

NYR5-04

The Mad Duke

A One-Round D&D LIVING GREYHAWK[®] Regional Adventure Set in the Nyrond Imperium

Version 0.1

Round 1

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In the city of Mithat the forces of Sewardt have effectively taken control. Scarlet robes and Hextorian cloaks patrol the streets. Trade is strangled, as ships are often searched or seized and most refuse to run the harbor blockade. Citizens are questioned and many disappear – never to be seen again. And through it all the Mad Duke Younard still suffers from his mental collapse of the night Rel Mord fell. A mere shell of his former self, the new government uses his mad ravings and periodic fits to issue whatever proclamations they desire. Now, as the resistance grows in strength, you have been sent to Mithat to see if the city can be saved. An intelligence-gathering mission for those loyal to Nyrond. For characters of 1st to 14th level (APLs 2-12).

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Printing the Scenario

This is a very large scenario in terms of total number of pages. If you are printing this scenario for a home game or limited attendance game day, you should print only those sections you are going to need.

- The combat appendices have been set up to allow you to only print the APL(s) you need, rather than needing to print all APLs. There are four combat appendices (A, B, C and D), for each of the four encounters. These are each included in the zip file as a separate document.
- There are multiple Player Handouts. To save space within the scenario, each handout is only included once. In those cases where multiple copies of these handouts are required (#1 and #2) please print only as many as you need.
- There are multiple copies of Player Handout #2, each differing slightly based to which PC type it applies. If you know your PCs, you can print only the appropriate selections to save paper and ink. It is extremely rare that you will need every version of Handout #2, but each is included in case it becomes necessary for your PCs.
- The provided maps are in full color, but are not absolutely required for running this scenario. With the exception of the Castle and Lighthouse, they are simply generic locations in the city, and any appropriately drawn substitute will suffice. Even for the Castle and Lighthouse, a limited number of rooms are shown, which should allow for substitutions. There are no traps or other map-required challenges in this scenario.

Adventure Background

The First of Fireseek, CY 595, was a dark day for the Kingdom of Nyronnd. Just before the first rays of dawn appeared, forces loyal to Prince Sewardt captured Rel Mord – and with it the throne of the kingdom. Demons, Hextorian clergy, the Witches of the Bright and monks of the Scarlet Brotherhood, aided by traitors within the capital itself, staged one of the most one-sided assaults in Nyronnd's history. The capital was lost in mere hours, as the outmatched, outmanned and unprepared city guard fell beneath the swords and claws of the invaders.

Sewardt believed that with a lightning strike, launched through the gateway hidden deep in the bowels of Onyxgate, he could take the capital, kill his brother and the queen, destroy the hated Heironeans and take control of Nyronnd completely uncontested. Unfortunately for his plans, the Heironean clergy had already left the city. The King and Queen had also been spirited away and hidden beyond the abilities of his seers to find. He still retains control of Rel Mord, and through it the rest of the kingdom, but it is a more tenuous hold than he would like. Even now a resistance has formed, centered on returning the true king to power – Lynwerd.

What Has Gone Before: Prior to this scenario, three other regional scenarios set the stage for the events that shall unfold within.

NYR5-01 Don't Cry for Me Nyronnd

The PCs, having seen the hard life that results from Sewardt in charge, take it upon themselves to find King Lynwerd. They travel the length and breadth of Nyronnd, ending in a race against Sewardt's forces to Lynwerd's hiding place. With Lynwerd found, hope finds root once again in the kingdom.

NYR5-02 Divine Right

Mere days after the successful locating of the king, Queen Xenia begins to experience increased troubles with her already difficult pregnancy. Fearing Hextorian influence, and lacking the Heironean clergy's aid, a messenger is sent to Rel Mord to convince Durinken, the high priest of Rao, to come and assist the queen. The PCs become involved and must sway the aged priest of the need of the kingdom. They also learn of the Vote of Legitimacy, and how the Kingdom is divided. Returning, the PCs are present at the birth of Lynwerd's heir, and fight off an attack by the Witches of the Bright.

NYR5-03 For the Duchess of Woodwych

The Duchess, fearful of Sewardt's growing power, is then targeted for assassination by one of her southern neighbors. Mobilizing all available troops, she marches south, signaling the first battle of the Nyronnd Civil War.

The battle lines have been drawn, as both sides call upon allies and the people of Nyronnd to join them. The resistance grows in strength; sending agents to all of the strongholds of the

Imperium. One of these is Mithat, the focal point of the Scarlet Brotherhood's hold on southern Nyrond. The PCs are directed to enter Mithat and learn if the city can be saved.

“The Mad Duke” Background

Some additional background is important. Duke Younard is not truly mad. In the weeks preceding the attack on Rel Mord, Younard had been visiting a friend of his at the Lighthouse in Mithat.

This friend, one Brother Wevor, a priest of Celestian, was enjoying a nice cup of tea with the Duke when he went into convulsions and had a vision of future events. When he came to, the two of them studied the words he had spoken and realized that some sort of dire event was in store for the kingdom. They also learned that there was nothing they could do about it – and that any attempt to do so would result in disaster.

Younard pondered this, keeping it secret from everyone except his friend. Not even his wife or closest advisors knew what was bothering him. They began to notice a change in their Duke, one that worried them. He started acting a bit erratically, spent long hours without sleep, and often forgot to eat. While his health didn't suffer, the change in personality and his obvious loss of weight did set tongues to wagging. Younard didn't notice. He was still trying to work out the extent of the prophecy.

It was the last few lines that bothered him. The lines that said:

*The mad one acts,
And the city burns red.
The mad one laughs,
And black smoke drifts through empty streets.*

*The strangers come,
And the mad one hears
The strangers act,
And the mad one sees the truth of it.*

*The city struggles,
And the people emerge.
The storm rises,*

And war follows close behind.

*The war rages,
And Brother faces Brother.
The people choose sides,
And the question is answered.*

Younard was unable to comprehend this. He took to taking long walks throughout the city, looking for men who had gone mad. He visited hostels, questioned drunks, all the time trying to find the one that was mentioned. He never found anyone that seemed to fit.

The day before the attack on Rel Mord, Younard attempted to send Brother Wevor away to Lynwerd so that the Grey Seer could learn of the prophecy. The priest was summoned and arrived just after dawn the next morning.

While they conversed about this coming trip, a page came running to tell the news of Rel Mord's fall. In the split second it took for the news to sink in, Younard had his revelation. And with that revelation began the longest and most difficult months of Younard's life. He went mad.

Or at least appeared to have, to all outward appearances. Healers were summoned but were unable to cure him. He was questioned and examined. But buoyed by the spells and prayers of his confidant, no one learned the truth. For Younard was faking it.

He knew that if anyone suspected he was truly lucid, he would be killed. Sewarndt's forces were quick to invade the city. And in such numbers that any attempt to oppose them would have failed utterly. So instead, Younard continued to pretend he was truly insane. He allowed Sewarndt's forces to use him to add legitimacy to their rule. And all the while he waited for the strangers. The ones that would fulfill the prophecy.

Enter the PCs.

Adventure Summary

This is a non-linear scenario set in the city of Mithat, current capital of the Duchy of Almor – one of the largest provinces of the Kingdom of Nyrond. The adventure sections are laid out by situation, rather than chronologically or linearly.

The scenario is broken into six (6) locations – specifically the Docks, Castle, Streets, Tavern/House, Lighthouse, and Sewers. Each of these locations can be visited by the PCs as they explore the details of the plot. However, it is not a guarantee that any particular event takes place in any specific location in the same way. Rather, each location may or may not have an encounter based on the PCs' actions. As a further complication, the PCs' early choices influence the further development of the plot.

Since all of that is rather confusing, let's lay it out as follows:

The PCs are given their orders in the introduction. There are a few options here based on the kind and number of Nyronde regional meta-orgs represented, the levels of the PCs involved, and whether non-Nyronde characters are present. While there are some choices to be made here, they all boil down to the simple statement of "Go to Mithat, scout the place out, gather intelligence, and see about aiding the locals."

Once they have made their preparations, the PCs can travel to Mithat. In order to direct the PCs along manageable lines, there are basically three (3) initial ways to explore the city, with two (2) subsets for each way in (which correspond to being bold or sneaky) for a total of six path choices (more on this later). These three (plus subsets) initial choices are as follows:

- A PCs arrive in the city by land and proceed to the castle to investigate the opposition's leadership. They decide to do this more or less in secret, using stealth or magic to hide their presence.
- B The PCs arrive in the city by land and go off to the castle, but instead of hiding and sneaking around, they move more or less openly – relying on anonymity and being in plain sight to disguise their presence.
- C The PCs spurn the idea of arriving by land and instead use a ship to arrive at Mithat's docks. They do this openly, and do not hide their presence.
- D The PCs again arrive by way of the docks, but now they try and sneak their way in, rather than trying to bluff or bribe the dock guards.
- E The PCs arrive in town and decide to speak with the "man on the street," heading into the less affluent part of town to get the common man's perspective. (The authors

consider this more 'sneaky' than choice 2b below)

- F The PCs arrive and go to the more affluent section of town to speak with "those in the know." (more 'bold' than choice 2a)

As you can see from the above choices, the PCs either arrive and go to the Castle, one of the six locations, the Streets (another of the six), or the Docks (yet another of the six).

From these three initial choices, the scenario moves along any one of six paths. Each path is directed by the information discovered and suggestions given to them by the various NPCs. The paths are:

Path A – On arrival the PCs sneak into the Castle to spy. While they are there, they run into and eventually need to fight a group of Hextorians. They are watched during this fight by the Duke, who comes to them and explains that he is faking. He recommends that the PCs take the Hextorian garb and adornments; as they might be useful. He then asks the PCs to help him recover the Ducal Trappings from the Castle, only to find they have been taken away – everyone flees into the Sewers. More info learned from Duke. Party rests, and end of day 1. In the morning, the PCs head off to fight the Guardian at the Docks, where the trappings were being moved for safekeeping. Recovering the items they head with the Duke to a nearby Tavern (safe house). Party rests, and end of day 2. The next morning the PCs are greeted by the Tavern owner who points out that the Duke's Wife is being taken under guard. PCs head off to fight the SB in the Streets, with the Duke suggesting they wear the Hextorian garb to maybe throw some suspicion on them. He also asks that they meet him at the Lighthouse where he will set up a temporary government. Recovering the Wife, the PCs arrive at the Lighthouse and run into the Clone, the leader of the SB and the leader of the Hextorians, who have decided to end the Duke's threat and regain control. End of day 3 and scenario.

Path B – The PCs go boldly into the Castle. Instead of fighting the Hextorians, they instead encounter the Scarlet Brotherhood who are guarding the Duke. After the combat ends, the Duke reveals his ruse, and asks for the PCs help in rescuing his Wife come morning. He knows

that she will be used against him if she is not freed. As proof against magical interference, she is moved to a different location each day. He has managed to learn that tomorrow she will be moved to a local Tavern. They can rest there tonight, and surprise the guards when they arrive. The party learns from the tavern owner that there has been a change in schedule, but that if they time it right, they can still surprise the guards. The party rests, and end of day 1. Come morning, the PCs head out to encounter the Hextorians in the Streets, who are being used to guard the Wife. After the fight there is a happy reunion, and the PCs head into the Sewers to hide and meet up with the Priest who has taken refuge there – end of day 2. The Priest tells the Duke that the Ducal Trappings are being loaded onto a ship in the morning – to be sent to SB lands for safekeeping. In the morning, PCs head to the Docks and encounter the Guardian. After the fight, the Duke asks the party to come with him to the Lighthouse where he will set up a temporary government. At the Lighthouse, the Clone, the leader of the SB and the leader of the Hextorians attack to end the Duke's threat. End of day 3 and scenario.

Path C – In this path, the PCs arrive at the Docks openly, using a small captured ship, which is able to bypass the blockade with forged papers. They run into a group of Hextorians – performing dock security duty. The PCs aren't recognized as belonging and a fight ensues. They also run into the cleric, who suggests that they retreat to the Lighthouse – he'll have more info for them there. He also suggests they grab the garb off of the Hextorians – they'll be able to make use of it. The party gets info on the Duke and his Wife, rests and gets ready for morning, which ends day 1. The cleric suggests the PCs use the clothing to confuse the SB guards with the Duke and Wife, who are being moved. If they catch them en route, it might be a good time to free them. PCs go to Streets and have fight with SB. Rescuing the couple, a larger force causes the entire group to flee into the Sewers to rest and regroup, end of day 2. Come morning, the Duke suggests a bold raid on the Tavern and then another on the Castle to recover the Ducal Trappings and then take control of city. PCs hopefully agree and head off. The fight with the Guardian occurs but the PCs are able to recover the trappings. As the Duke attempts to regain control of the Castle and reestablish his rule, the Clone, the leader of the SB and the leader of the Hextorians attack the party. End of day 3 and scenario.

Path D – The PCs decide to sneak into the city via the Docks using a smaller fishing boat. They are not seen immediately, but upon sneaking around they come across a group of SB that are busy checking everyone for "purity." Either the SB will then notice the party and start pestering them (fight ensues) or else the party will decide to take action when the SB starts going too far (fight ensues). In either case the cleric will arrive at the end of the fight and ask the PCs to follow him to the Lighthouse to hide. He'll also tell them to grab the SB outfits, as they will be useful later. Back at the lighthouse, he'll explain that the Duke is faking, and tell them he has a mission for them to complete – if they are willing. This will be freeing the Duke and his Wife from the Tavern. But for now, rest while he gathers some scrying intelligence for them. This ends day 1. The next day starts off with the PCs meeting up with the Duke and Duchess. Of course they run into the Guardian, but they defeat it and head into the Sewers at the Duke's insistence. Another rest period and more information learned leads to the end of day 2. The next morning the PCs head out to rescue the Ducal Trappings which are being moved. First they have a fight in the Streets and then a quick dash into the Castle to claim control of the city. As in every other case, the PCs have one last fight against the Clone, the leader of the SB and the leader of the Hextorians, who have decided to end the Duke's threat and regain control. End of day 3 and scenario.

Path E – Arriving by land, the PCs visit the seedier Streets in town to speak with the common man. There they meet the Duke's Wife who asks to be rescued (she is under guard but allowed to walk the city). Party hopefully fights her guards, which happen to be the SB. Wife suggests taking stuff as it might be useful and then all flee to the Lighthouse, which serves as a safe house. There they meet the cleric who gave the Duke his divination. He tells the party of the Duke's ruse and the prophecy, which is good news to Wife. She then suggests that in the morning they inform the Duke that the time has arrived. PCs sleep, and end of day 1. The PCs go to the Castle and meet up with the Duke. He confirms that he is faking, and that their arrival is the reason why. They go to grab the Ducal Trappings, and fight the Guardian. Leaving, they go into the Sewers to avoid detection. Much more info is learned from Duke, which takes the rest of that day and leads to the end of day 2. In the morning, the Duke says that a violent door-to-door search is on, and the

party needs to do something to throw a wrench into things. Hey, use SB cloaks and attack one of the Hextorian search parties, which is very easy to do if the PCs head to the Docks. It will also catalyze the residents and get them behind the Duke. Following that fight, the Duke suggests that the PCs join him at the Tavern as a temporary base to take over city. While staying there they are attacked by the Clone, the leader of the SB and the leader of the Hextorians, who have decided to end the Duke's threat and then regain control. End of day 3 and scenario.

Path F – The PCs visit the nicer Streets in town to speak with various merchants. While speaking with these merchants the PCs also meet the Duke's Wife, who asks that they rescue her. Party fights her Hextorian guards. She suggests going to local Tavern as it is a safehouse, and also suggests taking the Hextorians' stuff (cloaks etc), as it might be useful. There the PCs can rest and regain spells – end of day 1. The Tavern owner wakes the party and tells them he believes that the SB is in charge of watching the Duke today, as this is his day to go "boating". Party goes checking out the Docks and in the afternoon the Duke and SB arrive. Duke reveals ruse, and leaves with party to the Sewers where they can avoid detection. They can also rest, which ends day 2. Duke tells PCs that infighting has begun, and now is as good time a time as any to grab the Ducal Trappings from the Castle. There they fight the Guardian. Returning with stuff, PCs and Duke go to Lighthouse to establish temporary base. As in every other case, the Clone, the leader of the SB and the leader of the Hextorians attack them there. End of day 3 and scenario.

NOTE: Finally, there are several sections throughout the text marked as Role-Playing Section. These mark areas where you should keep track of the in-character discussions and interactions of the PCs. The total role-playing reward should only be given out to players that take advantage of these sections to help advance the story of their own accord.

Preparation for Play

First off you should re-read the Adventure Summary section. The scenario is linear in flow, but only within the path your PCs decide to take.

Given this, the scenario reads similarly to a "follow the path" or "choose your own adventure". Following the introduction and other standard early sections of the scenario the PCs will make their initial choice of investigating the city, along with the sub-choice of being 'bold' or 'sneaky'.

Second, prevent the PCs from speaking in character. Hand out copies of Player Handout #1 – Character Information, and allow each player to fill it out and return it to you prior to reading the first section of boxed text. Obviously you will need as many copies of Player Handout #1 as you have players. This information is what will allow you to determine the PCs' orders, as described in the Introduction.

The next section of the scenario will be described by area, rather than by a series of linear events. Within each area there will be a set of descriptions, including various NPCs and what information the PCs can learn. Then a list of paths will be described where the standard linear events will be laid out.

It is important to note that no standard linear set of encounters ever survives first contact with the PCs, so it is very possible that the PCs will attempt to change paths or do something outside of what is anticipated. If this is the case, simply adjust the flow of the scenario. There are just a few points to keep in mind:

- The PCs must visit all six (6) areas. While they can visit areas more than once, they should hit each area at least once.
- The goals of the scenario are to have four (4) encounters spread over three days – and that the last encounter takes place on the afternoon/evening of day three following encounter #3. The PCs do not get to rest between encounter #3 and encounter #4. This has been factored into the EL calculations. If the party attempts to circumvent this by temporarily leaving the city via teleport or other means, then the Imperialists win the day.
- The PCs need to attempt to rescue the Duke and learn of his ruse.
- The PCs must attempt to rescue the Duke's wife – the Lady Perscia Prunus.
- And the PCs should attempt to recover the Ducal Trappings (signet ring, chain of office, etc.).

Otherwise everything else is fluid and can be changed to adjust to the PCs actions.

Notes on Combat and ELs

This is an extremely difficult scenario. A number of the combats are perhaps more difficult than their calculated EL would indicate at first glance. For those that calculate ELs based on CR, please note that there are several factors available to aid the PCs, which have the effect of lowering the calculated EL.

- The PCs can nearly always flee from combat.

While the enemy forces may very well pursue the PCs, there is no guarantee that they will catch them.

- The PCs possess many unique abilities which are unmatched by the opposition.

PCs may use spells or abilities such as flight, teleportation, dimension door, etc to gain tactical advantage. The enemy does not possess these abilities. Spells and abilities were chosen specifically avoiding these types of movement.

- The combats on day 1 and 2 lead immediately into rest periods. Only one combat happens on each of these two days.

Unless the PCs are extremely foolish, these rest periods will be uninterrupted. PCs may devote a larger percentage of their resources to these combats. They also enter each combat on days 1 and 2, and the first combat on day 3 completely recharged and rested. Long term buff spells can be cast and regained, giving the PCs an additional advantage.

- In most cases the PCs can easily gain a free surprise round by initiating the coming combat on their own.

While the text details many ways to begin combats with reluctant PCs, most parties will be eager to initiate combat. This will nearly always result in the PCs gaining a free surprise round. With the number of one-shot "take-down" abilities that PCs possess, this can give them a decided advantage.

- Finally, while the combats are extremely difficult and lethal, the PCs will acquire the services of the temple of Celestian.

The priests of this temple are willing to provide both healing and raising services during the course of the scenario. Payment for these

services can even be deferred until the end of the scenario. With the large amount of treasure available, even the payment of a raise dead spell by an otherwise destitute PC is possible.

The calculated ELs are correct, and take all of these factors into account.

Introduction

The scenario begins in a war camp of the Resistance. Forces loyal to Lynwerd have been gathering in areas throughout Nyrond, but most are still in hiding or are continually on the move – avoiding direct confrontation with Sewarndt's troops. Still, the resistance has gained a foothold. There are missions aplenty for those loyal to both sides.

Please review the Preparation for Play section regarding important notes about how the scenario should play out. Also be sure to pass out Player Handout #1 – Character Information as soon as you are ready to begin. These should be completed by the various players and then returned to you.

The PCs are currently located at the temporary Heironean encampment somewhere on the old Almorian borderland. They are summoned from their rest and ordered to report to a command tent. It seems that a mission has come up requiring the PCs skills.

NOTE: Do not allow the PCs to converse "in character" prior to the reading of the boxed text. For purposes of this scenario, the PCs are all separated when the scenario begins. This is to allow each PC to receive their "orders" individually. There are some who may be traitors/patriots, and allowing them to keep this fact hidden from the others at the table is very important.

Everywhere is the talk of war. It seems inevitable now. The attack on Lynwerd's family at Barren Keep, and the actions of the Duchess of Woodwych to the west merely highlight this. War is coming to Nyrond, and none in these lands can escape it.

You find yourself encamped with the Heironean forces loyal to King Lynwerd. While

you hear the common sounds of these forces all around you, presently you are alone.

However, hearing your name mentioned, you notice the approaching soldier. He bears with him a paper, which he presents to you when he arrives. “Your orders,” he says before turning heel and striding away.

This is important. There are a number of different handouts, which are all labeled Player Handout #2 – Your Orders. However, these are all a bit different. The top of each page lists the type of orders contained on that page. Each PC will only receive one set of orders, which will be determined from the PCs answers from Player Handout #1. Reference the following. Once you have given a character one set of orders, skip to the next character. No character may receive more than one set of orders; no matter if more than one category applies. The categories are as follows, in descending rank (meaning that ‘Yes’ answers to earlier questions override later questions):

- If the player answered ‘Yes’ to Question 5 (Loyal to the Imperium or Emperor), then give that player orders from the set labeled Sheet 1.
- If the player answer ‘Yes’ to belonging to any of the Royal Meta-Orgs (Question 2), then that player receives orders from the set labeled Sheet 2.
- If the player answered ‘Yes’ to Question 4 (Loyal to King Lynwerd), then that player receives orders from the set labeled Sheet 3.
- If the player answered ‘Yes’ to Question 6 (owns the Patriot’s Ring), then give that player orders from the set labeled Sheet 4.
- Otherwise the player receives orders from the set labeled Sheet 5.

Once the PCs have all received their orders, and read them, they will report to the command tent (obviously PCs not answering the call to report to this tent have forfeited their chance to participate – end the scenario for those players). Check to see if any of the PCs have other tasks they wish to complete prior to reporting – but keep in mind that the PCs still have not run into each other. They are alone until they meet at the command tent. Do not allow them to

communicate with each other until that time. Once they all arrive, read the next paragraph to them.

You arrive at the command tent as instructed. A few others have also arrived – your companions on this mission it appears. You are turning to greet your fellows when the tent flap is thrown aside by a large man in full armor. His insignia and the deferential nods from the nearby guards let you know that this is Field Commander Guillaume, leader of this war camp, and second only to The Glaive Valorous of Heironeous, Lord Arafeld.

“Please, come inside. This war waits for nothing, and time grows short. We would have you safely on your mission without delay,” he says, and then gestures for you all to follow him.

It is assumed the PCs will follow him. The command tent has been mostly cleared of everything save a large map of Mithat (Player Handout #3 – The City of Mithat). The Glaive walks around to the far side of the table, and gestures for the PCs to approach and peruse the map with him.

The table holds a large map of Mithat. The Field Commander points out various areas of the city to you as he speaks.

“By now you should all have received your orders. Yes, we need you to enter Mithat and learn what you can. There are only a few ways into the city. Not knowing your particular preferences between stealth or a more direct approach, we’ve waited until now to finalize the insertion plan. But before we speak of getting inside, I’ll give you the information we do know.”

“You may have heard rumors that Duke Younard is mad. These rumors appear to be true. Shortly before the attack on Rel Mord, Duke Younard began acting strangely. He lost weight, would be found wandering by himself throughout the city, and he would stop beggars in the street to have – well, I suppose they could be called ‘conversations’. The reports we have received only mentioned that these conversations were weirdly disjointed and very disturbing to those that knew the Duke personally. He hardly seemed to sleep, and stopped caring about food. On the night of the attack, he collapsed. When he came to, he was like a child. A strangely vacant child.”

“When Mithat was invaded by the usurper’s forces, he did nothing to stop them. Rather, he seemed to do everything required to give the city over to them. Contradictory orders kept the loyal troops from acting. The Navy has been blockaded in the harbor of the city – unable to attempt to leave by the threat of scarlet sails in the bay and fear of having the harbor blocked by scuttled ships. The Duke is that in name only, as he issues whatever orders the usurper’s forces wish him to give.”

“But the city may still be of use. Of course, whatever can be done to make use of the Navy needs to be explored. If we could drive the usurper’s forces from Mithat, it would have a serious positive affect on morale. It could even serve as a symbol for the rest of the Kingdom – that Sewardt is only temporary, and that King Lynwerd will reclaim everything.”

