

ONW1-03

GLAIVE'S GAMBIT

A One-Round D&D LIVING GREYHAWK[®]

Onnwal Regional Adventure

Version 1

by Stuart Kerrigan

Will the flower of chivalry within Onnwal wilt and perish, or will it survive to fight another day against the Scarlet tyranny? Part One of the Knights of the Splintered Sun Series. An adventure for characters level 1 to 6.

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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" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

CAMPAIGN CONSEQUENCES

This adventure has "Campaign Consequences"; that is the outcome of this adventure will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to the Living Onnwal Team at creighton.broadhurst@ntlworld.com as soon as possible. General comments about the adventure are also welcomed at this address.

1. What was Siward's fate?
2. Were the Knights made aware of the survival of their banner?
3. Was Halredn killed?
4. Was the assassin Ihilin Jilmar slain or unmasked?



"Alas, me sore repenteth, said the king, that ever Launcelot should be against me. Now I am sure that the noble fellowship of the Round Table is broken forever, for with him many a noble knight hold."

Le Morte Darthur, 20:7

ADVENTURE BACKGROUND

This adventure deals with the politicking of the Order of the Knights Azharadian (also known as the Order of the Golden Sun). Thus, for DMs unfamiliar with Onnwal's elite knighthood, a description is provided in addition to the usual synopsis of the adventure.

THE KNIGHTS AZHARADIAN

The Order of the Golden Sun, commonly called the Knights of Azharadian, is Onnwal's only order of chivalry. It is comprised of a core of knights known as Glaives, all of noble blood. The Glaive Superior, the leader of the Order has generally been a scion of one of the four great noble houses of Onnwal. The Glaives are supported by a body of commoners and priests of Heironious called the Glaives Cohort. The Cohorts generally act to support the Knights administering healing or moral advice and performing the rituals of the Order though the Cohort has also been known to be at the forefront of the fighting when the Knight's enter battle.

The Order fought with distinction on the plains of Idee during the Greyhawk Wars. Just prior to the fall of Onnwal, the Knights were summoned to a conclave in the Chapterhouse of the Order in the Bastion of the Golden Sun in Scant. However on the eve of the meeting, Brotherhood assassins struck at Onnwal's leaders, including the Glaive Superior Jian Relaster. Those knights gathered at the Bastion of the Golden Sun found themselves assailed by advance parties of Brotherhood forces, bent on disabling the city's seaward defenses. By dawn the surviving members of the Knights and the Cohort had been trapped in the temple of Heironeous inside the Bastion. They could only look in despair as the red sailed ships of the Scarlet Sign passed unaccosted beneath Scant's defences and began to land troops in the Inner Harbour. They fought grimly to the last man. The fate of Azharadian's Banner, upon which all new knights

swore their oaths, is unknown, but it is feared that it was destroyed by the Brotherhood.

Only six glaives survived the fall of Scant, all having been outside the city at the time for various reasons. The Priests of the Cohort suffered similar losses with fewer than a dozen surviving. Of a force of five score heavy horse - only one score remain to the Order.

The surviving members of the Order are divided by suspicion and mistrust. All suspect that the sudden recall to Scant from Idee was a trap to draw the Knights to the city where their cavalry would be least effective. Each has questioned the others' reason for being outside the city at the time, and there is a conviction that one among them must be a traitor. This corrosive mistrust has split the surviving knights into two camps and has prevented the election of a new Glaive Superior. The most senior surviving knight is the Glaive Virtuous Gellen Cadwale (also the most senior surviving member of the House of Cadwale). Though he should have been the clear choice for Glaive Superior he was also the knight who bore the recall order to Idee. He denies any involvement in a plot and claims to be as much a victim of the Brotherhood's machinations as those who fell. Gellen is deeply concerned that the Order is on the verge of extinction and has proposed that the conditions for membership be extended to commoners in an effort to bolster numbers. Despite the suspicion hanging over him, he has the support of two other senior knights the Glaive Virtuous Tiren Farness and the Glaive Valourous Baernen Kellidas.

Opposing him is the Glaive Valourous Halrend Lorendrenn. Halrend fought with distinction in Idee and at the time of the recall leading his banner in harrying the withdrawal of South Province forces from the north of that country. He is convinced that Gellen is a traitor to the Order and refuses to acknowledge his claim of authority. Though he agrees that the Order needs new blood, he opposes Gellen's proposals, on grounds that it is a ploy to recruit more supporters and thus gain the leadership of the Order. The Glaives Martial Dorlan Maldrenn and Milos Faskel as well as the majority of the surviving Glaives Cohort support him.

THE ADVENTURE

Duke Gellen Cadwale, the highest-ranking member of the Order of the Golden Sun, has called an informal meeting of all the knights to discuss with his brethren the role of the Order in the Free State of Onnwal. He hopes to heal the rift between two factions that have formed in the Order.

The head of the faction of Glaives who oppose the Duke, Sir Halrend Lorendrenn is suspicious of Gellen calling this meeting. He dare not miss the meeting, seeing it as a prelude to Gellen calling a formal conclave and pronounce himself Glaive-Superior. Somewhat mistrustful, he fears the Duke may be setting a trap for him. As he must make the long journey from Dunheern to Longbridge, he has come up with the plan to travel behind the rest of his escort. He has disguised a loyal

retainer as he, while he is some hours behind his retinue, escorted by a few more bodyguards.

Alas, the entourage encounters some hochebi (hobgoblins), but the PCs arrive on the scene and manage to turn the tide of battle and earn Halrend's gratitude. He invites them to escort him to Longbridge - it is only once the PCs get to Longbridge that the real intrigue begins.

As expected, the Brotherhood has decided to spoil the party. They have two agents who will be at the meeting, one unwitting, the other quite evil, cold and calculating. The first is Duke Gellen's own squire; a lad named Siward, but his involvement with the Brotherhood is not voluntary.

When Longbridge fell to the Brotherhood Siward was in the city. He became something of a "pet" of the sadistic Kesh of Longbridge, Nojos, who relished torturing the poor young man. So expertly tortured was he by the Kesh that Siward was broken in mind and spirit in his torture, and made a thrall of the Brotherhood. This is unknown to he or his master who was overjoyed when he recovered his squire during the liberation of Longbridge.

However, as the result of his torture, the squire has concealed programming by the Brotherhood that is activated when a certain key phrase is uttered, namely Order, Purity, Obedience (in Ancient Suloise of course). When it is he is entirely amenable to all suggestions by those who utter it.

This brings us to the second assassin, disguised as one of Halrend's own entourage is Ihilin Jilmar, an undercover cleric of Wee Jas and wizard to boot. Acting in disguise as Terak, one of Halrend's men-at-arms he is to assassinate Halrend and incriminate the others with the eventual goal of having the knighthood rent asunder from within. His superiors have given him one noteworthy resource for this mission -the activation phrase for Siward.

When the PCs arrive in Longbridge at the Ducal Manor with Sir Halrend, they are asked to spend the night. During that night Ihilin activates Siward's programming and sends him after Halrend. Fortunately, Halrend has taken the precaution of switching with his trusted manservant Gorman, so Siward only slays the servant.

Siward has been somewhat sloppy in his killing and has left several clues for the astute PCs to find. Even if they are slow in solving the crime, Siward takes the first opportunity to flee. In the ensuing chase most of the Order's men-at-arms chase the errant squire.

The PCs are dispatched to chase down Siward. Gellen has asked he be brought alive; Halrend has asked he be killed as a traitor. Once they have caught Siward Ihilin is unmasked as the true traitor. Alas during their absence, Halrend and his remaining men storm out of Gellen's home. Halrend is directed to a nearby inn by and only too helpful Ihilin—but the assassin neglects to tell the knight that it is a Brotherhood safehouse! The PCs must track down Halrend and save him, lest he be left to fall to an assassin's knife!

If the PCs take Siward alive they will earn Gellen's gratitude (even though the squire is executed as a traitor). If they kill him, they will earn Halrend's gratitude. Such is politics!

THE STORY ARC

It should be noted that this adventure is the first in a series of adventures dealing with the Knights of Azharadian. This adventure leaves several loose threads—such as which of the six surviving knights (if indeed any) is the one who betrayed the Knights. Rest assured that while this question will remain unanswered for now it shall be answered in future Onnwal scenarios. This scenario is playable on its own however. The identity of the traitor is not revealed, after all today's Dungeon Master is tomorrow's player potentially.

