

COMPATIBLE WITH
SWORDS & WIZARDRY

THE DESCENDANT REVENGE

END OF A BLOODLINE



Written by Ignacio M.





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THE DESCENDANT REVENGE II

The End of a Bloodline

WRITTEN BY IGNACIO M.

Novikov stands in ruins. The small mining town was devastated due to the golems attack. Alida, the Descendant of Luther, has escaped with her child Agni to Kila to continue her pursuit of revenge. What she doesn't know is there is a brooding power hunting her child. They want to claim the vessel for themselves and their god.

Notes: GM should manage time at a slow pace; remember this is a city with a lot of potential side missions that could be going on. Give the characters time to heal and meaningful tasks to do like guarding a convoy, protection for a VIP or research work for scholars. The idea of this is it would take time for things to unfold. This adventure does not detail every challenge. It is left to you, the GM, to decide these; to provide a suitable challenge for your players and their characters, modifying the encounter as you see fit, increasing or reducing the challenge level of the encounter. Also, all character entries are recommendation; You should change them if they don't fit your vision of the adventure.

Novikov

If the players stayed in Novikov and helped the miners from the Golems attack; they would be tied up for a couple of days in town until everyone could be evacuated and taken back to Kila or Drangnes. Bogdan will order the players to go to Kila with him and help him with the report to Karl.

Alida, formerly known as Dalia, is already going to Kila with Agni to exact revenge on Karl and all his bloodline. The players would find all the previous adventure Dramatic Personae; some would be alive, some dead; this is at your discretion.

But Alida and Agni can't be found. If Viktor is still alive, he would be found in the hidden basement in his bedroom. This could be used as an opportunity to give the players Dalia's real name.

Travel from Novikov to Kila

You can play out a journey using wandering encounters for the journey from Novikov to Kila. Roll these ahead of the session, so the players are not aware that it is not part of some greater scheme!

KILA

Key

Dot Location

Green Access from cavern to sewer.

Red Sewer system.

Black Cavern system.

Blue Upper ground river.



KARL'S BLOODLINE END

Alida plans to kill all living relatives of Karl (legitimate and illegitimate); to do this, she collected all the information about them via information gathering or magical sources. She only cares about the ones that came in the same line as Karl and lower:

<i>Name</i>	<i>Alive</i>	<i>Birth</i>	<i>Location</i>	<i>Death</i>	
1.	Alard	No	Legitimate	Cemetery	Exhume
A.	Bjorn	Yes	Legitimate	Tavern -	Gambling Stab
B.	Hilda	Yes	Illegitimate	House	Poison
C.	Aki	Yes	Legitimate	Brothel-Market	Strangled
2.	Godiva	Yes	Legitimate	House	Stab
A.	Clovis	No	Legitimate	Cemetery	Exhume
B.	Ricmod	Yes	Legitimate	Temple-House	Stab
3.	Wigmar	Yes	Illegitimate	Brothel-Gambling	Poison
A.	Mathilda	No	Illegitimate	Cemetery	Exhume
4.	Earhard	No	Legitimate	Cemetery	Exhume
A.	Roza	Yes	Legitimate	Cemetery-Market	Stab
B.	Ingi	Yes	Legitimate	House-Tavern	Poison
C.	Karl	No	Illegitimate	Cemetery	Exhume

FROM THE OLDEST TO THE YOUNGEST.

SIBLINGS (1-4) & SONS (A-C):

Alida would start with the illegitimate members first to not draw attention and continue with the ones living in the lower-class district (see tavern rumours).

After dealing with the list, she would track down and kill Karl's illegitimate son, Sabinus, that he had with Aelia, his most frequented girl in the brothel. The only constant that would remain is that Alida would take the bodies.

After she's done killing all the living ones, she would start dealing with the dead ones. Alida would exhume all the dead relatives, and with the ones that she killed, she would reanimate their corpses and lock them in a hidden room under the house where she is hidden. Thus, perpetuating her revenge for all eternity, not allowing the souls to rest in peace.

Karl is now married to a much younger woman named Lucretia. She gave him one illegitimate son, but he doesn't know it. Lucretia is currently pregnant with his child. Alida will kill Karl, and Lucretia so she can take the baby out of her belly to reanimate them.

Claiming of the Vessel/Searching for the Vessel:

Ceana (if alive) is looking for the ruinous presence (Agni). She had felt the ruinous presence changed location from Novikov to Kila by the time Alida and Agni left. She is very worried that the presence has changed location. She manages to identify the location as being inside the city, but she can't narrow it down. She isn't sure of what it is that she is looking for. She can be found going around town trying to identify the source or, at night, in the Running the Cow. If she ever finds Agni, she will kill him no matter the consequences.

FROM BELOW:

The Brood Mother had a vision from a chaotic demon, she sent a group of **Wererats** to the surface to track down and bring the vessel to their Kabal. The band is led by Bi' I Mochuc, a **Wererat** (max HP); he has taken a band of **wererats** with him.

Their orders are to get the vessel and bring it to their Kabal, no matter the cost. If they are encountered in the sewer or in the city by night, they won't fight to the death. The only way they would fight to the death is if they are fighting over the vessel. If they have the vessel, they will run with him leaving a couple behind to slow down their pursuers. By manipulating the vessel's genetic material and adding it to the Kabal bloodline, The Brood mother plans to create the superior being known as Skrizzak Cholerach. The Skrizzak Cholerach will use the stats for **Nalfeshnee Demon**.

