Alicia is unarmed. If at any point the characters discover that she is involved in the theft, she will flee rather than fight. If captured, she will deny having any involvement. If pressed, read the text entitled "Stool Pigeon" at the end of this section.

Alicia's accomplice, Roland, has tied a rope along the side of the building and is waiting outside of the window to Unwal's room. Once Alicia leaves and the room is quiet he will pick the window lock and let himself in. If there is anyone awake in the room, give them a DC 15 Listen check to hear him open the window. Once the window is open, if a single character is awake the room Roland attacks. If he is able to defeat the character, he tries to get into the vault before anyone else comes. If at any point Roland is outnumbered, he will attempt to flee. If captured, he will attempt to stonewall. If pressed, read the text block entitled "Stool Pigeon" at the end of this section. It takes Roland 1 minute (10 rounds) to pick the lock on the vault, gather the loot, and head out the window. If he feels pressed for time, Roland will take only 5 rounds to grab the choicest pieces of loot and flee out the window.

Treasure (from Roland):

L: 19 gp; C: 19 gp; M: 0 gp

Development:

Stool pigeon:

If captured the thieves can be made to talk, but it won't be easy. Unless the characters can offer a creative solution, which allows their captive or captives to avoid being known as a stool pigeon by the Family, there will be a -4 penalty to any Intimidate attempts (both Alicia and Roland oppose an Intimidate roll with a +2 modifier; see the Intimidate skill for more details). Retries are possible, but with a cumulative -4 modifier to the Intimidate check. If the characters succeed, read:

The captive begins to look a bit worried. (S)he glances at the nearby faces and sees no friends in sight. (S)he starts a bit defiantly, "Look, we were hired by Jorend, ok? He said that this inn owed him money and sent us to collect it for him. We're supposed to meet him at the old warehouse tomorrow night with the stuff we found and some of the money. Just don't tell anyone you heard if from me. We are new in town and needed the work. Jorend said if we did this little job for him he would mention our names to the right people. All we wanted is a sense of family."

The captive reluctantly give directions to a warehouse near the Temples of St. Cuthbert and Heironeous on the eastern edge of the city (consult the map of Verbobonc City in Appendix 2).

If only one prisoner was captured (and successfully Intimidated) he or she also gives the identity of the other thief (who is almost certainly long gone by this point).

The rest of the night passes uneventfully.

Encounter Two: Decisions, Decisions

In the morning, Coldon and Earwen will return to the inn. He will curse and sputter a good deal about the attempt on his vault. If the characters succeeded in running off the thieves, Coldon thanks them. Earwen makes the promised breakfast and Coldon gives them the agreed upon amount of gold. If they failed, he is either disappointed or angry, depending on how well the characters can explain away their failure. If they refused to help last night, then he will blame them for the thefts. In any case, Coldon will send his son off to inform the Gentlemen of the Watch (the Verbobonc City town guard).

Farak, an operative for the Family, arrives before the guards do. Farak doesn't admit to being a member of the Family, of course,

and just seems like a curious and well-meaning upper-class merchant. He is a human of about thirty, with short black hair and a close-cropped beard. He wears a number of gold rings on his fingers.

Farak asks the innkeeper and then the characters what happened. Coldon seems to trust Farak, but this is because Coldon suspects that this merchant may be more than he appears, and is anxious to stay out of trouble. If the characters don't want to talk to Farak, Coldon tries to convince them that Farak is all right.

If the characters captured either thief:

The door to the Bronze Unicorn opens and a wealthy-looking merchant enters. "Good morning to you Coldon. What is this I hear that someone attempted to rob your safe? It is a sad state of affairs when ones place of business is not even safe when one has taken the right precautions."

If the characters succeeded in interrogating the captives and tell Farak that a man named Jorend is behind the thefts, then skip the following block. Otherwise, Farak examines the captive with a serious look on his face; read the following:

The captive, sensing that Farak is unhappy, begins timidly. "We were hired by Jorend. He said that this inn owed him money and sent us to collect it for him. We're supposed to meet him at the old warehouse the following night with the stuff we found and some of the money."