PLAYER INTRODUCTION

The scenario begins with the PCs on the road in the Headlands, for whatever reason is appropriate (patrol, looking for work in Silvervale etc.)

When you are ready to begin the scenario, read or paraphrase the following:

For the past day out of Killdeer the rugged terrain of the Headlands has proven to be difficult on the body, even though you have remained on the road towards your destination of Silvervale. It is little surprise, you think, that the seeming limitless maze of limestone hills were haven to so many of Onnwal's worthies at the time of the occupation. Though rough the terrain is fertile, and there have been no shortage of streams to drink from. Nonetheless you remain vigilant in this pastoral scene of serenity - there is little telling what secrets and dangers lie hidden in the labyrinth of the Headlands.

You are distracted from your thoughts—it seems you do not have to look too far for danger in the Headlands—it lies on this very road. As you begin to climb a particularly steep rise on the road, you hear the resounding clash of steel on steel coming from ahead.

ENCOUNTER 1: ON THE ROAD

In this encounter the PCs are thrust into the action. They meet Gorman, a loyal retainer of Baron Halrend Lorendrenn, who is locked in deadly combat with a group of hochebi (hobgoblins). Gorman has been impersonating Sir Halrend while a smaller escort guards the real knight. By cruel fate the ruse has worked too well and Gorman and his men are facing a superior force of Hobgoblins.

The actions of the PCs do much to turn the tide of battle, and ultimately pave the way to him recruiting the PCs to escort Sir Halrend to Longbridge and to events thereafter.

AMBUSH!

Assuming the PCs go to investigate the sound of combat ahead, present the following:

As you reach atop the rise, ahead your eyes clasp upon a scene of great savagery. A band of at least ten hochebi (hobgoblins)—the favoured soldiers of the Scarlet Brotherhood—are surrounding six men, each dressed in mail. The men have been forming a defensive circle. Scattered around are the bodies of at least ten men-at-arms and a score of hochebi.

There are 12 hochebi attacking the men. If the PCs intervene six continue to attack the men, while the other six split to engage the party. If you wish for a speedy combat resolution assume for the sake of brevity that each of the men-at-arms is capable of dispatching his opponent.

Assuming the PCs do not give themselves away you should make Spot checks (DC 15) for the hochebi. Those that fail will be surprised for one round.

APL 2 (EL 3)

🐉 **Hobgoblins** (12): hp 9 each; see *Monster Manual* page 119.

Equipment: leather armor, small shield, longsword, 2 gp each (24 gp in total).

👤 **Men-at-arms, male human Ftr1** (6): CR 1; Medium-size humanoid (human); HD 1d10; hp 10; Init +0; Spd 20 ft.; AC 16, (touch 10, flat-footed 16); Atks +2 melee (1d8/19-20, longsword), or +1 ranged (1d4/19-20, dagger); AL LG or LN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Spot +2, Listen +2, Climb -3, Jump -5; Endurance, Weapon Focus (longsword). Quickdraw.

Possessions: Scale mail, large steel shield, longsword, dagger.

APL 4 (EL 7)

👤 **Elite Hobgoblins, male hobgoblins Ftr2** (12): CR 2; Medium-size humanoid (goblinoid); HD 2d10+5; hp 20 each; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d8/19-20, longsword); AL LE; SV Fort +6, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Improved Initiative, Toughness.

Possessions: Leather armor, small wooden shield, longsword, 2 gp each (24 gp in total).

👤 **Men-at-arms, male human Ftr3** (6): CR 2; Medium-size humanoid (human); HD 3d10; hp 23 each; Init +4; Spd 20 ft.; AC 16, (touch 10, flat-footed 6); Atks +4 melee (1d8/19-20, longsword), +3 ranged (1d4/19-20, dagger); AL LG or LN; SV Fort +3, Ref +1, Will +1; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills: Spot +3, Listen +3, Climb -1, Jump -5; Endurance, Toughness, Weapon Focus (longsword), Quickdraw, Improved Initiative.

Possessions: Scale mail, large steel shield, longsword, dagger.

APL 6 (EL 9)

➤ **Champion Hobgoblins, male hobgoblins Ftr4** (12): CR 4, Medium-size humanoid (goblinoid); HD 4d10+7 hp 35 each; Init +5; Spd 30; AC 15 (touch 11, flat-footed 14); Atks +6 melee (1d8/19-20, longsword); AL LE; SV Fort +6, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: leather armor, small wooden shield, longsword, 2 gp each (24 gp in total).

♠ **Man-at-arms, male human Ftr5** (6): CR 5; Medium-size humanoid (human); HD 4d10; hp 31; Init +4; Spd 20 ft.; AC 16, (touch 10, flat-footed 16); Atks +7 melee (1d8/19-20), longsword), +6 ranged (1d4/19-20, dagger); AL LG/LN; SV Fort +4, Ref +1, Will +1; Str 12, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Spot +4, Listen +4, Climb +1, Jump -3; Endurance, Toughness, Weapon Focus (longsword), Quickdraw, Improved Initiative, Specialized Longsword.

Possessions: scale mail, large steel shield, long sword, dagger.

VICTORY

Once the PCs have dealt with their hochebi the rest of the men-at-arms dispatch their opponents successfully. Present the following:

As you stand amid the scene of carnage, trying to take in what has happened, one of the warriors approaches you. He appears to be a man of fine breeding clad in fine clothing and a suit of chain mail.

He looks sadly at the bodies of the other soldiers as he speaks, "hochebi scum! These were good men and they deserved better. The fell creatures ambushed us, and they outnumbered us—how else would good and true men of Onnwal fall to their blades? It is fortunate that you arrived when you did.

"We are on a mission of great importance to Longbridge. The Brotherhood clearly seeks our death, for wild hochebi do not hunt in such large numbers.

"With our number dwindled as they are, we would be honoured if you would accompany us, I can promise you that you will recompensed for your service."

THE OFFER

If the PCs accept Gorman's offer, his melancholy disposition fades, and he thanks the PCs profusely.

Either way, he attempts to delay the PCs by asking them to aid bury the fallen warriors.

Gorman knows more than he is telling. He is a legitimate representative of Sir Halrend Lorendrenn. At this stage do not under any circumstances reveal who his employer is or what his mission was, but rather ask that the PCs help bury their comrades.

THE BURIAL

Gorman and his men set about their grim task of burying their friends. Quickly the men dig a grave for the fallen, while the hochebi are burned.

As the grave is filled in your eyes dart to the dark silhouettes of the men who have just reached the top of the rise.

Gorman is not at all surprised by the arrival of these men. This is Sir Halrend Lorendrenn, and two other bodyguards (one of whom is secretly Ihilin Jilmar, the Brotherhood assassin sent to stir trouble) all disguised as a group of common travellers. They each wear traveller's robes, and keep their axes concealed.

Gorman and his men move to greet the travellers, who survey the burning bodies of the hochebi before moving down the rise.

Gorman explains to Halrend that their ruse appears to have worked—an attempt was made on his life, an attempt that has cost ten men's lives. After hearing how the PCs saved Gorman's life, Halrend looks over the PCs intently (as a paladin he is using his *detect evil* ability) before commending the PCs:

"I think the masquerade has gone on long enough," says the tall man dressed in the traveller's robes, "I must apologise for the secrecy, but there are those who seek my death, and it was necessary to conceal my identity. You seem to be people of good character, so I shall remove my mask.

"I am Sir Halrend Lorendrenn, a Glaive of the Order of the Golden Sun, and I travel to Longbridge on business of the Order. One of our number—the so-called Duke of the Azure Coast, has called a gathering of the brethren—an informal gathering you understand. Even now, most of our remaining circle travel by their own paths to Longbridge.

"Tis clear someone does not wish me to attend. Loyal Gorman here persuaded me to attempt this ruse—against my better judgement—and it seems that he may have saved my life. At any rate I believe Gorman has already recruited you to my banner, I shall have a need for strong arms and quick wits in the days to come."

The knight coughs and says, *"I fear we have tarried to long. Let us complete the marker for our lost comrades, and go hence to Longbridge."*

THE JOURNEY

As there are so few of the men left, Sir Halrend insists on travelling with Gorman and the party. Gorman and the men attempt to hide their mail beneath their cloaks.

