

PERI-05

A NIGHT OF STEEL

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

Version 1

by Patrick Williamson

With thanks to Mark Somers and Bruce Paris

Festival grips the city of Schwartzenbruin, drunken crowds are in the streets and ale is flowing freely. Yet a dark shadow has decided to make its mark, and the PCs are in for more than they bargained, as tonight is a night of steel. An adventure for characters 3-10.

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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 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 seven 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 will 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, a character sheet, and a LIVING GREYHAWK log 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 following 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 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 an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is 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 dog to attack they 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

This is a fast play adventure and occurs over the period of a single night in the city of Swartzenbruin. The characters have to prevent the assassination of Ingolt Weisspeer a political figure in Perrenland who is seen by many as the father of the anti-Iuz movement in the country. The election of the new Voorman draws near and the old demagogue has been vocal against those who foster a neutral attitude towards evil and Iuz the Old in particular. This includes the current Voorman Karenin, who just happens to be Ingolt's nephew. Ingolt has publicly criticized Karenin for his lack of moral character in maintaining the non-aggression pact with Iuz established by his predecessor. This has caused the popularity of Karenin to slump and it is looking increasingly like his re-election may not come to pass. Karenin's slump in popularity is cause for concern with many, including the local network of Iuz agents and devotees. Orders from

above them have suggested that if Karenin fails to be re-elected and the Old Ones western frontier comes under threat due to the abolition of the non-aggression pact that their future would be bleak. These local Iuzians have decided to remove Ingolt's political agitation from the scene despite the sure knowledge that he could become a martyr. The brutal murder of Ingolt and his closest supporters may, however, quell open opposition for the fear of similar fate. "Let the strong be brutal keeping the weak in fear" is doctrine to any priest of Iuz. The Iuzian's have arranged for an assassin to do the knife work and for a patsy to take the fall. The patsy is a young political agitator called Axil Zonwarker who is an ardent supporter both of the Demagogue Ingolt and armed insurrection to overthrow the pact. He is known to the Perren Statspolizi (state police) and on the night of the assassination he has been drugged and left in an apparent drunken state with the murder weapon and other items pointing to motive and intent at the murder scene. An anonymous tip-off gets the Statspolitzi to the house and him in the gallows.

First, however, the demagogue's protection needs to be removed. Several loyal supporters and servants tend the old demagogue at his manor. The leader of these is a Knight of the Hart called Sir Rufus Ward who has attached himself to the old man at the bequest of interests in Furyondy. To remove him as a problem, the Knight has been lured to a side street only a block away with an offer of information he simply couldn't refuse. A false messenger claiming to be from the Hetcaptian of the Perren Statspolizi has delivered a letter with the official state seal not an hour past. The letter addressed for Sir Rufus Ward claims that the Statspolizi's agents have uncovered a plot by a radical element of the demagogue's own faction. These radicals plan to kill Ingolt and burn down the manor to create a martyr in the hope that this creates a popular wave of reaction driving the Voorman Karenin out of power. It states that the Voorman himself has been informed and would like to assign protection to prevent this from happening. A rendezvous has been suggested a block away from the manor so that a more detailed picture can be given. The Hetcaptian's letter claims that he doesn't want to come to the manor, as he fears the plotters are watching it, and they do not want to tip them off, as this makes it harder to catch them. Sir Rufus knowing that this could be a trick has taken the precaution of securing the Demagogue in his secret bolthole within the manor with a pair of guards. He has left his young but capable squire in charge. The other servants have been armed and set to watch for his return. Sir Rufus making his way to the rendezvous point as instructed, is ambushed by several agents of Iuz and although killing two a third stabbed him with an evil dagger that has a magical poison, and has left him dying in an ally. The PCs simply passing by hear his cry for help and find him in his last dying moments. He beseeches them in the name of all things holy and good to save the old Demagogue from the assassins. Telling them of a letter and whispering that he was foolish to be trapped as such. He gives instructions on how to get to the house

before handing over his magical longsword to the PCs, and then he dies.

The longsword is subject to a powerful compulsion for good that helps in drawing the PCs into the affair. The PCs get further information from a distressed servant called Hertarg and are urged to find the manor quickly. The PCs find the manor easily and see that three city guards are standing outside the open door already. These are disguised agents of Iuz, and the killers of Sir Rufus Ward. They tell the PCs to move on, however, it is obvious that their uniforms don't fit very well and the lantern light reveals that one has wet bloodstains down his tabard and a small gash under his eye. This should lead the PCs to confront the guards and a fight should occur. Once the guards have been dispatched the PCs have to enter the manor to search for the old man. Inside it is silent and almost dark. Yet within its walls now lurk several agents of Iuz and an assassin.

INTRODUCTION

The PCs are attending a festival in the city of Schwartzenbruin, and should be made aware that during the festival, weapons of large size or bigger are forbidden, and in fact, it is encouraged that folks bear nothing larger than a longsword or rapier. By the same token, the city guard frowns upon those individuals so tacky as to wear medium or heavy armor, as they tend to make a person appear somewhat suspicious, especially when everyone on the street is dressed in costume and fine clothes. The PCs should be encouraged to eschew heavy armor and large weapons prior to the start of this adventure. If they comply with the social norm, make note of the changes this may make to their respective AC and so forth. Additionally, those who choose to ignore this circumstance should be treated with the appropriate suspicion. Any PC caught bearing a large weapon, has it confiscated immediately by the city guard. There are no exceptions.

The night is still young in the Old section of Schwartzenbruin and the streets of the city are filled with those celebrating yet another of the festivals the city has a reputation for. Your group of adventurers, a little light headed with all the entertainment, is sauntering, as all young people do with much joviality down a not so crowded street; heading towards the famous Arena through the Harbor gate. As you are passing a side lane you all hear a gurgled cry for help.

If the players move to investigate they need to make a successful Spot check (DC10). Those who make this check see the following:

Stopping, you can see a crumpled form lying in the alley. You get the impression it is trying to pull itself along the ground. Clearly, this time, it is the voice of a man who cries for you to help him.

This is Sir Rufus Ward a mortally wounded Knight of the Hart, of Furyondy.

ENCOUNTER 1: THE DEATH OF THE KNIGHT

Note: This encounter runs differently for each group that goes through it so each major element has been labeled separately so that it can be run in a variety of different orders.

If the players approach the form in the alley read the following.

The man stops dragging himself as you approach, and you can see in the dim light that he is well dressed.

Get any PC who enters the alley to make a spot check (DC 15) to see the following. Failing this then any PC who reaches the man can see the following.

As you approach you can clearly see two other bodies that lay unmoving on the ground twenty feet back into the lane.

Here is the initial description of Sir Rufus Ward, given to the PCs who get within five feet of him.

The man grips a blood stained longsword in his right hand and a crumpled letter in his left; his chest is soaked in blood. A dagger thrust half way to its hilt protrudes from the middle of his back just above his right shoulder blade. Foaming bubbles of blood and bile are issuing from his mouth. He manages to speak as the first of you gets near enough.

Sir Rufus Ward has been fatally poisoned with a magic poison that nothing short of divine intervention, miracle, or a wish can reverse now. Any healing magic is useless, and he stops any such administrations with the simple statement given below

“Do not worry my friends! No magic can reverse the grip of this poison it comes from the alter of the Old One himself, I have seen its touch before...”

Hopefully this stops any clerics from using their healing magic, as they may need it later.

A fit of coughing overtakes the man, and you see blood streaming out of his mouth. He rasps, “You must save him! I beg you in the name of The Light... do not let my failure be complete!” For a moment he struggles for breath

“His home is but a block away on Old Manor Street and Hasten Lane ... The Weisspeer place! You will know it when you see it... You must hurry! He does not have much time!”

He looks at the party members attending him and instinctively thrusts his sword at the most “holy” amongst them saying the following to that person.

“Take this, my sword! Tis magical, and will help you! I beg you in the name of the light to save my soul! You must use it to remove my head or I will come back as devil spawn! Do it

quickly! Tell them all that I am sorry, tell my mother...” With a final small convulsion his body goes rigid and he dies.

Sir Rufus's Sword

The sword that Sir Rufus has given the PC is subject to a powerful *geas* and manifests itself upon whoever holds it the round after he draws his last breathe, Will save DC30 per round it is held. The effect are instantaneous and twofold. Give them Player Handout # 1 at this point and wait for them to read it. Basically Vaukieper makes the wielder adhere to the following tenants

- 1) The wielder must serve the powers of good.
- 2) The wielder must serve the King of Furyondy.

The weapon is a +2 *keen longsword* called *Vaukieper* and is of exquisite workmanship. The player who takes the sword knows that this is a weapon of a Knight of Hart under the service of the King of Furyondy. The sword is returned to the King of Furyondy via diplomatic channels at the end of the adventure.

Sir Rufus also carries a letter and if the PCs pick it up then give them Player Handout 2.

Note: Feel free to be creative regarding the appearance of the document as well. It would be a nice touch if it were screwed up into a ball with something that resembles bloodstains all over it.

Vaukieper

A mystical longsword of the King of Furyondy's Knights of the Hart, *Vaukieper* is a +2 *keen longsword* (Int 12, Wis 10, Cha 15; Lawful Good; grants free use of Improved Initiative) Note: Any PC bearing *Vaukieper* who is not Lawful Good gains one negative level which remains so long as they have possession of the sword. It cannot be overcome in any way.

Identifying the dagger in the Chest of Sir Rufus

A successful Knowledge (religion) check (DC 20) identifies the dagger as a ritual item of Iuz. An item reserved for use on its greatest enemies. If one of the forensic methods listed below is successfully implemented then its nature may also be revealed.

The dagger is a long version of the weapon type almost a short sword. Its guard, hilt and pommel have been made of a black metal and are sculptured in the form of a human body twisted up in pain. The face of the human has been accentuated to look leering and skeletal.

Identifying the nature of the dagger and poison:

- A detect evil will reveal that the dagger is intensely evil.
- Detect magic and poison spells reveal residual results indicating, with a successful Spellcraft and/or Alchemy check respectively, that the dagger once had both of these things, but not anymore.

Nature of the poison:

This poison is magical in nature and rumors of its existence began circulating during the Greyhawk wars in the Shield Lands. It is called Iuz's Bane and once the poison has been injected into its victim it requires a DC 35 Fortitude save to resist its effects, which are 1d6 points of Con damage per melee round until death occurs. A neutralize poison is ineffective and even a greater dispelling is said to be difficult DC 35. The poison is drawn from some demonic ritual held in Dokarra and is difficult to make thus its infrequent use. The dagger is a receptacle for generally 1d4 doses of the poison. This dagger has 0 doses left. The victim of this poison will rise as an undead "wight" in 1d4 days after their death unless their head is removed within a few hours and their body properly consecrated in holy ground. If the PCs fail to remove Sir Rufus's head he becomes an undead but this has no consequences within the confines of this scenario.

