

ONW3-02

PYRTURA

A ONE-ROUND D&D LIVING GREYHAWK® ONNWAL REGIONAL ADVENTURE

Version 2

For APLs 2-8

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Pyrtura - Fiery Destiny in Ancient Suloise.
Sornhill is ablaze – its streets run red with flame and blood. Who is set on destroying the town, and why?

It is recommended you play *ONW2-05 To Hunt a Traitor* and *ONW3-01 The Prophet* prior to this module

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

PREPARATION

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

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

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

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

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

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

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

or the *Monster Manual* when confronted with a monster.

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

SCORING

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

CR	1	2	3	4
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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
3. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Free State of Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round. Additionally, characters with home

region of “Free State of Onnwal” may do other things at the end of this adventure, spending Time Units as per **the LGCS guidelines**. Adventurer’s Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

ADVENTURE SUMMARY

HOW MATTERS APPEAR

Recent fires in Sornhill (not dissimilar to the ones that occurred in Longbridge at Richfest) have become quite common. Fear within Sornhill is at an all-time high after the massacre at Greenfalls and the Long Night. It is thought though his forces are being driven back in the Storm Coast; Kesh Kekarav Madi plans to destroy the town of Sornhill from within.

Accusations are rife that Maren Vidkko and Dirkwall are responsible for the fires. Vidkko is a priest of Xerbo, the Suel God of trade and sea, who aided the Scarlet Brotherhood in taking over Onnwal. Later when the tide turned he defected to the Rebellion providing vital information to allow Sornhill to be retaken in 590 CY. Nonetheless – he was a traitor and was, along with other Suel who aided the rebellion “rewarded” by being incarcerated by the Free State in the Red Tower. In this way he avoid being killed by vengeful mobs during the retaking of the city. Dirkwall is a prominent merchant with ties to Zilchus and the resistance.

A cache of pitch bound for Sornhill from Killdeer, at the behest of Dirkwall and Vidkko, has disappeared. As the fires began in Harbour Town and barrels of pitch were found at the scenes, panic erupted. People remember the “shipment of pitch” the almost destroyed the Bridge Market of Longbridge and killed fifty innocents.

It was a particularly greedy faction of the Wreckers that have stolen the pitch – which was in fact a genuine delivery from Barund Laramore on behalf of Vidkko and Dirkwall. When one of their number was caught attempting to sell the pitch at an extortionate price to Illinkir’s shipyard, a lynch mob was directed to the rogue by the honest shipwright, and thinking him an agent of the Scarlet Sign drowned him within his own barrel of pitch.

Unfortunately this was not the end of the matter, as Dirkwall claimed the barrel, as part of his missing delivery. When it came to light Dirkwall had been loaned money by a Suel turncoat, this gave the lynch mobs a new target to focus their fire upon – Dirkwall and his Suel “master”.

A concerned party in this is Vogel Daxand, a priest of Norebo who was a resistance agent during the

Occupation of Sornhill. Concerned that the name of his Suel brethren within the Red Tower is being besmirched, he needs help to protect Dirkwall and find the truth...

THE ELUSIVE TRUTH

These are how recent events appear – in fact Daxand gave the direction of the delivery to the young Wreckers. The Wreckers slaughtered the caravan guards, members of the Fellowship of the Coin, and took the pitch to sell on the black market. Daxand’s share of the pitch (gained quietly through intermediaries) was used to fuel the fires that now plague the town.

Daxand is actually a priest of Syrul and a member of the Truth Scourge. He is quite mad –hearing the voices of his Suel ancestors within the secret confines of the Red Tower. He seeks to fulfil their desire, and that of Kekarav Madi’s – the sacrifice of Duchess Sailema Relaster, by his hand no less.

Daxand has manipulated this elaborate series of events but has been unable to act directly in these matters, as he is incarcerated in the Red Tower, like Vidkko. He asks the PCs to “protect” Dirkwall so that they may find the plans for an attack on Osprem’s Light and draw the Duchess’s trusted Skullsplitter away. Finally – once this is done, he hopes that the orders from Barund Laramore shall be found, proving Vidkko and Dirkwall innocent. He knows the vengeful public will never stand for such a decision and that riots will ensure. He intends to hand Dirkwall and Vidkko over to this mob to distract the PCs. He has furthermore arranged for some fires to start throughout the city during these riots.

ENCOUNTER GUIDE

Encounter 1 Fire at the Keghouse

The PCs witness a fire within a scruffy keg house and may heroically attempt to save the occupants.

Encounter 2: Contact

Daxand contacts the PCs and tells them his concerns regarding Dirkwall and Vidkko. He asks the PCs to go to Land House, where Dirkwall resides, and protect him for the duration of the Xerban trials.

Encounter 3: The Hostel

The PCs must make their way past a violent group of rioters, consisting of fiery Triithereonites and Pholtans ironically united in their misguided hatred against Dirkwall.

Encounter 4: The Long Night at Land House

The Wreckers send an assassin into Dirkwall's hostel. The PCs must defend him.

Encounter 5: Everyone Pitches In

Dirkwall asks the PCs to escort him to the Red Tower, and then begs the PCs to find the missing pitch and the missive from Barund Laramore, High Trade-Priest of Zilchus.

Encounter 6: The Watch Station

The PCs can find the members of the Watch who investigated the lynching of the young Wrecker and learn that he worked for Teral Lightfingers.

Encounter 7: The Laden Merchantman

PCs ask for Teral Lightfingers. Eventually they meet Jornal Surearm, one of Teral's lieutenants, who will take them to Teral's base, if they agree to travel in coffins to prevent them from being seen or seeing Teral's lair.

Encounter 8: Teral Lightfingers

The PCs arrive at Teral's lair and persuade him to give them the address of the warehouse the pitch is being kept in.

Encounter 9: The Warehouse

The PCs track the missing pitch to a warehouse by the docks. There they deal with the Wreckers who stole it and find in addition to the pitch a missive from Barund Laramore. They also find a set of orders to create distractions using the pitch, and plans for an assault on Osprems' Light early next morning, signed by Kekarav Madi himself. Neither of these documents are forgeries – but were deliberately left by Daxand's agent to distract Skullsplitter and his men. The attack on Osprems' Light is very real though.

Encounter 10: Aflame with Riots

If the PCs found Madi's plans and handed them over, Hazaraz Skullsplitter and Carthen Relaster depart aboard *The Fearless* to aid defending Osprems' Light.

With the evidence found by the PCs proving Dirkwall and Vidkho innocent, a riot begins. In the confusion it is discovered that Dirkwall and Vidkho are missing from their chambers within Stormhaven. Indeed, from the highest vantage point of the Stormhaven, makeshift gallows are being erected in the Briny Halls in Harbour Town. Two victims also appear to be being held there. With the guard spread thin to prevent the attack on Osprems' Light it seems it is up to the PCs.

Upon leaving Hightown, the PCs encounter part of the rabble, and just as it seems combat will ensue between fellow countrymen, Tarnedas and his followers, having arrived secretly in Sornhill intervene and the charismatic prophet resolves the matter peacefully. He sends the PCs back to the Red Tower, promising to save Vidkho and Dirkwall. The Parliament of Gulls has told him that the House of Relaster itself is in grave peril at this moment.

Encounter 11: The Sacrifice

After dealing with the rioters the PCs discover the Duchess's guards are slain, and that Daxand and his followers are within the forbidden sanctums of the Red Tower, attempting to sacrifice the Duchess with the aid of the Suloise spirits therein.

Finally the PCs learn Kekarav Madi, who was disguised as Daxand's manservant, has stolen the infant Veryanna away.

DEEDS PAST

ONW3-02 Pyrtura interconnects with previous Onnwal regional scenarios. The obvious connections are listed here for the convenience of DMs.

If the PCs played *ONW1-02 To Catch a Traitor* and *ONW2-05 To Hunt a Traitor* they may have played a major role in the death of Rohal Soldas.

Players of *ONW2-03 Trouble At Mill* should have met Dirkwall – who hired them to recover a shipment of silver bound for the Free State.

Players of *ONW3-01 The Prophet* will have met the great Tarnedas of the Gulls and his disciples. They may have gained the White Bows of Tarnedas – items which over time shall gain power.

They may also have earned the Disfavour of the Wreckers by turning over a band of them to the authority of Baron Kiernal Maldrenn – who being a lawful fellow promptly hung them. This may make them leery of dealing with the Wreckers in this module – though they have an opportunity to lose the Disfavour gained.

INTRODUCTION

Once the PCs have settled in and are ready to proceed, read or paraphrase the following: -

It is late evening as you stroll in Harbour Town. Glimmering in the darkness, across the waters, you can see the fortress of Osprems' Light, ever a beacon of hope in these beleaguered times. It is a quiet night and the air is lightly salted with the scent of the Noxtia bay.

A second smell joins the salted odour, it is the scent of burning, and it is coming from what appears to be a derelict building on the almost deserted waterfront.

The PCs should investigate the fire. In this case go to Encounter 1. If they do nothing, there is a terrible explosion minutes later, and the sound of panic. The PCs will still be approached by Daxand's agents as outlined at the end of Encounter 1. Go to Encounter 2 in this case.

ENCOUNTER 1: FIRE AT THE KEGHOUSE

As the PCs investigate the fire read or paraphrase the following: -

Overhead hangs a beaten wooden sign with a keg scratched on to it. Flames gently lick at it from the doorway as from within you hear a scream.

MALLIK'S KEGHOUSE

One Mallik Marakast, a known smuggler for the Wreckers, owns this keghouse. The keghouse has a tendency to move throughout the Harbour Town, as the local guard take offence to its presence.

If the PCs enter the keghouse, the DUNGEON MASTER should be familiar with the rules in the *DUNGEON MASTER'S Guide* on page 86, regarding Catching on Fire.

1) Entry Corridor

The door here once had a slit that opened allowing Mallik's men to check who was knocking on their door. This door has been thrown open.

The corridor is narrow, and PCs must make Reflex saves (DC 15) to avoid catching on fire as per *DUNGEON MASTER'S Guide*, Page 86.

2) Main room

This main room, which was once several rooms show signs of having recently had a sledge hammer taken to the walls to create a makeshift common room.

Mallik lies behind the counter, quivering as the elementals threaten his livelihood while his wife, Mayna and two of his patrons lie slumped over some tables. In the corner a set of steps lead down into the cellar wherein Mallik stores his goods.

The elementals present in the main room were summoned by agents of Kekarav Madi within the city, and are being used to cause mayhem. Several of the

kegs of ale have been replaced with pitch and anyone entering the keghouse will note the stench of pitch.

APL 2 (EL 3)

🔥 **Fire Elemental (Small) (4):** hp 12, as per the Monster Manual, page 83.

APL 4 (EL 3)

🔥 **Fire Elemental (Small) (4):** hp 12, as per the Monster Manual, page 83.

APL 6 (EL4)

🔥 **Fire Elemental (Small) (5):** hp 12, as per the Monster Manual, page 83.

APL 8 (EL 4)

🔥 **Fire Elemental (Small) (6):** hp 12, as per the Monster Manual, page 83.

ALL APLS

👤 **Tavern Occupants (4):** male human; Com 2; AC 11 (currently); AL N; hp -1 currently (normally 9); Hide +5.

Tactics: At APL 2 the elemental simply threatens the occupants of the keghouse and engage the PCs in melee.

At APL 4 and higher, however, one of the elementals (one of the smaller ones in your APL) is ordered to seek the pitch and alcohol stored in the basement of the keghouse. It disengages as swiftly as possible if combat ensues to descend into the basement. If left unmolested in the basement for 3 rounds, the elemental causes an explosion destroying the keghouse and inflicting large amounts of damage on any character unfortunate enough to still be in the keghouse.

Damage from the Destruction of the Keghouse: Any PC unfortunate enough to actually be in the keghouse when it explodes (it does not explode at APL 2) takes the following damage:-

APL	Damage
4	6d8
6	8d8
8	10d8

TREASURE

No treasure is to be found here.

REWARDS FOR THE FIRE

If the PCs get Mallik and his people to safety, they earn Mallik's favour. No good deed goes unpunished in Sornhill. All PCs involved in the rescue have gained Contact - Mallik Marakast, as listed on the Adventure Record.

If the building has not been destroyed, then swiftly men in the sable and argent colours of the Storm Coast arrive and form a bucket column. Priests of Osprem aid them in putting out the fire, and in tending the injured Mallik and his people.

During this time, the PCs may make a Spot check (DC 19) to see Daxand's man who has been watching the PCs. Irrespective of whether or not he is spotted, he tails the PCs until they are away from the fire.

If the PCs did not help the people then, though they are clearly unheroic, Daxand's man still seeks them out. Go to Encounter 2.

ENCOUNTER 2: WITHIN THE RED TOWER

If the PCs saved Mallik's keghouse, Telemar, (Daxand's man), seeks them out at the scene. If not, he approaches them at the closest opportunity.

"Greetings my friends," says a man, dressed in a pale blue tunic with a long green pantaloons. "I am Telemar, servant of the most noble Vogel Daxand."

If the PCs saved Mallik from the fire or otherwise acted heroically, Telemar congratulates them on their fine deed, otherwise he mentions his master is seeking worthy patriots to aid the Duchess and her house. He asks each PC to introduce himself before continuing: -

"My master is one who would not wish his business spoken of within these cold streets," says Telemar. He fingers his strawberry blond hair as he speaks, "Would you be willing to accompany me to the Stormhaven, where he awaits?"

Telemar says nothing about Vidkho or his mission as he knows very little either. Telemar is a priest of Norebo, though this is also a fact he prefers not to broadcast. If the PCs do follow him, he leads them to the Stormhaven and into the largest tower known as the Red Tower. There, at the behest of several guardsmen the PCs are led into the lower levels of the Red Tower, into a darkly lit room, with an eerie red glow about the walls. Sitting in the shadows, by a table, playing Crown of the Empire, is a small pallid man, blonde of tress, with a faint smirk upon his face as if he

were enjoying a private joke. His eyes twinkle with delight when he sees the PCs, and he enthusiastically greets them all, shaking their hands.

"Greetings and welcome, welcome my friends! Allow me to introduce myself, I am Daxand, Vogel Daxand, loyal servant of Free Onnwal, Priest of the Father of Chance, and lately man of leisure. Sit, sit!"

Play Daxand as a charismatic rogue – one who represents the romantic Wrecker so many people associate with the band of cut-throats. When lying Daxand is protected from all divination spells by his holy symbol. Alignment divinations reveal him to be Chaotic Neutral (as opposed to his actual alignment of Neutral Evil). To see through this requires a Bluff check (DC 29, 31, 33 and 34 dependant on the APL) – though do not allow the PCs to see through his deception or you ruin the scenario!

He has his servant, Termoth, pour the PCs a glass of finest Storm Coast wine, saying "Tis one of the few joys left to me." and offer them any refreshments they wish. For a prisoner, he is incredibly well looked after – a "reward" for his collaboration with the rebels and the Wreckers during the occupation.

Once the PCs are settled he explains to them why he has summoned them: -

"I am sure you cannot help but notice out there that there is a growing feeling of tension upon the streets of Sornhill, no?" says Daxand, gently sniffing from his goblet of wine before deciding to partake of its taste. "With the events of last year, the death of all those innocents in Greenfalls, and the recent fires, people are looking for someone to blame.

"I am but a humble prisoner within this gilded cage but I have heard the tension is being manifested in the form of unremitting hatred of even the most enlightened of the Suloise like myself. This is no small part thanks to that devil Madi and the Brotherhood.

"I have decided to take action against the Scarlet Brotherhood out of enlightened self-interest. I would dearly love to walk amongst our people again, without fear of watching my back, and if I help uncover the conspiracy I may yet restore my good name to the people of Sornhill.

"I have numerous connections without these walls, both amongst the high of the court at Stormhaven, and among... well, shall we call them the lowest.

"I have been following these fires – for they are the cause of the tension, and they resemble the

fires that occurred in the town of Longbridge... Daxand pauses for a moment, as if sniffing the air of Longbridge and continues at a tangent, "Ah, a pretty town that is, with its beauteous Span..."

"Sorry – where was I? Ah yes – Longbridge. I had heard that there were suspicious deliveries of pitch prior to an attempted arson attack in Richfest. Furthermore pitch has been spotted at the location of several of the fires."

If the PCs found the barrel of pitch in Mallik's basement, Daxand suggests there was pitch in the keghouse, boasting gregariously mentioning his 'sources' if the PCs look confused as to how he knew.

"Using those connections I mentioned I checked the ledgers and tracked down two sources of this delivery of pitch – a merchant named Dirkwall and a priest of Xerbo, Vidkho.

"Now, herein lies the problem. There was a leak in my connections, and word of this got out to the well-meaning public, and now there are mobs out for Dirkwall and Vidkho's blood. Last I heard there is a picket line outside Land House, a Zilchan hostel in the Harbour Town.

"Anyway, I've rambled on long enough, there's still some things to tell but at least now you see why you can't stay and play Crown of the Empire. Do you have any questions?"

The PCs doubtless will, so here are likely questions and their answers: -

Why send for us if you are so connected?

"I may have indirectly the Duchess's ear, dear child that she is, as she feels most terrible about my confinement, and that of my good friends, we shall refer to as 'the Wreckers', but with public feeling as it is they cannot act on behalf of my suspicions without undue risk."

Who is the Father of Chance?

"Norebo, patron of gamblers. A Suel god, but not one the Brotherhood particularly care for. A little too random for their tastes, though they pay him lip service.

"I presume you are not a gambler?" sighs Daxand, then that grin is back. "If you had time I would fain play Crown of the Empire with you. I have beaten all my associates to the extent that once I am released I shall be a man of substance."

Are you the High Priest of Norebo?

"Let's say there are few who can beat me at cards," says Daxand.

Who is Xerbo?

"Another Suloise god, of sea and trade, unlike my Norebo, the Brotherhood think quite highly of him. Xerbans were always prominent in Onnwal, though they sided with the Brotherhood during the Wars and helped them take over Onnwal."

After any comment on the Red Tower...

"Quite something isn't it?" says Daxand with a sly wink, gesturing to the crimson walls of his room. "The Red Tower is set to date back to the Onnwi, the original Suel conquerors of the Dragonshead."