For the most part, Sir Halrend does not speak unless spoken to on the journey. He is a nobleman and is trying to remain as inconspicuous as possible. He is somewhat snobbish, and has little time for chatter with the PCs unless they have some sort of aristocratic kudos or

worship Heironeous, in which case he discusses current affairs or matters of faith respectively. He is unfailingly polite to female PCs as the code of chivalry demands, but always keeps himself to himself.

The men themselves are more talkative to the PCs. Silver-tongued PCs are able to glean the following tid-bits of information either through the knight, or his men-at-arms:

- Halrend is anxious about the meeting. It is apparent that the Glaive has much disdain for some of his fellow knights.
- Halrend speaks cautiously of wishing to see his comrades, Sir Dorlan Maldrenn and Sir Milos Faskel. (They are his allies and support his views, but there is still a great deal of suspicion between all of the surviving Glaives as any one of the knights could be the one who betrayed the order).
- If asked about Duke Gellen, Halrend insinuates he does not trust the man at all. Indeed, he believes the meeting may be a Brotherhood trap, much like the recall order to Scant, hence his cautious plans to travel there.
- Some of the others in the Order are already in Longbridge (especially Gellen's supporters).
- Halrend was last to know about this meeting due to being the most distant member of the Order from Longbridge. He appears quite bitter about this fact, taking it as a deliberate slight.
- Duke Gellen has several bizarre notions about reforming the Knighthood. Indeed he is even talking about allowing men from the peasantry to join the order! Now the PCs should see why he "cannot afford to miss this gathering".
- If his opinions appear to cause offence to any of the party, Halrend apologises. He tries to smoothen things out by saying those not of noble blood have always had a role as confessors, healers and moral guiders in the Glaive-Cohort.
- If asked further questions about the Order or the betrayal at Scant, he sadly outlines the background on the Knights of the Golden Sun in the Adventure Background. He shows genuine sadness at the loss of "so many fine warriors."

The journey itself is already is from the Headlands to Longbridge, and takes another 6 days. It continues unhindered, except for the dream that occurs on the following night of the journey, as detailed in Encounter Two.

ENCOUNTER 2: THE DREAM

A portentous dream haunts one of the PCs one night after the hochebi attack. Ideally give Handout A to a PC who follows Heironeous as a deity, or if one is not available show preference to paladins and clerics respectively. Failing that choose a lawful good PC or the PC with the

alignment nearest to lawful good (i.e. neutral good, chaotic good, lawful neutral, and so on)

For all intents and purposes, the PC in question appears to have a quiet night's sleep, and awakens refreshed in the morning with the others.

The significance of the dream is only to warn the PCs that there are dark times ahead.

If the PCs mention the dream to Halrend, he loses his disinterest in talking to the PCs and questions them intently on every detail. His conclusion is, "This just confirms my theory—there are dark times ahead for the knighthood." He does not make any further comment.

ENCOUNTER 3: A WELCOME IN LONGBRIDGE

In this encounter the PCs arrive in Longbridge and witness first-hand the rivalry between Halrend Lorendrenn and Gellen Cadwale. They are also, by merit of their timely intervention against the hochebi, invited to socialise with the various members of the Knights of Azharadian.

Once the PCs have reached Longbridge, present the following:

The skies have darkened ominously as by nightfall you reach the town of Longbridge, Capital of the Azure Coast. Out to sea, leaden storm tower over the town and there is a rumble of thunder across the waves. You enter Solliton, the richer side of Longbridge on the eastern bank of the Fallnos. After what seems to be a mere ten minutes walk you reach the townhouse of the Duke Cadwale—once a summer retreat, but now an all-too permanent home for the surviving scions of the house.

You are met by a detachment of guard, wearing the azure and green colours of the Azure Coast. At their head is a man dressed in fine robes, and upon his brow sits a silver diadem of office. The axe that is girthed at his side is a sure sign that this man is a worshiper of Heironeous, god of righteous battle and justice. This can only be the Duke of the Azure Coast, Gellen Cadwale.

Seeing your approach, his face lights up and he speaks, "Glaive Halrend! You have made it."

He smiles warmly as he moves forward to embrace his brethren but Halrend coolly shrugs off his attentions and nods to the Duke.

"Your Grace," he says dryly, with little enthusiasm, "It is agreeable to see you once more."

Somewhat subdued by his comrades coolness, the Duke walks in front of you and the guard, Sir Halrend at his side.

"The others are already gathered," the Duke utters. "You are the last to arrive, good sir."

Once more you cannot help but detect the hint of coolness between the two men as Halrend counters with, "I expected such."

Led inside the townhouse, you enter a grand foyer. The foyer, once plush, seems somewhat lightly decorated. There is a simple copper statue of the Heironeous the Archpaladin, wielding as always his axe Vanguard in the defence of what is right. Also hanging is the azure and green crest of the Cadwale family.

As you take in your surroundings Halrend turns to you and says, "I must make preparations for later. The servants will tend to your needs and I shall speak with you anon."

With that, both he and the Duke leave you.

Both men are icily cool, as they lead the PCs into the grand hall of the Duke's estate. The PCs are swiftly given quarters before being invited to the audience with the Glaives. Each PC is given a fine set of clothing to wear when attending, though armour and weapons are permitted.

You are led into a candle-lit grand hall, at which there is a long table at which a large repast is set out.

At the end of the hall there are gathered the six remaining knights of the Order of the Golden Sun, each attended by a squire. You note Halrend is sitting as far away from the Duke as possible. Their supporters surround each of them. The Glaives are attempting to converse with each other, though the talk is strained, as if they are scrutinizing each other's action in the most minute detail. All seem somewhat sullen, and quiet, eyeing each other appraisingly... or is that suspiciously until the servants announce you.

Duke Gellen coughs, "Ah, my lords and ladies, the valiant warriors who saved our most noble Glaive Halrend Lorendrenn. Please, join us."

Here the PCs are treated as heroes, and allowed to rub shoulders with the flower of Onnwal's nobility.

When they are ready to attend, read the following:

Duke Gellen insists that the PCs join he and the other five knights, attempting to be as informal as possible. He attempts to ask the PCs in detail what happened on the road, and if given any details of their valour exclaims, "This is the kind of spirit and valour we need in the order now." Halrend coughs, but says nothing.

A wide variety of delicacies and fine ales and wines are offered to the PCs, including Yornil, a clear spirit brewed locally within Longbridge from sugar cane.

OCCURRENCES AT THE GATHERING

The major NPCs who are present this evening at Cadwale's manor are detailed in Appendix A. Allow the PCs to speak to any of them that they choose, but remember the murder has not occurred yet. Also, feel free to invent any extra NPCs such as servants and to present the following incidents to the PCs in a free-form manner:

- Some of the knights mutter that the Glaive-Cohort Sturrend Keldas, a distant cousin of Lady Natalia Keldas, is rumoured to have agreed to perform the wedding ceremony for the lady and Sir Milos. Any details about this ceremony, and indeed its existence, are thin on the ground.
- It is whispered by the servants that harsh words were spoken between Gellen and Halrend. Indeed the two senior knights are keeping to separate ends of the dining room.

- Xavier, a squire of one Milos Faskel can be overheard muttering to some of the other squires that he had to regain his masters honour at the Growfest Tourney in Sornhill. Xavier moans that he is clearly a better warrior than Milos—so why is he but the squire?
- Milos laughs boisterously at a jest receiving stares from all present. Sir Dorlen can be muttering to his squire about the incompetent fool that scarred him at the Growfest Tourney. He mutters something about a rematch.
- Siward, Gellen's squire, can be seen speaking with some of the servants at the table. He then excuses himself, claiming to have a headache. (Indeed he does have a headache—having just spoken to Ihilin this instant he is overwrought with a pain in his head and requires to take some of his herbs).
- As the storm grows outside, there is a gust of wind that blows out all the candles in the room, and afterwards a flash of lightning and then thunder. In surprise one of the servants, Sara, drops a tray of crockery in the dining hall. When the light is hastily restored to the room, all turn to see Halrend and his men have drawn their weapons, and after a further moment sheathing them. Sara is then assisted by some of the squires present, until her husband Gelador drags her back into the kitchen.
- After his embarrassment Halrend scowls at Gellen and stalks off to his room with Gorman, paving the way for Encounter Three to occur one hour later. Shortly afterwards each of the remaining four knights makes their excuses, leaving Gellen and his people.

The only real item of significance to this adventure is Siward's exit, though the PCs should not realize the significance of this.

