

5 Days to Die



Pathfinder
ROLEPLAYING GAME COMPATIBLE



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5 DAYS TO DIE



Derstahl is the capital city of a region that has been blessed with profit and plenty. No doubt there should be hints at adventures around every corner and in every tavern. As you ride through towards the capital city, you see happy faces and welcoming attitudes. Up ahead, Derstahl splays out before you, promising a warm meal and a comfortable bed. Adventuring is the reason you are here, but not before you get your hands on a cup of mead and a toasty fire.

ADVENTURE BACKGROUND

Lord Reginald Khobar has been known throughout his land as a firm but fair ruler for the last 6 years. The region has prospered as a result. Farms have produced greater volumes of food and businesses have grown in both size and economics. Things weren't always this way for the region though. The last ruler overtaxed his subjects to the point where banditry was almost the only means of survival. The ruler before him, a savage man named Creeztak the Brutal, encouraged violence against any who did not obey his complete and total commands.

Then along came Reginald Khobar, a general in Creeztak's army. He couldn't bear to see his people huddling in frightened masses every day, so he decided to act. With a platoon of the finest soldiers at his back, Khobar overthrew the tyrant and claimed the crown as his own, promising to rule Derstahl and the rest of the land he controlled with fairness and justice. He brought law to the streets and settled disputes with a listening ear and wise judgement. Farmers were given land to work for minimal taxation. Businesses were paid to move to the city and set up shop in abandoned locations. Repairs were made and hope was restored to the land.

Things improved like this for many years. The people were happy – or so it seemed. Recently

Lorilen Khobar, Reginald's 12-year-old daughter, was kidnapped while playing on the grounds of the castle. Derstahl was searched but the girl could not be located. Unwilling to alarm the good people of his land, he has kept quiet for the last two weeks, hoping adventurers or mercenaries would come to town so that he could implore them to help save his little girl. The note he received was clear – he had twenty days to deliver a ransom or his daughter would be sent back to him in pieces.

He doesn't want his child to die, but Reginald will not allow these men to terrorize the crown and make demands upon it. This would set an example; allowing others with similar ideas to come to Derstahl and shake down his people under threat of harm or death. He has decided to set a precedent for his people to follow – to not give in to thugs and bullies. Instead, he has chosen to hire outsiders to locate his daughter and to punish those foolish enough to try such a despicable act.

Now that adventurers are passing through Derstahl, Lord Khobar has dispatched a royal messenger to quietly request their aid to rescue his daughter. Money is no object, but he will not allow his region's coffers to suffer from those who think themselves bold enough to attempt theft of another kind. As a result, he has offered a bounty of 2000 gold coins per adventurer for both the safe return of his child and proof that the brigands have been permanently dealt with.

ADVENTURE SUMMARY

The group agrees to meet with Lord Khobar and hear the nobleman's request for assistance. After doing so and having him answer any questions that the group might have of him, they will have precious little time to complete the mission at hand – five days to be precise. Through knowledge and history checks, sound tactical planning, unique problem solving, solid questioning of Lord Khobar and the surrounding townsfolk and quickly gathering the tools they might need to succeed, the PCs will be able to learn the reasons for the kidnapping, understand their enemy, confront the brigands at their hideout and save the lord's daughter. It is entirely up to the players whether or not they choose to kill the kidnapers or restrain and deliver them to Lord Khobar for his own brand of justice.

INTRODUCTION

The adventure begins as the group moves on from their latest adventure towards another opportunity. They find themselves traveling through Ethrist, a region ruled by Lord Khobar and whose capital city is Derstahl.

You find yourselves traveling the caravan path that takes you through Ethrist. At one time, you would have had arms and armor at the ready; expecting an ambush by starved commoners looking for an easy score. Ethrist no longer suggests such nefarious actions any longer. It would seem to you, weary travelers, that the entire province has continued to prosper since last you stepped foot through here. The region looks to have entered a lively resurgence of sorts. Where farmland had once lain barren and scorched, now waves of ripe wheat wave as you go by. Houses that were once cold windowed and lifeless now glow with the warmth of hearth fires. Even the peasants – who would have robbed you with any weapons at their disposal, now look ruddy cheeked and plump; implying both warm and regular meals at their tables.

At this point, Knowledge Local or *Intelligence (History)* checks can be made to determine why Ethrist is no longer such a forlorn place.

DC 10: The last time you or anyone you know passed through the province, there was rumor that a former captain of the guard of Derstahl had laid siege to the palace; forcing out former Lord Creeztak and proclaiming his stewardship of the city and all that encompasses Ethrist.

DC 15: Reginald Khobar, once a captain in the royal guard, exiled the former lord after declaring his rule over the region. Traders that pass along these roads commented about how he was paying shopkeepers to pick up and move from neighboring cities in order to ply their trades in Derstahl.

DC 20+: Lord Derstahl has taken his new position with more seriousness than most aristocracy. He has forgone riches of his own in order to see that his people's suffering comes to an end. From his own collection of trophies and treasure gathered as Captain of the Royal Guard, he has paid for repairs to the city's infrastructure. Through this generosity the common population has flocked under his banner and thrived for the last 6 years.

Before long you reach Derstahl, the region's capital and location of the palace of Lord Khobar. The streets are clean, there are few beggars and every citizen you pass seems to welcome you to their city with a robust hello or a firm handshake. You stop at the local celebrated inn – a monster of a building with two sets of doors in the front. "The Giant's Bed", as it is called, boasts both plentiful ale kegs and a pork pie so delicious that you'll not want to leave.

The owner is nearly as big as his establishment. Arniss "Bellow" Belthan stands at an impressive six foot eight inches. His barrel chest strains at his apron and his well-muscled arms rhythmically wipe down the colossal bar that dominates the center of the room.

"Welcome!" His baritone voice booms through the common hall, causing many of the regulars to turn towards the door in inspection. "The Giant's Bed is at your service, travelers. We have a fantastic amber ale that has just been recently tapped and fresh pork pies right from the oven. If coin is an issue, we also offer dreg pours, though be warned that there tends to be floaters."

He brushes a lock of dirty blonde hair from his vision and motions toward one of many tables open. "Seat yourself where you like. Wana will come by and get your orders and we will take care of you."

As you put your feet up for the first time in many days and place your orders with the stout barmaid Wana, one of the sets of doors open and a lone man in noble's garb gingerly steps through. It is clear that he hasn't been here before and begins to scour the patrons. It is obvious that he is looking for something – or someone.

Perception checks are required at this time.

DC 10: The man looks to be in his thirties and has a brooch of office attached to his lapel.

DC 12: He looks concerned. His brow is furrowed and he is nervously twisting the ring upon his left pinky as he peruses the clientele at the inn.

DC 15: The bar regulars see the man and start whispering among themselves. You hear a bit of the conversation: *"I wonder what Advisor Lemmek is doing away from the palace?"*

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DC 20+: Seeing the official away from the palace is giving many of the commoners and uneasy feeling. You hear something about worry regarding Creeztak's return from exile and what sort of war will come if he comes back.

It takes him several minutes of going over everyone in the bar before his gaze returns to your group. He looks to take an audible sigh of relief and walks confidently over to your table. He waits several seconds before beginning – as if he is trying to find the best way of broaching a difficult subject. At last, he speaks:

“I apologize for the interruption. My name is Lemmek Thope and I am Advisor to Lord Khobar; the ruler of this city and all of Ethrist. I have a sensitive subject that I'd like to discuss with you... and it is time sensitive. If you wouldn't mind overmuch, I would like to escort you immediately to the palace. Again, I apologize for the intrusion. It – it just couldn't be helped.”

If the PCs probe further, here is a list of potential answers that you might give.

“Look – I wish that I could talk about this right here in the inn, but I have strict instructions as to how to proceed. Rest assured that you are not in any sort of trouble; but someone else is. That is all I can say. May we proceed to the palace now?”

“If you have already paid, Lord Khobar will gladly cover any costs incurred by this inconvenience. Please – I implore you. We need to speak with you regarding an urgent matter at the Palace.”

“It is a matter of national security that I simply cannot comment on until we are in a more private and secure setting.”

“Of course there is compensation if you accept the proposal. I am not at liberty to speak anymore on the subject until we are in a more private and secure setting.”

Once the group agrees to travel with Lemmek, proceed.