What is in it for us?

"A wise question – one that clearly someone of high intelligence would ask," says Daxand with a brief laugh and a merry wink.

"Obviously you would have my gratitude, and that of my 'associates' but beyond that I can offer you little more. Hopefully once this matter is resolved I can offer you a monetary reward, if that is your want."

Daxand cannot guarantee an exact sum.

How do we know that you are working for the Duchess?

"Does this mean anything to you?" says the Noreban, reaching into the folds of his robes and producing a silver ring.

Daxand hands over the ring to the PCs with the symbol of a breaking wave; a Knowledge (heraldry) check (DC 5) reveals it to be the symbol of House Relaster. He expects the PCs to return it to the Duchess on completion of their mission – after all only a cad and bounder would keep a lady's ring.

Who is Dirkwall?

"A local merchant, connected to House Zelthred I believe, a good and honest merchant house that supports our efforts against the Scarlet Scourge. The name of Dirkwall has been connected to the Temple of Zilchus itself. Did you hear of that business of the missing silver before?"

"Funny, that a silver merchant should suddenly become interested in a delivery of pitch."

The events Daxand refers to is that of *ONW2-03 Trouble at Mill*.

Who is Vidkho?

Daxand smiles, "A fellow inmate of mine, if you would. A decent cardplayer, though with recent events his visits have become all to infrequent.

"He is a priest of Xerbo who, along with many of his religion, defected to the side of the Brotherhood. After the Brewfest Rebellion however, Maren Vidkho, sensing the way the tide was turning, began aiding the Free Onnwal. Information provided by Vidkho proved essential in the recapture of Sornhill. When the town was liberated - the populace rose up against the collaborators. Vidkho is held in the Red Tower for his own protection, the remainder of his former compatriots are not so fortunate.

"Tis said that he and Dirkwall were good friends, despite being on opposite sides of the political map. Zilchans and Xerbans never get on well you see, something the Occupation has amplified."

Can we see Vidkho?

"I doubt it, in the time available. He is under surveillance by the Skullsplitter - his very life is endangered. A shame, he is a worthy card player."

Daxand is being truthful here - to see Maren Vidkho requires a permit from the Skullsplitter, and an audience with the Skullsplitter can only be gotten on the morrow. The pale Suel Xerban knows what Dirkwall knows at any rate.

As the PCs leave, Daxand offers them the Duchess's ring, if they do not have it already, and says the following: -

"If Dirkwall is slain by a lynch mob, then, well, let's say I would not care to bet on the odds of us finding where they stashed their pitch. This is where you come in, I need you to protect Dirkwall - after all owning large quantities of pitch is not a crime in itself."

Ideally they should do as Vidkho suggests and go to meet Dirkwall at Encounter 3.

Allow the PCs the run of Sornhill. They may either try to find the pitch, in which case use Encounters 5 to 9 as a baseline in the event the PCs figure things out. In this case, if they do not find Dirkwall, he is stabbed in his sleep by the assassin Orwyrd.

ENCOUNTER 3: THE LAND HOUSE

PCs who have played *ONW2-03 Trouble At Mill* doubtless remember Land House, the domicile of the now-infamous Dirkwall.

Land House is a hostel of sorts in the Harbour Town district of Sornhill. It is a large two storey stone building standing back to back with another similar property. There is a large wooden door at the top of a short set of steps and a large window each side of the door.

Above the door lies the symbol of the Purse of Plenty, Zilchus. However the building does not show signs of prosperity, judging by the numerous smashed projectiles that line the walls as a large mob besets the building.

On one side of the mob stands a fiery eyed acolyte of Joramy, brand in hand shouting, "Death to the traitors!" and rousing several cheers and the throwing of more detritus. The scene outside the Land House is one of pandemonium.

APPROACHING LAND HOUSE

When the PCs approach Land House, they shall be challenged by the burly novitiate of Joramy as to why they wish to enter the house of the traitor Dirkwall. If the PCs somehow convince him to pass, they run the risk of being attacked via projectiles by the rest of the angry mob outside Land House. Feel free to hit the PCs with slings as they make their way to Dirkwall's front door.

Also - if any PC decides to attack his assailants, bear in mind these overtly passionate protestors are not actually trying to kill the PCs and will flee! If cut down in cold blood, don't be afraid to have the Sornhill Watch turn up at an appropriate time and bring them to justice. Offending PCs face a loss of 1-20 TUs depending on the severity of the crimes. Similarly rioters can expect the same justice.

ALL APLS

🗡️ **Rioters (5):** As per Appendix 1.

The mob will yell that the PCs are turncoats as well.

As you enter you see a second man lowering a crossbow, he appears to have been covering the doorway, "Who sent you?"

If the PCs present the Duchess's ring to the man, Rantis, allows them through. If they dither, then feel free to have the mob throw further projectiles at the house and the PCs.

The man speaks again "Come in quickly friends! I am Kulval – I must apologise for the rabble outside. Make yourselves comfortable, I shall send for Dirkwall."

Glancing out the door at the mob, he notes, "Thank goodness this building is made of stone, that's all I say."

He indicates an open doorway to your left, light spill's in from the window, illuminating a modestly furnished living room.

"Rantis, fetch Dirkwall, tell him there are people here to see him from Her Grace," instructs the all-to serene servant to the man holding the crossbow.

If the PCs have played the module *ONW2-03 Trouble at Mill* they have doubtless met Kulval, Rantis and Dirkwall. The DM is encouraged to role-play any information extracted from Kulval, if the PC's don't ask questions on specific subjects he will tell them nothing on that subject.

❖ **Kulval:** male human, Com1, AL LN.

Appearance: Kulval is a man of Oeridian descent, with weathered skin of an outdoorsman. His face is set in a perennial scowl.

Character: Kulval is the doorman of Land House and is not renowned for his charisma or etiquette. However he is competent at his job and his integrity is unquestionable.

❖ **Rantis:** male human, Com2, AL LG.

Appearance: Rantis is perfectly turned out in long pantaloons and a reasonably fine shirt. His posture and his accent reveal him to be a gentleman's gentleman and his face is almost always without emotion.

Character: Rantis is serene, unphased by anything the PCs do. He is an excellent and loyal servant, as well as a man of total discretion.

MEETING DIRKWALL

Once his guests are settled, Dirkwall himself makes an appearance, coming down the stone stairs from his room where he was listening to the sound of the mob outside. His eyes are blood red from lack of sleep, and his complexion pallid, but otherwise he seems unphased. PCs who have played *ONW2-03 Trouble at*

Mill note little difference beyond his lack of recent sleep.

After inviting the PCs to partake of the last of his wine (but not before ensuring sufficient is made available to himself) Dirkwall agrees to answer questions the PCs may have.

❖ **Dirkwall:** male human, Ari2, AL LN.

Appearance: Dark rust brown matted hair cover the head of Dirkwall. Once of athletic build, now he has reached the age of 31, he is beginning to put on a paunch. Dirkwall has a prominent nose and ruddy complexion, as well as eyes that stare like a hawk across the room.

Character: While there is little doubting his skill as a negotiator, Dirkwall suffers from a lack of tact and common sense in his personal and professional life. He is prone to rash actions until better sense prevails, and is particularly wary of his business rivals. He is boisterous and likes his food and drink (and that of other people's if possible).

DIRKWALL'S ANSWERS

How much pitch is missing?

"Three score barrels were taken. Six of these have surfaced in the recent fires, seemingly being used to inflame the wooden buildings."

What is the reason for the pitch delivery?

"The pitch was being distributed to Patriis Monir's and Gershimon Iilinski's shipyards, and to the new shipyard they are building in Longbridge. We certainly don't intend to burn down Sornhill, unlike those folk in Longbridge!"

How can you prove this?

"The pitch had come to Sornhill with orders bearing the seal of approval from Barund Laramore himself. Unfortunately someone must have known we were coming. Brigands outside the city stole the official missive and the wagon. Fearing we had been discovered we snuck the pitch in quietly. If only we could discover where the seal had gone we could use simple facts to cool the baying mob outside."

Who were these brigands?

"I do not know, but they were vicious, slaying the caravan down to the last man – but I heard a few days ago some fellow was selling a few barrels of my pitch in Haven Town. Poor fellow was found drowned in a barrel of pitch. Ironic wouldn't you say?"

Do you know anything else about this fellow?

"The authorities said he was one of the Wreckers. He'd been in a few brawls in the Laden Merchantman a couple of months ago, but other than that they'd only suspicions he was a criminal."

Have you sent a messenger to Barund Laramore to clear this matter up?

"Yes, he left two nights ago for Killdeer. That will take several weeks though, and I need an immediate solution to the problem outside!"

Unfortunately, what Dirkwall does not know is Veridik tailed this fellow from Land House and slew him, throwing his body into the Saltirn, where it has yet to be found.

Dirkwall and his men will not leave the Land House tonight – they hope the mob outside will abate. They ask the PCs to stay and protect them if necessary. Rantis will entertain them with the last of the supplies of wine and ale – the only real inducements they have. If the PCs refuse, make it clear they themselves are unlikely to leave Land House while the mob waits outside.

Once the PCs have finished their conversation with Dirkwall, have him leave and go to bed. If they accept this offer of hospitality to protect Dirkwall, go to Encounter 4. If they do not, continue to Encounter 5 onwards, but with Dirkwall found dead by morn, stabbed by Orwyrd in the night.

ENCOUNTER 4: THE LONG NIGHT AT LAND HOUSE

Once Dirkwall leaves, Rantis will offer the PCs rooms within the Land House. Ever the perfect gentlemen he ensures ladies within the party receive first choice of Land House's many rooms – normally this merchant lodge should be replete with gathered worthies but tonight only Master Dirkwall stays here.

Being restless sorts the PCs are most likely to pitch a watch regardless of the fact they are indoors. If such a precaution is taken, ask whoever is on watch two hours after midnight to make a Listen check (DC 14). Success causes the PC(s) to hear the cracking of a pot coming from above Dirkwall's room.

THE ASSASSIN

The noise is that of the assassin Orwyrd breaking open a jar of green slime to eat through the roof of Dirkwall's ceiling.

Orwyrd is clearly of Oeridian descent, olive skin and brown hair. He is a Wrecker and an assassin, recently recruited by Teral Lightfingers, who feels the best way to avoid an assassin's knife, is to keep one on the payroll. However Teral does not want his assassin dulled through lack of practice, so Orwyrd sees use against the odd enemy of the Free State or Teral Lightfingers (not necessarily in that order).

Orwyrd has utilised a pot of green slime to eat through the ceiling above Dirkwall. He was going to risk a frontal assault tonight until he realised the PCs were setting up residence there, and is lowering, via a length of chord, a measure of the deadly slime in the hope of killing the hapless merchant brutally when the slime either drops off the rope or eats it away.

Notes on Green Slime can be found on page 117 of the *DUNGEON MASTER'S Guide*.

IF THE PCS HEARD ORWYRD

The PCs have 5 rounds to react upon hearing Orwyrd's blunder and prevent the assassination.

IF THE PCS DIDN'T HEAR ORWYRD

The PCs shall be alerted to the attempt as Dirkwall screams when the Green Slime sticks to him. Apply the 1d6 constitution damage. The PCs can get to him within a round if they are upstairs.

CATCHING THE ASSASSIN

APL 2 (EL 2)

➤ **Orwyrd:** human Rog2, see Appendix 1.

APL 4 (EL 4)

➤ **Orwyrd:** human Rog4, see Appendix 1.

APL 6 (EL 6)

➤ **Orwyrd:** human Rog5/Asn1, see Appendix 1.

APL 8 (EL 8)

➤ **Orwyrd:** human Rog5/Asn3, see Appendix 1.

Orwyrd watches invisibly from the hole in the roof, taking time to study a spellcaster to use his assassin abilities on (if appropriate) or a fighter to use his Chink in the Armour feat. (See Appendix 2 for details on this feat). If the PCs save Dirkwall, Orwyrd awaits them on

the roof, risking a direct confrontation to slay his target.

Orwyrd has poisoned his sword (and at APL 8-10 his garrotte) and shall attempt to firstly strike at a spellcaster, under cover of his invisibility if possible, stealth if not, and deliver a blow with his garrotte (using his assassin's death attack at APL 6-10). He then uses the poisoned sword and his Chink in the Armour feat on a combatant he has studied.

If pressed Orwyrd tumbles off the building after using his *potion of spider climb*, with the aim of sticking to the adjacent building and lowering himself down.

Even if captured, Orwyrd refuses to give the name of his employer (Teral Lightfingers) as he believes in the Wrecker oath, "Silence or Death".

PCs who are members of the Wrecker cell of Sornhill may make Knowledge (local) check (DC 18) to recognise Orwyrd once his hood is removed. Teral's assassin is feared among the Wreckers of Sornhill.

ENCOUNTER 5: EVERYONE PITCHES IN

Assuming he survived, Dirkwall, decides to become a bit more enthused with the idea of being taken into custody within the Red Tower. He shall ask the PCs to ensure he, Rantis and Kulval get there safely and impresses on them the need to either find the missing pitch or get the letter from Barund Laramore.

A few hurled abuses and stones, thrown by the early birds who have gathered by Land House are all the PCs shall face ultimately, though feel free to described the narrow streets of Haven Town as they make their way to the Red Tower.

WHERE TO NOW?

If the PCs were able to surmise the assassin was a Wrecker, they may wish to make contact with the Wreckers. As any Sornhill Wrecker knows, Orwyrd answers only to Teral Lightfingers. He can be contacted through a man named Jornal Surearm, a regular at the Laden Merchantman. This is Encounter 7.

However, as is more likely if the PCs do not have any Sornhill Wreckers in their party, the only lead they have is that the boy selling Dirkwall's pitch was said to be a Wrecker. The name of the guard captain responsible for his capture is a chap named Sertern Eamon, a hardy fellow based in the Harbour Town watch station. Go to Encounter 6.

ENCOUNTER 6: THE WATCH HOUSE

The PCs can follow Dirkwall's lead of the dead Wrecker whose death was investigated by the watch in Harbour Town, currently a buzz of activity with the recent killings and fires. Asking one of the Duchess's guards present here will get them directed to the office of one Sarjent Eaman.

Eaman knows the following, which he will reveal during conversation: -

- The lad who was killed was called Karon.
- He was found five days ago, drowned in a barrel of pitch.
- Karon was believed to be a Wrecker – though this was never confirmed and will almost certainly be denied now. His associates were a Jornal Surearm and Teral Lightfingers (Sornhill's Wrecker Boss), known members of the Wreckers, both of whom trained him. However Karon had fallen out with Teral and Jornal a few months back, and started up with a younger group of suspected Wreckers.
- Word on the street was that Karon had impressed Teral recently with a great heist. Unfortunately few people know where Teral resides in Sornhill – he is not loved by the guard.
- Jornal Surearm is said to frequent the Laden Merchantman tavern, and might know where Teral is.
- The barrel of pitch he was drowned in resembled the ones found at the scenes of the recent arson attacks (including Mallik's keg house if the PCs found the one there).
- Word in the keg houses is that it was a mass lynching. Worrying in these times – its those fiery Joramites and Trithereonites.
- Eaman has dropped the investigation for now – he needs to arrest an entire mob. He does not believe Karon was behind the fires, finding the pitch and protecting the next poor sap the mob is after. Thus Karon's murder is swiftly dropping down the list of priorities.
- Things are hectic around here – a series of fires and random poisonings have been going on since after the retaking of Longbridge. Madi is obviously intent on breaking this town.
- The fire elementals at Mallik's tavern were a new phenomenon.

CALLING TERAL LIGHTFINGERS...

If any PCs are members of the Wreckers metaorganisation they know how to see Teral Lightfingers, taking only a few hours and a trip to the Laden Merchantman, the Harbour Town tavern popular with the Wreckers. You should inform them the man to speak to, in order to see the Boss, Teral, is a lieutenant named Jornal Surearm. Contact with him is usually through an intermediary at the Laden Merchantman.

ENCOUNTER 7: THE LADEN MERCHANTMAN

Sooner or later the trail of the Wreckers should lead the PCs to this tavern. The Merchantman is a large two-storey inn. Most of the lower floor is taken up with the taproom. Kegs line one wall, separated from the rest of the space by a trestle table behind which Caroff stands. Sods and sailors in their cups shall doubtless leer at Ladies in the party, and men eyed by bawds seeking their next wage. A mixture of hostility, curiosity and other reactions awaits the PCs. Unless the PCs act conspicuously the regulars are content to live and let live. They do however have a particular light-hearted disdain for the “girly little milk drinkers” of a rival tavern within Sornhill.

RUMOURS OF THE LADEN MERCHANTMAN

Feel free to improvise conversations with NPCs of the Laden Merchantman. Sailors, bawds, the odd mercenary and the like can be found in equal measure and have many an interesting tale to spin: -

- Here about those Knights of the Coin they found dead a few months back? Found hanging from the trees a couple of days out from Sornhill. Never cared for those hardliners myself. (True – these were the guards for the caravan of pitch).
- Damn good news that they caught that Scarlet Brotherhood arsonist, a young lad named Karon. Used to drink here you know? You can't trust anyone. (This is false, Karon was a Wrecker, but no agent of the Scarlet Sign).
- Shame those sailors from that *Resplendent* don't come here no more. I could do with a Verboboncian shanty to lift my spirits now.
- Heard about the poisonings been going on in town? No, you've no more to fear about Caroff's

muck than usual, but I'd watch what you eat out there. Fires, poisonings, there will be no one left within these walls to defend Sornhill soon!