If any PCs volunteer to bodyguard Halrend at night, he graciously declines the offer, stating that he has already taken sufficient precautions. He does reveal this, but he once again intends to swap places with Gorman and sleep upon the floor in his room. Gorman is quite insistent that the PCs leave his master to sleep.

The drinking continues for another hour, but regardless of what the PCs get up to a scream is heard from one of the serving girls, leading to Encounter 4

ENCOUNTER 4: THE WRONG CORPSE

Here the PCs see a macabre crime scene—the murder of Halrend's left-hand man, Gorman. They have the opportunity to search for clues, including that Gorman managed to claw his opponent, and that an axe was the murder weapon—a tarnished black axe.

THE MURDER

After an hour after Halrend's exit from the grand hall there is a scream from the direction of his room.

The scene of the room is utter disarray. Several of the house servants survey the dimly lit room, taking in the sinister atmosphere of the room; their mouths open in silent screams.

The ornate bed-sheets lie discarded in the right hand corner of the room, a man dressed in fine robe lies slumped against the wall. Both he and the wall is drenched in blood. The violent cut across the abdomen is testament to the fact that the man is dead.

This man is of course Gorman, though the killer mistook him for Halrend. Halrend was safely curled up on the floor next to the bed. Due to a *silence* spell cast on Siward by Ihilin he slept untroubled by the noise of Gorman's struggle.

The PCs should initially assume it was Halrend who was slain as he slept, and you should not reveal this information until Halrend is discovered.

- Gorman threw over the bed sheets to the right corner of the room in the fight when he rose to meet his assailant. They contain the one slashing that has also cut deeply into the mattress, scattering white feathers across the floor.
- On examining the wounds: Succeeding a Heal check (DC 15) reveals that it was in fact an axe that slew Gorman. If this is revealed it causes suspicion among the Knights (the axe being the favoured weapon of followers of Heironeous, especially the Order of the Golden Sun).
- There is a hollow in the wall where a second blow has left a depression in the wall—there is no blood, so clearly this blow also missed. However, succeeding at a Search check (DC 15) reveals that several fragments of the axe broke off, and these fragments appear to be tainted black, though clearly this was not the original colour of the metal.
- No one heard any sound of struggle coming from Halrend's room. (This is because Ihilin supported his assassin by judiciously using a *silence* spell scroll from the hidden trapdoor above to conceal the sounds of his assassin, and why Halrend was not awakened by the sounds of Gorman and Siward struggling).
- A successful Spot check (DC 13) reveals that the man has blood under his fingernails and a small thin strip of blooded flesh he clawed off his assailant. This is paramount as the assailant Siward has a cut on his left wrist.

Once the PCs have been given the chance to investigate the crime-scene, Gellen arrives and orders everyone to file into the main hall.

When the PCs reach the main hall, present the following:

The great hall echoes with the panicked murmur of noble and commoner alike. Eventually the Duke manages to calm everyone down and speaks, "This murder is unacceptable in such fine company! Gentlemen, I know given what has happened in this past, how this looks, but I tell you these acts were not of my doing. I beg you to remain here while my most trusted men investigate this murder."

Halrend raises a fist and says, "I do not believe your words, Gellen, and think that you have a larger part in all this. I will not leave this to your lackeys."

Dorlan puts his hand on Halrend's shoulder and whispers something.

Halrend, still fuming, points at you and says, "I will retract my remarks... on one condition. These people have proven to me they are worth ten of your men. I say let them investigate this."

The Duke looks thoughtfully for a moment before saying to you, "Very well then—I will charge you with investigating this crime. Do you accept?"

The Duke and Halrend brook no refusal or inquiries as to rewards. Assuming the PCs accept, go to Encounter 5: Investigating the Crime.

ENCOUNTER 5: INVESTIGATING THE CRIME

Having investigated the scene of the crime the PCs should now move on to questioning suspects, and attempting to find the killer. The killer was of course Siward, though he is certainly down at the bottom of most of the knight's lists of suspects.

If the PCs take too long (i.e. more than 30 minutes of play) or if they are getting to close Siward attempts to escape.

FORENSICS TROUBLESHOOTING

As senior Glaive-Cohort Sturrend Keldas is put in charge of preparing Gorman's body for burial. If the PCs have missed the clue about the cut Gorman inflicted on the killer, Sturrend seeks them out to tell them this vital piece of information.

QUESTIONING THE SUSPECTS

When the PCs begin to ask the major NPCs questions, you should refer to Appendix A, which contains descriptions of the NPCs, what they were up to and what they were up to during the time of the murder.

In addition the unnamed NPCs can be discounted from the PCs suspect-list for the following reasons:

- The servants can account for each other's whereabouts.
- The Glaive-Cohorts were in prayer at the time of the murder, and thus have an alibi.

When questioning them, keep in mind the following points:

- Both Siward and Sara have marks on their left arms. Sara received hers from a beating from her husband, Gelador, after she dropped the crockery in the dining hall; Gorman clawed Siward in the fight.
- If the PCs use *Detect Evil* only the servant Gelador shows up as Neutral Evil, because of the fact he is a wife beater.
- Siward has the tainted axe—this is important as the axe fragments found in the room are of a tainted black axe. Even if this is not known a black axe is taken to be the sign of a fallen knight.

Speaking with the Dead

One easy way to ascertain who the killer was would be to cast *Speak with Dead*. However none of the Glaive-Cohort have this spell memorized, and thus the PCs either need to have memorized their own spell, or seek a cleric out with the townhouse. Doing so certainly allows Siward to escape, and give him a sizable head start.

CONTINGENCIES FOR THE KILLER

- If the PCs are being thorough in their investigations (e.g. talking to everyone, searching quarters), or if his tainted axe is revealed, Siward attempts to exit stage right immediately. He attempts to make use of his *dust of disappearance* and leave the townhouse. It is a good fifteen minutes before it is noticed he is missing. When this happens, move to Encounter 6.
- If the PCs manage to work out it was Siward and confront him, he also attempts to escape by using his *dust of disappearance* and evading capture until he escapes. Go to Encounter 6.

Try to “fudge” this encounter so that Siward gets away—if the PCs take him out so early they will miss out on a large portion of the scenario.

THE ROOM OF THE KILLER

If the PCs search Siward's room (either by methodically searching the knights and squires rooms or after Siward is revealed to be missing or as the killer), there is indeed a single bed-feather discarded on the floor. It requires a Search check (DC 12 if they're looking for clues specifically or a DC 16 otherwise).

Also, hidden under the mattress are a blooded cloth (that Siward used to clean his axe) and a deerskin pouch containing trace amounts of Siward's herbal remedy. This requires a Search check (DC 17) to be found.

Any PC examining the pouch may make Knowledge (Nature) or Profession (Herbalist) checks (DC 17) to recognize Siward's herbal mixture contains Gildenlea Galingale and Garden Flax.

Gildenlea Galingale is an herb that relaxes body and mind by increasing the flow of blood to the body. Garden Flax on the other hand is a pain-killing herb and combined they serve to alleviate the headaches that have plagued Siward since the Liberation.

These herbs are rare on the Azure Coast due to the climate, but are found on the plains of the Gildenlea (obviously in the case of Galingale). Thus they would have to have been bought at a specialist who received imports from the Gildenlea. Showing this to the Duke prompts him to reveal the parts of Siward's background regarding his capture during the occupation (see Appendix B for details), his dependence on the herbal remedy and that Gellen arranged for him to receive these from the Herbalist Thancer.

ENCOUNTER 6: THE CHASE

In this encounter the PCs must pursue Siward—who has escaped the townhouse. He makes his way to the nearby docks—stopping only to break into the apothecaries and steal his order of herbal remedies. He then goes to the docks and hastily hires a group of thugs to protect him. The PCs are dispatched to bring him back—but Sir Halrend and Duke Gellen give the PCs conflicting orders, to kill the squire there and then, or to bring him alive. Their decision in this moral dilemma determines the final outcome of this scenario.

IF SIWARD WAS ALREADY CAPTURED

Siward may be locked up, but if so an hour after his incarceration the guard to his cell comes to Duke Gellen, and reports falling “mysteriously asleep” and awaking to find that Siward was gone (actually Ihilin cast *sleep* on the guard and unlocked the errant squire, providing him with the *dust of disappearance* if necessary as a distraction while he attempts to kill Halrend). Proceed with the encounter normally.

HOT PURSUIT

Once Siward's escape has been noted, read the following (which you may need to modify depending on the revelations of the last encounter):

There is a great commotion in the halls of the townhouse as men-at-arms hastily gather around the Duke.