Whether Farak hears of the Jorend from the captives or from the characters continue with the following:

Both Farak and Coldon stare at the speaker in disbelief. Then Farak laughs suddenly "Is that the game? Jorend? I should have known." With this he turns to Coldon "My dear Master Coldon, I'd like to suggest that you release your captives here. No harm done, right? Your

goods were not stolen. They are incompetent fools, but not yet thieves, as they did not actually leave your premises with anything. The Gentlemen of the Watch will arrive and take them away, but the most you could charge them with is breaking and entry. Even that charge would require a good deal of time away from your inn, and likely make you... enemies...as well."

If the characters don't interfere, Coldon will begin to untie the captives that the characters are holding and release them. If the characters object to the captives being released then Farak will leave and not offer the characters the job. Otherwise continue with the following:

As the captive(s) slink out of the inn, Coldon looks meekly to Farak "So, you'll see that my inn is safe?"

Farak nods and turns to your group. "I would be very appreciative if you could be of further assistance, my Friends. If tonight you might go to a certain warehouse I believe you will find the goods that have been stolen of late. I know where most of the goods should be returned to. As for the rest of them, you would be free to take what you like in compensation for your services."

Farak could quite easily return all the goods to their rightful owners, but is only concerned with the merchants that have continued to pay for protection (some stopped when Jorend 'died'.) The bulk of the character's compensation will come from the goods of wayward merchants.

If the characters agree to assist in this task he gives them directions to a warehouse near the Temples of St. Cuthbert and Heironeous on the eastern edge of the city (consult the map of Verbobonc City in Appendix 2). He then thanks them as he leaves. In this case continue with the following block of text. Otherwise skip to "The Law"

A man in his middling years and apparently of high birth arrives wearing the tabard of the Gentleman of the Watch of Verbobonc City over a steel breastplate. Close on his heels is Coldon's son Unwal. "Where are the prisoners?" he asks, looking around the room.

If the characters do not speak up immediately Coldon will:

"Prisoners?" Coldon says rather nervously "Um, we have no prisoners here, m'lord. This is an inn, not a jailhouse. I'm not sure what my boy Unwal went and said, but I'm sure he was simply a bit confused. There was some matter about a patron asking after milk late in the night and then leaving early, but nothing that needs The Watch's attention. I do thank you for your prompt appearance though. Perhaps you'll have a drink on the house? Or a spot of breakfast, the wife was about to make some blueberry pancakes. "

The watchman grimaces at Coldon's words, clearly hearing the lie in them. He looks from Coldon to you expectantly.

Again the characters have an opportunity to speak up. If they don't, Peacekeeper Holber turns on his heels and leaves. If they tell Holber about Farak or the robbery last night they will receive the Infamy with the Family but the Favor of the Gentleman of the Watch on the Adventure Record.

If there is no captive:

The door to the Bronze Unicorn opens and a wealthy-looking merchant enters. "Good morning to you. I heard you had some unusual company last night? Might you be able to describe them for me? I might have some contacts who can find them for us. We can't have good business going bad with freelance attacks."

If the characters don't explain, then Coldon will. Though Farak has already heard from his contacts on the streets of Verbobonc City, he hopes to find out more, and perhaps recruit the characters for a little 'enforcement'. When the explaining is done continue with the following:

Farak nods and begins to speak "I would be very appreciative if you could be of further assistance, my Friends. If tonight you might go to a certain warehouse I believe you will find the goods that have been stolen of late. I know where most of the goods should be returned to. As for the rest of them, you would be free to take what you like in compensation for your services."

Farak could quite easily return all the goods to their rightful owners, but is only concerned with the merchants that have continued to pay for protection (some stopped when Jorend 'died'.) The bulk of the character's compensation will come from the goods of wayward merchants.

If the characters agree to assist in this task he gives them directions to a warehouse near the Temples of St. Cuthbert and Heironeous on the eastern edge of the city (consult the map of Verbobonc City in Appendix 2). He then thanks them as he leaves.

Continue on to "The Law"

The Law:

A short time later a man in his middling years and apparently of high birth arrives wearing the tabard of the Gentleman of the Watch of Verbobonc City over a steel breastplate appears. He is followed closely by Coldon's son Unwal.

Peacekeeper Holber addresses the most respectable-looking character in the group.

"What's going on here? The Goodman Unwal tells me there was some trouble last night."