You step outside the Giant and see a sturdy above average quality carriage easily capable of fitting you all within it. Lemmek steps forward and opens the door, slightly bowing. “Ladies. Gentlemen. If you please.” Within moments you are click-clacking down the cobbled streets towards a once

magnificent palace. Although the outside is clean and well repaired, it is apparent that much of the ornamentation has been replaced with wood and stone instead of the once likely gold fixtures that would have accented the estate quite beautifully.

You pass through the open gates and arrive at the steps to the palace. Once again, Lemmek opens the carriage door and bows. He escorts you inside, past roving patrols of guards – men and women alike. Before long you are in one of several main parlors within the mansion. Lord Khobar stands hunched over a large desk, staring at something as you enter. The man is impeccably dressed in fine but extremely functional attire. His short black hair is combed and presentable. A small black mustache and goatee slash tight, dark lines across his face. His stature speaks to a lifetime of military activity. He is armed but not resting his hand upon the pommel of his broadsword.

Perception checks are required at this time.

DC 10: Lord Khobar's face lights up with hope once you enter the parlor. He looks to be in a great deal of stress.

DC 15: You see no signs of military planning going on in this room. Whatever it is, it likely has nothing to do with the former Lord Creeztak.

DC 20: Lord Khobar was examining a parchment of some kind on his desk when you first arrived. He takes several seconds going over it before looking up and seeing your group enter the parlor.

DC 25: You notice two smaller paintings on the far side of the parlor depicting a lovely young dark haired girl. You even spied a few rooms dedicated to playthings for an older child – but you didn't see nor hear her coming into the castle.

Lord Khobar approaches each of you; looking you in the eye and giving you a firm, solid handshake. He introduces himself to each of you before addressing you as a group.

“Thank you all for coming. I am sure my advisor apologized, but please allow me to do so as well. It was not my intent to take you away from a warm bed and a hot meal. Desperate times, though, call for desperate measures. I need your help, adventurers. You are the first of your kind to travel to Derstahl in over a fortnight, so my plea for aid falls upon your ears. My

daughter Lorilen has been kidnapped. I have but five days remaining before they will kill her. I need agents not tied to my office to attempt a rescue. If you agree, I will offer each one of you 2000 gold coins for her safe retrieval and the arrest or execution of the offenders. What say you?"

Once the group agrees, proceed.

"Thank you! If my daughter lives, Derstahl will be singing your praises for years to come! Quickly now – there's no time to waste. I'll answer what I can so that you may move with haste and get this nightmare over with."

The PCs can use this time to question Lord Khobar.

If they ask why he isn't handling the kidnapping himself:

"I couldn't use my guardsmen to do any investigation without rousing suspicion among my people. My fear is that somehow the news of the kidnapping would leak and the town would turn into an angry mob. This would tip off the kidnapers who would likely just kill my daughter and flee. I need people unaffiliated so that no suspicion arises of what is happening."

If they ask if Lord Khobar has any enemies:

"The only enemies I had were those that allied their interests with former Lord Creeztak. I spared them, choosing to exile them instead of a sentence to death or life in the dungeon. I felt it was a way to show my people that justice can be shown without compromising your values. I haven't seen or heard of that lot being anywhere near Derstahl since I took office."

If they ask if there have been strangers in town recently:

"I do not know if there have been outsiders coming through recently. I will point you to Bellows – the man who runs the Giant's Bed. If anyone would know, it would be him. Or perhaps old Nisbeth; she's the woman who operates Derstahl General Supply."

That is the extent of Lord Khobar's knowledge about the kidnapping. He will gladly show the PCs the ransom letter if they ask for it. (Provide the players with handout 1)

It is at this point that the adventure clock starts ticking. Below is the list of the standard features that will be in play from this point forward. If you find the game starting to bog down, remind them that they are on a time table. The kidnapers only have five days to either be killed or be captured before the child is killed.

- On the clock: The PCs are on a very tight time table. The longer they take to question the town, gather supplies and make a plan, the less time that Lorilen has to live. Create a sense of urgency without causing the players to panic overly much.
- Top Secret: Because this mission isn't known to the townspeople, they are unaware that Lord Khobar's daughter is in danger. If the PCs decide to let slip the issue, roll a percentile. If it is over 75%, then report to the players that they now have only two days to rescue the girl because the town has begun preparations to look for her themselves.

Derstahl

Once the PCs are done questioning the Lord, they can now proceed to investigating Derstahl and look for clues as to where Lorilen is being held. The group can use Perception in order to get some generic information, but the specifics will need to be gathered from Arniss "Bellows" Belthan or Nisbeth Pannar.

DC 10: The townspeople of Derstahl know something is up. They think that Creeztak has returned with an army of mercenaries to take back the city and force everyone into a new regime of fear and oppression.

DC 15: You overhear a farmer complain that his garden is being pilfered with some regularity. He suspects it is varmints or a few local children being mischievous.

DC 20: A commoner hears you asking questions about odd events and takes you aside. "If I was you, I would ask Nisbeth about that. Someone broke into her shop a couple a weeks back and took some stuff. It weren't a lot, but enough to cause that old crone to cuss up something awful!"

The Giant's Bed

The PCs can approach and ask Arniss "Bellows" Belthan or Wana the barmaid questions at this time. They will want to talk privately, so they will do so in

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hushed tones, or back in the kitchen.

Arniss “Bellows” Belthan

If the PCs ask if there have been strangers in town recently:

“Aye. There have been more than a few odd ducks coming through the Giant – though it’s been at the dead of night. They claimed to be caravan guards or travelers – but they seemed jumpy and dodged the question when I asked about lodging needs. They just paid for bread that was a few days old and an old haunch of pork that was drying out in the back. I haven’t seen ‘em in a couple of weeks though. Could have been pilgrims, or adventure types – like you.”

If the PCs ask how many there were:

“Well, there were a couple of groups. I think around eight folks in all. I can’t be sure about that number though. Why you asking about strangers, friend?”

If the PCs ask if Lord Khobar has any enemies:

“Enemies? You have gotta be kidding me. He’s done more for this city ... for this region ... than anyone that has come before to my memory. It was miserable here before Lord Khobar. There ain’t a man, woman or babe that wouldn’t drop everything and come to that man’s aid.”

If the PCs ask what these people looked like:

“They looked disheveled really. Dirty. That’s typical for caravan guards in general...but these guys really kind of stunk. I didn’t see any faces as the bar tends to be quite busy and their cloak hoods were up. Sorry I can’t be more help.”

If the PCs ask about any areas that might be good for hiding out:

“Hmm. Not that I can think – wait. There is an old estate, a few miles from here. Used to belong to one of Creeztak’s old cronies. We put a torch to it when he was exiled. I hear tell it’s still standing, but I’d doubt if it is fit for any sort of hideout.”

Derstahl General Supply

Derstahl General Supply is likely one of the oldest buildings within the city’s gates. The wood is sun bleached and it looks as if the stone portions have been patched and repaired over the course of many years. A simple sign swings back and forth in the wind – depicting the old symbols for flour, medicine and

horseshoe repair burned into the face. From inside you can hear the pounding of a hammer against wood. A string of colorful swear words accompany the sporadic thumping in an old woman’s voice.

Nisbeth Pannar

“You find an older gnomish woman with bright orange hair, banging away on the inside sill of a window. Her tongue is sticking out the side of her mouth and her bright green eyes are locked in concentration on the task at hand; so much so that she doesn’t notice you enter her store. Several iron nails are poking out of her hair as well; holding them in place until she can use them. She straightens to her full three foot height to wipe her brow free of sweat, though her back is still a bit bent with age. She might have been quite striking in her youth, but now her skin is cracked and weathered, the fierce scowl on her face deepening the lines there.”

Once the PCs engage Nisbeth, continue.

The old woman nearly topples off the sill in surprise. She’s quick to recover though and points her hammer menacingly at you. “What’s this then?! More little codtrollops looking to abscond with my wares eh?! I’ll have you know, the whoooooole place is warded now. YES! Warded with... with death spells and curses to make your private bits wither to nuthin’ should you take anything without payin!”

Once the PCs calm Nisbeth down, she’ll put away the hammer and engage. She’s more than happy to talk to them about the thefts that have been occurring at her store and any other things that the group might want to know.

