

VER4-06

A Fools Errand

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

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In Verbobonc City public speakers have begun preaching hate and fear: turning man against gnome. A feeling of apprehension grows with each passing day. Like the fields during a drought, everyone is waiting for either the roaring of a fire or the cool spattering of rain. A Verbobonc regional scenario for lawmen or lawbreakers, APLs 2 through 10

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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Introduction

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 either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

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

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

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):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 adventure, set in Verbobonc City. Characters native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

Areas of Influence

This adventure allows the use of the following influence points for purposes of the Verbobonc Influence document: Viscount Langard, Churches (All), the Wrinkle Academy, the Family, the Gentlemen of the Watch.

Cast of Characters and Locations

Lathmir Amanthsar: Tall, blonde and handsome this human carries himself with a haughty air that shows his disdain for anyone who does not share his racial heritage. Lathmir is a Suel merchant and the most visible proponent of the Scarlet Brotherhood (a network of evil Suel racists and slavers) within Verbobonc City. Although now dedicated to evil, Lathmir does not detect as evil; he is protected by a *mind blank* spell that is cast on him every morning by a 15th level wizard.

Uncle Vardis: This Master Monk keeps his graying hair cropped so short it is difficult to tell that he's a Suel. However this master monk is the primary antagonist of this series. Working behind the scenes Vardis now directs the expansion of the Scarlet Brotherhood in Verbobonc.

Bubulos Intaglio Tympanum: A retired gnomish Master Sculptor, this elderly gnome is a bit stooped and walks with a cane, but still is filled with energy and excitement about stonework and architecture. Bub has in his long career worked in stone, pottery, and metal. He is quite comfortable around humans and is not offended when they shorten his already shortened name down to

“Bub”. He now enjoys his retired years by carving keepsakes to be sold at the Guild Hall Plaza. He has in the past been associated with the Family (the organized crime network in Verbobonc).

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

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

Uncle Krot: A somewhat short, fat, and balding Oeridian human, Uncle Krot is an accomplished rogue and wizard. As an upper management Family member, Krot has been given the job of troubleshooting the Brotherhood threat by his superiors. He bears no particular ill will toward the characters, as long as they serve their use and do not keep him from his revenge.

The Bridgeforth Inn: A large three-story wooden and stone inn with an outside beer garden that serves as a base for the Scarlet Brotherhood’s recruitment and visible presence within Verbobonc City. This building was a down-and-out gambling den before the Brotherhood was able to buy it out and fix it up. This Inn is located at building #23 on the attached **Player Map # 1:** Verbobonc City.

The Bridgeforth Cult: A group of several dozen young and middle aged men have joined Lathmir in his acceptance and promotion of the Scarlet Brotherhood’s philosophy. These men make up the muscle behind the Brotherhood’s attacks upon the gnomes of Verbobonc.

The Verbobonc City Guild Hall: Human and gnome workers built this large stone and wood structure shortly after they arrived in the lands of Verbobonc. During those early years it served as a meeting place for the city representatives, usually prominent merchants and land-owners. It was renovated 40 years ago and now serves as an administration building for the city government. It is distinguished from other city buildings in that it contains a very secret entrance to the non-dimensional space

where the Royal Furyondy Mint is located. Bub Tympanum is the workman who carved the crests into the door leading to the mint. Bub is one of the few individuals in Verbobonc outside of the government who is aware of its existence. The Guild Hall is the large octagonal-shaped building just south of #54 on the attached **Player Map #1:** Verbobonc City. The rectangle to the east represents the fountain in front of the building.

Guild Hall Square: This broad square takes its name from its proximity to the Verbobonc City Guild Hall. It is a common place for city officials to take lunch. Perhaps due to this, it is also a place where many Verbobonc City residents express their opinions about the problems in the city. Until recently this practice was a way for the lower classes in Verbobonc to informally complain to the city officials. Lathmir Amanthsal has lately been using this public forum to preach the rhetoric of the Scarlet Brotherhood. The Guild Hall Square is the open area just east of the Verbobonc City Guild Hall.

Adventure Background

In the first adventure of this series, *VER4-04 Ship of Fools*, the Scarlet Brotherhood began re-asserting its power within Verbobonc. To accomplish this, they utilized a Suel merchant named Lathmir Amanthsal who, until recruited by the Brotherhood, was a successful spice merchant. Lathmir and the Brotherhood’s representative (an elderly monk named Uncle Vardis) arrived in Rhynehurst at the same time as the characters. Circumstances threw the Brotherhood and the characters together. Along the way the characters also had the opportunity to meet one of the Family’s representatives in Rhynehurst, a fat Oeridian man named Uncle Krot. The adventure ended with the characters traveling with Uncle Vardis and Lathmir to Verbobonc City, where after an ambush by the Family, Vardis and Lathmir escaped into the city.

Now in Verbobonc the Scarlet Brotherhood is in the process of decimating the Family, even as they move in on their ultimate goal. However the Brotherhood’s prey has proven to be more elusive now that the Family has recognized the threat they face. As they have done in the past, the Family took to the ground, conserving its resources until they have assessed the weak spots of the Brotherhood’s organization.

Along with these assassinations the Brotherhood has funded numerous public speakers. These speakers play upon the fears of another giant invasion, attempting to

turn that fear into hatred of the gnomes, in a hope that they can drive a wedge between the human population and the gnomes.

The Brotherhood has also been working to recruit similar-thinking men to their ranks. Though their funding of public speakers and the Brotherhood's loose purse strings they have attracted a substantial number of followers some from Verbobonc City's wealthy young men. Some men find within the Brotherhood the confirmation of that which they've heard from their fathers. Other brutish thugs find that the simplicity of bigotry at the heart of the Scarlet Brotherhood's philosophy matches their own.

Groups of these men can now be found gathering at several of the taverns within the city—the Bridgeforth Inn being the most popular. This large Inn with a connected Tavern has been completely taken over by these followers, and serves as a visible base of operations for the Brotherhoods propaganda efforts. These efforts have been so successful that outbreaks of violence against gnomes passing the Bridgeforth Inn have become common.

Witnessing these events with increasing concern is the Gentlemen of the Watch (the city watch of Verbobonc City) who despite their adherence to the law are streetwise enough to recognize that much more is going on at the Bridgeforth than just a group of bigots making speeches. Lacking direct knowledge of the Brotherhood's operation at the Bridgeforth Inn, they seek to discover who is behind the recent surge in street violence. The Gentlemen of the Watch suspect Lathmir, but they as yet have no proof.

Into this potentially explosive situation enter the characters, and their arrival precipitates each of these groups into action.

- The Family, restricted in their ability to operate within the city, sees the arrival of the characters as a means to learn vital secrets about the Brotherhood's plans.
- The Gentlemen of the Watch see the players as a potential ally in not only assessing and eliminating the new threat in their city, but also to continue their prosecution of the Family.
- The Scarlet Brotherhood merely sees the arrival of the players as a threat to their operations; one that needs be eliminated.

Adventure Summary

Encounter 1: Setup on a Soapbox. As the players arrive in the Guild Hall Square, they witness one of the public speeches and the resulting assault on an elderly gnome. They have a choice to step in and assist the gnome, but by doing so reveal themselves to the Family, the Scarlet Brotherhood, and the Gentlemen of the Watch.

Encounter 2A: Gnome Sweet Gnome. Provided they choose to intervene, Watch Captain Caleb will thank them and the gnome will invite the players to join him for a supper at home. Bub leads the characters to a large gnomish rent (the gnomish hillside homes in Verbobonc City are called “rents”) carved into one of the hills in Verbobonc City. On the way he describes his work. The characters are welcomed into the gnomish home and fed. They have the opportunity to pick up some valuable information on Bub Tympanum, what is occurring in Verbobonc City, and Bub's history as a master carver.

Encounter 2B: Familiar Relations. If the characters choose not to step in they are free to move on to their inn, and will be approached by the Family's representative, Uncle Krot. Uncle Krot suggests that the characters assist him in their plans, and offers support and a reward if they agree. However the characters will be acting outside of the scope of the law.

Encounter 3: The Carrot... Krot is welcomed into the gnome's home and provides some exposition on the status of the Brotherhood within Verbobonc, and what the players can do about it. He requests the players kidnap Lathmir for questioning by the Family, guarantees their safety from prosecution if they do, and offers a reward.

Encounter 4: ...and the Stick. A runner is sent to escort the characters to meet with Watch Captain Caleb, who wishes to size them up for some bait duty. Caleb asks the characters to deliver a letter to Lathmir, written to raise suspicions within the Scarlet Brotherhood against Lathmir, provide an excuse for the characters to gather some intelligence, and dangle an inviting target for the monk assassins of the Brotherhood. If the characters admit their relationship with the Family, Caleb will also instruct the players to do whatever Krot asks them—within their good conscience—but to inform him of Krot's actions and requests.

Encounter 5: Telegram for Mr. Amanthsal. The characters investigate the Bridgeforth's beer garden, with clue trees for Spot, Search, Listen, Gather Information,

and Diplomacy checks. When the letter is delivered Lathmir reacts angrily to the contents, turns the crowd against the characters, and sets up Encounter 6.

Encounter 6: Killing the Messenger. As the characters return to the watch station to report what they've learned, several monk assassins attack them. Once the characters defeat the assailants the Watch arrives and begins to investigate the attackers for clues. Watch Captain Caleb thanks the characters, tells them not to leave town and asks them to come to the watch station the following day when the investigations and questioning of the witnesses are complete.

Encounter 7: Breaking and Entering. Later that evening the characters can also infiltrate the Bridgeforth Inn to kidnap Lathmir. The inn is protected with magical wards. A pair of novice Brotherhood monks waits for the characters to enter, and spring to attack. Lathmir's suite is on the top floor, and as soon as the players enter his room he draws a dagger, shouts an oath to the Brotherhood and kills himself. Lathmir's body falls to the ground, leaving the characters to cut off a part of the body and return to Krot. If the characters have not already dispatched the monks guarding Lathmir, an extended combat ensues as the party has to fight their way back to the gnome's home. The monks using their greater movement speed to keep up and attack the party as they leave. When the characters return to Bub Tympanum's rent, Krot thanks them for their help, arranges for Lathmir's reincarnation, and requests that they return the following day when he's done questioning Lathmir.

Encounter 8: Brunch with the In-laws. The following morning the players, Krot, and Watchman Caleb meet to compare notes. Depending on the players' success in (a) defeating the monk/assassins, (b) gathering information at the Bridgeforth and (c) succeeding in getting some of Lathmir back to Krot, they receive information that implies an imminent attack by the Brotherhood on the Guild Hall of Verbobonc.

Encounter 9: Stop that Gnome. An extended combat at the Verbobonc Guild Hall, where human monks disguised as gnomes (using *potions of reduce person* to better match the gnomes stature) engage in public vandalism. Upon being attacked by the party, the monks dismiss their *reduce person* spells and defend themselves. The monks are here primarily as a diversion while Uncle Vardis kidnaps Bub Tympanum, who has knowledge of the precise location of the extradimensional space where the Royal Furyondy Mint is located.

Conclusion: Krot and Caleb meet the customers at dawn to discuss the attacks across the city and what it means to the Tympanums and to the Viscounty.

Before the Adventure

Please note the meta-organization affiliations of the various characters; their conduct during the adventure should conform to the expected conduct those organizations demand. Furthermore, membership in those organizations may have a positive or negative impact on some of the interactions within the scenario. Please see the individual encounters for notes.

Also please note each character's race. Since the Scarlet Brotherhood is extremely racist in nature it will react very unfavorably to those they are bigoted against (basically, anyone except Suel humans, and half-breeds in particular). Again, please see the individual encounters for notes.

Lastly, please note what favors, infamies, and approvals exist from the players Adventure Record from *VER4-04 Ship of Fools*. Especially note if any of the players have the Uncle Vardis' Approval as it may have an impact on one of the encounters in the scenario. Please see the individual encounters for notes on this.

Results from Previous Scenarios

At a majority of tables playing *VER4-04 Ship of Fools*, Uncle Vardis and Lathmir escaped into Verbobonc City with a *Heward's handy haversack* full of platinum, in order to finance the Scarlet Brotherhood's plans. Because of this critical event, the Scarlet Brotherhood agents the characters will confront in this scenario are extremely well-equipped with magic items, potions, and poisons.

Many of the foes the characters will fight begin combat having drunk several preparatory potions. Bear in mind that spell effects from potions are at the minimum caster level unless noted otherwise.

Most of the monks also use poison as well; monks lower than 11th level (when monks gain immunity to poisons) must make a DC 15 Reflex save on any natural 1 when attacking with a poisoned weapon, or accidentally poison themselves.

Introduction

Much has been said about Verbobonc City's bustling streets and shops, but not as much on its broad city squares. The one in front of the Verbobonc City Guild Hall is one of the largest, and serves the city as an area where citizens might catch a quick meal, a place for courting, and a place where the common man of Verbobonc might voice his complaints.

The Guild Hall is an ancient building, built in the early days of cooperation between Man and Gnome. Now, it is used merely for administrative functions. The Guild Hall is a solid stone and wood structure. The high eaves are decorated with masterful carvings covered with gold leaf and golden tracings. The Guild Hall makes a dramatic backdrop for angry citizens to voice their complaints.

But today there isn't someone ranting about bards practicing after midnight. Instead you hear someone ranting about gnomes.

Encounter One: Setup on a Soapbox

Standing on the side of the fountain before the Guild Hall is a tall, blonde human. The man is finishing up a speech before a throng of several dozen Verbobonc citizens.

Characters that played VER4-04 *Ship of Fools* will recognize the speaker as the Suel merchant Lathmir Amanthsal.

"Good Men of Verbobonc. We have suffered grievously over these past few years. Elemental temples, gnomish uprisings, and now a threat from the giants! Great has been our loss in lives and great has been the cost in taxes.

"And yet, our land of men did not hesitate when that Temple rose in our midst—we struck it down! We men did not cower when giants walked our lands—we drove them off! Why is it then that we hesitate when faced with revolt from the gnomes? If the gnomes have chosen to live without the rule of the Viscount—then the gnomes have chosen to live without the protection of the Viscount! But still the Lord Viscount squanders lives to defend gnomish lands—spilling the blood of men to defend the lives of traitors!

"Let me ask you good, good men of Verbobonc—what do these craven little moles deserve?"

Any reply from the crowd is drowned out by screams of a gnome as he is lifted above the crowd by group of young men. Carrying the struggling gnome, the men move toward the fountain and throw the gnome into the shallow pool. The speaker looks on, a grim smile on his face. Do you intervene?

Wait three seconds to see if the characters move forward to intervene in any way. If they do, read the following then move on to Encounter 2A:

A strong hand grasps your arm as you begin to move, "Thank you citizen, but if you would allow the Gentlemen to handle this..." stepping forward is a short and swarthy Rhennee wearing a white tabard denoting the rank of Captain in the Gentlemen of the Watch. Beyond the watch captain several other members of the watch take the young men into custody while another helps the gnome out of the fountain. The Captain then raises his voice and addresses the speaker. "You got what you wanted Lathmir. I suggest you call it a day."

With an arrogant sneer Lathmir steps down from the podium and walks into the crowd, flanked by several other men.

If they do not intervene, read the following then move on to Encounter 2B:

Several yards away, a short and swarthy Rhennee man with a white tabard denoting him as a Captain in the Gentlemen of the Watch brandishes a quarterstaff and shouts at the men who assaulted the gnome: "In the name of the Watch, I hereby place you under arrest and order this crowd to disperse." Several other Gentlemen of the Watch step forward and take the men into custody while the Captain helps the gnome from the fountain. Turning to the speaker the watch captain scowls, "You got what you wanted Lathmir. I suggest you call it a day."