“But I will not deceive you. Armed Hextorians and Scarlet Monks patrol the streets. Nearly every ship – be it merchant or flying scarlet sails – is searched when it makes berth. The usurper’s men guard the Castle. And with our forces still gathering strength, we cannot simply march on the city and reclaim it for the rightful king. We need you to learn the strength of the usurper’s forces. To see how well the docks are defended. To approach the clerics of Celestian in their lighthouse and see if they will join us. We would also like to see if the Duchess Perscia, Younard’s wife, can be rescued. She may have some insight into what happened to her husband.”

“Now, do you have any questions before we discuss how you can enter the city?”

Field Commander Guillaume knows only general information about the city. He is not aware that the Duke is faking. He does not know the total strength of any of the enemy forces. He also has not been in contact with anyone of importance within the city.

Guillaume can provide little additional information other than what he has already given. He will be honest with the PCs. Keeping this war camp a viable rallying point for Lynwerd’s forces is holding all of his attention. He knows that he will soon be called upon to assist King Lynwerd more directly, and to do that, he needs to stay out of Sewardt’s grasp. The Resistance has determined that Mithat needs to be investigated –

and while the Field Commander agrees with this assessment, he did not have the ability to do this on his own or did not, until the arrival of these PCs.

Do not give out much more than what is mentioned above, other than clarifications and making sure the players are all brought up to speed with current events. However, attempt to avoid spoilers as to the precise events of previous year 5 Nyrond regional scenarios

“Entering the city will most likely be difficult, and perhaps even dangerous. That being said, we have a few assets we can use. We have access to a small ship, formerly of the Scarlet Brotherhood, and captured during the recent uprising of the Duchess of Woodwych – Heironeous bless and protect her. With the right forged documents, we should be able to get you past the blockade and thence to the docks.”

“Alternatively, I have the name of a fisherman local to the area, who claims he can sneak a small group such as yourselves into the city. I trust this fisherman, as he came highly recommended by a friend of mine with a propensity for the color gray.”

“You can also attempt the more direct route of passing through the city gates – perhaps using a disguise or the like. While this would not be my first choice – one such as myself has little use for subtlety or stealth. Perhaps you could succeed where I, or those like me, could not. It is an option.”

“Of course, as adventurers, you may very well have your own ways into the city. Teleportation or the like, perhaps. These could easily work; I doubt that the usurper’s forces are magically observing the entire city.”

“What say you? Are you willing to take on this mission? And do you have a plan of entry you would prefer?”

Obviously, if the PCs refuse, they will be finished with the scenario. They will also be thrown out of the Heironean camp – hand out the ARs and mark them with a note stating they are suspected of sedition and are being watched by the Heironean clergy. Heironean PCs will also be thrown out of the Heironean meta-org and not allowed to rejoin. Paladins or Clerics of Heironeous will have just committed a major offense against their faith, and will need Atonement before they are allowed to continue advancement in their class(es).

Allow the PCs to converse openly. Field Commander Guillaume doesn't have any additional resources he can give them, but he is happy to try and help the PCs out with their decision.

Whatever decision the PCs come up with, they will reach Mithat. The exact nature of how that happens is covered in the next section of the scenario. But there is no need for the PCs to know they will reach the city with no difficulties.

NOTE: For those traitorous PCs attempting to strike a blow against the Resistance by attacking the Field Commander; not only is he well protected here (highly alert guards, defensive magic, and the like), but they should be reminded privately that their mission orders were pretty clear about what they should be focused on. If they persist, feel free to announce that their characters are dead.

City Locations: Mithat in Overview

One note before the PCs begin exploring the city. While the initial premise of their arrival in Mithat is to gather intelligence and scout out the area, this will rapidly fall apart. It is supposed to. If any of the players make noises about abandoning their mission, have one of the NPCs they encounter essentially tell them that their mission has been superseded and they have more important tasks to complete. Use gentle hints and persuasion to convince stubborn players that they are supposed to switch from spying to more direct confrontation. If that doesn't work, then allow them to leave the city – and skip to the conclusion, since the scenario moves on without them.

Part 1: Reaching the City

Regardless of the method chosen to enter the city, the PCs will arrive in one of two places in Mithat. Either they will choose to use one of the two ships provided by the Field Commander, or else they will eventually reach the streets of the city.

It is possible that higher level PCs that have visited the city previously may attempt to teleport directly to the city, or travel there with similar magical effects. This is fine, assuming the PCs do not attempt to travel directly to the Lighthouse or

Castle. Any other location is acceptable, as the PCs will eventually visit either the Docks or a random Street in the city.

Use one of the following paragraphs of read-aloud text to describe the PCs journey to Mithat. The paragraphs are labeled with the appropriate method of travel taken. If the PCs use a different means to reach the city, you will need to ad-lib something in a similar vein.

- For PCs that enter Mithat using the Field Commander's fisherman agent:

Having elected to trust the recommended fisherman has worked out. The fisherman spoke little during your trip, but rowed without hesitation directly towards Mithat. A single ship looked ready to head in your direction, but it veered off – perhaps in pursuit of some other prize. You seem to have managed to slip through the Scarlet Brotherhood blockade of Mithat's harbor. Reaching the docks without further difficulty, your guide spoke, "good luck. There's a storm a'brewin'," before rowing away from the occupied city. Turning away from the steady sea breeze, you face back to the waiting City of Mithat.

- For PCs electing to use the captured boat and forged documents to enter the city:

The captured boat was a bit leaky, but it handled easily. A single warship stopped you, yet the forged documents you carried appeared to have fooled the bored mercenaries that looked you over. Luckily, there were no Scarlet Brotherhood aboard that ship, or things may have been very different. Taking advantage of the rising sea breeze, you quickly reached the docks of the harbor without further incident. Now, the City of Mithat stands before you.

- For PCs that decide to enter the city by a normal and direct overland route:

Despite its status as the capital of the Duchy of Almor, Mithat's primary power has always lain with the fleet currently blockaded in the harbor. Therefore, it comes as little surprise that you are able to reach the gates of the city without difficulty. You don't know if it was the distraction of the Rhennee camp or if perhaps the resistance has managed to get an agent or two into the city guard. You know only that you were waved through into the city without a word being spoken in your direction. Now, with the fresh sea breeze carrying the scent of

the ocean towards you, the streets of Mithat are open and waiting.

- For PCs that stealthily creep into the city (scale the wall, use invisibility, etc):

Your gamble of sneaking into the city has paid off. You slipped by the guards without detection, and now you stand on the streets of Mithat. You had expected more trouble on your journey south, but it seems that the forces occupying the city are more concerned with activities at the docks than with the actions of a small group riding cross-country. The rising sea breeze carries the scent of the ocean to you, reminding you that your mission awaits.

- For PCs that use teleportation or similar magic to enter the city:

Familiar surroundings appear around you. The scent of the ocean drifts past you on a steady ocean breeze. You have reached Mithat without mishap. From here, everything appears to be as you last left it. No soldiers wait for you, and you sense no magical sensors in the area. You seem to have arrived without attracting attention. If so, it should be a simple matter to get on with your mission.

If the PCs try to use an alternative method not covered by one of the above paragraphs, then allow it to work. The PCs should not be harassed during their entry into the city – the entire point of the scenario is to let the PCs see what is going on, and perhaps to have an effect on the future of Nyrond. Just substitute boxed text as you see fit.

Following the PCs initial insertion into the city, they should begin gathering information. Most parties will elect to visit the Castle, the Docks or the Streets at this point. The flow of the scenario assumes one of these three is chosen. Should the PCs decide to visit another location first, then you should default to the Streets encounter first. The only difficulty will come from parties that use teleportation-like magic to travel directly to the Lighthouse. In this rare event, simply having the party arrive off-target by a small distance will solve the problem. A deserted alley on the other end of the city would be an appropriate arrival location. Obviously the arrival paragraph above would need to be modified slightly.

Once the PCs have entered Mithat, and you have set the scene with one of the above

paragraphs, proceed to Part 2: The First Day in Mithat.

Role Playing Section: This is an excellent place for the players to really get into their characters and the motivations given to them in their 'orders'. As it is extremely doubtful that any party will consist entirely of characters receiving the same set of orders, it is likely that each will want to go in different directions upon their arrival. This is one of the sections that earn the PCs their RP reward at the end of the scenario.

Part 2: The First Day in Mithat

During the initial part of the PCs investigations, the party will visit one of three locations: the Docks, the Castle, or the ever-popular Streets. While certain parties might visit other areas of the city for one reason or another, these three will typically be first. Should the party lose momentum or obstinately refuse to visit the themed locations, default to the Streets encounter to get them back on track.

Paths A and B: Mithat's Castle

Unlike most other province seats, the Castle in Mithat is a relatively subdued affair. Perhaps it is because Mithat was only recently made the seat of Almor. But more likely it is because the people of Mithat don't need all the massive fortresses and fancy decorated walls of the other provinces. Instead, the castle is a simple one-story affair of polished marble. Pennants hang everywhere, and small, simple gardens are the primary decoration. The place is open and airy, with lots of large picture windows perfectly screened by well-placed awnings.

As the party enters the Castle, they are watched by Duke Younard – who hopes that these are the ones foretold by the prophecy. He will approach the PCs when they cross the threshold and attempt to converse with them. This action is considered out of character for the Duke in his current state, and a group of Imperium forces will move to investigate.

Should the PCs enter the Castle invisibly, an Alarm spell has been placed just inside the threshold for such a contingency. The Alarm will alert the Imperium forces near the Duke – with the same outcome as above. For parties moving

through the city while Astral or Ethereal, the Prime Material is ghostly and insubstantial. Little to no information can be gathered in such a state.

Entering the Castle, you can see the beauty of the exterior is mirrored inside. The halls are open and airy. The windows are tall and clear but cleverly shaded to emit only as much light as is needed, without blinding those that find themselves here in the early morning or late afternoon.

Crossing the threshold into the Castle proper, you notice that the occupying forces have left the Castle mostly untouched. The original artwork still adorns the walls. Statuary and tapestries depicting the grandeur and might of Nyrond still remain. The only change would be the Imperium flags hanging on the walls or flying in the stiff wind. A sober reminder of the current state of the Kingdom.

As you glance about, a sound begins to percolate into your concentration. It sounds like chanting or singing, but something is off. Perhaps it is the chaotic rising and falling key. Perhaps it is the fact that the words themselves make no sense. But in any event the chanting is as annoying as any too-often repeated child's rhyme and growing slowly in strength. Glancing about, at first you see nothing out of the ordinary. But then, rounding a corner, you see the source of the noise.

Approaching you is a man dressed in terribly soiled clothes. His normally bald head seems to be wearing the business end of a dirty mop, dirt and food stain his face, and he walks with a strange loping gait – as though one of his legs was longer than the other. A twisted mouth dripping drool is thrown widely open as his chant continues. His eyes seem focused on a place somehow beyond you. Yet, when he is within conversation distance, his eyes snap mostly into focus, his mouth closes into a tight line, and you see a sharp intelligence that was hidden before.

“Greetings strangers. Welcome to the Abyss, I mean Mithat. I was expecting cats, but you lot will have to do.”

He bows, doffing his mop-cap in a sweeping gesture. His grin is lopsided and more drool leaks from one corner of his mouth. Yet the wink he gives you is oddly

comforting, coming from those piercing, intelligent eyes.

“I would be your bartender, perhaps you have heard of me?”

Before you can answer his strange query, he begins to dance a little jig. At least you assume it must be a jig. Otherwise, he is going through convulsions.

Flapping his arms wildly, the mop-cap showering dirt, the man continues his strange conversation. “So, have you brought me more eggs to nest on? I do so love feeding the little chickens.”

This is indeed Duke Younard. If any of the PCs have met him before, a DC15 Spot check is sufficient to recognize him in his current state. Otherwise, a DC20 Knowledge: Nobility and Royalty, is required.

This initial conversation should be filled with hints of madness and insanity. Only the hint of his wink and the intelligence hidden in his eyes are there to convince the PCs that perhaps something more exists beneath his surface actions. The PCs are free to talk with the Duke further, hopefully probing for further clues. Assuming the PCs respond favorably, the Duke will elect to trust them and reveal a more and more lucid side as they converse. This continued conversation will attract the notice of his guards, who are only a short distance away (perhaps twenty feet or so) and will move to question the PCs. One of these guards will notice the Duke's eyes and combat will ensue. PCs that play along with the Duke, can easily get a free surprise round on the guards as they attempt to figure out what is going on.

If the PCs are leery of conversing with the Duke (not unexpected), he will become desperate. Despairing of ever being able to drop his ruse, he will simply call out to the PCs directly, and entreat them to help him save his city. This far more lucid conversation will definitely summon his guards, although they will attack immediately, rather than attempting to question the PCs.

Path A

In this path, the fight will be against the Hextorians (See Combat Appendix A – The Hextorians for further details).

APL 2 (EL 2)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

APL 4 (EL 4)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 31; see Combat Appendix A

Hextorian Knight Protector in Training: hp 24; see Combat Appendix A

APL 6 (EL 6)

Hextorian Spellsword in Training: hp 41; see Combat Appendix A

Hextorian Blackguard in Training: hp 41; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 55; see Combat Appendix A

Hextorian Knight Protector in Training: hp 44; see Combat Appendix A

APL 8 (EL 8)

Hextorian Spellsword: hp 76; see Combat Appendix A

Hextorian Blackguard in Training: hp 62; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 85; see Combat Appendix A

Hextorian Knight Protector: hp 64; see Combat Appendix A

APL 10 (EL 10)

Hextorian Spellsword: hp 100; see Combat Appendix A

Hextorian Blackguard in Training: hp 77; see Combat Appendix A

Hextorian Dwarven Defender: hp 112; see Combat Appendix A

Hextorian Knight Protector: hp 100; see Combat Appendix A

APL 12 (EL 12)

Hextorian Spellsword: hp 137; see Combat Appendix A

Hextorian Blackguard: hp 100; see Combat Appendix A

Hextorian Dwarven Defender: hp 140; see Combat Appendix A

Hextorian Knight Protector: hp 124; see Combat Appendix A

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Hextorians are defeated, the Duke will speak to the PCs again, explaining some of the background, and asking for their help. If any of the PCs are owed favors by the Duke, or otherwise are known to him personally, he will greet that person warmly by name.

“My thanks. It has been hard these past few months. As you no doubt are suspecting, I’ve been faking this madness since the night Rel Mord fell to the Usurper. I knew that the only way to save the city would be to lose it. I will explain more later, but first we need to leave this place. I believe we might find sanctuary in the sewers. They are a confusing maze, and I doubt that these invaders have had time to map them out.”

“We need to stay hidden until tomorrow. You see, the Ducal Signet and the Almorian Standard have been taken from the castle and are being shipped out to Scarlet Brotherhood lands in the morning. I do not know where they have stashed them, only that the ship that is to take them away arrives tomorrow. I know a secret way up to the docks through the sewers. Perhaps we might take the guards by surprise, and recover these items for the Kingdom.”

“I believe these (and he points at the dead Hextorians) might prove of to be of use. Perhaps their uniforms and equipment would help us in our quest?”

If the PCs agree to take the Hextorian equipment, the Duke will wait for them to finish collecting it, show the PCs a convenient side room where the bodies could be stashed, and then leads them to the Sewers. Skip ahead to Part 3 – The First Night in Town. If the PCs refuse to gather the equipment (very possible for PCs like Heironean paladins), the Duke will ask them if they are sure, shrug, and show them to the same side room and thence to the Sewers. Skip to Part 3.

At this point, you may very well have some players that refuse to trust the Duke. The Duke will submit himself to nearly any test the PCs may devise, including swearing on his honor, his loyalty to the King, or nearly anything else required. He will tell them that he was able to bypass the Hextorians' Zone of Truth spells only by babbling instead of speaking. If the PCs continue to ask questions about how he was able to maintain the ruse, he will tell them he ***“will explain everything once they are safely hidden in the Sewers. There is no time for long stories at present.”***

If the PCs attack the Duke, he will not fight back. This would also be an extremely evil act, as the Duke is not only lawful and good, but defenseless as well. If they flee from him, treat him as a prisoner, or otherwise mistreat him, he will not complain. Depending on circumstances, these actions can also be considered evil acts, and paladins, clerics and similar classes should watch for alignment or code deviations should they participate.

Duke Younard Coriner: Duke of Almor; Ftr7/KnP5

Under no circumstances should the Duke be fighting the PCs battles. He has been retired for years, and is nearly 70 years old at this point. None of his special Ex or Su abilities are presently functioning, he is unarmed, and unarmored. For all intents and purposes, the Duke should be considered a non-combatant.

PCs may explore the rest of the Castle if they wish, but will find nothing else of particular interest. While there is a great deal of wealth in the Castle, currently none of it is in easily transportable form (think large tapestries, expensive furniture, ornate rugs, etc). The few individuals they encounter are merely the typical staff expected of a civic building. They have no information that the PCs would consider valuable.

Path B

In this path the fight will be against the Scarlet Brotherhood (See Combat Appendix B – The Scarlet Brotherhood for further details).

APL 2 (EL 2)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

APL 4 (EL 4)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 13; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 13; see Combat Appendix B

Digger: hp 10; see Combat Appendix B

APL 6 (EL 6)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 30; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 32; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 31; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 25; see Combat Appendix B

Digger: hp 24; see Combat Appendix B

APL 8 (EL 8)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 58; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 52; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 43; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 37; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 10 (EL 10)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 76; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 84; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 71; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 49; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 12 (EL 12)

Scarlet Brotherhood Nightsong Enforcer: hp 93; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 106; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 99; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 68; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Scarlet Brotherhood members are defeated, the Duke will speak to the PCs again, explaining some of the background, and asking for their help.

“My thanks. It has been hard these past few months. As you no doubt are suspecting, I’ve been faking this madness since the night Rel Mord fell to the Usurper. I knew that the only way to save the city would be to lose it. I will explain more later, but first we need to leave this place.”

“We need to stay hidden until tomorrow. You see, these invaders are still keeping my wife hostage against me. They move her about to prevent magical rescue and keep this knowledge secret. However I managed to overhear a couple of the guards talking about

how ‘that witch ought to be comfortable tomorrow,’ to which the other laughingly agreed, ‘since it is so appropriately named.’ Now I know of only one place in town with a name referencing ‘witch’ or ‘witches’ and that would be the Witches’ Teat; a local tavern. We are fortunate that they elected to ignore the ‘madman’ while sharing their laugh.”

“They will not have the place guarded until they arrive tomorrow. They do not wish to draw attention to her presence. Perhaps if we secreted ourselves there tonight, we might catch her guards by surprise and be able to rescue her. I have had past dealings with the owner, and know him to be no friend of either the Scarlet Brotherhood or the Hextorians. I also believe these (and he points at the dead Scarlet Brotherhood members) might prove of to be of some use. Perhaps their uniforms and equipment would help us in this mission?”

If the PCs agree to take the Scarlet Brotherhood equipment, the Duke will wait for them to finish collecting it, show the PCs a convenient side room where the bodies could be stashed, and then leads them to the Witches’ Teat Tavern. Skip ahead to Part 3 – The First Night in Town. If the PCs refuse to gather the equipment (very possible for some PCs that have had past dealings with the Scarlet Brotherhood), the Duke will ask them if they are sure, shrug, and show them to the same side room and thence to the Tavern. Skip to Part 3.

At this point, you may very well have some players that refuse to trust the Duke. The Duke will submit himself to nearly any test the PCs may devise, including swearing on his honor, his loyalty to the King, or nearly anything else required. He will tell them that he was able to bypass the oppositions’ Zone of Truth spells only by babbling instead of speaking. If the PCs continue to ask questions about how he was able to maintain the ruse, he will tell them he ***“will explain everything once they are safely at the Tavern. There is no time for long stories at present.”***

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Paths C and D: Mithat's Docks

The docks of Mithat's harbor are quite extensive. Able to serve as berths for the entirety of Nyrond's Second and Third fleets, there are still enough open slips for visiting merchant ships, local fishermen, and the occasional transport or diplomatic craft as well.

The docks have a long history of being extremely well tended and cared for. Which makes their current state all the more deplorable. Trash litters the polished wood. The ropes are scattered haphazardly; seldom properly coiled. Debris and flotsam floats in the water, no longer being retrieved and cleaned away. Only the steady wind keeps the smell from becoming unbearable.

Allow the PCs a moment to describe their intentions, and then proceed to the encounter. This varies depending on which path the party has chosen.

Path C

In this path, the encounter will be with the Hextorians (See Combat Appendix A – The Hextorians for further details).

Ahead of you, a group of heavily armored men is accosting a pair of what you assume to be fishermen. They are saying something about paying their slip fees and a tariff on incoming

goods. A number of onlookers are also speaking up against the taxes, including a notable individual dressed in black clerical vestments trimmed with silver stars and wearing a jeweled star holy symbol about his neck.

As the cleric argues with the warriors, one of the fishermen is shoved forcefully into the water, followed closely by his companion. The warriors then move to do the same with the cleric. He has his hands raised in a peaceful gesture, but the warriors sneer with contempt as they surround him menacingly.

Hopefully the PCs will move to help out. However, some parties will elect to ignore the situation in favor of their mission. This is fine, and should not cause an alignment violation. Instead, the cleric of Celestian will involve the PCs himself, by calling out to them to assist him. The Hextorians will turn at his call and spot the PCs. Combat will ensue in either case.

APL 2 (EL 2)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

APL 4 (EL 4)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 31; see Combat Appendix A

Hextorian Knight Protector in Training: hp 24; see Combat Appendix A

APL 6 (EL 6)

Hextorian Spellsword in Training: hp 41; see Combat Appendix A

Hextorian Blackguard in Training: hp 41; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 55; see Combat Appendix A

Hextorian Knight Protector in Training: hp 44; see Combat Appendix A

APL 8 (EL 8)

Hextorian Spellsword: hp 76; see Combat Appendix A

Hextorian Blackguard in Training: hp 62; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 85; see Combat Appendix A

Hextorian Knight Protector: hp 64; see Combat Appendix A

APL 10 (EL 10)

Hextorian Spellsword: hp 100; see Combat Appendix A

Hextorian Blackguard in Training: hp 77; see Combat Appendix A

Hextorian Dwarven Defender: hp 112; see Combat Appendix A

Hextorian Knight Protector: hp 100; see Combat Appendix A

APL 12 (EL 12)

Hextorian Spellsword: hp 137; see Combat Appendix A

Hextorian Blackguard: hp 100; see Combat Appendix A

Hextorian Dwarven Defender: hp 140; see Combat Appendix A

Hextorian Knight Protector: hp 124; see Combat Appendix A

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Hextorians are defeated, the cleric will approach the party.

“Many thanks strangers. Your arrival was most fortunate and timely. These kinds of unprovoked attacks are becoming more frequent. The worshippers of Hextor are

finding it more and more difficult to keep their true natures in check. Truly, they see little need as they and their allies have complete control of this city.”

“Speaking of which, we shall need to get you hidden and safe from retribution. Take your adversaries’ equipment and trappings – they may be of use. I am Brother Wevor, a simple cleric of the Far Wanderer – known as Celestian to the people of the Flanaess. While far from a stronghold, the Lighthouse my fellow priests maintain in this city is usually left alone. We can speak more there, for I recognize the signs of adventurer upon you, and I have need of ones such as you.”

At this point, some PCs may decide to decline the offer, or else point out that they are already on a mission of great importance. Brother Wevor will merely smile knowingly, and tell them he knows why they were sent to the city. He will entice them (if necessary) with hints that their arrival was foretold, and that he has information vital to their mission. But he will reveal nothing until the PCs arrive at the Lighthouse.

If the PCs agree to take the Hextorians’ equipment, the cleric will wait for them to finish collecting it, and then suggest the bodies be pushed into the harbor, ***“where the rest of the garbage has been collecting.”*** He will then lead the PCs to the Lighthouse, using a series of back streets and hidden shortcuts. Skip ahead to [Part 3 – The First Night in Town](#). If the PCs refuse to gather the equipment (very possible for some PCs such as Heironean Paladins), the cleric will ask them if they are sure, shrug, and then push the bodies into the harbor as before (be sure to record this loss of gold for the end of the scenario). Skip to Part 3.

Brother Wevor: Clr8 (Celestian)

Similarly to Duke Younard, Brother Wevor should not be fighting the PCs battles for them. Brother Wevor is a scholar and historian, and rarely carries spells that would be useful in combat. If required, Brother Wevor can be used to supply healing to under equipped parties, but he should be used in this manner only if the circumstances warrant such treatment, and as a reward for good role-playing. He should not be used as the party’s crutch.

At this point, you may very well have some players that refuse to trust the cleric. Brother Wevor will submit himself to nearly any test the

PCs may devise, including swearing on his honor, his loyalty to the King, or nearly anything else required. If the PCs attack the cleric, he will not fight back. This would also be an extremely evil act, as Brother Wevor is not only good, but defenseless as well. If they flee from him, treat him as a prisoner, or otherwise mistreat him, he will not complain. Depending on circumstances, these actions can also be considered evil acts, and paladins, clerics and similar classes should watch for alignment or code deviations should they participate.

