

VERIntro 5-02

A Debt to Pay

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

Version 1

By John McGee

Special thanks to Tim Gillihan and Victoria McGee

Triad Edit: Chad LaMontagne, Michael Maenza, and Vernon L. Vincent

You're only running a simple errand, so what danger is there? A Verbobonc Regional Introductory Scenario for 1st-level characters only.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 three 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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. Three or 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.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. 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.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. 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.

Adventure Background

Garilon Rhynehurst has little experience at being a noble in the public eye. As such, he has yet to learn the art of discretion or working with go-betweens. This has caused him a bit of trouble. While attending an illegal gladiator match in the underbelly of the city bearing his family's name, he acquired a gambling debt. He placed the bets himself, thus exposing himself to possible social implications of various sorts. To make matters worse, the family was running the gambling tables. His debts are due. The family has made it known to Garilon that unless his debt is paid soon, they will reveal his involvement in the entire matter.

Lord Rhynehurst, Garilon's father, would like to clear the debt and prevent any public embarrassment. To do so,

he directs one of his servants to employ some 'third-party' agents to deliver the payment of the debt for him.

If only it were that easy. An agent for Lord Rhynehurst inadvertently contracts a Family member to hire the characters to deliver the package. Family higher-ups quickly discover the plan for delivery and move to intercept the package. If the payment is not delivered, the Family is under absolutely no obligation to keep any information about Lord Rhynehurst to themselves.

Adventure Summary

Introduction: The characters are asked to deliver a package for Lord Rhynehurst to pay off his gambling debts to the Family.

Encounter One: The Family steals the package from the characters.

Encounter Two: A quick recovery at a small street mission, some info, and they're off again.

Encounter Three: A fight with some 'bandits' proves to be more than a chance encounter. Clues begin to emerge about a Family plot.

Encounter Four: The party finally arrives in Rhynehurst. Who do they decide to meet with?

Encounter Five: Meeting with the Cousin who 'ordered the hit' on the characters in Verbobonc.

Encounter Six: The party meets with their contact in Rhynehurst.

Encounter Seven: A negotiation returns the package and saves face for everyone.

Introduction: Can you do this thing for that guy?

Well, you've struck out on your own, looking for adventure. Will you find fame and fortune, or is there an unplanned meeting with the undertaker in your future? Only time will reveal your fate. As fate would have it, you've all wandered into the same tavern in Verbobonc City.

At this time, have the players make their introductions.

After meeting one another and sharing your plans for the future, a well-dressed man joins you.

"Please, excuse me for this interruption. Correct me if I'm wrong, but you seem to be the adventuring type. As I've not seen you around before, I can only believe that you are either not from around here, just starting out, or both. I am Mr. Tourville. My Family represents a man of great importance in this region. Our employer has encountered some financial

difficulties of late, and has amassed a debt of embarrassing size. Unfortunately, he cannot openly repay this debt. To do so would implicate him in a way that would be most embarrassing. That is where you come in.

"Our employer needs this situation handled quickly and discretely. That is why I have approached you. As you are new here, you are still unknown, with no connections either to my Family or our employer. This makes you the perfect operative for us. You will, of course, be paid for your services. Are you interested?"

If yes, continue. If no, Tourville politely thanks the party for their time and finds another group; the adventure is over.

Excellent! It's quite a simple job, really. You simply need to deliver a package to our associates in Rhynehurst. You'll go to the Gilded Talisman and meet with a Friend. From there, he'll handle things. Now, if you will come with me, we can go over the details in private.

Tourville is a member of the Family in the Collections and Recovery division. He was contacted by Rhynehurst to hire the characters to pay off his gambling debt. Unfortunately, Rhynehurst doesn't realize that he has hired the Family to take care of his business with the Family.

Tourville takes the party to a room upstairs. They are to take the package to a C&R office in Rhynehurst. When they arrive in the city, they will meet a Family representative at the Gilded Talisman Tavern. Embellish the story however you feel necessary, and answer any questions the characters have, but never say Rhynehurst's name. Always say "our employer" or "our client". Emphasize that this is just a simple delivery job and that there's nothing to worry about. No extra expenses will be paid for, but each character will be paid 300gp upon completion of the job. Rhynehurst is a full two days journey west.

The package itself is a small wooden box about the size of a small book. The characters will not have the skill to pick the lock or to discern the contents (1000 gp in platinum and small gems). The only way they will be able to open it or know the contents is to break it. If this happens, the characters can still complete the adventure, but it will be significantly more difficult to run. Dissuade them however you feel necessary.