“My squire,” Gellen says slowly, addressing the half-score of men-at-arms, “is missing, apparently indicative of his guilt. He cannot have gotten too far, which is why you shall each ride to the gates of Solliton, and ask if a man of his descript has passed through the gate. If he has, ride in pursuit. If not, remain at the gate. On a night such as this it would be foolhardy to leave by sea.

“If you find the squire, bring him to me. I am not yet sure of his part in all this...”

With the men leaving, he turns to you, “I must thank you for your actions so far. If you will—please scour the streets of

Solliton—I have so few men-at-arms. If you find him—spare him that I may try to understand... why he did this..."

He turns away, unable to face you, and only then do you realise that Halrend has been watching, impassively. He approaches you, "Friends, make no mistake. If you find Siward and he offers any resistance, end his treachery there and then."

THE OLD LADY

As the PCs leave, they witness the Duke's men riding out of the townhouse like the Lords of the Nine Hells were at their heels. Leaving the townhouse, they see an old lady struggling along the street. She has a shaking fit and collapses.

If tended to the old lady thanks them profusely and says she gets these fits when she is frightened—and the sight of the Duke's men blazing past her was the second fright she has had this evening.

If they press for details about the first fright the old lady (who is still in shock, so the PCs need to be patient) says it happened just outside the Spoke Street on the Merchant Wheel, by a shop named Thancer's (Thancer's she eventually reveal to be an apothecary shop, and Spoke Street is on the southwest of the Merchant Wheel, near the docks). She also remarks that he was running like the Brotherhood was on his heels—towards the docks.

This old lady had the misfortune to witness Siward's dust of disappearance wear off, and collapsed from fright. She was only discovered when her son came to look for her.

THE APOTHECARY

If the PCs follow the trail to Thancer's (either through the old lady, or from the Duke's revelations earlier) they find the apothecary shop broken into—the door was forced in. However Siward was a warrior and not a burglar—in forcing the door he ripped open the cut Gorman gave him. There is a small amount of blood over the door and the nearby walls to the northwest of the shop. Only fifteen minutes old and diluted by the storm, the bloodstains are quite noticeable.

Nothing has been taken from the shop—save for the contents of a package that lay on the counter. The shreds of the packaging mixed with blood are across the counter, and contain the words "Order for Cadwale Household". This was the order for Siward's herbal remedy, which the errant squire went out of his way to steal before escaping.

Out in the street a successful Search check (DC 18) finds a bloody piece of cloth that Siward attempted to staunch the bleeding about 30 feet northwest. Following the street in this direction leads to the docks As to Thancer the Shopkeeper—he is tucked up safely at home, asleep, and about to have a bad morning at the shop.

WHERE NEXT?

The next destination for the PCs should hopefully be obvious—to the docks, to catch Siward before he escapes.

ENCOUNTER 7: CONFRONTATION WITH A KILLER

By the time the PCs reach Siward he is about to climb into a rowboat and preparing to make his escape. He has swiftly hired a few extra dockside thugs to help cover his escape.

Read the following:

Amid the darkness and rain your eyesight picks out in the distance a shadowy figure untying the moorings of a rowboat and settling into the boat. Five particularly heavyset men stand around him.

Just then there is a flash of light, and a peal of thunder. In the sudden light you realize it is the face of the assassin Siward!

Allow the PCs time to prepare for this combat. Siward has not seen them yet (but if they do try to sneak upon him allow him and his henchmen Spot checks). He is out of range of any offensive spells, but this gives them time to raise defensive spells for the ensuing combat.

When they do close to a point where Siward can see them read the following:

Siward sneers, "So they've sent you to kill me have they? Very chivalrous of them to get others to do their dirty work. I wish it didn't have to be this way, but I cannot just allow you to kill me."

He nods to his men, who draw weapons and advance.

If he is not attacked for 2 rounds he manages to get the boat into the Fallnos and begins to row out to sea. PCs need to succeed a succession of Swim checks at DC 20 (there is a storm on after all), or see about commandeering their own boat to pursue the traitor.

If Siward gets the slip of the PCs his ship goes out to sea, and his fate is undecided.

APL 2 (EL 4)

☛ **Siward Cadwale, male human Ftr2:** CR 2; Medium-size humanoid (human); HD 2d10+5; hp 21; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +7 melee (1d8+3/x3, masterwork battleaxe); AL LN(E); SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 12, Int 9, Wis 9, Cha 10.

Skills and Feats: Climb +2, Jump +0, Ride +3, Swim -8; Improved Initiative, Toughness, Weapon Focus (battleaxe), Quickdraw.

Possessions: Masterwork battleaxe, small steed shield, chain mail, pouch of herbs, drafted manuscript to Duke Gellen (Handout B), 10 gp, 8 sp.

☛ **Dockside Thugs, male human Warr (5):** CR 1/2; Medium-size humanoid (human); HD 1d8; hp 4; Init +2; Spd 30 ft.; AC 16, (touch 12, flat-footed 14); Atks +3 melee (1d6/x2, club), +3 ranged (1d4/19-20, dagger); AL CN(E);

SV Fort +2, Ref +2, Will +0; 11, Dex 14, Con 10, Int 11, Wis 12, Cha 10.

Skills and Feats: Spot +3, Listen +2, Climb +3; Endurance, Weapon Focus (club).

Possessions: Studded leather armour, club, dagger, 3 gp 8 sp each (19 gp in total).

APL 4 (EL 7)

➤ **Siward Cadwale, male human Ftr4:** CR 4; Medium-size humanoid (human); HD 4d10+7; hp 35; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +9 melee (1d8+3/x3, masterwork battleaxe); AL LN(E); SV Fort +5, Ref +3, Will +0; Str 17, Dex 14, Con 12, Int 9, Wis 9, Cha 10.

Skills and Feats: Climb +3, Jump +1, Ride +4, Swim -7; Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (battleaxe).

Possessions: Masterwork battleaxe, small steel shield, chain mail, pouch of herbs, drafted manuscript to Duke Gellen (Handout B), 10 gp, 8 sp.

➤ **Dockside Thugs, male human War3 (5):** CR 2; Medium-size Humanoid (human); HD 3d8; hp 11; Init +2; Spd 30 ft.; AC 16, (touch 12, flat-footed 12); Atks +5 melee (1d6, club), +5 ranged (1d4/19-20, dagger); AL CN(E); SV Fort +3, Ref +2, Will +1; Str 11, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Spot +4, Listen +2, Climb +3; Endurance, Toughness, Weapon Focus (club).

Possessions: Studded leather armour, club, dagger, 3 gp 8 sp each (19 gp in total).

APL 6 (EL 9)

➤ **Siward Cadwale, male human Ftr6:** CR 6; Medium-size humanoid (human); HD 6d10+9; hp 49; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +11/+6 melee (1d8+5/x3, masterwork battleaxe); AL LN(E); SV Fort +6, Ref +4, Will +2; Str 16, Dex 14, Con 12, Int 9, Wis 9, Cha 10.

Skills and Feats: Climb +4, Jump +2, Ride +5, Swim -6; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: masterwork battleaxe, small metal shield, chain mail, pouch of herbs, drafted manuscript to Duke Gellen (Handout B), 10 gp, 8 sp.

➤ **Dockside Thugs, male human War5 (5):** CR 4; Medium-size humanoid (human); HD 4d8; hp 24; Init +2; Spd 30 ft.; AC 16, (touch 12, flat-footed 14); Atks +7 melee (1d6, club), +7 ranged (1d4/19-20, dagger); AL CN(E); SV Fort +5, Ref +3, Will +1; Str 11, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Spot +4, Listen +3, Climb +3; Endurance, Toughness, Weapon Focus (club).

Possessions: studded leather armour, club, dagger, 3 gp 8 sp each (19 gp in total).

What of the Squire?

What happens next determines whether or not Siward was taken alive.

Siward is Alive

If Siward is taken alive, then when he is brought around read the following:

The squire laughs madly, before yelling in pain, "Defeat does not make the pain any easier. They made me do it—kill him—you know. I didn't want to let them in, but for a year they worked their tortures on me, little did I know they had scarred the mind as well as the body."