Path D

In this path, the encounter will be with the Scarlet Brotherhood (See Combat Appendix B – The Scarlet Brotherhood for further details).

Ahead of you, a group of scarlet-cloaked individuals is berating an obviously pregnant young Suloise woman and her Baklunish husband. Claims of racial interbreeding and accusations of wanton acts drown out the couple's claims of love and devotion. As the argument grows louder and more forceful, a cleric steps forward to add his voice to the din, calling for calm and peace, this man in black vestments is shoved roughly to the ground. His jeweled star holy symbol bounces around his neck, as the scarlet cloaks draw knives.

Although the cleric continues to call out for a peaceful solution, one of the knife wielders calls out for her fellows to “silence that fool of an Oeridian. I’m going to teach this hussy about choosing the right husband.”

Hopefully the PCs will move to help out. However, some parties will elect to ignore the situation in favor of their mission. Instead, the cleric of Celestian will involve the PCs himself, by calling out to them to assist him. The Scarlet Brotherhood members will turn at his call and spot the PCs. Combat will ensue in either case.

APL 2 (EL 2)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

APL 4 (EL 4)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 13; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 13; see Combat Appendix B

Digger: hp 10; see Combat Appendix B

APL 6 (EL 6)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 30; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 32; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 31; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 25; see Combat Appendix B

Digger: hp 24; see Combat Appendix B

APL 8 (EL 8)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 58; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 52; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 43; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 37; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 10 (EL 10)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 76; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 84; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 71; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 49; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 12 (EL 12)

Scarlet Brotherhood Nightsong Enforcer: hp 93; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 106; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 99; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 68; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Scarlet Brotherhood members are defeated, the cleric will approach the party.

“Many thanks strangers. Your arrival was most fortunate and timely. These kinds of unprovoked attacks are becoming more frequent. These scarlet-cloaked devils are finding it more and more difficult to keep their true natures in check. Truly, they see little need as they and their allies have complete control of this city.”

“Speaking of which, we shall need to get you hidden and safe from retribution. Take your adversaries’ equipment and trappings – they may be of use. I am Brother Wevor, a simple cleric of the Far Wanderer – known as Celestian to the people of the Flanaess. While far from a stronghold, the Lighthouse my fellow priests maintain in this city is usually left alone. We can speak more there, for I recognize the signs of adventurer upon you, and I have need of ones such as you.”

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If the PCs agree to take the Scarlet Brotherhood’s equipment, the cleric will wait for

them to finish collecting it, and then suggest the bodies be pushed into the harbor, ***“where the rest of the garbage has been collecting.”*** He will then lead the PCs to the Lighthouse, using a series of back streets and hidden shortcuts. Skip ahead to Part 3 – The First Night in Town. If the PCs refuse to gather the equipment (very possible for some PCs with past dealings with the Brotherhood), the cleric will ask them if they are sure, shrug, and then push the bodies into the harbor as before (be sure to record this loss of gold for the end of the scenario). Skip to Part 3.

Brother Wevor: Clr8 (Celestian)

Similarly to Duke Younard, Brother Wevor should not be fighting the PCs battles for them. Brother Wevor is a scholar and historian, and rarely carries spells that would be useful in combat. If required, Brother Wevor can be used to supply healing to under equipped parties, but he should be used in this manner only if the circumstances warrant such treatment, and as a reward for good role-playing. He should not be used as the party’s crutch.

At this point, you may very well have some players that refuse to trust the cleric. Brother Wevor will submit himself to nearly any test the PCs may devise, including swearing on his honor, his loyalty to the King, or nearly anything else required. If the PCs attack the cleric, he will not fight back. This would also be an extremely evil act, as Brother Wevor is not only good, but defenseless as well. If they flee from him, treat him as a prisoner, or otherwise mistreat him, he will not complain. Depending on circumstances, these actions can also be considered evil acts, and paladins, clerics and similar classes should watch for alignment or code deviations should they participate.

Paths E and F: Mithat’s Streets

Normally the hustle and bustle of a thriving city would be found in these streets, but now there are few passersby, few who will brave paths now patrolled by scarlet cloaks or Hextorian armor. There are still pockets of tenacious life – a ways off to your right a cluster of corner shops still has customers, while some distance to the left can be found the occasional group of residents still undertaking mundane tasks like laundry – but it is far from the throng of activity one expects to see in a city of this size.

Have the players state their intentions. There are essentially two directions for them to take – left towards the residents (and Path E), or right towards the shops (and Path F). In either case, they will run into the Duchess Perscia. She is allowed some freedom, in order to maintain the illusion that the city is still ruled by her husband the Duke, but she is still a prisoner. Duchess Perscia knows she is a captive both to keep her people in check, and also to keep her husband alive. While she despairs that her husband is lost forever, she still loves him and would stay by his side if she could.

The Duchess will recognize the PCs for what they are – adventurers, and her one hope for freedom. When she encounters them, she will attempt to speak quickly and privately with the most charismatic member of the party. For those parties with a slew of non-charismatic characters, she will side with a male over a female, an armored fighter over other classes, and a human or half-elf over other races. It is not that she is biased against these other choices; rather that she knows how to use her feminine wiles best with her chosen targets.

The Duchess will appeal to the PCs in any way she can. She needs the PCs to defeat her guards. While she cannot promise them money or other tangible rewards, she can offer her gratitude – and the gratitude of a Duchess goes a long way.

Path E

In this path, the party has chosen to visit the day-to-day residents of the city. They will also encounter the Duchess in the company of her guards, the Scarlet Brotherhood (See Combat Appendix B – The Scarlet Brotherhood for further details).

As you move towards the locals, you notice their eyes silently taking you in – perhaps sizing you up. There is no animosity, merely the wary look of those trying to survive under an oppressive rule. You are a curiosity, although it is unknown if you are a welcome one.

A short distance ahead, a small procession rounds a corner and heads roughly in your direction. A group of scarlet-cloaked Suloise walks protectively and possessively about a well-dressed Oeridian woman of middle years. She still has the straight back and proud gait of the nobility, but her eyes reveal a haunted

look of one bearing a great burden. Still, she is an attractive woman, and her slightly tired smile is still pleasant and friendly.

The PCs may elect to hide, move away or otherwise attempt to avoid an encounter with Duchess Perscia. If so, she will simply start the encounter by asking if the PCs are there to rescue her – which will alert her guards. The PCs lose benefit of the possible surprise round if this occurs.

PCs of a cleverer bent will attempt to engage the Duchess in conversation. Her guards have grown somewhat lax in listening in on her “chats with her subjects,” and will hang slightly back while she speaks with the PCs. This can grant the PCs a free surprise round on her guards, as the PCs can easily begin casting or otherwise gain the jump on them while appearing to continue conversation with the Duchess.

For those that have not guessed at her identity, the Duchess can be recognized with a number of skill checks. A DC10 Knowledge: Nobility and Royalty, a DC20 Knowledge: Local (Nyrond) or a Bardic Knowledge check at DC15 will all reveal her true identity. The Duchess will also answer a direct question about her identity with the truth. She has nothing to lose and everything to gain by simply giving this information out.

APL 2 (EL 2)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

APL 4 (EL 4)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 13; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 13; see Combat Appendix B

Digger: hp 10; see Combat Appendix B

APL 6 (EL 6)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 30; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 32; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 31; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 25; see Combat Appendix B

Digger: hp 24; see Combat Appendix B

APL 8 (EL 8)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 58; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 52; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 43; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 37; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 10 (EL 10)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 76; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 84; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 71; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 49; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 12 (EL 12)

Scarlet Brotherhood Nightsong Enforcer: hp 93; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 106; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 99; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 68; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Scarlet Brotherhood members are defeated, Duchess Perscia will again approach the party.

“Many thanks and blessings to you. You have performed a great deed on this day. Yet it is one that will have terrible repercussions if we remain here. I pray you, strip these demon dogs of their vestments and then flee with me to a place I know. Their garments may prove useful, and the Lighthouse will grant us refuge against any searches or possible reprisals. Otherwise, you can leave their wretched corpses where they lie. I am sure that they will be properly taken care of.”

The PCs may elect not to trust the Duchess. She will tell them she understands their reluctance, but will still try and direct them to the Lighthouse, where she, ***“has friends that know much and can help you in whatever quests bring you to Mithat.”*** If the PCs continue to show reluctance, she will continue to try and convince them, but eventually will flee before another patrol comes across the scene.

If the PCs agree to take the Scarlet Brotherhood equipment, the Duchess will nod and speak highly of their wisdom. She'll also suggest that the PCs leave the bodies where they are – the locals will take care of any evidence that remains. She'll then lead them directly to the Lighthouse. Skip ahead to Part 3 – The First Night in Town.

If the PCs refuse to take the Scarlet Brotherhood equipment (possible if any of the PCs have had former encounters with the SB), the Duchess will shake her head, but will accept this. She will still suggest that the PCs leave the bodies where they are for the locals to deal with, and then lead them to the Lighthouse. Skip to Part 3.

Duchess Perscia Prunus-Coriner: Duchess of Almor; Ari9

The Duchess is a non-combatant. Not only is she essentially inept with weaponplay, her advanced age (62 years), lack of experience, and relatively weak physique would make her more of a hindrance than a help.

At this point, you may very well have some players that refuse to trust the Duchess. She is willing to submit herself to nearly any test the PCs may devise, including swearing on her honor, her loyalty to the King, or nearly anything else required. If the PCs attack the Duchess, she will attempt to flee, as she is a non-combatant. This would also be an extremely evil act, as the Duchess is not only good, but quite defenseless as well. If they flee from her, treat her as a prisoner, or otherwise mistreat her, she will not complain. Depending on circumstances, these actions can also be considered evil acts, and paladins, clerics and similar classes should watch for alignment or code deviations should they participate.

Path F

In this path, the party has chosen to visit the day-to-day residents of the city. They will also encounter the Duchess in the company of her guards, the Hextorians (See Combat Appendix A – The Hextorians for further details).

As you move towards the merchants, you notice their eyes silently taking you in – perhaps sizing you up. There is no animosity, merely the wary look of those trying to survive under an oppressive rule. You are viewed as a potential customer; although it is as yet unknown if you are a welcome one.

A short distance ahead, a small procession rounds a corner and heads roughly in your direction. A group of heavily armored soldiers – all bearing the symbols of Hextor – walks protectively and possessively about a well-dressed Oeridian woman of middle years. She still has the straight back and proud gait of the nobility, but her eyes reveal the haunted look of one bearing a great burden. Still, she is an attractive woman, and her slightly tired smile is still pleasant and friendly.

The PCs may elect to hide, move away or otherwise attempt to avoid an encounter with Duchess Perscia. If so, she will simply start the encounter by asking if the PCs are there to rescue her – which will alert her guards. The PCs lose benefit of the possible surprise round if this occurs.

PCs of a cleverer bent will attempt to engage the Duchess in conversation. Her guards have grown somewhat lax in listening in on her “chats with her subjects,” and will hang slightly back

while she speaks with the PCs. This can grant the PCs a free surprise round on her guards, as the PCs can easily begin casting or otherwise gain the jump on them while appearing to continue conversation with the Duchess.

For those that have not guessed at her identity, the Duchess can be recognized with a number of skill checks. A DC10 Knowledge: Nobility and Royalty, a DC20 Knowledge: Local (Nyron) or a Bardic Knowledge check at DC15 will all reveal her true identity. The Duchess will also answer a direct question about her identity with the truth. She has nothing to lose and everything to gain by simply giving this information out.

APL 2 (EL 2)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

APL 4 (EL 4)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

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Hextorian Dwarven Defender in Training: hp 31; see Combat Appendix A

Hextorian Knight Protector in Training: hp 24; see Combat Appendix A

APL 6 (EL 6)

Hextorian Spellsword in Training: hp 41; see Combat Appendix A

Hextorian Blackguard in Training: hp 41; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 55; see Combat Appendix A

Hextorian Knight Protector in Training: hp 44; see Combat Appendix A

APL 8 (EL 8)

Hextorian Spellsword: hp 76; see Combat Appendix A

Hextorian Blackguard in Training: hp 62; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 85; see Combat Appendix A

Hextorian Knight Protector: hp 64; see Combat Appendix A

APL 10 (EL 10)

Hextorian Spellsword: hp 100; see Combat Appendix A

Hextorian Blackguard in Training: hp 77; see Combat Appendix A

Hextorian Dwarven Defender: hp 112; see Combat Appendix A

Hextorian Knight Protector: hp 100; see Combat Appendix A

APL 12 (EL 12)

Hextorian Spellsword: hp 137; see Combat Appendix A

Hextorian Blackguard: hp 100; see Combat Appendix A

Hextorian Dwarven Defender: hp 140; see Combat Appendix A

Hextorian Knight Protector: hp 124; see Combat Appendix A

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Hextorians are defeated, Duchess Perscia will again approach the party.

“Many thanks and blessings to you. You have performed a great deed on this day. Yet it is one that will have terrible repercussions if we remain here. I pray you, strip these demon dogs of their vestments and then flee with me to a place I know. Their garments may prove useful, and this Tavern will serve more than adequately as a safe house against any searches or possible reprisals. Otherwise, you can leave their wretched corpses where they lie. I am sure that they will be properly taken care of.”

The PCs may elect not to trust the Duchess. She will tell them she understands their reluctance, but will still try and direct them to the Tavern, where she, ***“has friends that know much and can help you in whatever quests bring you to Mithat.”*** If the PCs continue to show reluctance, she will continue to try and convince them, but eventually will flee there before another patrol comes across the scene.

If the PCs agree to take the Hextorians' equipment, the Duchess will nod and speak highly of their wisdom. She'll also suggest that the PCs leave the bodies where they are – the locals will take care of any evidence that remains. She'll then lead them directly to the Tavern. Skip ahead to Part 3 – The First Night in Town.

If the PCs refuse to take the Hextorians' equipment (possible for PC paladins or clerics of Heironeous), the Duchess will shake her head, but will accept this. She will still suggest that the PCs leave the bodies where they are for the locals to deal with, and then lead them to the Tavern. Skip to Part 3.

Duchess Perscia Prunus-Coriner: Duchess of Almor; Ari9

The Duchess is a non-combatant. Not only is she essentially inept with weaponplay, her advanced age (62 years), lack of experience, and relatively weak physique would make her more of a hindrance than a help.

At this point, you may very well have some players that refuse to trust the Duchess. She is willing to submit herself to nearly any test the PCs may devise, including swearing on her honor, her loyalty to the King, or nearly anything else required. If the PCs attack the Duchess, she will attempt to flee, as she is a non-combatant. This would also be an extremely evil act, as the Duchess is not only good, but quite defenseless as well. If they flee from her, treat her as a prisoner, or otherwise mistreat her, she will not complain. Depending on circumstances, these actions can also be considered evil acts, and paladins, clerics and similar classes should watch for alignment or code deviations should they participate.

Part 3: The First Night in Town

In the previous section, the PCs had their first encounter with the occupying forces of Mithat. They also met an important NPC who will give them more information, as well as set them on the next part of their mission.

As in Part 2, this section is divided up into various paths. There is no combat in this section, and the PCs will gain time to rest and heal after the activities of the morning. If there were any deaths among the PCs, they will also have a chance to get that character (or characters) raised before continuing with Part 4.

There are a couple of thematic flavor elements that should be included during the role-playing that follows. First, the approaching storm needs to build in intensity. It does not break at this time (that will be saved for the final encounter), but the wind should increase in strength. Other descriptive text like mentioning the cresting whitecaps on the harbor, the fact that not even the seabirds have remained in town, or the growing greenish black of the clouds will all serve to alert the PCs that a major storm is coming.

Path A

The sewers of Mithat are like those of any other city; damp, dark and foul. Yet Duke Younard seems to know his way about. The path he takes is relatively dry, and thankfully avoids the worst of the odors. Above you, the wind seems to be growing in strength, or else the close environment of the sewers serves to magnify the effects you hear.

In time, the Duke leads you into a smaller side passage. One you might have missed had he not been there to point it out to you. Beyond, is a small chamber that likely served as a convenient hiding place in times past. Duke Younard takes a seat on one of the scattered boxes. Drawing a deep breath, he looks back at all of you.

“So, where should we begin?”

The PCs probably have several questions they would like to raise at this point. Since there is no easy way to cover every point within the body of this scenario, please give the players the handout marked: Player Handout – The Duke’s Tale. Once they have finished reading, proceed to answer their questions along the lines given below:

- How do we know you are telling the truth now, and that this isn’t another sign of your madness?

“I’m not sure. I will submit myself to any test you desire, yet these may not convince you if I was able to deceive my guards for so long. I can only tell you that I am loyal to King Lynwerd, and I pledge body and soul to see him restored to the throne.”

- Why are you so convinced we are the strangers you seek [some of us know you, are residents of Mithat, are foreigners]?

“Perhaps you are not. I only know that the time seemed right. I hear reports of the Resistance gathering strength. Rumors that Lynwerd is alive and Xenia has given birth to an heir. If any time is right to fight back against these fiends, now is that time.”

- What are we supposed to do? We’re only a small group of adventurers. This is an army you are talking about fighting.

“It can be the smallest actions that become the most meaningful. I have faith in the people of this city. I know and trust those men on those blockaded ships. But to catalyze them, we need a symbolic gesture that will spur them to action. We need the Almorian Standard.”

- What/where is it?

“The Almorian Standard is a relic of days past. It is a magical war banner blessed by the clergy of the Prelacy of Almor. It was thought lost during the Greyhawk wars, but was recently found and brought here. Those red-cloaked devils seek to take it away again. This is why your arrival is so timely. While I do not know where they have stashed it, I do know that it is to be taken from Mithat by ship. A ship that is due to dock tomorrow.”

- What do we need to do?

“I believe that we may still have the element of surprise. The Brotherhood and the Hextorian clergy share little love for each other. They do not speak to one another save when necessary. I doubt that our actions of this morning have been reported to those responsible for the transport of the Standard. If we strike them hard and fast enough, I believe we may be able to capture the Standard and make our escape before they can react.”

- Why were you so insistent about bringing the Hextorian gear with us?

“It is what I said earlier. The two groups do not trust each other. If the Brotherhood is attacked by a group of Hextorians, rumors could start. We could have both groups at each others’ throats. They could take care of our problem for us.”

There may be other questions along these same lines. Try and answer them, but do not give out any information about the Guardian they will be facing. The Duke only knows generalities about the two main groups, and nothing at all about the Guardian. He does know that a powerful leader is keeping both groups in check, but does not know who it is. He is convinced that the Standard needs to be rescued, and that other ‘little’ tasks will follow from there.

The Duke is a strong and capable leader, but he is also firmly convinced of the power and truth of the prophecy, and cannot be dissuaded from this task he has set. If the PCs will not help him, he will attempt to find others that will, but they will prove less capable and the Duke will be captured by the Brotherhood. The PCs will also lose much of their direction, as the Duke will have additional information to pass along.

The PCs are free to end the scenario here, as they technically have enough information for the Resistance. However, they will miss out on recovering the Almorian Standard or rescuing Duchess Perscia. They will also miss out on a significant amount of xp and gp.

Once the PCs are done asking their questions, the Duke will suggest that they all get some rest, as tomorrow’s attack will need them all at the top of their game. The PCs are free to set watch schedules as they like. While their rest will be undisturbed, there is no reason to tell them this.

Any PCs that venture out of the sewers at night will also be safe – assuming they don’t do anything incredibly stupid of course. They will be unable to gain any additional information, but observant PCs or those specifically asking about the approaching storm should be told that it is still gaining strength, but doesn’t appear that it will break this evening. They will also notice a strange greenish tint to the clouds.

Whenever your players are ready, skip ahead to Part 4 – The Second Day in Mithat.

Path B

The Duke was true to his word, and led you without incident through the back alleys of Mithat. A couple of quick knocks on the back door, and now you stand within the common room of ‘The Witch’s Teat’ – a nautically themed, but otherwise unremarkable tavern. The proprietor, a fellow by the name of Ricto Seabred, took one look at your group and let you in. He’s spoken only once since then, telling the Duke “some still follow him.”

He then silently took your food orders and left you and the Duke alone – staying close enough to be seen and summoned if needed, but far enough to not intrude upon your conversation. Outside, the ever-increasing wind rattles the shutters with growing force.

After draining nearly an entire goblet of wine, the Duke relaxed backward into his chair and scanned his eyes over your group.

“So, where should we begin?”

The PCs probably have several questions they would like to raise at this point. Since there is no easy way to cover every point within the body of this scenario, please give the players the handout marked: Player Handout – The Duke’s Tale. Once they have finished reading, proceed to answer their questions along the lines given below:

- How do we know you are telling the truth now, and that this isn’t another sign of your madness?

“I’m not sure. I will submit myself to any test you desire, yet these may not convince you if I was able to deceive my guards for so long. I can only tell you that I am loyal to King Lynwerd, and I pledge body and soul to see him restored to the throne.”

- Why are you so convinced we are the strangers you seek [some of us know you, are residents of Mithat, are foreigners]?

“Perhaps you are not. I only know that the time seemed right. I hear reports of the Resistance gathering strength. Rumors that Lynwerd is alive and Xenia has given birth to an heir. If any time is right to fight back against these fiends, now is that time.”

- What are we supposed to do? We’re only a small group of adventurers. This is an army you are talking about fighting.

"It can be the smallest actions that become the most meaningful. I have faith in the people of this city. I know and trust those men on those blockaded ships. They will follow my lead, but only if my hands are not tied. While the Brotherhood seems to have been completely taken in by my ruse, the Hextorians took one extra precaution. Perscia, my wife, is their hostage. A tool to be used against me."

- Wouldn't the Hextorians already know about your escape and simply change their plans?

"I doubt that would be the case. If there is one truth about evil groups such as these, it is that they do not trust or speak with one another. It is especially true in this case. The Hextorians' desire to conquer all in the name of their god will never match up with the Brotherhood's desires of Suel over all. Neither of these two groups have ever liked or trusted the other. They work together now, merely because it is convenient. There is no chance that our actions against the Brotherhood this morning will have been reported to those guarding my wife."

- So what is your plan?

"If what I overheard yesterday is true, then Perscia will be brought here tomorrow. If we act swiftly, we can gain the element of surprise and free her before they have a chance to strike back."

- What about the Brotherhood equipment then?

"Well, wearing this equipment would certainly aid us in surprising the Hextorians, would it not? And should any escape to report the attack; they would have seen only the scarlet cloaks of their co-conspirators. We could have both groups at each others' throats. They could take care of our problem for us."

There may be other questions along these same lines. Try and answer them, but do not give out any information about the Hextorian group they will be facing. The Duke only knows generalities about the two groups. He does know that a powerful leader is keeping both groups in check, but does not know whom it is.

The Duke is a strong and capable leader, but he is also firmly convinced of the power and truth of the prophecy, and cannot be dissuaded from this task he has set. If the PCs will not help him, he will attempt to find others that will, but they will prove less capable and the Duke will be captured

by the Brotherhood. The PCs will also lose much of their direction, as the Duke will have additional information to pass along.

The PCs are free to end the scenario here, as they technically have enough information for the Resistance. However, they will miss out rescuing Duchess Perscia, or recovering the Almorian Standard. They will also miss out on a significant amount of xp and gp.

Once the PCs are done asking their questions, the Duke will suggest that they all get some rest, as tomorrow's attack will need them all at the top of their game. The PCs are free to set watch schedules as they like. While their rest will be undisturbed, there is no reason to tell them this.

Any PCs that venture out of the tavern at night will also be safe – assuming they don't do anything incredibly stupid of course. They will be unable to gain any additional information, but observant PCs or those specifically asking about the approaching storm should be told that it is still gaining strength, but doesn't appear that it will break this evening. They will also notice a strange greenish tint to the clouds.

Whenever your players are ready, skip ahead to Part 4 – The Second Day in Mithat.

Path C

The cleric of Celestian wasted no time. Skipping the back streets entirely, he headed directly to the Lighthouse of Celestian on the far southeast corner of the city. The Lighthouse stands hundreds of feet high, and has been the city's most memorable feature for nearly two centuries. Sitting on a spit of rock a few hundred yards from the mainland proper, it is an impossibly thin spire supported by a web of flying buttresses. The spire is topped with a dizzyingly complex series of ground glass lenses. Access to the beacon is gained via a narrow exterior stair that winds its way to the staggering heights. A chest high wall protects the stair, and the seaspray that has pitted the surrounding rock has left the stairs untouched. While the lighthouse itself is too small for interior rooms, the priests of Celestian have a cottage at the base of the spire, which serves as dormitories and living space for the clergy.

Brother Wevor will open the door to the lighthouse cottage and lead the PCs downstairs into what

looks like a small private library. Observant PCs will notice a number of other priests of Celestian, all of whom pointedly ignore the group. While obviously seeing the party, a DC5 Sense Motive check is all that is required to tell that they will be left in peace.