Decapitating Sir Rufus

If the PC with Sir Rufus's longsword uses it to decapitate his body as per his request then read the following:

As you complete the grizzly task you all see the ghostly embodiment of Sir Rufus rise from his headless corpse. This is brief, but you get the impression that he smiles upon you before the apparition rise up into the night sky and disappears.

By this time all the noise and elapsed time allows Hertarg, a servant from the Weisspeer manor, to arrive. (see encounter 1A)

Useful items and the other bodies

Sir Rufus carries 5 sp in his belt pouch, and wears a family signet ring worth 10 gp. A gold chain around his neck has a medallion with the symbol of the Knights of the Hart upon it and is worth 25 gp. Looting the body of a Knight of the Hart is severely frowned upon.

If the PCs examine the other bodies read the following

The two other bodies in the lane are human and non-descript. They each carry a shortsword, and each one has a light crossbow with eight bolts remaining. Both carry a belt pouch a well.

Pouch #1: 2pp, 5gp, 10sp, 12 cp

Pouch #2: 14gp, 16sp, 5cp, and platinum coin with a leering skull on it. (A successful Religion check (DC 15) identifies it as a coin from the Empire of Iuz)

ENCOUNTER 1A: HERTARG'S STORY

As you are going about your tasks, a man in his late 40's appears at the end of the alley. He appears to be in a rush. He takes one look at you all, and the body of Sir Rufus, then promptly faints.

This is Hertarg, a servant from the Weisspeer manor down the street. He has fled the confrontation at The Manor to seek Sir Rufus and has fainted at the sight of

blood, his pet phobia. He can be quickly revived with a successful Heal check (DC 10). Reassuring him will be a different matter however, once he has come round. He is dressed in Weisspeer house livery.

Slowly, his eyes flutter and he regains consciousness. With a growing sense of horror and accusation he looks up at you all and asks in a choking whisper, "Why have you slain Sir Rufus?! Bloody murderers! Your souls will burn for this foul deed!"

A timely reassurance from a PC prevents the following from occurring.

"With rising volume he begins to shout MURDER!! FOUL BLOODY MURDER!!!"

If the PCs do plead their innocence then slowly Hertarg begins to see that he is mistaken and he quickly begins to recount his story.

Oh what a foul night this is turning out to be! I fear that this murder is but the beginning! Please, good people, you must help me! I am Hertarg, the Footman for Master Ingolt Weisspeer. My master has been saying many good and strong words about fighting evil and all that, but I fear that evil has now come to take its payment for his boldness! Please, good people, you must help him! They came not more than five minutes ago ... saying they were guards and sent to protect our Master. Foolish we were to trust them so easily! They had all the right uniforms and equipment befitting a guard! They even had a guard's warrant badge! We let them in, and that's when we found out!! A terrible fight has started inside The Manor!! I have just escaped, but on leaving I saw Sir Rufus's squire fighting three of them up the stairs; and old Ned was rallying the rest of the household in the kitchen! You must help them!! All of them!!!"

If questioned, Hertarg knows the following information; but presses the PCs to act quickly. *Time is of the Essence!* Only give a few replies to specific questions from the PCs until he urges them into action with the following statement:

"Look, good people, I don't mean to sound rude but whilst we stand here talking, others may be dying! You must act quickly. I will run to the other Weisspeer house to get help! You must hurry to the manor! It's down there! [He points] Please, I will get back with help as soon as I can. May The Light guide and bless you!" With that he hurries off into the dark: a man with a mission.

What Hertarg knows:

- 1) Hertarg knows who Sir Rufus is and why he is here i.e. to protect Ingolt (refer to synopsis for this info)
- 2) He knows that Ingolt has been trying to rally Perrenlanders to fight Iuz
- 3) He knows that over a dozen guards were let into the house and that these guards are well armed and dressed in Harbor Gate guard livery and breastplates.
- 4) He knows that Sir Rufus was meeting someone and that Sir Rufus put the house on alert and that Ingolt

has been hidden in the house by his bodyguards of which there are four not including Kaimon, Sir Rufus's young squire.

If the PCs stall for too long then the PC holding Vaukieper feels strong urges from the weapon to act quickly and decisively and begins urging the others to think quickly and head towards the manor. The PCs may wish to carry the body of Sir Rufus back to the manor, let them do this encumbering one or two of them appropriately during Encounter 2.

Hertarg: Male human Exp1; CR 1/2; Medium-size humanoid (Flan/Oerdian); HD 1d6, hp 6; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d4/19-20, dagger); AL LG; SV Fort +0, Ref +0, Will +0; Str 14, Dex 10 Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +3, Diplomacy +4, Handle Animal +4, Jump +3, Knowledge (hearth lore) +4, Knowledge (local history) +4, Knowledge (religion) +3, Knowledge (heraldry) +3, Profession (footman) +6, Ride +1; Skill Focus (profession - footman).

Possessions: Belt pouch (1gp, 5sp), dagger.

ENCOUNTER 2: OUTSIDE THE MANOR

Searching for the manor takes you a couple of minutes, and halfway down Old Manor Street a large house looms out of the darkness. Its front entrance is down Hasten Lane, on the left. It is clearly the place you seek.

If the PCs have used a scout then they can easily use the shadows to get close enough to the manor to see around the corner to the front door. Read the following to the scout

You see that three figures stand outside the front door of the place; one has the lamp on a long pole commonly carried by the city watch.

If the party or a party member reveals himself or herself to the three men then read the following

You see that three figures stand outside the front door of the place. One has a lamp on a long pole commonly carried by the city watch. As you approach, one of them steps forward and challenges you in a clear voice. "Who goes there? Identify yourselves!" His hand is on his sword.

These gentlemen are agents of Iuz. One of them is the only survivor from the slaying of Sir Rufus. They wear the uniforms of the Harbor Gate guard. Read the following description for any PC who makes a successful Spot Check (DC 10).

All three wear a blue tabard with a tower and anchor symbol on the chest. They are dressed in breastplates and carry longswords. The speaker has his sword half drawn. The one to his left has a

light crossbow in hand. The other holds a pole lantern which has a 40-foot radius light effect outdoors when elevated. The guard with the light crossbow has a very poor fitting uniform, and bloodstains on the tabard. He also sports a gash below his right eye that is slightly weeping.

Any PC who makes a successful Knowledge (local) check (DC 15) recognizes the uniform as that of the harbor gate guard.

Hopefully the PCs will counter-challenge the guards, in which case the guards attempt to Bluff the PCs into moving on. Here they can make a contested Bluff/Sense Motive check against the PCs. Their Bluff skill is +4, and their speaker says the following:

"This is guard's business, and is no business of yours! Move on, or I will arrest you for obstruction of justice!" The one with the light crossbow steps back into the shadows a little and levels his crossbow threateningly at you all.

If the Bluff fails and the PCs close for melee, or refuse to move on, then the lantern holder who has reserved his action reacts. He takes a 5-foot step forward and swings down the pole lantern to smash it on the ground in front of the nearest PC if/once they are within 15 feet. It has a 10ft reach. Then, he uses the Quick Draw feat to draw his longsword.

The lantern holder suddenly steps forward and swings his pole lantern down towards the nearest of you smashing it on the ground. Hot fiery liquid fans outwards from a small explosion as it shatters. He then quickly and expertly draws out his sword and adopts a fighter's relaxed and ready crouch.

The explosive fire comes from a pot of Alchemist Fire he has rigged below the lantern to shatter and explode! On a successful hit, the PC in question must make a successful Reflex save (DC 15) or take 1d6 fire damage. Unless the PC spends their action putting the fire out, they take an additional 1d6 hps of damage on the next round. Any other PC standing in an adjacent square to must also make a Reflex save (DC 15) or take 1 hp of splash damage. Once the lantern holder has done this move to regular initiative.

It may of course be possible for PCs to get the drop on the agents if they enact a good plan. As a last resort the agents do their best to defend the door to the manor.

This encounter ends once the PCs have killed or overpowered all of the agents. If they capture any agents then see "Capturing Consequences" in Appendix 1. Once this is achieved, the PCs can see that lanterns are beginning to be lit in adjacent houses and the twitching of curtains shows that the neighborhood is waking up.

APL 4 (EL 6)

➤ **Tulos Maltor (The Speaker):** Male human Ftr5; CR 5; Medium-size humanoid; HD 5d10+15, hp 40; Init +4 (Improved Initiative); Spd 20 ft; AC 15 (touch 10, flat-footed 15); Atk +9 melee (1d8+5/19-20, longsword); AL

NE; SV Fort +7, Ref +3, Will +1; Str 17, Dex 11, Con 17, Int 13, Wis 11, Cha 13

Skills and Feats: Bluff +4, Climb +5(+1), Intimidate +4, Jump +5(+1), Listen +2, Spot +2, Tumble +4(+0); Expertise, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, longsword, dagger, belt pouch (60gp, 30sp, and 24cp).

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

➤ **Yunil Gerash (Lantern Holder):** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+2, hp 12; AC 17 (touch 12; flat-footed 15); Init +6 (+2 Dex, +4 Improved Initiative); Atk +5 melee (1d8+2/19-20, longsword); AL NE; SV Fort +4; Ref +2; Will +0.

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +5(+1), Handle Animal +3, Jump +5(+1), Ride +5, Swim +5(+1); Combat Reflexes, Improved Initiative, Quick Draw, Weapon Focus (longsword).

Possessions: breastplate, longsword, dagger, belt pouch (24gp, 12sp, 12cp), pole lantern (hooded), alchemist's fire.

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

➤ **Tiltmar the Cursed (Crossbow):** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+2, hp 12; AC 17 (touch 12, flat-footed 15); Init +6 (+2 Dex, +4 Improved Initiative); Atk +4 melee (1d8+2/19-20, longsword); +5 ranged (1d8+1/19-20, light crossbow); AL NE; SV Fort +4; Ref +2; Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +5(+1), Handle Animal +3, Jump +5(+1), Ride +5, Swim +5(+1). Feats: Dodge, Improved Initiative, Point Blank Shot, Weapon Focus (light crossbow).

Possessions: breastplate, longsword, light crossbow, 8 bolts, belt pouch (12gp, 12sp, 12cp).