With an arrogant sneer Lathmir steps down from the podium and walks into the crowd, flanked by several other men.

All APLs

☛ **Lathmir Amanthsal:** male human (Suel) Ari7; hp 45; see Appendix One.

☛ **Watch Captain Caleb:** male human (Rhennee) Rog2/Ftr6; hp 62; see Appendix One.

☛ **Bubulos Intaglio Tympanum:** male gnome Exp11; hp 68; AL LG, Cha 12.

Encounter Two A: Gnome Sweet Gnome

As the ruffians are lead away the captain turns to your group. "The Gentlemen of the Watch thank you for your intentions, but when dealing with these men, we have learned that it is best to simply arrest those involved and not fan flames over at the Bridgeforth. Fortunately we learned that Lathmir was to give a speech today, and as you can see we were able to stop it before it got out of hand."

Watch Captain Caleb is a Rhennee, and one of the more streetwise members of the Watch. He is aware of the Family within Verbobonc, and has been actively seeking to arrest and convict as many of their number as possible. Caleb greets the gnome as "Master Tympanum" and if asked (see **Development**, below) regretfully declines any invitation to accompany the characters. Watch Captain Caleb states that he must bring in his prisoners and report to his superiors.

Below are provided possible responses to characters upon meeting Caleb and recognizing Lathmir.

We know Lathmir – he's with the Scarlet Brotherhood. Caleb has already read the reports from Captain Nunn of the Rhynehurst Silver Guard (see *VER4-04 Ship of Fools* for info on Watch Captain Nunn) concerning Lathmir's connections to the Scarlet Brotherhood. Caleb, however, lacks proof of such connections. If the characters mention they've met Lathmir before, Caleb immediately requests their assistance in getting the proof he requires. See **Development** below.

Lathmir, eh? I still have some unfinished "Family business" with him. Family members or rogues who had received orders from the Family to kill Lathmir in *VER4-04 Ship of Fools* should be reminded that murder is a high crime in Verbobonc and is punishable by death by hanging, draw and quartering, or stoning (the victim's family chooses). Caleb picks up on any references to the

Family the characters may make, however, and still attempts to get the characters to help him.

So who is this Lathmir guy anyway? Characters that have not played the first scenario in this series may be unaware of Lathmir and the Scarlet Brotherhood's recent activities. Caleb candidly shares the points of information below and ask such characters—as uninterested third parties—to assist him.

How is Lathmir these days? He sure is a good egg. Very few characters may have a positive position on Lathmir's message and the Scarlet Brotherhood. They most likely have Uncle Vardis' Approval noted on their Adventure Records for *VER4-04 Ship of Fools*. If such players express admiration of Lathmir, Caleb still asks for their assistance but keeps an eye on the characters just in case they are in league with the Brotherhood. Please mark off Infamy with of the Gentlemen of the Watch on the characters Adventure Record.

If questioned, Watch Captain Caleb relates the following information:

- For several months, Lathmir has been giving public speeches; He speaks in the square in front of the Guild Hall regularly.
- Lathmir began speaking in the public square about four or five months ago. He quickly attracted many of the layabouts in the city as well as some rather seedy characters.
- Over the past two months the speeches have slowly become more confrontational and hate-filled toward the gnomes and Rhennee.
- Lathmir himself has been observed by paladins in the Watch and they do not detect evil in him.
- Lathmir spends most of his time at the Bridgeforth Inn, along with a large group of followers he has attracted. He is quite free with his gold and most of his followers spend their time drinking.
- Generally, Lathmir's speeches in the square work up a couple of the young men and they then go out and vandalize gnomish and Rhennee sections of the city. Recently there have been some cases of assault. The people taking part in such crimes are often arrested, but as soon as they are released they return to the Bridgeforth Inn and commit more crimes.
- As much as the Gentlemen would like, they are unable to stop Lathmir from speaking; he does not overtly call for the attacks and he appears to not take part in any crimes.

- Because of the increase in violence and vandalism, the Gentlemen of the Watch have had to spend more of their resources solving petty crime.
- Over the past several years Lathmir has grown in standing among the merchants in the city. His spice trade with the east has grown tremendously, but he keeps very clean books and studiously pays what he owes in taxes.

Development: At an opportune moment, Watch Captain Caleb asks the players to accompany the gnome (Bub Tympanum) back to his home while he brings in the Bridgeforth bigots. Caleb asks the characters if the Watch may meet with them later that evening. When the characters accept the task of accompanying Bub home, read the following:

The walk to the gnomish section of Verbobonc City passes pleasantly while Bub Tympanum talks to you about the various buildings that you pass. "I carved the grotesques for that one," Bub mentions as you pass a marble fronted building. "And in that one I made the relief carvings." Soon your group is in the gnomish community. Bub leads your party up to a human sized door set into one of the larger hillocks in the area. "If I may, I would like to invite you in for a light supper." Bub says, as he opens the door wide.

Wait for the party to accept. If they refuse and go to their own inn or residence consult Appendix 3: Troubleshooting (then go to Encounter 3). If the characters decide to refuse and go to the Watch to meet with Caleb go to Encounter 4.

The foyer leads directly to the dining hall, where the ceiling is high enough for even the tallest of your party. The bustle of domesticity surrounds you while Bub's wife Avera Wyrty adds warm bread, cheese, and cured meats to a humble supper of stewed rabbit. Bub returns dressed in dry country clothes, and gives his wife a kiss before saying a prayer to the Great Smith. He then motions your group to help yourselves to some of the stew.

As the characters eat, Avera Wyrty Tympanum inquires if they wish additional seasoning, and uses her *prestidigitation* to adjust the flavors of the food. Please refer to the character summary for notes on how to play her.

If questioned, Avera Wyrty Tympanum knows the following:

- Her husband has been retired for over ten years and has passed the time carving semiprecious stones and creating minor trinkets to be sold at the Guild Hall.
- The gnomish community is concerned that they will be driven from the city by the attacks. Already families have chosen to leave Verbobonc and move to the Greenway Valley.
- The characters want a spot more tea. (Avera will proceed to fill their cup again regardless of their answer.)

Bub Tympanum knows and relates the following:

- Over the past several months, groups of young men have begun attacking the Rhennee and the gnomes in Verbobonc. They don't steal, just beat them up.
- The group over at the Bridgeforth Inn seems to be the meeting place for most of the young bullies.
- Speakers demanding a solution to the "gnome problem" and the "Rhennee problem" have been in the market for over four months.
- One of them is known by the name of Lathmir Amanthsal. He's a tall blond Suel man. This is the man the characters saw speaking this afternoon.
- Bub sells carved jewelry to visitors and couples down by the Guild Hall. When he was younger he was a master carver and metalsmith for the Viscounty. If probed further, Bub speaks at great length about metalworking, engraving, and the metallurgic properties of gold. Bub admits that he worked as a master engraver for the Viscount. He does not say where.

Provided the characters stayed for supper, please go to Encounter 3.

All APLs

☛ **Avera Wyrty Tympanum:** female gnome Com4; hp 25; AL LG; Cha 14; Sense Motive +9.

Encounter Two B: Familiar Relations

If the characters did not assist the gnome read the following:

The walk to your lodgings is uneventful, although on almost every available post are bills calling for “the good men of Verbobonc” to attend speeches at the Bridgeforth Inn. Entering your lodgings, a runner approaches and delivers a message.

The note is from Krot, and requests that the players wait for him at their lodgings. Please give the characters **Player Handout #1**, repeated here for convenience:

*Gentlemen,
Thank you for not involving yourselves in the events at the Guild Square today. Your restraint has provided us an opportunity that more brash people would have denied us. Please wait for me to arrive shortly, and we can discuss a mutually profitable accord.*

Krot.

PS. I consider whatever history we have between us to be in the past. I rarely let enmity stand in the way of a profit; I trust that you feel the same.

Provided that the characters are willing to wait, Krot arrives within the hour to discuss his proposal. Move to Encounter Three and read the appropriate text (bear in mind, of course, that the meeting with Krot takes place at their lodgings, not at the Tympanum home).

Encounter Three: The Carrot...

If the characters are at the Tympanums, read the following:

A series of quick taps is heard from the front door and Bub rises from his seat to answer the door. Stepping into the hall is a cloaked figure the size of a gnome; he is greeted with respect by Bub and escorted to the table where Bub gives up his chair for the new guest. Sitting down the gnome throws back his cloak; revealing not the expected clean cut visage of a gnome but instead miniaturized features of a fat Oeridian human. (Characters who played VER4-04 Ship of Fools may recognize the “gnome” as Uncle Krot.) “Forgive the intrusion,” the small man says, “but I wish to speak with your dinner guests.”

If the characters are not at the Tympanums, please read the following:

The front door opens and a gnome wearing a dark cloak enters. The gnome pauses for a moment as he

surveys the room, and then approaches your table. Sitting down the gnome throws back his cloak; revealing not the expected clean cut visage of a gnome but instead miniaturized features of a fat Oeridian human. (Characters who played VER4-04 Ship of Fools may recognize the “gnome” as Uncle Krot.) “Forgive the intrusion,” the small man says, “but I believe we have some business to discuss.”

Uncle Krot is currently wearing his *belt of sizing* in order to better disguise himself from the monk/assassins of the Scarlet Brotherhood.

Below are possible responses from the characters upon meeting Krot, if they have met him before:

Uncle Krot! So nice to see you again! Character who are Family members or who have the Favor of Uncle Krot from VER4-04 Ship of Fools most likely welcome Uncle Krot.

Uncle Krot! Assume the position! Lawful characters may attempt to arrest Uncle Krot. If so, Krot continues with the development “Krot’s Proposal” (this is not the first time Krot has been arrested and he knows that there is no evidence for him to be held on). If the characters deliver Krot to the Gentlemen of the Watch feel free to role play Caleb taking him into custody and unhappily releasing him immediately on a lack of evidence. Move on to Encounter Four.

Uncle Krot! Die! Krot in no way wishes to challenge the characters and if attacked, uses his *cape of the mountebank* to *dimension door* 300 feet away (appearing in one of the streets several blocks away, casting *invisibility* immediately, then fleeing back to his headquarters). Please mark Krot’s Displeasure on the characters’ AR and move on to Encounter Four.

If at any point the characters refuse to hear him out, Krot shrugs and leaves. Mark Krot’s Displeasure on the characters’ ARs. Please move to Encounter Four.

Development: Krot’s Proposal. Provided the characters are willing to listen, read the following:

“The Family wishes to gather some information about the plans of the Scarlet Brotherhood in Verbobonc. To do this we wish you to break into the Bridgeforth Inn and bring Lathmir Amanthsal to us. You should go very late—past midnight at the earliest. The east side’s 3rd story window offers the most direct route. It is possible that Lathmir may resist to the point of his death. If he does it is of no consequence; remove a

significant portion of his body, preferably the head, and return as quickly as possible."

"Do this well and we will see to it that you are amply rewarded. We will also see to it that you will not encounter any Gentlemen of the Watch, regardless of how much noise you make in the process of securing Lathmir. Can I trust you to do this?"

If the characters refuse, and many Lawfully-aligned characters will, Krot produces a writ by Watch Captain Caleb authorizing the characters to perform the task requested by Krot, instructing them to secrecy, and specifying that they follow Krot's instructions to the letter.

The letter is a forgery – but an expert one, and the characters may attempt to discern whether it is a fake. Krot's forger obtained a Forgery result of 26+APL and the characters, because they do not know Caleb's signature, receive at least a –2 to their Forgery checks (see the Forgery skill for more details).

Krot gladly leaves the document with the characters, provided they agree to perform the task. Krot knows that the Bridgeforth Inn is heavily guarded and assumes that Lathmir will not be taken alive. In fact, he is counting on this in his plans for revenge. Because of this he will stress—repeatedly if necessary—that if Lathmir dies the characters are to take a portion of his body along with them.

If the characters agree, Krot shares the information below and makes available one of the following potions to each character: an *elixir of sneaking*, an *elixir of hiding*, and a *potion of spider climb*.

- Krot relates that assassinations against the Family have continued here in Verbobonc as they did in Rhynehurst, and they have so far been unable to ascertain where the Brotherhood's base of operation is located.
- Krot views Lathmir as the weakest link in the Brotherhood's operation and the one that is most in the open. Krot's philosophy is to "shake the tree and see what rotten apples fall. Then, squeeze those apples."
- Krot explains that because of his experience in Rhynehurst, he has been given free hand in Verbobonc to remove the threat posed by the Brotherhood. He will hint that this is not the first time the Family has combated the Brotherhood.

- Krot grudgingly relates that the Family has been hiding themselves, often among the gnomish population here in Verbobonc, in an effort to conserve their strength while gathering intelligence on the Brotherhood.
- Krot tells the characters that apart from the assassinations, the public speakers, and the "young fops" attacking the Rhennee and the gnomes, there has been little activity from the Brotherhood. Krot has a suspicion that the Brotherhood is also trying to gather information, but on what he does not know.

Krot requests that the characters bring Lathmir to the Tympanum's rent regardless of whether Krot makes his proposal in Bub Tympanum's rent. If necessary he will provide directions to the Tympanum's rent.

If the characters did not assist the gnome at the square, Krot points out that the people at the Bridgeforth Inn may be receptive if the players were to go there and try and gather some further information. Krot tries to dissuade any Rhennee, gnome or half-breed from the attempt (as he thinks they will not succeed). If the players agree to Krot's suggestion to go undercover go to Encounter Five. If the players do not want to take the undercover mission, Watch Captain Caleb's messenger arrives; go to Encounter Four instead.

All APLs

♣**Uncle Krot:** male human (Oeridian) Rog9/Wiz3; hp 73; see Appendix One.

Encounter Four: ...and the Stick

If the characters are still at the Tympanum's, read:

Another rap is heard from the door and Tympanum jumps up to answer it, letting in a human teenager wearing the tabard of the Watch. "Forgive my intrusion," the youth begins, "but my Watch Captain would like to meet with you. If you are done with your meal, I can escort you to him now." Krot lifts one of the larger portions of the Tympanum's spiced cake onto his tea saucer, and says to your group. "Other than this wonderful cake, my business here is done..."

If the characters are not at the Tympanum's, the teenaged Cobwalker finds the characters wherever they are and asks them to come meet Watch Captain Caleb.

The teen will escort the characters to the nearest Watch Station. If the characters wish they are free to question

the teen. However, he knows nothing more than he was told: Go to the Tympanum home (or wherever the characters were at), collect the adventuring party you find there, and escort them back to the Watch station.

When the players have finished any questions read or paraphrase the following:

The back of the Watch station is a large open area where several watchmen are observing Caleb as he spars with a young watchman. Feinting with his quarterstaff the young watchman sweeps his foot out, tripping Caleb. Grinning the watchman follows with a strike at the prone Captain before him. But as the young watchman's quarterstaff misses, Caleb connects with his own kick to the watchman's knees, dropping him to the ground. Immediately Caleb rolls to his feet, his quarterstaff spinning. Then, seeing your group at the entrance, Caleb takes a step back from his opponent, to the great relief of his winded and prone sparring partner.

"Excellent. I'm glad you decided to come." Caleb says as he walks toward your group.