Once inside the library, Brother Wevor asks you to, "please have a seat, if you would like." Taking a goblet and pitcher from the table, he pours himself a large goblet of wine. Taking a few long slow gulps, he'll finally breathe out in a great whoosh, plopping downward into another of the padded chairs as he does so.

"I suppose I better explain," he begins.

Brother Wevor knows most of the story. Before getting to individual questions, give the PCs the handout marked Player Handout – Brother Wevor's Tale. Once they have finished reading it, Brother Wevor will answer any remaining questions. Some sample questions are given below, along with his responses.

- This is all very interesting, but what are we supposed to do now?

"Well, the first order of business would be to inform the Duke that 'The Strangers' have arrived. That phrase alone will be enough to spur the Duke to action, but we must be sure of freeing the Duchess Perscia as well. For if we do not, she can be used against the Duke as a hostage."

- How can we do that?

"The enemy is convinced that the Duke is mostly harmless, but they take no chances that he can be used as a martyr or as a symbol for the Resistance. He and the Duchess Perscia are kept in various places about the city, under heavy guard. It doesn't happen every day, but they are often moved so as to confuse and defeat any magical attempts at rescue. One of those periods of movement happens to be tomorrow. This works in our favor, because they would be harder to rescue when under heavy guard. When the enemy does transfer the Duke and Duchess, they do so quietly to avoid a spectacle. A strike team such as yourselves could kill their guards, allow the Duke and Duchess to escape, and then vanish before anyone would be the wiser."

- Vanish? How?

"That's probably the easiest part. The Duke was a general for a long, long time before he was made Duke. And he was rather good at that job. Being something of a tactician, he long ago established boltholes and hiding places throughout the city. Perhaps at the time he was simply being overly cautious or even paranoid, but it has turned out to have been a wise precaution, has it not?"

- So where would we go?

"I believe the sewers would be easiest or at least quickest. The Duke would lead you once you made good on his escape. I believe he would also have further plans. I only know that he must be rescued, and that it must be soon."

- Why were you so insistent on taking the Hextorian gear?

"That should be obvious. If you were to wear it, you might distract or confuse the Brotherhood agents in charge of the transfer. You might gain the element of surprise and any advantage is a good one. Besides, should any of the guards escape, they would only have seen your Hextorian garb, and would report that 'fact'."

- Why is that important?

"The two groups, meaning the Hextorians and the Brotherhood share little love for one another. Frankly, they share an uneasy truce as both sides can only get what they want by serving the Emperor – at least for now. But they would each be just as happy if the other were to meet with some misfortune. Perhaps if one group were to think they were fighting the other group, both sides would attack and weaken the other. That could make our job much easier in the long run."

Once the PCs are done asking questions, Brother Wevor will find them rooms within the Lighthouse. The PCs are welcome to make whatever sleeping arrangements they like, or set any watch schedule that suits their fancy. Nothing will disturb their rest this evening.

Any PCs that venture out of the Lighthouse at night will also be safe – assuming they don't do anything incredibly stupid of course. They will be unable to gain any additional information, but observant PCs or those specifically asking about the approaching storm should be told that it is still gaining strength, but doesn't appear that it will

break this evening. They will also notice a strange greenish tint to the clouds.

Whenever your players are ready, skip ahead to Part 4 – The Second Day in Mithat.

Path D

The cleric of Celestian wasted no time. Skipping the back streets entirely, he headed directly to the Lighthouse of Celestian on the far southeast corner of the city. The Lighthouse stands hundreds of feet high, and has been the city's most memorable feature for nearly two centuries. Sitting on a spit of rock a few hundred yards from the mainland proper, it is an impossibly thin spire supported by a web of flying buttresses. The spire is topped with a dizzyingly complex series of ground glass lenses. Access to the beacon is gained via a narrow exterior stair that winds its way to the staggering heights. A chest high wall protects the stair, and the seaspray that has pitted the surrounding rock has left the stairs untouched. While the lighthouse itself is too small for interior rooms, the priests of Celestian have a cottage at the base of the spire, which serves as dormitories and living space for the clergy.

Brother Wevor will open the door to the lighthouse cottage and lead the PCs downstairs into what looks like a small private library. Observant PCs will notice a number of other priests of Celestian, all of whom pointedly ignore the group. While obviously seeing the party, a DC5 Sense Motive check is all that is required to tell that they will be left in peace.

Once inside the library, Brother Wevor asks you to, "please have a seat, if you would like." Taking a goblet and pitcher from the table, he pours himself a large goblet of wine. Taking a few long slow gulps, he'll finally breathe out in a great whoosh, plopping downward into another of the padded chairs as he does so.

"I suppose I better explain," he begins.

Brother Wevor knows most of the story. Before getting to individual questions, give the PCs the handout marked Player Handout – Brother Wevor's Tale. Once they have finished reading it, Brother Wevor will answer any remaining questions. Some sample questions are given below, along with his responses.

- This is all very interesting, but what are we supposed to do now?

"Well, the first order of business would be to rescue the Duke and Duchess. While they are taken from place to place within the city to prevent magical rescue, I happen to know where they will be tomorrow."

- And where would that be?

"The enemy is convinced that the Duke is mostly harmless, but they take no chances that he can be used as a martyr or as a symbol. He and the Duchess Perscia are currently being guarded in a rather ordinary tavern. One with the rather colorful name of 'The Witch's Teat.' I believe that a strike team such as yourselves could kill their guards, allow the Duke and Duchess to escape, and then vanish before anyone would be the wiser."

- Vanish? How?

"That's probably the easiest part. The Duke was a general for a long, long time before he was made Duke. And he was rather good at that job. Being something of a tactician, he long ago established boltholes and hiding places throughout the city. Perhaps at the time he was simply being overly cautious or even paranoid, but it has turned out to have been a wise precaution, has it not?"

- So where would we go?

"I believe the sewers would be easiest or at least quickest. The Duke would lead you once you made good on his escape. I believe he would also have further plans. I only know that he must be rescued, and that it must be soon."

- Why were you so insistent on taking the Brotherhood gear?

"That should be obvious. If you were to wear it, you might distract or confuse the Brotherhood agents in charge of the transfer. You might gain the element of surprise and any advantage is a good one. Besides, should any of the guards escape, they would only have seen your Brotherhood garb, and would report that 'fact'."

- Why is that important?

"The two groups, meaning the Hextorians and the Brotherhood share little love for one

another. Frankly, they share an uneasy truce as both sides can only get what they want by serving the Emperor – at least for now. But they would each be just as happy if the other were to meet with some misfortune. Perhaps if one group were to think they were fighting the other group, both sides would attack and weaken the other. That could make our job much easier in the long run.”

- How would the Duke know to trust us if we're dressed up like Brotherhood agents?

“Aside from the fact that you don't particularly act like Brotherhood agents, there is a way to alert him quickly. Simply uttering the words, ‘The Strangers’ would be enough to let him know that I have sent you. The Duke is a very smart man, and would know exactly what to do.”

Once the PCs are done asking questions, Brother Wevor will find them rooms within the Lighthouse. The PCs are welcome to make whatever sleeping arrangements they like, or set any watch schedule that suits their fancy. Nothing will disturb their rest this evening.

Any PCs that venture out of the Lighthouse at night will also be safe – assuming they don't do anything incredibly stupid of course. They will be unable to gain any additional information, but observant PCs or those specifically asking about the approaching storm should be told that it is still gaining strength, but doesn't appear that it will break this evening. They will also notice a strange greenish tint to the clouds.

Whenever your players are ready, skip ahead to Part 4 – The Second Day in Mithat.

Path E

The Duchess led you to one of Mithat's more impressive landmarks – The Great Lighthouse of Celestian.

The Lighthouse stands hundreds of feet high, and has been the city's most memorable feature for nearly two centuries. Sitting on a spit of rock a few hundred yards from the mainland proper, it is an impossibly thin spire supported by a web of flying buttresses. The spire is topped with a dizzyingly complex series of ground glass lenses. Access to the beacon is gained via a narrow exterior stair

that winds its way to the staggering heights. A chest high wall protects the stair, and the seaspray that has pitted the surrounding rock has left the stairs untouched. While the lighthouse itself is too small for interior rooms, the priests of Celestian have a cottage at the base of the spire, which serves as dormitories and living space for the clergy.

When you reached the main doors of the cottage, the Duchess knocked rapidly upon the weathered, but well-tended wood. A moment passed, and then a younger man, dressed entirely in black vestments, opened the door. Only the jeweled star holy symbol about his neck revealed him as a cleric of the Far Wanderer.

The cleric apparently recognized the Duchess, for the door was thrown wide without a single question. You were all beckoned within, and the door was then slammed shut behind you.

A minute or so later, you found yourselves gathered about a table in a small private library. The cleric brought in a pitcher of wine and a tray of goblets, and then took a seat near the Duchess.

She poured herself some of the wine, but sat and stared at the goblet in her hands for a long time without drinking. Finally, she took a small sip and gave a quick smile to the cleric. Turning back to all of you, she began.

“Thank you again. I can be safe here for a while. I feel you all deserve an explanation, but there is little I can tell you. I know only that my beloved husband has gone mad, and he has given this city over to the enemy.”

“I was beginning to despair, yet I cannot leave him – even now. I apologize for involving you as I did, but truly it seemed to be the only way. There have been none in this city who have dared to act as you have. Perhaps your actions will change things.”

She looks again at her reflection in the goblet of wine. A slow tear runs down her cheek. The cleric moves to comfort her, clearing his throat as he does so.

“My dear Perscia. I know that this has been a terrible ordeal for you, and I apologize profusely for having to put you through it.”

The Duchess' head comes up with a snap. "What do you mean by 'putting me through it,' Wevor?"

The cleric releases the Duchess and goes to pour himself some of the wine. "Yes, I suppose it is finally time for the truth."

Give the PCs the handout marked Player Handout – Brother Wevor's Tale. Once they have finished reading it, Brother Wevor will answer any remaining questions. Some sample questions are given below, along with his responses.

- Why did you two carry out this dangerous plan?

"When the Duke received word about the events in Rel Mord, it was only moments before a second report came in about the approaching troops and the scarlet sails moving to blockade the harbor. The Duke finally understood the verses of prophecy. It took me a bit longer, in fact I didn't understand until the clergy of Celestian was sent for to examine the Duke. They sent me since I have some skill at healing, and we are old friends. One look at the Duke, and I knew what had happened. It was a dangerous gamble to be sure, but one that apparently has paid off."

- What do you mean? How has it paid off?

"The Duke knew that to fight the invaders then would have been too costly. Most of the marines and sailors were off their ships, enjoying the Fireseek Festival. The invaders were prepared, ready for combat, and had the element of surprise. Our men would have been slaughtered, the city battered and probably left in ruins, and hundreds if not thousands of innocents would have died in the chaos. The Duke knew that the only way to save the city was to give it up. Simply surrendering would not have worked. But the confusion caused by his madness and the conflicting orders he gave, was not limited to only our side. The enemy paused, lost their momentum, and then stalled."

- Why didn't they just continue with their plans anyway?

"Arrogance. The enemy commander wanted to show off how he captured the city so easily."

For her part, the Duchess will give in to her pent up emotions for just a moment, weeping with both

joy and anger, but then her strong backbone will emerge and she'll look back to the party.

"So my new friends, ready to aid your country again? The Duke needs to be rescued, told of your arrival, and things need to be put right."

She then sends a glance towards Brother Wevor.

"I assume they may rest here for the night? It would be best to visit the Castle in the morning, when Younard is brought there to issue more nonsense proclamations."

The PCs may ask additional questions if they desire. Some example questions and possible answers are found in the other 'paths'.

Once the PCs are done asking questions, Brother Wevor will find them rooms within the Lighthouse. The PCs are welcome to make whatever sleeping arrangements they like, or set any watch schedule that suits their fancy. Nothing will disturb their rest this evening.

Any PCs that venture out of the Lighthouse at night will also be safe – assuming they don't do anything incredibly stupid of course. They will be unable to gain any additional information, but observant PCs or those specifically asking about the approaching storm should be told that it is still gaining strength, but doesn't appear that it will break this evening. They will also notice a strange greenish tint to the clouds.

Whenever your players are ready, skip ahead to Part 4 – The Second Day in Mithat.

Path F

The Duchess led you through a number of back streets and alleyways, eventually reaching the service entrance of the 'Witch's Teat Tavern'. The tavern is nautically themed, but otherwise unremarkable from any number of similar taverns. The proprietor, a fellow by the name of Riccto Seabred, took one look at your group and let you in. He's spoken only once since then, telling the Duchess "some still follow her."

He then silently took your food orders and left you and the Duchess alone – staying close enough to be seen and summoned if needed, but far enough to not intrude upon your

conversation. Outside, the ever-increasing wind rattles the shutters with growing force.

After draining nearly an entire goblet of wine, the Duchess relaxed backward into her chair and scanned her eyes over your group.

"Thank you again. I can be safe here for a while. I feel you all deserve an explanation, but there is little I can tell you. I know only that my beloved husband has gone mad, and he has given this city over to the enemy."

"I am beginning to despair, yet I cannot leave him – even now. I apologize for involving you as I did, but truly it seemed to be the only way. There have been none in this city who have dared to act as you have. Perhaps your actions will change things."

"However, we cannot wait for the people to wake up. We must continue to act. If you are willing, I would ask a new favor of you."

"We must rescue Younard. While he may be useless to us, he is still my husband. It is possible that the mere act of freeing him from the enemy will inspire others to action. It should be easy enough to accomplish."

"Tomorrow morning Younard will be brought to the Docks. It is his day to go 'boating'. He gets out in a little rowboat, paddles about the harbor, and gives himself quite the sunburn as he issues nonsense commands to the fleet at the top of his lungs. It was something of a spectacle the first few times he did it, but now he is essentially ignored. Hopefully his guards will be similarly relaxed."

At this point the PCs probably have a few questions. The Duchess will attempt to answer them if she is able. Remember that she has no knowledge that the Duke is faking his madness, and she is unaware of his potential plans.

- What we will do after we grab the Duke?

"Truthfully? I have no idea. I only know that I must see him safe. After that, I will see if the city can be saved, or if we must leave it to our enemy until Lynwerd can return to lay siege."

- What about his guards?

"They are a group of Brotherhood agents. They have guarded me from time to time as well. Quite an evil and merciless lot."

- Why did you want us to take the Hextorian's equipment?

"Confusion. I am hoping that you can use their garments to confuse the Brotherhood forces as to who you really are. If they believe that you are a group of Hextorians, they might allow you to approach and thereby gain surprise."

- What if we just take the Duke away while they aren't paying attention? They never even have to see us.

"I do know that neither side trusts or even likes the other. The Brotherhood and Hextorians both wish to conquer all of Nyrond for themselves. I believe that attacking them is the best option. Not only does it eliminate one more group of enemy warriors, it may truly confuse matters."

- How so?

"After Younard is found to have escaped their clutches, and a group of Brotherhood agents are found dead, there will be a quick investigation. If that investigation reveals that a group of Hextorians is responsible for the deaths, it will cause dissention in the ranks. It may even lead to open warfare. Our enemy could take care of themselves for us."

- But we don't look or act very much like Hextorians.

"While that may be true, battle is a quick and hectic thing. If you are successful they will have only a few meager seconds to determine that you aren't Hextorians, and those seconds will be taken up by fighting for their lives. If any escape, they will only be able to report what they have seen. If the corpses are later queried by magic, they also will only have seen your Hextorian garb."

Once the PCs are done asking questions, the tavern-keeper will provide them rooms for the evening. The PCs are welcome to make whatever sleeping arrangements they like, or set any watch schedule that suits their fancy. Nothing will disturb their rest this evening.

Any PCs that venture out of the Tavern at night will also be safe – assuming they don't do anything incredibly stupid of course. They will be unable to gain any additional information, but observant PCs or those specifically asking about the approaching storm should be told that it is still

gaining strength, but doesn't appear that it will break this evening. They will also notice a strange greenish tint to the clouds.

Whenever your players are ready, skip ahead to Part 4 – The Second Day in Mithat.

Part 4: The Second Day in Mithat

It is very possible that there were deaths among the PCs during yesterday's fighting. If this is the case, some parties might be unable to continue the scenario. Inform the players that they have a few choices:

- They could end the scenario here, and report what they have learned to the resistance forces in Almor.

Obviously this results in missing the remaining encounters (with associated xp and gp). They also lose out on recovering whatever items or important NPCs they have not yet encountered. Depending on how the PCs roleplay their retreat, it is possible that one or more of those NPCs may refuse to leave with the PCs. An example of this is the Duchess Perscia. She will not leave Younard behind under any circumstances.

- They could travel to the Lighthouse of Celestian (if not already there) to look for resurrection/raising.

While Brother Wevor is unable to participate in the fighting, he is able to use his influences in the clergy to obtain an appropriate number of scrolls of Raise Dead (only for raising currently dead PCs. These items are not free access). Unless the PCs are planning to flee the city after their use, payment for these items can be deferred until the conclusion of the scenario. Healing can also be obtained at standard rates, with payment again deferred if the PCs are continuing with the scenario.

As in the previous parts, this section remains divided into various paths. It is possible that some PC groups will attempt to derail the scenario by pursuing a different path than the one suggested by the NPC they met during the previous day. This is fine. Simply adjust game flow as outlined in the Preparation for Play section.

Wherever the PCs find themselves come morning, their sleep was uninterrupted. Spell memorization or recovery is similarly undisturbed. Once the PCs are ready, proceed with whichever path they have chosen to follow.

Path A

Morning has come, although it is difficult to tell underground. The wind has apparently dropped, but so has the temperature. Duke Younard apologizes for the lack of a warming

fire, but the relative damp and closeness of the Sewers makes one problematic.

Seeing as how you are all ready, the Duke leads the way, navigating his way through the maze of tunnels and drains like he had been born here. Although several decades past his prime, your current quest has invigorated him. Several minutes of quiet travel through the dark passages, and you reach a ladder going up. Holding up his hand, Younard asks for your attention.

"We are very near the Docks now. You should be able to see them when you reach the top of this ladder. The Brotherhood ship being used for the transport is not due to arrive until early this afternoon. However, the Almorian Standard will be brought down and kept in a warehouse sometime this morning. I am not sure which one it will be, but a quick search should let you know which one to assault."

"When you have recovered the Standard, meet up with me at the 'Witch's Teat Tavern'. We will need to plan our next step, and that will require some information I can obtain there."

"Good luck to you my friends. Mithat and the Kingdom are counting on you."

And with that, the Duke turns and retreats back down the tunnels.

The PCs are free to take whatever actions they want at this point. Assuming they conduct some sort of search, they can pretty easily narrow down the warehouse choices to one in particular. The Scarlet Brotherhood symbols on the door, the heavy lock, and the complete lack of any passersby pretty much spell it out.

If the PCs elect to wait and watch, they will see no movement from within. The windows are scratched and layered in enough dirt that peering through them reveals nothing. Spells such as Clairvoyance will reveal the interior of the warehouse as mostly dark, but also mostly free of obstacles. There does not appear to be anyone present, although a single box in the center of the room is promising.

Unknown to the Duke, the Standard has already been moved into this warehouse. PCs waiting for an arriving group of guards will be disappointed. The ship is also delayed because of the rough seas. The PCs could wait an entire day, and nothing will change.

Once the PCs decide to enter the warehouse, they will find the place mostly empty, with only a few boxes stacked near one wall and a single crate in the center of the room. This crate contains the objects of their quest, the Ducal Signet and the Almorian Standard. There are also a few other trinkets of historical or intellectual interest (but nothing else of any material worth to the PCs). Opening the crate or otherwise disturbing it will alert the guardian. A Maug, lured here from Acheron by a hefty payment, has agreed to serve as watch-guard over the items until they reach Brotherhood lands. It is very likely that combat ensues.

APL 2 (EL 2):

Maug Guardian: hp 41; see Combat Appendix C - The Guardian.

APL 4 (EL 4):

Advanced Maug Guardian: hp 59; see Combat Appendix C - The Guardian.

APL 6 (EL 6):

Advanced Maug Guardian: hp 72; see Combat Appendix C - The Guardian.

APL 8 (EL 8):

Advanced Maug Guardian: hp 84; see Combat Appendix C - The Guardian.

APL 10 (EL 10):

Advanced Maug Guardian: hp 98; see Combat Appendix C - The Guardian.

APL 12 (EL 12):

Advanced Maug Guardian: hp 112; see Combat Appendix C - The Guardian.

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Maug is defeated, the PCs are free to gather the items they seek, and meet up with the Duke at the Tavern. There is nothing else of any particular interest in this area.

Whenever your players are ready, skip ahead to Part 5 – The Second Night in Town.

Path B

Morning has come, although it is difficult to tell with Pelor's light hidden from view behind thick ominous clouds. The wind has apparently dropped, but so to has the temperature. At least a cheery fire and a warm breakfast await you.

While the breakfast was good, and your other preparations undisturbed, the Duke awaits you following those morning rituals. And the grim look on his face lets you know that something is wrong.

"Change of plans folks. Apparently they've decided to take my Perscia to a different location. Since I'll have no idea where she will end up, or what the schedule will be like after today, we've got to get going. The only way we can rescue her is to catch them en route."

Assuming the PCs are willing and able to change their plans, the Duke will quickly lead them to the specific street where they can run into the Duchess and her guardians. The Duke's plan of action is very simple.

"I know you all are experienced at combat, and far be it from me to tell you your business, but I have a few suggestions if you are willing to listen to an old retired general. First off, I don't need to be reminding you that this is my wife we are rescuing. If you all can avoid the use of your big area spells, at least when Perscia is there, I'd greatly appreciate it."

"Second, while you lot engage, and hopefully defeat the Hextorians, I'll grab Perscia and head down the nearest Sewer entrance. Once you've defeated her guards, join me down below."

"And don't dawdle; the fighting will alert others in the city who will come to investigate, and in greater numbers. You can probably take a few minutes for retrieving items and gathering downed comrades, but don't hang

around to congratulate yourselves on your handiwork. Once we're all in the Sewers, we can discuss the next task."

The Duke will hurry the PCs along; as he doesn't want to miss what he feels is the only opportunity to rescue his wife. The PCs will have only a few seconds (perhaps a round or two) to prepare themselves upon reaching the correct street. After that, combat will begin. The Hextorians are walking with the Duchess, but not particularly doing much other than escorting her from one place to another. When the PCs attack, they will pretty much ignore her in favor of attacking the PCs. The Duke can rush in and grab her without difficulty, but the PCs don't need to know this fact. If they attempt to protect the Duke or his wife, so much the better for the NPC forces.

APL 2 (EL 2)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

APL 4 (EL 4)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 31; see Combat Appendix A

Hextorian Knight Protector in Training: hp 24; see Combat Appendix A

APL 6 (EL 6)

Hextorian Spellsword in Training: hp 41; see Combat Appendix A

Hextorian Blackguard in Training: hp 41; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 55; see Combat Appendix A

Hextorian Knight Protector in Training: hp 44; see Combat Appendix A

APL 8 (EL 8)

Hextorian Spellsword: hp 76; see Combat Appendix A

Hextorian Blackguard in Training: hp 62; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 85; see Combat Appendix A

Hextorian Knight Protector: hp 64; see Combat Appendix A

APL 10 (EL 10)

Hextorian Spellsword: hp 100; see Combat Appendix A

Hextorian Blackguard in Training: hp 77; see Combat Appendix A

Hextorian Dwarven Defender: hp 112; see Combat Appendix A

Hextorian Knight Protector: hp 100; see Combat Appendix A

APL 12 (EL 12)

Hextorian Spellsword: hp 137; see Combat Appendix A

Hextorian Blackguard: hp 100; see Combat Appendix A

Hextorian Dwarven Defender: hp 140; see Combat Appendix A

Hextorian Knight Protector: hp 124; see Combat Appendix A

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Duchess Perscia Prunus-Coriner: Duchess of Almor; Ari9

The Duchess is a non-combatant. Not only is she essentially inept with weaponplay, her advanced age (62 years), lack of experience, and relatively weak physique would make her more of a hindrance than a help.

Once the Hextorians are defeated, the PCs can follow the Duke down the appropriate sewer entrance. Once there, skip ahead to Part 5 – The Second Night in Town.

Path C

Morning has come, although it is difficult to tell with Pelor's light hidden from view behind thick ominous clouds. The wind has apparently dropped, but so to has the temperature. Brother Wevor greets you with a warm breakfast and some last minute words.

"The streets will empty as soon as you begin your assault on the Duke's guards, but you must remember to give the Duke the proper warning. The Duchess currently knows nothing of his ruse, but she will stay by his side until the end. While Younard is an intelligent and observant man, he is also not quite as spry as he used to be. Simply assaulting the guards without giving him warning could result in him being caught up in the chaos and not reaching safety."

"All you need to do to alert him is get close to him and mention, 'The Strangers'. While not exactly a code phrase, he should catch its meaning easily enough. A couple of seconds should be all that he needs to move close to Perscia and ensure they both escape during your attack."

"Once you have defeated the guards, do not delay. Follow the Duke where he will lead you, as he will need to understand who you are. But also, the fighting will attract others, and a prolonged fight against ever increasing numbers is not in anyone's best interest."