FROM OUTSIDE:

Ugog, a **Gnoll**, leading a band of lowborn (**Human Bandits**). They usually move at night, taking refuge during the day in an abandoned house. Their mission is to capture the vessel and bring it to the Big Boss. They would fight until only one remains, then he would regroup with the larger Warband that is stationed outside of the city (see other things to do). They don't leave any witnesses. If they have the vessel, they will run with him leaving a couple behind to slow down their pursuers.

The Big Boss plans to have the vessel be claimed by a god to consume it later to challenge The Tusked One to claim his position as a god.

FROM WITHIN:

The Princess of Violence, a **Marilith Demon**, has sent a sign to a group of follower's stationed near Kila to go and claim the 'vessel' for herself, so she can be reborn and bring death to the world. She sent Ashildr; she is a **Succubus**, she is the leader

of a Warband but, for this mission, she brought some of her more competent followers. They are known as the Howling Marauders (**Human Bandits**) they hide in plain sight using the taverns of the city, switching every other day, so they don't draw too much attention. If she [Ashildr] captures the vessel, she will run with him, leaving all the marauders behind to slow down their pursuers.

It is up to the GM who would get the vessel between the Bi'i Mochuc, Ugog, Ashildr, Ceanar or the players.

OTHER THINGS TO DO

We're Hungry:

Local shoppers are extremely worried about their supply chain arriving by the east being cut by a Warband. The Ugog's followers have taken refuge in a cavern to the east of the city. They are very bored with waiting and very hungry, so they are attacking the caravans to come through the roads. They kill the ones that resist, and the other ones are taken to the cave for fun and what they want, especially food or anything shiny.

The Warband is composed of **Orcs**, **Human Bandits**, **Goblins** and one **Gnoll** he isn't as strong as Ugog



Haunted House:

This is an old abandoned house in the lower part of town. At night the neighbours hear loud noises and screams. People are very scared to get near the house all sorts of rumours going around what happened inside that concluded with a spirit taken refuge in the house scaring all the neighbourhood. They have collected money to pay whoever would get rid of the spirit haunting the house.

The house isn't haunted; it is all about the rumours around it and scaring the players. Some of the beggars of the city like to take refuge inside the house. They started the rumour to keep people out of it.

The Best Food and the Cheapest?

The Boxed Cage has the best food in town and also the cheapest. Sek, the tavern owner, buys the meat from Touko the local gravedigger. Touko steals the fresh bodies from the community grave and delivers them via the sewers. The basement of the tavern has secret access to the sewer; there, Sek would butcher and grind the meat for later use in stews and other dishes. He also adds special herbs that make the food slightly addictive. The more you eat, the more you want.

Protecting the 1st Prize:

Touchstone the Winner has their annual gambling tournament that would last two weeks. A couple of Brigands (**Human Bandits**) trying to steal the money.

LOCATIONS

Taverns: There are a lot of taverns around town, but the most known are: Upper-Class: The Psychotic Cat and The Happy Widow. Both are a two-story building; they are great the food and alcohol are excellent, always clean, and the rooms are all private. Increase the expense by 25%.

RUMOURS:

» Did you see what happened to Novikov? Karl's business is destroyed; that was his biggest source of income.

» Women/Men at The Tiptoe Husband are the best.

» Did you see Marcius? He doesn't look like his father at all.

» These attacks are ruining my business. I don't have anything to sell.

» The high roller tournament just started. Do you want to go and check it out?

» Did you see the Masons just release another servant?

» After Bjorn or Aki died, two people are talking about how it happened.

» After Sabinus died, two people are talking about it. And how good of a chap he was always eager to help.

MIDDLE-CLASS:

The Mute Rooster and Running the Cow. Both are average; the food and alcohol are good, seldom clean, and it has shared and private rooms.

RUMOURS:

» The other day I went to Touchstone. I won a lot of money. I made a difference this month. I'm going tonight; for sure I'll double it.

» Most of the stores are increasing their prices due to the attacks.

» Touchstone, the Winner, is hiring muscle for security for the tournament.

» The high roller tournament just started. Do you want to go and check it out?

» After Godiva or Ricmod died, two people are talking about it.

LOWER-CLASS:

The Dancing Orc and The Boxed Cage. Both are awful, randomly clean, and it has only shared rooms. The food in The Dancing Orx is the worst but in The Boxed Cage is the best and the cheapest in town.

RUMOURS:

- » The Boxed Cage has the best food, in town also the cheapest.

- » Do you still live near the haunted house? Are you and the neighbours trying to solve it?

- » I'm not working in Novikov; that town is cursed.

- » Another price increases. Do they think we are rich?

- » Did you notice how is everyone getting sick lately?

- » After Roza, Ingi or Wigma died. Two people are talking about how it happened. And how they were part of Karl's family, but they fall out of grace.

- » After Hilda died, two people are talking about how it happened.

Brothel:

The Tiptoe Husband is in the upper-class area. Everything here is amazing and extremely expensive. Here work Aelia, Karl's favourite girl and Sabinus Karl's illegitimate son (both look alike). Everyone inside here knows of this, and they would share it with a little of GC. SS or BP would get you nowhere, and the price of the information raises due to your cheap attempt to buy it. Prices are increased by 30%.

MIDDLE-CLASS:

Sweet Angels and The Velvet Spirit.

Both are good establishments, and everything is

decent. Rumours in the Brothels are mostly minor gossip. Who is sleeping with who, what did "X" do to "Y", did you look at what was she wearing? All meaningless information Alida's hideout: Is an old abandoned house located in the lower-class section of the city. It is very difficult to find because it blends perfectly with the buildings of the area. It is only one-story and has a basement that has access to a secret cave that communicates with the lower cave system. In this hidden cave is where she puts all the reanimated corpses of Mason's family.