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

APL 6 (EL 8)

➤ **Tulos Maltor (The Speaker):** Male human Ftr7; CR 7; Medium-size humanoid; HD 7d10+21, hp 58; Init +4 (Improved Initiative); Spd 20 ft; AC 15 (touch 10, flat-footed 15); Atk +11/+6 melee (1d8+5/19-20, longsword); AL NE; SV Fort +8, Ref +4, Will +2.

Str 17, Dex 11, Con 17, Int 13, Wis 11, Cha 13

Skills and Feats: Bluff +6, Climb +5(+1), Intimidate +4, Jump +5(+1), Listen +2, Spot +2, Tumble +6(+2); Cleave, Expertise, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, longsword, dagger, belt pouch (60gp, 30sp, and 24cp).

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

➤ **Yunil Gerash (Lantern Holder):** Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+4, hp 26; AC 17 (touch 12; flat-footed 15); Init +6 (+2 Dex, +4 Improved Initiative); Atk +7 melee (1d8+4/19-20, longsword); AL NE; SV Fort +5; Ref +3; Will +1.

Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +6(+2), Handle Animal +5, Jump +6(+2), Ride +6, Swim +6(+2); Combat Reflexes, Dodge, Improved Initiative, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, longsword, dagger, belt pouch (24gp, 12sp, 12cp), pole lantern (hooded), alchemist's fire.

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

➤ **Tiltmar the Cursed (Crossbow):** Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+4, hp 26; AC 17 (touch 12, flat-footed 15); Init +6 (+2 Dex, +4 Improved Initiative); Atk +6 melee (1d8+2/19-20, longsword); +7 ranged (1d8+3/19-20, light crossbow); AL NE; SV Fort +5; Ref +3; Will +1.

Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +6(+2), Handle Animal +5, Jump +6(+2), Ride +6, Swim +6(+2). Feats: Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

Possessions: breastplate, longsword, light crossbow, 8 bolts, belt pouch (12gp, 12sp, 12cp).

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

APL 8 (EL 10)

➤ **Tulos Maltor (The Speaker):** Male human Ftr9; CR 9; Medium-size humanoid; HD 9d10+27, hp 76; Init +4 (Improved Initiative); Spd 20 ft; AC 15 (touch 10, flat-footed 15); Atk +14/+9 melee (1d8+6/19-20, longsword); AL NE; SV Fort +9, Ref +5, Will +3.

Str 18, Dex 11, Con 17, Int 13, Wis 11, Cha 13

Skills and Feats: Bluff +6, Climb +8(+4), Intimidate +4, Jump +8(+4), Listen +3, Spot +3, Tumble +6(+2); Cleave, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, longsword, dagger, belt pouch (60gp, 30sp, and 24cp).

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

➤ **Yunil Gerash (Lantern Holder):** Male human Ftr6; CR 6; Medium-size humanoid; HD 6d10+6, hp 40; AC 17 (touch 12; flat-footed 15); Init +6 (+2 Dex, +4 Improved Initiative); Atk +9/+4 melee (1d8+4/19-20, longsword); AL NE; SV Fort +6; Ref +4; Will +2.

Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +7(+3), Handle Animal +7, Jump +7(+3), Ride +7, Swim +7(+3); Combat Reflexes,

Dodge, Improved Initiative, Mobility, Quick Draw, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, longsword, dagger, belt pouch (24gp, 12sp, 12cp), pole lantern (hooded), alchemist's fire.

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

➤ **Tiltmar the Cursed (Crossbow):** Male human Ftr6; CR 6; Medium-size humanoid; HD 6d10+6, hp 40; AC 17 (touch 12, flat-footed 15); Init +6 (+2 Dex, +4 Improved Initiative); Atk +8/+3 melee (1d8+2/19-20, longsword); +9 ranged (1d8+3/19-20, light crossbow); AL NE; SV Fort +6; Ref +4; Will +2.

Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +7(+3), Handle Animal +7, Jump +7(+3), Ride +7, Swim +7(+3). Feats: Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

Possessions: breastplate, longsword, light crossbow, 12 bolts, belt pouch (12gp, 12sp, 12cp).

(): Bonus in parenthesis reflects armor check skill after armor check penalty.

ENCOUNTER 3: INTO THE DARK...

Once the PCs have resolved Encounter 2, read the following:

The manor lays dark and foreboding before you. Several short steps reach up to the large, oak doors at the front entrance. One of these doors is opened inwards. All the windows are shuttered from the inside as if ready to withstand a heavy storm. Three heavy iron bars set in the stonework of each window would prevent even a halfling from gaining entry. Obviously, the manor house was designed to withstand a siege. The level of light inside the door is not great.

PCs with some form of night vision see nothing of significance until they stand within or look around the corner of the doorway into The Manor itself. X-ray vision or other forms of magical detection that can pass through intervening objects will function normally but only if they can penetrate greater than one foot of stone.

If the PCs look for an alternate entrance they discover that the manor has only one other external door to the rear, which the PCs cannot get open, even with magic (but will radiate a residual magic if a detect magic is used on it). A knock spell will fail, as will a chime of opening or other similar magic. A wall of stone has recently been erected on this inward swinging door, preventing all egress in or out.

Once the PCs look into the manor via the front door read the following:

A large foyer with a high ceiling dominates the inside of the house. The interior is shrouded in nearly pitch-black darkness, and is positively silent. Three bodies, however, lay sprawled on the floor. Two are in Harbor Gate guard uniforms, the other in Weisspeer house livery. A great deal of blood and shattered pottery and furniture attests to the fight that took place here. Suddenly, from the back of this room, a loud deep metallic (BONG!) rings out, followed by frantic shouts and a high-pitched scream! A flare of light reveals a doorway to the rear left of the main foyer. From this opening, the sounds of desperate combat have broken out ...

This is a group of house servants in the kitchen led by Old Ned. They are fighting for their lives against some of the Iuz agents. This should prompt the PCs to act quickly. If the PCs or most of the PCs now enter the main foyer, read the following:

As you enter the house you can see that the bodies have no life left in them. Towards the back of the room a man is singing an old battle song of the Weisspeer clan in Stamtal (Perrenesse common). For some strange reason, this makes you feel emboldened and confident of a sure victory!

The PCs gain a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

The singing is Old Ned, the house Bard making good use of his bardic abilities to inspire courage in his fellow servants, and indirectly the PCs, against some of the invaders of the manor. The song affects any PC who is a member of a Perrenesse clan or sept.

Once all or most of the PCs are in the room and are reacting to the distraction in the kitchen to the rear of the main foyer, the owl familiar of Alsar 'the spider' dives silently out of the darkness, to attack one of the PCs. In order to hear the owl coming, the PCs must win in a Listen/Move Silently contest (the owl's Move Silently check is made at +20). The owl chooses one PC and swoops in from behind, delivering a shocking grasp spell via true strike, and then continues back up into the darkness away from the PCs. As soon as the owl delivers its attack, Alsar uses a wand of darkness on the area where the PCs are, and then enters, using Blind-Fight and sneak attack against the PCs. The darkness can be dispelled by normal means, revealing the assailant to any PC who wins in a Spot/Hide contest against Alsar. The darkness is recast during her next initiative however.

Together Alsar and her owl make a formidable team but are not likely to fight to the death. Alsar flees the building if possible when reduced to less than 50% of her hit points, drinks her potion, and then returns to hunt down the PCs three rounds later. Her message spell, if used, allows her to find her Master and maybe the PCs. Alsar spreads her attacks to weaken the party as much as possible for her master

APL 4 (EL 7)

➤ **Alsar 'the Spider' (apprentice assassin):** Human female Rog 3/Sor 4; CR 7; Medium-size humanoid; HD 3d6+4d4;

hp 30; AC 13 (17) (Dex); Init +7 (+3 Dex, +4 Improved Initiative); Atk +8 melee (1d6+2/18-20, rapier) or +8 ranged (1d4+2/19-20, thrown dagger). AL NE; SA Sneak attack +2d6; SQ Evasion, Uncanny dodge (dex bonus to AC); SV Fort +2, Ref +8, Will +5

Str 14, Dex 18, Con 10, Int 11, Wis 11, Cha 16

Skills and Feats: Balance +10, Climb +6, Hide +10, Jump +4, Knowledge (arcane) +2, Listen +10, Move Silently +10, Open Lock +10, Spellcraft +10, Spot +10, Tumble +8; Blind-Fight, Improved Initiative, Still Spell, Weapon Finesse (rapier).

Possessions: 4 daggers, rapier, spell component pouch, pouch with 5gp and 4 moonstones (20 gp each), potion of cure serious wounds, wand of darkness.

Spells Known (6/6/4; base DC = 3 + spell level): 0—daze, detect magic, ghost sound, open/close, prestidigitation, read magic; 1st—mage armor, message, spider climb; 2nd—silent shocking grasp.

➤ **Teraz:** Owl familiar; Tiny magical animal; HD 7d8, hp 15; AC 19 (23) (touch 15, flat-footed 14 (18)); Init +3 (Dex); Atk +5 melee (1d2-2, claws). AL NE; SQ: Alertness, improved evasion, share spells, empathic link, touch; SV Fort +2, Ref +7, Will +7

Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 4

Skills and Feats: Listen +14, Move Silently +20, Spot +6; Weapon Finesse (claws).

Alsar has pre-cast mage armor on herself and her familiar, and she has cast true strike via a scroll on her familiar, and shocking grasp as well. She cast message on Tulos Maltor as well as Fazeel approximately fifteen minutes ago, so they know about the PCs. Additionally, she pre-cast spider climb on herself just now. This leaves her with 6 0 level spells, 2 1st level spells, and 3 2nd level spells, plus the wand of darkness, with which to deal with the PCs.

APL 6 (EL 9)

➤ **Alsar 'the Spider' (apprentice assassin):** Human female Rog 5/Sor 4; CR 9; Medium-size humanoid; HD 5d6+4d4; hp 38; AC 13 (17) (Dex); Init +7 (+3 Dex, +4 Improved Initiative); Atk +9 melee (1d6+2/18-20, rapier) or +9 ranged (1d4+2/19-20, thrown dagger). AL NE; SA Sneak attack +3d6; SQ Evasion, Uncanny dodge (dex bonus to AC); SV Fort +2, Ref +9, Will +5

Str 14, Dex 18, Con 10, Int 12, Wis 11, Cha 16

Skills and Feats: Balance +10, Climb +6, Disguise +7, Hide +12, Jump +4, Knowledge (arcane) +2, Listen +10, Move Silently +12, Open Lock +12, Spellcraft +10, Spot +10, Tumble +8; Blind-Fight, Combat Reflexes, Improved Initiative, Still Spell, Weapon Finesse (rapier).

Possessions: 4 daggers, rapier, spell component pouch, pouch with 5gp and 4 moonstones (20 gp each), potion of cure serious wounds, wand of darkness.