- They say Kekarav Madi himself is in Sornhill now! He is preparing to retake the city from within by smuggling his hochebi in through the sewers. (The first part is true, though purely by chance).
- Rohal Soldas is dead. Have you heard that? That's one debt that was due for a long time. (True – see *ONW2-05 To Hunt a Traitor*)
- Hazaraz Skullsplitter – now there's a canny fellow. Beds the Duchess, gets her with child and then tries to marry her off to the Szek himself! Talk about ensuring a good future for your daughter, while saving yourself a penny or two! (Surely this is pure speculation?)
- Had the displeasure of knowing the Kesh, Kekarav Madi, when the Occupation was on, and he isn't right. Don't get me wrong, none of the Strawheads are quite right, but that Madi – he was more wrong. There was something chilling about him, he had the ability to sniff out the resistance. By the Laughing Rogue – he even infiltrated the Wreckers. (True)
- Things may finally be going well for the Free State. With the removal of the forces in Longbridge it seems the Scarlet Sign is on the retreat. Why the good Baron Kiernal Maldrenn himself is finally making progress to taking back Tessak's Cove – he took back one o' those in-bred villages a few weeks ago. (True)

The barkeep, Caroff, a balding and near-toothless fellow, is an affable chap. In addition there are bawds, gamblers and other ne'er do wells in the tavern. Unless spoken with a successful Innuendo check (DC 15) Caroff hasn't seen Jornal or Teral for weeks. Additionally Caroff is a patriot and loyal to Sornhill and thus the Duchess in a loose way. Showing him the Relaster Ring and offering a sweetener of at least 20 gp, or otherwise roleplaying into his good books will persuade him to he send for Jornal, telling them he knows where Teral can be found if necessary.

The patrons of the bar do not hold for the PCs intimidating Caroff – he is one of them, and if necessary resort to physical violence (use the statistics for standard NPCs in the *DUNGEON MASTER'S Guide* as you feel are needed in the Appendix).

If suitably convinced Caroff can arrange for Jornal to be contacted. He is actually currently in the cellar when the PCs ask, either (by morning) sleeping off a very bad hangover, (by afternoon) holding a meeting

with his associates or (by evening) sampling the finest ales.

All APLs

☛ **Jornal Surearm:** Ftr2/Rog 4; AL CG.

A wild, unpredictable man, Jornal is a handsome and vain fellow but is nevertheless intelligent and quick. He stands 5 ft. 8 in. tall, is of average build, and has a thick “mane” of black luxurious hair that he constantly preens and cleans and has eyes of a light grey hue that dart around seemingly trying to take in everything. He prefers to wear fine fabrics that set off his eyes and hair. He is currently dressed to impress the ladies of the taproom, with glittering gold chains draping around his neck. He need not fear however – Teral ensures his gold remains around his neck and that it is not joined by a hangman’s noose.

Although a rogue, and extremely unpredictable, Jornal is a patriot who loves his country. He is however motivated primarily by gold and what it can buy him.

WHAT JORNAL KNOWS

If any PC has the Disfavour of the Wreckers from *ONW3-01 The Prophet*, Jornal is loathe to speak to “those who hang our own”. He warns them that Teral is not likely to welcome a visitor who kills him. Jornal himself didn’t particularly like those who were killed, finding them too vicious for his tastes, so he will deal with them reluctantly.

- The boy, Karon, was Jornal’s find – a boy from Velharos who helped him once while he was out skirmishing against the Brotherhood. He got greedy and tried to steal from Teral, got caught, but the two parted company amicably. Karon has been trying to get back into Teral’s good books for a while, and impressed Teral recently with some big heist. Jornal doesn’t know what though, Teral does though.
- Jornal is not enamoured with Teral’s way of running things in Sornhill. Teral needs to ease down – using assassins and all.
- Jornal is happy to tell the PCs where Teral is, providing they either get him roaring drunk, give a good explanation (that they are working for Daxand or explaining the significance of the missing pitch), or hand over some coins. He invites them to join him in the cellar – where, if they agree, they will be placed in coffins to be transported to Teral’s headquarters. Jornal explains this is the only way they will get to see Teral – he is feeling somewhat worried by recent events.

If the PCs are not willing to be transported in this manner through the streets of Sornhill Jornal cannot help them.

ENCOUNTER 8: TERAL’S LAIR

The air is thin within the coffins as the PCs are taken to the location of Teral Lightfingers. The coffins are locked from the outside, making escape and picking the lock a little bit difficult, and the feeling of being moved within the claustrophobic coffins should be almost unbearable. Finally movement ceases and after what seems like eternity, Jornal and his men open the coffins, revealing a dark dank room without even the slightest hint of daylight. As Jornal opens the coffins, a figure steps forward, clutching a lantern. This pale, short half-olve is Teral Lightfingers – boss of the Wreckers of Sornhill.

☛ **Teral Lightfingers:** male half-elf; Rog 8; AL CN.

Teral is a competent and intelligent rogue who was given command of the Sornhill cell by Chert himself, to whom he is fiercely loyal. The penetration of his operation by the Brotherhood has slightly unhinged Teral who, as a consequence, believes that Brotherhood assassins hunt him still. Extremely nervous around those he does not know he prefers to deal through a few trusted intermediaries.

Almost albino in appearance, but with visible olven heritage, Teral is somewhat small even for his race. Teral as a disconcerting habit of biting his finger nails and speaks in a high-pitched leering voice.

If any PC has the Disfavour of the Wreckers from *ONW3-01 The Prophet*, several forms in the shadows draw weapons on the PCs. Teral is particularly amused by the brass-front they have for coming to see him in person. If any of the PCs are Wreckers he tells them that they aren’t going to get very far in the Guild if they turn every person they disagree with over to Barons and Szeks. However, Gavran and his thugs are one less group he has to worry about.

- There was a delivery of pitch brought in by some of the young blood in the cell. They said they had thwarted a plot from the Brotherhood to smuggle it into Sornhill and use it to burn down the city.
- One of the young bloods was Karon. Thanks to his stupidity and that of a merchant named Dirkwall, the whole town is looking for this pitch and whomever they find with it will be hung, drawn and quartered.

- The pitch is stored in a warehouse now – safe from prying eyes. However, Teral would prefer it gone, but the young bloods have decided to hold on to it out of greed.
- Teral is reluctant to divulge the location of this warehouse – after realising the authorities were after the pitch shipment, and seeing the treatment Dirkwall got for owning up to it, he fears for his life, and the life of his cell. Currently they are all tolerated by Sailema – barely. A scandal like this could bring things down like a deck of cards.

At this point read or paraphrase the following: -

“If you are going to kill those lads,” says Teral, reaching into a chest beneath the table, “Take these and place them on the corpses of those you slay.”

He hands you a set of symbols Pyremius – there are seven symbols in total.

“It will help explain things to the watch,” says the half-olve with a faint smile.

Teral intends for the PCs to plant this evidence on the bodies of the Wreckers to help explain how the pitch got into the warehouse. Of course he would prefer not to have to spell this out to the PCs, but if they don't seem to understand will.

If any PC has the Disfavour of the Wreckers from *ONW3-01 The Prophet* Teral says that placing these symbols may go a long way to regaining the favour of the “family”. He leaves these PCs no options - if they refuse they will be killed.

Transport from Teral's room is arranged again by Jornal and a set of coffins. Teral takes no chances of having his location found out.

ENCOUNTER 9:

THE WAREHOUSE

The PCs should be able to tail the Wreckers to the abandoned warehouse, upon the edge of the docks. Refer to Map 3 – the Warehouse.

The front and back doors of the Warehouse are warded by an *alarm* spell that Veridik used scrolls to cast. Veridik is a Truth Scourge agent for the Scarlet Brotherhood by the name of Veridik. Daxand considers him expendable.

Currently the Wreckers are attempting to decode a message written in Ancient Suloise that they found with the delivery (actually it was placed there by Veridik on orders from Daxand when he took part in the raid on the caravan). A second message, a scroll written personally by the hand of Barund Laramore,

lies concealed upon Veridik's person, awaiting later burning. This is the Handout at the back of the module.

THE WRECKERS

APL 2 (EL 3)

➤ **Eorwin and Geofric, male human Com1:** hp 4, see Appendix 1.

➤ **Veridik, male human Rog1/Sor1:** hp 9, see Appendix 1.

APL 4 (EL 4)

➤ **Eorwin and Geofric, male human Com2 (2):** hp 6, see Appendix 1.

➤ **Veridik, male human Rog1/Sor2:** hp 19, see Appendix 1.

➤ **Rat Familiar:** hp 9, see Appendix 1.

APL 6 (EL 5)

➤ **Dithro and Jerec, male human Rog2 (2):** hp 9, see Appendix 1.

➤ **Eorwin and Geofric, male human Com2 (2):** hp 6, see Appendix 1.

➤ **Veridik, male human Rog1/Sor2:** hp 19, see Appendix 1.

➤ **Rat Familiar:** hp 9, see Appendix 1.

APL 8 (EL 7)

➤ **Dithro and Jerec, male human Rog4 (2):** hp 15, see Appendix 1.

➤ **Eorwin and Geofric, male human Com4 (2):** hp 10, see Appendix 1.

➤ **Veridik, male human Rog3/Sor4:** hp 25, see Appendix 1.

➤ **Rat Familiar:** hp 12, see Appendix 1.

Tactics: If the *alarm* on either doorstep is set off, Veridik and his men go to investigate, his men pausing to pick up clay mugs containing their potions. Seeing the PCs he tries to bluff the PCs into coming into the office of the warehouse, saying that perhaps they should negotiate rather than attack.

There he tries to explain the situation that they have been set up by the Wreckers – that Teral Lightfingers offloaded a cartload of pitch on them and that. Veridik uses his ring and the command word, and if he has it his Silent Spell feat to attempt to *charm person* the most non-aggressive PCs quietly, without incurring the +5 bonus to the target's saving throw that hostility brings. He also buys time for his men to drink the potions that are in the drinking mugs.

Once he has either gotten two of the PCs *charmed*, or his men have drunk their potions, Veridik attacks, using the dock workers as fodder in melee whilst attempting to flank and sneak attack the PCs out in the main warehouse.

Resolution: If any PC plants the symbols Teril gave them on the dead Wreckers, note this in the campaign consequences. Also – any PC who had earned the Disfavour of the Wreckers in *ONW3-01 The Prophet* loses that Disfavour with the Wreckers. If the PCs do not leave the symbols they earn the Displeasure of Boss Teral Lightfingers.

Once the PCs have the evidence Dirkwall and Vidkho are innocent, they should proceed to Daxand within the Stormhaven, in Encounter 10.

ENCOUNTER 10: AFLAME WITH RIOTS

The next logical act should be for the PCs to return to Stormhaven and hand over Barund Laramore's missive to agents of the Duchess. Certainly, after verification by priests of Zilchus, this proves valid.

The PCs should also present Kekarav Madi's plans for a final gambit - an assault on Osprem's Light with what remaining forces he has. As the attack is to take place within a few hours, Carthen Relaster, along with Hazaraz Skullsplitter insist on leaving at once aboard *The Fearless* with his finest marines to lend his support to the Light. He also dispatches as many of the Duchess's regulars to the Light in the vain hope they shall arrive in time to make a difference.

The PCs are doubtless not in much state to take part in the defence of Osprem's Light, besides Hazaraz would prefer to keep them in Sornhill in reserve. Additionally the PCs are required by the Duchess to remain within the Stormtower to act as witnesses for Maren Vidkho and Dirkwall. Assuming they assent to attend the trial, read or paraphrase the following:-

Throughout Sornhill the past day has come the news that Duchess Sailema is to pronounce Maren Vidkho and the merchant Dirkwall innocent of the charges of treason, arson and murder. The highborn of Sornhill should have attended the proclamation of innocent, ending Maren Vidkho's trial that has gone on for over 3 years.

It is this trial that you have been invited to as witnesses for the defence. The sun sets over the Red Tower, the all-but vacant court room is bathed in an eerie blood colour.

Upon the pedestal is stood the pale young Duchess, clad in sable and silver. Where once

Skullsplitter would have flanked her, she now looks frail and alone. To her right is the Judge of the Sessions, one Lerridith Mayar, a priestess of Pholtus known for her even-temper and tolerance. To the side of the Duchess sits a lady-in-waiting, attending the young infant Relaster child.

Gazing momentarily at you, within the witness stand, Sailema looks somewhat confused, as the defendant has not been led forth from the gaol of the Stormhaven.

As the delay continues, the few commoners who sit in the pews of the courtroom mutter that the waiting is intolerable – but their grumbling is ended when a breathless Sertern enters the room and says, "There is some confusion! The prisoners in the tower are gone! The guard have been subdued!"

With a sweep of her sable gown, the Duchess steps down from the stand and with her followers and child leaves, as Sertern approaches you.

Eamon, is genuinely surprised, and asks the PCs for aid. If they insist on searching the gaol they do indeed discover that the guardsmen are trussed up in the cell, left by a vengeful mob that were let in by a house servant.

Unfortunately, despite the compelling evidence in favour of Vidkho and Dirkwall, there are still some in favour of hanging them – after all, was not Madi's orders also found amongst the pitch?

THE TOWN AFLAME!

One of Eamon's guards comes to the PCs as they converse with Sertern, claiming that parts of the town are aflame and that a man named Vogal Daxand stands on the walls, wishing to speak with them. He has been released from his captivity due to his part in proving Vidkho's innocence.

Looking across Sornhill there are numerous small fires in the Harbour and Haven Towns, particularly fierce in Haven Town due to the closeness of the squalid buildings. In the centre of this pandemonium, within the Briny Halls, a set of gallows have been erected, eerily silhouetted off the fire and sunset. Around these gallows stand several forms, and a Spot check (DC 20) will reveal two of them are held and struggling by the mob. If the PCs do not see this Daxand points them out.

Once you have conveyed this scene, read the following: -

"It is terrible when my kin are persecuted like this," says Daxand, his fist clenched while staring into the

red sunset. "This can only be the work of the Brotherhood."

He turns to you, "Promise me you shall save them?"

Sarjent Eamon looks at you expectantly, "Our men are hard-pressed fighting these fires! If you can act now, I beg you to do so!"

The PCs response should be to accept – if not, then Daxand waits until they leave Stormhaven to make his move, and succeeds in killing the Duchess and delivering Veryanna into Madi's hands. Tarnedas and his disciples are caught up in saving Vidkho and Dirkwall.

Eamon, Daxand and the few remaining guards shall keep watch over the Stormhaven... and the PCs will learn the consequences of this soon enough!

THE MOB

On their way through the High Gate into the Harbour Town and beyond the PCs will encounter the mob.

These vigilantes range from Joramites to dockworkers and so forth. They block the path to the Briny Halls, shouting catcalls: -

"Is this Onnwalish justice that so many in this town have lived and died for?"

"They say the shipment came with orders from Madi himself! We will not tolerate another Rohal Soldas in our city! If you will not string up Maren Vidkho and his lackey, then we will!"

"Death to the collaborator and to the Suloise witch! See how she protects her own!"

It seems your own countrymen have been caught up in the fervour of mob mentality, and with martial and improvised weapons drawn they advance.

Present within the crowd of twenty or so are numerous rabble-rousers in the service of Daxand, and the Scarlet Brotherhood.

Help is at hand, however... play out the scene as is dramatically appropriate until the following occurs: -

A second group of twenty men emerge from the shadows of the nearby buildings. They are dressed in white robes and carry bows of white hew, with arrows of equally pallid fletching.

"Stop or we shoot," says the leader, a wiry thin man of clearly Suel bearing, whose eyes burn with a fiery passion. They cover both you and the mob with their bows.

The archers are dressed in white and are the Followers of Tarnedas of the Gulls, who the PCs may recognise if they played *ONW3-01 The Prophet*.

Allow the PCs one round to react to this. Players of *ONW3-01 The Prophet* should recognise the man as Kavhros, the Disciple of the Path of the Wing. He has not recognised the PCs yet.

A soft voice carries over the evening wind. It is a calm, serene voice, gentle and subtle in its wisdom. It chides, "Should we fight fire with fire my disciples?"

A figure steps from the shadows. It is the figure of an old man, clad in a white robe and simple sandals. His blue eyes stare at you, and there is a feeling of timelessness in those eyes.

He frowns at the archers to either side of him, who lower their bows and look somewhat confused, before he turns to the Trithereonite, "Innocent men shall die this night, if you allow this insanity to continue. If you so greatly desire suel blood on your hands, take mine."

Unarmed and unarmoured, the old man stands between you and this inquisition.

The Joramite looks at this man with a mixture of respect and scorn, before respect wins out and he orders the rabble to stand down.

INTERACTING WITH THE PROPHET

Roleplaying notes are provided here for Tarnedas and his disciple.

☞ **Tarnedas, Hermit of the Gulls:** human male, exact classes unknown, AL NG.

Appearance: Tarnedas is clad in a simple white robe. His hair is white and falls unkempt about his shoulders. Lines of age and care mark his sun-kissed face, yet there is a look of absolute peace and serenity in his intense blue eyes that touches any that look upon him to the heart of their being.

Character: Tarnedas believes himself to be the messenger of Phaulkon on the Oerth and divines his Master's will from the calls of the birds around him - whom he calls the Parliament of Birds. He is otherworldly, utterly serene, calm, unhurried, wise and detached. He speaks cryptically and rarely gives a direct answer, preferring often to answer it by posing another question in return.

Every PC who is able to see Tarnedas must make a Will save (DC 20) or be affected by the awe and reverence of Tarnedas. The effects are similar to that of a *charm person* spell.

☛ **Kavrhos, Disciple of the Path of the Wing:**
human male Rog8/Order of the Bow Initiate 5, AL CG.

Appearance: Also a pure-blood Suel, Kavrhos wears his blonde hair long and tied behind in a ponytail. A short, wiry man in his twenties, he exudes an air of calm. Yet, he is quick to anger and his passions burn in his deep blue eyes. His accent is less refined than the other two, and he uses more Onnwalon phrases in his speech.

Character: Kavrhos' calm exterior hides a passionate man. Tarnedas convinced him that his previous passions - those taught to him by the Brotherhood - were imperfect. Therefore, he has sought to perfect himself through study of Phaulkon's bow. Kavrhos still retains his devotion to the Suel people - though no longer the methods and goals of the Brotherhood. He is greatly angered by the treatment of the Suel people of the Storm Coast by the Onnwalon liberators. What he has seen in Sornhill so far has not impressed him.

What Tarnedas and his Disciple Know: Tarnedas and Kavrhos have entered Sornhill as the Far Reacher (Phaulkon, their patron god) has intoned to Tarnedas through sea gulls that events are about to unfold in Sornhill that are of significance to his cause. Indeed, Kavrhos believes the persecution of the Suel within Sornhill is the reason they were brought here. Tarnedas is not convinced.