Below are provided possible responses from the characters upon meeting Caleb:

Officer Caleb! We just saw Uncle Krot! More lawful characters that received Krot's forged letter may wish to present it to Watch Captain Caleb at this time. If they do, read or paraphrase the following:

Caleb reads the letter with interest, examining seal and the signature very closely. Finally Caleb looks up and smiles. "It's a forgery of course, a very good one. However I would like you to go along with Krot's plan. Deliver Lathmir to him, and then report to me all that you've seen. It would be a masterstroke to catch Krot red handed committing a high crime like kidnapping and discovering the Brotherhood's plans to boot."

Then move directly to the **Development**, below.

Officer Caleb! It's so nice to meet a fellow lawman. Lawful characters that kept quiet about meeting Krot are still asked to assist Caleb. However the runner who summoned them will report Krot's presence to the Watch Captain. Please move to the **Development** below, and mark Infamy with the Gentlemen of the Watch on Lawful characters' Adventure Records.

What do you want, Cop? Any characters that are belligerent to Watch Captain Caleb are still asked to deliver the note to Lathmir. But they will raise the suspicion of the Watch Captain. Please move to the **Development** below, and mark Infamy with the Gentlemen of the Watch on all the characters' Adventure Records.

I ain't working for the Man, man. Any characters that flatly refuse to help the Watch are summarily dismissed. Mark off Infamy with the Gentlemen of the Watch on all the characters' Adventure Records and consult Appendix 2: Troubleshooting.

Development: The Watch Captain's Errand

Caleb leads the characters to a quiet corner of the Watch station and immediately proceeds to his errand.

"What we wish of you, seeing how you've had some dealings with Lathmir, is to deliver a letter to him at the Bridgeforth Inn. Also, glean what information you can from his followers when you deliver the letter. But I must warn you: the men at the Bridgeforth are highly suspicious. They may not welcome you and I'm sure that Lathmir will not welcome what I say in the letter."

Please note that it contains a very badly hidden message to Lathmir: the first letter of each line spells out 'Vardis Knows'. This letter is not designed as a secret message to Lathmir, and Lathmir and Caleb are not in league with each other. Instead, it is an attempt by the Watch to raise suspicions of Lathmir's loyalties within the Brotherhood's organization. It also is meant to present the Brotherhood with a known enemy (the characters) that at least on the surface appears to be attempting to compromise one of their agents. Caleb figures that the Brotherhood will attack the characters, and provide the Watch with an opportunity, after the characters have defeated the attackers, to question and investigate the assassins. Putting the characters in harm's way like this isn't Caleb's first choice, but he sees it as the best option.

Please do not give the players the Letter handout (**Player Handout #2**) unless they specifically wish to open the sealed letter. If they do, please provide them with **Player Handout #2** and ask them if they wish to reseal the letter. Resealing the letter will require a DC 15+APL Slight of Hand check or a DC 10+APL Forgery check. Resealing the letter really isn't necessary—no negative result will occur if they do not—but you shouldn't let the players know that.

If the players refuse Caleb's request, consult Appendix 2: Troubleshooting.

Encounter Five: Telegram for Mr. Amanthsal.

When the players reach the Bridgeforth Inn, whether it is on their own or for the purposes of delivering Watch Captain Caleb's letter, please read following:

The Bridgeforth Inn is a massive building that stands at the intersection of three trade streets. The main entrance faces south, and before the heavy double doors are half a dozen long tables. Shade is provided by a couple of trees under which several score of men sit, drinking beer from tall tankards. And although it is not yet late – there is still a raucous feeling from the half drunk crowd.

Generally give the feeling that this is a typical beer garden, complete with barmaids and beefy drunks.

All APLs

♣ **Bridgeforth Bigots (several dozen):** most are Com2 or Exp2; hp 13 each; generally LN, N, or LE; Sense Motive +4, Spot +4, Will save +3. A few of these bigots are in fact talented monks; for their statistics, see Appendix One.

If the players have the letter for Amanthsal ask whether they wish to deliver it immediately. If so, read the following. If they prefer to investigate the patrons a little more first, continue to the Gather Information section below.

After the players ask around for Lathmir to deliver their letter read the following:

Striding out from the crowd is a tall Suel man, blonde hair streaming down to his shoulders. Haughtily he gazes down at your group. As the men around him fall silent he speaks. "Well, look at this. If it isn't Caleb's curs here to make a delivery..." The men around you laugh at this joke while others just glower at your group. "Well dogs, go ahead and deliver your bone," Lathmir says as he stands with his hand outstretched.

Below are provided possible responses from the characters upon meeting Lathmir:

Lathmir, Old Buddy. Characters who have Uncle Vardis' Approval and who did not attack the monks in the last combat of *VER4-04 Ship of Fools* may approach Lathmir as a friend. Lathmir however is Unfriendly towards them. Only if the characters are known and open members of the Scarlet Brotherhood (an unlikely possibility) is he Indifferent.

Lathmir...so nice...to see you... Some characters will have at some point gone against Lathmir. In such a case, Lathmir will openly show contempt for the characters. His attitude is Hostile, but he won't directly attack the characters.

Lathmir – Die! Please note that assault and manslaughter is illegal in Verbobonc. Any characters attacking Lathmir (or any other person) in public unprovoked will be arrested by the Watch and imprisoned in accordance to crimes they committed. Please warn the characters if they are about to commit such a crime, and explain to them that their actions will have consequences within the game.

Development: After the characters hand over the letter read the following:

Lathmir's eyes narrow as he reads the letter. His fist crumples the note in his hand and his reply, though it lacks the arrogant air he once had, simmers with barely restrained fury. "Go back to that filthy Rhennee and tell him... Tell him that I have received his message. Now go." And with that Lathmir walks back into the inn, throwing the note away as he does so.

Allow the characters a (DC10 + APL) Spot check to notice one of the men at the tables snatched up the letter as it fell. If the characters attempt to take the letter from the person he denies having it. If pressed he stands and loudly derides the characters using similar slurs as Lathmir. The crowd attitude will shift to Hostile, and although no one attacks the characters, it should be noted that they defend themselves if attacked and the players might be arrested. Please consult Appendix 2: Troubleshooting for adjudicating violence within Verbobonc.

Gather Information

The players' options to gather information in this encounter are very broad, and provided they intelligently approach the situation much of the Brotherhood's plans may be learned. Below is a table of information with a Gather Information skill roll, along with modifiers for race, affiliation, history, etc. The characters are free to try

separately or coordinate if they wish. They may not take 10 or 20 on their checks. Please note however that the people at the Bridgeforth Inn beer garden are a suspicious lot, and will always attempt to actively Sense Motive or Spot what the characters are attempting.

Modifiers to Gather Information:

This Scenario Modifier:

Characters assisted the gnome: -2 to Gather Information check.

Character delivered the letter in this Encounter: -10 to Gather Information check.

Historic Modifiers:

Character earned Uncle Vardis' Approval from *VER4-04 Ship of Fools*: +10 to Gather Information check.

Character has a Tattoo from *COR4-04 Red Tide* or similar pro-Suel markings: +4 to Gather Information check.

Character has Infamy with the Family: +2 to Gather Information check.

Meta-Org Modifiers:

Character is a member of the Gentlemen of the Watch: -5 to Gather Information check.

Character is a member of another law enforcement meta-org (Gnarley Rangers, VSA, Protector of the Iron Wood, etc): -2 to Gather Information check.

APL Modifier:

Please subtract the APL from the player's Gather Information check (APL 2 = -2, APL 4 = -4...). This is because more powerful characters are more likely to have their exploits known, and disliked, by the Scarlet Brotherhood.

Racial Modifiers:

Character is non-human: -2 to Gather Information check.

Character is gnome: additional -2 to Gather Information check.

Character is a Rhennee human: -2 to Gather Information check.

Character is human subrace other than Rhennee: +2 to Gather Information check.

Character is Suel human: additional +5 to Gather Information check.

Other Skills:

The characters may also attempt to use the following skills in conjunction with their Gather Information skill check. If so, they should roll these skill checks before their Gather Information roll.

Bluff: DC = 15 + APL, but apply the racial modifier, as above, as a penalty to the Bluff check. If successful, add +2 to Gather Information check.

Disguise: DC = 15 + APL, but apply the character's actual racial modifier (not apparent race when disguised), as above, as a penalty to the Disguise check. If successful, add +2 to Gather Information check.

Intimidate: DC = 15 + APL. If successful, add +2 to Gather Information check.

Diplomacy: Use the DCs listed for the Diplomacy skill in the Players Handbook. For every positive attitude shift add +10 to the Gather Information check. Assume the crowd begins with an Unfriendly attitude: if the characters delivered the letter before attempting to use Diplomacy, the crowd begins with a Hostile attitude.

Gather Information DC table:

Please relate the information as if it were overheard conversation, up to the point where the players Gather Information roll reached, then cut off the information with one of the NPC's reminding the others, "Remember what Master Vardis said – Keep your tongue in your head or you wind up dead."

DC 0: A NPC will spill his beer on the character, and apologize poorly for doing so.

DC 5: A NPC will talk at great length about the beer available here.

DC 10: "You got to hand it to that Lathmir, he sure does know how to spend his gold..." A Suel man says as he raises his tankard.

DC 15: "Yep, that man knows what's important, like beating that gnome today – and right under the Watch's noses!"

DC 20: "Shame that some of the boys got nicked, but from what I hear their fines were paid within an hour. A short stay at the pillory and then it's back here to drink."

DC 25: "Maybe as a lesson we should go out and show the moles that locking up one of our number doesn't mean they're safe."

DC 30: "From what I hear we won't have to; something big is planned for tomorrow."

DC 35: "Might that have something to do with the gnomish coats I saw Lathmir trying on?"

DC 40: "Perhaps mate – that and the alchemist's fire I've been brewing up"

DC 45: "We going to burn the grubs out of their holes?"

DC 50: "Nah – the Viscount will do that for us, he'll have no choice what with all the witnesses to the fires..."

After this, the characters are free to continue on with whatever errands they wish; as they do, move on to the ambush in Encounter Six.

Encounter Six: Killing the Messenger

On their walk back to the Watch station the characters are attacked by a “hit squad” of monk assassins. Show the players the illustration in **Player Handout #3** when the monks attack from the rooftops.

Note: As per Appendix 2: Troubleshooting, this encounter may be inserted into another part of the scenario.

Refer to Appendix 5: **DM MAP #3** for this Encounter. All buildings in this area are at least two stories. Have the characters place themselves in marching order and allow them Spot checks opposed by the monks’ Hide checks (the monks take 10) to spot the monk/assassins hiding on the rooftops surrounding the street.

APL 2 (EL 6)

☛ **Monk Snipers (2):** male human (Suel) Mnk4; hp 27 each; see Appendix One.

APL 4 (EL 8)

☛ **Monk Snipers (2):** male human (Suel) Mnk6; hp 39 each; see Appendix One.

APL 6 (EL 10)

☛ **Monk Snipers (2):** male human (Suel) Mnk8; hp 59 each; see Appendix One.

APL 8 (EL 12)

☛ **Monk Snipers (2):** male human (Suel) Mnk10; hp 73 each; see Appendix One.

APL 10 (EL 14)

☛ **Monk Snipers (2):** male human (Suel) Mnk12; hp 87 each; see Appendix One.

Tactics: The monks will use the roofs for cover while they fire their poisoned bolts at the characters below. The monks will remain on the roofs, peppering the characters and attempting to break the party up. If the party takes to the air (possible at higher APL’s) the monks will drink their potions of flying and attack – concentrating on the more obvious spell casters and lightly armored members. If the party splits up, and attempts to rush up through the buildings to the rooftops above, the monks leap from building to building, keeping

the characters away while they continue their attack. If the party is completely split, with weaker characters on the ground, one or more of the monks step off the roof and use their improved movement to engage the characters in melee. In all cases the monks attempt to stun on their first melee attack in the round, and/or attempt to trip on their last melee attack.

Treasure: Defeat and loot the monk snipers.

APL 2: L: 62 gp; C: 4 gp; M: *bracers of armor +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each).

APL 4: L: 129 gp; C: 4 gp; M: *bracers of armor +1* (x2) (83 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each), *elixir of hiding* (x2) (21 gp per character each).

APL 6: L: 129 gp; C: 4 gp; M: *bracers of armor +2* (x2) (333 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each), *elixir of hiding* (x2) (21 gp per character each).

APL 8: L: 0 gp; C: 4 gp; M: *bracers of armor +2* (x2) (333 gp per character each), *+1 mighty composite longbow* (Str +4) (x2) (231 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each), *elixir of hiding* (x2) (21 gp per character each).

APL 10: L: 0 gp; C: 4 gp; M: *+1 mighty composite longbow* (Str +4) (x2) (231 gp per character each), *ki straps* (x2) (417 gp per character each), *bracers of armor +2* (x2) (333 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each), *elixir of hiding* (x2) (21 gp per character each).

Once the fighting is done, the Watch arrives. Read the following.

Striding toward your battle-weary group is Captain Caleb, flanked by half a dozen watchmen. Surveying the carnage, a broad smile crosses his dark complexion. “Let’s see what these men can tell us...” Caleb motions to the other watchmen and they fan out, pulling out small lenses and examining the scene and the fallen bodies.

“It should take several hours to complete our investigation,” Caleb says as he watches his men move the monks to a cart. “But I would like to meet with you in the morning. May I offer the hospitality of the Watch for your morning meal?”

If the characters accuse Caleb of setting them up, Caleb honestly admits that it was his plan, and goes on to state that he was confident in the characters ability to defend themselves.

Resume the adventure with whatever plans the characters have. If they do nothing else before morning, move on to Encounter Eight.

Encounter Seven: Breaking and Entering

This Encounter details the characters' nighttime assault on the Bridgeforth Inn. Provided the characters agreed to Krot's mission in Encounter Three: The Carrot or have decided to freelance this encounter please read the following, paraphrasing if necessary:

The Bridgeforth Inn is closed and quiet, although the smell of spilt beer still lingers in the air. A few lights glow in the lower sections, but the upper hallways are dark, and the east side of the building is completely shrouded in darkness.

Please refer to **DM MAP #3**: Bridgeforth Inn Map for a detailed floor plan of the Bridgeforth Inn. Entrance to the upper floors may be achieved through going through the lower floors (most likely resulting in immediate detection) or through the upper story window. All the windows have curtains drawn on the inside, so the characters cannot see into them. Provided that they received the potions from Krot scaling the outside window is automatic, otherwise the Climb DC is 20. Every round spent climbing have the player make a Move Silently check as opposed by Listen checks of the monk guards. The guards have a -10 penalty, as they are on the other side of the wall.

Lathmir's room is protected by a number of spells. There is an audible *alarm* spell on his door and windows. His door and windows are also *arcane locked*. The Bridgeforth Inn is protected with a powerful magical ward that prevents extradimensional travel from working. Attempts to *dimension door* or *teleport* into the Bridgeforth Inn automatically fail, and shunt the caster to the nearest exterior space as though shunting him through a solid object. In addition, Lathmir is under the effects of a *mind blank* spell (rendering him immune to divination spells).

Once the characters are discovered (most likely by the audible *alarm* spell), roll initiative for the characters,

Lathmir, and the monks. The monks ready actions to charge the characters once they see them. Lathmir readies his action to commit suicide if a non-Brotherhood member enters his room.

Once the characters open the door to Lathmir's room, read or paraphrase the following:

The wooden door swings open before you, revealing Lathmir, who holds a dagger at the ready. Lathmir's eyes go wide with recognition, he shouts "I won't let you stop the destiny of the Suel!" before he plunges the dagger into his chest. Color drains from his face as he collapses at your feet.

Lathmir is quite dead having just voluntarily failed his saving throw against poison (wyvern poison, 12 points of Constitution damage). Lathmir knows that he cannot be effectively or extensively questioned if dead. However this is not the self-sacrificing gesture he is making it out to be, since he is fully expecting the Brotherhood to resurrect him as soon as they have defeated the characters.