Holber listens intently as the characters to

tell him what happened and takes any prisoners that remain into a private room to be questioned. If the group has not already taken a job for Farak (or pretends that they haven't), then read the following.

"It appears that the troublesome rogue Jorend is behind the recent rash of thefts." He says gravely "Perhaps you would be willing to do the City of Verbobonc a service?"

If the characters agree he will continue.

"This Jorend was supposed to have died last month. It appears that he yet lives. Apparently he thought to escape justice by pretending to be dead and then continuing his larcenous ways. Despicable, truly it is. There is good news yet. There is a warehouse in the dock district. I believe you will find there the goods that have been stolen of late. Tonight you can go there and reclaim the goods, so that they can be returned to the good businessmen of Verbobonc."

Peacekeeper Holber intends to return all of the goods to their rightful owners. If the characters ask for compensation, then he will offer to pay them up to 100GP each. If they think to ask for a warrant of some sort, Peacekeeper Holber will gladly provide one.

After the characters confirm their intent to assist in this task, Peacekeeper Holber thanks them and then leaves to continue his morning rounds. Proceed to encounter three.

All APLs

Farak: male human Rogue 6; hp 26; see Appendix One. Farak is a Cousin in the Family's C&R division. He has been assigned by the Family to investigate the recent thefts at businesses that are supposed to be under their protection.

Tactics: If the characters get rough with Farak, he will fight until half his hit points are gone, and then he will attempt to flee.

Peacekeeper Holber: male human Aristocrat 6; hp 36. Holber is a distant relative to Lord Velysin, and was appointed directly to the position of Peacekeeper. He is a competent and Lawful watchman, and as a worshiper of St. Cuthbert he takes his position very seriously.

Development: By the end of this Encounter, the characters should be on their way to the warehouse mentioned by Alicia, Roland, Farak, or Holber. If they want to go right away, the warehouse is deserted; the villains and the missing goods don't arrive at the warehouse until early evening.

Encounter Three: The Big Bust

The warehouse is an unremarkable wooden building looking like the rest of the warehouses on this street. The one you have been sent to is approximately 40 feet on the street side, 30 feet deep and 20 feet in height. There do not appear to be any windows to hint at what might be contained within. A single guard stands, before a pair of large double doors, with a smaller door inset on the left side. He is also holding the leash of a mean-looking dog.

On the night following the attempted theft at the inn, Alim will be supervising the loading of the gains from the recent rash of robberies into wagons to be smuggled out of Verbobonc City the next morning. There is a single guard posted outside of the warehouse. Inside there are two porters loading the goods. The warehouse is dimly lit and there are numerous crates and barrels both inside and outside of it, making hiding easy. The warehouse is forty feet on the street side by thirty feet deep and it is twenty feet tall. There is one ordinary door (partially open) inset in the left door of a set of large double doors (closed, but can be opened from the inside with a move action).

If the characters attempt to parlay

Alim hears any of the characters talking to

his guard, unless they take pains to be very quiet. Alim casts *mage armor* while the characters are talking to the guard. The guard will then let the characters into the warehouse, where he and the two porters will stand in front of Alim.

Alim claims no knowledge of any stolen goods but he also refuses to allow the characters to inspect the warehouse. If the characters claim to have come on orders from the Watch then Alim claims to think they are lying: "How do I know you're not just here to rob me? I have heard of the rash of night time robberies." Even if they have a warrant from the Watch he refuses to let them inspect the warehouse or his wagon for that matter. "Let me see this warrant of yours? A fake! And not even a good one. Now get out of my sight before I call the real guards."

The guard is paid well enough to take orders from Alim and not concern himself with the 'truth' of the characters' accusation. The porters, on the other hand, may be swayed. Allow the characters to attempt a Diplomacy or Bluff check opposed by Alim's Bluff (add a +4 circumstance bonus to the characters' roll if the characters have a warrant). If the characters succeed then the porters appear uncertain and once combat starts they run away unless attacked.

Once the characters have attempted the Diplomacy/Bluff check, Alim will reiterate his demand that the characters leave his warehouse or else he will be forced to deal with them as trespassers. Assuming the characters don't leave, combat begins at this point.