Feel free to roleplay this encounter out, but convey a sense of urgency countered with Tarnedas's enigmatic and sometimes convoluted conversation.

Tarnedas looks up into the setting sun, and meeting his gaze you see a single white gull flies above the roofs of Harbour Town. The fair bird lands upon his arm.

Staring at the bird for a moment, Tarnedas's worn brow furrows in concern, "Just as I thought. Two daughters may meet their ancestors this eve, and one shall join them if the blade is lowered."

Feel free to draw this out further with Tarnedas eventually giving the jist below:-

"Treachery against Houses Relaster and Destron lurks within the walls of the Red Tower and all this has been orchestrated by ancient and vengeful spirits of our Suloise ancestors."

He looks to you, "You must return and kill whoever is their agent in this world. I cannot intervene, as I cannot abandon our innocent countrymen in the Briny Halls."

Tarnedas and his disciple insist the PCs turn back to the Red Tower. He knows nothing more save what the Parliament has told him. He and his disciples must save Dirkwall and his Suel companion from the noose.

ENCOUNTER 11: THE SACRIFICE

The Red Tower, in the time the PCs have been away, has fallen into almost complete silence. No guards shall greet the PCs on the way in – and upon crossing the threshold the PCs, particularly clerics or paladins of a good aligned deity, should feel a great chill,

Entering the main hall, there is a body slumped in a doorway. See Map 4 for details. The body is Sertern Eamon, who has died from the Constitution drain of a wraith. His body is cold from the touch, and frost has gathered across his beard and face. This frost has formed a patch across the floor.

The doorway leads to a set of spiral steps that lead down into a dungeon complex beneath the Red Tower.

A Track check (DC 5) allows the PCs to spot a trail of footprints in the frost leading down, refer to Map 5 and read or paraphrase the following: -

It seems as you descend the long spiral steps into the darkness below that you have enter the bowels of the Stormhaven.

The steps end in a corridor containing numerous barred cells. Within these cells are numerous skeletal remains, some chained to the wall, others contorted into hideous poses on the gaol floor. At the end of the corridor is a stout metal door; with numerous boards that once held it shut discarded over the floor.

"Kurail... Pyrtura... Kurail..." rasps a voice, piercing the chill air of this macabre scene. Is it the skeletons themselves that are making this noise?

It is not the skeletons that are making this noise, but rather the walls themselves. There is little of interest here – beyond the door lies a sacrificial chamber. These skeletons have lain here a long time and have no intention of rising.

ROOM OF THE SACRIFICE

Once the PCs enter the room of the sacrifice, read or paraphrase the following: -

The door creaks open, under the continual murmuring, to reveal a crimson walled room, lit by an unholy flame. Murals spin around the room,

eerily illuminating the floor in their fire-like glow. Symbols of serpents, fangs, tongues, spider-like creatures, all spiral around the room, occasionally fading into the walls

Upon the red altar lies the prone form of the young Duchess, Sailema Relaster, seemingly motionless, and helpless, awaiting the fall of a cruel sacrificial knife.

At the head of this altar, clutching the knife in question, stands your benefactor – Vogal Daxand, but it is not the Daxand you have met before. The merry twinkle from his eyes is now replaced by a grim acceptance of his dark task. He is now clad in rust red robes, the golden symbol of a forked tongue around his neck.

A white mist surrounds Daxand, and as you stare into its crest, illuminated by the fiery signs upon the walls. It is this mist that the infernal whispering comes from. Within the mists can be seen the faces of men and women, forcing their way out of the mist briefly to gaze upon you with baleful eyes.

“So you have found the truth,” says Daxand grimly, taking his eyes of the Duchess. “Like the Red Tower and House Relaster itself, lies and deceit are at my foundation.” He gestures to the mist, “Like the Ancestors – you shall never leave here.”

This room was once an ancient shrine to the Oathbreaker, Syrul, goddess of lies and deception. Interestingly, a number of religious murals are found on the walls of this chamber whose age predates the Brotherhood occupation. They have defied defacing - with the colours and pictures re-emerging through either damage or covering.

Duchess Sailema does indeed rest upon the altar. She suffers from the effects of a *hold person* that will not end until she is removed from the room.

At APL 2 the mist is a Fire Elemental writhing in the shape of Sailema’s ancestors. At APL 4 and higher the mist becomes wraiths – the Relaster ‘ancestors’ who have been telling Daxand to do their bidding. A Knowledge (history) check (DC 20) identifies some of the faces as Lindera, also known as the White Witch of Sornhill, Kosrel Relaster (Sailema’s grandfather) and numerous other of the House of Relaster.

At APL 6 and above there are also wraiths awaiting the PCs to either side of the door.

At all APLs there is an *unhallow* in effect in this evil room, granting a –4 to all turn rolls.

APL 2 (EL 4)

☛ **Daxand:** male human Rog1/Clr2, See Appendix 1.

☛ **Fire Elemental, Small:** hp 16, see the Monster Manual, page 83.

APL 4 (EL 7)

☛ **Daxand:** male human Rog1/Clr4, See Appendix 1.

☛ **Wraith (1):** hp 12, see the Monster Manual, page 185.

As long as the wraith remains alive, Daxand regenerates 1 hit points per round. He keeps collapsing and getting up like a troll until they are killed.

APL 6 (EL 9)

☛ **Daxand:** male human Rog1/Clr6, See Appendix 1.

☛ **Wraith (2):** hp 32, see the Monster Manual, page 185.

As long as the wraith remains alive, Daxand regenerates 1 hit points per round. He keeps collapsing and getting up like a troll until they are killed.

APL 8 (EL 11)

☛ **Daxand:** male human Rog1/Clr8, See Appendix 1.

☛ **Wraith (4):** hp 32, see the Monster Manual, page 185.

As long as the wraith remains alive, Daxand regenerates 1 hit points per round. He keeps collapsing and getting up like a troll until they are killed.

Tactics: At APL 2 and APL 4 Daxand realises he does not have the manpower to carry out his ritual. He attempts to drive out fighters using *cause fear* while his elemental or wraith(s) chase down wizards. He has already cast his *bane* spell and uses the *divine favour* spell he would otherwise have been saving.

At APL 6 onwards, Daxand commands the wraiths to fight a holding action. For the next 3 rounds, if not attacked, he concentrates on his ritual. On the fourth round if he has remained unmolested, he casts his *divine favour* and on the fifth round strikes a coup-de-grace on Duchess Sailema (who suffers from a *hold person* spell until removed from the room). If he is attacked, he stops what he is doing and enters the combat, casting his enhancement spells first if possible.

The walls of the room, when initially looked at, have the effect of an *enthrall* spell, Will save (DC 12 + APL), for the duration of the wall’s spinning (until Daxand’s death), or until made to look away by companions.

DECEIVER'S DEFEAT

Read the following if Daxand is slain, otherwise alter the text in the unlikely event they take him alive: -

As he falls, Daxand whispers with his dying breath, "The Ancients, they call me back. I die within the towers of my ancestors!"

His hand pitifully reaches out to the walls of the Red Tower, where the engravings in Ancient Suloise continue moving before your eyes, slowly fading back into the wall until they are scarcely visible.

DECEIVER'S DWELLING

The PCs will doubtless search the room after having dispatched Daxand, and hopefully saving Sailema.

Sailema's first thought is the location of Veryanna – Daxand and his men had overpowered the guards and taken Veryanna from her. She has no idea where Daxand's men are, including Telemar, the servant.

It is clear Daxand has used this room before, somehow secretly entering the chamber to commune with 'the ancestors'. Two things may interest the PCs, Daxand's *crystal ball*, and a set of parchment tucked under the altar (Search – DC 16 + APL), detailing the movements of one Gerden Treda, who is the High Priest of Norebo in Scant. It is signed by one Telek Senh, Father of Faith on the Dragonshead. Telek concludes there is little evidence to support any theory that Gerden's sympathies lie with the Rebellion, though he admits he has little love of the priest.

CONVERSATION WITH THE KESH

After the PCs have finished searching the place, regardless of whether they found the parchment, Daxand's *crystal ball* lights up. This was used by Daxand to communicate with his superiors in the Scarlet Sign, notably Kesh Kekarav Madi. Madi, from a hilltop overlooking the burning Sornhill is gleefully attempting to contact Daxand to ensure the sacrifice has gone as planned.

If any PC is brave enough to look into the crystal read the following: -

The light falls and the shadowy form of a black-cowled figure emerges. The figure pulls back the cowl to reveal a length of golden blonde hair cropped close to the skull of a peculiar face. The eyes are too large for his thinly boned face and they stare out at each of you with a cold intensity. In his hands he holds a baby clad in swaddling. With a

look of cold concern he stares at you through the crystal.

"Then he has failed," says the man, his eyes staring into you intently as he absently adjusts the baby's swaddling. "I had expected as much. I lament that he fell to the very barbarians he detested, but at least he died under our ancestor's spires."

If time does not permit, feel free to have the Kesh end the conversation. This is however a chance for the PCs to have a conversation with one of the 'movers-and-shakers' of the Storm Coast and place a face to a future enemy. If the PCs are not overtly rude to Madi, he shall speak with them momentarily, quizzing over Daxand's fate, and the Duchess's. He can even answer a few questions the PCs have. If the PCs are disrespectful or regale him with threats and hollow, robotic cries of "Remember the Farmers" and so forth, he ends the conversation.

Q: Who are you?

A: *"You are a fool if you do not know me, for I am Kekarav Madi, Kesh of Sornhill."*

Q: What do you intend to do with the child?

A: *"That is not your concern barbarian. Suffice it to say, Sornhill shall once more know Pyrtura – the fiery destiny."*

Q: Where are you?

A: *"Where I am is not important – though I am not far from my town. I shall not be for long – do not try to find me, for where I am going you will dread to follow."*

If the PCs talking to the Kesh have played *ONW1-02 To Catch a Traitor* or *ONW2-05 To Hunt a Traitor* Madi reminds them he owes them for what happened to Rohal Soldas – and repayments of that kind are oft expensive!

The *crystal ball*, when the conversation with Madi ends, suddenly explodes, and the shards melt. There is no repairing this device unfortunately and it is now not sellable. Magical attempts to locate Madi and Veryanna will fail – but for now the PCs will doubtless wish to rest!

EPILOGUE:

UNITED WE STAND

If Duchess Sailema died during Encounter 11, you may need to alter this text further.

Upon a podium, high above the crowds that listen at the foot of the Red Tower, stands the trembling form of the Duchess. With a quivering lip the young ruler speaks to the throng below, where thief, nobleman and commoner listen as one – united in their sorrow and regret for the actions that caused the loss of Sornhill's most precious soul.

You are not among the crowds who listen to the Duchess's words, as she utters platitudes of how the town is now safe, and how her heir shall be found, how a bag of gulls awaits he who returns sweet Veryanna to her mother's embrace. You are among those who stand behind her, on vigil lest more enemies of the Free State try to claim her life. Among your number are the old suel prophet you met earlier, and trusted archers selected from his ranks.

As you stand behind the Duchess upon the windows of the Stormhaven, you note as she turns a single tear falling upon the ground.

Jian Destron himself is said to be on the way to comfort his love, but you know only the embrace of Veryanna will heal the wound that afflicts the young ruler.

Tarnedas turns to you, "In spite of this sorrow, little has come to pass that was not meant to, but my kin and I shall keep our ears on the frontier for word of this Madi, and we shall find Veryanna."

If any of the PCs carry the White Bows of Tarnedas from *ONW3-01 The Prophet*, Tarnedas turns to them:-

"Our darkest hour is yet to be upon us, but your faith manages, and your actions have earned you our faith. So shall you manage."

You feel the bow you are carrying grow lighter momentarily, as if something within it had awakened.

Any PCs who have the White Bow of Tarnedas have now gained the ability to upgrade the bow at the end of this scenario.

Tarnedas returns his attention to the others: -

"We may yet meet – before the blackest night has falls upon the field of toil."

Leaving you to digest the words he has spoken the old man pauses to stare at the storm clouds that already loom across the city and then, leaning upon the arm of his archer-disciple, steps through the shadows of the room and is gone.

If Daxand was captured by the PCs then he is turned over to the tender mercies of a wrathful and returned Hazaraz Skullsplitter. Word of Daxand's screams from the Red Tower are whispered in the keghouses of Sornhill. His head appears in the Briny Market several months later.

To be continued in To Kill a Kesh...

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter 1: Fire At The Keg house

Defeat the Fire Elementals and save the keg house

APL 2	90 XP
APL 4	90 XP
APL 6	120 XP
APL 8	120 XP

Encounter 4: The Long Night at Land House

Defeat the assassin

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

Encounter 9: The Warehouse

Defeat the Wreckers and Truth Scourge Agent

APL 2	90 XP
APL 4	120 XP
APL 6	150 XP
APL 8	210 XP

Encounter 11: The Sacrifice

Defeat Daxand and his Wraiths

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Discretionary Roleplaying Bonus

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Experience totals

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 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 Equipment. 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 character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewellery, and other valuables; M = Magic Items.

Encounter 4: The Long Night at Land House

Looting Orwyrd

APL 2: Loot: 11 gp; Gold: 0gp; Magic: *potion of bull's strength* (25 gp), *potion of invisibility* (25 gp), *potion of spider climb* (4 gp).

APL 4: Loot: 36 gp; Gold 0 gp; Magic: *potion of invisibility*(25 gp), *potion of spider climb*(4 gp).

APL 6: Loot: 18 gp; Gold: 0 gp; Magic: *+1 studded leather armour* (98 gp), *potion of invisibility* (25 gp), *potion of spider climb*(4 gp).

APL 8: Loot: 25 gp; Gold: 0 gp; Magic: *+1 studded leather armour* (98 gp), *+1 short sword* (192 gp), *cloak of resistance +1* (83 gp), *potion of invisibility* (25 gp), *potion of spider climb*(4 gp).

Encounter 9: The Warehouse

Looting the Wreckers

APL 2: Loot: 10 gp; Gold: 0gp; Magic: *Veridik's ring*(62.5 gp), *potion of bull's strength x2*(25 gp ea.).

APL 4: Loot: 11 gp; Gold 0 gp; Magic: *Veridik's ring*(62.5 gp), *potion of bull's strength x2*(25 gp ea.).

APL 6: Loot: 18 gp; Gold 0 gp; Magic: *Veridik's ring*(62.5 gp), *potion of bull's strength x4*(25 gp ea.).

APL 8: Loot: 18 gp; Gold 0 gp; Magic: *Veridik's ring*(62.5 gp), *potion of bull's strength x4*(25 gp ea.).

Encounter 11: The Sacrifice

Looting Daxand

APL 2: Loot: 5 gp; Gold: 20 gp; Magic: *ring of protection +1*(167 gp), *potion of blur*(25 gp).

APL 4: Loot: 12 gp; Gold: 20 gp; Magic: *ring of protection +1*(167 gp), *+1 rapier*(193 gp).

APL 6: Loot: 94 gp; Gold: 20 gp; Magic: *ring of protection +1*(167 gp), *+1 rapier*(193 gp).

APL 8: Loot: 94 gp; Gold: 20gp; Magic: *ring of protection +1*(167 gp), *+1 rapier*(193 gp).

Total Possible Treasure

APL 2: 400 gp

APL 4: 580 gp

APL 6: 790 gp

APL 8: 1,120 gp

Special

Please put these on the adventure cert:

Contact – Mellik Marakast of Sornhill: While Mallik's keghouse has a tendency to move throughout the Harbour Town, there is one constant – he listens to gossip on the street. As reward for saving his life Mallik will aid your PC once by keeping his ears open for news.

When you make a Gather Information check within Sornhill, if you are able to contact Mallik you may gain a +3 circumstance bonus to the roll.

Displeasure of Boss Teral Lightfingers: For failing to frame the Wreckers within the warehouse as Scarlet

Brotherhood operatives. Normally the guard kept a blind-eye to Teral as a result of his kind's service during the occupation, but now they view the Wreckers as a threat. This is jeopardising Teral's operation.

During the next five regional adventures that you actually buy goods in Sornhill shall cost you an extra 10% to reflect Teral's influence. Have your DM sign off when this happens on the Notes of the Adventure Record.

Garrote, Locking: This nasty variant of the wire garrote comes with a pair of metal grips, each of which contains one portion of a locking mechanism. Once the garrote has begun to deal damage after a garrote attack, the attacker can link the two ends and twist the grips into their locked position. This maintains strangling pressure on the victim even after the attacker lets go. The victim continues to make grapple checks (each one opposed by the last attack roll the attacker made) until freed or unconscious.

The DC for the Disable Device check to free a victim from a locked garrote is 10 if the character attempting the task has Exotic Weapon Proficiency (locking garrote), or 25 otherwise. If someone other than the victim makes the attempt, a -5 circumstance penalty applies to the check unless the victim is held, unconscious, or otherwise kept from moving. A character attempting to remove a locking garrote from his or her own neck suffers the same penalty on the Disable Device check, this time for working blind. Naturally, it's impossible for any character to take 10 or take 20 on this check unless the victim trapped in the device is already dead. Smashing the locking garrote leaves it frozen in the locked position.

Orwyrd's garrotte is made of a fine wire, and on each of the grips is emblazoned the symbol of a staring eye.

Frequency: Adventure.

Veridik's Ring of Charm (value: 750 gp, frequency: Adventure): This ring, gifted to Veridik from his master, allows him to cast *charm person* on the person he is currently looking at when uttering the innocuous command word "well then let us make a deal." It has 50 charges. A successful Will save (DC 13) resists.

The ring is a spell trigger item.

Parchment (value: 0 gp, frequency: Adventure): This details the movements of one Gerden Treda, who is the High Priest of Norebo in Scant. It is signed by one Telek Senh, Father of Faith on the Dragonshead. Telek concludes there is little evidence to support the theory that Gerden's sympathies lie with the Rebellion, though he admits he has little love of the priest.

White Bow of Tarnedas Upgrade. If your character possesses a White Bow of Tarnedas, you may now purchase one upgrade by making an expensive offering to the Far Reacher.