The monks on guard near Lathmir's room are not particularly skilled, but they take their guard duties quite seriously.

All APLs (Noncombatant)

☛ **Lathmir Amanthsal**: male human (Suel) Ari7; hp 45; see Appendix One.

APL 2 and 4 (EL 2)

☛ **Monk Guards (2)**: male human (Suel) Mnk1; hp 11 each; see Appendix One.

APL 6 (EL 4)

☛ **Monk Guards (2)**: male human (Suel) Mnk2; hp 19 each; see Appendix One.

APL 8 (EL 6)

☛ **Monk Guards (2)**: male human (Suel) Mnk4; hp 31 each; see Appendix One.

APL 10 (EL 8)

☛ **Monk Guards (2)**: male human (Suel) Mnk6; hp 31 each; see Appendix One.

Tactics: The monks do not immediately raise alarm and attack if they detect the players breaking in, rather they recognize that the characters are attempting to infiltrate and wait until the characters are well inside the inn before attacking. If the characters try to leave, the monks

use their *slippers of spider climbing* to follow (or their slow fall ability, at APL 8 and 10). They will bring the fight into the streets of Verbobonc, if necessary.

Treasure: Defeat and loot the monk guards.

APL 2 and 4: L: 50 gp; C: 0 gp; M: *slippers of spider climbing*(x2) (400 gp per character each).

APL 6: L: 50 gp; C: 0 gp; M: *slippers of spider climbing* (x2) (400 gp per character each), *bracers of armor +1* (x2) (83 gp per character each).

APL 8: L: 50 gp; C: 0 gp; M: *slippers of spider climbing* (x2) (400 gp per character each), *bracers of armor +1* (x2) (83 gp per character each), *potion of cure moderate wounds*(x2) (25 gp per character each).

APL 10: L: 50 gp; C: 0 gp; M: *ki straps* (x2) (417 gp per character each), *slippers of spider climbing* (x2) (400 gp per character each), *bracers of armor +1* (x2) (83 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds*(x2) (25 gp per character each).

If necessary, remind the players that Krot wants a significant portion of Lathmir's body.

Development: Returning to the Rent

Once the players have left the Bridgeforth Inn and returned to the Tympanum's home read the following:

The Tympanum's rent is dark, but the door stands open. Inside you can just make out Krot's reduced form motioning to your group.

Wait until the characters enter the rent. Read the relevant box text as per their success.

Lathmir is delivered alive:

Krot's small face breaks into a wide grin as he sees Lathmir. "You remember me—don't cha'—fop." Lathmir's eyes, now wide with fright, search for some means of escape as a moan escapes his lips. At the door, several scarred and heavily armed rogues materialize out of the night. Grasping Lathmir between them they drag him broken and shaking away. "Oh—don't start blubbing Lathmir" Krot laughs as he follows the group out the door. "We haven't even begun..."

As he leaves Krot glances back at your group. "Thank you for helping me—deal with Lathmir. We'll know more in the morning about the Brotherhood's plans. I will come to you then."

Lathmir is partially delivered:

Krot takes the bloody remains from your party with a broad grin. "Oh, good. He resisted." A wiry Rhennee steps beside Krot and whispers a question in his ear. Shaking his head, Krot mutters back. "No, bring him to the druid, we'll question him later." The Rhennee disappears with what was left of Lathmir. Krot wipes a bit of blood from his hands. "Thank you for helping me—deal with Lathmir. We'll know more in the morning about the Brotherhoods plans. I will come to you then"

Lathmir is not delivered:

Shaking his head Krot looks at your group with disgust. "I had thought that you had the ability to at least bludgeon your way into the Inn—but apparently even that is beyond you." Krot motions to several wiry humans lounging about in the gnome's house. "Come on boys, we've got a bit of fixing to do." With that Krot and the others move out the door.

Development: If the characters have failed to deliver a portion of Lathmir to Krot please mark off Krot's Displeasure on the characters' ARs.

Note: Krot has arranged for a druid of Bralm to reincarnate Lathmir (Bralm is the Suel god of insects and industriousness). Krot is counting on Lathmir's soul noting only that a Lawful Neutral spell caster of a Suel god is attempting to bring his soul back and will agree to return. However, since Lathmir is being reincarnated, it is unlikely he will return as a Suel human. In this particular case Lathmir is reincarnated as a gnome, to the great amusement of Krot and to the horror of Lathmir. The twin trauma Lathmir experiences when he returns to life and as a race he holds deep hatred for proves to be too much for him and he slips into madness...but the characters will not discover Lathmir's madness until the third scenario of this series.

Also note that unless the characters presented Caleb with the forged note and delivered Lathmir alive then Krot cannot be arrested for kidnapping. If the players argue or confront Krot – play him as the injured party. One who received a forged note, and not possessing the capabilities as an upstanding member of society to detect the forgery, passed it on to the players in good faith. If the characters deliver Lathmir's body or parts of his body the Watch is unable to prosecute Krot for any crime whatsoever. Krot points out to the characters that taking possession of a body part and having it resurrected is not a crime. If the characters try to arrest Krot, refer to the "Uncle Krot! – Assume the position" portion of Encounter Three for Krot's response.

Encounter Eight: Brunch with the In-laws

Please read the relevant text based upon the characters' choices:

Took the Carrot and the Stick Errands:

The sun shines warmly on the outside tables where Caleb, accompanied by the Tympanums meets your group for breakfast. Plates laden with gnomish delicacies cover the table and Caleb seems in high spirits. "You can come out anytime Krot..." Caleb says to no one in particular, and after a moment Krot appears next to the table – once again gnome sized.

"I don't particularly like sitting out in the open like this, Caleb." Krot grumbles as he sits down.

"Well then Krot, let us complete our business and you can slink back into the shadows." Caleb replies happily.

Krot nods and flashes his smile. "Alright. I'll start."

Took the Stick errand but refused the Carrot:

The sun shines warmly on the outside tables where Caleb, accompanied by the Tympanums, meets you for breakfast. "We're just waiting for one more person to arrive, and then we'll get started."

Materializing next to your group is Uncle Krot, who is once again disguised as a gnome. "I got your message Caleb." Krot says as he sits down. "What do you want?"

Caleb replies as Krot reaches for a biscuit. "We have a common enemy Krot. Perhaps if we pool our information we might better confront it."

Krot flashes a smile. "Alright. I'll start."

Did not take the Stick errand – but took the Carrot.

Your breakfast is interrupted as watch captain Caleb enters and sits down at your table. "Where's Krot?" he asks.

"Here," comes the reply as Krot appears, once again dressed as a gnome. Sitting down at the table Krot reaches for a biscuit. "Caleb—I always thought we had an understanding. That's why I thought that we might...pool our knowledge and better confront the threat we now face."

Caleb nods and flashes a little smile. "Alright. You start."

Krot relates the following:

With a sickly smile Krot begins "I'm afraid that little Lathmir has been driven completely insane – either through the Brotherhood's re-education – or through the shock of returning to this world. Mostly he's been ranting about fires purifying the city, bringing about a new order driven by obedience to the Suel, and other rubbish. However we were able to catch a few snippets about his uncle finding the key to the gate, a burning hall of gold and how through earth and stone man will destroy gnome.

Caleb knows and relates the following:

- The monks recently had transmutation spells cast upon them.
- The monks weapons were coated in poison
- Many of the monks attempted to resist clerical questioning. However we were able to get them to answer the following questions:
Q: Where is your stronghold located?
A: The Bridgeforth.

Q: Where is Uncle Vardis?

A: He moves around much, plotting and planning; but probably at the Bridgeforth.

Q: What is the Brotherhood's plans here in Verbobonc?

A: To make gold burn, and make the Viscount turn.

Q: To what purpose?

A: On the March soldiers will fall
Once we've reached the inner hall

Q: How will you accomplish these ends?

A: Through lies and guise
We'll strike in the night
And drive the moles from their holes.

Given the clues presented, the characters may be able to figure out that the Brotherhood is planning to attack the Guild Hall while disguised as gnomes. If the characters are having trouble, though, feel free to have Bub Tympanum pipe up and exclaim that it's a riddle. Then reiterate the burning gold clue (the Guild Hall is decorated with gold leaf), the fires purifying the city (indicates some sort of arson), and—if the characters had

reached the point in the questioning at the Bridgeforth Inn—the fact that man-sized gnomish costumes had been made (part of the lies and guise). Once the players start to piece together the Brotherhood's plot, read the following, and move on to Encounter 9:

Caleb nods in agreement with your assessment. “My concern is that without solid proof, we will be unable to take this before the magistrate.”

Krot snorts. “You should be more concerned that if we strike too early we won’t be able to kill them all.”

Caleb turns to your party. “My watchmen will be spread thin through the city tonight, in order to watch as many targets as possible. Can you protect the Guild Hall?”

If the characters want to confront the Scarlet Brotherhood at the Bridgeforth Inn, both Caleb and Krot discourage them. Both of them think it's foolish to confront the Brotherhood in their stronghold; better to wait for the vipers to come out of their nests.

Continue with Encounter Nine.

Encounter Nine: Stop that Gnome

When the characters have reached the Guild Hall read the following:

The Guild Hall stands silent in the evening air, its sides thrown into deep shadow. The square in front of the Hall, though, is well lit and still filled with activity. A few bards are playing ballads for the courting couples that are out strolling, and every so often a merchant and his family wanders through the square – pausing to watch the minstrels before heading off to their homes.

At some point early in the evening the Brotherhood strikes. The Brotherhood members arrive separately at a predetermined alley near the Guild Hall to set their plan into motion. Note that none of the higher-level Scarlet Brotherhood agents—like Uncle Vardis—are with them. Uncle Vardis is pursuing a separate villainy this night.

Presuming they players have staked out the Guild Hall, draw the map provided in Appendix 5: **DM MAP #1** and ask what position and precautions they are taking. Please note the “Brotherhood path” on the DM's map and the characters' position relative to it, since this affects Spot

and Listen checks (–1 per 10 feet of distance). Allow the characters to cast whatever spells they wish, but note the precise length of time each spell will last.

Once the characters are in position, roll on the random table below every 30 minutes, read the corresponding text and allow the characters to make the associated Spot and Listen checks. Only run each event once; if you roll the same event a second time, re-roll.

1: *A boisterous group of five young humans dressed in finery approach the Guild Hall from the south and pause in front of the darkened building.*

Have the players roll a 10+APL+distance Spot check of to notice one of the youths ducking behind the Guild Hall. The group is innocent and the youth behind the hall is relieving himself against the town building.

2: *A group of gnomes, each carrying a box slung over his shoulder, passes the Guild Hall from the north. One of the gnomes is muttering to the others.*

Have the players roll a 15+APL+distance Spot check to notice the lead gnome is carrying a human-sized lamp. A 10+APL+distance Listen check of will reveal the lead gnome saying the following: “we should cut to the south, just to be certain.” The gnomes are discussing the best way to avoid the Bridgeforth Inn and they scatter if confronted by any humans.

3: *Two couples stroll through the central square, as glowing orbs of light follow them. The orbs suddenly disappear and loud chanting immediately follows.*

A 10+APL+distance Listen check of reveals that the chanting is the casting of a spell – a DC 16 Spellcraft check will reveal that it's *dancing lights*, cast by one of the strolling individuals.

4: *The time passes quietly.* Have the characters roll Spot and Listen checks, but there is nothing to notice beyond the usual late-night activity in the Guild Square.

5: *The time passes quietly.* Have the characters roll a DC 15+APL+distance Spot check to detect a gnome dressed in dark clothes moving along the shadows of the Guild Hall. He is a messenger for the Family, and is very frightened. He runs if confronted by anyone other than a gnome or by anyone who does not flash the Family recognition sign.

6: *A group of gnomes, some of whom are carrying lanterns approaches from the east. They are obviously drunk and are singing a gnomish drinking song as*

they come. Two of them carry barrels on their shoulders that are marked with Herman M's brand.

This group is the Brotherhood monks from the Bridgeforth Inn. All are currently using *potions of reduce person* in order to better disguise themselves as gnomes. A DC 15+APL+distance Spot check allows the characters to see that the clothes the gnomes wear are poorly made and the gnomes are wearing fake beards. A DC 15+APL+distance Listen check allows the characters to hear that the gnomish drinking song is badly pronounced.

If the monks are not engaged before they reach the front of the Guild Hall, they let their presence be known by throwing the lanterns and casks through the ground floor windows. The casks and lanterns immediately explode and the monks immediately duck around the darkened corner of the Guild Hall. The monks then dismiss the *reduce person* spell and use their improved movement to flee, unless they are stopped by the characters.

APL 2 (EL 6)

☛ **Monk Arsonists (4):** male human (Suel) Mnk2; hp 19 each; see Appendix One.

APL 4 (EL 8)

☛ **Monk Arsonists (4):** male human (Suel) Mnk4; hp 31 each; see Appendix One.

APL 6 (EL 10)

☛ **Monk Arsonists (4):** male human (Suel) Mnk6; hp 45 each; see Appendix One.

APL 8 (EL 12)

☛ **Monk Arsonists (4):** male human (Suel) Mnk8; hp 59 each; see Appendix One.

APL 10 (EL 14)

☛ **Monk Arsonists (4):** male human (Suel) Mnk10; hp 73 each; see Appendix One.

Tactics: Once detected, the monks attempt to complete their mission of setting the Guild Hall on fire while remaining in disguise. They will fling the casks of oil through the first story windows, followed by the lamps. The monks are carrying a significant quantity of oil. When it ignites it explodes in a 20-foot radius much like a *fireball* dealing 1d6 +1d6 per APL (3d6 at APL 2, 5d6 at APL 4, and so on) fire damage to all within the area (Reflex save DC 15 for half damage). The monks throw one of the barrels at the party as a diversion if necessary.

Note: One of the effects of *reduce person* is that any reduced item, once it leaves the possession of the reduced person, immediately returns to its original size once it is thrown. The monks are using this to their benefit by carrying large casks of oil and large oil lamps. This is why so much damage is caused when the barrels are broken. *Reduce person* is dismissible and once the monks have completed their mission they dismiss the transmutation magic to fight as humans. Also note that all of the monks are completing this mission under the effects of several potions. All these additions are listed in the bracketed stats for the monks in Appendix One.

Development 1: The Panic: As soon as the “gnomes” throw their casks of oil or combat breaks out the people filling the Guild Hall Square scatter, creating quite a bit of confusion as people try and run away from the fight. These people are left with the impression that the “gnomes” were setting the Guild Hall on fire.

Development 2: The Fire: If the monks manage to throw even one cask into the Guild Hall, it quickly catches fire. The fire can be put out by at least (APL x 4) gallons of water (as from multiple *create water* spells), or a single *quench* spell will douse the fires raging in the Guild Hall. If the characters do not put the fire out, the Watch shows up after combat is over to fight the fire. Anyone standing within ten feet of the Guild Hall while it is on fire takes 1d6 points of fire damage from the heat each round, and must make a DC 15 Reflex save each round or catch on fire. Furthermore, the burning building fills the area within twenty feet of the Guild Hall with smoke (see Smoke Effects in the *DMG*).

Treasure: Defeat and loot the monk arsonists.

APL 2: L: 100 gp; C: 4 gp; M: *ki straps* (x4) (417 gp per character each), *bracers of armor +1* (x4) (83 gp per character each).

APL 4: L: 100 gp; C: 4 gp; M: *ki straps* (x4) (417 gp per character each), *bracers of armor +1* (x4) (83 gp per character each), *potion of cure moderate wounds* (x4) (25 gp per character each).