The basements have a room where Agni is hidden; he stays there while Alida is killing her prey. He is strongly guarded by **8 Skeletons**.

UGOG'S CAMP:

This is where Ugog's Warband is located to the east of the city. They use a cave as a base it has regular guards outside of it. They seldom send a scouting party to attack the supply caravans that go into town. There is a secret entrance to the cave behind a waterfall and chimneys. The city guard is unaware of them. If the party manages to kill the leading Gnoll that is in charge now, the rest will start fighting and killing each other to gain his power.

TOUCHSTONE THE WINNER:

Is a gambling den in the limit between the upper-class and the middle-class section of the city. It works 24 hours a day every day. Now there is a tournament with high roller from most of the neighboring cities.

BARRACKS:

Is in the middle of the town this is where the guards are stationed and where Rob the Captain lives with his family and commands the guards.

KARL'S MANSION:

Is a beautiful large house it is a two-story house with a cellar where the servant's quarters are located. Each of the family members has a bedroom. Karl's is the largest of all with a personal study there he keeps his accounting books where

information of the extra given to Aelia for the caring of Sabinus. He would always receive the guest on the ground floor on the large library. He is very knowledgeable on the books he has; any scholar would drool over this library.

SEWER:

There is a sewer system in town. Some buildings have access to the system via their basements. Also, some can be found in alleys or around town through the streets.

CAVE SYSTEM:

Under the sewer system is a large cave complex made by the Brood Mother and her **wererats**. While they were digging, they made secret access to the sewer system in different points so they can also get to the surface if needed. This cave also can lead anyone to the Skrizzak Kabal.

SKRIZZAK KABAL:

If by any chance the players decide to go to the Kabal. And they are discovered, this would mean a near-death experience if not death. Use every Skrizzak (**Wererat**) available.

MARKET:

There are a lot of shops in town player can find almost anything that they need here. Now due to the attacks on the caravan's supply is starting to get low. Prices are increased by 5% and, if the attacks aren't stopped, it can go to is a maximum of +10%. After this, a shortage would start to show. If the attacks are resolved, it will start to descend until is at the normal pricing slowly.

In the market, they can gather the rumours from all the taverns and the brothel ones.



DRAMATIC PERSONAE

Alida Novikov:

Formerly known as Dalia when she lived in Novikov. Now she is set to exact revenge on the Mason lineage. She has struck a bargain with a demon to help her to complete her revenge. She has become a powerful Occultist [**Cleric 5th level**] and has a staff that gives her Animate Dead 65 charges remaining that guard Agni and the house. She has animated **8 Skeletons**.

She would take her time to do the murdering not rushing and using the best opportunity if more than one live under the same roof, she would wait for them to go to sleep to kill them. She plans to kill Karl and his unborn child when everyone has been dealt with. She would enter the house using the Silence 15' Radius to cover any noise she may make. She then proceeds to slit their throat then open Lucretia's belly and extract the child from her womb. There she would take all of them to her house where she would reanimate them and lock them forever in a secret room to punish them for eons.

Agni:

He was created due to a pact that Alida celebrated to destroy Karl. He was conceived by the ruinous power to be used as a vessel and be possessed by them to bring destruction to the world. Now every god, demon and every chaotic entity is sending their pawns to get him. Before being possessed, he must come of age; this would take a couple of years.

Ceana (if alive):

She is a **Paladin 6th level**; she is after a source that is emitting ruinous power (Agni). At the moment she can't pinpoint the exact location. She is going around the city trying to feel where is the strongest presence of this source. She doesn't know that the one that is radiating evil is a child.

Her faithful companion Fury a War Dog.

Karl Mason:

He is now very worried about his fate due to the destruction of Novikov he is trying to find a solution on his predicament. He is not worried about the money he has enough for him and his wife; with some minor changes, they could keep most of his way of life. But there wouldn't be anything left for his sons. People are in an out of the house constantly because the destruction of that miner's town jeopardize the cities income and the job of a lot of people. Now, he is very busy trying to manage the situation.

After the third disappearance of his family members, he would start to get seriously worried. After the death of Sabinus he would be very sad. After she exhumes the bodies of his family, he would have a mix between rage, sadness. Not knowing why someone is targeting his family is driving him crazy.

Lucretia:

Is Karl's wife. She a very caring wife, you can always see her taking care of her children, a very odd attitude for a woman of her social standing. She was having an affair with Marcius's father, an old childhood friend, they were in love until a terrible accident happened and he died.

She would always be very helpful with all guests. She shows that she is very worried about her husband's business and the family future after what

happened in Novikov. Without her husband's consent, she started to let servants go with the made-up excuses.

Marcius:

Is the son of Lucretia his father was her childhood friend. When Alida strikes the Mason family, he would be safe because he doesn't carry Karl's blood. Karl and Marcius don't look alike at all.

Rob:

Is the city guard captain. He lives above his current station. That is because as a form of extra income, he is taking bribes from the Warband, Skrizzak and Ashildr. He turns a blind eye on the things happening in the city for the greater good of all the inhabitants to avoid more bloodshed. He would tell any of the bribers if any of the characters ask for an audience, to give him information about the bribers or any plans they tell him.

As soon as the characters leave, he would send a child to deliver a message to a determined location to tell the other, about the characters' audience.

Bogdan Lebedev:

He was the former chief of guards in Novikov. He is now unemployed and seeking mercenary work. If the characters' invite him for a drink and get him drunk enough, he would tell them about the time when he had to give money to a pregnant girl named Aelia and it was sworn to not tell a soul. But now he isn't working for him anymore he doesn't care anymore.

Sek:

Is the owner of the tavern The Boxed Cage. He is making profit by feeding dead corpses to his customer. No one knows about this except Touko.