About the thefts:

“It started about two weeks ago. I came into my store to open early and saw that a window was open. I never open ‘em! Once the guards came, we entered and looked around. A bunch of rope, some firewood, cookin’ supplies – all gone! Someone stole ‘em! Happened again last night too! This time, the little gobsnots took knives, a couple of swords and a few axes. I told the guard, but they ain’t done nuthin! I’m gonna find ‘em and I’m gonna cut off a piece for every gold they cost me!”

If the PCs ask if there have been strangers in town

recently:

"I seen a few skulkin about the edges of town – outside the gates. Always keepin their hoods on – especially when the guard comes about. I figured they were just farmers or pilgrims or what have you. Haven't seen em in the last week or so. Figured they'd moved on."

If the PCs ask how many there were:

"I only saw three or four. They didn't say nothing, but were keen on listening to folks talk. Like they were looking for something special."

If the PCs ask about any areas that might be good for hiding out:

"Only place round here that hasn't been rebuilt and polished up real nice is the old Gorlund estate. Two miles outside of town, near the river. No one wanted to be associated with the trash that got taken out, so it sits there collecting rot and decay. Good riddance to it too. Rols Gorlund was rumored to keep slaves in his basement. No one needs to be livin' with that sorrow under their beds."

Equipping at the General Supply

Assuming that the PCs want to equip before assaulting the Gorlund estate, they will only be able to do so at the General Supply store. If the PCs have not let the truth about their mission slip to the populace of Derstahl, then she will have everything listed in the Core Rulebooks under equipment. As far as weapons go, she will have all simple weapons listed in the Core Rulebook. Nisbeth has no armor.

If the PCs have alerted the town that Lord Khobar's daughter is missing, Nisbeth will only have equipment under 10gp value as listed in the Core Rulebook, and only has light and one-handed melee weapons listed under the simple weapons table. Nisbeth has no armor.

THE GORLUND ESTATE

When the PCs are ready to go and assault the Gorlund Estate, please proceed.

Taking the townsfolk at their word, you begin to make your way out of town and up the disused path towards the Gorlund Estate. After about an hour and a half of walking, you begin to see signs of recent travel.

Perception or Investigation checks are required at this time:

DC 13: From what you can gather, there has been some recent regular foot travel along this path. The last set of prints you can examine points towards a traveler that has been down here within the last several days.

DC 17: It looks now like there's been at least two regular travelers down this road recently, with older prints hinting at more folks earlier on. Most of them look to have been laden down with things as their impressions are deeper than they should be.

DC 23: You spot six different distinct sets of footprints impressed upon the ground. Two unencumbers. Three moderately encumbered. One severely laden, judging from the depth of each set.

DC 25+: You spot six different distinct sets of footprints impressed upon the ground. Two unencumbers. Three moderately encumbered. One severely laden, judging from the depth of each set. Off to one side you see a series of drag marks. Apparently someone did not wish to go willingly. There has been some effort to disguise the drag marks as well.

Any perception checks on the house itself, before entering, yield inconclusive results.

Before long you see the outline of what once would have been a beautiful large estate house. The outside is scorched and burnt in several places and windows look to have been shattered or otherwise destroyed. The sprawling roof is caved in to one side; making the entire house sag in the center. No fire burns within the hearth and no sound is coming from the location at all.

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THE ESTATE - 1ST FLOOR

A1: Covered Porch

The Gorland estate had, at one time, a gorgeous covered porch. All that remains now is the outer remnants of fine mesh that whip in the unforgiving wind. Dry leaves rustle around in the empty enclosure and a stack of what looks to be freshly cut firewood is piled high in one corner.

The PCs will enter from here. Have them make a Reflex (Agility) check – DC 13. Failure results in the staircase squeaking loudly in protest as they try to climb to the doors. This will alert Rogue 1 who will then locate Rogue 2 and investigate. There is nothing of value here.

A2: The Den

This could have been the den. It is hard to be sure as the roof has caved in this area, leaving a dangerous snarl of rusted metal, wood shards and jagged stone tiles.

There is nothing of value here.

A3: The Dining Area

A long luxurious table of deep marbled walnut sits squat in the center of the room. Time, weather and fire have taken their toll upon it. Broken chairs line the edges and a china cabinet sits upon one side. Its windows have been broken out and everything of value taken long ago.

There is nothing of value here.

A4: The Kitchen

Stone tiles make up the floor, ceiling and walls of this room. Three fire pits are placed in one corner and a low thick wooden table sits beside them. This was a kitchen once.

Rogue 1 is stationed here. If Rogue 1 hears anything (ie: the characters talking, opening squeaky doors, or failing any sort of stealth based check, he will abandon this post and go to the basement). If there is no such action, he is caught by surprise and the PCs can take actions accordingly. PCs need to make a stealth based check at this time to avoid alerting Rogue 2.

Perception checks are required at this time.

DC 10: The ashes of one of the fire pits still radiate a slight warmth.

DC 15: You find some carrot stems, and a couple of potato peels scuttled among the old garbage. Someone has been making meals here regularly.

A5: Larder

Bare shelves line this room from top to bottom. This was the estate's larder. Hooks hang from the ceiling, designed to hold smoked meats, and old burlap bags that once held root vegetables are now strewn about on the floor.

There are two secret doors here. One leads to the outside of the house and one allows access to the basement. Both require either the Detect Secret Doors rule, or a Perception check of 17 to notice.

A6: Parlor

Fire has scorched the majority of the surfaces here, but you are sure that this was a parlor. The skeletons of once fine leather-covered chairs lay in carbonized heaps around the room. Scorched crystal decanters, cracked from the heat, are littered around the floor.

There is nothing of value here.

A7: Library

A small collection of shelved books has been severely burned in this room. Two oversized chairs, now charred, occupy the center. Upon a low end table sits a scorched but otherwise intact crystal bottle and two heavy glass cups. They are scorched and blackened, but look to be the only things to have survived the inferno.

The only item of value is the intact liquor decanter, worth 150gp.

A8: Main floor entry hall and stairwell

Dust and dirt stick to your boots as you make your way inside. It stinks of mold, decay and charcoal. Ahead of you, a large stone staircase invites you to the second floor; its soot-stained filthy carpeting a reminder of what happened here six years ago. Scorch marks line the walls and everything you touch is brittle and threatens to crack and break under your lightest touch.

The main doors are locked tight and require a Disable Device (Dexterity) check of 18 to open. There is nothing of value here.

A9: Closet

This is a closet. Damp moldy towels sit on shelves so warped they might collapse at any moment.

There is nothing of value here.

A10: Music Room

A baby grand piano holds itself up on its last remaining good leg. The wiring has come loose and resembles an old woman's wig as it puffs up in gnarled steel.

There is nothing of value here.

A11: Smoking Room

You aren't sure what kind of room this must have been as the fire seems to have begun here. The flooring is so brittle and unstable that you crunch when you walk.

Rogue 2 is pacing from room A11 to A5 and back. If Rogue 2 hears anything (ie: the characters talking, opening squeaky doors, or failing any sort of stealth based check, he will abandon this post and go to the basement). If there is no such action, he is caught by surprise and the PCs can take actions accordingly. There is nothing of value in this room.

A12: Drawing Room

This room was used to entertain guests before the fire and looks like the worst damage it has seen is the passage of time. The blaze must have sputtered out before consuming this location. Old chairs, layered in dust and dirt, offer a comfortable seat. Old decanters lay tipped over, but otherwise undamaged.

There are two crystal decanters worth 100gp each that are still salvageable from this room.

A13: Gallery

This room has escaped most of the horrific damage. Portrait paintings hang upon the walls depicting, what you would assume to be, Rols Gorlund's family. They look hard-eyed and stern as you examine the room.

This room has 6 paintings that are 5ft tall x 3.5ft wide and each weigh 22 pounds apiece. An Appraise (Wisdom) check will reveal that each of these paintings will sell for about 200gp if kept in the frames. Without the frames, only 30gp each.

A14: Waiting Room

This room is heavily damaged, but the door still works. It

might have been a receiving or waiting room.

There is nothing of value here.

A15: Waiting Room

This room is heavily damaged. It might have been a receiving or waiting room.

There is nothing of value here.

A16: Servants Quarters

Judging from the basic wooden slat beds and straw remnants not consumed by the blaze, this was a servants' quarters.

There is nothing of value here.

A17: Servants Quarters

Judging from the basic wooden slat beds and straw remnants not consumed by the blaze, this was a servants' quarters.