If you have the shortbow version of the White Bow of Tarnedas you may upgrade it to a +1 weapon by making an offering of 2,000 gp to the Far Reacher. At APL 4 and above if you wish to offer an additional 6,000 gp to the Far Reacher you can augment your shortbow with the *shock* ability.

If you have the longbow version of the White Bow of Tarnedas you may upgrade it to a +1 weapon by making an offering of 2,000 gp to the Far Reacher. At APL 4 and above if you wish to offer an additional 6,000 gp to the Far Reacher you can augment your longbow with the *distance* ability.

NOTABLE ITEMS:-

APL 2

Garotte, Locking (Adventure, 100 gp, S&S).

Veridik's Ring of Charm (Adventure, 750 gp).

Upgrade to the White Bow of Tarnedas (Regional; Var)

APL 4

as APL 2 except

APL 6

as APL 2 and 4 except

Mithral Chain Shirt (Adventure; 1010 gp; DMG).

APL 8

as APL 2, 4 and 6 except

APPENDIX 1: NPCs AND MONSTERS

APL 2

ENCOUNTER 3: THE LAND HOUSE

Protestor, male human Com1: CR 1/2; Medium Humanoid; HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (flat-footed 10, touch 11); Atks +1 ranged (1d4 x2, sling); AL Varies but mainly CN; SV Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 11.

Skills and Feats: Balance +3, Handle Animal +1, Listen +3, Profession (varies) +3, Spot +4, Swim +2; Alertness, Skill Focus (Profession (varies)).

Possessions: Sling, 20 sling bullets.

ENCOUNTER 4: THE LONG NIGHT AT LAND HOUSE

Dirkwall, male human Ariz: CR 1; Medium Humanoid; HD 2d8+4; hp 14; Init +0; Spd 30 ft.; AC 10 (flat-footed 10, touch 10); Atks +0 melee (1d3-1, fist); AL LN; SV Fort +2, Ref +0, Will +4; Str 9, Dex 11, Con 14, Int 14, Wis 9, Cha 16.

Skills and Feats: Appraise +8, Gather Information +8, Knowledge (mathematics) +5, Listen +4, Profession (merchant) +1, Sense Motive +1; Iron Will, Skill Focus (Appraise).

Orwyrd, male human Rog2: CR 2; Medium Humanoid; HD 2d6+2; hp 13; Init +3 (+3 Dex); Spd 30 ft.; AC 20 (flat-footed 17, touch 17); Atks +3 melee (1d6+2 [19-20/x2] and poison [Medium-size spider venom: Fort save [DC 14]; 1d4 Str/1d6 Str.], short sword); SA Sneak attack +1d6 damage; SQ Evasion; AL CE; SV Fort +1, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 13.

Skills and Feats: Balance +6, Bluff +6, Climb +5, Disguise +6, Hide +6, Move Silently +6, Read Lips +3, Search +4, Sense Motive +2, Spot +2, Tumble +5, Use Rope +5; Chink in the Armour, Expertise.

Possessions: Garrote (locking), *potion of bull's strength*, *potion of invisibility*, *potion of spider climb*, studded leather, short sword (poisoned – medium sized spider venom).

Spells: Orwyrd has had *mage armour* cast upon him by a 4th level wizard upon leaving to do Teral's bidding. The spell currently has 2 hours remaining to run its course.

ENCOUNTER 9: THE WAREHOUSE

Eowrin and Geofric, male human Com1: CR 1/2;

Medium-size Humanoid (5 ft. 5 in. tall); HD 1d4; hp 4; Init +1 (Dex); Spd 30 ft.; AC 14 [flat-footed 13, touch 11]; Atks +3 melee (1d6+3, short sword), +1ranged (1d4, sling); AL N; SV Fort +0, Ref +1, Will +1. Str 16, Dex 13, Con 10, Int 12, Wis 12, Cha 12.

Skills and Feats: Handle Animal +5, Listen +5; Armour Proficiency (light), Dodge.

Possessions: Studded leather, short sword, 2 sp, *potion of bull strength*.

Veridik, male human Rog1/Sori: CR 2; Medium-size humanoid; HD 1d6+1d4; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 16 [flat-footed 13, touch 13]; Atks +2 melee (1d6+2 [18-20/x2], rapier); AL NE; SV Fort +0, Ref +5, Will +2; Str 14, Dex 17, Con 11, Int 12, Wis 10, Cha 16.

Skills and Feats: Balance +7, Bluff +7, Climb +6, Concentration +6, Hide +7, Listen +4, Move Silently +7, Pick Pocket +7, Search +5, Spellcraft +3, Tumble +7; Combat Casting, Dodge.

Spells Known (5/4; base DC = 13 + spell level): *o-daze*, *ghost sound*, *light*, *prestidigitation*, 1st- *charm person*, *sleep*.

Possessions: Rapier, studded leather, Kekarav Madi's plans, *Veridik's Ring*.

ENCOUNTER 11: THE SACRIFICE

Daxand, male human Rog1/Clr2 (Syrul): CR 3; Medium-size humanoid; HD 1d6+2d8; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (flat-footed 15, touch 13); Atks +1 melee (1d6 [18-20/x2], rapier); SA Sneak attack +1d6 damage, rebuke undead 6/day; AL NE; SV Fort +3, Ref +4, Will +9; Str 11, Dex 15, Con 10, Int 16, Wis 18, Cha 16.

Skills and Feats: Bluff +9, Concentration +4, Diplomacy +11, Gather Information +9, Heal +6, Hide +2, Innuendo +9, Knowledge (local) +4, Sense Motive +7, Spot +5, Tumble +3; Combat Casting, Improved Initiative, Iron Will.

Possessions: buckler, rapier, studded leather, *potion of blur*, +1 ring of protection, pouch with 10 platinum gulls.

Cleric Spells: (4/3+1; base DC = 14 + spell level): *o-detect magic*, *detect poison*, *guidance*, *virtue*; 1st- *bane*, *cause fear*, *change self*⁶, *divine favour*.

**Domain Spell: Domains.* Trickery (Bluff, Disguise and Hide are class skills.) Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level.)

APL 4

ENCOUNTER 3: THE LAND HOUSE

Protestor, male human Com1: CR 1/2; Medium Humanoid; HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (flat-footed 10, touch 11); Atks +1 ranged (1d4 x2, sling); AL Varies but mainly CN; SV: Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 11.

Skills and Feats: Handle Animal +1, Listen +2, Profession (varies) +3, Spot +3, Swim +3, Use Rope +4; Alertness, Skill Focus (Profession (varies))

Equipment: Sling, 20 sling bullets.

ENCOUNTER 4: THE LONG NIGHT AT LAND HOUSE

Orwyrd, male human Rog4: CR 4; Medium Humanoid; HD 4d6+4; hp 22; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (flat-footed 20, touch 17); Atks: +5 melee (1d6+2 [19-20/x2] and poison [Large Scorpion Venom: Fort save [DC 18]; 1d6 Str/1d6 Str], short sword); SA Sneak attack +2d6; SQ Evasion, uncanny dodge Dex bonus to AC); AL CE; SV Fort +2, Ref +7, Will +1; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 13.

Skills and Feats: Balance +10, Bluff +6, Climb +9, Disguise +6, Hide +9, Jump +3, Listen +3, Move Silently +6, Read Lips +4, Search +5, Sense Motive +2, Spot +2, Tumble +5, Use Rope +5; Chink in the Armour, Expertise, Improved Initiative.

Possessions: Masterwork studded leather, garrotte (locking), *potion of invisibility*, *potion of spider climb*, short sword (poisoned – large scorpion venom).

Spells: Orwyrd has had *mage armour* cast upon him by a 4th level wizard upon leaving to do Teral's bidding. The spell currently has 2 hours remaining to run its course.

ENCOUNTER 9: THE WAREHOUSE

Eorwin and Geofric, male human Com2 (2): CR 1; Medium-size Humanoid (5 ft. 5 in. tall); HD 2d4; hp 6; Init +1 (+1 Dex); Spd 30 ft.; AC 14 [flat-footed 13, touch 11]; Atks +4 melee (1d8+3 [19-20x2], longsword); AL N; SV Fort +0, Ref +1, Will +1. Str 16, Dex 13, Con 10, Int 12, Wis 12, Cha 12.

Skills and Feats: Listen +5, Handle Animal +5, Spot +5. Armour Proficiency (light), Dodge.

Possessions: Studded leather, longsword, *potion of bull strength*.

Veridik, male human Rog1/Sor2: CR 3; Medium Humanoid; HD 1d6+2d4; hp 13; Init +7 (+3 Dex, +4

Improved Initiative); Spd 30 ft.; AC 16 [flatfooted 13, touch 13]; Atks +2 melee (1d6+2 [18-20], rapier); AL NE; SV Fort +0, Ref +5, Will +3; Str 14, Dex 17, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Concentration +7, Gather Information +5, Hide +8, Intimidate +6, Listen +4, Move Silently +8, Search +6, Sense Motive +4, Spot +4; Combat Casting, Dodge, Improved Initiative.

Spells Known (6/4; base DC = 13 + spell level): *o-daze*, *flare*, *ray of frost*, *mage hand*, *read magic*, *1st-charm person*, *sleep*.

Possessions: Rapier, studded leather, Kekarav Madi's plans, *Veridik's Ring*.

Rat Familiar: CR 1/8; Tiny Animal; HD 1/4d8 (Animal); hp 9; Init +2; Spd 30 ft., Climb 15 ft.; AC 17 (flat-footed 14, touch 14); Atks +6 melee (1d3-3, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, grants +2 Fort saves, Alertness, improved evasion, share spells, empathic link, touch; AL N; SV Fort +2, Ref +5, Will +5; Str 5, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +17, Move Silently +9; Weapon Finesse (bite).

ENCOUNTER 11: THE SACRIFICE

Daxand, male human Rog1/Clr4 (Syrul): CR 5; Medium-size humanoid; HD 1d6+4d8; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (flat-footed 15, touch 14); Atks +4 melee (1d6+1 [18-20/x2], +1 rapier); SA Sneak attack +1d6, rebuke undead 6/day; AL NE; SV Fort +4, Ref +6, Will +10; Str 11, Dex 16, Con 10, Int 16, Wis 18, Cha 16.

Skills and Feats: Bluff +9, Concentration +8, Diplomacy +11, Gather Information +9, Heal +6, Hide +3, Innuendo +9, Knowledge (local) +4, Sense Motive +7, Spellcraft +5, Spot +5, Tumble +2; Combat Casting, Improved Initiative, Iron Will.

Spells: (5/4+1/3+1; base DC = 14 + spell level) *o-cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *virtue* 1st- *bane*, *cause fear*, *change self**, *command*, *divine favour*; 2nd- *aid*, *bull's strength*, *hold person*, *invisibility**.

**Domain Spell: Domains:* Trickery (Bluff, Disguise and Hide are class skills.) Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level.)

Possessions: Buckler, +1 studded leather, +1 rapier, +1 ring of protection, pouch with 10 platinum gulls.

APL 6

ENCOUNTER 3: THE LAND HOUSE

Protestor, male human Com1: CR 1/2; Medium Humanoid; HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (flat-footed 10, touch 11); Atks +1 ranged (1d4 x2, sling); AL Varies but mainly CN; SV Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 11.

Skills and Feats: Handle Animal +1, Listen +2, Profession (varies) +3, Spot +3, Swim +3, Use Rope +4; Alertness, Skill Focus (Profession (varies))

Possessions: Sling, 20 sling bullets.

ENCOUNTER 4: THE LONG NIGHT AT LAND HOUSE

Orwyrd, male human Rog5/Asn1: CR 6; Medium Humanoid; HD 5d6+1d6+6; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (flat-footed 21, touch 17); Atks: +5 melee (1d8+2 [18-20/x2], garrotte (locking)) or +6 melee (1d6+2 [19-20/x2] and poison [Wyvern Poison: Fort save [DC 17]; 2d6 Con/2d6 Con], short sword); SA Sneak attack +4d6, death attack, poison use, SQ Evasion, uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked); AL CE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 13.

Skills and Feats: Balance +10, Bluff +8, Climb +9, Decipher Script +5, Disguise +9, Hide +10, Jump +3, Listen +3, Move Silently +10, Read Lips +4, Search +5, Sense Motive +2, Spot +2, Tumble +6, Use Magic Device +4, Use Rope +5; Chink in the Armour, Exotic Weapon Proficiency (garrotte), Expertise, Improved Initiative, Weapon Finesse (short sword).

Possessions: Garrotte (locking), +1 studded leather, *potion of invisibility*, *potion of spider climb*, short sword (poisoned – wyvern poison).

Spells: (1; base DC = 12 + spell level): 1st- *obscuring mist*.

Pre-cast Spells: Orwyrd has had *mage armour* cast upon him by a 4th level wizard upon leaving to do Teral's bidding. The spell currently has 2 hours remaining to run its course.

ENCOUNTER 9: THE WAREHOUSE

Dithro and Jerec, male human Rog2 (2): CR 2; Medium-size Humanoid (5 ft. 10 in. tall); HD 2d6; hp 9; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat-footed 13, touch 13]; Atks +3 melee (1d6+2 [18-20/x2], rapier); SA Sneak attack +1d6 damage, SQ Evasion; AL CN; SV Fort +0, Ref +6, Will +1. Str 14, Dex 16, Con 10, Int 14, Wis 12, Cha 12.

Skills and Feats: Disable Device +8, Hide +7, Listen +7, Move Silently +7, Open Lock +9, Pick Pocket +7, Search +6, Spot +7; Alertness, Improved Initiative.

Possessions: Rapier, studded leather, *potion of bull's strength*.

Eorwin and Geofric, male human Com2 (2): CR 1; Medium-size Humanoid (5 ft. 5 in. tall); HD 2d4; hp 6; Init +1 (+1 Dex); Spd 30 ft.; AC 14 [flat-footed 13, touch 11]; Atks +4 melee (1d8+3 [19-20x2], longsword); AL N; SV Fort +0, Ref +1, Will +1. Str 16, Dex 13, Con 10, Int 12, Wis 12, Cha 12.

Skills and Feats: Listen +5, Handle Animal +5, Spot +5. Armour Proficiency (light), Dodge.

Possessions: Studded leather, longsword, *potion of bull strength*.

Veridik, male human Rog1/Sor2: CR 3; Medium Humanoid; HD 1d6+2d4; hp 13; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat-footed 13, touch 13]; Atks +2 melee (1d6+2 [18-20], rapier); AL NE; SV Fort +0, Ref +5, Will +3; Str 14, Dex 17, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Concentration +7, Gather Information +5, Hide +8, Intimidate +6, Listen +4, Move Silently +8, Search +6, Sense Motive +4, Spot +4; Combat Casting, Dodge, Improved Initiative.

Spells Known (6/4; base DC = 13 + spell level): *o-daze*, *flare*, *ray of frost*, *mage hand*, *read magic*, 1st- *charm person*, *sleep*.

Possessions: Rapier, studded leather, Kekarav Madi's plans, *Veridik's Ring*.

Rat Familiar: CR 1/8; Tiny Animal; HD 1/4d8 (Animal); hp 9; Init +2; Spd 30 ft., Climb 15 ft.; AC 17 (flat-footed 14, touch 14); Atks +6 melee (1d3-3, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, grants +2 Fort saves, Alertness, improved evasion, share spells, empathic link, touch; AL N; SV Fort +2, Ref +5, Will +5; Str 5, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +17, Move Silently +9; Weapon Finesse (bite).

ENCOUNTER 11: THE SACRIFICE

Daxand, male human Rog1/Clr6 (Syrul): CR 7; Medium-size humanoid; HD 1d6+6d8; hp 39; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (flat-footed 16, touch 14), Atks +8 melee (1d6+1 [18-20x2], +1 rapier); SA: Sneak attack +1d6, rebuke undead 6/day; AL NE; SV Fort +5, Ref +7, Will +11; Str 11, Dex 16, Con 10, Int 16, Wis 18, Cha 16

Skills and Feats: Bluff +9, Concentration +11, Diplomacy +11, Gather Information +9, Heal +6, Hide

+3, Innuendo +8, Knowledge (local) +4, Sense Motive +7, Spellcraft +8, Spot +5, Tumble +2; Combat Casting, Improved Initiative, Iron Will, Weapon Finesse (Rapier).

Possessions: buckler, mithral shirt, +1 rapier, +1 ring of protection, pouch with 10 platinum gulls.

Spells: (5/4+1/4+1/3+1; base DC = 14 + spell level): 0- cure minor wounds, detect magic, detect poison, guidance, virtue; 1st- bane, cause fear, change self^{6c}; command, divine favour; 2nd- aid, bull's strength, hold person (2), invisibility^{*}; 3rd- blindness/deafness, deeper darkness, magic circle against good, nondetection^{*}.

**Domain Spell: Domains:* Trickery (Bluff, Disguise and Hide are class skills.) Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level.)

APL 8

ENCOUNTER 4: THE LONG NIGHT AT LAND HOUSE

Orwyrd, male human Rog5/Asn3: CR 8; Medium Humanoid; HD 5d6+3d6+8; hp 48; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (flat-footed 21, touch 18); Atks: +7 melee (1d8+2 [18-20/x2], garrotte (locking)) or +9 melee (1d6+3 [19-20/x2] and poison [Black Lotus Extract Poison: Fort save [DC 20]; 3d6 Con/3d6 Con], +1 short sword); SA Sneak attack +5d6, death attack, poison use; SQ Evasion, +1 save vs. poison, uncanny dodge (Dex bonus to AC), uncanny dodge (can't be flanked); AL CE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +14, Bluff +12, Climb +11, Decipher Script +4, Disguise +9, Hide +10, Jump +3, Listen +5, Move Silently +10, Read Lips +4, Search +5, Sense Motive +2, Spot +2, Tumble +6, Use Rope +5; Armour Proficiency (light), Chink in the Armour, Exotic Weapon Proficiency, Expertise, Improved Initiative, Martial Weapon Proficiency, Weapon Finesse (short sword).