Touko:

Is the local gravedigger he has struck a bargain with Sek to provide him with fresh meat. If by any chance the player leaves Skrzzak corpse on his route to Sek, he will take the dead Skrzzak to be used as meat for the inn.

Aelia:

Is Karl's favourite girl from Tiptoe Husband. She knows he is the father as everyone in the brothel. She is beautiful and amazingly interesting to speak with. That's why she is very well regarded inside the brothel.

Sabinus:

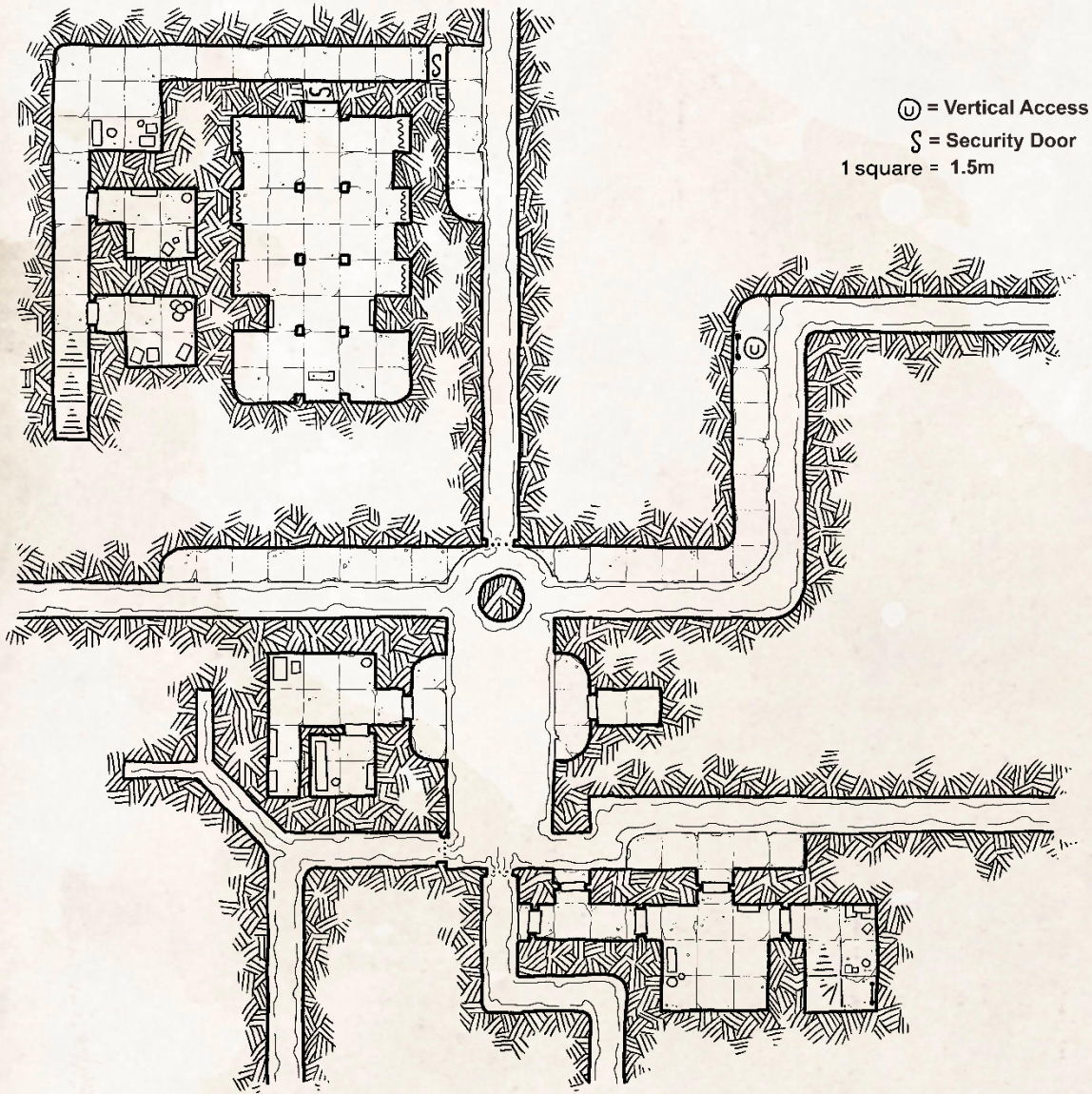
Is the son of Karl and Aelia; he doesn't know who his father is. He works in the Tiptoe Husband as a courier for the owner. He is very eager to help, and he likes Karl because he is a good tipper. There is a resemblance between the two of them.