Of course, they can completely break the mod at this point as well. If they break the box and take the loot, the adventure can end very early. They will receive an equal share of the 500 gp, no xp, and animosity with the Family.

Encounter One: No Honor among Thieves

This ambush takes place somewhere in the city shortly after the characters begin their journey. They're walking through the city streets.

As you move through the streets of Verbobonc city, you notice a scuffle in the recesses of an alley. It looks like a group of six thugs are ganging up on two people about 40' down the alley. The two are on the ground, surrounded and being threatened by the others. They look like they're pleading for mercy.

All 8 of the group are members of the Family Discipline division sent to get the package from the characters.. They are baiting the party to come down the alley. Due to the bustle and noise of the city and the shadows of the alley, don't allow any listen/spot checks until the group is within 30' of the rogues. Once within range, a listen check DC10 hears the two begging for mercy and the six demanding all of their valuables. A spot check DC25 reveals the two on the ground to have saps in hand and leathers under their commoner's clothes. At this range, the six warn the party to mind their own business. A sense motive vs. the rogues Bluff roll will determine whether the party spots the ambush.

8 human rogues see *Appendix I for stats*

Tactics: If the characters neither discover nor detect the 8 rogues' ruse, the rogues get a surprise round. This is quite likely not to happen. In most cases, the characters will attack them. If this happens, the rogues use their Deflect Arrows feat to avoid any missile fire and close with the characters.

If the identity of the two 'victims' is not discovered, they move behind the characters crying for protection while the six "thugs" close with the group. Once the party engaged, the two sneak attack any flanked character with their saps.

If the entire ambush is sniffed out, then they rush the party. Since the party is outnumbered, the rogues all attempt to grapple the characters by dealing subdual damage only. Any rogues not engaged in a grapple attack the characters with their saps. Remember that when grappled, you lose your DEX bonus and are subject to sneak attack damage.

This encounter may seem overpowering. *It is.* The characters are supposed to lose the fight. The rogues are under orders to retrieve the package from the characters, but do not have permission to kill them. They knock out the characters, take the package, and head off to Rhynehurst to deliver it to their superiors.

Develpoment If the group doesn't take the bait and help the "mugging victims", improvise an ambush on the

road a couple of hours outside the city. Skip Encounter Two.

If, by some miracle, the party actually *wins* the fight, then proceed directly to Encounter 4. They get full experience and gold for the adventure, and a hearty round of applause.

Encounter Two: The Kindness of Strangers

If the party was subdued into unconsciousness, they awaken about a half hour later - safe in the halls of a nearby hall of Pelor.. Brother Norton, a street missionary, witnessed the last few moments of the mugging and had the characters brought here to recover in safety. Nothing was stolen except for the package. If asked, Brother Norton tells the characters what he knows. Make the characters work the information out of him.

- I saw the tail end of the fight. It looked like they weren't out for blood, just loot.
- After you were knocked out, they just took something from one of you, and then took off down the alley.
- I chased after them, but they were just too fast for me. I saw them heading for the West Gate.
- When I knew I'd never get to them in time to stop them, I had some of my men bring you here so you could recover in safety.

Norton can give a fairly accurate description of the rogues. If they want to, the characters are welcome to stay the night at the mission before they go off again.

The characters will know that they were heading towards the West Gate on their way to Rhynehurst. A cursory investigation of the merchants and gate guards around the West Gate (Gather Information, DC 8) reveals the following information. Feel free to have the group make multiple checks if you feel it's necessary.

- A group of eight street toughs blew through here close to an hour ago.
- The gate guard stopped them. They told him they were in a hurry to get to Rhynehurst.
- An apple vendor overheard them saying "Won't that nitwit Rhynehurst really be up the creek when his debt doesn't get paid off."

This should be enough to send them off to Rhynehurst city.

Encounter Three: Stalling Tactics

Unless they ignored the “mugging”, the first day of travel goes uneventfully.

Once the characters are on the road again, they are fought along the way by some hired muscle. Make sure to have the fight happen on the second day of the trip.

War 1 (4); see Appendix I

Rog1 / Ftr1 (1); see Appendix I.

On the way to Rhynehurst, the rogues met with a group of bandits. Instead of fighting them, the rogues bribed them. One stayed behind to organize an ambush for the party.

The group laid an ambush for the characters. The 20' wide road runs through a small copse of trees. All foliage within 10' of the road has been cleared away. The bandits have taken 20 on their hide checks, so the characters are allowed a DC 21 Spot check to see the bandits in the trees.