APL 6: L: 100 gp; C: 4 gp; M: *ki straps* (x4) (417 gp per character each), *vest of resistance +1* (x4) (83 gp per character each), *bracers of armor +1* (x4), (83 gp per character each), *potion of cure moderate wounds* (x4) (25 gp per character each).

APL 8 and 10: L: 100 gp; C: 4 gp; M: *ki straps* (x4) (417 gp per character each), *vest of resistance +1* (x4) (83 gp per character each), *bracers of armor +2* (x4) (333 gp per character each), *potion of cure moderate wounds* (x4) (25 gp per character each).

Conclusion

After the battle read the following:

It is well after dawn when Krot and Caleb join your group in front of the Guild Hall. All throughout the city you can see evidence of other attacks as columns of smoke drift up from other parts of the city. You realize that the attack on the Guild Hall was just one of many targets of the Brotherhood. Caleb looks tired and Krot angry as they work their way through the gathering crowds.

"They used disguises everywhere." Krot mutters as he approaches.

"Already the people are calling for the Viscount to drive the gnomes out of the city." Caleb adds "I don't know if we will be able to convince them that the gnomes are innocent of this."

"It gets worse." Krot says "Somebody matching Uncle Vardis's description broke into Bub Tympanum's home during the evening and kidnapped him."

Caleb's face pales slightly. "But what would the Brotherhood want with an old stone carver?"

"Revenge." Krot replies "Or worse..."

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 Six: Killing the Messenger

Defeat or drive off the monk snipers

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP

Encounter Seven: Breaking and Entering

Defeat the monk guards and retrieve even a piece of Lathmir for Uncle Krot.

APL 2	60 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter Nine: Stop That Gnome

Corner and defeat the monk arsonists

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP

Prevent the fire in the Guild Hall, or put it completely out within three rounds.

APL 2	15 XP
APL 4	90 XP
APL 6	105 XP
APL 8	120 XP
APL 10	135 XP

Award for Good Roleplaying

APL 2	15 XP
APL 4	45 XP
APL 6	75 XP
APL 8	105 XP
APL 10	135 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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, Jewelry, and other valuables.

M: Magic Items.

Encounter Six: Killing the Messenger

Loot the monk snipers

APL 2: L: 62 gp; C: 4 gp; M: *bracers of armor +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each).

APL 4: L: 129 gp; C: 4 gp; M: *bracers of armor +1* (x2) (83 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each), *elixir of hiding* (x2) (21 gp per character each).

APL 6: L: 129 gp; C: 4 gp; M: *bracers of armor +2* (x2) (333 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each), *elixir of hiding* (x2) (21 gp per character each).

APL 8: L: 0 gp; C: 4 gp; M: *bracers of armor +2* (x2) (333 gp per character each), *+1 mighty composite longbow* (Str +4) (x2) (231 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each), *elixir of hiding* (x2) (21 gp per character each).

APL 10: L: 0 gp; C: 4 gp; M: *+1 mighty composite longbow* (Str +4) (x2) (231 gp per character each), *ki straps* (x2) (417 gp per character each), *bracers of*

armor +2 (x2) (333 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each), *elixir of hiding* (x2) (21 gp per character each).

Encounter Seven: Breaking and Entering

Loot the monk guards

APL 2 and 4: L: 50 gp; C: 0 gp; M: *slippers of spider climbing* (x2) (400 gp per character each).

APL 6: L: 50 gp; C: 0 gp; M: *slippers of spider climbing* (x2) (400 gp per character each), *bracers of armor +1* (x2) (83 gp per character each).

APL 8: L: 50 gp; C: 0 gp; M: *slippers of spider climbing* (x2) (400 gp per character each), *bracers of armor +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each).

APL 10: L: 50 gp; C: 0 gp; M: *ki straps* (x2) (417 gp per character each), *slippers of spider climbing* (x2) (400 gp per character each), *bracers of armor +1* (x2) (83 gp per character each), *vest of resistance +1* (x2) (83 gp per character each), *potion of cure moderate wounds* (x2) (25 gp per character each).

Encounter Nine: Stop that Gnome

Loot the monk arsonists

APL 2: L: 100 gp; C: 4 gp; M: *ki straps* (x4) (417 gp per character each), *bracers of armor +1* (x4) (83 gp per character each).

APL 4: L: 100 gp; C: 4 gp; M: *ki straps* (x4) (417 gp per character each), *bracers of armor +1* (x4) (83 gp per character each), *potion of cure moderate wounds* (x4) (25 gp per character each).

APL 6: L: 100 gp; C: 4 gp; M: *ki straps* (x4) (417 gp per character each), *vest of resistance +1* (x4) (83 gp per character each), *bracers of armor +1* (x4) (83 gp per character each), *potion of cure moderate wounds* (x4) (25 gp per character each).

APL 8 and 10: L: 100 gp; C: 4 gp; M: *ki straps* (x4) (417 gp per character each), *vest of resistance +1* (x4) (83 gp per character each), *bracers of armor +2* (x4) (333 gp per character each), *potion of cure moderate wounds* (x4) (25 gp per character each).

Maximum Possible Treasure

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

Appendix One: NPCs

Important NPCs

All APLs

◆ **Lathmir Amanthsal:** male human (Suel) Ari7; CR 6; Medium-size humanoid (human); HD 7d8+7; hp 45; Init +4; Spd 30 ft.; AC 12 (+2 leather armor), touch 10, flat-footed 12; Base Atk +5; Grp +4; Atk +4 melee (1d4-1/19-20, masterwork dagger); AL LE; SV Fort +3, Ref +2, Will +9; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15.

Skills and Feats: Appraise +9, Bluff +12, Diplomacy +14, Intimidate +8, Knowledge (history) +5, Listen +4, Profession (merchant) +12, Sense Motive +14; Improved Initiative, Iron Will, Leadership, Negotiator.

Possessions: masterwork dagger.

Pre-Cast Spells: Lathmir is under the benefits of *mind blank* (CL 15th) throughout this scenario, which means that divination spells fail to work against him.

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

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

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

* See Appendix 2: New Rules items

◆ **Uncle Krot:** male human (Oeridian) Rog9/Wiz3; CR 12; Medium humanoid (human); HD 9d6+3d4+24; hp 73; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +2 armor, +1 deflection, +1 natural), touch 16, flat-footed 13; Base Atk +7; Grp +7; Atk +8 melee (1d6/18-20, rapier); Full Atk +7/+2 melee (1d6/18-20, rapier); SA Sneak Attack +5d6; SQ evasion, improved uncanny dodge, trap sense

+3, rat familiar; AL LE; SV Fort +8, Ref +10, Will +8; Str 10, Dex 16, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Balance +8, Bluff +15, Concentration +8, Diplomacy +15, Disguise +10, Escape artist +13, Hide +13, Knowledge local +8 Intimidate +10, Sense Motive +10, Sleight of Hand +13, Spellcraft +12 Spot +4, Tumble +18; Combat Expertise, Combat Reflexes, Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (Illusion).

Possessions: *Krot's belt of sizing*, +2 *bracers of armor*, +1 *ring of protection*, +1 *amulet of natural armor*, *ring of wizardry I*, rapier.

Spells Memorized (4/3/2; base DC 13 + spell level, 14 + spell level for Illusion spells): 0—*detect magic*, *detect poison*, *open/close*, *prestidigitation*; 1st—*mage armor*, *silent image* (3), *ventriloquism*; 2nd—*invisibility*, *scare*.

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

Encounter 6: Killing the Messenger

APL 2 (EL 6)

◆ **Monk Sniper (2):** male human (Suel) Mnk4; CR 4; Medium humanoid (human); HD 4d8+4; hp 27 [35]; Init +1; Spd 40 ft.; AC 15 [17] (+1 Dex, +3 [+5] Wis, +1 armor), touch 14 [16], flat-footed 15; Base Atk +3; Grp +5 [+7]; Atk +6 [+8] ranged (1d8/x3 plus poison, masterwork longbow) or +5 [+7] melee (1d8+2 [1d8+4], unarmed strike); Full Atk +6 [+8] ranged (1d8/x3 plus poison, masterwork longbow) or +3/+3 [+5/+5] melee (1d8+2 [1d8+4], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, slow fall (20 ft.), still mind; AL LN; SV Fort +5 [+7], Ref +6, Will +7 [+9]; Str 14 [18], Dex 12, Con 13 [17], Int 10, Wis 16 [20], Cha 8.

Skills and Feats: Jump +14 [+26], Move Silently +9, Hide +9, Spot +10 [+12], Tumble +10; Deflect Arrows, Dodge, Martial Weapon Proficiency (longbow), Zen Archery*, Stunning Fist (Fort DC 17).

Possessions: *bracers of armor* +1, *potion of cure moderate wounds*, masterwork longbow, 10 arrows smeared with medium spider venom (injury poison, Fort DC 14, initial damage 1d4 Str, secondary damage 1d4 Str), 2 gp.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of jump* and a

potion of owl's wisdom. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item.

Tactics: The monks take cover behind the low decorative wall atop a building 30 feet high (+4 cover bonus to AC). From there they shoot at the characters, sniping in order to remain hidden (see the sniping rules under the Hide skill description). The monks deflect the first arrow per round that would otherwise hit each of them. If pursued onto the roof the monks leap from one roof to the next in order to keep a building between the fighters and them. If the party's spell casters are on the street below they leap from the building to the street and engage the weaker characters left behind in melee, using their stunning attacks whenever possible.

APL 4 (EL 8)

☛ **Monk Snipers (2):** male human (Suel) Mnk6; CR 6; Medium humanoid (human); HD 6d8+6; hp 39 [51]; Init +1; Spd 50 ft.; AC 16 [18] (+1 Dex, +3 [+5] Wis, +1 AC bonus, +1 armor), touch 15 [17], flat-footed 15; Base Atk +4; Grp +6 [+8]; Atk +8 [+10] ranged (1d8+4/x3 plus poison, masterwork mighty composite longbow) or +6 [+8] melee (1d8+2 [1d8+4], unarmed strike); Full Atk +8 [+10] ranged (1d8+4/x3 plus poison, masterwork mighty composite longbow) or +5/+5 [+7/+7] melee (1d8+2 [1d8+4] unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (30 ft.), still mind; AL LN; SV Fort +7 [+9], Ref +7, Will +9 [+11]; Str 14 [18], Dex 13, Con 12 [16], Int 10, Wis 16 [20], Cha 8.

Skills and Feats: Jump +20 [+32], Move Silently +11, Hide +11, Spot +12 [+14], Tumble +13; Deflect Arrows, Dodge, Improved Trip, Martial Weapon Proficiency (longbow), Zen Archery*, Point-Blank Shot, Stunning Fist (Fort DC 16 [18]).

Possessions: bracers of armor +1, vest of resistance +1*, *potion of cure moderate wounds*, spare *elixir of hiding*, masterwork mighty composite (Str +4) longbow, 10 arrows smeared with large scorpion venom (injury poison, Fort DC 18, initial damage 1d6 Str, secondary damage 1d6 Str), 2 gp.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of jump* and a *potion of owl's wisdom*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item.

Tactics: The monks take cover behind the low decorative wall atop a building 30 feet high (+4 cover bonus to AC). From there they shoot at the characters,

sniping in order to remain hidden (see the sniping rules under the Hide skill description). The monks deflect the first arrow per round that would otherwise hit each of them. If pursued onto the roof the monks leap from one roof to the next in order to keep a building between the fighters and them. If the party's fighters have all followed them onto the roof, and the party's spell casters are on the street below they leap from the building to the street and engage the weaker characters left behind in melee, using their stunning attacks whenever possible.

APL 6 (EL 10)

☛ **Monk Snipers (2):** male human (Suel) Mnk8; CR 8; Medium humanoid (human); HD 8d8+16; hp 59 [75]; Init +1; Spd 50 ft.; AC 17 [19] (+1 Dex, +3 [+5] Wis, +1 AC bonus, +2 armor), touch 16 [18], flat-footed 16 [18]; Base Atk +6 [+8]; Grp +9 [+11] Atk +9 [+11] ranged (1d8+4/x3 plus poison, masterwork mighty composite longbow) or +9 [+11] melee (1d10+4, [1d10+5] unarmed strike); Full Atk +9 [+12] ranged (1d8+4/x3 plus poison, masterwork mighty composite longbow) or +8/+8/+3 [+10/+10+5] melee (1d10+3, [1d10+5] unarmed strike); SA flurry of blows, Purity of Body, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (40 ft.), still mind, wholeness of body (16 hp); AL LN; SV Fort +9 [+11], Ref +8, Will +10 [+12]; Str 16, [20] Dex 12, Con 14 [18], Int 10, Wis 16 [20], Cha 8.

Skills and Feats: Jump +26 [+38], Move Silently +14, Hide +14, Spot +13 [+15], Tumble +16; Deflect Arrows, Improved Trip, Martial Weapon Proficiency (longbow), Weakening Touch (-6 STR for 1 minute)*, Point-Blank Shot, Zen Archery*, Stunning Fist (Fort DC 17 [19]).

Possessions: bracers of armor +2, vest of resistance +1*, *potion of cure moderate wounds*, spare *elixir of hiding*, masterwork mighty composite (Str +4) longbow, 10 arrows smeared with purple worm poison (injury poison, Fort DC 24, initial damage 1d6 Str, secondary damage 2d6 Str), 2 gp.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of jump* and a *potion of owl's wisdom*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item

Tactics: The monks take cover behind the low decorative wall atop a building 30 feet high (+4 cover bonus to AC). From there they shoot at the characters, sniping in order to remain hidden (see the sniping rules under the Hide skill description). The monks deflect the first arrow per round that would otherwise

hit each of them. If pursued onto the roof the monks leap from one roof to the next in order to keep a building between the fighters and them. If the party's fighters have all followed them onto the roof, and the party's spell casters are on the street below they leap from the building to the street and engage the weaker characters left behind in melee, using their stunning attacks whenever possible.

APL 8 (EL 12)

☛ **Monk Snipers (2):** male human (Suel) Mnk10; CR 10; Medium humanoid (human); HD 10d8+20; hp 73 [93]; Init +1; Spd 60 ft.; AC 18 [20] (+1 Dex, +3 [+5] Wis, +2 AC bonus, +2 armor), touch 16 [18], flat-footed 17 [19]; Base Atk +9 [+11]; Grp +10 [+12]; Atk +11 [+13] ranged (1d8+5/x3 plus poison, +1 *mighty composite longbow*) or +8 [+12] melee (1d10+5, unarmed strike); Full Atk +11/+6 [+13/+8] ranged (1d8+4/x3 plus poison, +1 *mighty composite longbow*) or +9/+4 [+11/+6] ranged (1d8+5/x3 plus poison, +1 *mighty composite longbow*) or +10/+10/+5 [+12/+12/+7] melee (1d10+3 [1d10+5], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (30 ft.), still mind, wholeness of body (20 hp); AL LN; SV Fort +11 [+13], Ref +9, Will +11 [+13]; Str 16, [20] Dex 12, Con 14 [18], Int 10, Wis 16, [20] Cha 8.

Skills and Feats: Jump +28 [+40], Listen +9 [+11], Move Silently +16, Hide +16, Spot +15, Tumble +18; Deflect Arrows, Dodge, Improved Trip, Martial Weapon Proficiency (longbow), Zen Archery*, Weakening Touch (-6 STR for 1 min)*, Point-Blank Shot, Iron Fist (+1d6 Unarmed Strike)*, Stunning Fist (Fort DC 18 [20]).