"It pains me, but I remember it all now though—he uttered the words that activated my hidden programming. I remember it now, she wanted me to bend to her will. Nojos! She causes pain to me from the grave, tormented me endlessly. Once she even took me to Scant—I remember now—and on the way there I recall we stopped somewhere and she showed me the Banner. They could not destroy it! They asked me if I knew how—they made me try to smash it, thinking perhaps one of his followers might succeed where their dark ministrations failed. You must tell the Duke that Azharadian's banner still exists! The pain..." He screams loudly, and tries to bang his head on the ground, "Please, do not ask me any more. I need my herbs."

He thrusts the letter he drafted for Duke Gellen (Handout B) into the PCs hands. They can gain explanations of the letters contents if they create an herbal tea from the herbs Siward was carrying, (Knowledge Nature, DC 10). After drinking a measure this he can aid them but intense questioning (or asking anything about the Banner) leads to him saying, "It is all there! Please don't make me tell you again. The pain is too great already!"

Siward comes quietly; restraints are not necessary, though he does not complain if restrained in any way.

Siward is Dead

If the PCs have slain Siward as per Halrend's wishes, then they have slightly less to go on. Conveniently though Siward had drafted an explanatory letter to his master, Gellen, which he was unable to bring himself to leave behind because of his conditioning.

You should allow the PCs to read Handout B, though they will not have the advantage of being able to question Siward.

Siward Got Away

This is something of a worst-case scenario—the PCs do not know the existence of the real assassin. However, they may still have a chance to prevent Halrend's death if they go back to report their failure at Duke Gellen's townhouse.

ENCOUNTER 8: THE REAL ASSASSIN

The PCs next course of action should be to return to the Cadwale manor irrespective of what happened in the confrontation with Siward. There they learn that Halrend has left the townhouse after a fight with Gellen. He has gone to stay at an inn called the Azure Diadem—at the recommendation of Ihilin. What neither he nor the PCs know is that he is staying at a Brotherhood safehouse, or that there be an attempt on his life soon. They must go to the Azure Diadem and thwart this attempt.

At The Townhouse

When the PCs arrive at the townhouse, the guards at the gate direct them to Sergeant Valanth, one of the Duke's soldiers. The Duke himself is upset at the turn of events and has left Valanth to co-ordinate efforts at the townhouse.

The PCs are to report their findings to Valanth, and if they have Siward or any other prisoners Valanth takes custody of them. If Siward is dead, he says, "can't be 'elped I suppose." Valanth is quite understanding, and not press to deeply in the matter. Lastly if Siward escaped, he commiserates, and report the treacherous squire's escape to Gellen.

He then just as quickly say:

"We thank you for your efforts," he says. "Your employer, the Honourable Sir 'Alrend, 'e had a right fallin' out with the Duke, an' 'e left in a frightful mood. On o' the lads at the gate 'eard one of 'is three men recommend some inn... the Azure Diadem was it?"

Valanth excuses himself to report the developments to the Duke, and if the PCs wish to catch up with Halrend he will happily have any gear left in the PCs rooms brought to them. He then bids the PCs good night. There should be little else for them to do in Gellen's townhouse, though they are welcome to stay there if they wish. The next logical destination is the Azure Diadem—and given that they should know there is a traitor in Halrend's midst they should hurry.

THE AZURE DIADEM

The Azure Diadem (See Map 1) is one of several well-to-do inns by the Merchant's Wheel in Longbridge. What makes it stand out among these hostelries is that its owner, Landal Berreman, is a Scarlet Brotherhood sympathizer, one that remained undetected during the Occupation, and still owns the inn to this day. While the affluent frequent his tavern, few suspect that they dine within a Brotherhood safe house.

A secret door within the inn leads to hidden torture rooms, and to hidden quarters to house the Brotherhood's operatives within Longbridge. It is to this inn that the assassin Ihilin has unwittingly led Halrend Lorendrenn.

By now it is closing time, and all but the residents are now gone—the residents this evening including Halrend and what remains of his men.

1. The Common Room

By the time the PCs enter the tavern, it is all but deserted, save for the tavern owner, Landal Berreman (Com 3, AC 10, hp 12, Bluff +2), a portly bald man in his late 50s, and his wife who are clearing away before bed.

Landal is a traitor and a Brotherhood spy. Ihilin has described the PCs to Landal, and told him that if they come asking after Sir Halrend Lorendrenn, he is to say that a knight did come this way, but found the inn satisfactorily. He does not claim to know where Halrend went afterwards.

Fortunately Landal is not a good actor and a successful Sense Motive check (DC 12) reveals to the PC that Landal is sweating and seems preoccupied as he rattles of his lie.

If the PCs see through Landal's lies he attempts to alert the others by pushing a button under the bar that ring bells in the Secret Rooms (areas 6, 7 and 8). He does not engage in combat, being a coward. A successful Intimidate check (DC 15) gets him to explain what is going on, including revealing the secret doors in his inn, which he had added after the Liberation with coin provided by his superiors.

Landal's defection to the Brotherhood was not motivated by any higher purpose, such as sympathy for Sulioise superiority, but rather because Landal was contacted one night by a group of Scarlet robed men, one of whom held a dagger to his throat while making a "business proposal". Swiftly seeing which way the wind was blowing Landal agreed, hoping to turn a profit. He sold out, though his allegiance is a secret even to his wife, Gilhen.

During the Occupation, Landal disappeared from his tavern and his wife. When the Liberation occurred, the Brotherhood allowed him to "escape" and return to his family. He was ordered to resume normal service at the Azure Diadem and let it be used as a safe house for the Brotherhood. Out of fear more than anything else, Landal obeyed.

2. Main Corridor

This corridor provides access to the rooms on this floor. There is also a secret door providing access to the secret corridor.

The two men-at-arms who were not sent out to search for Siward are outside Halrend's room and are quite unconscious—drugged by ale that Landal brought them to "ease the night away". Ihilin intends to plant evidence on these guards that Gellen hired them to slay Sir Halrend—after he has dealt with Sir Halrend however.

3a. Unoccupied Rooms

The Azure Diadem contains rooms of medium to luxurious. Each of these rooms is currently empty, as business has tailed off somewhat.

Concealed in the ceiling is a trapdoor by which members of the Scarlet Brotherhood can gain access to the rooms—for whatever purpose.

3b. Occupied Rooms

Guests occupy these rooms, and they do not appreciate any commotion or attempts to enter their rooms.

4. Halrend Lorendrenn's Room

Like the other rooms this has a concealed trapdoor in the ceiling, and it is from this trapdoor that Ihilin intends to murder the Glaive with a poisoned crossbow bolt. He intends to do this without alerting any of the other patrons.

◆ **Halrend Lorendrenn, male human Palro:** CR 10; Medium-size humanoid (human); HD 10d10+13; hp 76; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks melee +14/+9 (1d8+3/x3, masterwork battleaxe); AL LG; SV Fort +11, Ref +8, Will +8; Str 17, Dex 15, Con 13, Int 11, Wis 15, Cha 17.

Skills and Feats: Concentration +4, Diplomacy +6, Handle Animal +6, Heal +6, Intimidate +5, Jump +5, Listen +3, Move Silently +5, Ride +5, Spot +4, Knowledge (Religion) +3; Cleave, Extra Turning, Improved Initiative, Power Attack, Toughness.

Possessions: Halrend will only have time to grab his battleaxe if trouble occurs (thus the low AC).

Spells Prepared (2/2; base DC = 12 + spell level): 1st—*bless*, *protection from evil*; 2nd—*remove paralysis*, *undetectable alignment*.

5. Secret Passage

This secret passage has a stone staircase leading up to the Murder Holes (area 6) and down to the Torture Chambers and Brotherhood Flophouse (areas 7 and 8).

6. Murder Holes

This secret passage allows access to the guest rooms on level 2 through a series of trapdoors that open above the beds of each of the west most rooms. It is here that Ihilin can be encountered, preparing to fire a poisoned crossbow bolt onto the sleeping Halrend Lorendrenn. The bolt contains Black Lotus extract poison—an especially nasty and deadly poison.

As a final contingency Ihilin has on watch the 4 Brotherhood agents who were staying in the flophouse below. These men are willing to fight to delay the PCs and let Ihilin deal a fatal blow to Halrend. Needless to say though, any noise in this corridor carries through the opened trapdoor and will alert Halrend.