If the characters sneak around

The characters can sneak past the guard if their Hide and Move Silently checks beat opposed checks from both the guard and the dog. If they guard spots someone trying to sneak into the warehouse, he shouts and immediately attacks.

If the characters are able to sneak past the guard and the dog, they can close and lock the smaller door from the inside, so the

guard is stuck outside and can't participate in the combat. The sound and motion of the door closing, however, alerts Alim and the porters, who then immediately attack.

If the characters attack immediately

The guard will attempt to withdraw into the warehouse, if possible, and loose his dog to attack the characters. The guard alerts Alim, and the guard, the porters, and Alim prepare to attack the characters once they enter the warehouse.

All APLs (EL 2 or 3 or 4)

Alim: male human Wiz(Illusionist) 1; hp 3; see Appendix One.

Porters (2): male human War1; hp 10 each; see Appendix One.

Guard: male human Ftr1; hp 12; See Appendix One.

Guard Dog (use Riding Dog): hp 13; See *Monster Manual*.

Tactics:

Alim will begin combat by casting *mage armor* on himself (if he hasn't already). Then he will cast *color spray* on whoever he perceives to be the most powerful fighter (and any other characters he can get in the spray). After that, he will attempt to use *daze* while falling back. Once outside of the sight of anyone he perceives to be a mage he will attempt to cast *silent image*. His illusion will be that of a shadow (the lack of sound will not give away an incorporeal creature) and have it engage the party. (Medium illusion, AC 10, will miss every attack, since striking and doing no damage would alert the party to the illusion.) At the point where it ceases to be effective he will cease concentration.

As long as the remaining members of his party are not outnumbered by more than two-to-one, Alim will remain and either cast *daze*, or fire his crossbow.

The porters and the guard, if involved in the combat, will fight until reduced to 3 hit points or less. At that point, they will flee out the warehouse doors (if possible) or surrender (if not). The dog will fight until killed. These men know nothing, other than that Alim is

working for someone named "Jorend." They've never seen Jorend, and take orders (and pay) from Alim directly.

If at any point his party is outnumbered by more than two-to-one, Alim will flee either through the trap door our out the front of the warehouse (whichever looks easiest). He has no intention of being taken in, since he expects that he will be killed by The Family.

Trap: The escape route from the warehouse is a secret door in the floor located in the middle of the back wall opposite the large double doors. Beneath it is a 10-foot drop down into the city sewers, with a ladder. The third rung down is tied to a trap; Alim knows not to touch this rung if he flees this way. If any character attempts to use the ladder to climb down, he triggers the tanglefoot trap. Tanglefoot bags shoot out of concealed cubbyholes all around the top of the trapdoor. The triggering character and anyone within 5 feet of the trap door will also be affected by the trap. Once the trap is triggered, the top of the trapdoor is covered in hardened tanglefoot goo. In order to clear enough space to descend the ladder, the characters have to do 15 points of damage with a slashing weapon.

All APLs (EL 2)

Tanglefoot Trap: CR 2; mechanical trap; touch trigger; repair reset; ranged touch +10 (effects of tanglefoot bag, see the *Players Handbook*); multiple targets (the character on the ladder, and any character within five feet of the top of the ladder); Search (DC 15); Disable Device (DC 15).

Treasure:

Defeat and loot Alim and his men.

L: 17 gp; C: 270 gp; M: 0 gp

If the characters find and successfully disable the tanglefoot trap, they can extract six undamaged tanglefoot bags from the trap. If the trap goes off, these bags are used up.

L: 25 gp; C: 0 gp; M: 0 gp

Development: If the characters detect the trap door and decide to follow down it, let them. Beneath the warehouse the tunnel

branches immediately in four directions. Each tunnel continues for 50 feet before branching sharply. One of them (the one that Alim will take) ends in a ladder leading up to the street. A second branch leads to a concealed door in the ceiling, which cannot be reached without a DC 20 Climb check (it opens into an empty warehouse). The last two lead deeper into the sewers of Verbobonc City, but it's clear no one has passed this way in a long time.

Alim will take two rounds to get out of the warehouse, through the sewers, and into the streets. He ducks into an abandoned house, where he can change into a different disguise and quickly flee Verbobonc City.