Possessions: bracers of armor +2, vest of resistance +1, *potion of cure moderate wounds*, spare *elixir of hiding*, +1 *mighty composite (Str +4) longbow*, 10 arrows smeared with gargantuan spider venom (injury poison, Fort DC 31, initial damage 2d6 Str, secondary damage 2d6 Str), 2 gp.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of jump* and a *potion of owl's wisdom*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item **Tactics:** The monks take cover behind the low decorative wall atop a building 30 feet high (+4 cover bonus to AC). From there they shoot at the characters, sniping in order to remain hidden (see the sniping rules under the Hide skill description). The monks deflect the first arrow per round that would otherwise hit each of them. If pursued onto the roof the monks leap from one roof to

the next in order to keep a building between the fighters and them. If the party's fighters have all followed them onto the roof, and the party's spell casters are on the street below they leap from the building to the street and engage the weaker characters left behind in melee, using their stunning attacks whenever possible.

APL 10 (EL 14)

☛ **Monk Snipers (2):** male human (Suel) Mnk12; CR 12; Medium humanoid (human); HD 12d8+24; hp 87 [111]; Init +1; Spd 60 ft.; AC 18 [20] (+1 Dex, +3 [+5] Wis, +2 AC bonus, +2 armor), touch 16 [18], flat-footed 18 [20]; Base Atk +11; Grp +11; Atk +12 [+14] ranged (1d8+5/x3 plus 1 Con plus poison, +1 *wounding mighty composite longbow*) or +11 [+13] melee (2d6+3, [2d6+5] unarmed strike); Full Atk +12/+7 [+14/+9] ranged (1d8+5/x3 plus poison, +1 *mighty composite longbow*) or +12/+7 [+14/+9] ranged (1d8+4/x3 plus poison, +1 *mighty composite longbow*) or +12/+12/+12/+7 [+14/+14/+14/+9] melee (2d6+3 [2d6+5], unarmed strike + poison); SA flurry of blows, ki strike (magic/lawful), unarmed strike; SQ evasion, improved evasion, purity of body, slow fall (40 ft.), still mind, wholeness of body (24 hp) diamond body, greater flurry, abundant step; AL LN; SV Fort +11 [+13], Ref +9, Will +11 [+13]; Str 16 [20], Dex 13, Con 14 [18], Int 10, Wis 16 [20], Cha 8.

Skills and Feats: Jump +28 [+40], Listen +15, Move Silently +18, Hide +18, Spot +17, Tumble +20; Deflect Arrows, Dodge, Improved Trip, Martial Weapon Proficiency (longbow), Zen Archery*, Point-Blank Shot, Rapid Stunning*, Stunning Fist (Fort DC 24 [26]) Weakening Touch (-6 STR for 1 min)*, Iron Fist (+1d6 Unarmed Strike)*.

Possessions: bracers of armor +2, vest of resistance +1, *potion of cure moderate wounds*, ki straps*, spare *elixir of hiding*, +1 *mighty composite (Str +4) longbow*, 10 arrows smeared and fists covered with dragon bile poison (contact poison, Fort DC 26, initial damage 3d6 Str, no secondary damage), 2 gp.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of jump* and a *potion of owl's wisdom*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item **Tactics:** The monks take cover behind the low decorative wall atop a building 30 feet high (+4 cover bonus to AC). From there they shoot at the characters, sniping in order to remain hidden (see the sniping rules under the Hide skill description). The monks deflect the first arrow per round that would otherwise hit each of them. If

pursued onto the roof the monks leap from one roof to the next in order to keep a building between the fighters and them. If the party's fighters have all followed them onto the roof, and the party's spell casters are on the street below they leap from the building to the street and engage the weaker characters left behind in melee, using their stunning attacks whenever possible. In melee, these monks use their contact poison to incapacitate spell casters first, then fighters. On his last attack these monks use their weakening touch.

Encounter Seven: Breaking and Entering

APL 2 & APL 4 (EL 2)

☛ **Monk Guard** (2): male human (Suel) Mnk1; CR 1; Medium humanoid (human); HD 1d8+3; hp 11; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 Wis), touch 13, flat-footed 12; Base Atk +0; Grp +2; Atk +2 melee (1d6+2 unarmed strike); Full Atk +0/+0 melee (1d6+2 unarmed strike) or +1/+1 melee (1d6+2 plus poison on first hit, siangham); SA flurry of blows, unarmed strike; AL LN; SV Fort +5, Ref +3, Will +4; Str 14, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +5, Escape Artist +5, Jump +6, Spot +6, Tumble +5; Endurance, Diehard, Stunning Fist (Fort DC 12).

Possessions: *slippers of spider climbing*, masterwork siangham poisoned with black adder venom (injury poison, Fort DC 11, initial damage 1d6 Con, secondary damage 1d6 Con).

APL 6 (EL 4)

☛ **Monk Guard**: male human (Suel) Mnk2; CR 2; Medium humanoid (human); HD 2d8+6; hp 19; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 Wis, +1 armor) touch 14, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d6+2 unarmed strike); Full Atk +1/+1 melee (1d6+2 unarmed strike) or +2/+2 melee (1d6+2 plus poison on first hit, siangham); SA flurry of blows, unarmed strike; SQ evasion; AL LN; SV Fort +6, Ref +4, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +8, Escape Artist +6, Jump +9, Spot +9, Tumble +8; Deflect Arrows, Stunning Fist (Fort DC 13), Endurance, Diehard.

Possessions: *bracers of armor +1*, *slippers of spider climbing*, masterwork siangham poisoned with sassone leaf residue (contact poison, Fort DC 16, initial damage 2d12 hp, secondary damage 1d6 Con).

APL 8 (EL 6)

☛ **Monk Guard**: male human (Suel) Mnk4; CR 4; Medium humanoid (human); HD 4d8+8; hp 31; Init +1; Spd 40 ft.; AC 15 (+1 Dex, +3 Wis, +1 armor), touch 15,

flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d4+2), Masterwork dagger plus poison) or +5 melee (1d8+2, unarmed strike); Full Atk +3/+3 melee (1d8+2, unarmed strike) or +4/+4 melee (1d6+2 plus poison on first hit, siangham); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, slow fall (20 ft.), still mind; AL LN; SV Fort +6, Ref +5, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Jump +14, Move Silently +9, Hide +9, Spot +10, Tumble +11; Deflect Arrows, Endurance, Diehard, Weakening Touch (-6 STR for 1 min)*, Stunning Fist (Fort DC 15).

Possessions: *bracers of armor +1*, *slippers of spider climbing*, *potion of cure moderate wounds*, masterwork siangham poisoned with deathblade (injury poison, Fort DC 20, initial damage 1d6 Con, secondary damage 2d6 Con).

* See Appendix 2: New Rules Item

APL 10 (EL 8)

☛ **Monk Guard**: male human (Suel) Mnk6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45; Init +1; Spd 50 ft.; AC 16 (+1 Dex, +3 Wis, +1 AC bonus, +1 armor), touch 16, flat-footed 15; Base Atk +4; Grp +6; Atk +7 melee (1d4+2, Masterwork dagger plus poison); or +6 melee (1d8+2, unarmed strike); Full Atk +5/+5 melee (1d8+2, unarmed strike) or +6/+6 melee (1d6+2 plus poison on first hit, siangham); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (30 ft.), still mind; AL LN; SV Fort +8, Ref +7, Will +9; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Jump +20, Move Silently +11, Hide +11, Spot +12, Tumble +13; Deflect Arrows, Fists of Iron (+1d6 on unarmed attacks)*, Power Attack, Flying Kick (+1d12 on charge attacks)*, Extra Stunning (stunning 9 times per day)*, Improved Trip, Stunning Fist (Fort DC 21).

Possessions: *bracers of armor +1*, *slippers of spider climbing*, *vest of resistance +1**, *potion of cure moderate wounds*, *ki straps**, masterwork siangham poisoned with wyvern poison (injury poison, Fort DC 17, initial damage 2d6 Con, secondary damage 2d6 Con).

* See Appendix 2: New Rules Item

Encounter Nine – Stop that gnome

APL 2 (EL 6)

☛ **Monk Small Sized (4)**: male human (Suel) Mnk2; CR 2; Small humanoid (human); HD 2d8+6; hp 19 [23]; Init +1 [+2]; Spd 20 ft.; AC 15 [17] (+2 Dex, +2 [+4] Wis, +1 size), touch 15 [17], flat-footed 14 [16]; Base Atk +1; Grp -1 [+0]; Atk +4 [+5] melee (1d4+2 [1d4+3], unarmed

strike); Full Atk +2/+2 [+3/+3] melee (1d4+2 [1d4+3], unarmed strike); SA flurry of blows, unarmed strike; SQ evasion, AL LN; SV Fort +6 [+8] Ref +4 [+5], Will +5 [+7] Str 14 [16 (+4 bulls str, -2 reduce person)], Dex 12 [14], Con 16 [20], Int 10, Wis 14 [18], Cha 8.

Skills and Feats: Balance +5 [+6], Escape Artist +7 [+8], Jump +8 [+7], Spot +8 [+10], Tumble +9 [+10]; Deflect Arrows, Stunning Fist (Fort DC 18 [20]), Endurance, Diehard.

-OR-

☛ **Monk Medium Sized (4):** male human (Suel) Mnk2; CR 2; Medium humanoid (human); HD 2d8+6; hp 19 [23]; Init +1; Spd 30 ft.; AC 13 [15] (+1 Dex, +2 Wis), touch 13 [15], flat-footed 12; Base Atk +1; Grp +3 [+5]; Atk +3 [+5] melee (1d6+2 [1d6+4], unarmed strike); Full Atk +1/+1 [+3/+3] melee (1d6+2 [1d6+4], unarmed strike); SA flurry of blows, unarmed strike; SQ evasion, AL LN; SV Fort +6 [+8], Ref +4, Will +5 [+7] Str 14 [18], Dex 12, Con 16 [20], Int 10, Wis 14 [18], Cha 8.

Skills and Feats: Balance +5, Escape Artist +7, Jump +8, Spot +8 [+10], Tumble +9; Deflect Arrows, Stunning Fist (Fort DC 18 [20]), Endurance, Diehard.

Possessions: *bracers of armor +1*, *ki straps**, large cask of oil and alchemist's fire.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of owl's wisdom* and a *potion of reduce person*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item

Tactics: The monks are under strict orders to throw the casks of oil through the windows of the Guild Hall and cause as much damage as possible and in full sight of the populace. If they are attacked they attempt to accomplish this task first, making a clear showing that it is "gnomes" burning the Guild Hall. Any of the local populace flees from the attackers the round following the explosions of the oil. After this, the monks dismiss the *reduce person* spell and fight the characters as medium sized monks.

APL 4 (EL 8)

☛ **Monk Small Sized (4):** male human (Suel) Mnk4; CR 4; small humanoid (human); HD 4d8+8; hp 31 [39]; Init +1 [+2]; Spd 30 ft.; AC 17 [19] (+2 Dex, +3 [+5] Wis, +1 armor, +1 size), touch 17 [19], flat-footed 15 [17]; Base Atk +3; Grp +1 [+2]; Atk +6 [+7] melee (1d6+1 [1d6+3], unarmed strike); Full Atk +4/+4 [+5/+5] melee (1d6+1 [1d6+3], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, slow fall

(20 ft.), still mind; AL LN; SV Fort +6 [+8], Ref +5 [+6], Will +7 [+9]; Str 14 [16 (+4 bulls str, -2 reduce person)], Dex 12 [14], Con 14 [18], Int 10, Wis 17 [21], Cha 8.

Skills and Feats: Jump +14 [+15], Move Silently +9 [+10], Hide +9 [+14], Spot +10 [+12], Tumble +11 [+12]; Deflect Arrows, Endurance, Diehard, Weakening Touch (-6 Str for 1 min)*, Stunning Fist (Fort DC 20 [22]).

-OR-

☛ **Monk Medium Sized (4):** male human (Suel) Mnk4; CR 4; Medium humanoid (human); HD 4d8+8; hp 31 [39]; Init +1; Spd 40 ft.; AC 15 [17] (+1 Dex, +3 [+5] Wis, +1 armor), touch 15 [17], flat-footed 14; Base Atk +3; Grp +5 [+7]; Atk +6 [+8] melee (1d4+2 [1d4+4], Masterwork dagger plus poison) or +5 [+7] melee (1d8+2 [1d8+4], unarmed strike); Full Atk +4/+4 [+6/+6] melee (1d4+2 [1d4+4], dagger plus poison or +3/+3 [+5/+5] melee (1d8+2 [1d8+4], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, slow fall (20 ft.), still mind; AL LN; SV Fort +6 [+8], Ref +5, Will +7 [+9]; Str 14 [18], Dex 12, Con 14 [18], Int 10, Wis 17 [21], Cha 8.

Skills and Feats: Jump +14 [+16], Move Silently +9, Hide +9, Spot +10 [+12], Tumble +11; Deflect Arrows, Endurance, Diehard, Weakening Touch (-6 Str for 1 min), Stunning Fist (Fort DC 20 [22]).

Possessions: *bracers of armor +1*, *potion of cure moderate wounds*, *ki straps**, large cask of oil and alchemist's fire.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of owl's wisdom* and a *potion of reduce person*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item

Tactics: The monks are under strict orders to throw the casks of oil through the windows of the Guild Hall and cause as much damage as possible and in full sight of the populace. If they are attacked they attempt to accomplish this task first, making a clear showing that it is "gnomes" burning the Guild Hall. Any of the local populace flees from the attackers the round following the explosions of the oil. After this, the monks dismiss the *reduce person* spell and fight the characters as medium sized monks.

APL 6 (EL 10)

☛ **Monk Small Sized (4):** male human (Suel) Mnk6; CR 6; Small humanoid (human); HD 6d8+12; hp 45 [57]; Init +1 [+2]; Spd 40 ft.; AC 18 [20] (+2 Dex, +3 [+5]

Wis, +1 AC bonus, +1 armor, +1 size), touch 18 [20], flat-footed 16; Base Atk +4; Grp +2 [+3]; Atk +7 [+8] melee (1d6+1 [1d6+3], unarmed strike); Full Atk +5/+5 [+6/+6] melee (1d6+1 [1d6+3], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (30 ft.), still mind; AL LN; SV Fort +8 [+10], Ref +7 [+8], Will +9 [+11]; Str 14 [16 (+4 bulls str, -2 reduce person)], Dex 12 [14], Con 14 [18], Int 10, Wis 17 [21], Cha 8.

Skills and Feats: Jump +16 [+17], Move Silently +11 [+12], Hide +11 [+16], Spot +12 [+14], Tumble +13 [+14]; Deflect Arrows, Fists of Iron (+1d6 on unarmed attacks)*, Power Attack, Flying Kick (+1d12 on charge attacks)*, Extra Stunning (stunning 9 times per day)*, Improved Trip, Stunning Fist (Fort DC 21 [23]).

-OR-

☛ Monk Medium Sized (4): male human (Suel) Mnk6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45 [57]; Init +1; Spd 50 ft.; AC 16 [18] (+1 Dex, +3 [+5] Wis, +1 AC bonus, +1 armor), touch 16 [18], flat-footed 15; Base Atk +4; Grp +6 [+8]; Atk +6 [+8] melee (1d8+2 [1d8+4], unarmed strike); Full Atk +5/+5 [+7/+7] melee (1d8+2 [1d8+4], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (30 ft.), still mind; AL LN; SV Fort +8 [+10], Ref +7, Will +9 [+11]; Str 14 [18], Dex 12, Con 14 [18], Int 10, Wis 17 [21], Cha 8.