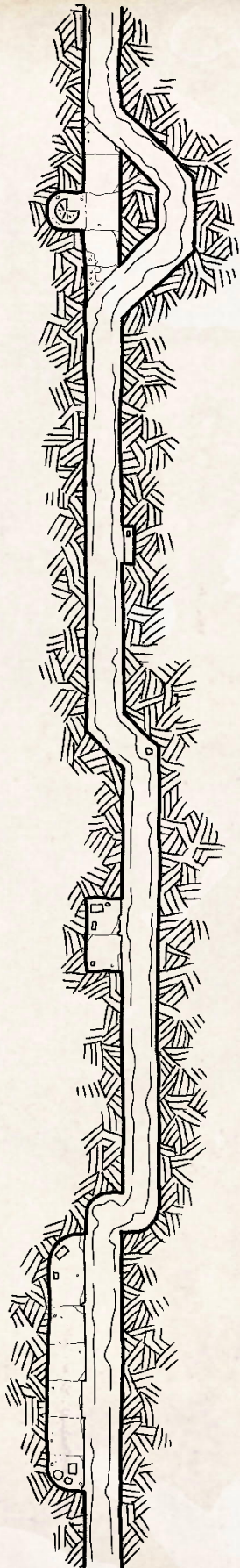
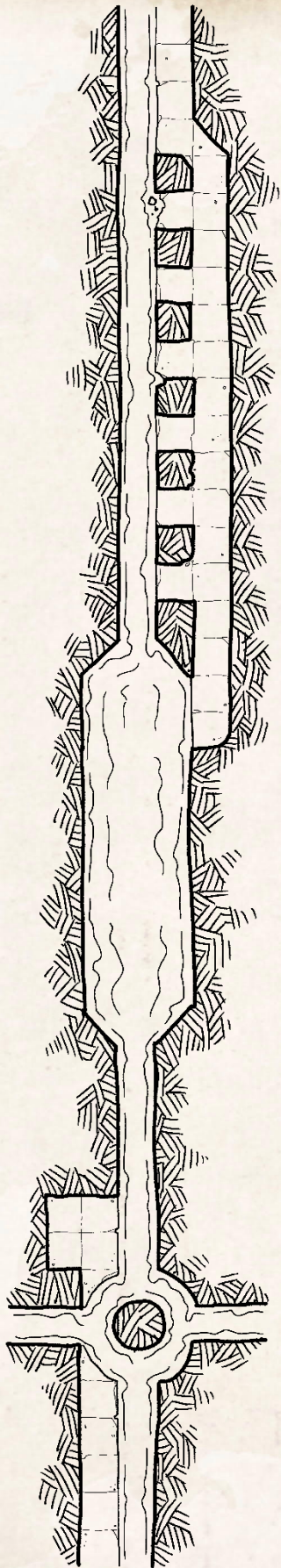
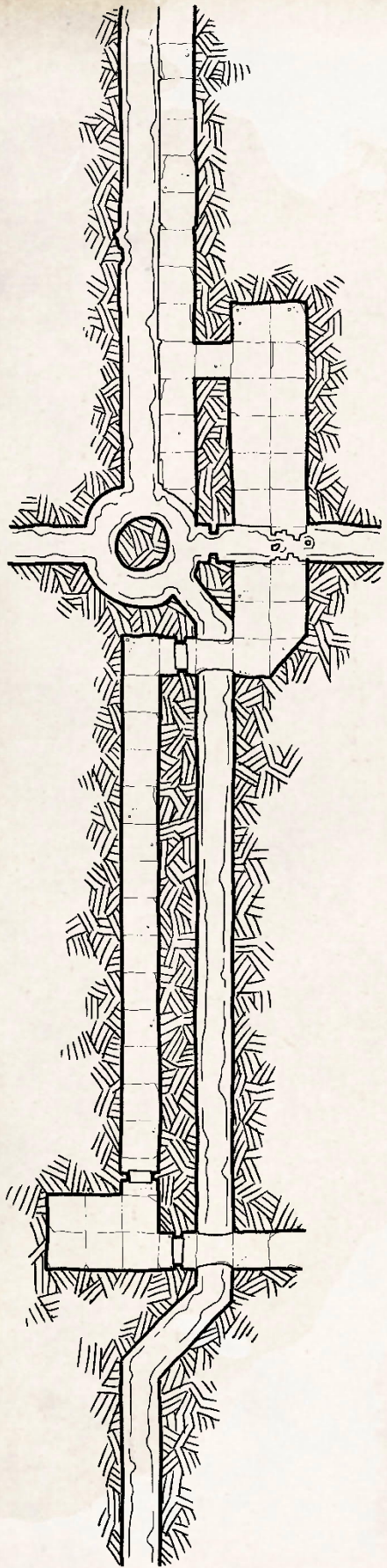
FINAL NOTES