There is nothing of value here.

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THE ESTATE - SECOND FLOOR

C1: Master Bedroom

This was the master bedroom for the house. The room sags and bows in the middle, threatening to cave into the first floor. A large pool of fetid water gathers there. The entire room stinks of decay and mold.

There is nothing of value here.

C2: Closet

Moth-eaten sheets, towels and blankets lay in heaps upon the floor of the closet.

There is nothing of value here.

C3: Child's Bedroom

This was a child's bedroom for a boy. Tin puddles that once were toy soldiers dot the floor of the room.

There is nothing of value here.

C4: Reading Room

Charred shelved hold ruined volumes. A hole in the rear wall allows you to see the hallway behind it.

There is nothing of value here.

C5: Stairs

C6: Guest Room

Most of the floor is gone here. What's left of the room suggests a guest quarters. A heavily damaged wardrobe balances tenuously on the remnants of the floorboards. A bitter taste of charcoal fills your mouth.

There is nothing of value here.

C7: Guest Room

Most of the floor is gone here as well. What's left of the room suggests a guest quarters. You see the twisted metal frame of a four-poster bed. It looks like a family of rats have begun to nest in the filthy mostly-burned mattress off to one corner.

There is nothing of value here.

C8: Child's Bedroom

This was a young girl's room. The walls appear to be a faded and discolored pink hue. A hobby horse lies in ruin in one corner and the remnants of a large dollhouse are in a collapsed heap in the center of the room.

There is nothing of value here.

C9: Lounge

The room seems mostly usable still, though the floorboards groan over the weight placed upon them. This was a lounge area. Three elegant chairs sit in a semi-circle around the edges of the room and a small round table provides the centerpiece. The broken windows have allowed various birds to enter and leave unhindered. As a result, a collection of small rodent and animal bones have been left behind on the floor.

There is nothing of value here.

C10: Servants Quarters

Judging from the basic wooden slat beds and straw remnants not consumed by the blaze, this was a servants' quarters.

There is nothing of value here.

C11: Sun Room

Large windows dominate this room's far wall. Now broken, they once would have provided enough light and fresh air to everyone with it. An old, moldy fainting couch butts up against where the windows would have been.

There is nothing of value here.

C12: Guest Room

Another guest suite. Since the fire was started just below, this room is nothing more than a charcoal hollow of where a room once stood.

There is nothing of value here.

THE ESTATE - BASEMENT

The basement is only accessible through the secret door located in A5 (the larder).

The stone steps are narrow and cramped as you descend into the basement of the Gorlund estate. A dim lantern at the bottom of the stairs is the only source of light and it gutters fitfully. As you reach the landing, you hear the rustling of people in armor. Suddenly, a voice rings out:

“So, it would seem that the great and generous Lord Khobar cares nothing for his own flesh and blood. So be it. After we finish with you, we’ll send her back in a sack. Well, some of her anyway. Get em!”

At this point combat will ensue. Four fighter types will be in the basement, ready to attack anyone who comes down the stairs. These are brigands, but they have had military training so they will not leave themselves open to rear attacks, and will pair up to fight opponents. They will use flanking maneuvers and work together as a unit to take down one hero at a time. (When the PCs loot the bad guys, unless you are using this as a yearlong campaign, disregard the handouts that accommodate each body). When combat is over and the PCs are victorious, continue.

With the last of the bandits dead, a peaceful quiet overcomes the basement. You can hear gentle sobbing coming from the rear of the room. Lorilen sits, tied to a chair. She’s been gagged and bruised, but otherwise she is unharmed.

Once the PCs free her, continue.

Lorilen remains silent as you free her from her bonds and escort her into the fresh air of the outside. She continues to say nothing; allowing you to travel into town and back to the palace.

5 DAYS TO DIE

EPILOGUE

As soon as Lord Khobar sees his daughter, a well of tears spring to his eyes. He kneels and Lorilen runs into his arms. They embrace for several moments, both happy to see one another again. The ruler quickly comes to his courtly senses and releases his daughter; standing up with his back straight and a firm but grateful look upon his face.

"I cannot thank you enough for what you have done, friends. I am forever in your debt. As a token of my gratitude for saving the life of my daughter, I offer you the agreed payment of 2000 gold coins per person. As I know it must not have been easy, allow me to offer an extra 500 coins apiece for your time, effort and energy in such a traumatic time."

Lemmek leads a series of servants – each with a small chest containing 2500 gold, placed in front of each of you. They bear the crest of Derstahl, a Stork standing upon one foot with stalks of wheat in its beak. Once he is satisfied that each of you have been paid, Lord Khobar continues:

"I am calling for a weeklong celebration in your honor. The Giant's Bed will accommodate all of you to their finest rooms, and all food and drink will be taken care of by me personally. Thank you again. You have done a great service to me and to Derstahl. We will not forget your kindness."

EPILOGUE 2

A black coach rattled its way up the broad cobblestone path to the castle. Four men, dressed in adventurer's garb and caked in blood and mud, stepped out and proceeded into the depths within. As before, the regal statured man didn't turn when Ackler, his hunchbacked servant opened the chamber door.

"Master, the ones you hired have returned. They –"

A wave of the man's hand brought no further words. Ackler bowed and retreated leaving the door open. The four hirelings stepped through the portal to address the august figure before them.

"Do you have it?" He asked. His voice was powerful and edged with disdain.

"Y-yes, my lord." Sputtered the one in the middle. He held a small piece of cloth with something wrapped within in his outstretched palm. The figure never moved from looking out the window.

"Place it on my desk and leave." He waved his hand dismissively. "Ackler will pay you for your services. Wait in the receiving room." The adventurers were quick to heed the man's words and hurriedly left the room. Ackler limped his way back in. The man waited for several moments before addressing his servant.

"Ackler, see that those men are killed and disposed of. Let the hellhounds loose upon them. I want no evidence of what was done." Ackler cackled, sauntering in a disgusting and unnatural way out of the room.

At last the man turned to view his prize. With manicured fingers he delicately peeled aside the cloth to see a single skeletonized human pinky. He gingerly picked it up and held it close to his eyes for inspection.

"It's time to wake up again, Kolvoth. The Black Barrow Society has need of you once more, my dear."

HANDOUTS

These handouts are only to be given if this is part of the year-long campaign as they will tie the Black Barrow Society to the kidnapping directly. These are designed to be easily copied and cut apart for use in the campaign.

Notes of Hire

Greetings,

You do not know of me, but I have taken a great interest in you. I have noticed that you are a wanted man in the surrounding countryside for theft and murder. If you would like your location and current description kept quiet, you must accomplish the following task. You must capture Lorilen Khobar and ransom her back to her father for the sum of 50,000 gold coins. If the ransom is paid, feel free to keep it for services rendered. If it is not, kill the girl and send her back in pieces. The reasoning for this is not for you to understand - it is for you to do.



Greetings,

You do not know of me, but I have taken a great interest in you. It has come to my attention that you have not paid the taxes upon your land in many years and now face being evicted. If you would like to keep your precious grounds, you must do the following. You must capture Lorilen Khobar and ransom her back to her father for the sum of 50,000 gold coins. If the ransom is paid, feel free to keep it for services rendered. If it is not, kill the girl and send her back in pieces. The reasoning for this is not for you to understand - it is for you to do.



Greetings,

You do not know of me, but I have taken a great interest in you. Your brother has been arrested and faces the headsman's axe for crimes against the crown. If you would like to spare him from such a fate, you must accomplish a simple task. You must capture Lorilen Khobar and ransom her back to her father for the sum of 50,000 gold coins. If the ransom is paid, feel free to keep it for services rendered. If it is not, kill the girl and send her back in pieces. The reasoning for this is not for you to understand - it is for you to do.



5 DAYS TO DIE

Greetings,

You do not know of me, but I have taken a great interest in you. It has come to my attention that you had your mother and father murdered so that you might inherit the familial estate and the wealth that accompanies it. If you would like to see another day outside of a dungeon, you must complete the following task. You must capture Sorilen Khobar and ransom her back to her father for the sum of 50,000 gold coins. If the ransom is paid, feel free to keep it for services rendered. If it is not, kill the girl and send her back in pieces. The reasoning for this is not for you to understand - it is for you to do.