Skills and Feats: Jump +20 [+22], Move Silently +11, Hide +11, Spot +12 [+14], Tumble +13; Deflect Arrows, Fists of Iron (+1d6 on unarmed attacks)*, Power Attack, Flying Kick (+1d12 on charge attacks)*, Extra Stunning (stunning 9 times per day)*, Improved Trip, Stunning Fist (Fort DC 21 [23]).

Possessions: *bracers of armor +1, vest of resistance +1*, potion of cure moderate wounds, ki straps**, large cask of oil and alchemist's fire.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of owl's wisdom* and a *potion of reduce person*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item.

Tactics: The monks are under strict orders to throw the casks of oil through the windows of the Guild Hall and cause as much damage as possible and in full sight of the populace. If they are attacked they attempt to accomplish this task first, making a clear showing that it is "gnomes" burning the Guild Hall. Any of the local populace flees from the attackers the round following the explosions of the oil. After this, the monks dismiss the *reduce person* spell and fight

the characters as medium sized monks. The monks use as frequently as possible their Stunning Attack, Fists of Iron, and their Flying Kick feats.

APL 8 (EL 12)

☛ Monk Small Sized (4): male human (Suel) Mnk8; CR 8; small humanoid (human); HD 8d8+16; hp 59 [75]; Init +1 [+2]; Spd 40 ft.; AC 20 [22] (+2 Dex, +4 [+6] Wis, +1 AC bonus, +2 armor, +1 size), touch 20 [22], flat-footed 18 [20]; Base Atk +6; Grp +4 [+5]; Atk +9 [+10] melee (1d8+1 [1d8+3], unarmed strike); Full Atk +7/+7/+2 [+8/+8/+3] melee (1d8+1 [1d8+3], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (40 ft.), still mind, wholeness of body (16 hp); AL LN; SV Fort +9 [+11], Ref +8 [+9], Will +11 [+13]; Str 14 [16 (+4 bulls str, -2 reduce person)], Dex 12 [14], Con 14 [18], Int 10, Wis 18 [22], Cha 8.

Skills and Feats: Jump +24 [+25], Move Silently +14 [+15], Hide +14 [19], Spot +14 [+16], Tumble +14 [+15]; Deflect Arrows, Fists of Iron (+1d6 on unarmed attacks)*, Power Attack, Flying Kick (+1d12 on charge attacks)*, Extra Stunning (stunning 9 times per day)*, Improved Trip, Stunning Fist (Fort DC 23 [25]).

-OR-

☛ Monk Medium Sized (4): male human (Suel) Mnk8; CR 8; Medium humanoid (human); HD 8d8+16; hp 59 [75]; Init +1; Spd 50 ft.; AC 18 [20] (+1 Dex, +4 [+6] Wis, +1 AC bonus, +2 armor), touch 18 [20], flat-footed 17 [19]; Base Atk +6; Grp +8 [+10]; Atk +8 [+10] melee (1d10+2 [1d10+4], unarmed strike); Full Atk +6/+6/+1 [+8/+8/+3] melee (1d10+2 [1d10+4], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (40 ft.), still mind, wholeness of body (16 hp); AL LN; SV Fort +9 [+11], Ref +8, Will +11 [+13]; Str 14 [18], Dex 12, Con 14 [18], Int 10, Wis 18 [22], Cha 8.

Skills and Feats: Jump +24 [+26], Move Silently +14, Hide +14, Spot +14 [+16], Tumble +14; Deflect Arrows, Fists of Iron (+1d6 on unarmed attacks)*, Power Attack, Flying Kick (+1d12 on charge attacks)*, Weakening Touch (-6 Str for 1 min)*, Improved Trip, Stunning Fist (Fort DC 23 [25]).

Possessions: *bracers of armor +2, vest of resistance +1*, potion of cure moderate wounds, ki straps**, large cask of oil and alchemist's fire.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of owl's wisdom*

and a *potion of reduce person*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item.

Tactics: The monks are under strict orders to throw the casks of oil through the windows of the Guild Hall and cause as much damage as possible and in full sight of the populace. If they are attacked they attempt to accomplish this task first, making a clear showing that it is “gnomes” burning the Guild Hall. Any of the local populace flees from the attackers the round following the explosions of the oil. After this, the monks dismiss the *reduce person* spell and fight the characters as medium sized monks. The monks use as frequently as possible their Stunning Attack, Fists of Iron, and their Flying Kick feats.

APL 10 (EL 14)

☛ **Monk Small Sized (4):** male human (Suel) Mnk10; CR 10; Small humanoid (human); HD 10d8+20; hp 73 [93]; Init +1 [+2]; Spd 50 ft.; AC 21 [23] (+2 Dex, +4 [+6] Wis, +2 AC bonus, +2 armor, +1 size), touch 21 [23], flat-footed 19 [21]; Base Atk +7; Grp +5 [+6]; Atk +10 [+11] melee (1d8+1 [1d8+3], unarmed strike); Full Atk +8/+8/+3 [+9/+9/+4] melee (1d8+1 [1d8+3], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (50 ft.), still mind, wholeness of body (20 hp); AL LN; SV Fort +10 [+12], Ref +9 [+10], Will +12 [+14]; Str 14 [16 (+4 bulls str, -2 reduce person)], Dex 12 [14], Con 14 [18], Int 10, Wis 18, [22] Cha 8.

Skills and Feats: Jump +28 [+31], Listen +9 [+11], Move Silently +16 [+17], Hide +16 [+21], Spot +15 [+17], Tumble +18 [+19]; Deflect Arrows, Fists of Iron (+1d6 on unarmed attacks)*, Power Attack, Flying Kick (+1d12 on charge attacks)*, Extra Stunning (stunning 13 times per day)*, Weakening Touch (-6 STR for 1 Minute)*, Improved Trip, Stunning Fist (Fort DC 24 [26]).

-OR-

☛ **Monk Medium Sized (4):** male human (Suel) Mnk10; CR 10; Medium humanoid (human); HD 10d8+20; hp 73 [93]; Init +1; Spd 60 ft.; AC 19 [21] (+1 Dex, +4 [+6] Wis, +2 AC bonus, +2 armor), touch 19 [21], flat-footed 18 [20]; Base Atk +7; Grp +9 [+11]; Atk +9 [+11] melee (1d10+2 [1d10+4], unarmed strike); Full Atk +7/+7/+2 [+8/+8/+3] melee (1d10+2 [1d10+4], unarmed strike); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, slow fall (50 ft.), still mind, wholeness of body (20 hp); AL LN;

SV Fort +10 [+12], Ref +9, Will +12 [+14]; Str 14, [18] Dex 12, Con 14 [18], Int 10, Wis 18, [22] Cha 8.

Skills and Feats: Jump +28 [+30], Listen +9 [+11], Move Silently +16, Hide +16, Spot +15 [+17], Tumble +18; Deflect Arrows, Fists of Iron (+1d6 on unarmed attacks)*, Power Attack, Flying Kick (+1d12 on charge attacks)*, Extra Stunning (stunning 13 times per day)*, Weakening Touch (-6 STR for 1 Minute)*, Improved Trip, Stunning Fist (Fort DC 24 [26]).

Possessions: *bracers of armor* +2, *vest of resistance* +1*, *potion of cure moderate wounds*, *ki straps**, large cask of oil and alchemist's fire.

Pre-cast spells: Before engaging the characters, this monk has consumed a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of owl's wisdom* and a *potion of reduce person*. Stats in brackets are the monk's improved scores.

* See Appendix 2: New Rules Item.

Tactics: The monks are under strict orders to throw the casks of oil through the windows of the Guild Hall and cause as much damage as possible and in full sight of the populace. If they are attacked they attempt to accomplish this task first, making a clear showing that it is “gnomes” burning the Guild Hall. Any of the local populace flees from the attackers the round following the explosions of the oil. After this, the monks dismiss the *reduce person* spell and fight the characters as medium sized monks. The monks use as frequently as possible their Stunning Attack, Fists of Iron, and their Flying Kick feats.

Appendix Two: New Rules Items

Defensive Throw [GENERAL], From Complete Warrior

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

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

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

Extra Stunning [GENERAL], From Complete Warrior

You gain extra stunning attacks.

Prerequisites: Stunning fist, base attack bonus +2.

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

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

Fists of Iron [GENERAL], From Complete Warrior

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

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

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

Flying Kick [GENERAL], From Complete Warrior

You literally leap into battle, dealing devastating damage

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

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

Prone Attack [GENERAL], From Complete Warrior

You can attack from a prone position without penalty

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

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

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

Rapid Stunning [GENERAL], From Complete Warrior

You can use your stunning attacks in rapid succession.

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

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

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

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

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

Weakening Touch [GENERAL], From Complete Warrior

You can temporarily weaken an opponent with your unarmed strike.

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

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

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

Zen Archery [GENERAL], From Complete Warrior

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

Prerequisites: Wis 13, base attack bonus +1.

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

Vest of Resistance (from Tome and Blood): These garments offer magic protection in the form of a +1 to +5 resistance modifier to saving throws (Fortitude, Reflex, and Will).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item. *Resistance*, caster level must be three times that of the vest's bonus, *Market Price:* 1,000gp (+1), 4,000gp (+2), 9,000gp (+3), 16,000gp (+4), or 25,000gp (+5); *Weight:* 1lb.

Ki straps (from Sword and Fist): These straps, when wrapped around both hands, grant the wearer with a +5 enhancement bonus to her DC with a monk's stunning at or the Stunning Fist feat. Wearing the straps is like wearing gloves; they take up the "gloves" slot on a character's body.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, monk level 3rd; *Market Price:* 5,000gp.

Appendix Three: Troubleshooting

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

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

Missing the gnome hook: The most common deviation would be to not help the gnome in Encounter 1. Failing to do so essentially eliminates the players from the Gentlemen of the Watch experience. Please note that Encounter 2B: Familiar Relations was written to specifically allow such player's access to the Family, but not Watch, encounters.

If the characters miss the gnome hook, insert Encounter 6 immediately after Encounter 2B – assume that the “hit squad” was closing in on Krot, saw the characters, and correctly surmised that the characters had spoken with Krot. In such a case the players will be operating outside of the authorization of the Watch and so may be delayed by the guard when they come to investigate after the fight. Also do not read the read-aloud text for that encounter—play the Watch as suspicious of the characters but interested in the bodies of the monks. In playing the Watch it is important to remember that there have been quite a few such attacks in the city as of late, and the guard is very interested in seeing who is behind the attacks. Use your judgment in such a case, and as long as the characters were not overly destructive in their response (such as laying lightning bolts down across city streets) the Watch will release them after some intense questioning.

Missing the Carrot Hook: If the characters refuse Krot but helped the gnome, the Watch will still ask the characters for assistance in delivering the letter to Lathmir in Encounter 5 (which leads directly to Encounter 6). If necessary refer to the timeline of events and allow the characters to do what they wish.

Completely off the scenario: A few, hopefully very few, parties may decide to deny all hooks. In such a case refer to the timeline of events and allow the characters to act as they wish within that timeline.

Characters that belong to Lawful meta-orgs may, for instance, go to the Watch on their own. In such a case, provided that they go to the Watch prior to the delivery of Lathmir's letter, Caleb will gladly use them for bait duty instead of his own people.

Likewise, characters that belong to the Family need only approach their contacts within the city to be drafted into attempting to kidnap Lathmir. Krot is no more interested in endangering the lives of his own men than Caleb is. Feel free to use your judgment if the players warrant an attack by the “hit squad” from Encounter 6. This might happen if the players attempt to infiltrate the crowd at the Bridgeforth Inn or attempt to break in on their own. If the characters are attacked by the hit squad allow them two minutes to question the defeated or dead monks before the Watch shows up. Use the information the Watch has for a guide as to what they might learn from the “hit squad.”

If the players attempt to contact Lathmir or otherwise attack him, pick up the adventure at Encounter 7: Breaking and Entering, and then proceed to Encounter 8. Highly resourceful characters may even be able, through the use of diplomacy in Encounter 5 and spells in Encounter 7, piece together what is occurring and attempt to stop it in Encounter 9. By all means allow such go-it-alone characters to gain the experience points from that portion of the scenario. Do not, however, read any of the text that corresponds to the Watch or the Family, and cross any influence points and favors off the characters' ARs.

Crime in Verbobonc: If the characters perform any unprovoked attacks in a public place, any number of witnesses report to the Gentlemen of the Watch, and the characters are arrested. Refer to the Verbobonc Laws document, or charge the characters anywhere from 4 to 26 TUs in jail based on the severity of their crimes (only murder should warrant a sentence longer than 18 TUs). Note that attacking the monks in Encounter 6 does not count as an unprovoked attack, as the characters are defending themselves. Also, fighting the monks in Encounter 9 is not against the law, once the characters know that the “gnomes” are up to some crime (but attacking others in that Encounter, such as the strolling couples, would almost certainly be considered a crime).

Appendix Four: Timeline of Events

If this scenario plays out as expected, this is the timeline of events that occur:

Earthday - 3:00 PM: Lathmir speaks at Square, Tympanum is attacked, the Watch responds.

Earthday - 7:00 PM Watch Captain Caleb has his letter raising suspicion within the brotherhood delivered to Lathmir.

Earthday - 8:00 PM Brotherhood “hit squad” attacks the carriers of the letter and Caleb collects evidence at the crime scene, and learning much of the Brotherhood’s plans in the process.

Earthday - 12:00 PM Family agents enter the Bridgeforth Inn looking to kidnap Lathmir. Lathmir commits suicide and the agents leave – taking Lathmir’s head with them.

Freeday - 1:00 AM Krot has Lathmir reincarnated. He comes back as a gnome and is driven insane in the processes, however does provide substantial clues to Krot as to the Brotherhood’s plans.

Freeday - 9:00 AM Krot and Caleb grudgingly meet to discuss the Brotherhood and piece together the Brotherhood’s plans.

Freeday - 11:00 PM. The Brotherhood firebombs the Guild Hall, severely damaging the building, and strikes at several other buildings throughout the city.

Freeday - 11:00 PM The Brotherhood kidnaps Bub Tympanum.

Starday- 6:00 AM Krot and Caleb meet at the Guild hall to compare information about the evening’s attacks and discover the kidnapping of Bub Tympanum.