If captured, Alim pleads for mercy and offers the characters directions to Jorend's hideout if they will let him go. He says he is just a pawn and Jorend is the real bad guy. He refuses to tell them anything more until after they give their word to let him go. Of course, he's bluffing. Once released, he gives the characters a false hideout (the inn mentioned in the Conclusion) and then runs away. A Sense Motive check, opposed by Alim's Bluff, will reveal that the wizard is lying. Roll these checks for the characters in secret, so they aren't suspicious.

Conclusion

In no case can the characters truly find Jorend. This is because Jorend is, as rumors stated, dead. Alim was a close friend of Jorend's who heard all about Jorend's protection ring, and decided to cash in on the information Jorend gave him once Jorend died. Alim wants to make everyone think that Jorend is still alive, in order to throw suspicion off of himself. Alim is the real culprit behind the rash of robberies. Alicia and Roland get their orders from Alim, when Alim is disguised as Jorend. They usually meet him at the warehouse.

If the characters fell for Alim's ruse on where to find "Jorend," his directions lead to the Electrum Eel (number 34 on the Verbobonc

City Map in Appendix Two). This is a cover where Alim has often stayed while disguised as Jorend. The innkeeper and barmaids at the Electric Eel remember "Jorend," but he isn't in right now. No matter how long the characters wait, "Jorend" never shows up, and it shouldn't take them long to realize they've been fooled.

After all of the investigation is over the characters can go to whoever hired them (Farak or Holber) and receive congratulations and the agreed upon reward (either in cash or in kind). Their employer will see that the goods are redistributed and offer to see that any captives are handed over to the city guards.

The End

Experience Point Summary

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

Encounter One

Prevent the theft 90 xp

Encounter Two

Agree to work for Farak or Holber 60 xp

Encounter Three

Defeat Alim and his men 90 xp
Discover the tanglefoot trap 60 xp

Story Award

Return the stolen goods 50 xp

Discretionary roleplaying award

Good roleplaying and teamwork 100 xp

Total possible experience: 450 xp

Treasure Summary

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

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

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

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

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

adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy.
C: Coin, Gems, and other valuables.
M: Magic Items recovered.

Encounter One:

L: 19 gp; C: 39 gp; M: 0 gp

Encounter Three:

L: 42 gp; C: 270 gp; M: 0 gp

Conclusion:

L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure: 450 gp

Appendix One: Non-Player Characters

Encounter 1: Thief in the Night

Alicia: female human Rogue 1; CR 1; Size: M; HD 1d6; hp 6, Init +1, Spd 30 ft; AC 11 (Dex +1), touch 11, flat-footed 10; BAB +0; Grp +0; Atk none; SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +0, Ref +3, Will +1; Str 10, Dex 12, Con 10, Int 11, Wis 12, Cha 16.

Skills and Feats: Bluff +10, Climb +4, Diplomacy +7, Disguise +7 (+9 when using kit), Listen +7, Move Silently +5, Sense Motive +5, Spot +7, Use Rope +5; Alertness, Skill Focus (Bluff).

Possessions: traveller's cloak, disguise kit.

Physical Description: Attractive female.

Roland: male human Rogue 2; CR 2; Size: M; HD 2d6+2; hp 12, Init +3, Spd 30 ft, AC 14 (+2 leather armor, +2 Dex), touch 12, flat-footed 12; BAB +2, Grp +2, Atk +2 melee (1d6+1 nonlethal, sap) or ranged +4 (1d4+1/19-20, dagger); SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Climb +6, Disable Device +8, Hide +10, Jump +8, Listen +5, Move Silently +10, Use Rope +8, Sleight of Hand +8, Spot +5, Tumble +8; Run, Stealthy.

Possessions: leather armor, sap, three daggers, masterwork thieves tools, silk rope, 19 gp.

Physical Description: Human of medium build with a nasty knife scar across his face.

Unwal male half-elf Commoner 1; CR 1/2; Size: M; HD 1d4+3; hp 7, Init +0, Spd 30 ft, AC 10, touch 10, flat-footed 10; BAB +0, Grp +3, Atk +3 melee (1d6+3, club); AL NG; SV Fort +1, Ref +6, Will +0; Str 16, Dex 10, Con 16, Int 8, Wis 9, Cha 10.