Greetings,

You do not know of me, but I have taken a great interest in you. I have been made aware that you operate within the realm of the black market. I would hate to see you locked away in irons for simply being opportunistic. If you would like to continue dealing in the shadows and making profit, simply do me this one favor. You must capture Sorilen Khobar and ransom her back to her father for the sum of 50,000 gold coins. If the ransom is paid, feel free to keep it for services rendered. If it is not, kill the girl and send her back in pieces. The reasoning for this is not for you to understand - it is for you to do.



Greetings,

You do not know of me, but I have taken a great interest in you. It seems that your daughter is afflicted with a most deadly disease and you are too poor to afford the healing offered by the church. I am offering you full compensation for your little girl's treatment and cure in exchange for a small job. You must capture Sorilen Khobar and ransom her back to her father for the sum of 50,000 gold coins. If the ransom is paid, feel free to keep it for services rendered. If it is not, kill the girl and send her back in pieces. The reasoning for this is not for you to understand - it is for you to do.



APPENDIX I:
KIDNAPPER STAT BLOCKS

| Unwilling Mercenary | CR 3 |
|--|-------------|
| XP 800 NE Human warrior 5 Init +1; Perception +1 | |
| DEFENSE | |
| AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex) hp 30 (5d10) Fort +5, Ref +3, Will +0 | |
| OFFENSE | |
| Speed 30 ft., Melee Longsword +7 (1d8-1 weapon damage/x2) | |
| STATISTICS | |
| Str 14, Dex 14, Con 12, Int 9, Wis 8, Cha 10 Base Atk +5; CMB +7; CMD 18 Feats Combat Reflexes Skills Intimidate +9, Perception +0 Treasure Potion of cure light wounds (2), Scale mail, rusty longsword, 200 gp | |

| Unwilling Mercenary (5E) | CR 3 |
|--|-------------|
| XP 700 Medium Humanoid (any race), any alignment Senses passive Perception 12 Languages — Common (or any one language) Skills Athletics +5, Perception +2 | |
| DEFENSE | |
| Armor Class 17 (sprint), 11 while prone Hit Points 59 (9d8 + 18) Speed 30 ft. | |
| STATISTICS | |
| Str 16 (+3), Dex 13 (+1), Con 14 (+2), Int 10, Wis 11, Cha 10 Treasure Potion of cure light wounds (2), Scale mail, rusty longsword, 150 gp | |
| ACTIONS | |
| Multiattack: The veteran makes two longsword attacks. If they have shortsword drawn, a shortsword attack can also be made. Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands. Shortsword. Meele Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 6 (1d6+3) piercing damage. | |

TACTICS

During Combat the mercenaries will fight as a unit, utilizing flanking maneuvers and watching each other's backs as if they had worked together in combat at one point.

Notes: To increase the CR of this encounter you can do the following:

- Increase hit points and/or number of attacks
- Add additional scrolls, potions and magic items

5 DAYS TO DIE

| |
|---|
| |
| DEFENSE |
| AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) hp 30 (5d8+5) Fort +1, Ref +7, Will +1 Defensive abilities Evasion, Trap Sense +1, Uncanny Dodge |
| OFFENSE |
| Speed 30 ft., Melee Shortsword +4 (1d6 weapon damage/x2) Ranged Light Crossbow +6 (1d8 weapon damage/19-20) Special Attack Sneak attack +3d6 |
| STATISTICS |
| Str 12, Dex 16, Con 10, Int 10, Wis 10, Cha 12 Base Atk +3; CMB +3; CMD 14 Feats Improved Initiative, Precise Shot, Point Blank Shot Skills Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9 Treasure Potion of cure light wounds (2), Potion of Invisibility, masterwork shortsword, chain shirt, light crossbow (20 bolts), thieves' tools, 400 gp |

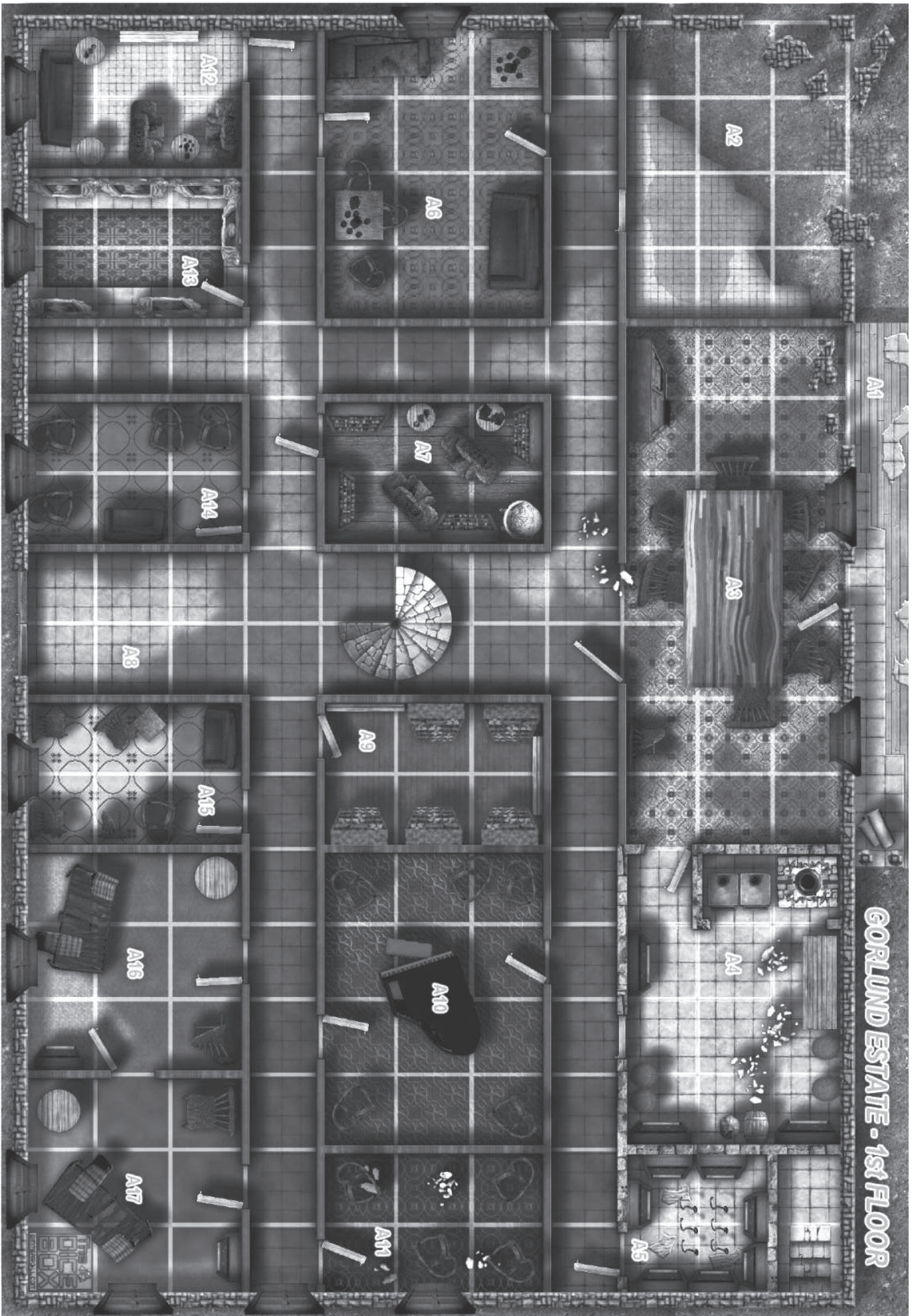
| | |
|---|-------------|
| Blackmailed Rogue (5E) | CR 4 |
| XP 1200 Medium Humanoid (any race), any alignment Senses passive Perception 12 Languages — Common (or any one language) Skills Acrobatics +4, Deception +3, Persuasion +3, Stealth +6 | |
| DEFENSE | |
| Armor Class 16 (studded leather), 13 while prone Hit Points 32 (4d8) Speed 30 ft. | |
| STATISTICS | |
| Str 12 (+1), Dex 16 (+3), Con 10, Int 10, Wis 11, Cha 14 (+2) Treasure Potion of cure light wounds (2), Potion of Invisibility, masterwork shortsword, studded leather armor, light crossbow (20 bolts), thieves' tools, 300 gp | |
| ACTIONS | |
| Sneak Attack: 2d6, Cunning Action, Rogues Archetype thief. Shortsword. Meele Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 4 (1d6+1) slashing damage. | |