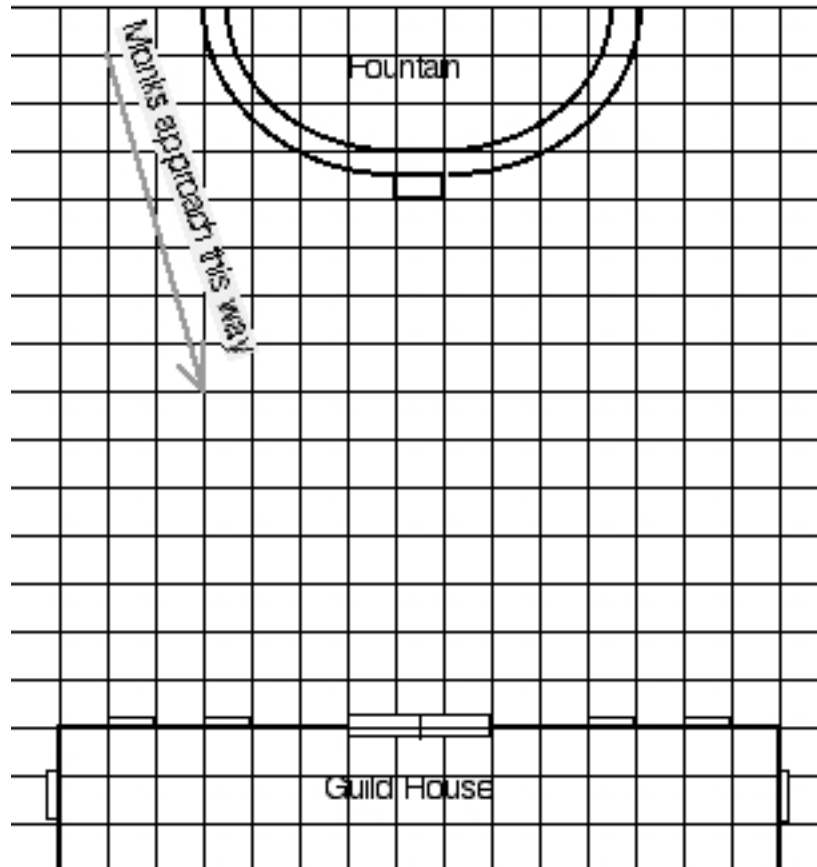
Appendix Five: Maps

Player Map #1



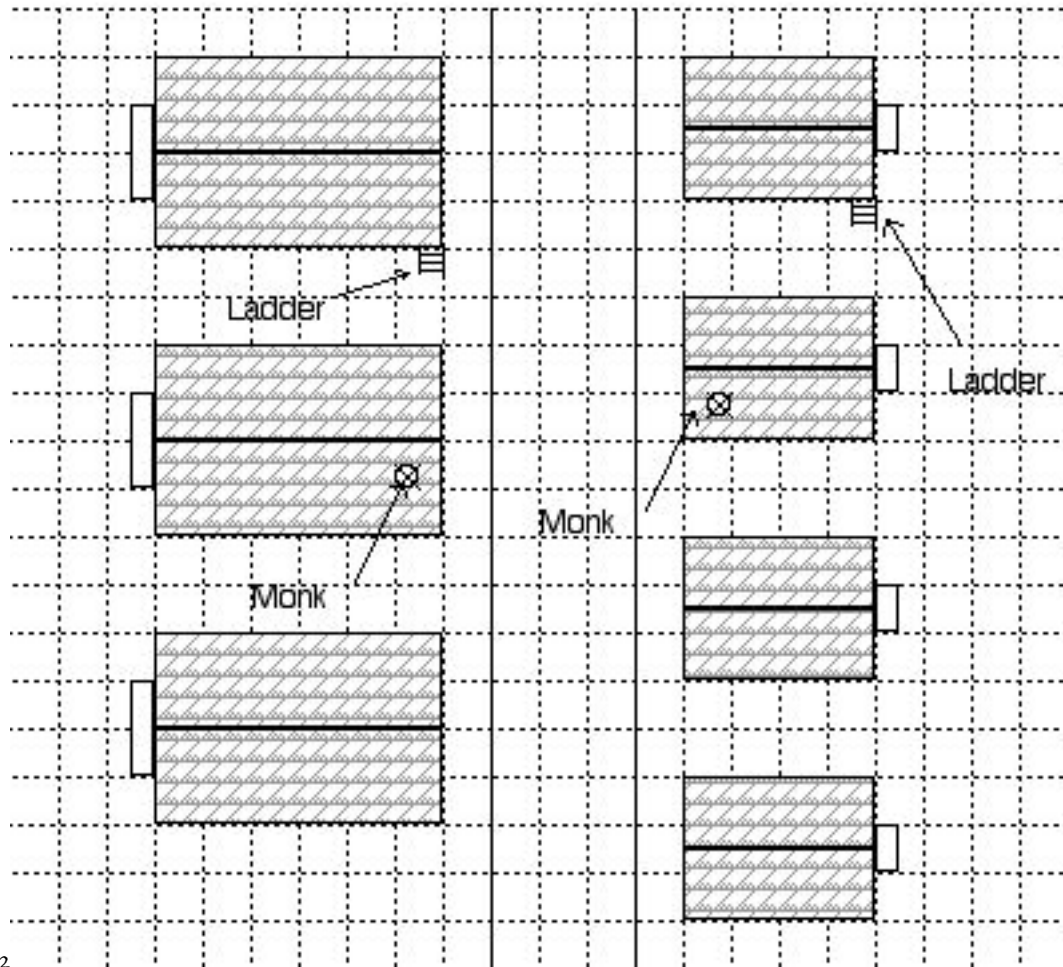
DM MAP #1

The Guild House Commons

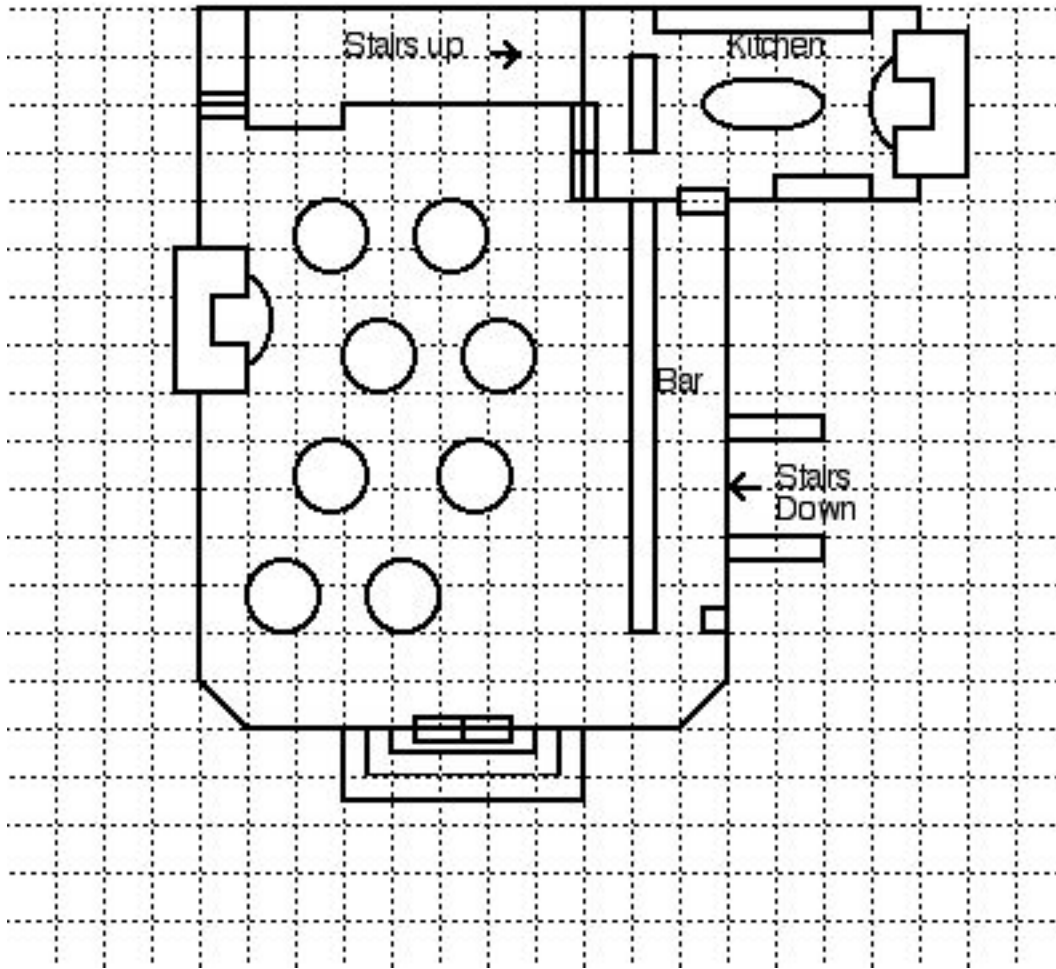


DM MAP #2

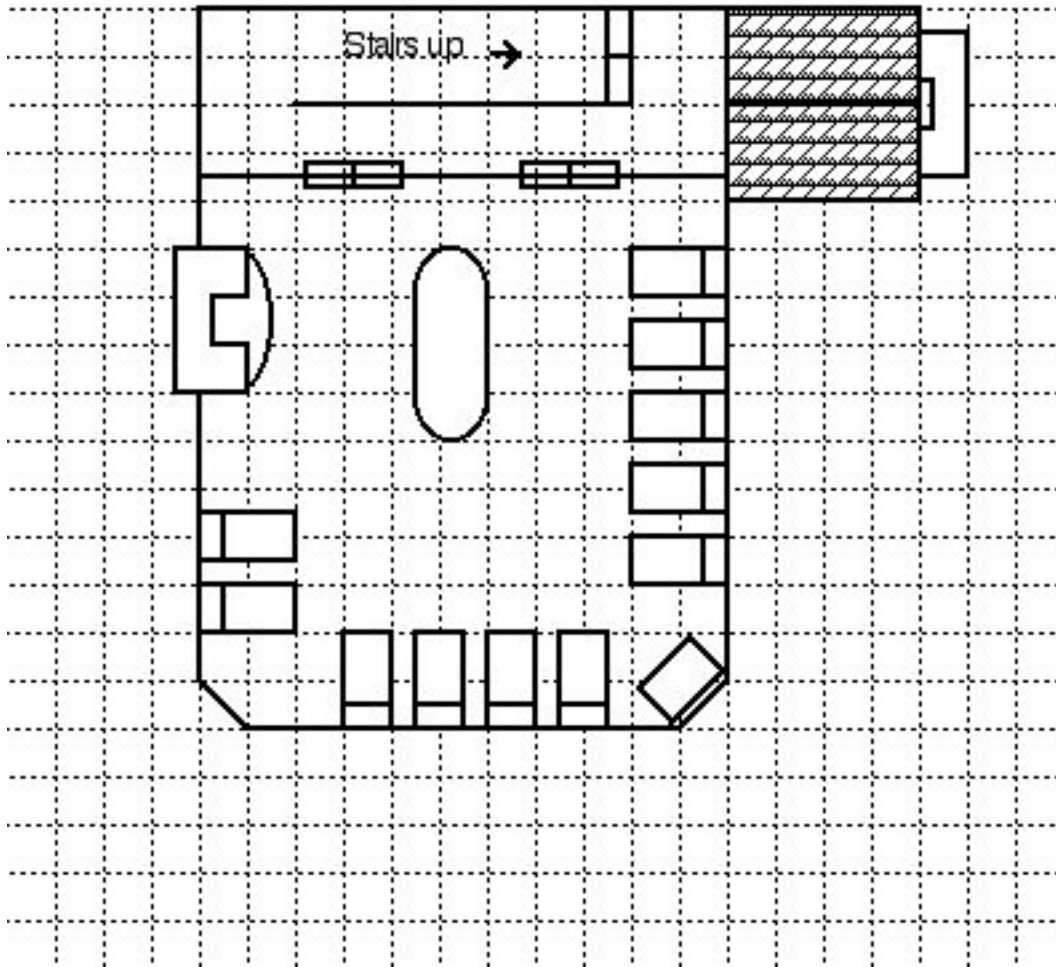
Killing the Messenger Map



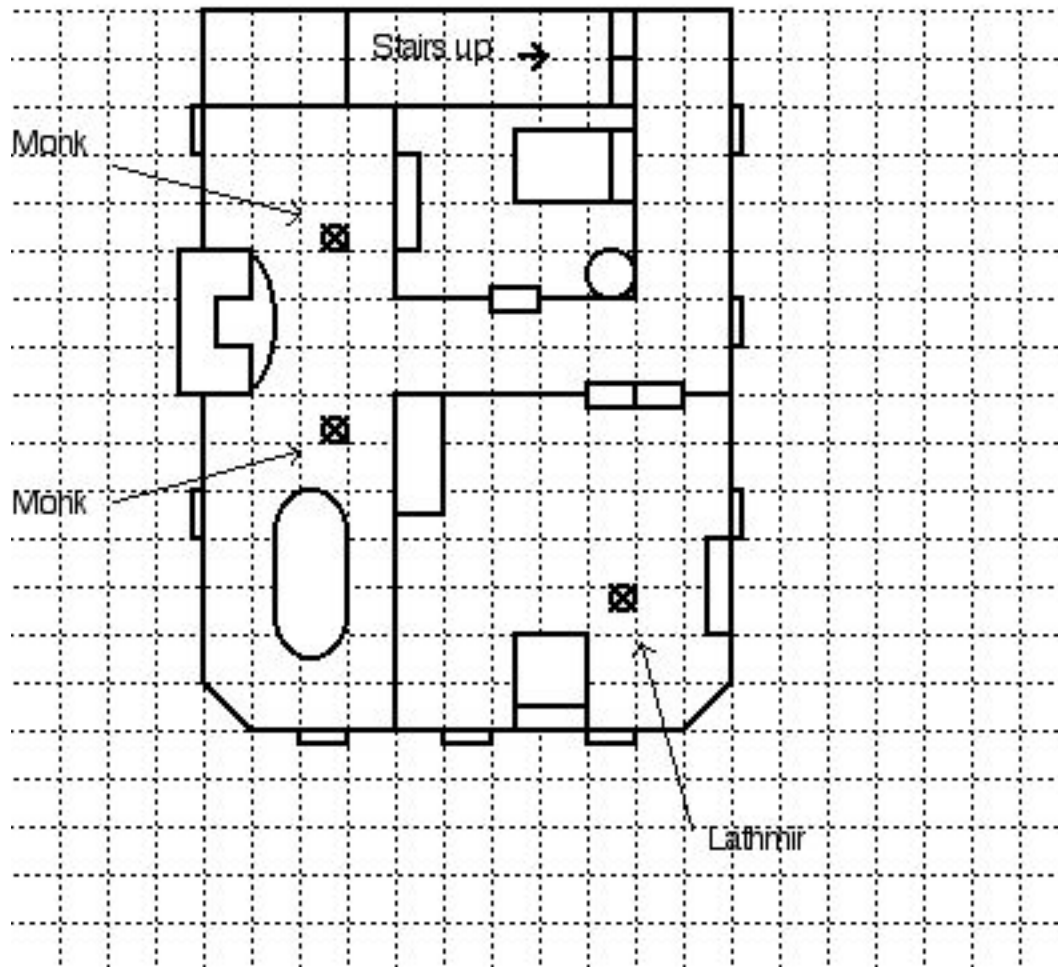
DM MAP #3
Bridgeforth Inn First Floor



Bridgeforth Inn Second Floor



Bridgeforth Inn Third Floor



Player Handout #1

Gentlemen,

Thank you for not involving yourselves in the events at the guild square today. Your restraint has provided us an opportunity that more brash people would have denied us. Please wait for me to arrive shortly, and we can discuss a mutually profitable accord.

Xrot.

ps. I consider whatever history we have between us to be in the past, I rarely let enmity stand in the way of a profit, I trust that you feel the same.

Player Handout #2

To Master Lathmir Amanthsal,

Verbobonc Cities town guard would like to cordially extend an invitation to you to stop by our hall and discuss the recent attacks against the gnomes. We are confident your dedication to the law within Verbobonc as well as the ideals which our land was founded will ensure your support for our investigations.

Knowing this, we respectfully call upon you to report at noon, on the day following today to answer our questions. Officially we know that we cannot compel you to bear witness but again feel that your loyalty and honor will see through to guarantee your cooperation.

Your most humble servant in the law,

Watch Captain Caleb.

Player Handout #3



Critical Event Summary

If you are playing this event before **October 31, 2004**, please answer the following questions about your table and send the results to gregoryhanigan@comcast.net

Did Lathmir Amanthsal die? If so, was a significant portion of Lathmir Amanthsal delivered to Uncle Krot?

Was the Guild Hall damaged by the monks?