The PCs should be ready to go at this point. The Scarlet Brotherhood agents escorting the Duke and Duchess are highly skilled individuals (so they are difficult to catch completely off guard), but they are also somewhat resentful that they are merely serving as escorts. If the PCs are using the Hextorian garb, they are able to approach and initiate a quick conversation with the Duke before they will notice that something is wrong. Otherwise, the PCs will need to use stealth, Diplomacy, Bluff, or other similar skills to gain surprise on the guards. These should all be opposed checks, although the guards have a -2 circumstance penalty on such checks, owing to their boredom.

APL 2 (EL 2)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

APL 4 (EL 4)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 13; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 13; see Combat Appendix B

Digger: hp 10; see Combat Appendix B

APL 6 (EL 6)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 30; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 32; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 31; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 25; see Combat Appendix B

Digger: hp 24; see Combat Appendix B

APL 8 (EL 8)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 58; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 52; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 43; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 37; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 10 (EL 10)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 76; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 84; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 71; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 49; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 12 (EL 12)

Scarlet Brotherhood Nightsong Enforcer: hp 93; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 106; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 99; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 68; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Duke Younard Coriner: Duke of Almor; Ftr7/KnP5

Under no circumstances should the Duke be fighting the PCs battles. He has been retired for years, and is nearly 70 years old at this point. None of his special Ex or Su abilities are presently functioning, he is unarmed, and unarmored. For all intents and purposes, the Duke should be considered a non-combatant.

Duchess Perscia Prunus-Coriner: Duchess of Almor; Ari9

The Duchess is a non-combatant. Not only is she essentially inept with weaponplay, her advanced age (62 years), lack of experience, and relatively weak physique would make her more of a hindrance than a help.

Once the guards are defeated, the PCs can spend a few minutes gathering equipment and tending to the injured or fallen. It is assumed that they will follow the Duke and Duchess below into the Sewers. Should they refuse to do so, then satisfy their itch for combat by throwing alternating groups

of Hextorians and Scarlet Brotherhood agents at them until they are quite dead.

However, if the PCs do follow the Duke and Duchess below ground, they will soon catch up with the pair. There, a tearful reunion will be in progress, as Younard has explained everything to Perscia. While the PCs observe this, skip ahead to Part 5 – The Second Night in Town.

Path D

Morning has come, although it is difficult to tell with Pelor's light hidden from view behind thick ominous clouds. The wind has apparently dropped, but so to has the temperature. Brother Wevor greets you with a warm breakfast and some last minute words.

"The Tavern should empty as soon as you begin your assault on the Duke's guards, but you must remember to give the Duke the proper warning. The Duchess currently knows nothing of his ruse, but she will stay by his side until the end. While Younard is an intelligent and observant man, simply assaulting the guards without giving him enough warning could result in he or Perscia being caught up in the chaos and being injured."

"All you need to do to alert him is get close to him and mention, 'The Strangers'. While not exactly a code phrase, he should catch its meaning easily enough. A couple of seconds should be all that he needs to move close to Perscia and ensure they stay out of harm's way during your attack."

"Once you have defeated the guards, do not delay. Follow the Duke where he will lead you, as he will need to understand who you are."

The PCs should be ready to go at this point. Do nothing to prevent their thinking that they will be assaulting Hextorians within the Tavern. The Maug Guardian should then come as something of a surprise.

APL 2 (EL 2):

Maug Guardian: hp 41; see Combat Appendix C - The Guardian.

APL 4 (EL 4):

Advanced Maug Guardian: hp 59; see Combat Appendix C - The Guardian.

APL 6 (EL 6):

Advanced Maug Guardian: hp 72; see Combat Appendix C - The Guardian.

APL 8 (EL 8):

Advanced Maug Guardian: hp 84; see Combat Appendix C - The Guardian.

APL 10 (EL 10):

Advanced Maug Guardian: hp 98; see Combat Appendix C - The Guardian.

APL 12 (EL 12):

Advanced Maug Guardian: hp 112; see Combat Appendix C - The Guardian.

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Duke Younard Coriner: Duke of Almor; Ftr7/KnP5

Under no circumstances should the Duke be fighting the PCs battles. He has been retired for years, and is nearly 70 years old at this point. None of his special Ex or Su abilities are presently functioning, he is unarmed, and unarmored. For all intents and purposes, the Duke should be considered a non-combatant.

Duchess Perscia Prunus-Coriner: Duchess of Almor; Ari9

The Duchess is a non-combatant. Not only is she essentially inept with weaponplay, her advanced age (62 years), lack of experience, and relatively weak physique would make her more of a hindrance than a help.

Once the PCs have defeated the Guardian they will be given a few minutes to gather equipment and tend to fallen or injured comrades. Then the Duke will lead them out the back door and into a nearby Sewer entrance. Once safely below

ground, the Duke and Duchess will have a tearful and touching reunion, skip ahead to Part 5 – The Second Night in Town.

Path E

Morning has come, although it is difficult to tell with Pelor's light hidden from view behind thick ominous clouds. The wind has apparently dropped, but so has the temperature. Brother Wevor greets you with a warm breakfast and Duchess Perscia offers some last minute words.

"The Castle will probably be full of various useless functionaries and other essentially worthless individuals. They are not worth worrying about, as they are either traitors of the Kingdom, or else directly serve our enemy in some fashion. I expect that the vast majority of them will flee at the first sign of trouble. They are of no concern. Freeing Younard is the only thing that matters. Do not forget to give him the code phrase."

Brother Wevor then adds a bit more. "Once you have defeated the guards, the Duke will probably have some suggestions about your next step. I would follow those recommendations. The Duke has been scheming and planning ever since the invaders arrived. If anyone knows what needs to be done, it would be him."

The PCs should be ready to go at this point. The information they have received is indeed accurate. The Duke is indeed in the Castle making worthless proclamations. While there are a number of various toadying functionaries and the like gathered about to give the 'court' the appearance of legitimacy to the few legitimate citizens that might be observing, the Duke is pretty much simply playing his role of the madman.

Unknown to the party, the invading forces have grown bored with watching the Duke's inane antics and have left him in the care of the Maug guardian. The Maug is patient to a fault, and simply remains motionless (disguised as one of the many statues in the hall) until or unless the Duke does something 'out of character'. If this should happen he will move into action.

The arrival of the PCs will prompt the Duke to issue a lucid warning about the presence of the Maug.

“Watch out for the Guardian!”

This will, of course, cause the Maug to move to attack.

APL 2 (EL 2):

Maug Guardian: hp 41; see Combat Appendix C - The Guardian.

APL 4 (EL 4):

Advanced Maug Guardian: hp 59; see Combat Appendix C - The Guardian.

APL 6 (EL 6):

Advanced Maug Guardian: hp 72; see Combat Appendix C - The Guardian.

APL 8 (EL 8):

Advanced Maug Guardian: hp 84; see Combat Appendix C - The Guardian.

APL 10 (EL 10):

Advanced Maug Guardian: hp 98; see Combat Appendix C - The Guardian.

APL 12 (EL 12):

Advanced Maug Guardian: hp 112; see Combat Appendix C - The Guardian.

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Duke Younard Coriner: Duke of Almor; Ftr7/KnP5

Under no circumstances should the Duke be fighting the PCs battles. He has been retired for years, and is nearly 70 years old at this point. None of his special Ex or Su abilities are presently functioning, he is unarmed, and unarmored. For all intents and purposes, the Duke should be considered a non-combatant.

Once the PCs have defeated the Guardian, the Duke will direct them towards a nearby storeroom. While the door is locked, the Duke has secreted the key in his belt. Inside, the PCs will be directed to open a secret panel and retrieve the Almorian Standard and Ducal Signet, which were hidden there by the Duke in the days before his ‘collapse’.

After these items are retrieved, the Duke will lead the PCs out of the Castle and down a nearby Sewer opening. Skip ahead to Part 5 – The Second Night in Town.

Path F

Morning has come, although it is difficult to tell with Pelor’s light hidden from view behind thick ominous clouds. The wind has apparently dropped, but so to has the temperature.

The Duchess is already up and tending a cheery fire, while the tavern keeper has prepared a warm and hearty breakfast. At your arrival, they both turn to look. The tavern keeper then bows his exit and retreats from the room, while the Duchess comes to speak with you one more time before you head off to rescue the Duke.

“My friends, I reached a decision last night. I was unable to sleep, so I spent the hours thinking. Although it pains me to say this, if you find that you cannot rescue Younard – the Duke – then I ask for you to put him out of his misery. I entreat you to do this only as a last resort, and all other options to rescue him have failed. I would see my husband alive if at all possible, but better death than undoing all that he has built by allowing him to serve our enemy in his current state. You shall either free him to serve as a symbol for the resistance, or I shall make him into a martyr for the same purpose.”

While the PCs probably have many things to say at this point, they are speaking with a woman who has made up her mind. Eventually the PCs will realize she firmly believes she is right. For all they know, she may very well be.

Once the PCs are ready to go, they should head off to the Docks. They have quite a bit of free time ahead of them, since the Duke and his guards will not arrive until later that afternoon.

When the Duke and company do eventually arrive, the Duke will immediately take a small rowboat a short distance out into the waters of the harbor. He will then stand up and begin shouting orders to no one in particular. The orders should sound something like bad cartoon dialog, such as:

“Avast ye scurvy dogs! All hands to the poop deck. Check all lines. Drop the top’sail. Batten down the hatches, and then batten them down again! We’ll teach those hatches.”

Etc. Through all this, the Scarlet Brotherhood will simply spread out to observe – they are an experienced group, and always expect an attack, so they will instinctively find defensive and defensible positions. They will be within sight and easy movement of each other, and will keep their weapons out and eyes peeled. Still, since they are not expecting the PCs in particular, they will need to succeed on opposed Spot/Hide or Listen/Move Silently checks to avoid being surprised.

However, if the PCs use the Hextorian equipment, they can approach the Brotherhood agents directly and if they then launch their attack immediately, the Brotherhood agents will be quite surprised. Combat will result regardless.

APL 2 (EL 2)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

APL 4 (EL 4)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 13; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 13; see Combat Appendix B

Digger: hp 10; see Combat Appendix B

APL 6 (EL 6)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 30; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 32; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 31; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 25; see Combat Appendix B

Digger: hp 24; see Combat Appendix B

APL 8 (EL 8)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 58; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 52; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 43; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 37; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 10 (EL 10)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 76; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 84; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 71; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 49; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 12 (EL 12)

Scarlet Brotherhood Nightsong Enforcer: hp 93; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 106; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 99; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 68; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Duke Younard Coriner: Duke of Almor;
Ftr7/KnP5

Under no circumstances should the Duke be fighting the PCs battles. He has been retired for years, and is nearly 70 years old at this point. None of his special Ex or Su abilities are presently functioning, he is unarmed, and unarmored. For all intents and purposes, the Duke should be considered a non-combatant.

Once the guards are defeated, the PCs can spend a few minutes gathering equipment and tending to the injured or fallen. The Duke will then row back to shore and attempt to explain his ruse. Whether the PCs believe him or not, he will lead them away from the Docks towards a nearby Sewer entrance. When they are below ground, skip ahead to Part 5 – The Second Night in Town, and the Duke's eventual explanation.

Part 5: The Second Night in Town

As before, it is very possible that there were deaths among the PCs during yesterday's fighting. The PCs have the same choices, namely to give up now and retreat back to the Resistance camp, or else to seek magical means of raising their fallen comrades. The Lighthouse of Celestian is still a viable location for such succor, with the same possible deferred payment options.

Again, this section remains split up into the six various paths. Some PC groups may rebel against the somewhat forced direction the various NPCs are pushing them, and will attempt to derail the scenario by pursuing a different path. Adjusting game flow as outlined in the Preparation for Play section is still the appropriate measure to take.

Whichever path the PCs followed in Part 4 will determine which location the PCs now find themselves in.

Path A

You catch up with the Duke at the tavern he mentioned. 'The Witch's Teat' is nautically themed, but otherwise unremarkable. The tavern keeper let you in the back door of a private room. He mentioned to you, "that some still follow the Duke," before vanishing back to the front room; fetching you some drinks and simultaneously giving you privacy.

When you show the Duke the items you have recovered, you finally see hope blossom within him. His enthusiasm as he thanks each of you personally is boundless. With this much energy, you can see why he was made Duke despite his somewhat advanced age.

Yet this period of brief lightheartedness eventually comes to an end. The Duke turns back to you, and his expression has once again grown serious.

"There is one more task I would ask of you before our attempt to reclaim the city begins. Our enemy holds my wife Perscia captive in case they need to use her against me. While I despise them for doing so, their precautions are well planned. While I doubt that they have yet learned the whole truth of the situation, her continued captivity would weaken my resolve."

"While I would sacrifice her if my duties to King and Kingdom demanded it, that action would destroy me. Therefore, I ask you, not as your Duke, but as a husband, will you be willing to attempt a rescue?" Outside, the building storm announces its continued presence with several bright flashes of lightning.

At this point, the Duke will wait for the PCs to answer. It is hoped that each will respond favorably. Should one or two fail to agree, the scenario ends here for them – fill out and then pass out their ARs and then ask them to leave the table while the rest continue. The rest of the PCs will continue on as a weakened party. If, however, one half or more of the gathered PCs elect not to assist the Duke any further, then the scenario ends for all present.

Once the PCs have all agreed, please continue with the next paragraph.

With your agreement, you can see some of the tension leave his shoulders. He closes his eyes for a moment and takes a couple of deep breaths.

"Excellent. While you were engaged in this morning's activities, I gathered some important information. In order to prevent a rescue attempt of Perscia, they often move her around the city. Luckily, there are those in the city that are still patriots for the Kingdom. They have learned that tomorrow the Duchess is to be moved once again. If we time things perfectly, we can move in and free her during the transit. An assault in the streets would be the quickest, and the easiest way to ensure that she escapes safely."

"The only difficulty will occur immediately after we rescue Perscia. We shall need to set up a temporary base of operations, and through it contact those in the city that are still loyal. If our uprising is rapid enough, we might just win back what is ours."

"Rest here for the evening. You will be needed on the morrow, and at your full potential. I will send out a few more feelers to other loyal individuals scattered throughout Mithat. We shall be ready."

The PCs may have other questions at this point. The Duke will be coordinating efforts with a number of different groups. There are plenty of precautions being taken, and other adventurers like the PCs will be keeping watch and guarding

their activities. Nothing will disturb their rest this evening; although these other individuals will be assigned other tasks come tomorrow. The PCs should not expect additional assistance during their own missions – especially as these other groups will be readying for the retaking of Mithat.

Once the PCs have made their sleeping arrangements (and watch schedules – as all PCs seem to be paranoid), you may skip ahead to Part 6 – The Final Day. If any PCs check on the storm, it appears that it will be in full force tomorrow. The lightning and thunder will continue throughout the night, but there is still no rain to be seen. The clouds retain their odd green color, moving and roiling even though the air is calm within the city.

Path B

The flash of lightning is the last you see of the surface as you disappear into the Sewers following the Duke and Duchess. Ahead you can hear their tearful reunion.

Some PCs will want to listen in on what is meant to be a private conversation. Allow them to roll a Listen check (DC15). Any that succeed can tell that the Duchess is amazed that the Duke is sane, and that she had nearly given up hope (etc). The Duke keeps referring to the Duchess by a pet name of ‘Peach’, and ensuring himself that she is uninjured. There is a lot of kissing, embracing, and other intimate conversation that should leave the eavesdroppers rather embarrassed. Eventually the two will finish and return to thank the PCs.

“Our thanks, my friends,” begins the Duke. “You have reunited us and given me hope that our city can be freed.”

The Duchess also gives her thanks, and then suggests that you all move deeper into the sewers where Younard has a number of secret hiding places.

Hopefully the PCs will agree and follow. Otherwise, play things by ear, and simply adjust the next encounter appropriately.

The Duke leads your group down a number of tunnels, seemingly taking intersections at random. He explains that old soldier habits die hard, and one of the first things he did upon becoming duke was to memorize the Sewers and pin point some likely hiding places – both in case he ever needed to escape, or if they needed to chase fugitives. Finally, he reached

a concealed opening barely visible to those that know where to look, but nearly invisible to casual observation.

Inside, a small fire has been lit. Seated next to it is a man in solid black clerical vestments. About his neck is a jeweled star holy symbol. At your arrival, he stands and spreads his arms wide to show he is no threat.

“Greetings my Duke. I see that our faith in the prophecy is rewarded.”

While the PCs are probably nervous, paranoid, or otherwise moving to intercept the cleric, the Duke will immediately call out for them to stop. He and Perscia will both greet Brother Wevor with the warmth of old friends. Then the Duke will invite everyone to sit near the fire while he catches up with the news that Brother Wevor brings.

Brother Wevor will first explain his role to any PCs that ask (give them the handout marked Player Handout – Brother Wevor’s Tale, if they wish to review it). Then he will turn back to the Duke.

“I am most glad to find you here my Duke. I bring news both good and bad. News that you must know if you plan to retake the city.” The Duke asks the cleric to continue, while Perscia begins to prepare a meal – listening in, but not interrupting.

“The good news is that many are ready to follow you. Since your disappearance yesterday, I have spoken with a number of those that you trust, and found them willing and able. All appreciated the depth of the ruse, and most were already itching to begin. But, there were those that need just a bit more proof. Which brings me to the bad news. For these others to follow you, they require that you possess the Almorian Standard. And that, lies in the hands of our enemies. Even now, plans are being made to ship the Standard back to Brotherhood lands.”

The Duke’s look is grim. “Then we must regain the Standard before it is lost to us. Do we know where the Standard is now?”

“No my Duke, but there is a glimmer of hope. We know that the ship selected to carry the Standard is due to arrive at the docks at noon tomorrow. They are keeping news of the transfer as secret as possible, but any secret has its price. If you were to lie in wait at the Docks, you could assault the guards

responsible for the transfer, reclaim the Standard, and deal our enemy quite the black eye in the process.”

The PCs will obviously be asked by the Duke if they are willing to undertake this mission. Assuming they agree, they will be told that they should rest this evening, as they will need their full strength come morning. Brother Wevor and Younard will spend a number of hours catching up on the past few days – as well as discussing a number of plans involving the retaking of the city. These plans do not feature in this scenario, but can be seen by those characters participating in the Weekend in Nyron 2005 Interactive.

The PCs are free to ask any questions they would like. Those involving the retaking of the city should be glossed over, as they are outside the scope of their actions tomorrow. Other questions should be answered as best you can – although neither Brother Wevor nor Younard know the nature of the guards the PCs will be facing.

Brother Wevor: Clr8 (Celestian)

Similarly to Duke Younard, Brother Wevor should not be fighting the PCs battles for them. Brother Wevor is a scholar and historian, and rarely carries spells that would be useful in combat. If required, Brother Wevor can be used to supply healing to under equipped parties, but he should be used in this manner only if the circumstances warrant such treatment, and as a reward for good role-playing. He should not be used as the party's crutch.

Once the PCs have had their meal (which is excellent – Perscia is quite the cook), set their watch schedules (their rest will be uninterrupted, but there is no reason to let them know this fact), and finally settled down, you can skip ahead to Part 6 – The Final Day. If any PCs check on the storm, it appears that it will be in full force tomorrow. The lightning and thunder will continue throughout the night, but there is still no rain to be seen. The clouds retain their odd green color, moving and roiling even though the air is calm within the city.

Path C

Your greatly expanded party heads deeper into the Sewers. The Duke leads the way, his arm

securely held in a loving embrace by the Duchess Perscia. Brother Wevor is there as well, holding a lantern aloft so that the couple can see their footing. It is hardly needed at first, as the constant flash of lightning from the building storm provides more than enough light. But soon enough you pass out of sight of the light show, and the lantern becomes needed

The Duke takes intersections apparently at random. Yet somehow you manage to avoid the worst of the muck and slime. You can hear him explaining to Duchess Perscia that, “old soldier habits die hard, and one of the first things I did upon becoming duke was to memorize the Sewers and pin point some likely hiding places – in case we ever needed to escape, or if my men needed to chase some fugitives.”

Soon you reach a concealed opening – one barely visible to those that know where to look, and nearly invisible to casual observation. Beyond is a small dry alcove. The Duke grins broadly when you notice the stockpile of wood, and the cache of water and dried food. “Old habits,” he repeats to you.

A few minutes later, Brother Wevor has a cheery fire started while the Duchess has started preparing a quick meal. She is obviously expecting an explanation, but knows better than to appear overly eager. But Younard takes pity on her and goes into roughly the same history you learned from Brother Wevor yesterday.

At this point, if any of the PCs express an interest in hearing the Duke's explanation directly (perhaps to cross-check it with Brother Wevor's story), give them a copy of the handout marked Player Handout – The Duke's Tale.

The PCs are free to ask additional questions, and the Duke will be happy to answer them as best he can. Ad-lib the answers to these questions, as you likely have the information you need at this point. When the PCs are finished, or if any of them should ask about further duties, tomorrow's plan or the like, read the next few paragraphs.

“I could scarce believe my eyes when you appeared as you did, nor my ears when you mentioned the ‘Strangers’. I had nearly given up hope that this day would arrive. But arrive it has, and there is much yet to do.”

"I have faith that the city can be retaken. In my state I was able to observe much of the city and many of my people as well. I think they will want to follow me and fight these invaders, but my reported madness will give many pause. Luckily, I know of a way to regain their trust."

At this, Brother Wevor and the Duchess both speak the same words, "the Standard!"

Younard continues, "yes, the Almorian Standard. With it in our hands, the people will throw off their lingering doubts and their true patriotism will emerge." He pauses for a second. "But there is a small problem. The accursed Brotherhood has removed most of the artifacts from the castle. While those of obvious use or benefit have already been sent away or are in the personal possession of various individuals, those of lesser obvious value have been placed in storage. The Standard, although quite the potent symbol to the people of this city, radiates no magical aura. Perhaps it too resides in storage, awaiting the next shipment to Scant or worse."

"It if does, then it will be found in only one place. There is a local tavern, the 'Witch's Teat', which has been taken over as a watering hole by the enemy. I overheard one of our guards mention that a number of items had been taken there for safekeeping. While it is a slim lead, I believe that it is our best option. The tavern is apt to be fairly populated tonight, but word of our escape will certainly spread. Come morning it should be fairly deserted as I suspect that everyone will be out searching for us."

"I suggest that we get some rest and then launch a quick strike on the tavern first thing in the morning. While I do not doubt that you have the ability to attack tonight, I believe you will need all of your strength on the morn. For after we recover the Standard, I wish to head straight to the Castle to raise the Standard and let all in this city know that we follow the true King!"

Again, the PCs probably have questions. The Duke will not agree to the launching of an attack of any kind this evening. He thinks the risks are too high for failure, and it would give the enemy too much time to prepare before any within the city would be able to see that the Standard has been raised. Continue to answer these questions as best you can. The PCs are free to arrange their

watch schedule as they see fit. If any PCs check on the storm, it appears that it will be in full force tomorrow. The lightning and thunder will continue throughout the night, but there is still no rain to be seen. The clouds retain their odd green color, moving and roiling even though the air is calm within the city. Once the PCs are ready, you can skip ahead to Part 6 – The Final Day.

Path D

The Duke leads the way into the Sewers, his arm securely held in a loving embrace by his Duchess Perscia. Brother Wevor is there as well, holding a lantern so that the couple can see their footing. It is hardly needed at first, as the constant flash of lightning from the building storm provides more than enough light. But soon enough you pass out of sight of the light show, and the lantern becomes needed

The Duke takes intersections apparently at random. Yet somehow you manage to avoid the worst of the muck and slime. You can hear him explaining to Duchess Perscia that, "old soldier habits die hard, and one of the first things I did upon becoming duke was to memorize the Sewers and pin point some likely hiding places – in case we ever needed to escape, or if my men needed to chase some fugitives."

Soon you reach a concealed opening – one barely visible to those that know where to look, and nearly invisible to casual observation. Beyond is a small dry alcove. The Duke grins broadly when you notice the stockpile of wood, and the cache of water and dried food. "Old habits," he repeats to you.

A few minutes later, Brother Wevor has a cheery fire started while the Duchess has started preparing a quick meal. She is obviously expecting an explanation, but knows better than to appear overly eager. But Younard takes pity on her and goes into roughly the same history you learned from Brother Wevor yesterday.

At this point, if any of the PCs express an interest in hearing the Duke's explanation directly (perhaps to cross-check it with Brother Wevor's story), give them a copy of the handout marked Player Handout – The Duke's Tale.

The PCs are free to ask additional questions, and the Duke will be happy to answer them as best he can. Ad-lib the answers to these questions, as you likely have the information you need at this point. When the PCs are finished, or if any of them should ask about further duties, tomorrow's plan or the like, read the next few paragraphs.

"I could scarce believe my eyes when you appeared as you did, nor my ears when you mentioned the 'Strangers'. I had nearly given up hope that this day would arrive. But arrive it has, and there is much yet to do."

"And your timing could not have been better. The accursed Brotherhood has removed most of the artifacts from the castle. Even now, what could be the greatest symbol of our people – the Almorian Standard – is to be taken away by ship come morning. Yet with your continued help, I believe that we can still triumph."