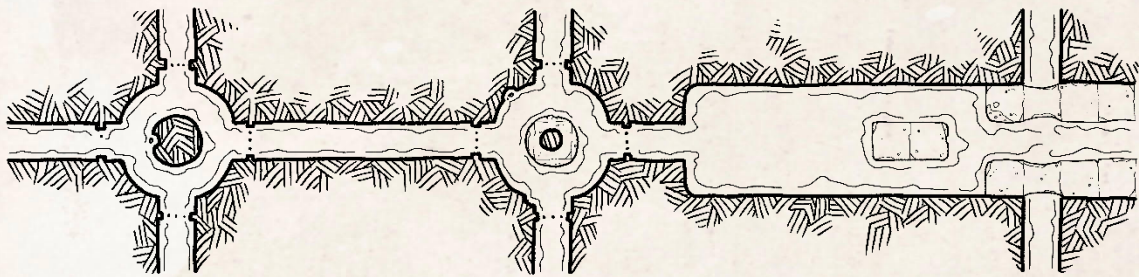
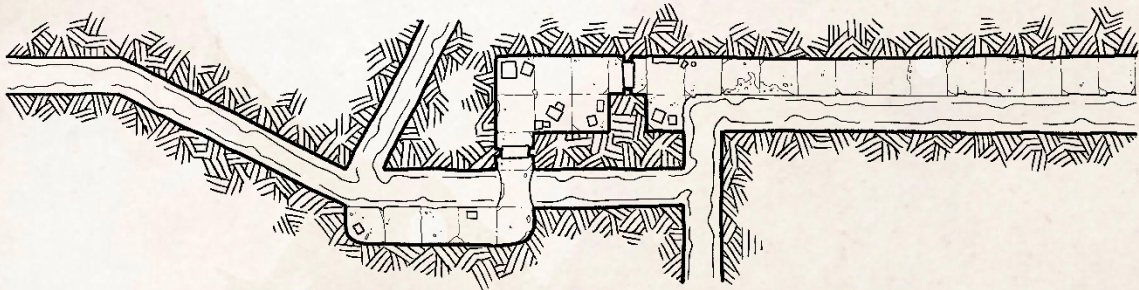
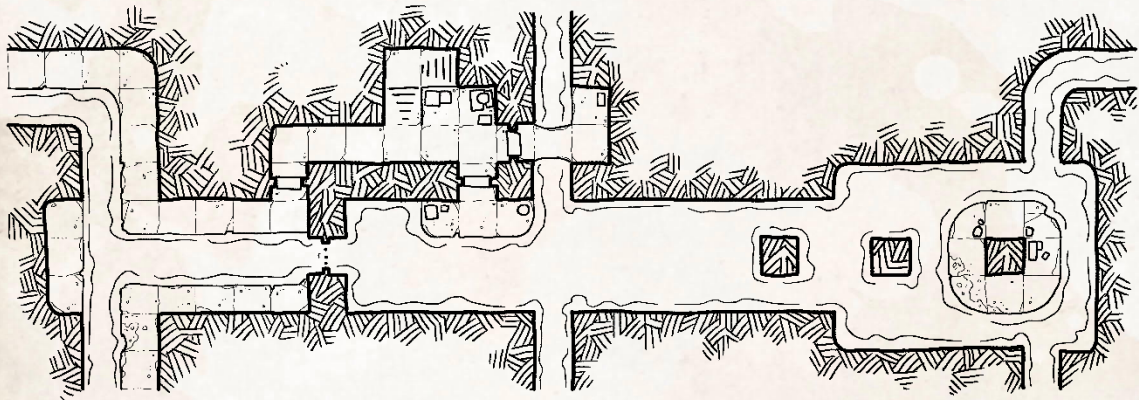
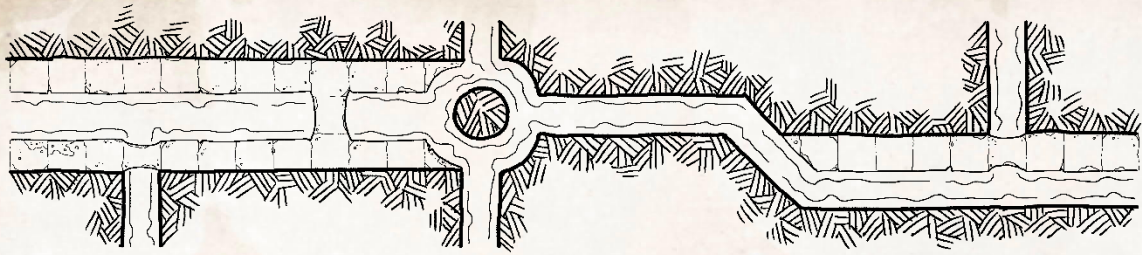
I would write a third installment of the sequel that would be about Agni and his raising as a chaos lord. To continue the story Agni must be taken by Bi'i Mochuc, Ugog or Ashildr.

ANNEXE

The following pages contain some maps of Kila and some map sections for the sewers. You can print these out and use them for any specific encounters in or under the sewers of Kila.