Spells Known (6/6/4; base DC = 3 + spell level): 0—daze, detect magic, ghost sound, open/close, prestidigitation, read magic; 1st—mage armor, message, spider climb; 2nd—silent shocking grasp

➤**Teraz:** Owl familiar; Tiny magical animal; HD 9d8, hp 19; AC 19 (23) (touch 15, flat-footed 14 (18)); Init +3 (Dex); Atk +5 melee (1d2-2, claws). AL NE; SQ: Alertness, improved evasion, share spells, empathic link, touch; SV Fort +2, Ref +8, Will +7

Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 4

Skills and Feats: Listen +14, Move Silently +20, Spot +6; Weapon Finesse (claws).

Alsar has pre-cast mage armor on herself and her familiar, and she has cast true strike via a scroll on her familiar, and shocking grasp as well. She cast message on Tulos Maltor as well as Fazeel approximately fifteen minutes ago, so they know about the PCs. Additionally, she pre-cast spider climb on herself just now. This leaves her with 6 0 level spells, 2 1st level spells, and 3 2nd level spells, plus the wand of darkness, with which to deal with the PCs.

APL 8 (EL 11)

➤**Alsar 'the Spider' (apprentice assassin):** Human female Rog 5/Sor 4/Asn 2; CR 11; Medium-size humanoid; HD 7d6+4d4; hp 46; AC 13 (17) (Dex); Init +7 (+3 Dex, +4 Improved Initiative); Atk +10/+5 melee (1d6+2/18-20, rapier) or +10/+5 ranged (1d4+2/19-20, thrown dagger). AL NE; SA Sneak attack +4d6, death attack, poison use; SQ Evasion, Uncanny dodge (dex bonus to AC), +1 save vs. poison; SV Fort +2, Ref +12, Will +5

Str 14, Dex 18, Con 10, Int 12, Wis 11, Cha 16

Skills and Feats: Balance +10, Climb +10, Disguise +7, Hide +14, Jump +4, Knowledge (arcane) +2, Listen +10, Move Silently +14, Open Lock +14, Spellcraft +10, Spot +10, Tumble +8; Blind-Fight, Combat Reflexes, Improved Initiative, Still Spell, Weapon Finesse (rapier).

Possessions: 4 daggers, rapier, spell component pouch, pouch with 5gp and 4 moonstones (20 gp each), potion of cure serious wounds, wand of darkness.

Sorcerer Spells Known (6/6/4; base DC = 3 + spell level): 0 – daze, detect magic, ghost sound, open/close, prestidigitation, read magic; 1st – mage armor, message, spider climb; 2nd – silent shocking grasp

Assassin Spells Prepared (2; base DC = 11 + spell level): 1st – change self, obscuring mist.

➤**Teraz:** Owl familiar; Tiny magical animal; HD 11d8, hp 23; AC 19 (23) (touch 15, flat-footed 14 (18)); Init +3 (Dex); Atk +5 melee (1d2-2, claws). AL NE; SQ: Alertness, improved evasion, share spells, empathic link, touch; SV Fort +2, Ref +11, Will +7

Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 4

Skills and Feats: Listen +14, Move Silently +20, Spot +6; Weapon Finesse (claws).

Alsar has pre-cast mage armor on herself and her familiar, and she has cast true strike via a scroll on her familiar, and shocking grasp as well. She cast message on Tulos Maltor as well as Fazeel approximately fifteen minutes ago, so they know about the PCs. Additionally, she pre-cast spider climb on herself just now. This leaves her with 6 0

level spells, 2 1st-level spells, and 3 2nd-level spells, plus the wand of darkness, with which to deal with the PCs.

ENCOUNTER 4: KITCHEN CHAOS!

The servants in the kitchen are still fighting and the PCs have little or no time to re-gather themselves or tend the injured. The PC who holds Vaukieper feels the urge to assist whoever is singing the battle-song.

The sounds of frantic battle can still be heard coming through the doorway revealed in the flash of light earlier. This is adjacent to the rear left hand side of the foyer. The chanting of the Weisspeer battle song has reached a new and more desperate pitch. What do you do?

Consequences of doing nothing:

If the PCs allow the battle run its course then the servants are slain and the thugs emerge from the kitchen to attack the PCs in the foyer.

If the PC move to assist:

As you enter the room you see that it is the manor's kitchen. A man in a Harbor Gate guard uniform is lying unmoving on the floor just within the doorway. Another two similarly dressed men are holding at bay two elderly looking well-dressed men. One of the old guys is singing the Weisspeer battle song with obvious skill and wielding a dagger with aplomb. The other has a long slash to the front of his immaculate-looking Perrenesse clan outfit, which has obvious Weisspeer colors. This guy is looking a bit the worse for wear. He is still managing to wield his longsword with some skill however, and his opponent is responding with due care. Neither of the two enemies seems surprised to see you, and are clearly fighting on the defensive now. A large, robust looking middle-aged woman is in the back of the room, and as you enter she takes a massive swing with a two-handed bed warmer narrowly missing both her intended target and the one of the well dressed men.

Ingolt's loyal servants in the kitchen have caught three of the thugs at their own game. Ingolt's house keeper, Mrs. Oostmann, has knocked one of them out cold with a critical blow to the back of the head with a two handed bed warmer (the source of the loud metallic BONG! Heard earlier). The Butler, Mr Angmuir, has attacked another with his old longsword (a trophy of his days in the army). Finally, old Ned, Ingolt's lifelong companion and a Rogue/Bard, has sneak attacked a third with a keen edged dagger inflicting a nasty wound and promptly broken out into the Weisspeer battle song. For now, the tables have turned, but the servants will not survive the two remaining thugs for long without the help of the party. The two remaining thugs are determined to kill the servants, but are aware of the PCs via Alsar's Message spell, and are thus temporality gripped with indecision. The servants continue to fight once the PCs come to their

assistance, and the Thugs do not attack the servants at this point - perceiving the PCs as the main threat to their lives. They fight defensively (-4 attack, +2 dodge bonus to AC) whilst trying to maneuver to escape back out the door and The Manor. If offered terms, the Thugs surrender and then suffer the "Capturing Consequences" found in Appendix One.

APL 4 (EL 5)

➤ **Thug One (Margon Hussen):** Medium-size humanoid Ftr5; CR 5; HD 5d10+5, hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +8 melee (1d6+4/19-20, shortsword) or +7 ranged (1d8/19-20, light crossbow); SV Fort +5, Ref +3, Will +2.

Str 14, Dex 14, Con 12, Int 13, Wis 12, Cha 12

Skills and Feats: Climb +6, Hide +4, Jump +6, Move Silently +4, Knowledge (navigation) +4, Profession (sailor) +4, Swim +6; Combat Reflexes, Expertise, Improved Initiative, Weapon Focus (shortsword); Weapon Specialization (shortsword).

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

➤ **Thug Two (Harmon Hussen):** Medium-size humanoid Ftr2; CR 2; HD 2d10+2; hp 18; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6+2/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow); SV Fort +4, Ref +2, Will +0.

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +4, Hide +3, Jump +4, Move Silently +3, Profession (sailor) +2, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (shortsword).

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

➤ **Thug Three (Felstas Hussen):** Medium-size humanoid Ftr2; CR 2; HD 2d10+2; hp 18; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6+2/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow); SV Fort +4, Ref +2, Will +0.

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +4, Hide +3, Jump +4, Move Silently +3, Profession (sailor) +2, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (shortsword).

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

APL 6 (EL 7)

➤ **Thug One (Margon Hussen):** Medium-size humanoid Ftr7; CR 7; HD 7d10+7, hp 59; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +10/+5 melee (1d6+4/19-20, shortsword)

or +9 ranged (1d8/19-20, light crossbow); SV Fort +6, Ref +4, Will +3.

Str 14, Dex 14, Con 12, Int 13, Wis 12, Cha 12

Skills and Feats: Climb +6, Hide +5, Jump +6, Move Silently +5, Knowledge (navigation) +5, Profession (sailor) +5, Swim +6; Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility, Weapon Focus (shortsword); Weapon Specialization (shortsword).

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

➤ **Thug Two (Harmon Hussen):** Medium-size humanoid Ftr4; CR 4; HD 4d10+4; hp 32; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +7 melee (1d6+4/19-20, shortsword) or +6 ranged (1d8/19-20, light crossbow); SV Fort +5, Ref +3, Will +1.

Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +4, Hide +4, Jump +4, Move Silently +4, Profession (sailor) +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

➤ **Thug Three (Felstas Hussen):** Medium-size humanoid Ftr4; CR 4; HD 4d10+4; hp 32; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +7 melee (1d6+4/19-20, shortsword) or +6 ranged (1d8/19-20, light crossbow); SV Fort +5, Ref +3, Will +1.

Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +4, Hide +4, Jump +4, Move Silently +4, Profession (sailor) +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

APL 8 (EL 9)

➤ **Thug One (Margon Hussen):** Medium-size humanoid Ftr9; CR 9; HD 9d10+9, hp 73; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +12/+7 melee (1d6+4/19-20, shortsword) or +11 ranged (1d8/19-20, light crossbow); SV Fort +7, Ref +5, Will +4.

Str 14, Dex 14, Con 12, Int 14, Wis 12, Cha 12

Skills and Feats: Climb +8, Hide +6, Jump +8, Move Silently +6, Knowledge (navigation) +6, Profession (sailor) +5, Swim +6; Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Weapon Focus (shortsword); Weapon Specialization (shortsword), Whirlwind Attack.

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

➤ **Thug Two (Harmon Hussen):** Medium-size humanoid Ftr6; CR 6; HD 6d10+6; hp 46; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-

footed 12); Atk +9/+4 melee (1d6+4/19-20, shortsword) or +8 ranged (1d8/19-20, light crossbow); SV Fort +6, Ref +4, Will +2.

Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +6, Hide +5, Jump +4, Move Silently +5, Profession (sailor) +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Quick Draw, Spring Attack, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

☛ **Thug Three (Felstas Hussen):** Medium-size humanoid Ftr6; CR 6; HD 6d10+6; hp 46; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +9/+4 melee (1d6+4/19-20, shortsword) or +8 ranged (1d8/19-20, light crossbow); SV Fort +6, Ref +4, Will +2.

Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +6, Hide +5, Jump +4, Move Silently +5, Profession (sailor) +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Quick Draw, Spring Attack, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Possessions: leather armor, light crossbow, 10 bolts, shortsword, belt pouch (10 sp)

Thug three is currently unconscious. If any of these thugs are captured then go to “Capturing Consequence” in Appendix 1.