"I suggest that we get some rest and then launch a quick strike on the guards in charge of the transfer of the Standard first thing in the morning. While I do not doubt that you have the ability to attack tonight, I believe it to be too much of a risk. Not only is it well guarded; you will also need all of your strength on the morn. For after we recover the Standard, I wish to head straight to the Castle to raise the Standard and begin the reclamation of our city."

Again, the PCs probably have questions. The Duke will not agree to the launching of an attack of any kind this evening. He thinks the risks are too high for failure, and it would give the enemy too much time to prepare before any within the city would be able to see that the Standard has been raised. Continue to answer these questions as best you can. The PCs are free to arrange their watch schedule as they see fit. If any PCs check on the storm, it appears that it will be in full force tomorrow. The lightning and thunder will continue throughout the night, but there is still no rain to be seen. The clouds retain their odd green color, moving and roiling even though the air is calm within the city. Once the PCs are ready, you can skip ahead to [Part 6 – The Final Day](#).

Path E

Leaving the flash of lightning and crash of thunder behind, the Duke leads you through intersections apparently at random. Yet somehow you manage to avoid the worst of the muck and sewer slime. As you travel he explains to you that, "old soldier habits die hard. One of the first things I did upon becoming duke was to memorize the Sewers and pin point some likely hiding places – in case I ever needed to escape, or if my men needed to chase some fugitive."

Soon you reach a concealed opening – one barely visible to those that know where to look, and nearly invisible to casual observation. Beyond is a small dry alcove. The Duke laughs with loud joy when you see that you are not alone. Waiting with a warm fire are the Duchess Perscia and Brother Wevor.

The Duke and Duchess share a loving embrace – their reunion both touching and fiercely powerful. Brother Wevor gives them some moments of privacy, as he begins serving up bread and cheese from a nearby backpack. He explains that he and the Duchess headed into the Sewers moments after you left on your mission to recover the Duke. He knew that the Duke would lead you here, as the two of them often met down here whenever they wanted to escape their duties and responsibilities for a few meager hours. And with that, he offers a quick and sheepish grin.

The Duke and Duchess will spend a few minutes catching up and exclaiming their love and joy at being reunited. But soon enough, duty will call them back to the PCs' company.

Returning, the Duke offers you his thanks – both for his own rescue, but for reclaiming the Almorian Standard as well. "With it, we can regain the trust of the people and drive these invaders from our city!"

Taking a nearby seat, the Duke continues his scheme. Listening in, should she be needed, the Duchess begins to toast some of the bread and cheese for their upcoming meal. "Come morning, I believe that our enemy will launch some sort of retaliatory strike against the good people of Mithat. A punishment for my escape, but just as likely for the ruse I played on them. Such actions alone would be

enough to earn them a death sentence. But I have a plan.”

“If we were to be there when such a response takes place, we could bring a stop to it and show our people that now is the time to rise up and reclaim what is ours. Should we bear with us the Standard, the people would follow us willingly, nay, joyously to the Castle and the raising of our symbol of freedom for all to see.”

“Yet, as much as it pains me to wait, tonight is not the time for such heroics. Our enemy would only take such despicable actions when all could see and bear witness. Nothing further will happen tonight. Perhaps it is for the best. Surely you would have need to regain spells and tend to your injuries? Tomorrow will come soon enough, and with it a call for all of your strength and ability.”

Doubtless the PCs will have additional questions. The Duke's plan is fairly simple, but still elegant. By rescuing those involved in the retaliatory demonstration, word will spread that the Duke has returned and intends to drive out the invaders. Once the captives have been freed, the larger force will march on the Castle and raise the Almorian Standard as a visible symbol of freedom. He does expect further trouble at the Castle, hence the need for the PCs to rest tonight and reclaim their full strength before the activities of the next day. Continue to answer these questions as best you can. The PCs are free to arrange their watch schedule as they see fit. If any PCs check on the storm, it appears that it will be in full force tomorrow. The lightning and thunder will continue throughout the night, but there is still no rain to be seen. The clouds retain their odd green color, moving and roiling even though the air is calm within the city. Once the PCs are ready, you can skip ahead to Part 6 – The Final Day.

Path F

Leaving the flash of lightning and crash of thunder behind, the Duke leads you through intersections apparently at random. Yet somehow you manage to avoid the worst of the muck and sewer slime. As you travel he explains to you that, “old soldier habits die hard. One of the first things I did upon becoming duke was to memorize the Sewers and pin point some likely hiding places – in

case I ever needed to escape, or if my men needed to chase some fugitive.” Your unasked questions will have to wait, as the Duke leads you onwards.

Soon you reach a concealed opening – one barely visible to those that know where to look, and nearly invisible to casual observation. Beyond is a small dry alcove. The Duke laughs with loud joy when you see that you are not alone. Waiting with a warm fire is the Duchess Perscia.

The Duke and Duchess share a loving embrace – their reunion both touching and fiercely powerful. They spend a few precious moments catching up – oblivious to everything but each other. But soon enough the call of duty calls the couple back to reality. The Duchess explains her presence with a simple comment –two of them often met down here whenever they wanted to escape their duties and responsibilities for a few meager hours. It was becoming too dangerous to remain at the tavern. She hoped that the Duke would remember enough of his past life to recall this place as one of safety and happiness. And with that, she offers a quick and sheepish grin.

For his part, the Duke shares that same sheepish grin. “I had better explain,” he begins.

At this point, give the PCs the handout marked Player Handout – The Duke's Tale. This should answer most of their questions. But PCs are a paranoid lot, and so they may well have additional questions. Some of these are addressed below. For other questions not exactly reproduced here, play it by ear – using your knowledge of the flow of the scenario.

- How do we know you are telling the truth now, and that this isn't another sign of your madness?

“I'm not sure. I will submit myself to any test you desire, yet these may not convince you if I was able to deceive my guards for so long. I can only tell you that I am loyal to King Lynwerd, and I pledge body and soul to see him restored to the throne.”

- Why are you so convinced we are the strangers you seek [some of us know you, are residents of Mithat, are foreigners]?

“Perhaps you are not. I only know that the time seemed right. I hear reports of the

Resistance gathering strength. Rumors that Lynwerd is alive and Xenia has given birth to an heir. If any time is right to fight back against these fiends, now is that time."

- What are we supposed to do? We're only a small group of adventurers. This is an army you are talking about fighting.

"It can be the smallest actions that become the most meaningful. I have faith in the people of this city. I know and trust those men on those blockaded ships. But to catalyze them, we need a symbolic gesture that will spur them to action. We need the Almorian Standard."

- What/where is it?

"The Almorian Standard is a relic of days past. It is a magical war banner blessed by the clergy of the Prelacy of Almor. It was thought lost during the Greyhawk wars, but was recently found and brought here. Those red-cloaked devils are searching for it. They seek to take it away again – probably to aid their faltering war in Onnwal. This is why your arrival is so timely. The Standard does not possess an aura of magic, and so they have not been able to locate it thus far. But soon they will, and when they do, our hope of regaining this city goes with it."

- What do we need to do?

"I believe that we may still have the element of surprise. The Brotherhood and the Hextorian clergy share little love for each other. They do not speak to one another save when necessary. It is doubtful that the Brotherhood has passed knowledge of the Standard on to the Hextorians. A fact for which I am most grateful, as that group could use unholy rituals to gain the location of the Standard directly from their foul patron. I propose making a quick assault on the Castle come morning and taking the Standard away before anyone is the wiser."

- So we would then take the Standard to the ships in the harbor?

"Not exactly. A wiser course of action would be to flee the Castle and set up a temporary government in a more secure location. Brother Wevor still resides in the Lighthouse and would prove a most worthy ally. The Lighthouse also serves as a beacon of hope in its own way. How fitting would it be for the Almorian Standard to rise from the Lighthouse

so that all within the city could know that freedom still reigns in Mithat?"

The Duke's plan is fairly simple. He proposes a quick assault on the Castle to recover the Standard (and a few other Ducal trappings like the Ducal Signet). But the Castle is not particularly defensible without additional troops, and the enemy would likely be quick to counterattack. Therefore, moving to a more secure site seems prudent. He wishes to make the assault in the morning entirely so that the PCs are well rested and fully prepared for the exertions of the coming day.

The PCs are free to arrange their watch schedule as they see fit. If any PCs check on the storm, it appears that it will be in full force tomorrow. The lightning and thunder will continue throughout the night, but there is still no rain to be seen. The clouds retain their odd green color, moving and roiling even though the air is calm within the city. Once the PCs are ready, you can skip ahead to [Part 6 – The Final Day](#).

Part 6: The Final Day

Today is a particularly busy day for the PCs. Depending on their particular path, they have one task to complete in the morning. This is followed by the establishment of a temporary headquarters.

While the PCs assist the Duke in this final endeavor of the scenario, the enemy forces launch one final attack to attempt to regain control of the city. This means that the PCs will be fighting two combats on the same day. As this adjusts the EL of the final fight, it is prudent that the PCs gain the element of surprise in the first fight. Any reasonable measures the PCs take should grant them this advantage.

Wearing the Hextorian or Brotherhood garments will automatically succeed. Other actions should use opposed checks (Spot vs. Hide, Sense Motive vs. Bluff, etc) although the enemy forces have a -5 (-2 at APL2) circumstance penalty when making such checks because of all the confusion caused by the party's actions up until this point.

***NOTE:** This circumstance modifier does not apply during the final fight, as the Leadership forces come prepared for a fight. They have discovered the location of the PCs and move to eliminate this threat with the most direct means available.*

Path A

The next morning is bitterly cold, and still quite dark. The clouds blocking out the sun still have their odd greenish hue. The air feels tingly with unrealized electricity – despite the nearly constant flashes of lightning. The Duke has obviously spent the entire night awake, but he is still full of energy as he lays out today's plan.

"I know where you should launch your assault on those guarding my wife. I ask only that you avoid using spells or abilities that might include Perscia in their area. She currently knows nothing of my ruse, and will not be as swift to react as someone of a more adventurous background."

"When you have freed her, bring her directly to the Lighthouse of Celestian. It is a good defensible building, and a perfect location to set up a temporary government headquarters while we drive our enemy from

this city. I will be heading there immediately to meet with Brother Wevor, and make ready for your arrival."

While the PCs might have questions, things should be pretty straightforward from here on out. The PCs will meet up with the Duchess' guards in the Street, and will then head directly to the Lighthouse to plan the retaking of Mithat. When the PCs are ready to go, you can take them into the next combat.

APL 2 (EL 2)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

APL 4 (EL 4)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 14; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 16; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 13; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 13; see Combat Appendix B

Digger: hp 10; see Combat Appendix B

APL 6 (EL 6)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 30; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 32; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 31; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 25; see Combat Appendix B

Digger: hp 24; see Combat Appendix B

APL 8 (EL 8)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 58; see Combat Appendix B

Scarlet Brotherhood Dervish in Training: hp 52; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage in Training: hp 43; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper in Training: hp 37; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 10 (EL 10)

Scarlet Brotherhood Nightsong Enforcer in Training: hp 76; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 84; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 71; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 49; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

APL 12 (EL 12)

Scarlet Brotherhood Nightsong Enforcer: hp 93; see Combat Appendix B

Scarlet Brotherhood Dervish: hp 106; see Combat Appendix B

Scarlet Brotherhood Daggerspell Mage: hp 99; see Combat Appendix B

Scarlet Brotherhood Daggerspell Shaper: hp 68; see Combat Appendix B

Leaper: hp 24; see Combat Appendix B

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Duchess Perscia Prunus-Coriner: Duchess of Almor; Ari9

The Duchess is a non-combatant. Not only is she essentially inept with weaponplay, her advanced age (62 years), lack of experience, and relatively weak physique would make her more of a hindrance than a help.

Once the Brotherhood agents are defeated, the PCs can explain things to the Duchess. Once

she has heard the short version, she will simply decide to trust and believe the PCs. She will suggest that any additional explanations can wait until they are in a more secure location, and will follow the PCs to the Lighthouse without hesitation.

Please skip directly to Part 7 – The Last Battle.

Path B

The next morning is bitterly cold, and still quite dark. The clouds blocking out the sun still have their odd greenish hue. The air feels tingly with unrealized electricity – despite the nearly constant flashes of lightning. The Duke has obviously spent the entire night awake, but he is still full of energy as he lays out today's plan.

“Your assault on the docks should be fairly simple to execute. Recovering the Standard is of primary importance. Brother Wevor, Perscia and myself will head directly to the Lighthouse to await your arrival and start putting our plans in motion. Meet us there as soon as you can. The Lighthouse is a fairly defensible location, but we will all feel more secure if you brave heroes are by our sides.”

While the PCs might have questions, things should be pretty straightforward from here on out. The PCs will meet up with the transport guard right on the Docks, and will then head directly to the Lighthouse to plan the retaking of Mithat. When the PCs are ready to go, you can take them into the next combat.

APL 2 (EL 2):

Maug Guardian: hp 41; see Combat Appendix C - The Guardian.

APL 4 (EL 4):

Advanced Maug Guardian: hp 59; see Combat Appendix C - The Guardian.

APL 6 (EL 6):

Advanced Maug Guardian: hp 72; see Combat Appendix C - The Guardian.

APL 8 (EL 8):

Advanced Maug Guardian: hp 84; see Combat Appendix C - The Guardian.

APL 10 (EL 10):

Advanced Maug Guardian: hp 98; see Combat Appendix C - The Guardian.

APL 12 (EL 12):

Advanced Maug Guardian: hp 112; see Combat Appendix C - The Guardian.

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Maug is defeated, the PCs are free to gather the items they seek, and meet up with the Duke at the Lighthouse.

Please skip directly to Part 7 – The Last Battle.

Path C

The next morning is bitterly cold, and still quite dark. The clouds blocking out the sun still have their odd greenish hue. The air feels tingly with unrealized electricity – despite the nearly constant flashes of lightning. The Duke has obviously spent the entire night awake, but he is still full of energy as he lays out today's plan.

“The Witch’s Teat tavern shouldn’t present any problems for you. I know that the Standard will be guarded, but you should have the element of surprise on your side. I will await your success near the Castle. With the Standard in hand, a bold assault on the Castle should be all that we need to reestablish our government and start to take back our city.”

While the PCs might have questions, things should be pretty straightforward from here on out. The PCs will attack the tavern and hopefully recover the Standard after a quick fight with the Guardian and will then head directly to the Castle to meet up with the Duke and plan the retaking of Mithat. When the PCs are ready to go, you can take them into the next combat.

APL 2 (EL 2):

Maug Guardian: hp 41; see Combat Appendix C - The Guardian.

APL 4 (EL 4):

Advanced Maug Guardian: hp 59; see Combat Appendix C - The Guardian.

APL 6 (EL 6):

Advanced Maug Guardian: hp 72; see Combat Appendix C - The Guardian.

APL 8 (EL 8):

Advanced Maug Guardian: hp 84; see Combat Appendix C - The Guardian.

APL 10 (EL 10):

Advanced Maug Guardian: hp 98; see Combat Appendix C - The Guardian.

APL 12 (EL 12):

Advanced Maug Guardian: hp 112; see Combat Appendix C - The Guardian.

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Maug is defeated, the PCs are free to gather the items they seek, and meet up with the Duke at the Castle.

Please skip directly to Part 7 – The Last Battle.

Path D

The next morning is bitterly cold, and still quite dark. The clouds blocking out the sun still have their odd greenish hue. The air feels tingly with unrealized electricity – despite the nearly constant flashes of lightning. The Duke has obviously spent the entire night awake,

but he is still full of energy as he lays out today's plan.

“Your assault on the docks should be fairly simple to execute. Recovering the Standard is of primary importance. I will head directly to the Castle to await your success. Meet me there as soon as you can.”

While the PCs might have questions, things should be pretty straightforward from here on out. The PCs will meet up with the transport guards right on the Streets, and will then head directly to the Castle to plan the retaking of Mithat. When the PCs are ready to go, you can take them into the next combat.

APL 2 (EL 2)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

APL 4 (EL 4)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 31; see Combat Appendix A

Hextorian Knight Protector in Training: hp 24; see Combat Appendix A

APL 6 (EL 6)

Hextorian Spellsword in Training: hp 41; see Combat Appendix A

Hextorian Blackguard in Training: hp 41; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 55; see Combat Appendix A

Hextorian Knight Protector in Training: hp 44; see Combat Appendix A

APL 8 (EL 8)

Hextorian Spellsword: hp 76; see Combat Appendix A

Hextorian Blackguard in Training: hp 62; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 85; see Combat Appendix A

Hextorian Knight Protector: hp 64; see Combat Appendix A

APL 10 (EL 10)

Hextorian Spellsword: hp 100; see Combat Appendix A

Hextorian Blackguard in Training: hp 77; see Combat Appendix A

Hextorian Dwarven Defender: hp 112; see Combat Appendix A

Hextorian Knight Protector: hp 100; see Combat Appendix A

APL 12 (EL 12)

Hextorian Spellsword: hp 137; see Combat Appendix A

Hextorian Blackguard: hp 100; see Combat Appendix A

Hextorian Dwarven Defender: hp 140; see Combat Appendix A

Hextorian Knight Protector: hp 124; see Combat Appendix A

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Hextorians are defeated, the PCs can spend a few moments gathering the items of their quest before heading off to join the Duke at the Castle.

Please skip directly to [Part 7 – The Last Battle](#).

Path E

The next morning is bitterly cold, and still quite dark. The clouds blocking out the sun still have their odd greenish hue. The air feels tingly with unrealized electricity – despite the nearly constant flashes of lightning. The Duke has obviously spent the entire night awake,

but he is still full of energy as he lays out today's plan.

"It seems that the Hextorians are the first to take action against us. They are gathering up citizens down by the Docks to use as an incentive for our surrender. Their choice of location is interesting. They seem to be using it to make a statement to the Brotherhood as well – exactly as I had hoped. If we are successful, we can further drive a wedge between these two groups and weaken their hold on our city. I will meet up with you at the Witch's Teat tavern. It is not the Castle, but it will serve nicely as a temporary base of operations."

While the PCs might have questions, things should be pretty straightforward from here on out. The PCs will meet up with the Hextorian group right on the Docks, and will then head directly to the Tavern to plan the retaking of Mithat. When the PCs are ready to go, you can take them into the next combat.

APL 2 (EL 2)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

APL 4 (EL 4)

Hextorian Spellsword in Training: hp 20; see Combat Appendix A

Hextorian Blackguard in Training: hp 21; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 31; see Combat Appendix A

Hextorian Knight Protector in Training: hp 24; see Combat Appendix A

APL 6 (EL 6)

Hextorian Spellsword in Training: hp 41; see Combat Appendix A

Hextorian Blackguard in Training: hp 41; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 55; see Combat Appendix A

Hextorian Knight Protector in Training: hp 44; see Combat Appendix A

APL 8 (EL 8)

Hextorian Spellsword: hp 76; see Combat Appendix A

Hextorian Blackguard in Training: hp 62; see Combat Appendix A

Hextorian Dwarven Defender in Training: hp 85; see Combat Appendix A

Hextorian Knight Protector: hp 64; see Combat Appendix A

APL 10 (EL 10)

Hextorian Spellsword: hp 100; see Combat Appendix A

Hextorian Blackguard in Training: hp 77; see Combat Appendix A

Hextorian Dwarven Defender: hp 112; see Combat Appendix A

Hextorian Knight Protector: hp 100; see Combat Appendix A

APL 12 (EL 12)

Hextorian Spellsword: hp 137; see Combat Appendix A

Hextorian Blackguard: hp 100; see Combat Appendix A

Hextorian Dwarven Defender: hp 140; see Combat Appendix A

Hextorian Knight Protector: hp 124; see Combat Appendix A

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Hextorians are defeated, the local citizens will greet the PCs as heroes – most especially if they carry the Almorian Standard with them. A good number of these will follow the PCs to the Tavern and pledge their lives and service to the Duke.

Please skip directly to [Part 7 – The Last Battle](#).

Path F

The next morning is bitterly cold, and still quite dark. The clouds blocking out the sun still have their odd greenish hue. The air feels tingly with unrealized electricity – despite the nearly constant flashes of lightning. The Duke has obviously spent the entire night awake, but he is still full of energy as he lays out today's plan.

“A quick dash into the Castle to recover the Standard, and then a race to the Lighthouse to set up a temporary base of operations. The Lighthouse and the Standard flying from its heights will give the citizens all the hope they need to rise up and throw out our enemy. I will meet you at the Lighthouse, as there are a few arrangements to be made there. Once you have recovered the Standard, meet me there as soon as possible. There is much still to be done.”

While the PCs might have questions, things should be pretty straightforward from here on out. The PCs will assault the Castle, defeat the Guardian (hopefully), recover the Standard and will then head directly to the Lighthouse to plan the retaking of Mithat. When the PCs are ready to go, you can take them into the next combat.

APL 2 (EL 2):

Maug Guardian: hp 41; see Combat Appendix C - The Guardian.

APL 4 (EL 4):

Advanced Maug Guardian: hp 59; see Combat Appendix C - The Guardian.

APL 6 (EL 6):

Advanced Maug Guardian: hp 72; see Combat Appendix C - The Guardian.

APL 8 (EL 8):

Advanced Maug Guardian: hp 84; see Combat Appendix C - The Guardian.

APL 10 (EL 10):

Advanced Maug Guardian: hp 98; see Combat Appendix C - The Guardian.

APL 12 (EL 12):

Advanced Maug Guardian: hp 112; see Combat Appendix C - The Guardian.

Tactics: Please refer to the Combat Appendix; as in the interest of space, the tactics are listed there once.

Once the Maug is defeated, the PCs are free to gather the items they seek, and meet up with the Duke at the Lighthouse.

Please skip directly to [Part 7 – The Last Battle](#).

Part 7: The Last Battle

This part is where the various disparate paths of the scenario all come together. No matter the final location, be it Castle, Lighthouse or Tavern, the PCs will face one last conflict against the combined leadership of the various enemy forces in the city. As this is likely the first time that the PCs have visited this particular location, use the following descriptions:

- The Lighthouse

The Lighthouse of Celestian stands hundreds of feet high, and has been the city's most memorable feature for nearly two centuries. Sitting on a spit of rock a few hundred yards from the mainland proper, it is an impossibly thin spire supported by a web of flying buttresses. The spire is topped with a dizzyingly complex series of ground glass lenses. Access to the beacon is gained via a narrow exterior stair that winds its way to the staggering heights. A chest high wall protects the stair, and the seaspray that has pitted the surrounding rock has left the stairs untouched. While the lighthouse itself is too small for interior rooms, the priests of Celestian have a cottage at the base of the spire, which serves as dormitories and living space for the clergy.

If the PCs have not yet met Brother Wevor, he is a simple priest of Celestian. He always wears black clerical robes and the jeweled star holy symbol of his order, but carries little else aside from the omnipresent books related to whatever aspect of history he is currently studying.

Brother Wevor: Clr8 (Celestian)

Similarly to Duke Younard, Brother Wevor should not be fighting the PCs battles for them. Brother Wevor is a scholar and historian, and rarely carries spells that would be useful in combat. If required, Brother Wevor can be used to supply healing to under equipped parties, but he should be used in this manner only if the circumstances warrant such treatment, and as a reward for good role-playing. He should not be used as the party's crutch.

- The Tavern

The 'Witch's Teat' is a nautically themed tavern in good repair. Close to the docks, it usually served as a hangout for sailors and naval officers, but with the blockade and house arrest imposed on the navy it is fairly empty

these days. The tavern is one level, with only two entrances; the main double doors leading into the common room, and a smaller back door leading to the private rooms.

- The Castle

Unlike most other province seats, the Castle in Mithat is a relatively subdued affair. Perhaps it is because Mithat was only recently made the seat of Almor. But more likely it is because the people of Mithat don't need all the massive fortresses and fancy decorated walls of the other provinces. Instead, the castle is a simple one-story affair of polished marble. Pennants hang everywhere, and small, simple gardens are the primary decoration. The place is open and airy, with lots of large picture windows perfectly screened by well-placed awnings.

The PCs will arrive at their final destination only a few moments ahead of this last battle. However, unless the PCs used teleportation or similar magic to traverse the city, most of their short-term buffing-type spells will have worn off by the time they arrive. Smart groups will have spent a few rounds following the end of the previous combat (and before heading to the final location) to heal up and regain their strength. The PCs are likely at this location to meet up with the Duke and raise the Almorian Standard signaling that Mithat has sided with King Lynwerd. No boxed text has been included for the PCs arrival, as they have only seconds before combat begins (see below).

If the PCs have not recovered the Standard, the Duke will obviously be disappointed, but will continue with his plans. Simply make a note of this when answering the questions for this scenario. Similarly, if any of the NPCs are not spoken with, the other NPCs should fill in any missing details. If it is the Duke who is not present during this final conflict, then the PCs should be acting on the behest of the Duchess (or Brother Wevor if both are missing).

The PCs should not be given more than two rounds to recast their spells upon reaching their final destination. They should also not be told that they have only a few moments to prepare. Only those players specifically stating that they wish to prepare for conflict upon their arrival should then be told the round limitation. All other PCs must make do as they are.