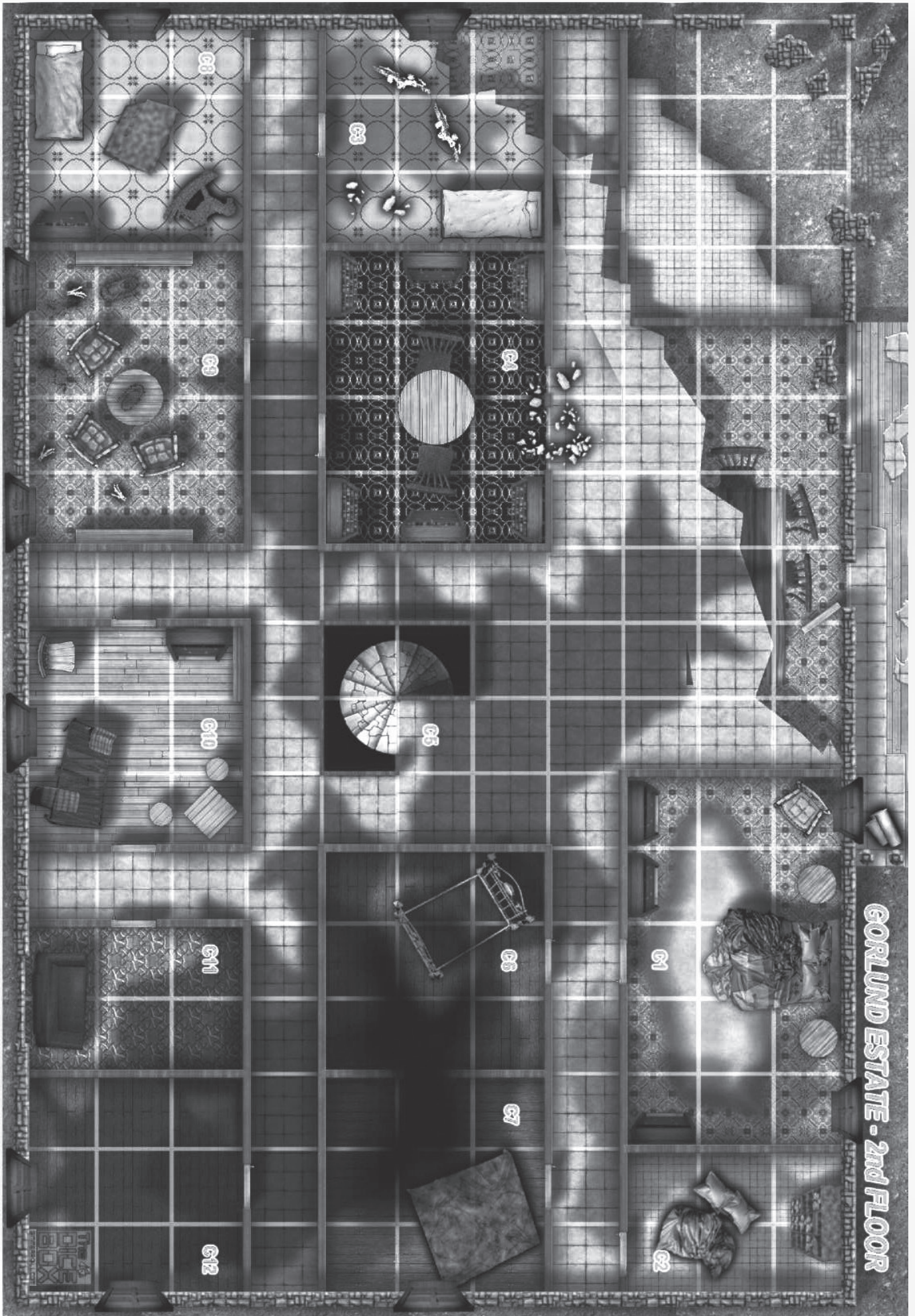
TACTICS

During Combat the rogue(s) will try to disengage by stealth and hiding until they can alert the mercenaries downstairs. If cornered, they will drink a potion of invisibility and try to run away to meet up with the men downstairs. If an opportunity arises and a rogue finds a PC off on their own, they will try to sneak attack and kill the PC quickly and quietly. If damaged to the point of near death, the rogue(s) will give up and sell out their comrades in the basement for the ability to flee.

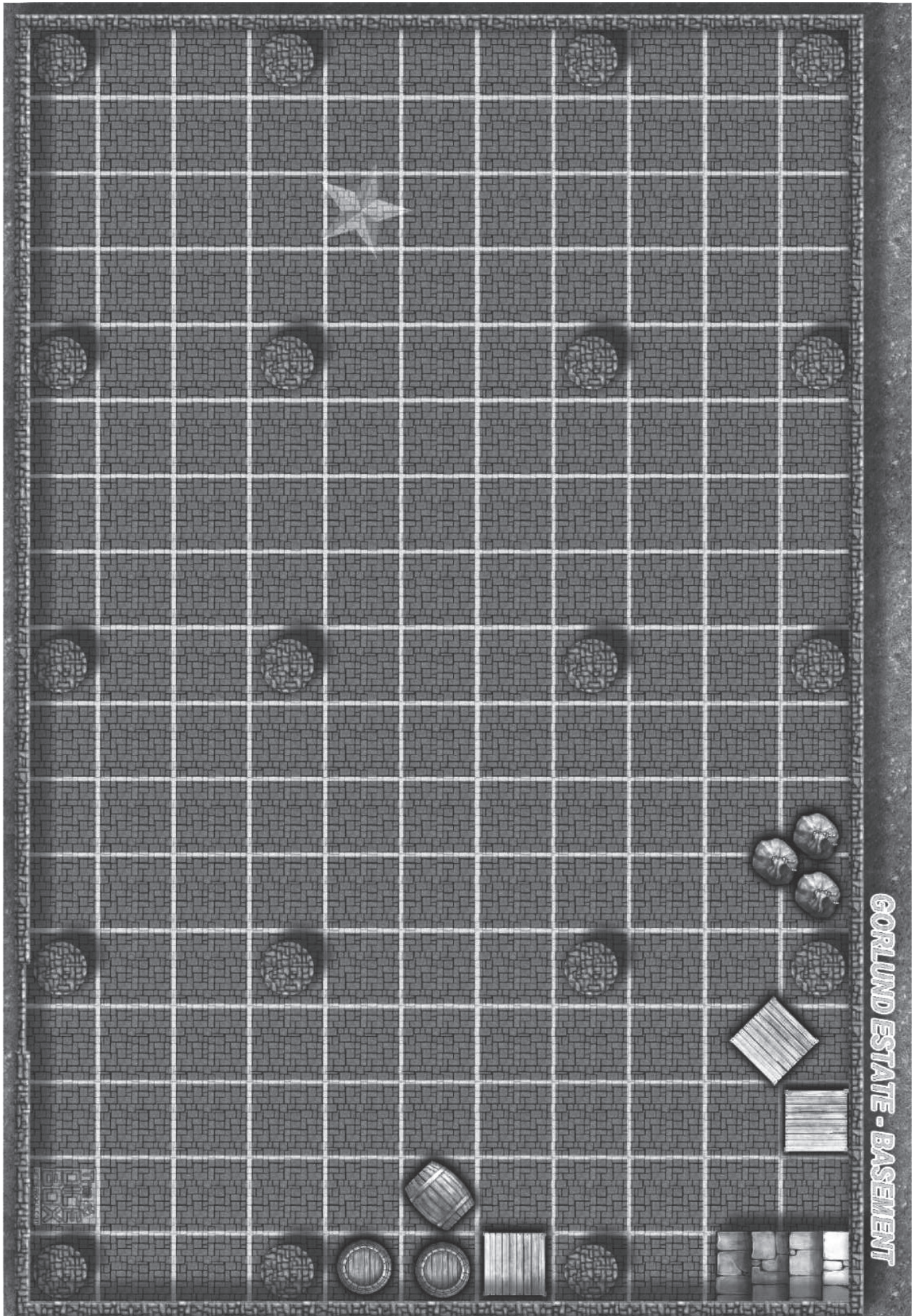
Notes: To increase the CR of this encounter you can do the following:

- Add poison to your rogues' attacks
- Increase hit points and/or number of attacks
- Add additional scrolls, potions and magic items





GORLUND ESTATE - 2nd FLOOR



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Derstahl has been a region of unprecedented prosperity in recent years. It is no wonder that you have decided to make your way through this small city before arriving at your next destination. Things in Derstahl are not as peaceful and prosperous as people think.