If the PCs intervene in the fight then the servants survive, assuming that the PCs win of course. They are injured and worn out but refuse any assistance. Instead they tend the PCs whilst urging them to save Ingolt Weisspeer, their master.

The three people, the two elderly men and the large well-dressed middle-aged women, are clearly exhausted. The one who was singing is looking at you with a clear glint of pride in his eyes. He quickly moves over to the most injured of you, saying the following.

“Come here youngen lets have a look at that wound. Mmmm looks to me that you could do with some lessons in dodging. Now I’ll be expecting a host of questions youngsters always have more of them than the wits to follow the advice they be given. My names Old Ned and I am the masters bard, been with him for almost sixty years now. Now things are not good in this house and I suspect that the master is in big trouble this time. A lot of these thugs entered the house and something else as well. Couldn’t quite make it out in all the fuss at the start, but it moved fast, dark and inhuman-like so I would be careful of any dark patches as that’s what it seem to be sticking to. Like a dancing shadow it was.”

Old Ned offers the PCs one cure light wounds spell from himself, and two from his scroll. He offers to cast mage armor on one PC from the scroll as well.

Information Old Ned and the servants know if questioned:

- Sir Rufus is Ingolt Weisspeer's bodyguard who was ordered here by the King of Furyondy.
- Sir Rufus has gone to meet someone but has put everyone in the house on alert.
- Ingolt has two capable guards who have hidden him in the house somewhere, possibly in the study across the foyer and through the library. They are Weisspeer men sent by the Voormann's daughter, Hanse Weisspeer, two weeks ago to help protect him.
- Tamarind, Ingolt's grandniece is also in the house, and she took off a few minutes ago, saying that she would try to slow the intruders down with the use of her magic. She headed over towards the library as well. She is a Sorcerer and the wife of the Pfalzgraf of the Roodbergs in Clatspurgen. Her maidservant and Ingolts Footman Hertarg had left to house to get help following her orders.
- The three of them decided to cause some trouble so Angmuir, the butler, made his presence known deliberately and drew three of the thugs off into the kitchen that were originally heading upstairs, at least three others continued to go up to the bedrooms.
- Ingolt has many enemies due to his stance against the current Voormann's lack of moral backbone, and for inciting trouble for Iuz. He was prepared for some kind of trouble and had everyone ready.

☛ **Mrs. Oostmann, Housekeeper:** Female human Exp2.

☛ **Angmuir, Butler:** Male human Ftr1/Exp3.

☛ **Old Ned:** Male Human Rog1/Brd3.

Encounter 5: The Smell of Smoke

After the chaos in the Kitchen and the tending of some of your immediate needs, you all become aware of the smell of smoke in the house.

The smoke is coming from the library across from the main foyer, not too far away. If the servants have survived, they tell the PCs that this area contains the library and offices of the manor house.

Old Ned will say the following:

By The Light! They are trying to burn him out! A fire in there will bring the whole place down and all the evidence of foul play will be erased! Go quickly and try to put it out! We will rouse the neighborhood and get more help. Be careful.”

With that, the three servants hurry from the house to get help. If the PCs investigate, make the move to the area with as much tension as possible. Get them to make Spot/Listen Checks etc. (but they get to the library with no problems). Once there, read the following:

This is a beautiful oak paneled library. Most of its walls are lined with glass cabinets that contain many books, tomes and interesting items. Now, it is partially obscured by thick smoke that is coming from the fireplace to the right of the entrance. In the center of the room is a large table. Strewn upon the table are maps and many unrolled scrolls. Most of them are written in a lovely female hand. As your eyes adjust to the haze, you can see the sprawled body of a man in a chair, his head down upon the table. On the floor near the fireplace, a woman lies in a pool of blood, some half-burned documents still clutched in her hand. The smoke is coming from a pile of documents that have failed to set alight in the fire and are smoldering. The sprawled man lets out a loud snore! Is that vomit his head is resting in?

The sprawled body of the man is the patsy Axil Zonwarker, who has been heavily drugged by the agents and left here to confuse the evidence. Lying next to his left hand is a dagger that is clearly the same dagger used to kill the woman lying in the pool of blood. In his right hand is a half full flagon of whiskey. He is asleep, and stinks of alcohol and vomit. He does not awaken unless the PCs shake him quite vigorously, or casts neutralize poison in order to detoxify him.

When awakened, he can remember nothing clearly of the last 12 hours except that he was celebrating in the festivities. He denies, with a good deal of uncertainty, being responsible for murdering anyone. However, make him as guilty sounding as you can. He refuses to make direct admission whilst the PCs interview him. His memory has been partially modified by dark magic to give him just enough self-doubt to destroy his credibility. A detect evil spell reveals that he is slightly evil. Detect magic reveals, with a successful Spellcraft check, a lingering aura of necromantic magic. This is simply a faint trace of the evil magic that has been used upon him. He will not fight the PCs unless they attempt to harm him.

Read the following to the PCs when they check out the bodies:

The sprawled body of the man would appear to be sleeping off the effects of a large quantity of alcohol. The smell of strong liquor and stale vomit is almost overpowering. Next to his left hand is an ornate dagger. Both it and his hand are covered in blood. In his right hand is a flagon of whiskey.

The woman is dressed in rich, noble clothes; but has been stabbed in the chest once - and with skill. Her lifeless eyes stare up at the ceiling in obvious shock and surprise. The documents in her hand are partially burned. On her right index finger is a signet ring with a picture of a small fruit upon it.

The woman is Tamarind Roodberg and she has been stabbed in the heart with one deft blow, slain by 'the assassin' whilst trying to burn incriminating evidence of her activities in organizing a mercenary legion called the Legion of Conscience. This adds a nice touch to the guilty appearance of Axil the patsy. The partially burned documents can still be read in some places and if recovered by the PCs give them Player Handout Number 3.

If the PCs try to rouse the drunk man:

The man is not easy to waken but eventually, rubbing the back of his neck and then his eyes the man slowly focuses on the party. "Where am I?" he asks in a shallow sick sounding voice.

Then depending on the flow of questions from the PC he knows/responds to the following specific's

Who are you?

"My name is Axil Zonwarker I am ... an assistant to the demagogue Ingolt Weisspeer!"

Why are you here?

"I had been drinking with... can't remember his name, anyway I think I came here and had an argument with Ingolt about something, can't remember coming into the library though, must have been really drunk, I feel really ill. I think I'm gonna spew again..."

What work did you do?

"I work for Tamarind, she is Ingolt's Captain and we are trying to raise an army of volunteers to fight Iuz in Furyondy"

Why is the house under attack?

"Ingolt has no love left for Karenin after he betrayed him after the last elections, that is why he has been speaking out against him. If we can get one of our own into power then we can renounce the pact with Iuz! Didn't think Karenin would go this far though!"

If asked/told about the dead woman in the floor the PCs get the following response:

Standing, he looks at the body for the first time. Genuine shock registers on his face. Slowly, he looks at the blood on his hand and sleeve and moans, "Oh Tamarind!!" and promptly vomits up the remaining contents in his stomach.

Any adjacent PCs must make a successful Reflex save (DC 15) to avoid the projectile nature of this event. Failure blesses the victim a foul smell odor that only a bath and complete laundering can remove, reducing any Charisma based rolls by 1, and all Hide checks by -2.

"After he finishes vomiting he collapses into a heap of moaning sobbing uselessness, he appears to be no threat to yourselves, you can get nothing further from him at this stage"

If a PC looks at the maps on the table read the following.

The map of most interest seems to mark out the travel plans for a large body of troops. At various locations are marked spots where quantities of supplies have been stored. Each has the name of a farm or homestead loyal to the Roodberg clan. The final destination of the route seems to be near Crockport in Furyondy, after traveling across the Clatspur Mountain Range through the Kershane Pass, and then on to the Vesve Forest. Their starting point is just outside the city of Clatsberg, in a castle called The Rood-Berg.

The PCs have to decide what to do with the man. They can tie him up with little effort. Killing him would be an

evil act. Whatever they do, move them on from this room and upstairs with the following event:

CLANG! CLASH! CLANG! Suddenly, the sound of metal weaponry erupts from the direction of the foyer!

When the PCs move to investigate, or if someone has been left guarding the rear in The Foyer, move to Encounter 6.

☛ **Axil Zonwarker:** Human male Ftr2.

Encounter 6: The Cold Hand of Death

Looking at the source of the sound you see the body of a man come hurtling over the upper banister of the balcony to the left of the stairs! His body hits the ground with a sickening thud, and lies unmoving. He is wearing the house colors of Clan Weisspear. Upstairs, the sounds of steel upon steel can be heard with much commotion!

This is one of Ingolt's guards. The other one is fighting for his life upstairs against three Thugs. When the PCs move to go upstairs, Alsar The Spider (if she is still alive) will re-enter the fight and attempt to sneak attack a PC from the shadows to the left of the stairs (opposed Spot Vs her Hide roll to see her coming). She fights to the death this time. Her owl keeps its distance though.

Encounter 7: A Night of Steel

Once you get upstairs, the fight is raging! A single man, his tabard of house Weisspear torn and blood stained, is battling against superior numbers. As you arrive, one of his attackers drives home a lethal blow and, with a groan, the lone Weisspear slumps to the ground! The thugs turn to face you, their faces grim yet determined...

These Thugs have been accompanying 'the assassin,' who lies in wait for the PCs. Unable to find Ingolt, he is a bit frustrated and plans to take it out on the first PC to move past him.

The Thugs are not in a mood to surrender! They attack the PCs immediately in the Main Foyer at the top of the stairs, on the balcony.

As soon as the PCs enter Ingolt's bedroom at the end of the short corridor, Fazeel, 'the assassin' attacks the first PC through the door.

Fazeel feigns attacking, moving into the center of the bedroom, then fights to the death, all the time screaming that he will spare the PCs if they tell him where Ingolt Weisspear is hiding.

If the PCs seem to be loosing badly, then Ingolt suddenly appears from his hiding place (a secret chamber off the Corridor) and casts a *Hold Person* on one of the Thugs each round that he is able. The Thugs break off combat with the PCs and attempt to kill Ingolt, as this will free them from their bonds and the capturing consequences.

If Ingolt is struck he immediately falls to the ground as if dead, using his old "feign death" trick. Make a Bluff check for him.

Once the thugs and the assassin are dead, Ingolt appears from hiding, if he hasn't done so already. Karenin shows up, saying the following to the PCs:

"I thank you friends for helping protect the life of my uncle, Ingolt Weisspear. Now, go quickly with him to the dock down by the harbor gate. I will hold the rest of them until help comes. Make for a ship there called the Jolly Swan her captain will know what to do. Now go!"