APL 2 (EL 5)

◆ **Ihilin Jilmar, male human Clr2/Wiz 1:** CR 3; Medium-size humanoid (human); HD 2d8+1d4+3; hp 20; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (touch 14, flat-footed 10), or, with pre-cast *mage armor*, 18 (touch 14, flat-footed 14); Atks +3 melee (1d4+2/19-20, dagger), or +5 ranged (1d10/19-20, heavy crossbow); Spontaneous inflict spells;

rebuke undead AL LE; SV Fort +3, Ref +4, Will +8; Str 15, Dex 18, Con 10, Int 17, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Diplomacy +6, Heal +7, Hide +6, Knowledge (religion) +6, Move Silently +6, Spellcraft +7, Spot +4; Combat Casting, Scribe Scroll, Expertise, Toughness.

Possessions: Heavy crossbow, 20 bolts (1 poisoned), dagger, holy symbol, cold weather gear, arcane scroll of *Melf's acid arrow*, pouch containing 13 gp.

Divine spells prepared (4/3+1; base DC = 13 + spell level): 0—*cure minor wounds*, *light*, *read magic*, *resistance*; 1st—*cure light wounds*, *cause fear**, *entropic shield*, *magic weapon*.

*Domain Spell; Deity: Wee Jas; Domains: Death (death touch 1.day—2d6), Law (cast all law spell at +1 caster level)

Arcane spells prepared: (3/2; base DC = 13 + spell level): 0—*daze*, *flare*, *ray of frost*; 1st—*mage armor*, *ray of enfeeblement*.

◆ **Brotherhood Agents male human War1** (4): CR 1/2; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d6+2/19-20, short sword); AL LE; SV Fort +2, Ref +1, Will +0; Str 14, Dex 13, Con 11, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +4, Listen +2, Spot +2, Swim +4; Alertness, Dodge.

Possessions: Short sword, studded leather armour, pouch with 12 cp.

APL 4 (EL 7)

◆ **Ihilin Jilmar, male human Clr3/Wizz:** CR 5; Medium-size humanoid (humanoid); HD 3d8+2d4+3; hp 28; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10), or, with *mage armor* pre-cast, 18 (touch 14, flat-footed 14); Atks +5 melee (1d4+2/19-20, dagger), +7 ranged (1d10/19-20, heavy crossbow); AL LE; SV Fort +3, Ref +5, Will +9; Str 15, Dex 18, Con 10, Int 18, Wis 16, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +7, Heal +8, Hide +8, Knowledge (Religion) +7, Move Silently +8, Spellcraft +8, Spot +4; Combat Casting, Expertise, Scribe Scroll, Toughness.

Possessions: heavy crossbow, 20 crossbow bolts (1 poisoned), dagger, holy symbol, cold weather gear, arcane scroll of *Melf's acid arrow*, pouch containing 13 gp.

Divine spells prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds*, *light*, *read magic*, *resistance*; 1st—*cure light wounds*, *cause fear**, *entropic shield*, *magic weapon*; 2nd—*death's knell**, *hold person*, *silence*.

*Domain Spell; Deity: Wee Jas; Domains: Death (death touch 1.day—3d6), Law (cast all law spell at +1 caster level)

Arcane spells prepared: (4/3; base DC = 13 + spell level): 0—*dancing lights*, *daze*, *flare*, *ray of frost*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*.

◆ **Brotherhood Agents, male human War3** (4): CR 2; Medium-size humanoid (human); HD 3d8+3; hp 20; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +5

melee (1d6+2/19-20, short sword); AL LE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 13, Con 11, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Listen +2, Spot +2, Swim +4; Alertness, Dodge, Toughness.

Possessions: Short sword, studded leather armour, pouch with 12 cp.

APL 6 (EL 9)

➤ **Ihilin Jilmar, male human Clr4/Wiz 3:** CR 7; Medium-size humanoid (human); HD 4d8+3d4+3; hp 38; Init +8; Spd 20 ft.; AC 14 (touch 14, flat-footed 10), or, with pre-cast *mage armor*, 18 (touch 14, flat-footed 14); Atks +6 melee (1d4+2/19-20, dagger), +8, ranged (1d10/19-20, heavy crossbow); AL LE; SV Fort +6, Ref +5, Will +10; Str 15, Dex 18, Con 10, Int 18, Wis 16, Cha 14.

Skills and Feats: Concentration +8, Diplomacy +8, Heal +9, Hide +9, Knowledge (Religion) +8, Move Silently +8, Spellcraft +9, Spot +4; Combat Casting, Expertise, Improved Initiative, Scribe Scroll, Toughness.

Possessions: Heavy crossbow, 20 crossbow bolts (1 poisoned), dagger, holy symbol, cold weather gear, arcane scroll of *Melf's acid arrow*, pouch containing 13 gp.

Divine spells prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*cure minor wounds, light, mending, read magic, resistance*; 1st—*cure light wounds, cause fear* (x2)* *entropic shield, magic weapon*; 2nd—*blindness/deafness, death's knell**, hold person, silence.

*Domain Spell; Deity: Wee Jas; Domains: Death (death touch 1/day—4d6), Law (cast all law spell at +1 caster level)

Arcane spells prepared: (4/3/2; base DC = 13 + spell level): 0—*dancing lights, daze, flare, ray of frost*; 1st—*mage armor, magic missile, ray of enfeeblement*; 2nd—*ghoul touch, spectral hand*.

➤ **Brotherhood Agents, male human War5 (4):** CR 4; Medium-size humanoid (human); HD 5d8+3; hp 28; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +7 melee (1d6+2/19-20, short sword); AL LE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 14, Con 11, Int 9, Wis 10, Cha 10.

Skills and Feat: Climb +5, Jump +4, Listen +2, Spot +2, Swim +5; Alertness, Dodge, Toughness.

Possessions: short sword, studded leather armour, pouch with 12 cp.

Black Lotus Extract Poison: Contact DC 20; Primary 3d6 Con; Secondary 3d6 Con.

When the PCs arrive Ihilin requires one round to load the crossbow, and another to fire, though any commotion in the nearby corridor causes Halrend to move from his bed (and the line of sight of the crossbow). Once Ihilin shoots or loses sight of Halrend he will bring down his full wrath upon the PCs, preferring to use spells than engage directly.

7. Torture Room

This secret room is used as an interrogation chamber by the Brotherhood. All manner of unpleasant torture

equipment is kept here, as well as several dried patches of blood.

8. Flophouse

This is the flophouse area for members of the Brotherhood. It is minimalist; containing food, water, several mattresses and the only “unnecessaries” are the copies of the Tome of the Scarlet Sign.

There are currently six agents of the Brotherhood staying in this room, and are currently aiding Ihilin in the secret corridor. The operatives can enter this room from the sewers of Longbridge.

CONCLUSION

IF SIWARD IS BROUGHT ALIVE

If Siward was brought back to the Cadwale manor alive, this is a topic of some controversy for the next day. Siward is questioned at length, and reveals all he knew about the Brotherhood agent, and in particular his sighting of the Banner of Azharadian.

The Knights of Azharadian convene on the morning of the next day and a 5 to 1 majority sentence Siward to death. The form of his execution shall be beheading with his own axe. Needless to say if the PCs have it they are obliged to turn it over, or face several nights in the Duke's cells. Gellen, as his knight, has been chosen by the knights to do the sorry deed.

PCs who inquire are told that only Gellen spoke against killing him. What they won't learn is that he tried to use Siward's knowledge of the banner as a bargaining tool. Most of the other Glaives did not accept this—though they did ensure the information was extracted. The teachings of Heironeous are quite stern when it comes to dealing with traitors in times of war. Thus to conclude the scenario present the following:

You are invited to watch what is indeed a solemn festival. All of the surviving Glaives of the Golden Sun file out of the manor onto the gardens in full regalia. A makeshift block has been made out of the stump of a tree cut down this very morning for the ceremony.

Wordlessly Siward is brought out of the dungeons, flanked on either side by clerics of Heironeous, Glaive-Cohorts who have prayed for his soul this very morning.

The young lad is pale, but he is meticulously turned out in his ceremonial armour, though you note he has been stripped of his holy symbol.

The Cohorts lead the young man to the block, where he is ordered to kneel. Without hesitation the young squire obeys their command.

The tense silence of this spectacle is broken by Glaive Halrend, as he coughs, and reads out the charges against the young man. Finally, one of the Glaives brings out the boy's axe and wordlessly hands it to a pallid Duke Gellen.

Looking up at his former master, Siward utters solemnly, “Make the cut quick my liege.”

Gellen wavers for a moment, until Halrend calls out, “Do it, Cadwale. Strike!”