Lord Reginald Khoabar has received a tormenting letter. It states that his only daughter, Lorilen, has been kidnapped and only an absurd amount of currency can assuage the villains from sending her back in pieces to the distraught father.

It falls to you, brave adventurers! Locate the whereabouts of these brigands. Find little Lorilen and bring her back safely to her father. The consequences of failure would be both horrible and grisly.



GORLUND ESTATE - 1st FLOOR



A1

A2

A3

A4

A5

A6

A7

A9

A10

A11

A12

A13

A14

A8

A15

A16

A17



GORLUND ESTATE - 2nd FLOOR



G8

G9

G9

G9

G10

G5

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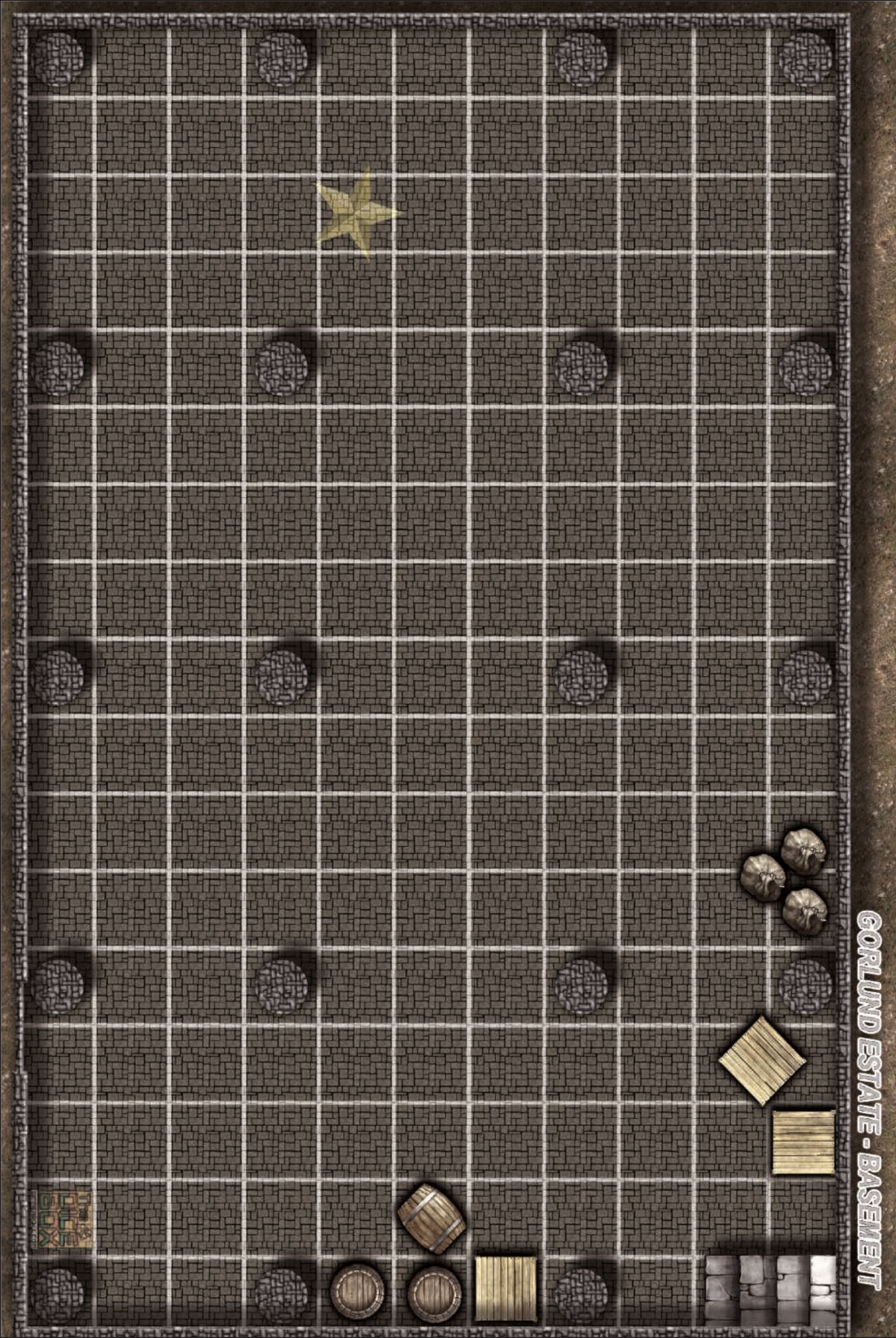
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G1