If the PCs stall by asking any questions, Karenin says the following:

"In the name of the Voormann I ask you to do this, ask not to many questions simply go. I will see to your rewards myself if we survive this night of steel."

Get the players to make a Spot Check (DC 15) on Karenin. Although he won't directly reveal who he is, a successful Spot reveals a medallion around his neck with a V-shaped pendant attached. He also is wearing a bracelet with a "K" inscribed upon a heart-shape.

If the PCs still stall then read the following:

The sound of many running feet can be heard. Ingolt turns to you and says, "Come, we had better go now. This place is no longer safe for us, other darker things have sensed us now!" Then, with nimbleness uncanny for his obvious great age, Ingolt Weisspear quickly heads out of the manor.

He pauses only long enough to revive unconscious PCs with healing spells.

APL 4 (EL 7)

☛ **Yanos, Hevard, and Klauss Vosser, Thugs:** Medium-size human Ftr2; CR 2; HD 2d10+2 hp 18; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6+2/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow); SV Fort +4, Ref +2, Will +1.

Str 14, Dex 14, Con 12, Int 13, Wis 12, Cha 12

Skills and Feats: Climb +4, Hide +4, Jump +4, Move Silently +4, Knowledge (navigation) +2, Profession (sailor) +3, Swim +4; Combat Reflexes, Dodge, Expertise, Weapon Focus (shortsword).

Possessions: leather armor, light crossbow 10 bolts, shortsword, belt pouch (10 gp, 10 sp)

☛ **Fazeel Yst'mon:** Male human Brd5/Asn1; Medium-size humanoid; CR 6; HD 6d6+12, hp 38; AC 18 (touch 14, flat-footed 14); Init +8 (+4 Dex, +4 Improved Initiative) Att +7 melee (1d6+2/18-20, rapier); SA Sneak attack +1d6, death attack, poison use; SQ Bardic music, bardic knowledge +7; SV Fort +3, Ref +10, Will +5.

Str 14, Dex 18, Con 14, Int 14, Wis 13, Cha 15

Skills and Feats: Balance +8, Climb +5, Diplomacy +4, Disguise +8, Gather Information +8, Hide +12, Jump +8, Knowledge (nobility and royalty) +3, Knowledge (politics) +3, Listen +6, Move Silently +12, Open Locks +7, Perform +10, Tumble +8; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse (rapier).

Bard Spells Known (3/4/2; base DC = 12 + spell level: 0 – daze, ghost sound, light, mage hand, read magic, resistance; 1st – cause fear, expeditious retreat, protection from good, sleep; 2nd – cat's grace, detect thoughts, hold person.

Assassin Spells Prepared (1; base DC = 12 + spell level): 1st – spider climb.

Possessions masterwork chain shirt, rapier, masterwork thieves' tools, belt pouch 10 gp, 20 gp, 20 sp, 10 cp, 6 rubies (20 gp each)

APL 6 (EL 9)

➤ **Yanos, Hevard, and Klaus Vosser, Thugs:** Medium-size human Ftr4; CR 4; HD 4d10+4 hp 32; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +7 melee (1d6+2/19-20, shortsword) or +6 ranged (1d8/19-20, light crossbow); SV Fort +5, Ref +3, Will +2.

Str 14, Dex 14, Con 12, Int 14, Wis 12, Cha 12

Skills and Feats: Climb +6, Hide +5, Jump +6, Move Silently +5, Knowledge (navigation) +3, Profession (sailor) +3, Swim +4; Combat Reflexes, Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (shortsword).

Possessions: leather armor, light crossbow 10 bolts, shortsword, belt pouch (10 gp, 10 sp)

➤ **Fazeel Yst'mon:** Male human Brd5/Asn3; Medium-size humanoid: CR 8; HD 8d6+16, hp 50; AC 18 (touch 14, flat-footed 14); Init +8 (+4 Dex, +4 Improved Initiative) Att +9 melee (1d6+2/18-20, rapier); SA Sneak attack +2d6, death attack, poison use; SQ Bardic music, bardic knowledge +7, +1 save vs. poison, Uncanny dodge (Dex bonus to AC); SV Fort +4, Ref +11, Will +6.

Str 14, Dex 18, Con 14, Int 14, Wis 13, Cha 16

Skills and Feats: Balance +10, Climb +6, Diplomacy +5, Disguise +10, Gather Information +9, Hide +14, Jump +9, Knowledge (nobility and royalty) +3, Knowledge (politics) +4, Listen +6, Move Silently +14, Open Locks +8, Perform +10, Tumble +8; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse (rapier)

Bard Spells Known (3/4/2; base DC = 13 + spell level: 0 – daze, ghost sound, light, mage hand, read magic, resistance; 1st – cause fear, expeditious retreat, protection from good, sleep; 2nd – cat's grace, detect thoughts, hold person.

Assassin Spells Prepared (2/1; base DC = 12 + spell level): 1st – obscuring mist, spider climb; 2nd – pass without trace.

Possessions: masterwork chain shirt, rapier, masterwork thieves' tools, belt pouch 10 gp, 20 gp, 20 sp, 10 cp, 6 rubies (20 gp each)

APL 8 (EL 11)

➤ **Yanos, Hevard, and Klaus Vosser, Thugs:** Medium-size human Ftr6; CR 6; HD 6d10+6 hp 46; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +9/+4 melee (1d6+4/19-20, shortsword) or +8 ranged (1d8/19-20, light crossbow); SV Fort +6, Ref +4, Will +3.

Str 14, Dex 14, Con 12, Int 14, Wis 12, Cha 12

Skills and Feats: Climb +6, Hide +6, Jump +6, Move Silently +6, Knowledge (navigation) +4, Profession (sailor) +4, Swim +6; Combat Reflexes, Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (shortsword), Weapon Specialization (shortsword), Whirlwind Attack.

Possessions: leather armor, light crossbow 10 bolts, shortsword, belt pouch (10 gp, 10 sp)

➤ **Fazeel Yst'mon:** Male human Brd5/Asn5; Medium-size humanoid: CR 10; HD 10d6+20, hp 62; AC 18 (touch 14, flat-footed 14); Init +8 (+4 Dex, +4 Improved Initiative) Att +10/+5 melee (1d6+2/18-20, rapier); SA Sneak attack +3d6, death attack, poison use; SQ Bardic music, bardic knowledge +7, +2 save vs. poison, Uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +5, Ref +12, Will +7.

Str 14, Dex 18, Con 14, Int 14, Wis 13, Cha 16

Skills and Feats: Balance +10, Climb +6, Diplomacy +6, Disguise +10, Gather Information +9, Hide +16, Jump +10, Knowledge (nobility and royalty) +3, Knowledge (politics) +4, Listen +8, Move Silently +16, Open Locks +10, Perform +10, Tumble +12; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse (rapier)

Bard Spells Known (3/4/2; base DC = 13 + spell level: 0 – daze, ghost sound, light, mage hand, read magic, resistance; 1st – cause fear, expeditious retreat, protection from good, sleep; 2nd – cat's grace, detect thoughts, hold person.

Assassin Spells Prepared (2/2; base DC = 12 + spell level): 1st – obscuring mist, spider climb; 2nd – darkness, pass without trace.

Possessions: masterwork chain shirt, rapier, masterwork thieves' tools, belt pouch 10 gp, 20 gp, 20 sp, 10 cp, 6 rubies (20 gp each)

Distinguishing marks of Fazeel: A tattoo of a dagger plunging into a black heart on this lower right arm. A successful Knowledge (history or religion) check (DC 20) reveals this as the mark of a band of assassins known to served Iggwilv in the wars in days long past.

Read the following on a successful roll:

This is the long dead mark of the Jarestri, a cult of Iggwilv-worshipping assassins, thought to be destroyed, by the Old Church during the Iggwilv wars many centuries before. The mark has been well remembered in Perrenesse tales about this desperate time, and the occupation of most of southern Perrenland and the Seige of Schwartzbruin by the tyranical forces of the Bitch Queen, Mother Of Iuz.

If any of these enemies are captured see “Capturing Consequence” in Appendix 1.

☞ **Karenin Weisspeer:** Male human Ftr14; CR 14; Medium-size humanoid; HD 14d10+14; hp 108; Init +3 (Dex); Spd 30 ft.; AC 24 (touch 13, flat-footed 21); Atk +17/+12/+7 melee (1d8+4/19-20/x3, battleaxe) or +19/+14/+9 ranged (1d6+5/x3, mighty composite shortbow); AL LN; SV Fort +10, Reflex +7, Will +6.

Str 14, Dex 16, Con 12, Int 17, Wis 14, Cha 10

Skills and Feats: Climb +6, Craft (Armorsmith) +8, Craft (Leatherwork) +6, Craft (Weaponsmith) +8, Diplomacy +3, Handle Animal +6, Knowledge (military) +11, Ride +20, Sense Motive +5, Swim +6, Wilderness Lore +4; Cleave, Expertise, Far Shot, Great Cleave, Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack, Shot on the Run, Spirited Charge, Trample.

Possessions: +3 mithral shirt, +3 small steel shield, +3 mighty composite shortbow, +2 keen battleaxe.

Karenin is a rangy looking fellow with a drooping moustache and thick sideburns. His greying brown hair is thinning on top and is long and well kept. He is a neat dresser without being too fastidious and he has a general air of competence about him. The Voormann is a fiercely intelligent fellow who has an otherwise bland personality. He is a man who inspires by actions and ideas, not by force of personality. He is a superb horseman and a fine archer, preferring to strike from a distance. That isn't to say that he is not deadly with an axe in hand-to-hand combat.

☞ **Ingolt Weisspeer:** Male human Clr9 (Allitur); CR 9; Medium-size humanoid; HD 9d8-27, hp 21; AC 17 (touch 13, flat-footed 14); Init +7 (+3 Dex, +4 Improved Initiative); SA Spells; SQ Turn Undead; AL LN; SV Fort +3, Ref +6, Will +10.

Str 6, Dex 16, Con 5, Int 14, Wis 18, Cha 16

Skills and Feats: Appraisal +4, Concentration +9, Diplomacy +14, Gather Information +8, Knowledge (local) +10, Knowledge (religion) +10, Knowledge (law) +14, Spellcraft +8; Combat Casting, Empower Spell, Extra Turning, Improved Initiative, Skill Focus (knowledge-law)

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level); 0 – detect magic (2), light (2), purify food and drink, read magic; 1st – bless, command, comprehend languages, detect chaos, detect evil, protection from chaos*; 2nd – aid (2), calm emotions*, consecrate, hold person (2); 3rd – clairaudience*, daylight, dispel magic, invisibility purge, magic circle against chaos; 4th – discern lies, neutralize poison, order's wrath*, sending; 5th – mark of justice, true seeing*.