Possessions: Cloak of resistance +1, garrotte (locking, poisoned with black lotus extract), +1 studded leather, potion of invisibility, potion of spider climb, +1 short sword (poisoned with black lotus extract)

Spells: (2/1; base DC = 12 + spell level) 1st- ghost sound, obscuring mist; 2nd- alter self.

Pre-cast Spells: Orwyrd has had *mage armour* cast upon him by a 4th level wizard upon leaving to do Teral's bidding. The spell currently has 2 hours remaining to run its course.

ENCOUNTER 9: THE WAREHOUSE

Dithro and Jherec, male human Rog4 (2): CR 4; Medium-size Humanoid (5 ft. 10 in. tall); HD 4d6; hp

15; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +3 melee (1d6 [18-20x2], rapier); SQ Sneak attack +2d6 damage; AL CN; SV Fort +1, Ref +7, Will +2. Str 14, Dex 17, Con 10, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Disable Device +11; Hide +7, Listen +7, Move Silently +7, Open Locks +11, Pick Pockets +7, Search +6, Sense Motive +5, Spot +7. Alertness, Combat Reflexes, Improved Initiative.

Possessions: rapier, studded leather, *potion of bull's strength*.

Eowrin and Geofric, male human Com4 (2): CR 3; Medium-size Humanoid (5 ft. 5 in. tall); HD 4d4+3; hp 14; Init +1 (+1 Dex); Spd 30 ft.; AC 14 [flat-footed 13, touch 11]; Atks +5 melee (1d6, light mace); AL N; SV Fort +1, Ref +2, Will +2. Str 16, Dex 13, Con 10, Int 12, Wis 12, Cha 12.

Skills and Feats: Handle Animal +5, Listen +5, Spot +5, Swim +5; Armour Proficiency (light), Dodge, Toughness.

Possessions: Studded leather, longsword, *potion of bull strength*.

Veridik, male human Rog3/Sor4: CR 7; Medium-size humanoid; HD 3d6+4d4; hp 25; Init +4; Spd 30 ft.; AC 17 [flat-footed 13, touch 14]; Atks +8 melee (1d6+2 [18-20/x2], rapier); AL NE; SV Fort +2, Ref +8, Will +5; Str 14, Dex 18, Con 11, Int 12, Wis 10, Cha 16.

Skills and Feats: Balance +9, Bluff +7, Climb +6, Concentration +11, Hide +9, Listen +6, Move Silently +9, Pick Pocket +9, Search +5, Sense Motive +6, Spellcraft +8, Tumble +10; Combat Casting, Dodge, Silent Spell, Weapon Finesse (rapier).

Spells Known (6/7/4; base DC = 13 + spell level): 0- dancing lights, daze, ghost sound, light, mage hand, prestidigitation; 1st- charm person, magic missile, sleep; 2nd- melf's acid arrow.

Possessions: Rapier, studded leather, Kekarav Madi's plans *Veridik's Ring*.

Rat Familiar: None Animal, Rat: CR 1/8; Tiny Animal; HD 1/4d8 (Animal); hp 12; Init +2 (+2 Dex); Spd 30 ft., Climb 15 ft.; AC 17 (flat-footed 15, touch 14); Atks +3 melee (1d3-3, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, grants +2 Fort saves, Alertness, improved evasion, share spells, empathic link, touch; AL N; SV Fort +2, Ref +6, Will +6; Str 5, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +17, Move Silently +9; Weapon Finesse (bite).

ENCOUNTER 11: THE SACRIFICE

Daxand, male human Rog1/Clr8 (Syrul): CR 9; Medium-size humanoid; HD 1d6+8d8; hp 52; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (flat-footed 16, touch 14), Atks +11/+6 melee (1d6+2 [18-20x2], rapier); SA Sneak attack +1d6 damage, rebuke undead 6/day; AL NE; SV Fort +6, Ref +7, Will +12; Str 12, Dex 16, Con 10, Int 16, Wis 18, Cha 16

Skills and Feats: Bluff +9, Climb +1, Concentration +14, Diplomacy +11, Gather Information +9, Heal +6, Hide +3, Innuendo +9, Knowledge (local) +4, Sense Motive +7, Spellcraft +11, Spot +5, Tumble +2; Combat Casting, Improved Initiative, Iron Will, Weapon Finesse (rapier), Weapon Focus (rapier).

**Domain Spell: Domains:* Trickery (Bluff, Disguise and Hide are class skills.) Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level.)

Spells:(6/5+1/4+1/4+1/3+1; base DC 14 + spell level): 0- cure *minor wounds*, *detect magic*, *detect poison*, *guidance*, *virtue*; 1st- *bane*, *cause fear*, *change self*^{*}, *command*, *divine favour*; 2nd- *aid*, *bull's strength*, *hold person (2)*, *invisibility*^{*}; 3rd- *blindness/deafness*, *deeper darkness*, *magic circle against good*^{*}; 4th- *confusion*^{*}, *inflict critical wounds*, *poison*.

Possessions: Buckler, *mithral shirt*, +1 rapier, +1 *ring of protection*, pouch with 10 platinum gulls.

NEW FEATS

Zen Archery [General] (Sword and Fist)

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

Prerequisites: Base attack bonus +3, Wis 13+

Benefit: The character can use his Wisdom modifier instead of his Dexterity modifier when making a ranged attack at a target within 30 feet.

Chink in the Armour [General] (Song and Silence)

You are an expert at slipping a weapon between armor plates or into seams.

Prerequisites: Expertise.

Benefit: If you take a standard action to study an opponent, you can ignore half of his or her armor bonus (rounded down) during your next single attack. Only bonuses from actual armor (including natural armor) are halved, not those from shields, enhancement bonuses to armor, or magic items that provide an armor bonus.

NEW EQUIPMENT FROM SONG AND SILENCE, PAGE 52.

Garrote, Locking: This nasty variant of the wire garrote comes with a pair of metal grips, each of which contains one portion of a locking mechanism. Once the garrote has begun to deal damage after a garrote attack, the attacker can link the two ends and twist the grips into their locked position. This maintains strangling pressure on the victim even after the attacker lets go. The victim continues to make grapple checks (each one opposed by the last attack roll the attacker made) until freed or unconscious.

The DC for the Disable Device check to free a victim from a locked garrote is 10 if the character attempting the task has Exotic Weapon Proficiency (locking garrote), or 25 otherwise. If someone other than the victim makes the attempt, a -5 circumstance penalty applies to the check unless the victim is held, unconscious, or otherwise kept from moving. A character attempting to remove a locking garrote from his or her own neck suffers the same penalty on the Disable Device check, this time for working blind. Naturally, it's impossible for any character to take 10 or take 20 on this check unless the victim trapped in the device is already dead. Smashing the locking garrote leaves it frozen in the locked position.

Cost: 100 gp; Damage: 1d8*; Critical Range: 18-20; Weight: 3lb; Type: Slashing; Hardness: 7; Hit Points: 4; *Damage is per round of successful grappling.

GARROTTE ATTACKS (SONG AND SILENCE PAGE 86 AND 87)

A garrote is more difficult to use than most weapons because the attack must be carefully set up to have a reasonable chance of success. A garrote attack uses the grappling rules from Chapter 8 of the Player's Handbook, with a few additions.

Attack of Opportunity: You provoke an attack of opportunity from the target you are trying to garrote. If the attack of opportunity deals you damage, your garrote attack fails.

Getting the Garrote into Place: To attack with a garrote, you first need to loop the weapon over your opponent's head and work it into place around his or her neck. To accomplish this, you must be able to reach the target's head. This means you cannot garrote an opponent two or more size categories larger than yourself unless that opponent is sitting or lying down, or you are attacking from overhead.

If you can reach the target's head, you must make a successful melee touch attack to grab him or her. Unlike a normal melee touch attack, this does not allow you to ignore all your opponent's armour. If your foe's neck is protected, you might not be able to place the garrote properly. To determine the opponent's Armour Class against a garrote attack, use his or her size modifier (see Combat Statistics in Chapter 8 of the Player's Handbook), plus any of the following special armour modifiers that apply.

If you fail to hit with your melee touch attack, your garrote attack fails. If you are entitled to multiple attacks in a round, you can attempt to place the garrote multiple times at successively lower base attack bonuses.

Strangle: Make a grapple check (see Grapple in Chapter 8 of the Player's Handbook). If you succeed, you have started to strangle your opponent. You immediately deal 1d6 or 1d8 points of damage, depending on the type of garrote. Your Strength modifier applies to this damage, and if that modifier is a bonus, you get

one and one-half times that bonus because you're using both hands for the attack. If you fail the grapple check, you don't start strangling or deal damage. Your opponent slips free of the garrotte and is no longer considered grappled. You do not automatically lose the grapple check if your opponent is two or more size categories larger than you are, as you would with a normal grapple check. Your opponent is considered grappled if you succeed.

Move In: Unless you used a locking garrotte to make your attack, you must move into the target's space in order to maintain the strangle. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from your target.

Maintaining a Garrotte Attack: Once you have a cord garrotte or a wire garrotte in place, have won the grapple check, and have moved into your opponent's space, you can continue to deal garrotte damage with successful grapple checks as often as you are entitled to attempt them. If you have multiple attacks, you can attempt multiple grapple checks each round to deal damage. Each time you succeed with a grapple check, you deal garrotte damage, modified as above by your Strength modifier. The garrotte remains in place until you release your opponent or until he or she escapes by breaking your hold (see Grapple in Chapter 8 of the Player's Handbook).

Unless you used a locking garrotte to make your attack, you and your opponent are considered grappled while you maintain a garrotte attack. You cannot attempt to pin your opponent during your garrotte attack, nor can you attack with another weapon.

While You're Being Garrotted: Being garrotted is just like being grappled, except that you suffer normal damage. You can attempt to escape the garrotte by making a successful grapple check on your turn. If you is possible using the Attack an Object action, but it's difficult. Since a garrotte is a Small weapon, it has an Armour Class of 11; however, since it's buried in your neck, it gets a +10 cover bonus to Armour Class, for a total Armour Class of 21 . In addition, you incur a -4 circumstance penalty on your attack because you have to avoid damaging your own neck in the process. You cannot use the disarm action against an attacker who has a garrotte wrapped around your neck.

Strategy: The garrotte is a good weapon for one-on-one surprise attacks, when there's a good chance of taking the target unaware. Hence, this weapon is a favourite among

assassins, spies, and sneak thieves. It makes a poor melee weapon against multiple opponents, since its wielder is vulnerable to attacks from the target's friends while holding the garrotte in position and waiting for the victim to die. Locking garrottes, while rare, are good for causing major distractions, since friends of the victim typically break off pursuit of the attacker to save their companion from the garrotte.

GARROTTE ATTACK

ARMOUR TYPE	TARGET'S AC
MODIFIER AGAINST	

Natural armour	Provides normal protection (equal to the bonus of the natural armour)
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Full plate	Provides a +4 armour bonus
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Leather collar	Provides a +4 bonus
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Gorget	Provides a+10 bonus
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THE ORDER OF THE BOW INITIATE (PATH OF THE WING)

From *Sword and Fist*, page 32

Tarnedas' Creed:

So speaks the Far Reacher, Master of Birds, Phaulkon:

The time of Great Trial is approaching; a Great Darkness is stirring once more from beyond memory. The stones of this land echo with the voices of many peoples who have lived here down the ages. Some of those voices are best forgotten. Those Who Are Called must to take up the burden of defending the light, protecting the good of the future from the evils of the past.

Path of the Wing:

Led by Kavrhos, previously a rogue in the service of the Brotherhood, the path of the Wing aims at excellence in the art of archery. They fuse both mental discipline with physical strength and agility to produce outstanding marksmen capable of extraordinary feats.

Hit Die: d10.

REQUIREMENTS

To qualify as an initiate, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Knowledge (religion): 2 ranks.

Proficiency: Longbow or shortbow or composite longbow or composite shortbow.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow or shortbow or the composite version of either), Weapon Specialization (longbow or shortbow or the composite version of either).

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+2	Ranged Sneak Attack +1d6
2	+2	+0	+3	+3	Close Combat Shot
3	+3	+1	+3	+3	Ranged Sneak Attack +2d6
4	+4	+1	+4	+4	Superior Weapon Focus
5	+5	+1	+4	+4	Ranged Sneak Attack +3d6
6	+6	+2	+5	+5	Free Attack, Zen Archery
7	+7	+2	+5	+5	Superior Weapon Specialization
8	+8	+2	+6	+6	Ranged Sneak Attack +4d6
9	+9	+3	+6	+6	Banked Shot
10	+10	+3	+7	+7	Ranged Sneak Attack +5d6

CLASS SKILLS

The Order of the Bow's class skills (and the key ability for each skill) are: Craft (bowmaking) (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armour Proficiency: Characters who take a level of initiate gain no special proficiency with armour, shields, or weapons.

Ranged Sneak Attack: Any time the initiate's target would be denied his Dexterity bonus to AC (regardless of whether he has a Dexterity bonus), the initiate's ranged sneak attack deals extra damage. The extra damage is +1d6 at 1st level, and +1d6 every two levels

after that. Ranged attacks only count as sneak attacks if the target is within 30 feet. The initiate cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue's sneak attack. If the character has the sneak attack ability as a rogue, the bonuses stack.

Close Combat Shot: At 2nd level, the initiate can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the initiate's bow.

Free Attack: Once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the initiate can make one ranged attack against the same foe, at his highest attack bonus as a free action.

Zen Archery: You gain this feat for free (see page 10). If the character already has this feat, then the Wisdom modifier stacks with the Dexterity modifier for ranged attacks.

Superior Weapon Specialization: This stacks with any existing weapon specialization bonus, and adds an additional +2 to all damage rolls made with a longbow or shortbow.

Banked Shot (Ex): This extraordinary ability allows the initiate to fire an arrow at a target within 20 feet of a wall (but not adjacent to the wall) and treat the target as if flat-footed for purposes of AC and damage inflicted. This is a full-round action, since it is extremely difficult.

APPENDIX 3: SORNHILL AT A GLANCE (593 CY)

Sornhill (Small Town): Conventional; AL LN/LG; 800 gp limit; Assets 85,360 gp; Population 2134; Mixed (2016 humans, 57 dwur, 32 noniz, 11 half-elves, 9 elves, 5 hobniz, 4 half-euroz).

Authority Figures: **Hazaraz Skullsplitter**, human male (Commander of Rebel forces in the area); **Saielma Relaster**, female human (ruler of the Storm Coast); **Carthen Relaster**, male human (Sea Eagle of Sornhill).

Important Figures: **Cathera of Ogberg**, female human (priestess of Pholtus); **Ceriam Grathenn**, male human (priest of Zilchus); **Dreyan Manasar**, male human (priest of Osprem); **Ement Naersaul**, male human (Captain of *The Peryton*); **Erian Tournavil**, male human (spellcaster for hire); **Gershimon Iilinski**, male human (blind shipwright); **Heramell Senned**, male human (priest of Trithereon); **Iseln Guiral**, male human (Stormseeker and priest of Procan), **Jelal Mullenden**, female human (priestess of Mayaheine); **Jarwar Highflame**, female human (priest of Joramy); **Jornal Surearm**, male human (gem and jewellery merchant); **Kiral Kackrov**, male human (Evoker); **Maren Vidkho**, male human (disgraced priest of Xerbo); **Niara Telk**, female human (Diviner); **Onrulf the "Smith Prince"**, male dwur (skilled weaponsmith); **Patriis Monir**, human male (shipwright); **Randolf of Sornhill**, male human (merchant); **Tahllean Baeltas**, female half-elf (multi-talented individual and member of the Breakers); **Uthather Kais**, male half-elf (powerful Evoker and member of the Breakers); **Velder Hanreth**, male human (priest of Procan).

Named after a local landmark, the origins of which are all but lost in the mists of antiquity, Sornhill is currently the capital of the Storm Coast and the seat of the Relaster ducal family. Occupied by the Brotherhood since 584 CY Sornhill was only liberated in 590 CY.

As soon as the town was recaptured by the rebels family Relaster moved to reassert their dominance of the area. Saielma Relaster, eldest-surviving Relaster, returned to Stormhaven and began the task of rebuilding her shattered holdings. She is ably assisted in this task by Hazaraz "The Skullsplitter" the Captain of her father's personal guard and, outside the walls of the Stormhaven, a company she sponsored to the chargin of conservative nobles. The court of Stormhaven was racked with further scandal when in 592 CY it was discovered Sailema was pregnant. She gave birth to a daughter, Veryanna. Rakes whisper that as well as being the de facto Lord of Sornhill it was Hazeraz who conceived Sailema's daughter, not the szek. The substance of these rumours is unknown.

Rebel forces within the town include 3 score marines and almost 400 men at arms. A militia numbering roughly 250, many of which are on duty at any given time, backs up the regular forces. The Order of the Sea and Star gather at Darkbane. Once a lone tower, this is girthed with a solid stone wall thanks to selfless patriots who worked tirelessly in 591 CY.

Most inhabitants of Sornhill own at least one weapon. Without exception they all hate the Brotherhood. Equipment and manpower shortages are common here although morale is high and the troops are well led.

Hazaraz can also call upon 3 warships – *The Fearless* (a galley) and *The Tempest* and *The Gallant*, both of which are caravels. *Fearless* is normally stationed within Notxia Bay, lending support to the defenders of Osprem's Light. *Tempest* and *Gallant* patrol up and down the coast, discouraging Brotherhood vessels from coming to close to the town.

Fishing is an important industry to the folk of Sornhill. Many hardy souls still fish the Notxia, although they now avoid that portion of the bay which laps at the feet of the Volanots. Fields, orchards and plantations surrounded the town but many of these were either destroyed in the fighting or deliberately burnt by retreating Brotherhood forces.

Sornhill itself is split into 3 distinct districts - High Town, Harbour Town and Haven Town.

High Town: In days past if you could afford it you lived in High Town. Built on a long, low hill that rises out of the Notxia it is not as cramped as Harbour Town and its inhabitants enjoyed a better standard of living. The Pholtite Chapel of the Blinding Light stands in High Town. In days past it doubled as the lawcourts and it is known that Cathera yearns for the day when it will serve as such again. Onrulf also has his shop here, catering to those with sufficient coin.