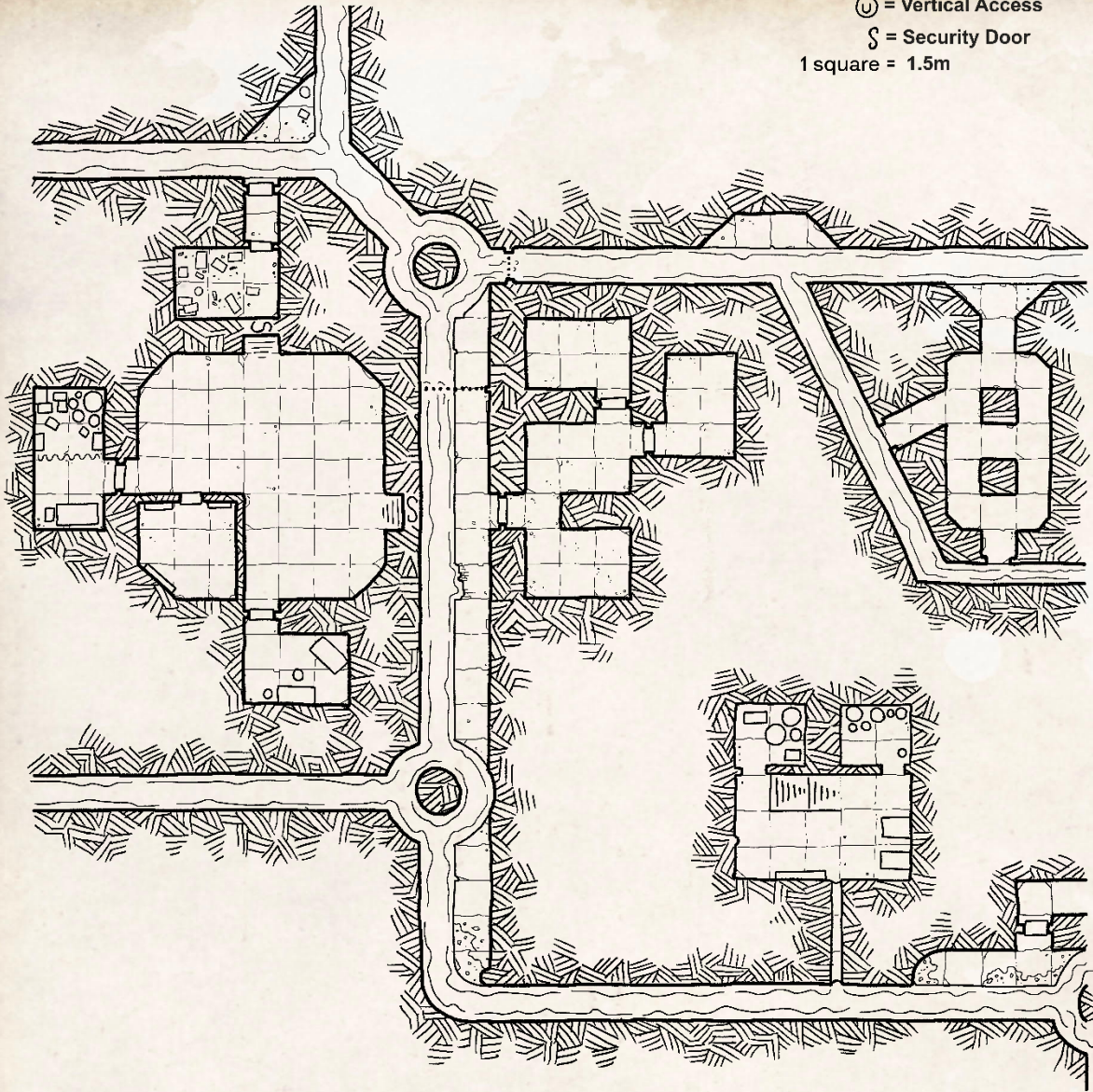


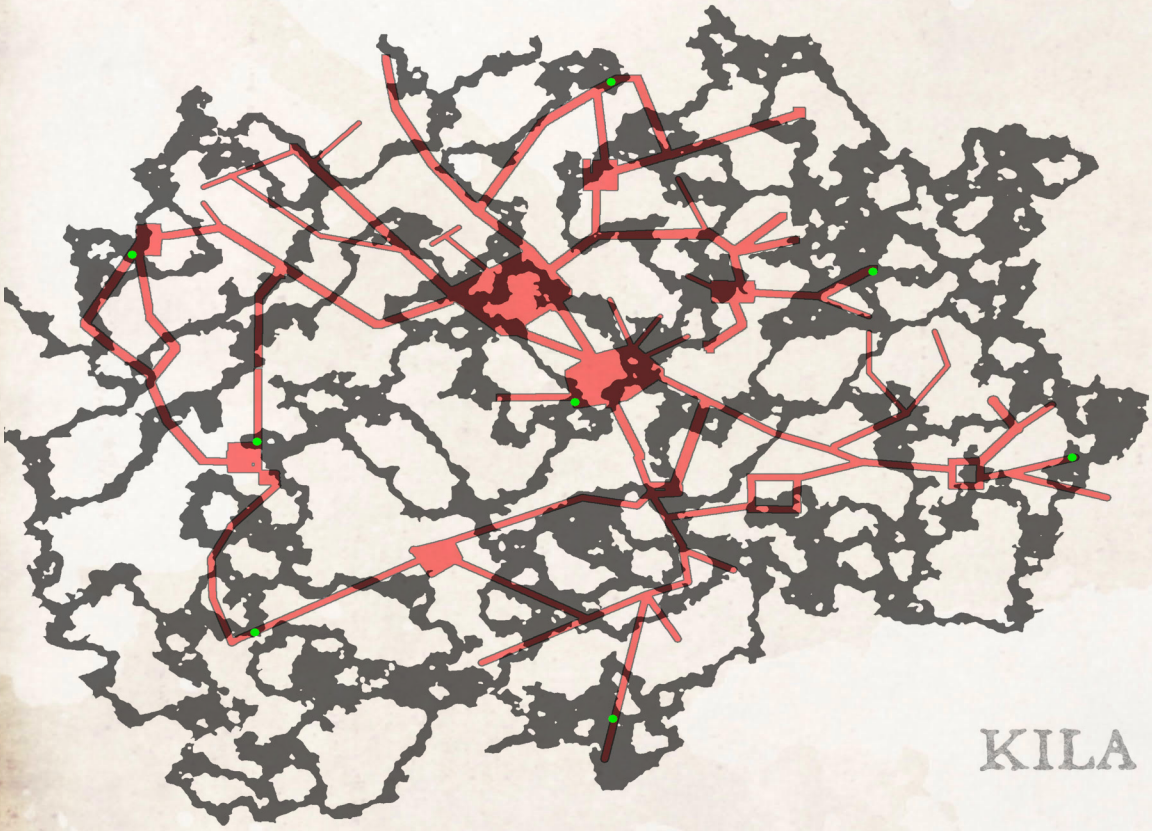
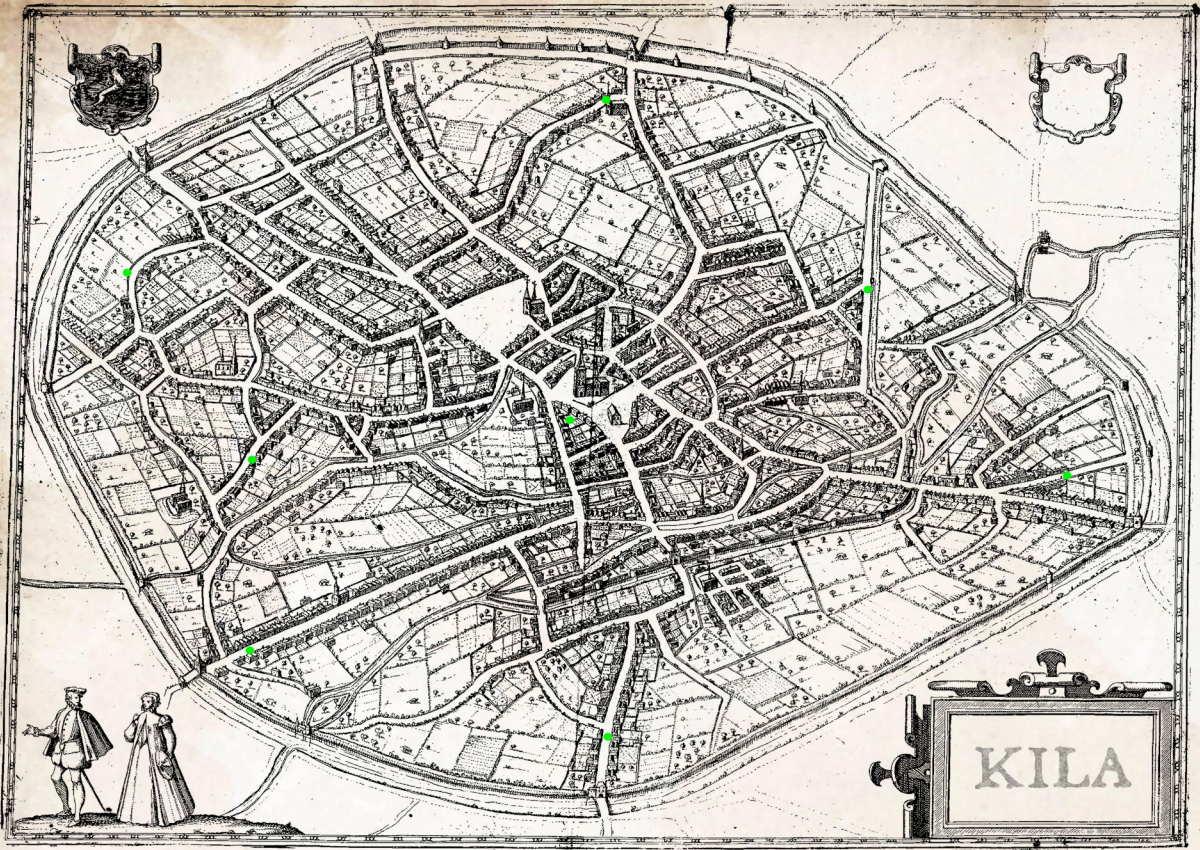