G12

G2





GORLUND ESTATE - BASEMENT



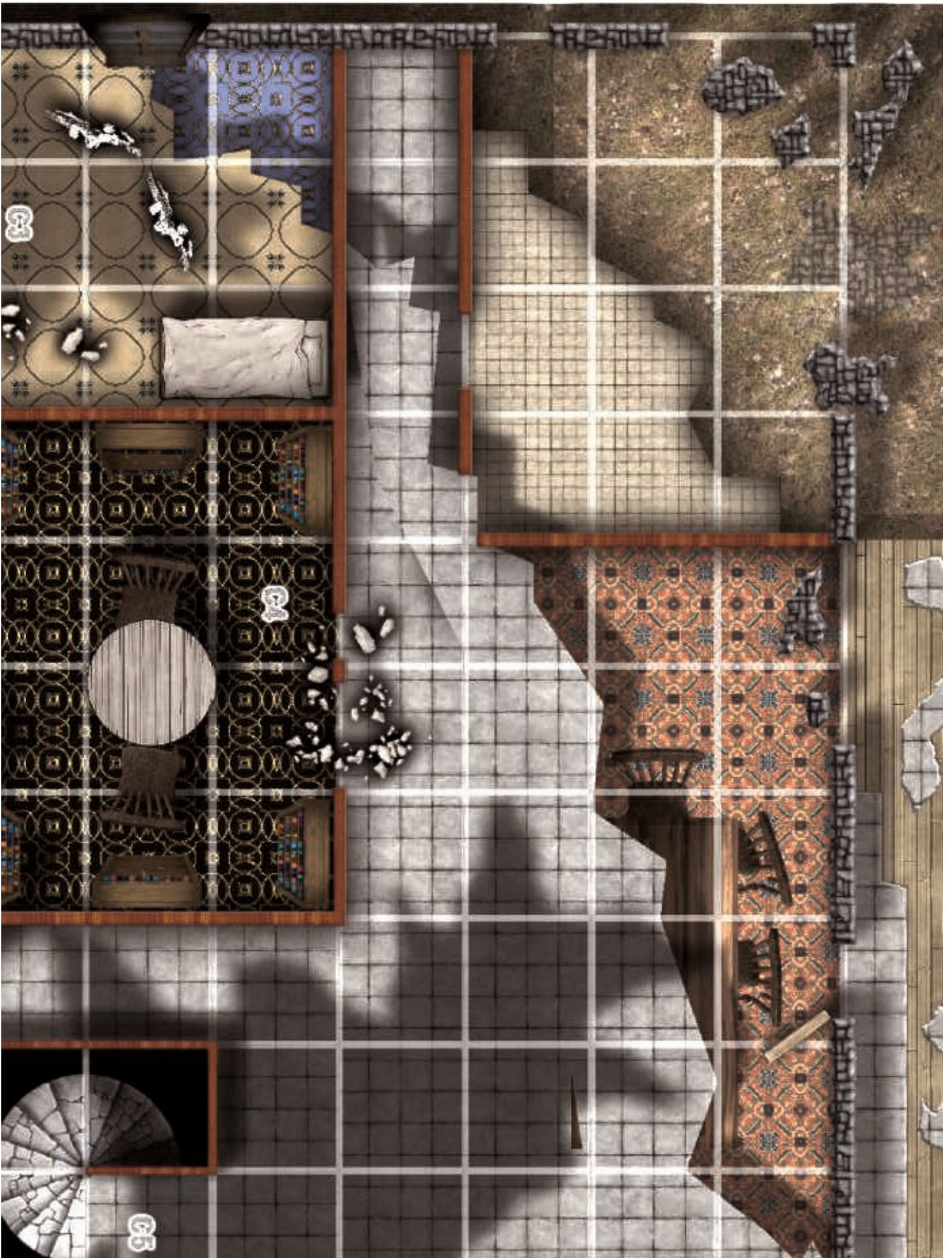


GORLUND ESTATE - 1st FLOOR









03

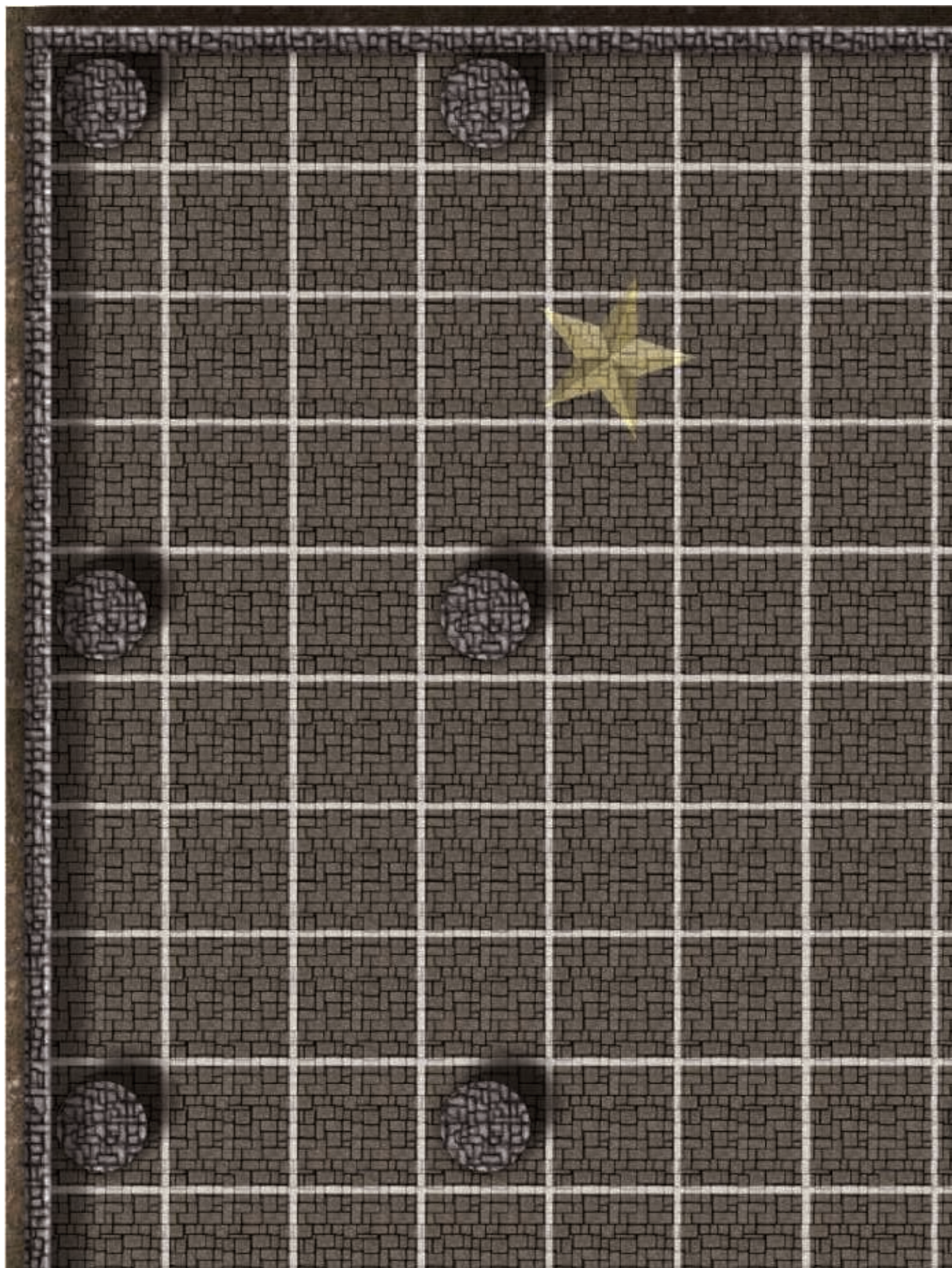
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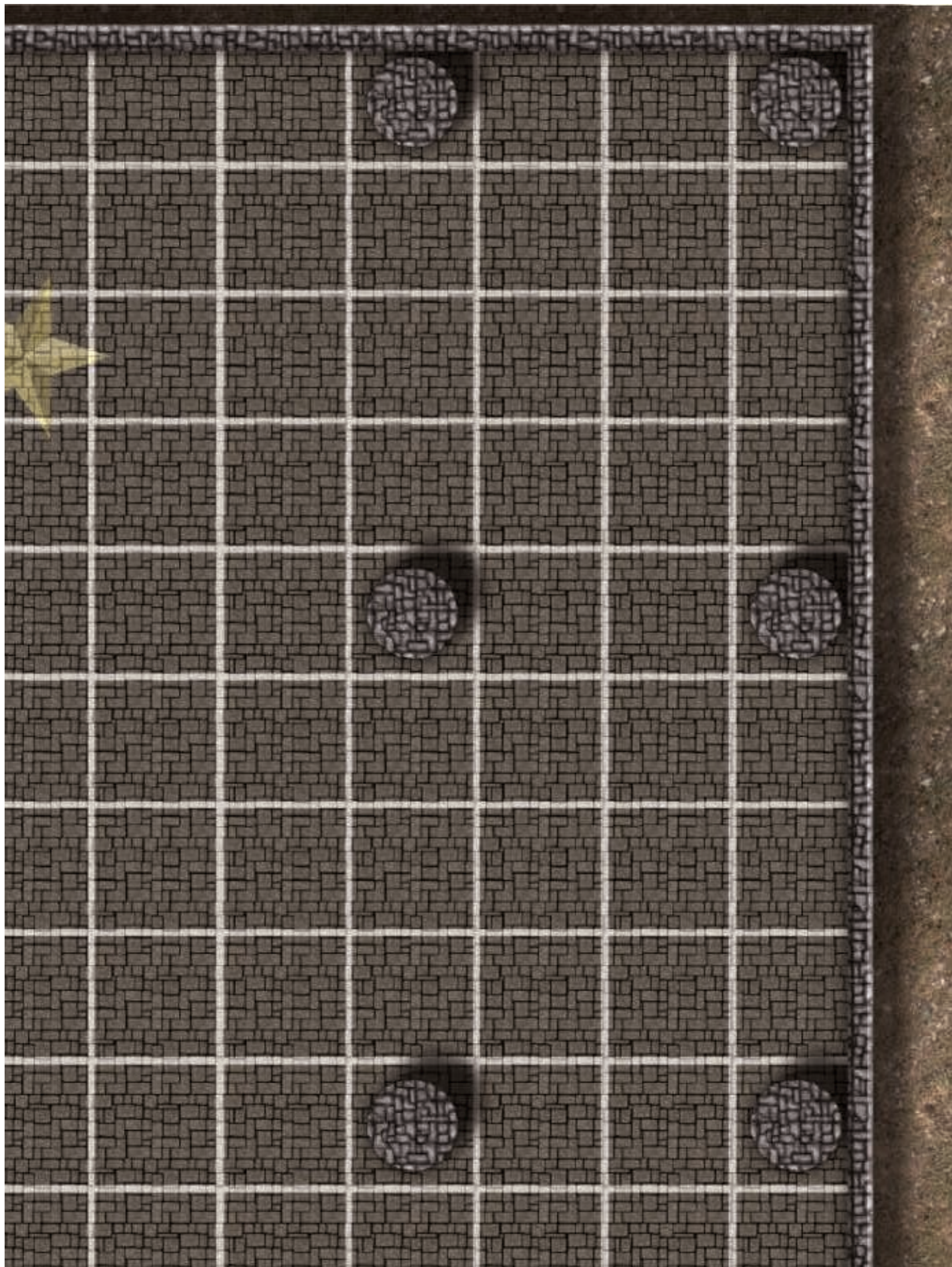
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GORLUND ESTATE - 2nd FLOOR









GORLUND ESTATE - BASEMENT