Tactics: the thugs all throw a javelin on either the surprise round or the first round. They then charge into combat. They have been paid well, so they fight to the death. The rogue does not take part in the fight. He remains in the trees and watches. When the fight goes against the thugs, or any character sees him and takes action against him, he immediately runs back to the camp a few dozen yards into the woods. The characters see him run.

The rogue attempts to throw **Player Handout #1** into the fire, but misses. It gets burnt around the edges and lands near the fire, but remains intact. He leaps onto a waiting horse and speeds off to meet with the others.

The characters should search the camp, finding the paper. This links the Family to the characters mugging.

EL4 – loot-(112 gp), coin-(20 gp), note from the family.

Encounter Four: Are We There Yet?

The remainder of the two-day journey is uneventful. The characters arrive in Rhynehurst at dusk. If the gate guards are asked about a group of rogues matching the description Norton gave, they know nothing. They're simply disinterested and pay little attention. A DC 5 Gather Information, or DC10 Knowledge (Local – VTF) or Bardic Knowledge discerns the location of both the Gilded Talisman and Lancer's.

The Gilded Talisman and Lancer's are respectable taverns midway between the seedier parts of town and the respectable: pure working class clients. They are also

meeting places of the Collections and Recovery department and Political departments of the Family.

If they seek out Pizo or Gerracci, go to Encounter 5.

If they go to their pre-arranged meeting, go to Encounter 6

It's just as likely that both encounters might be used.

Encounter Five: The Direct Approach

The PCs find Lancers to be an average, ordinary kind of local tavern. In order to find Gerracci, they have to go through Pizo. Any inquiries about Gerracci will attract Pizo's attention. Have them make one of the following checks: DC15 gather information if asking the patrons, DC12 diplomacy if asking the bartender, DC20 bardic knowledge.

Pizo is a cousin in the Family, political division. He is a rotund, surly human. Picture a less-abrasive, more intelligent mob enforcer and you'll have it.

If they got the bartender to talk, he tells the group to have a seat while he gets him. Read the following aloud: ***A Tall, well dressed, thick-necked human approaches you.*** If the party is already at a table, he asks to join them. If not, he motions for them to join him at a table. ***“You wanted to see me?”***

Any other means points them to the table he's currently at. As the characters approach, read the following aloud: ***At a corner table is a well-dressed, thick-necked human. He is having drinks and talking with several other similarly dressed men. As you approach, the conversation stops and all eyes at the table are on you. The leader of the group looks annoyed and says “Can we help you with something?”***

Any sort of insistence that the package is to be returned is met with immediate, condescending refusal laced with violent overtones. Any other conversation will be pleasant.

The following is a list of potential questions that might be asked, along with potential answers. This is by no means an exhaustive list. Make up answers to other questions however you wish.

The Note:

They character's might want to inform Pizo about the note they recovered in Encounter 4. Permit anyone with ranks in Bluff, Diplomacy, or Sense Motive; or any feat that provides a bonus to these skills (Deceitful, Negotiator, Skill Focus, or other appropriate feat) a DC 10 Wisdom check, with success indicating that they realize it could be a bargaining chip used for the return of the package.

If they tell Pizo about the note, he asks to see it. A DC 10 Sense Motive check lets a particular character realize that they will probably never see the note again if they turn it over.

Are you Gerracci?

No. My name is Pizo. Mr. Gerracci is my cousin. He is a very busy and important businessman in this city. You can think of me as his liaison with the general public.

Can we please have the package back?

No.

Why not?

I don't have it.

Who does?

My Cousin.

Who was the group that met you here with the package?

Some potential Friends of ours.

Where did they go?

To see my Cousin.

Can we see him?

The only way Pizo will let them see Gerracci is if they have the paper.

If they have the paper, tell Pizo about it, and refuse to let it go, Pizo will arrange a meeting between Gerracci and the characters.

"I'll tell ya what we'll do. You go back to whatever inn you're stayin' at and get a good night's sleep. Come back here tomorrow at noon. I'll introduce ya to my Cousin. I'm sure he can help."

Development:

Pizo will not discuss anything further with the characters. The evening passes uneventfully.

Should the characters attempt to force their way through Pizo, have them jumped by as many rogues as you feel necessary. Use the stats and tactics from Encounter 1. They're in the mob's spaghetti house picking a fight. They'll be lucky to escape with their lives. Beat them severely, but don't kill them. At 1st level, they're not important enough to kill.

If the characters haven't already, they can go to their meeting at the Gilded Talisman in Encounter 6. If Pizo arranges a meeting, go to Encounter 7.