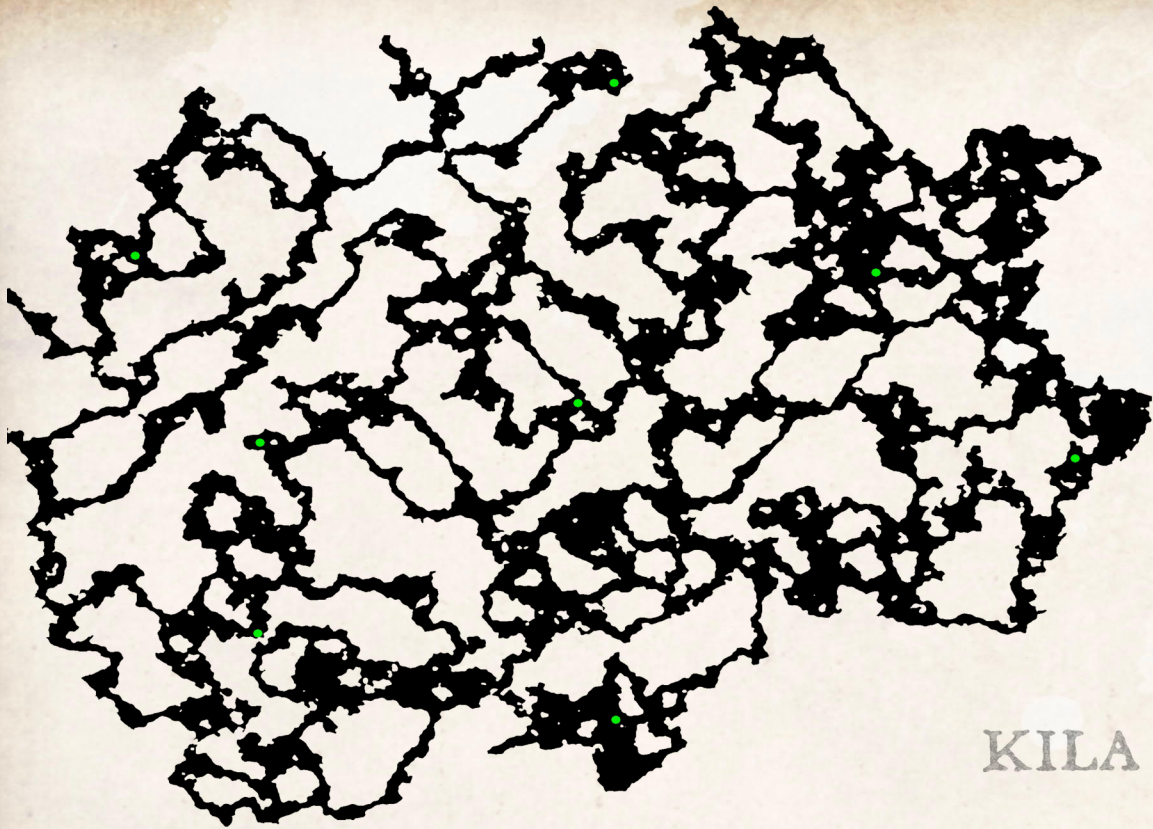
⊙ = Vertical Access

⌞ = Security Door

1 square = 1.5m







KILA



KILA