Skills and Feats: Diplomacy +2, Gather Information +4; Endurance.

Possessions: club, 3 gp.

Physical Description: This friendly half-

elf is built like a blacksmith.

Encounter 2: Decisions, Decisions

Farak: male human Rogue 6; CR 6; HD 6d6; hp 26; Init +2; Spd 30 ft; AC 17 (+2 Dex, +5 *glamered +1 chain shirt*), touch 12, flat-footed 17; BAB +4; Grp +5; Atk +5 melee (1d4+1/19-20, dagger) or +6 ranged (1d4+1/19-20, dagger); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +3; Str 12, Dex 15, Con 10, Int 13, Wis 8, Cha 15.

Skills and Feats: Bluff +11, Disguise +11 (+13 when trying to act in character), Diplomacy +13, Intimidate +13, Gather Information +13, Hide +11, Knowledge (local) +10, Move Silently +11, Open Lock +11, Sense Motive +8; Combat Expertise, Iron Will, Point Blank Shot, Quick Draw.

Possessions: *glamered +1 chain shirt*, concealed daggers (6).

Physical Description: Farak looks to be nothing more than a well to do merchant. He is a human of about thirty, with short black hair and a close cropped beard. He wears a number of gold rings.

Encounter 3: The Big Bust

Alim: male human Wiz(illusionist) 1; CR 1; HD 1d4-1; hp 3; Init +2; Spd 30 ft; AC 12 [16 with *mage armor*] (+2 Dex), touch 12, flat-footed 10; BAB +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +2 ranged (1d10/19-20, heavy crossbow); SA spells; AL CE; SV Fort -1, Ref +2, Will +3; Str 10, Dex 14, Con 8, Int 15, Wis 13, Cha 12.

Skills and Feats: Bluff +6, Concentration +3, Disguise +6 (+8 with disguise kit), Knowledge (local) +4, Knowledge (arcana) +3, Listen +3, Sleight of Hand +4, Spellcraft +3, Spot +3; Alertness (B), Spell Focus (Illusion), Skill Focus (Disguise).

Possessions: familiar (snake), loaded heavy crossbow, 10 bolts, dagger, spell component pouch, brooch (worth 250 gp),

disguise kit.

Spells Prepared (4/3; base DC = 12 + spell level, 13 + spell level for Illusion spells): 0—*daze, daze, mage hand, daze*; 1st—*color spray, mage armor, silent image*.

Spellbook: 0—*ghost sound, open, mage hand, daze, acid splash*; 1st—*color spray, silent image, mage armor, ventriloquism*.

Physical Description: Alim is a red-haired Suel of about 20. He wears loose fitting pants dyed blue and a matching red shirt. He wears a brooch of blackened gold with what look like ruby chips in it.

Porters (2): male human War1; CR 1/2; Size: M; HD 1d8+1; hp 9, Init +0, Spd 30 ft, AC 12 (+2 leather armor), touch 10, flat-footed 12; BAB +1, Grp +2, Atk +3 melee (1d6+1, club) or +2 ranged (1d6+1, thrown club); AL N; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Intimidate +3, Profession (Porter) +4; Endurance, Weapon Focus (club).

Possessions: club, leather armor, 4 gp.

Physical Description: These porters are beefy thugs.

Guard: male human Ftr1; CR 1; Size: M; HD 1d10+2; hp 12, Init +1, Spd 20 ft, AC 12 (+1 Dex, +4 scale mail, +2 heavy steel shield), touch 11, flat-footed 16; BAB +1, Grp +3, Atk +4 melee (1d8+2/19-20, longsword); AL CN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Listen +3, Spot +3; Alertness, Combat Reflexes, Weapon Focus (longsword).

Possessions: longsword, scale mail, heavy steel shield, two daggers, 12 gp.

Physical Description: This guard has a shifty, suspicious look to him, despite his stocky build.

Appendix Two: Map of Verbobonc City

The Bronze Unicorn Inn is #4 on this map, near the North Gate. The warehouse in Encounter Three is the second one below #45 (most of the buildings in that area are warehouses). If the characters are tricked into going to the Electrum Eel in the Conclusion, it is #34.