Encounter Six: Pleading Guilty

At the Gilded Talisman, they are left to their own devices for about half an hour. Neidler, a family Collections and Recovery operative, is observing them.

You've come to the Gilded Talisman, just like you were told. You're not looking forward to the meeting, though. What will you do now that the package was stolen? As you're contemplating your fate, a pleasant looking gnome approaches you. "Good evening. I have been expecting you. I'm a Friend of Tourville. You're late. Please come with me." You are led to a semi-private meeting room. In it is a round table with seven chairs. The gnome takes one and motions you to take the rest. "You may call me Neidler. You have the package?" He looks at you expectantly.

The party would be ill advised to try and lie their way through the encounter. Have them make bluff checks vs. Neidler's +10 on sense motive. When they are caught in a lie, make them squirm until they fess up. If they refuse, Neidler will have them beaten and will not aid the party in any way from that point on.

If they tell him the whole story, there is hope. If they do not volunteer the note, he will ask if there is any proof. Even if they give him the note, he will return it, saying:

"It is most fortunate that you were able to recover this information. We can use it to get our package back. It seems that some others in my Family have other uses for what you were to bring. I believe they would use it against my employer. We must get it back. If we don't, it would be a stain on the reputation of my Friends and myself that we cannot afford."

Go and get a good night's rest. In the morning, meet me back here. We will go to see my Cousin Gerracci. He has the package. You must be cautious in dealing with him. Bargain an exchange of this note for the package."

Neidler arranges a meeting with Cousin Gerracci and the characters. He will accompany the party to the meeting, which is scheduled for the next day. Between now and then, the party is left to their own devices to explore the city of Rhynhurst. Nothing eventful happens. Proceed to encounter 7.

If the party does *not* have the note, they're stuck.

I'm afraid that without some kind of proof that this happened there's nothing we can do. If I were you, I'd head back to wherever you came from in a hurry."

Without the note ordering the mugging, the characters will be unable to get the package from Gerracci. Neidler would very much like to help, but he simply doesn't have the influence within the Family to do so. He will not

arrange a meeting or give the PCs any information about any Family members from this point on.

Encounter Seven: An Offer You Can't Refuse

The meeting with Cousin Gerracci can happen in one of two ways: either Pizo or Neidler sets it up for them. It will happen at Noon at Lancer's. If the meeting is arranged through Pizo, the party will go directly to Lancers at noon. If Neidler set it up, they will meet at the Gilded Talisman, then proceed to Lancer's at noon.

Gerracci is eager to get the note back as soon as possible, but he will not ask for it directly. He reasons that if they got this far, they won't be foolish enough to simply hand it over. He would gladly exchange the package for the note.

As the characters enter the bar, they are motioned to a meeting room in the back. They are either recognized from the night before, or Neidler is recognized. As they enter the room, read the following aloud:

You are escorted through the back of the bar down a short hallway to a private meeting room. As the last of you enter, the door is shut behind you. Sitting at the other end of a conference table is a little weasel of a man dressed in fine clothing. Behind him are two other men, much larger than he, armed with light crossbows, but dressed similarly. A servant or waiter of some sort stands in a corner near the door.

Gesturing to the chairs at your end of the table, the man speaks, "Please have a seat. It would seem that we have much to discuss."

If they refuse to sit, Neidler (if present) encourages them to be polite. If they still refuse, Gerracci makes a motion to the waiter. He leaves for a moment, and then returns with men enough to have the PCs outnumbered by one. ***"Please, I insist. It's so much more pleasant to discuss things relaxing with a full goblet."***

After everyone is seated, the waiter pours a glass of wine for all who would like one, and for Gerracci ***"My name is Gerracci. It seems my Cousin and I had some differences in opinion in a matter you became involved in. I take it you would like to discuss this matter further?"***

At this point, the characters should enter into negotiations with Gerracci. Any reasonable offer to exchange the note for the package is agreed to. Make them sweat it out at first. Have them make some diplomacy rolls, bluff, sense motive, etc. In the end, any peaceful exchange will be successful. If they don't go this route and Neidler is present, have him remind them

of that option. If Neidler is not there, Gerracci might suggest an exchange of goods might be in order.

If for some reason, the party wants to fight their way out, they will lose. Beat them mercilessly. If they are foolish enough to attack a Cousin of the Family, they deserve it.

While the Family is never directly named, it should be obvious they're dealing with an organized crime boss.