Harbour Town: In many ways Harbour Town is the centre of Sornhill as most of the trade carried out in the town passes through this ward at one point or another. The Briny Halls stand here – a large indoor market devoted to the buying and selling of fish and other consumables - as do many of the temples popular with the populace.

The devout can find the Vault of the Sea here (previously devoted to Xerbo, but now dedicated to Mayaheine), as well as the Stormspire (Procan), the Halls of the Shining Coin (Zilchus), The Hall of the Pursuer (Trithereon) and the Chapel of Fortune (Norebo). Harbour Town was also home to a small splinter sect of Procan. Known as the Stormseekers they are led by Iseln Guiral and believe that their god manifests himself in the midst of storms and tempests. As a result of their desire to worship as close to their deity as possible membership of this group is small.

Prior to the invasion Sornhill was a centre of shipbuilding on the Dragonshead but Brotherhood forces destroyed the 3 shipyards here before fleeing the town. Two of the yards, Patriis Monir's and Gershimon Iilinski's are now operational although Harnshir Jarome's is beyond repair – being little more than mounds of tumbled stone and charred wood.

Haven Town: The most cramped and squalid portion of Sornhill, Haven Town was home to many who could afford to dwell nowhere else. Here the streets are narrow and windy with many buildings packed close together. Open spaces here are rare, although there is a series of wells for the use of the inhabitants.

LOCATIONS OUTSIDE SORNHILL

Osprem's Light: Originally built by the Suel, Osprem's Light has guided sailors safely into port for centuries. Located across the bay from the town it commands the approaches to Sornhill proper. Currently Osprem's Light is the focus of much of the skirmishing being carried out in the area. Military strategy dictates that he who

controls the temple controls access to Sornhill. Recent hochebi assaults have come close to capturing the installation, the largest of these were repelled due to attack plans falling into rebel hands.

The Hanging Gardens: Just outside the walls of Sornhill can be found a small copse of trees known as the Hanging Gardens. It is here that criminals and brigands were sentenced to death for their crimes. Many lawbreakers have been buried here, giving rise to several gruesome legends about this stand of trees.

LOCAL LORE

The first known settlement of any size on the site of present-day Sornhill was founded by the suel after the Great Migrations. Subjugating the local flan tribes they built a small bastion and town, parts of which including the Red Tower and Osprem's Light are still visible today. Much of the town was destroyed however when the oerids swept through the region in the late 590s OR. They subsequently resettled the area, repairing the shattered fortifications of the town and constructing further defences. Desiring further protection they threw a wall around the whole town and built additional fortifications around the Red Tower, which became known as Stormhaven. It was the Oerids that dictated the layout of the town that still survives to this day. Prior to the Wars the population of Sornhill reached the 3000 mark and some building had taken place beyond the town walls. The invasion of the Brotherhood dealt a sharp check to this growth however and today the population is no more than 2200.

The Fall: The story of the fall of Sornhill is much the story of the fall of Onnwal. Here, as elsewhere, treachery played a full part in the defeat of the proud Onnwalons. Rohal Soldas, the then mayor of Sornhill, admitted a small highly skilled strike force into Stormhaven. In the ensuing struggle almost the entire Relaster family was captured or killed. Simultaneous assaults against Osprem's Light, although at first repulsed, rendered the garrison unable to engage the Brotherhood fleet that sailed into Notxia Bay on the morning tide.

As wave after wave of fresh Brotherhood troops clashed in the streets with tired and confused defenders, Rohal committed his last treachery striking the Green and Gold of Onnwal and replacing it with the scarlet flag of the invaders. This last heinous act arguably took the fight out of those still resisting and most resistance quickly collapsed.

One man, Barrend Dshend a young marine officer, refused to surrender however and fought a desperate rearguard action with a small group of his fellows allowing *The Tempest*, packed to the gunwhales with refugees and wounded, to escape to sea.

Occupation: The occupation of Sornhill was a grim affair. The Kesh of the town, Kekarav Madi, was a fervent Brotherhood hard-liner and the people of Sornhill suffered greatly under his authority. Rohal Soldas, the infamous traitor was richly rewarded by his scarlet masters and was put to work rooting out troublemakers and members of the resistance. Many Onnwalons were slain, and still more disappeared on vessels bound for Scant. Brotherhood agents here were also able to successfully infiltrate the local Wreckers cell. As a result most of the members of the cell were tortured and then publicly executed.

LIBERATION: The folk of Sornhill were prostrate before the Scarlet Sign until late in Patchwall 589 CY when rebel forces

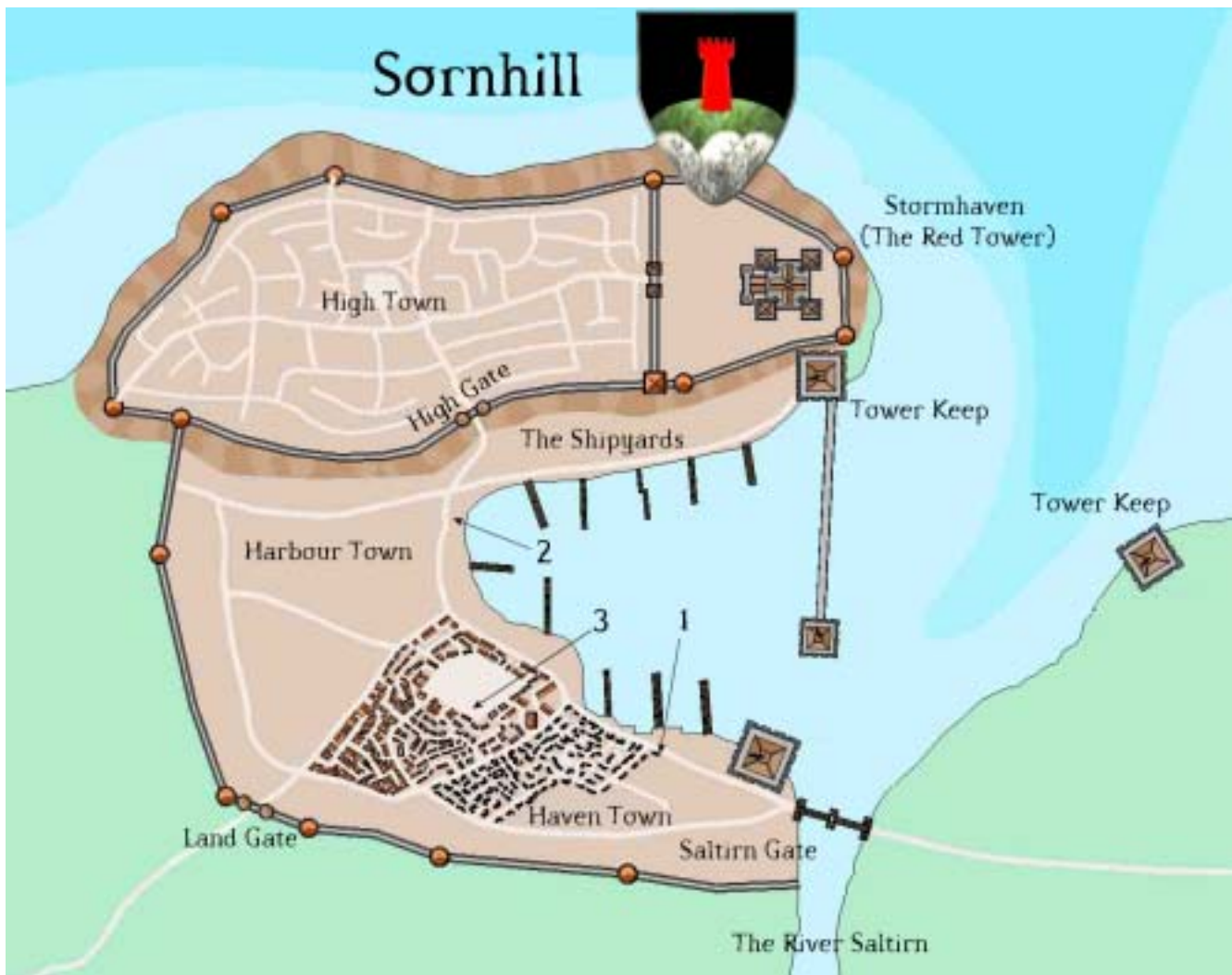
launched a spectacular surprise attack against Osprem's Light cutting the town off from Brotherhood re-supply.

Rebel Artillerists sank one Brotherhood vessel and severely damaged 2 more that tried to relieve the beleaguered town during a short winter siege lasting into the early days of 590 CY. In Fireseek Brotherhood forces were forced by the worsening supply situation to attempt a breakout from the town. Under cover of diversionary hochebi assaults on outlying rebel pickets Kekarav Madi's personal vessel, the *Scarlet Death* slipped its moorings. Braving sustained (and accurate) catapult fire from Osprem's Light it broke the Rebel cordon and disappeared into the night. An attendant vessel, the *Scarlet Rage*, was not so lucky and fell foul to rebel attacks.

Kekarav Madi and Rohal Soldas have both been encountered alive. Rohal Soldas is now presumed dead after a vicious assault on the village of Greenfalls in 592 CY. It is almost certain Kekarav Madi intends to retake Sornhill now, but the forces of Baron Kiernal Maldrenn, bolstered with men in service of Relaster and Baryaern are on the offensive.

The hand of Reydrich Sharn penned this treatise in the year 591 CY and in 592 CY. It is taken from a series of travelogues, based upon first and second hand observations of Onnwal, accumulated by the author during his travels throughout the Dragonshead.

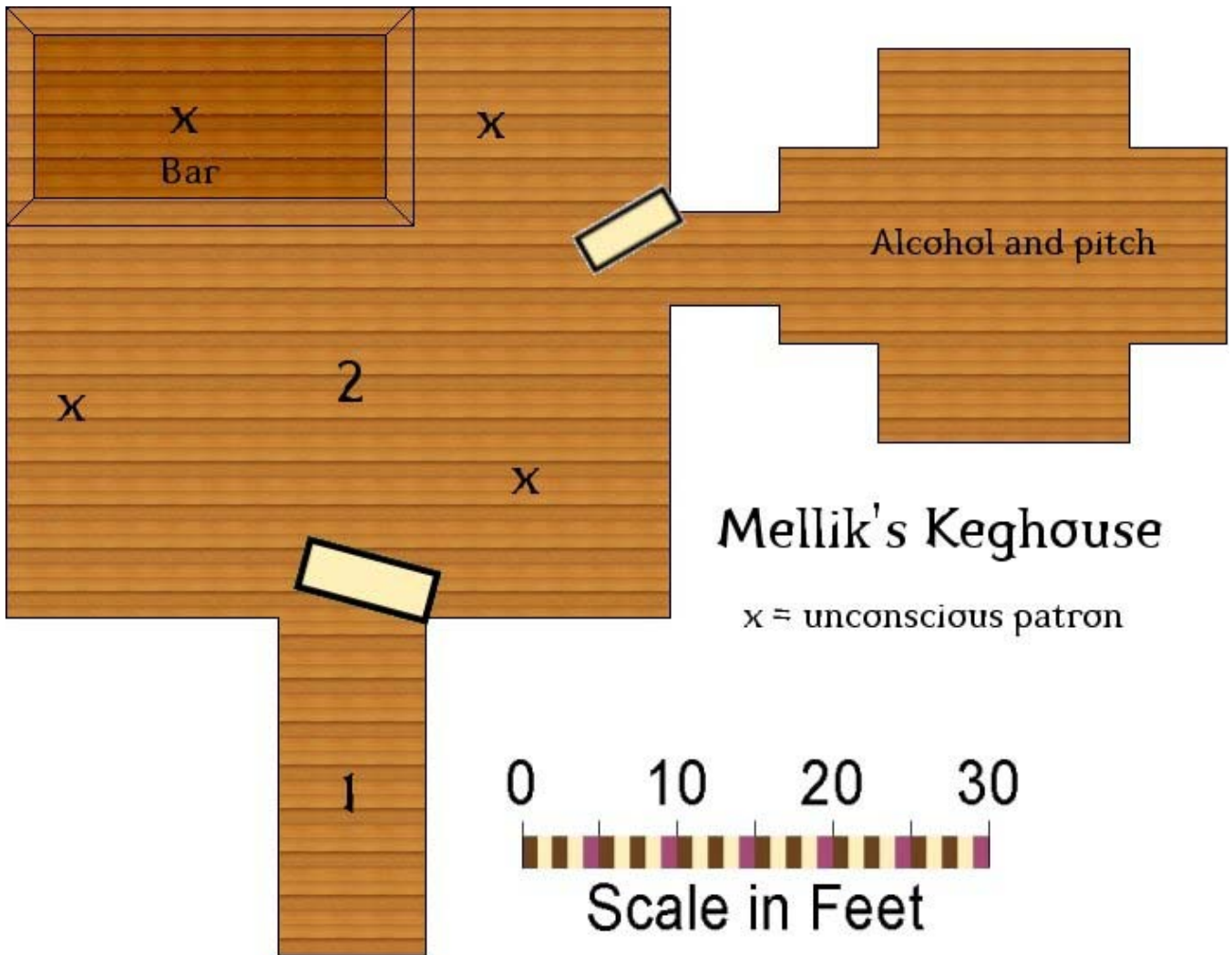
MAP 1: MAP OF THE TOWN OF SORNHILL



Key to Map:

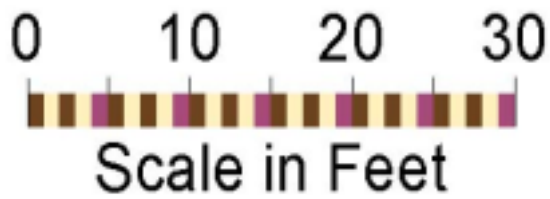
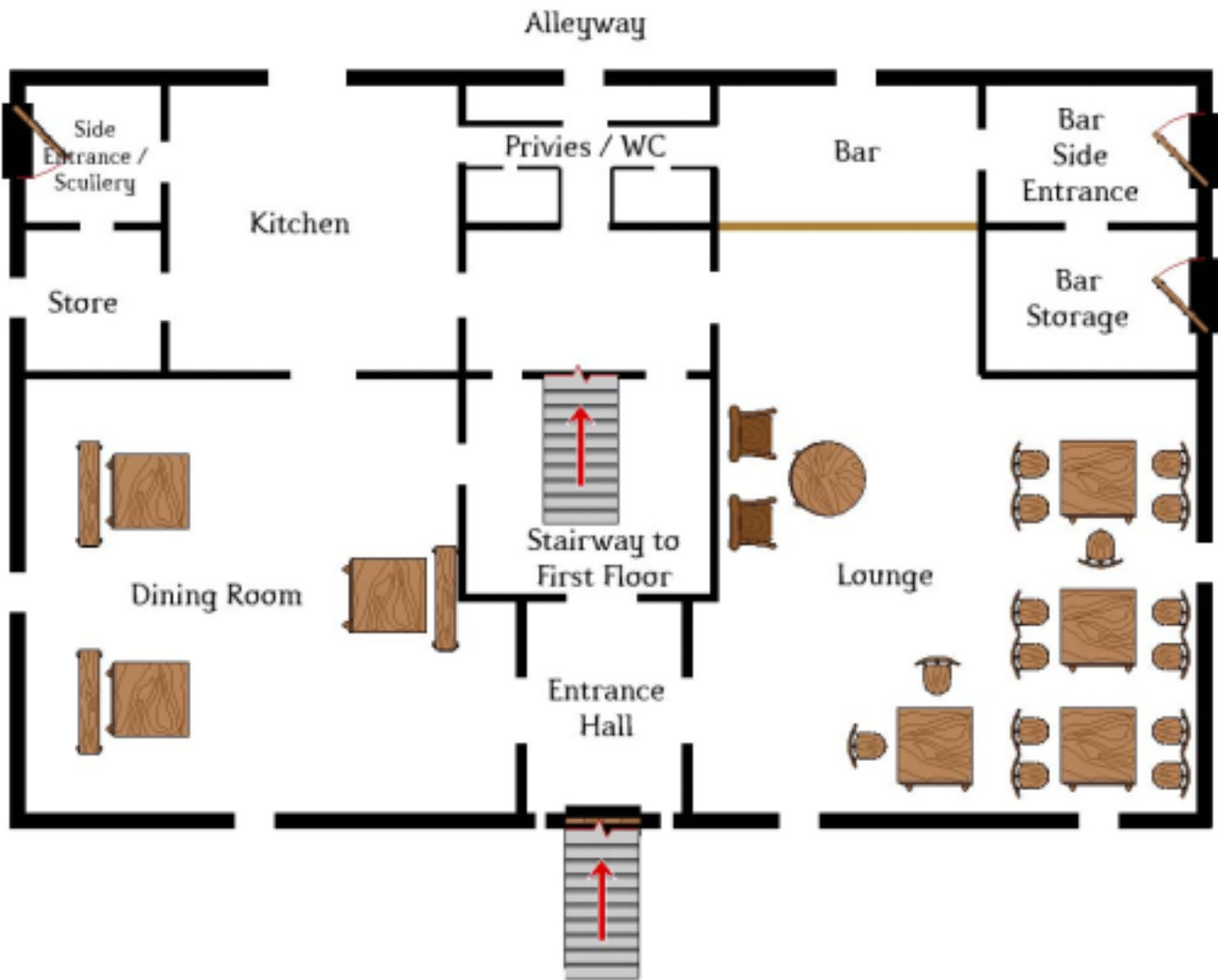
1. Mallik's Keghouse (Encounter 1)
2. The Warehouse (Encounter 9)
3. The Briny Markets