The Leadership team arrives on scene from whichever direction is most appropriate based on the final location. PCs on lookout duty will be able

to see their arrival, as they do not bother to hide their approach. Combat should begin almost immediately. Should the PCs attempt to hide, or otherwise gain a tactical advantage, resolve this using opposed skill checks as normal.

APL 2 (EL 5):

Cleric of Hextor: hp 10; see Combat Appendix D

Scarlet Brotherhood Monk: hp 10; see Combat Appendix D

Clone of Sewardnt: hp 9; see Combat Appendix D

Warsong: hp 4; see Combat Appendix D

APL 4 (EL 7):

Cleric of Hextor: hp 30; see Combat Appendix D

Scarlet Brotherhood Monk: hp 24; see Combat Appendix D

Clone of Sewardnt: hp 26; see Combat Appendix D

Warsong: hp 8; see Combat Appendix D

APL 6 (EL 9):

Cleric of Hextor: hp 30; see Combat Appendix D

Scarlet Brotherhood Monk: hp 38; see Combat Appendix D

Clone of Sewardnt: hp 42; see Combat Appendix D

Warsong: hp 15; see Combat Appendix D

APL 8 (EL 11):

Cleric of Hextor: hp 64; see Combat Appendix D

Scarlet Brotherhood Monk: hp 73; see Combat Appendix D

Clone of Sewardnt: hp 54; see Combat Appendix D

Warsong: hp 20; see Combat Appendix D

APL 10 (EL 13):

Cleric of Hextor: hp 102; see Combat Appendix D

Scarlet Brotherhood Monk: hp 93; see Combat Appendix D

Clone of Sewardnt: hp 76; see Combat Appendix D

Warsong: hp 30; see Combat Appendix D

APL 12 (EL 15):

Cleric of Hextor: hp 124; see Combat Appendix D

Scarlet Brotherhood Monk: hp 113; see Combat Appendix D

Clone of Sewardnt: hp 102; see Combat Appendix D

Warsong: hp 42; see Combat Appendix D

Following this final fight, the PCs have finished the scenario and you should either skip to the conclusion, or (for those tables taking place at Weekend in Nyrond 2005) ask the PCs to participate in the interactive event to see the results of their efforts.

Conclusion

Note: If you are running this scenario at Weekend in Nyrond 2005, read only the following paragraph. If you running this scenario at any other event, skip the next paragraph.

The response was swift. Scarlet Brotherhood ships have raised their anchors and dropped sails in preparation for some coming conflict. Hextorians move throughout the city in tight groups, wary of attack by pro-Lynwerd forces. The worsening weather rapidly peaks in intensity, as the waters of Mithat's harbor rise ever higher. The wind returns, chaotically changing direction and gusting to painful levels. Finally the rain comes as well. Visibility drops, footing becomes unsure, and the city is reduced to a depressing grey haze. The Resistance's assault on Mithat begins, as you have surely reached 'The Heart of the Storm'.

Tell your players that the final outcome of the city will now be decided at the interactive event.

(Assuming you are not running this scenario at Weekend in Nyronnd) There are a number of possible conclusions depending on the various tasks the PCs have completed. The following paragraphs can be tailored to fit the specific outcome triggered by the PCs:

- If the PCs cut short their adventure and simply return to the war camp to report their findings:

Field Commander Guillaume thanks you for your report, but he does so with sad eyes. After your departure from the city, Duke Younard, apparently less mad than he appeared to be, attempted a surprise counterattack against the enemy forces holding Mithat. This failed. Duke Younard is believed dead, Duchess Perscia is missing, and the enemy still holds the city, and Nyronnd's navy, tightly in its grasp.

- If the PCs rescue any of the NPCs modify the above paragraph to include their rescue. Note that the Duke refuses to leave the city under any circumstances. If forcefully removed, he simply escapes at his first opportunity and returns to the city to launch a counterattack instead (with the same outcome).
- Finally, if the PCs manage to complete all the tasks, use the following paragraph.

The struggle was long and hard. The people of Mithat rose up en masse when the Almorian Standard was flown. The Duke launched his counterattack against the occupying forces that very day. Nyronnd's navy swiftly set sail to smash the harbor blockade, while the Scarlet Brotherhood attempted to permanently strangle the harbor by sinking the HMS Dunstan, the flagship of Nyronnd's fleet.

The blockade eventually broke. Losses were heavy on both sides, and a number of ships were sunk. The engagement could very well have ended in a de facto draw, with neither side having enough ships to continue the conflict. But at the end of the day, new ships bearing the colors of the Kingdom arrived and chased off the last of the Brotherhood vessels. The Hextorians fled the city as well; doubtless to report the loss of the city to their black-hearted leader.

These new ships were indeed Nyronnd's own. Admiral Hugarnd had been at sea hunting pirates with a small contingent of ships when the coup took place. Knowing that his flotilla would be important in the civil war

sure to follow, the Admiral kept his ships hidden, and knowledge of them a guarded secret. It was mere chance that he returned when he did – scouting the enemy. But he took advantage of the situation. Mithat is now free. The blockade is broken. One small battle won, but the war continues.

The End

Experience Point Summary

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

Defeating the Hextorian Party

APL2	60 xp
APL4	120 xp
APL6	180 xp
APL8	240 xp
APL10	300 xp
APL12	360 xp

Defeating the Scarlet Brotherhood Party

APL2	60 xp
APL4	120 xp
APL6	180 xp
APL8	240 xp
APL10	300 xp
APL12	360 xp

Defeating the Maug Guardian

APL2	60 xp
APL4	120 xp
APL6	180 xp
APL8	240 xp
APL10	300 xp

APL12	360 xp
Defeating the Leadership Party	
APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Recovering the Almorian Standard

Objective met:

All APLs	30 xp
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Discretionary roleplaying award

APL2	90 xp
APL4	75 xp
APL6	60 xp
APL8	45 xp
APL10	30 xp
APL12	15 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 xp
APL8	1,125 xp
APL10	1,350 xp
APL12	1,575 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

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

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

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

Value above and beyond the cap may be used by the PCs for paying any of the various NPC spellcasting debts they accumulated within the scenario (specifically healing or resurrection magic cast by the clergy of Celestian). Unused gold remaining after these debts are paid is simply lost. It cannot be used for any other purpose, including upkeep, magic item creation or item purchasing.

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

Hextorian Party

APL 2: L: 175 gp; C: 0 gp; M: 41 gp

APL 4: L: 87 gp; C: 0 gp; M: 421 gp
APL 6: L: 37 gp; C: 0 gp; M: 1,421 gp
APL 8: L: 37 gp; C: 0 gp; M: 1,841 gp
APL 10: L: 37 gp; C: 0 gp; M: 3,851 gp
APL 12: L: 37 gp; C: 0 gp; M: 4,221 gp

Scarlet Brotherhood Party

APL 2: L: 90 gp; C: 0 gp; M: 100 gp
APL 4: L: 80 gp; C: 0 gp; M: 375 gp
APL 6: L: 30 gp; C: 0 gp; M: 1,592 gp
APL 8: L: 20 gp; C: 0 gp; M: 2,757 gp
APL 10: L: 20 gp; C: 0 gp; M: 3,202 gp
APL 12: L: 20 gp; C: 0 gp; M: 4,667 gp

Maug Guardian

APL 2: L: 80 gp; C: 0 gp; M: 0 gp
APL 4: L: 80 gp; C: 0 gp; M: 0 gp
APL 6: L: 40 gp; C: 0 gp; M: 320 gp
APL 8: L: 40 gp; C: 0 gp; M: 320 gp
APL 10: L: 40 gp; C: 0 gp; M: 320 gp
APL 12: L: 40 gp; C: 0 gp; M: 320 gp

Leadership Party

APL 2: L: 125 gp; C: 0 gp; M: 1,532 gp
APL 4: L: 125 gp; C: 0 gp; M: 1,880 gp
APL 6: L: 125 gp; C: 0 gp; M: 2,067 gp
APL 8: L: 75 gp; C: 0 gp; M: 3,110 gp
APL 10: L: 75 gp; C: 0 gp; M: 3,570 gp
APL 12: L: 75 gp; C: 0 gp; M: 4,385 gp

Total Possible Treasure

APL 2: L: 470 gp; C: 0 gp; M: 1,673 gp
Total Possible: 450 gp
APL 4: L: 372 gp; C: 0 gp; M: 2,676 gp
Total Possible: 650 gp
APL 6: L: 232 gp; C: 0 gp; M: 5,400 gp
Total Possible: 900 gp

APL 8: L: 172 gp; C: 0 gp; M: 8,028 gp
Total Possible: 1,300 gp
APL 10: L: 172 gp; C: 0 gp; M: 10,943 gp
Total Possible: 2,300 gp
APL 12: L: 172 gp; C: 0 gp; M: 13,593 gp
Total Possible: 3,300 gp

Items for the Adventure Record

Favor of Duchess Perscia – For rescuing Duke Younard, Duchess Perscia has spoken with her various contacts. They have arranged to provide access to any one +4 Stat Boost Item. At APLs 10 and 12, this access is expanded to any one +6 Stat Boost Item. Only one item in total may be purchased through this favor. Even after used in this manner, this favor counts as a Royal Favor for purposes of Nyrond Regional Metaorgs.

Favor of Duke Younard – For rescuing Duchess Perscia, Duke Younard has provided access to Mithat's finest blacksmiths. This allows any of the weapons or armor marked with an * to be upgraded to an enhancement bonus of +2 (to hit and damage – not a +2 equivalent enchantment) in addition to any other enchantments it already possesses. Alternately a +2 dagger or +2 heavy flail is also available. Only one item in total may be upgraded or purchased through this favor. Even after used in this manner, this favor counts as a Royal Favor for purposes of Nyrond Regional Metaorgs.

Brother Wevor's Training Manuals – Having observed the fighting style of the forces invading the Kingdom of Nyrond, Brother Wevor has researched and uncovered training manuals which open access to the following limited prestige classes: Daggerspell Mage, Daggerspell Shaper, Nightsong Enforcer. Using Brother Wevor's training manuals requires the expenditure of 2 TUs for each prestige class taken.

Surprise Treat – This is the spellstoring heavy flail possessed by one of the Hextorians in Mithat. It is in all ways identical to a normal +1 spellstoring heavy flail; save that when a stored spell is discharged from the weapon, a loud “**Surprise!**” is uttered.

Item Access

APL2

Mithral Chain Shirt*

Masterwork Large Breastplate*

Masterwork Large Two-bladed Sword*

APL4 (all of APL 2, plus the following)

Dragonhide (Black) Chain Shirt*

APL6 (all of APLs 2-4, plus the following)

+2 Ring of Protection

APL8 (all of APLs 2-6, plus the following)

Surprise Treat

+3 Bracers of Armor

+1 Dagger of Wounding

+1 Flail of Frost

APL 10 (all of APLs 2-8, plus the following)

+4 Bracers of Armor

+1 Dagger of Speed

Spiked, Adamantine Full Plate +1*

Heavy Mithral Spiked Shield +1*

APL 12 (all of APLs 2-10, plus the following)

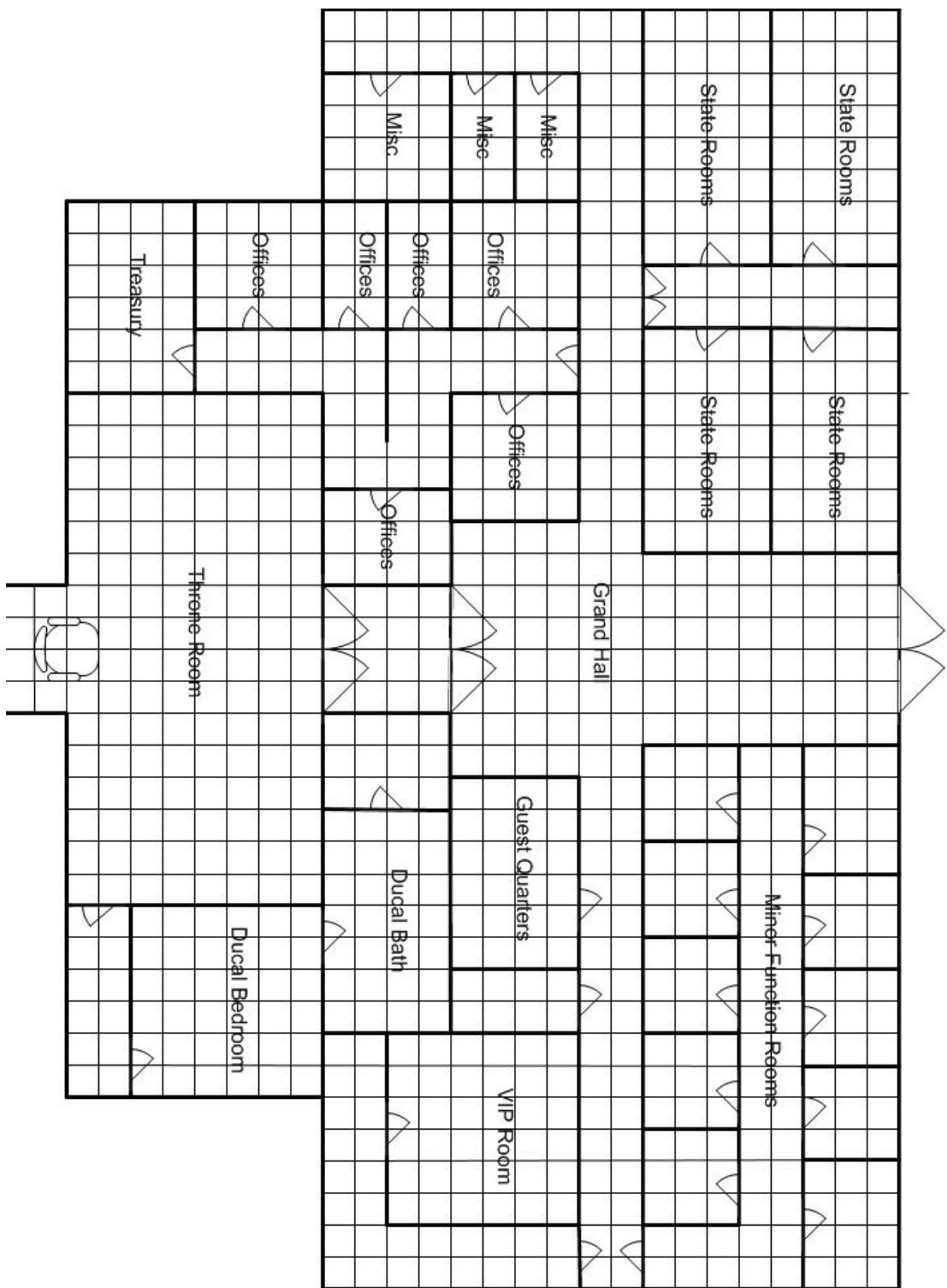
+5 Bracers of Armor

+3 Mithral Chain Shirt

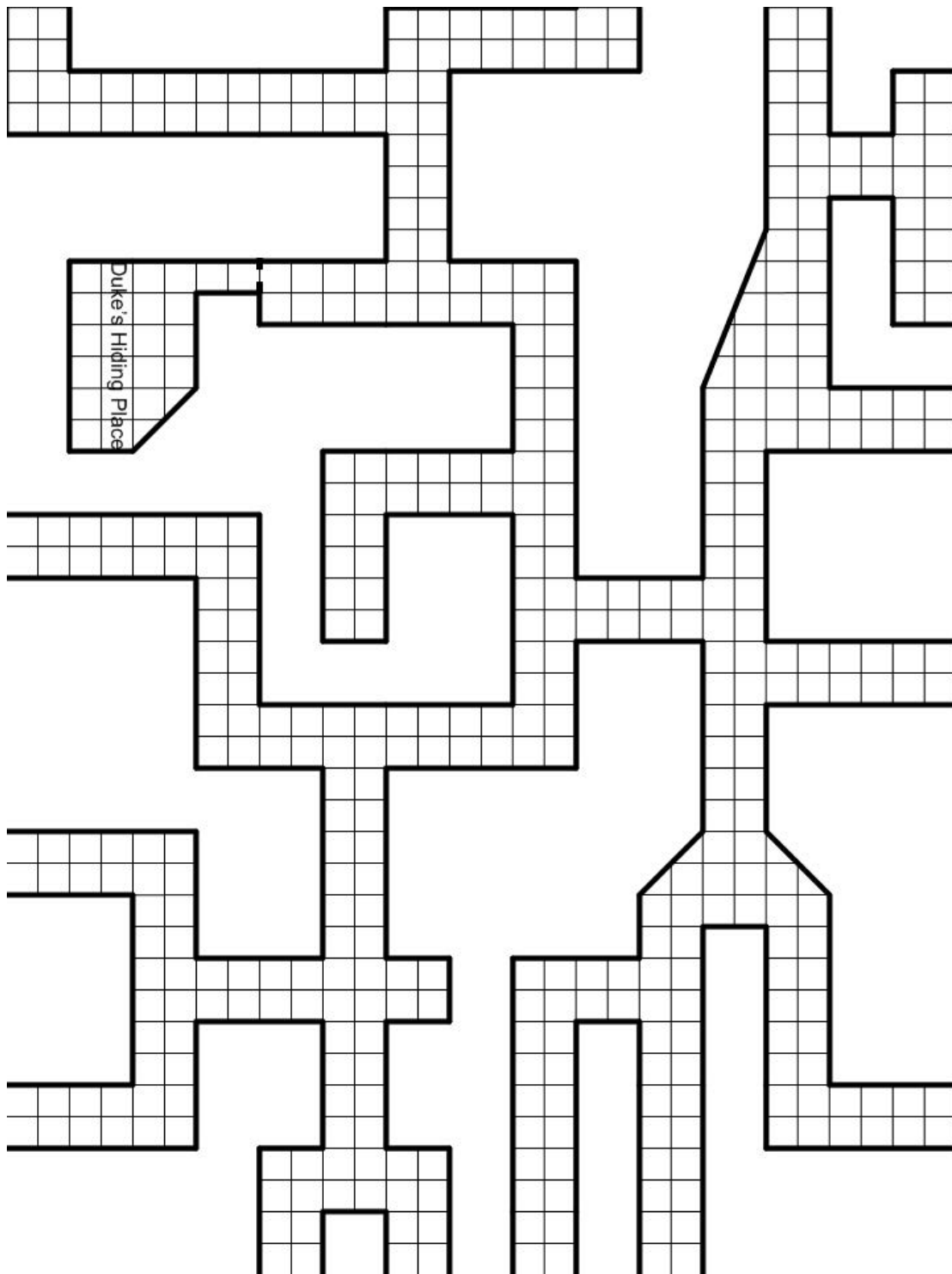
Combat Appendices

All combat appendices have been included as separate files for ease of printing only the required APL range. Please refer to these associated documents for the necessary stat blocks and tactic information.