As the characters leave Lancers: ***You see a group of young street thugs being loaded into a cart by some of the city watch.*** If they ask about them, they recognize the thugs as the same group who jumped them in Verbobonc city. The watch tells the party: ***"We got a tip that these hoodlums were responsible for some robberies. They have the goods on them, so it's a pretty clean bust."*** Gerracci is less than happy with the thugs. They were discovered, thereby nearly exposing him. He tipped off the watch, who is in league with the Family, and had them arrested as a punishment.

Conclusion

Hopefully, the characters have recovered the package from Gerracci. If they have not met Neidler yet, they may do so now. He will simply confirm that they have the package and take them to his boss. They then deliver it and are paid.

If Neidler was there for the negotiations, the meeting described above proceeds normally. He asks them not to mention the difficulties to his boss.

Box in hand; Neidler takes you to see his Cousin. You are eyed suspiciously as you are escorted into the back room of an importer's storefront. You hand the package over and receive your payment. As you leave, you can't help but wonder who exactly was in so much trouble that they'd go to so much trouble, and why they'd get involved with this Family in the first place.

If the characters never recovered the note, then they're pretty much hosed. They won't be able to get the package from Gerracci and therefore can't deliver it to Neidler's boss. They are not paid, and do not get any XP for encounter 6. On the good side, the Rhynehurst family will not be exposed. It's much more important to have the debt to the Family to hold over his head than to expose his crime.

THE END

Experience Point Summary

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

Encounter One

Losing the fight	90 xp
Winning the fight	450 xp

NOTE: If they win encounter one; no further xp can be gained.

Encounter Three

Defeating the warriors in ambush	120 xp
----------------------------------	--------

Story Award

Exchanging the note for the package	140 xp
-------------------------------------	--------

Discretionary roleplaying award

100 xp

Total possible experience: 450 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy (sell value, which is PHB cost divided by 12)

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items recovered (sell value, which is DMG cost divided by 12)

Encounter Three:

L: 112 gp; C: 20 gp; M: 0 gp

Conclusion:

L: 300 gp; C: 0 gp; M: 0 gp

Total Possible Treasure: 432 gp

Items for the Adventure Record

Influence with the Family: Your participation in this endeavor has garnered you the attention of the Family.

- ☐ Your keen personality for negotiating has brought you to the notice of the Family by successfully managing the exchange without Neidler's assistance. You gain one (1) Influence Point with the Family. In addition to the standard uses for Influence in Verbobonc, this influence may be used to enter the Political division of the Family.
- ☐ Your ability to act discretely in the delivery of sensitive packages has been noticed by the Family. You gain one (1) Influence Point with the Family. In addition to the standard uses for Influence in Verbobonc, this influence may be used to enter the Collections and Recovery division of the Family.

Only one (1) influence may be gained with this reward, and the character must still meet all requirements to join the Family metaorganization.

Infamy with the Family: Your bumbling of the operation has created more than a few enemies in the Family. You gain two (2) Infamy points with the Family. This Infamy must be removed (by using 2 Influence points with the Family or the Viscount) before the character is eligible for any membership with the Family.

Appendix I: NPCs

Encounter Two

Male Human Rog1/Ftr1: CR 2; Medium Humanoid; hp 14; Init +2; Spd 30; AC:14 (Flatfooted:12 Touch:12); base melee +3; grapple +11; +3 (1d6+2, Sap); AL N; SV Fort +3, Ref +4, Will +1; SA: sneak attack +1D6; STR 14, DEX 14, CON 12, INT 10, WIS 12, CHA 14.

Skills and Feats: Bluff +6, Hide +6, Intimidate +7, Jump +7, Move Silently +6, Ride +3, Sense Motive +5, Sleight of Hand +6, Spot +5, Tumble +8; Deflect Arrows, Improved Grapple, Improved Unarmed Strike.

Possessions: sap, dagger, leather armor

Encounter Three

Male Human Warrior/1: CR 1/2; Medium Humanoid; hp 9; Init +5; Spd 30; AC:14 (Flatfooted:13 Touch:11); base melee +1; grapple +2; +2 (1d6 javelin) or +4 (1d6+2 mw short sword); AL N; SV Fort +3, Ref +0, Will +0; STR 14, DEX 12, CON 12, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative

Possessions: studded leather armor, masterwork short sword, javelin, 30gp

Player Handout #1

Retrieve the package from the couriers hired by Tourville. You do not have permission to kill them, only to take it from them. Aside from that, use your own discretion, just don't be seen. Bring the package to Lancer's. You'll meet my Cousin Pizo before bringing it to me. Do this and I might consider you my Friends.

Gerracci