MAP 2: MAPS OF MELLIK'S KEGHOUSE



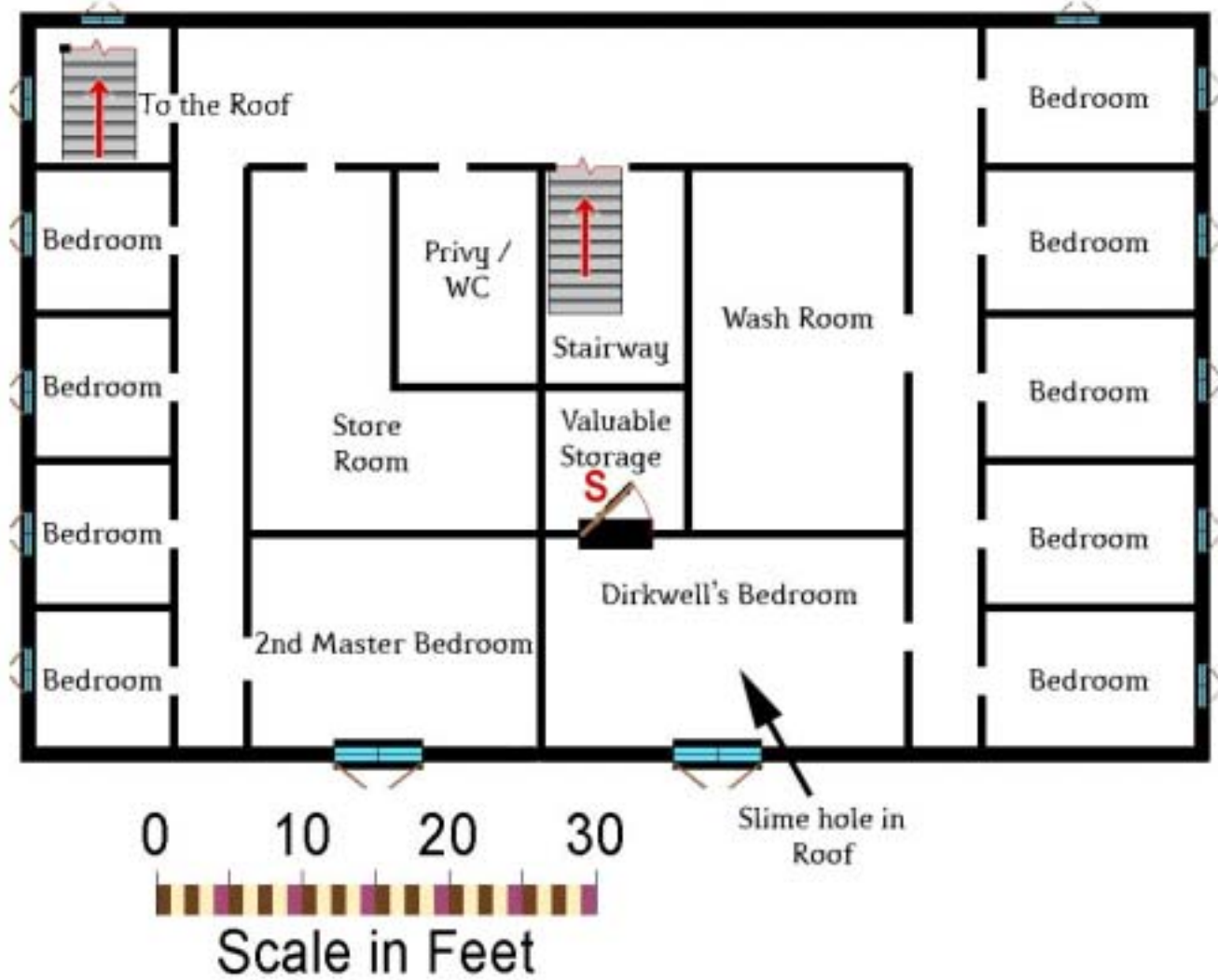
MAP 3: MAPS OF THE LAND HOUSE

The Land House, Ground Floor
Adjoining Property

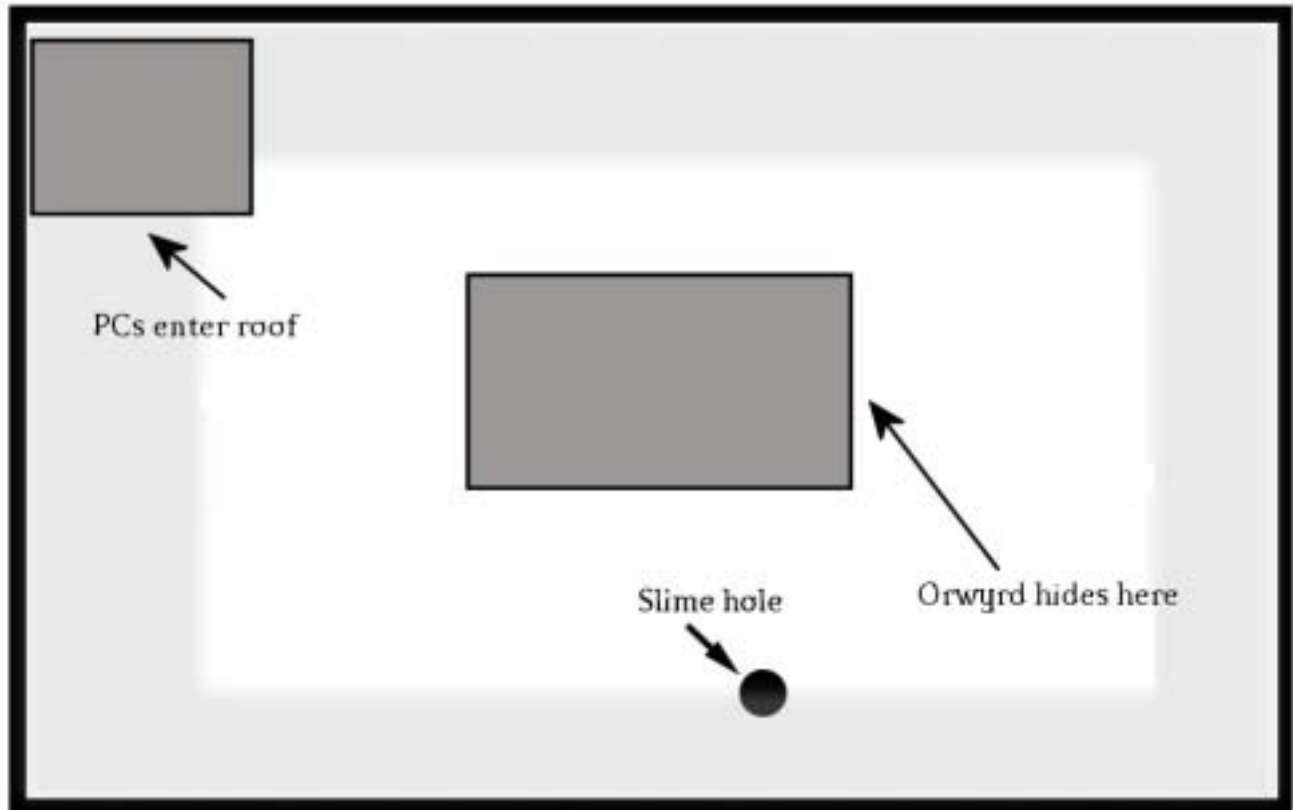


Notes:
Gaps in exterior walls are windows.
All have wooden shutters.
Gaps in interior walls are standard wooden doors with latches.

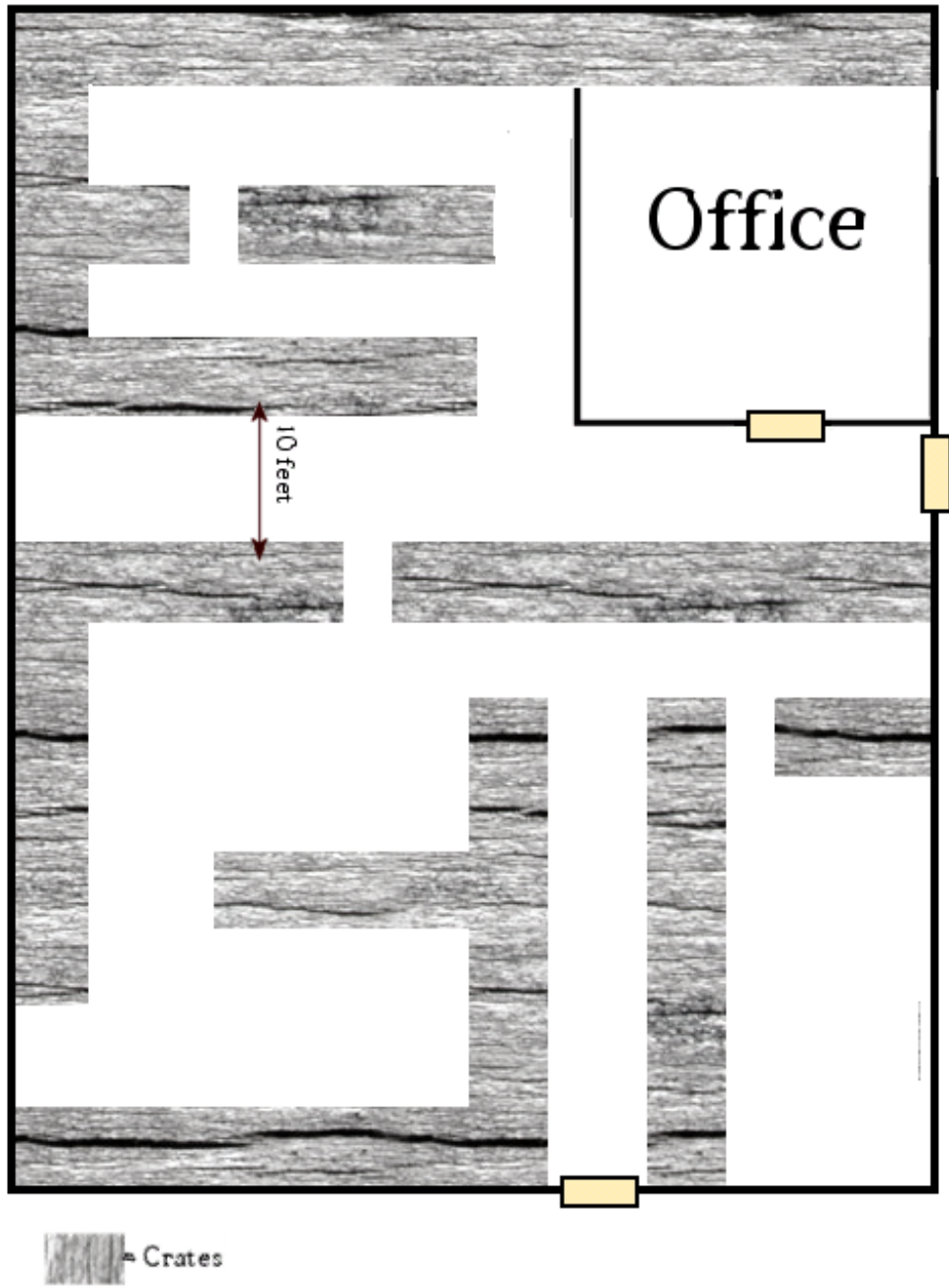
The Land House, First Floor



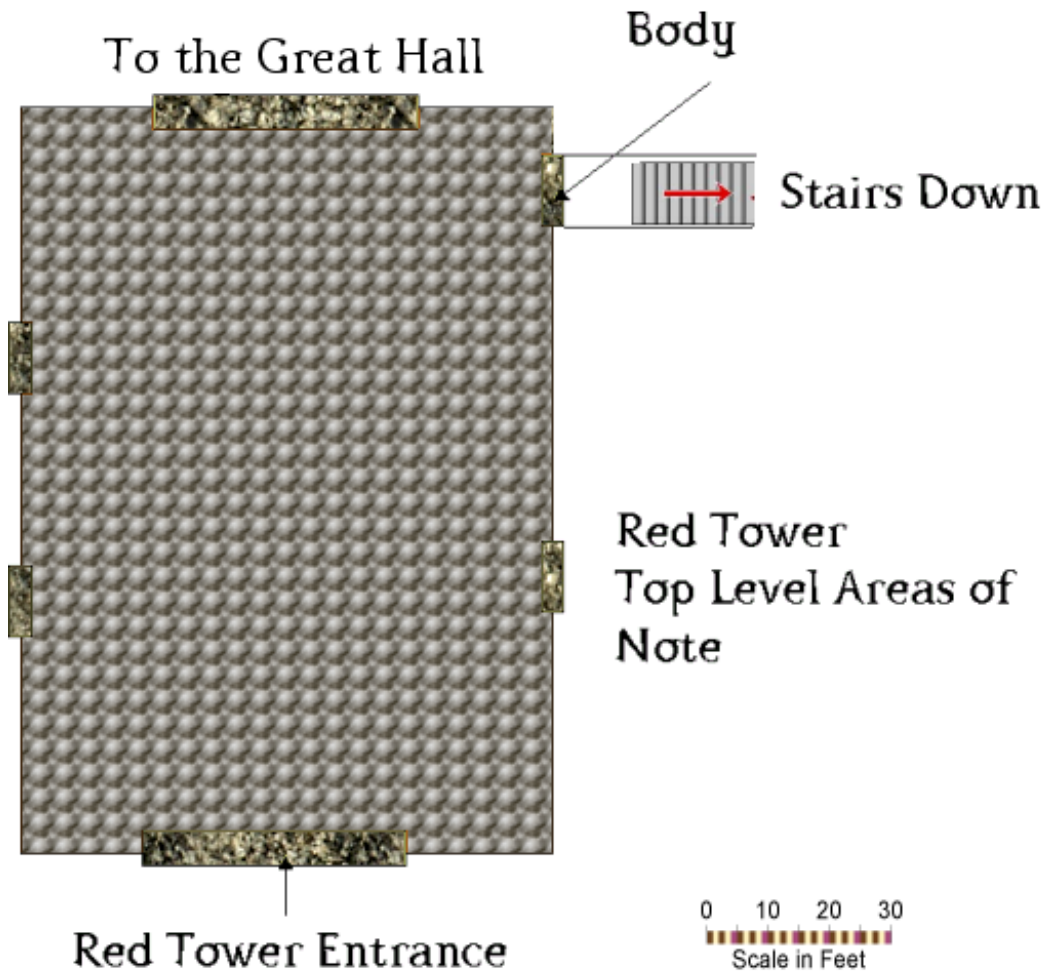
The Land House, Flat Roof



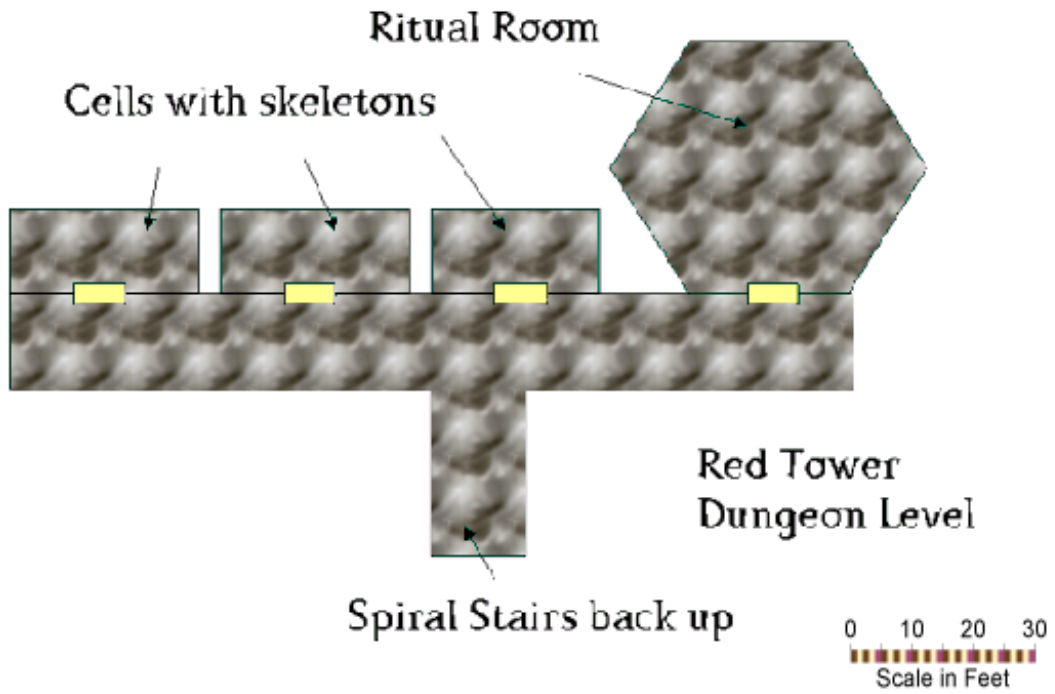
The Warehouse



MAP 5: MAP OF THE RED TOWER ENTRANCE



MAP 6: MAP OF THE SACRIFICE CHAMBER



HANDOUT: BARUND LARAMORE'S MISSIVE

Your Grace,

As a gift to the people of Sornhill and Longbridge in these dark times I present to your shipwrights, and to His Grace's fledgling venture in the south this delivery of pitch. May it aid in the continuing efforts to rebuild Sornhill, and to strengthen our new naval presence within the Azure Coast, that we may prevent such dark times as we saw in the summer of last year.

This delivery is the product of what I hope shall be a fruitful union between the Church of Zilchus and the Loyal Church of Xerbo. It was paid for by the coin of Maren Vidkho, representative of the Loyal Church of Xerbo, with Merchant Dirkwall, Representative of House Zelthred and Lay Person of the Church of Zilchus.

I hope this co-operation will be noted favourably in Maren's up and coming trial. The sins of the past are not easily forgotten, as I am sure you know, but he is beginning to repay his debt, and without change we cannot hope to grow.

Your humble servant,

Barund Laramore

First Minister to the Szek

High Tradepriest of the Purse of Plenty



CAMPAIGN CONSEQUENCES

Fill out the following and return to SKerrigan@onnwal.org.uk via email. If you do not fill these in, your run of this scenario will not affect the campaign. Consequences will be accepted until the 31st of July, 2003. Feedback on the module will always be welcome.

Did the PCs save Mallik and his patrons?

Yes No Didn't Try

What was Dirkwall's fate?

Alive Dead Other: _____

What was Orwyrd, the Assassin's fate?

Alive Dead Captured Other: _____

Did the PCs follow Teral Lightfinger's instructions and frame the Wreckers in the Warehouse?

Yes No

What was Veridik's fate?

Alive Dead Captured Other: _____

What was Daxand's fate?

Alive Dead Captured Other: _____