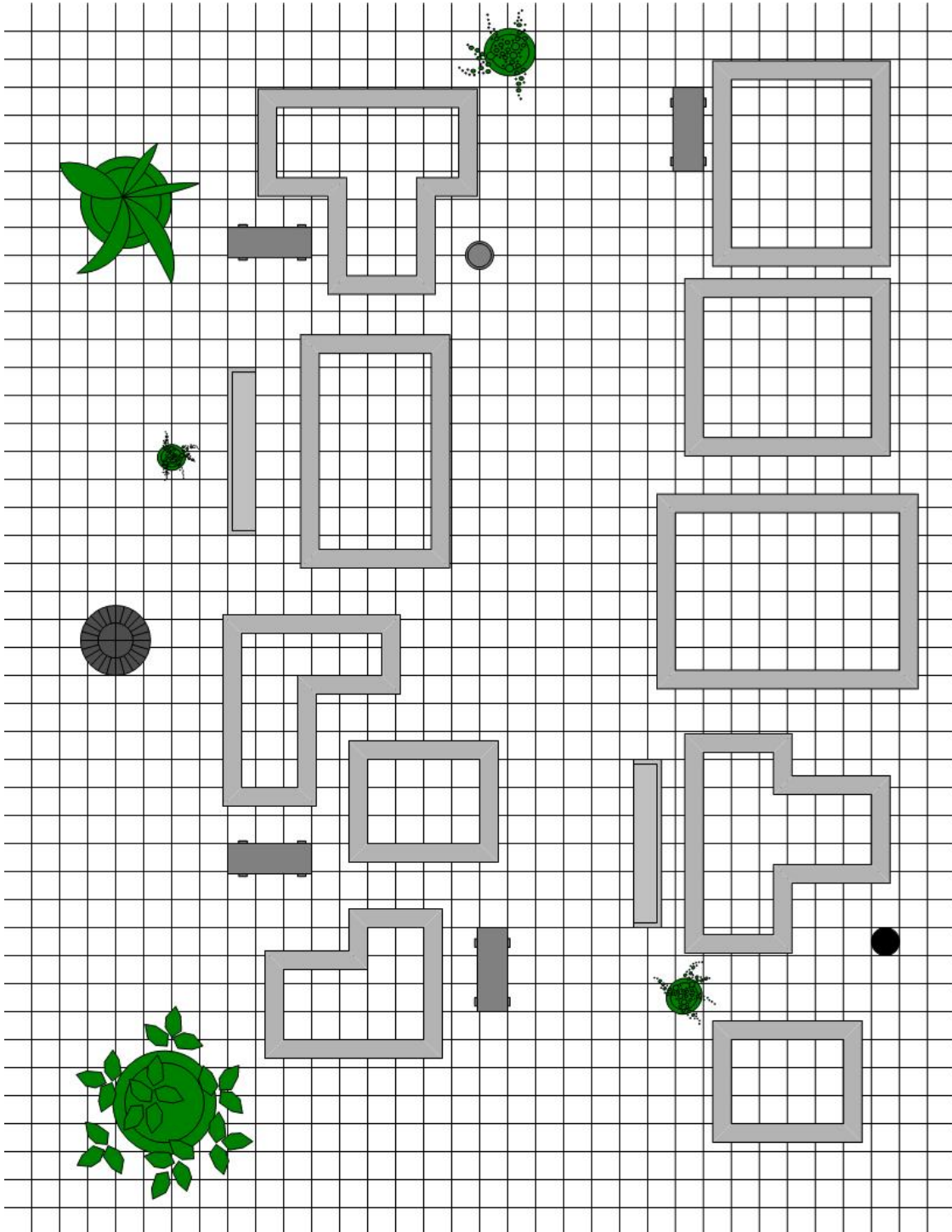
Map of Mithat's Castle



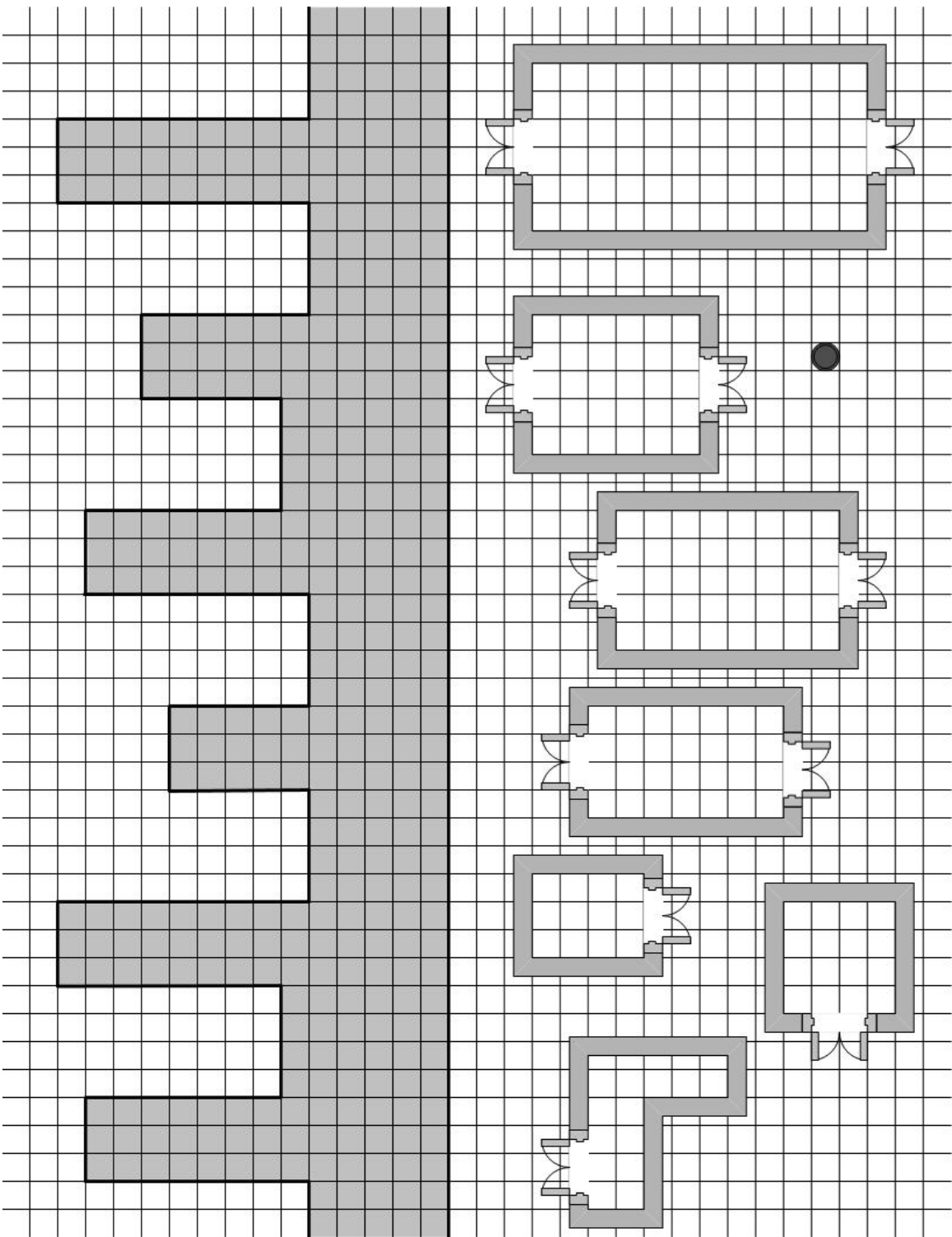
Map of Mithat's Sewers



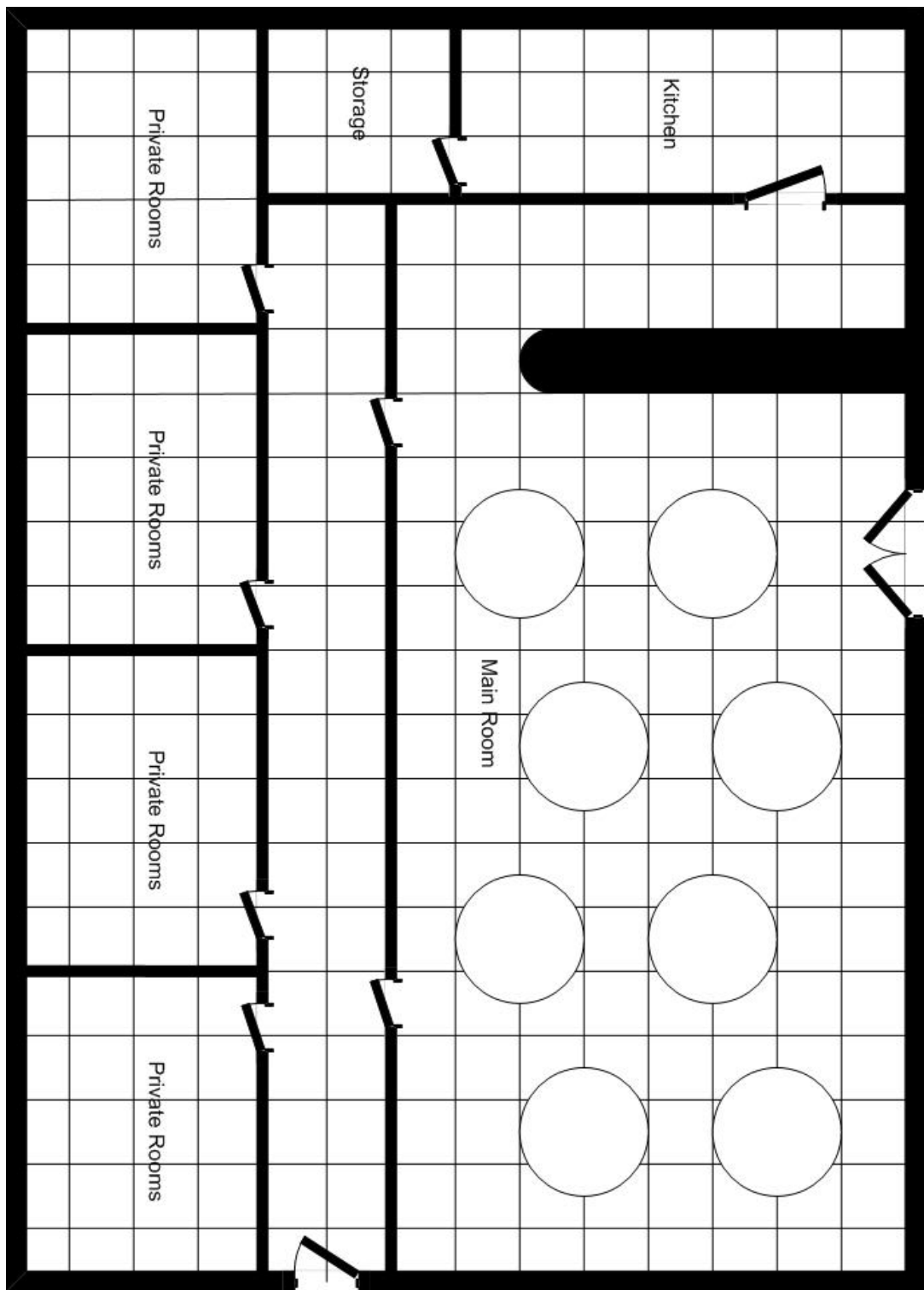
Map of Mithat's Streets



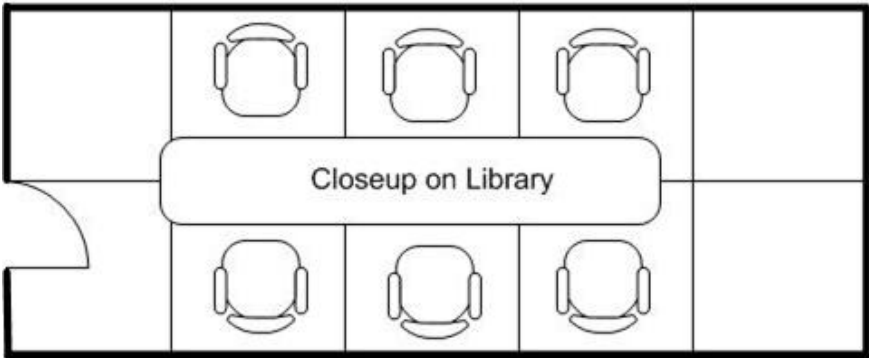
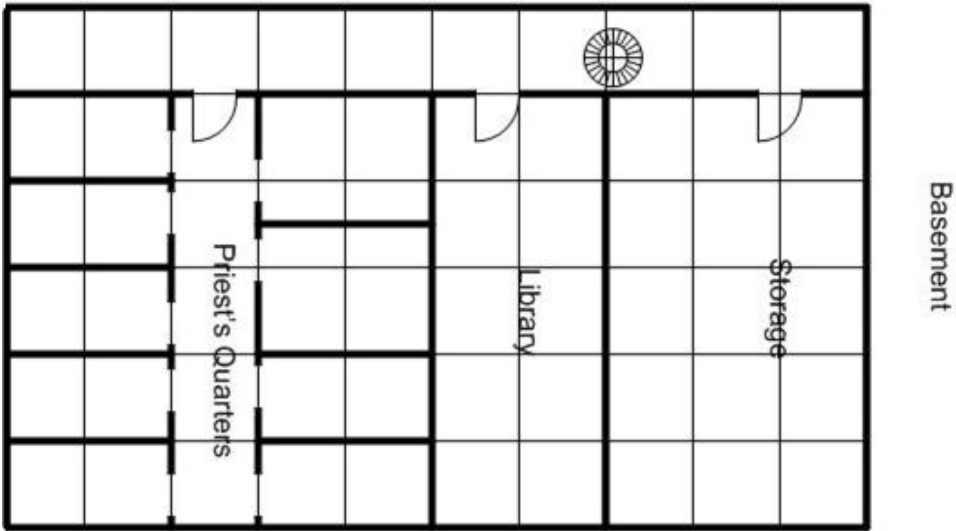
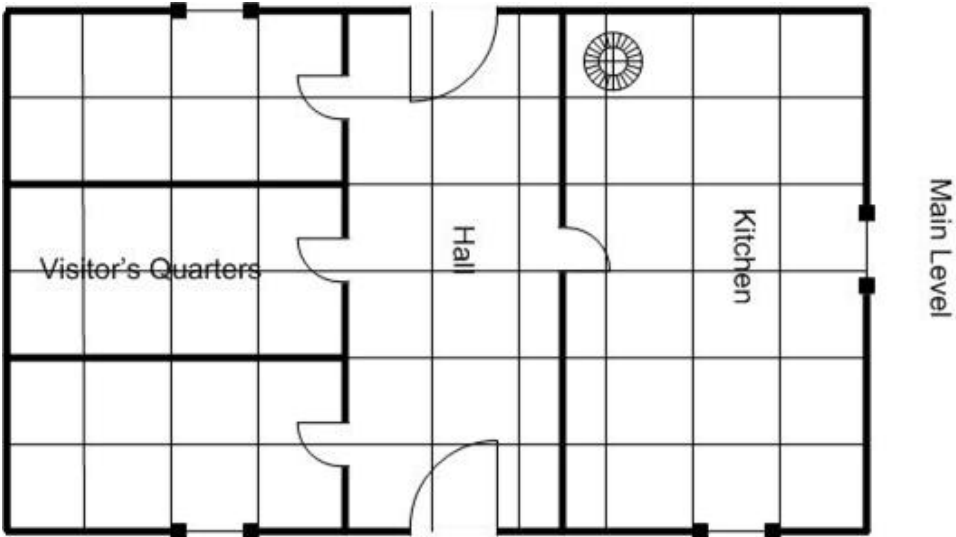
Map of Mithat's Docks



Map of Mithat's Tavern



Map of Mithat's Lighthouse



Player Handout #1 – Character Information

Please answer each question honestly. Please do not show this sheet to the other players. The information submitted will remain secret. Also, your PC begins play alone. Do not converse “in character” with the other players until directed by the Judge.

1. Player Name:_____Character Name:_____
2. Is your character a member of any Nyronde Royal Meta-Orgs? Yes No
3. If Yes, which organization(s)?_____
4. Is your character loyal to King Lynwerd? Yes No
5. If No, is your character loyal to either the Imperium or the Emperor? Yes No
6. Does your character own the Patriot’s Ring? Yes No
7. If Yes, is it being worn? Yes No

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7. If Yes, is it being worn? Yes No

Sheet 1 – This sheet is for characters Loyal to the Imperium or Emperor. Be sure to remove this header before handing it out to the players.

Player Handout #2 – Your Orders

Your Emperor has need of your services. The traitors in this camp are about to send a mission to Mithat to see if the city can be reclaimed for the weakling. We control the Duke, We hold the harbor, and Our forces patrol the streets. It is unthinkable. But these traitors have secrets We would learn. Arrangements have been made for you to join this mission. Work with these traitors, even if it seems to be weakening the Imperium. When you have learned all you can, submit a report on the activities of these traitors. As the traitors will need to visit the Duke's Castle at some point during their mission, you can drop the report off in the abandoned office just inside the entrance. Obviously it would be better to visit the Castle later rather than earlier. If your 'companions' insist on going there first, you should find a way to change their mind. Report to the command tent for further instructions.

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Sheet 2 – This sheet is for those characters that belong to any of the various Royal Meta-Orgs (Royal Guard, Knights of the Kingdom, Grey Watch)

Player Handout #2 – Your Orders

You were told to report to the Heironean Camp. The orders came directly from King Lynwerd through verified channels within the Resistance. Your honor to serve, and so here you are. Traveling through Sewardt controlled lands was difficult, but you arrived here yesterday. You knew only that when you arrived here you would be sent on to Mithat. The Resistance needs to know if the city can be salvaged. Duke Younard's unexpected vote in favor of Sewardt's legitimacy verifies the reports of his madness. The blockade of the harbor makes it impossible for Lynwerd's forces neither to stop the influx of scarlet robed monks nor to prevent the taking of Nyrond's citizens as slaves. You must learn the truth of Duke Younard – be he enslaved, enspelled, or (Heironeous forbid) traitor. This mission is vital to the future of the Resistance. When you are ready, report to the command tent for further instructions.

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Sheet 3 – This sheet is for characters Loyal to King Lynwerd and the Kingdom. Be sure to remove this header before handing it out to the players.

Player Handout #2 – Your Orders

The foul forces of that snake Sewardt have gained control of the City of Mithat. Our fleet is blockaded in the harbor. Scarlet robes and Hextorian cloaks wander openly in the streets. Against all logic, Duke Younard has sided with Sewardt. The Resistance has need of your services. We propose to send you inside Mithat to learn if the city can be reclaimed and saved. It is possible the Duke has been enchanted. Find out what you can about the disposition of the forces in the city, especially those in control of the harbor. Learn the will of the common people – which way will they go if we attempt to retake the city. See if there are any weaknesses that we can use to defeat these usurpers. This is not a mission of covert, cat-and-mouse spying. We are sending adventurers as much for what you may learn, as for the precision damage you may cause to our enemy. When you are ready, report to the command tent for further instructions.

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Sheet 4 – This sheet is for characters owning the Patriot's Ring. Be sure to remove this header before handing it out to the players.

Player Handout #2 – Your Orders

That strange ring you own has pulled you towards the camp. While it appears to be a gathering of Heironeans from all the holy symbols you see displayed and from the standards scattered about, a second look reveals its true status as a war camp. This is the Resistance – forces loyal to King Lynwerd and opposed to Emperor Sewardt. You have somehow managed to fit in; as any not loyal to Sewardt are welcome here. In your time here, you've occasionally been given tasks to perform. Nothing difficult; however, you sense that these tasks weren't the simple jobs expected of anyone in a camp such as this, but more some kind of sizing up routine. Your suspicions were confirmed with the note you've just received. It seems the Resistance wants to use you on some mission to Mithat. Something about learning the current state of the city. What's worse, the blasted ring seems to agree with your 'orders'. Ever since you've opened the note, it's been tugging at you again – tugging you south towards Mithat.

Player Handout #2 – Your Orders

That strange ring you own has pulled you towards the camp. While it appears to be a gathering of Heironeans from all the holy symbols you see displayed and from the standards scattered about, a second look reveals its true status as a war camp. This is the Resistance – forces loyal to King Lynwerd and opposed to Emperor Sewardt. You have somehow managed to fit in; as any not loyal to Sewardt are welcome here. In your time here, you've occasionally been given tasks to perform. Nothing difficult; however, you sense that these tasks weren't the simple jobs expected of anyone in a camp such as this, but more some kind of sizing up routine. Your suspicions were confirmed with the note you've just received. It seems the Resistance wants to use you on some mission to Mithat. Something about learning the current state of the city. What's worse, the blasted ring seems to agree with your 'orders'. Ever since you've opened the note, it's been tugging at you again – tugging you south towards Mithat.

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Sheet 5 – This sheet is for characters without any particular motivations. Be sure to remove this header before handing it out to the players.

Player Handout #2 – Your Orders

This Resistance you've found yourself with is certainly organized. The tents are easily struck. Supplies are only taken from the wagons as they are needed. The guards are alert and ready to respond. They are wary of Sewardt's troops – enough so, that they have moved their campsite twice in the last week. Your time here has been busy up until now. The Resistance apparently has a need for adventurers such as you. Adventurers have a way of getting things done that ordinary troops would be unable to manage. Now it seems they want your help in particular. They want you for a mission into Mithat – a chance for the Resistance to learn if the city can be saved, but equally a rescue mission. While Duke Younard may have been driven mad, his wife, the Duchess Perscia, is still held captive by Sewardt's forces. The Resistance wants her rescued, and they've chosen you to accomplish the task. These orders direct you to report to the command tent for further instructions.

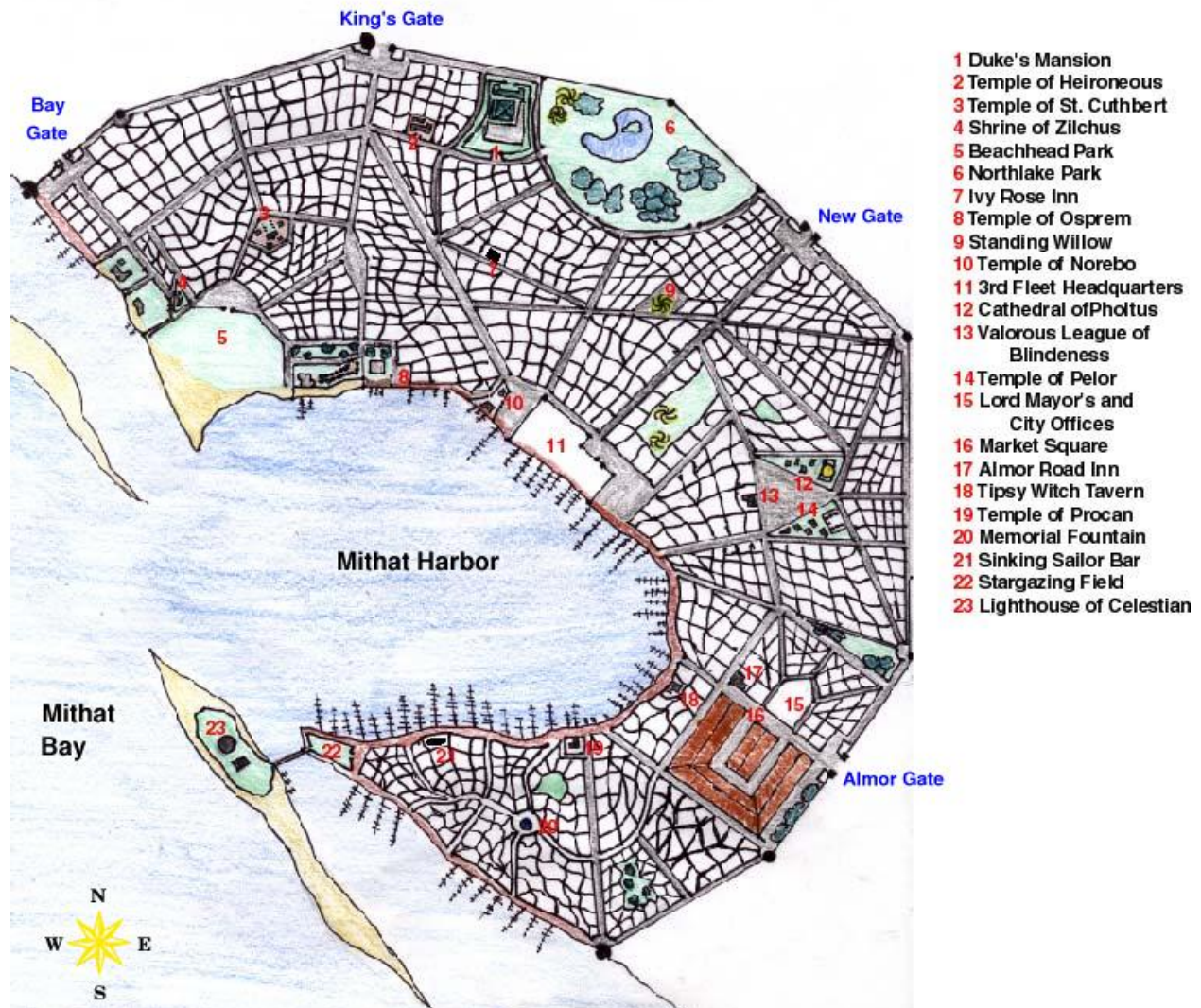
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Player Handout #3 – The City of Mithat



Player Handout – The Duke’s Tale

The following information was revealed to you during your nighttime conversation with Duke Younard.

“It began several months ago, during the latter half of common year 594. I was in the midst of a private conversation with a good friend of mine – Brother Wevor of Celestian. We’d had these conversations many times before. Simple chats that had nothing to do with politics, governing, or the burdens we both had. But that night was different. Brother Wevor stopped while in mid-sentence. His eyes rolled back and he crashed to the floor in convulsions. At first I was convinced he had been poisoned, but then his eyes focused upon me with an intensity I’ve never seen before. And then he uttered a prophecy – one that filled me with dread. I shall not repeat all of it, as most has already come to pass. He prophesied the fall of Nyrond. It was a night I never wish to repeat. But just before dawn, just as I had begun to lose all hope, these final words came out:”

*The mad one acts,
And the city burns red.
The mad one laughs,
And black smoke drifts through empty streets.*

*The strangers come,
And the mad one hears
The strangers act,
And the mad one sees the truth of it.*

*The city struggles,
And the people emerge.
The storm rises,
And war follows close behind.*

*The war rages,
And Brother faces Brother.
The people choose sides,
And the question is answered.*

“While I did not then know what they meant, I felt a bit of hope. Brother Wevor came to immediately after, and we tried to figure out what everything meant. Most we understood, but these final words eluded us. And so we searched for an answer. Brother Wevor locked himself within the lighthouse of his order searching their archives, while I searched the city for a madman. I spoke with priests of the Mad Archmage. I walked among the most downtrodden citizens of this city. It became an obsession. I stopped eating, stopped sleeping. Yet the truth eluded me. Until the First of Fireseek.”

“The rest is known to you. That day in the castle. The report from Rel Mord. The scarlet sails blockading our harbor. The ‘Fist with Arrows’ marching through the gates. The answer was so simple. I couldn’t help myself. I began to laugh with the irony of it all. And so began the madness. It was the only way. The only way I could save Mithat. I needed to become that madman.”

“And so I did. I gave the city over to the invaders, and my people were made safe. Obviously, the usurpers didn’t believe it at first. I was examined, checked, spied upon. But the prayers of Brother Wevor and my faith in that prophecy kept me strong and steadfast. Eventually, my guards relaxed their vigilance. They were convinced I was truly mad, and so I had some measure of freedom. I could bide my time and wait for the strangers to come and bring the storm with them. And so you have.”

Player Handout – Brother Wevor’s Tale

The following information was revealed to you during your nighttime conversation with the cleric of Celestian.

“It began several months ago, during the latter half of common year 594. I was in the midst of a private conversation with a good friend of mine – Duke Younard. We’d had these conversations many times before. Simple chats that had nothing to do with politics, governing, or the burdens we both had. But that night was different. We were sitting in this very room, having a discussion about fish of all things. Then everything went black. I came to several hours later, apparently having spoken a prophecy. It was long, involved and complicated – as these things often are. Little of it concerns you directly, and I shall not waste your time with it. The important part was at the very end, and it went like this:”

*The mad one acts,
And the city burns red.
The mad one laughs,
And black smoke drifts through empty streets.*

*The strangers come,
And the mad one hears
The strangers act,
And the mad one sees the truth of it.*

*The city struggles,
And the people emerge.
The storm rises,
And war follows close behind.*

*The war rages,
And Brother faces Brother.
The people choose sides,
And the question is answered.*

“Neither of us knew what it meant. I spent days locked in this room, researching any angle that presented itself. The Duke, well, the Duke spent his time searching for the madman mentioned in the verses. Neither of us found anything. So obsessed were we both, that neither of us noticed the strange looks we were getting as time went on. We spoke to no one else about what I had prophesied, and so none knew the source of our desperation. We were simply seen as odd. At least at first.”

“Then came that fateful day. The First of Fireseek. Something of the rest is known to you. The report from Rel Mord. The Duke’s mad laughter and mental collapse. The scarlet sails now blockading our harbor. The ‘Fist with Arrows’ that marched through our gates. What is unknown to you is that I myself nearly laughed when I saw it all. It was so simple. The Duke had become that madman.”

“At least to all outward appearances. He gave the city over to the invaders, and the people were made safe from an all out attack of conquest. Obviously, the usurpers didn’t believe it at first. He was examined, checked, spied upon; but they slowly became convinced.”

“But they were fooled. Duke Younard is as sane as anyone else. His acting skills, the power of Celestian, and his faith in that prophecy have all kept him strong and steadfast. The clergy of Celestian was called in when the Hextorians could learn nothing. I was the one they sent, and one look at my friend was all I needed to set me on the right path. I needed to bide my time and wait for the strangers to come and bring the storm with them. And so you have.”

Scenario Results

When you have a moment, please take the time to enter the scenario results of this running of "The Mad Duke" by going to this page on the Nyronde website:

<https://www.nyronde.org/turbine/scenario-results?id=NYR5-03>

You can also easily navigate there by following the link "report the results of your tables" from the scenario's entry on the www.nyronde.org website. The following questions will be asked. It might help you to preliminarily write the answers down now so you don't forget them by the time you have a chance to visit the website:

Question 1: Did the PCs complete the entire scenario or did they report back early?

Question 2: How many PCs died?

Question 3: Did the PCs rescue Duke Younard?

Question 4: Did the PCs rescue Duchess Perscia?

Question 5: Was the Almorian Standard recovered?

Question 6: Did any of the opposing forces escape? Please list which ones:

Question 7: Were any pro-Sewarndt PCs present during the scenario?

Question 8: If there were pro-Sewarndt PCs present, did they follow their orders and report on the location of the Resistance's war camp?

Question 9: Did anyone, such as pro-Sewarndt PCs, jeopardize or interfere with the PCs' mission in Mithat? If so, please describe – otherwise just list 'no.'

Question 10: Please list any special actions taken, unusual circumstances encountered, or other situations of note of which your PCs participated in, but were not addressed in the scenario.