*Domain spells. **Domains:** Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level); Law (You cast law spells at +1 caster level).

Possessions: bracers of armor +4, ring of freedom of movement, phylactery of faith, potion of cat's grace, belt pouch (20 gp).

ENCOUNTER 8: PURSUIT BY THE FIEND!

Here the PCs are pursued by a mysterious evil that manifests into a demon. The PCs are not massacred due to the warding powers of Ingolt's Magic Circle against Chaos and the presence of Vaukieper which together hold the summoned “chaos creature” at bay until the duration of the summoning is over and it winks out. This encounter also leaves the PCs with the impression that Ingolt has been slain when he is simply feigning death again. (Make a Bluff check for Ingolt). Also, Hasten Weisspeer of the Clan Pfalzgraf arrives with a host of Weisspeer clansmen, wrapping up the scenario.

As you leave the manor Ingolt sets a fair pace, what is your party order?

Get the PCs to establish the marching order, including Ingolt.

OK, as you are moving back down toward the harbor gate to go to the docks, you can clearly hear Ingolt murmuring to himself. Suddenly, he stops, looks over his shoulder and then increases his pace forward shouting, “Holy Light! It is coming! We must hurry! The more light and space we have the better! Quickly, this way!”

Build the tension by making each PC make a Spot Check of an unknown DC for the next three turns, shake your head grimly on all rolls but a 20. If a 20 occurs then pull that PC aside, have them roll initiative and describe the following.

You can see coming ... flying along the tops of the roof line ... a gigantic black shadow - blacker than anything you have ever seen before!

If the PCs stop to make a stand then Ingolt stops. Otherwise, Ingolt leads them to the square before the harbor gate tower to make his fight. Either way read the following.

As you turn to make your stand, Ingolt begins chanting in a powerful voice. Suddenly, a great burst of Light Magic springs from the holy symbol in his hand, and radiates instantly until it clashes with an on-rushing pool of darkness! For a moment, the light and the darkness seem to fight each other before they each blink out, leaving the prevailing Light condition behind. Anyone who can see in the prevailing Light condition can see that a creature of demonic nightmare now stands before the party. This beast is over eight feet tall with wings, and has a grey, feathery torso sporting a long neck with a vulture's head! This is a creature of nightmares! It takes a step towards you all, closing the distance to less than 30 feet! As it does so, Ingolt speaks out in a clear voice, “By the power and the Light of Pelor, Roa and Allitur, I command you, DEMON, to go back to the abyss that has spawned you!” The demon spawn grins and gurgles, “No! You come with me, old man! My master wishes to speak with you! It seems you have been saying nasty things

about him, eh? Things he doesn't like! TIME TO PAY THE PRICE OLD FOOL!!!"

This is a summoned Vrock. It has only three more rounds after it says its piece to remain before the spell that summoned it expires. The PCs can move to attack it, or cast spells at it. Anything they try will probably have minimal effect unless it is confronted by Vaukeiper from which it recoils in terror by flying at max speed to a safe distance.

If Vaukeiper is presented to the Vrock:

The demon takes one look at the sword and physically recoils, screaming with growing anger, "No! It was to have been destroyed! Fools! FOOLS! FOOLS!"

Giving Ingolt his Glory

Ingolt casts an inverted Magic Circle Against Chaos as soon as the Vrock is off guard, trapping the creature. Otherwise, Vaukeiper holds the Vrock at bay until three more rounds have passed. Either way it does not close to attack, building in its frustration level. If a PC is stupid enough to approach the Vrock, Ingolt will let of a quick warning.

"Stay back you fool! Its time here will soon be at an end!"

If a PC insists on attacking, then let the Vrock have its way with them, a rendered PC should sober the rest of the party up. At the end of the third round it will scream the following in frustration and will strike out at Ingolt with its telekinesis.

"You are all marked now! I will come back for each and every one of you! My master will not forget this! HE WILL NOT FORGET THIS! As the creature begins to wink out, it points a finger at Ingolt and he is hurtled backwards as if hit by a powerful force. His limp body falls hard to ground and he does not move. The demon is finally gone, and the night sounds return to normal. After another moment you can clearly hear the sound of horns being blown around the city, and many feet running this way.

This city is now alerted to trouble and around the corner or whatever is relevant emerges a body of about fifty men. These are the Weisspeer clansmen coming to the rescue of Ingolt, they are led by Hasten Weisspeer, Ingolt's Brother, the Voormann's other uncle, and the Pfalsgraf of the Weisspeer clan.

A large group of men and women, many of them well armed and armored, emerge into view out of the dark. They are running towards you. All of them wear Weisspeer colors and house emblems. At their head is a tall, strong looking older man. They move swiftly towards you. They are not looking very friendly.

The Weisspeers have no idea that the PCs are friendly until some discourse or recognition process occurs, all they see is a group of armed humans standing around the

body of one of their clan nobles (Ingolt is also a Landgraf of the Weisspeer clan). They are hence not going to approach without due care.

Lessening the tension

1) Let the players attend to Ingolt if they like, a heal check that surpasses Ingolt's Bluff check reveals that the man is feigning death. He winks at the PC and then resumes his death-like pose. If a PC reveals this they are told by Hasten that as far as they are concerned he did not survive this night. Attending to him lessens tensions somewhat. Hasten asks or reacts in the following way.

"Why are you here with my brother, does he still live?"

2) If any of the PCs have played "The Voormann's Daughter" then they are recognized by Hasten as people whom he can trust and their reception will be warm if somber.

"Well met friend(s) it seems your destiny(s) are bound to that of my house, how fairs my brother?"

3) If the players do not roleplay very well then let Hertarg calm down the tensions just as the Weisspeer begin to cast accusations at the PCs by appearing and protesting their innocence.

"Stop and hold in the name of The Light your Grace, they are friends and mean us no harm, oh by the gods does my master still live?"

4) If one or some of the players belong to the Weisspeer clan then the reception is the warmest.

"Well-met kinsmen you seem to have fought a hard fight, was that a demon I did see you banish but a moment before? Does my brother still live? Ruben bring them water quickly and fetch my physician".

The PCs will, whatever the outcome, be finally treated as heroes even if it is confirmed that Ingolt is dead. Hasten will say the following.

"Your valor will not go un-rewarded, I offer you all the use of our clan's hall here or wherever you go bed. Food and wine shall be yours for as long as or whenever you need it. Come! We will retire to my brother's house and inform the others of the demise of Ingolt our beloved clansman may his soul find the light. With that the body of Ingolt is gently retrieved from the ground and the whole lot of you head towards Ingolt's manor. Many hundreds of people line the way now, and the gentle lamentations of the crowd make it a somber affair. At The Manor, the man who ordered you to flee earlier emerges as you approach. A dozen men in elite Ausugen uniforms stand with him. The two parties stop a short distance apart. The man addresses Hasten Weisspeer, "Is it true?"

"Aye, nephew... he is no more ..."

"Then I have failed. Tamarind is also slain, and Gutherie and the Roodbergs will not forgive me for allowing this. Tell our

people to beware as a blood debt might now be claimed over this affair."

"I will tell them," Hasten replies, "Will you be staying Karenin?"

The man pauses a moment, "Yes, Uncle, I will stay for a while..." And with that, the Voormann of all Perrenland turns and marches off with his men down the street ... and into the night"

➤ **Vrock:** hp 60; see Monster Manual page 41.

The End.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Defeating guards 150 xp

Encounter 3

Defeating Alsar 150 xp

Encounter Four

Defeating Thugs in the Kitchen 150 xp

Encounter Seven

Defeating the assassin and thugs 200 xp

Total experience for objectives 650 xp

Discretionary role-playing award 50 xp

Total possible experience 700 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the

PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

Encounter 1

- 2 pp, 19 gp, 26 sp, 17 cp
- Platinum coin with leering skull on it (an Iuz coin).

Encounter 2

- 96 gp, 54 sp, 48 cp

Encounter 3

- Pouch with 5 gp and 4 moonstones (20 gp each)

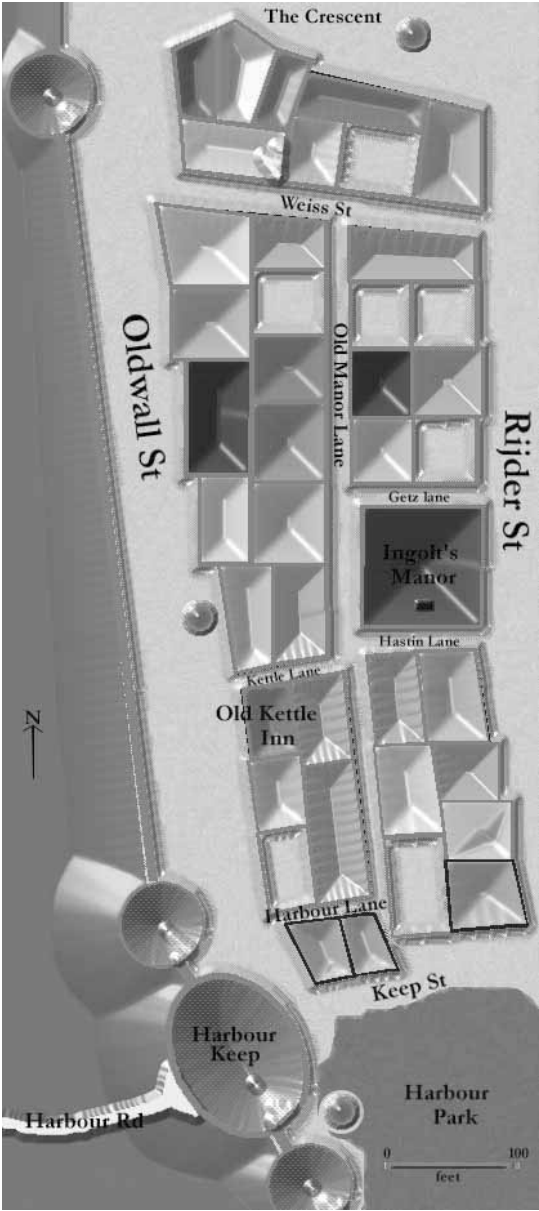
Encounter 4

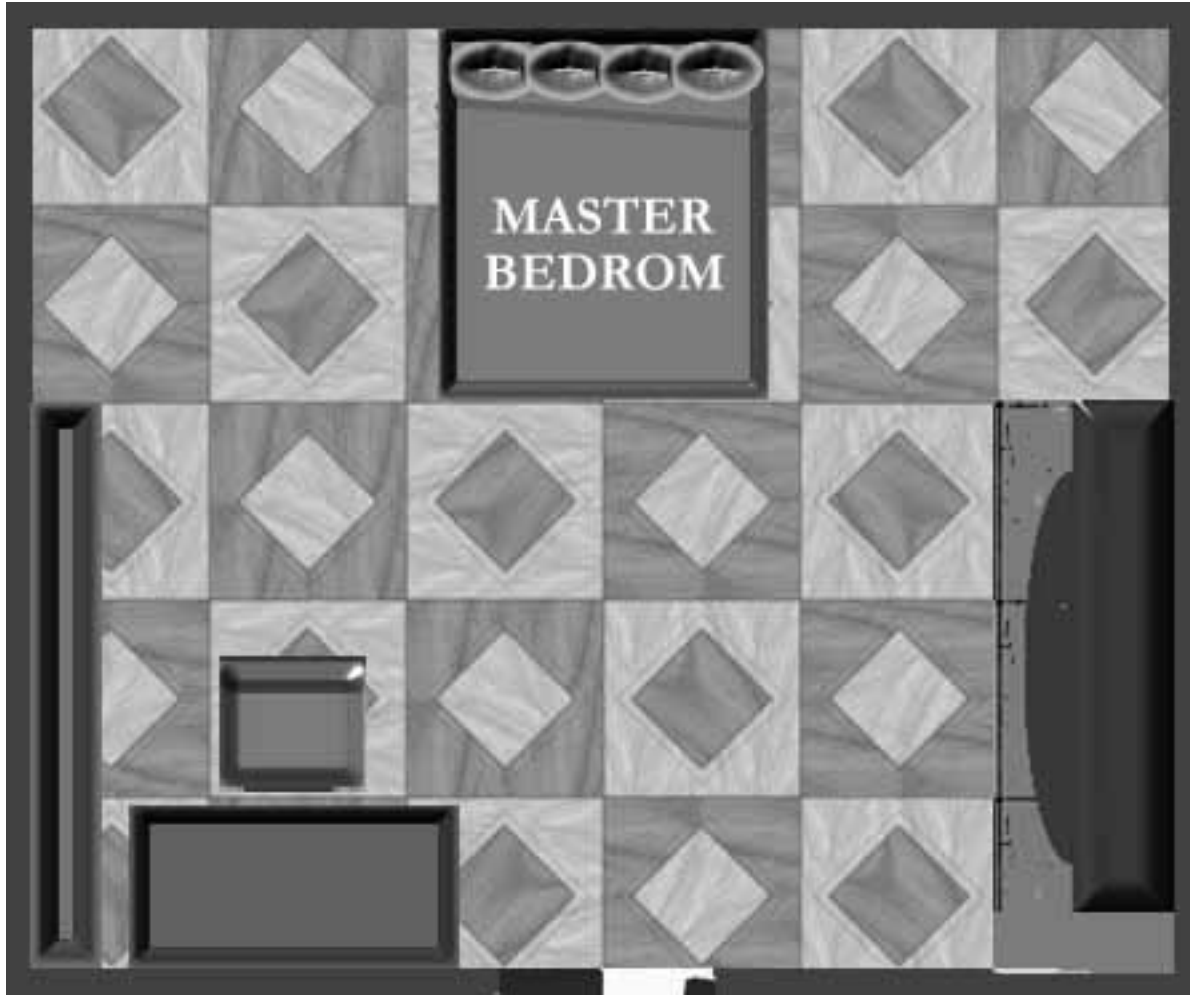
- 30sp.

Encounter 7

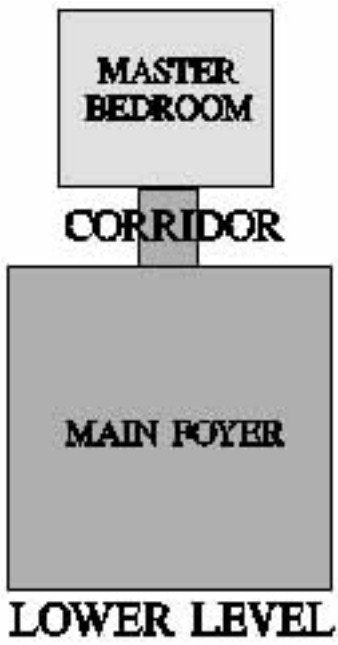
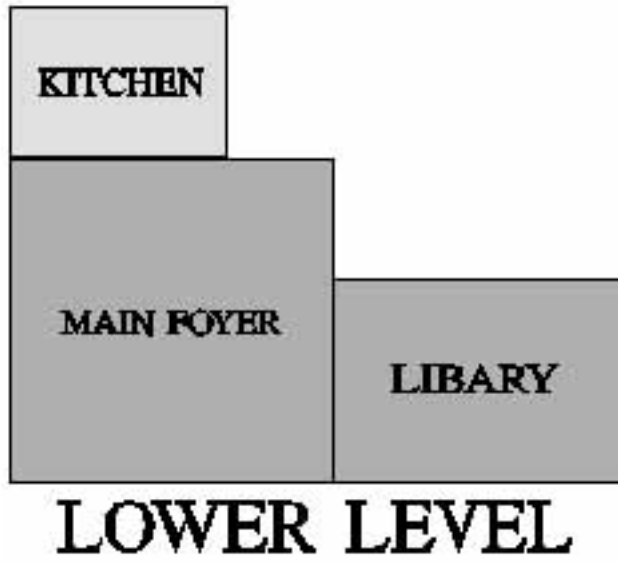
- 10 pp, 50 gp, 50 sp, 10 cp, 6 rubies (20 gp each).
- Masterwork chain shirt (value 250 gp)
- Masterwork thieves' tools (value 100 gp)

DM MAP 1: THE STREETS OF SCHWARTZENBRUIN





DM MAP 2: MASTER BEDROOM



PLAYER HANDOUT #1

As the man draws his last breath and life leaves his body, the sword you are holding begins to pulse with energy. Unable to release it, the scene before you fades as another transposes itself. After a moment, you find yourself in a large wide hall of great splendor. Many tapestries adorn its walls and stained glass windows run high and bright up its sides. Each tapestry and window seems to display a scene of a white Hart (deer) in various states of combat with creatures of a dark nature. A booming voice suddenly shatters the silence :

You have been chosen stranger to hold for a short time Vaukeiper: one of the King of Furyondy's swords. If your heart had been less pure, then perhaps it would have destroyed you. You must use this potent weapon to uphold the duties of the one who has bequeathed it to you until another knight is dispatched to relieve you of it for you cannot be a Knight of the Hart. I demand no oaths from you other than you hold fast to this weapon, and protect it and its purpose from evil, for they hunt for you whilst you hold this weapon! Its wielder was a great knight of our order. His last words bind you to him, and to this weapon! Break their purpose and it may break your soul! Keep to the path he has set before you and may the light follow you and guide you to goodness!

With that, the scene fades and you find yourself back in the alley with the dead knight and your companions. No time seems to have passed. You instinctively know the following about the sword:

Vaukeiper

A mystical longsword of the King of Furyondy's Knights of the Hart, *Vaukeiper* is a +2 keen longsword (Int 12, Wis 10, Cha 15; Lawful Good; grants free use of Improved Initiative) Note: Any PC bearing *Vaukeiper* who is not Lawful Good gains one negative level which remains so long as they have possession of the sword. It cannot be overcome in any way.

You also know that to break faith with the one who has given you the sword in trust would have serious consequences.

PLAYER HANDOUT #2

Dear Herr Ward

It has come to the attention of the Perren Statspolitzi (Perrenland State Police) that a radical element amongst the esteemed Demagogue Ingolt Weisspeer's own political supporters are planning to burn down his manor. The purpose of this is to harm, and possibly murder, the demagogue, thus creating a martyr. They hope to use the outrage caused by his death to implicate the Voormann as being behind the crime, and thus use populist reaction to influence the outcome of the election to elevate one of their own to power. Voormann Karenin is very concerned for the welfare of his uncle, the Demagogue, and would like to assign some additional protection, under your command of course, to ensure that he is kept safe until the elections are over and the political agitation less fierce. I am concerned, as you may understand, about this disturbing development and its implications to state security, and would appreciate your co-operation in apprehending those whom are plotting against the Demagogue. We need to meet as soon as possible and would suggest a rendezvous tonight three hours before midnight, on the corner of Old Manor Lane and Harbour Lane so that I can give you more information and make whatever arrangements you feel comfortable with to ensure the safety of the demagogue. Please inform the bearer of this letter if you cannot make the rendezvous and I will arrange another time. I feel that coming to you myself would raise too many questions, as I am certain that the manor and the offices of the Statspolitzi are being watched by a variety of interested parties in this election affair.

In expectation of meeting you

Ardeman Roodberg,
HetCapitan
Perren Statspolizi
Schwartzzenbruin

HANDOUT #3: "A COLLECTION OF DOCUMENT FRAGMENTS"

...the legion is to move through the Kershane Pass, here they will hold some maneuvers under the command of Tamarind and the Pfalzgraf, before moving i nto the Vesve....at all times they are under the command of Her Ladyship Tamarind Roo....

...so it beholds to me to request that you rally to his lordships banner and with all due conscience place your men under his command...

...His Holiness has on several occasi ons indicated that he views the formation of the legion as a positive course of action and that he would, if the Voormann did not express open opposition to it, support it by allowing members of the Shoal to join its ranks. This is the best news my husband and if we can only convince Ingolt to...

...100 Breastplates have been delivered to the Rood Berg, but this will only furnish a few of those who have so far rallied to the banner, you must secure more equipment if we are going to be an effective force...

...Ingolt has indicated that he will support your candidacy if you continue to support the formation of the legion. Your contributions have been generous but...

APPENDIX 1: CAPTURING CONSEQUENCES

If during the course of play any of the enemies are captured, they respond in the following way to questioning.

As you begin to question the prisoner(s) fear become apparent by the sheen of sweat that suddenly cover them. Suddenly with a massive convulsion the prisoner begins to fit, white froth begins to bubble out of their mouth and the stink of soiled garments fills the air. In moments, they are dead, a dark apparition begins to rise from their corpse and with a soul-tearing scream of rage directed toward you, it rises and disappears into the nearest patch of shadows.

Any PC who witnesses this must make a successful Willpower save (DC 15) or fall under the effect of a doom spell for 1d6 rounds. No magic can save any of the captured enemies short of a miracle or wish spell. They are not contactable via speak with the dead, and cannot be raised or resurrected.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.