With tears in his eyes the Duke raises the blackened axe in salute, and brings it down with deadly precision upon the young squire's neck...

With the deed done, the Glaives leave in a sobering procession, devoid of any pomp or pride. The distraught and pallid Duke at one point needs the support of his comrade, Tiren Farness, to keep from stumbling out of the procession. He drops the axe momentarily, his hands trembling, and indeed it seems that the blackness has faded from the axe...

Halrend is visibly not pleased with the PCs decision—he did not enjoy putting Gellen through this, though events have done little to allay his suspicions of the Glaive Virtuous. He considers it politick to leave that day, making a point of asking the PCs not to accompany him back to Longbridge.

Gellen, when he recovers from his grief, seeks the PCs out and one of his aides pays 200 gp reward. Although he has still lost his squire, he appreciates their efforts and promises not to forget them. Thus they also receive one favour point from the House of Cadwale—this may be important in future adventures with the Knights of Azharadian.

If Siward is dead

If Siward was killed, then the above events do not occur. Present the following instead.

A period of mourning has come over Duke Gellen's townhouse as somberly the Glaives, wearing long black cloaks, march in file to the bank of the Fallnos; there the smashed pieces of Siward's tarnished axe are discarded into the river.

With the axe sundered, the Glaives leave in a sobering procession, devoid of any pomp or pride. The distraught and pallid Duke at one point needs the support of his comrade, Tiren Farness to keep from stumbling out of the procession. He sees you, and stares intently at those who slew his squire, his face a mask without emotion, before moving onwards.

Sturrend Kelldas uses magical divinations with Siward's soul to get the squire to reveal all he knew about the Brotherhood agent, and in particular his sighting of the Banner of Azharadian, and both Halrend and Gellen are present during these secret divinations.

Gellen is distraught at the loss of his squire and several pointed remarks from the Duke's retainers imply it would be best for the PCs to leave.

Halrend is pleased by the PCs loyalty however, and gladly pays them 200 gp as reward, including the wages they were due as escort. They have also earned a point of favour with House Lorendrenn by proving trustworthy, and he promises to call on their services soon. In fact he insists on them escorting him back to Longbridge when he leaves that very day. He says he may have a further work for them one day...

Halrend is still doubtful that Gellen could have been unaware of his squire's treachery, and the events of this adventure have only served to increase their animosity towards each other.

Worse Case Scenarios

If Halrend is killed or either of the assassins escapes, then the PCs receive no reward. The Glaives commiserate with the PCs and certainly apportion no blame towards the PCs (preferring to blame each other). It soon becomes clear to the PCs that they should be on their way.

If Halrend was slain then they have completely failed, and one of Onnwal's few knights has perished. This was a great victory for the Brotherhood.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter One

Defeat the Hochebi	75 xp
Getting information from Halrend and his men	25 xp

Encounter 3

Taking an active Interest in the politics at Gellen's townhouse	25 xp
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Encounter 5

Deduce that Siward was the killer	25 xp
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Encounter 7

Defeat Siward	75 xp
Defeat Siward's thugs	75 xp

Encounter 8

Defeat Ihilin	100 xp
Defeat Ihilin's men	50 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
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TREASURE SUMMARY

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

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

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

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

Encounter 3

The corpses of the Hochebi are burned; the corpses of the men-at-arms are buried, so Halrend will not appreciate looting.

Encounter 7

The PCs cannot keep Siward's axe – it should be returned in the conclusion.

Encounter 8

- Arcane scroll of *Melf's acid arrow* (2nd-level caster; 150 gp)

Conclusion

200 gp reward from either Cadwale or Lorendrenn, and an influence point.

If the PCs took Siward alive

Favour of the House of Cadwale (one per PC) – You have earned the favour of Duke Gellen Cadwale. This favour can be redeemed for shelter within the town of Longbridge, and may result in you once more being in the Duke's employ

Or if the PCs slew Siward

Favour of the House of Lorendrenn (one per PC) – You have earned the favour of Baron Halrend Lorendrenn. This favour can be redeemed for shelter within the village of Dunheern, and may result in you once more being in the Baron's employ

Disqualified Items:

The PCs cannot keep Siward's *Dust of disappearance* (in the unlikely event they catch him before he uses it) or his masterwork axe. Halrend insists on keeping the dust as evidence, and the axe is used in the finale sequence.

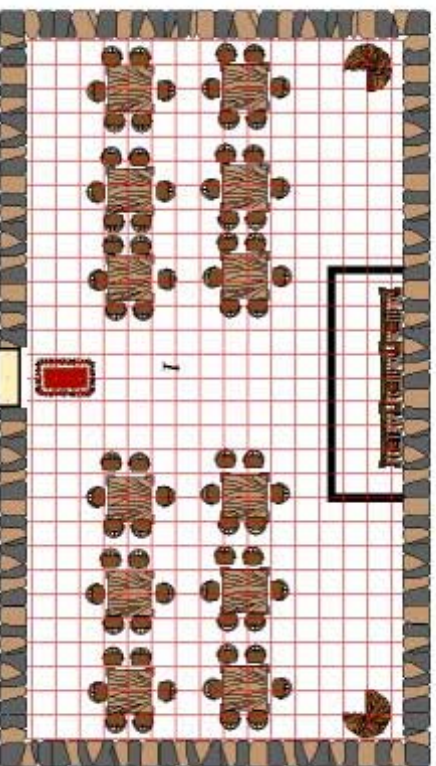
DM'S AID: LIKELY TIMELINE OF EVENTS

The following represents a likely chain of events in this module. Obviously the timetabling does not have to be exact, based on PC actions.

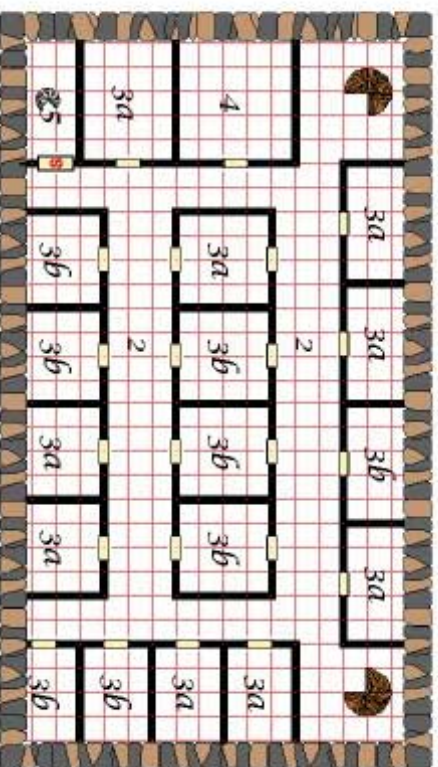
Day One	PCs save Gorman and his men from Hobgoblins and end up escorting Halrend to Longbridge.
Day Two	A PC has a prophetic dream of events to come (Handout A)
Day Seven – 7:00 pm	PCs arrive in Longbridge. Go to Gellen's townhouse.
Day Seven – 8:00 pm to 10:00 pm	PCs attend gathering of knights. During the evenings mingling. Ihilin Jilmar uses the phrase to activate Siward's subliminal programming. The evening ends abruptly when the wind blows out the lights in the Great Hall, and Halrend embarrasses himself by drawing his sword in response. Sara also drops crockery. Halrend and Gorman retire.
Day Seven – 11:00 pm	Siward murders Gorman – thinking it is indeed Halrend he has killed. The body is discovered shortly afterwards by a servant sent to see if Halrend needed anything. PCs investigate scene of crime. Halrend is found disguised as Gorman (and Gorman was disguised as Halrend).
Day Seven – 11:30 pm	Both Gellen and Halrend charge the PCs with investigating the crime. Siward is either unmasked and escapes, or decides to make a run for it anyway. His absence is noted.
Day Seven – 12:00 pm – 1:00 am	Gellen dispatches men to guard the gates of Longbridge in the hopes of finding Siward. Halrend asks PCs to kill Siward, Gellen asks them to bring him back alive. PCs track Siward to the docks of Longbridge. May choose to take him alive or not. In the meantime Halrend has a falling out with Gellen, and leaves the manor. Ihilin dupes him into staying at a nearby Brotherhood safe house.
Day Eight - 1:00 am +	After having dealt with Siward either way, the PCs catch up with Halrend and hopefully save him from Ihilin Jilmar.

MAP 1

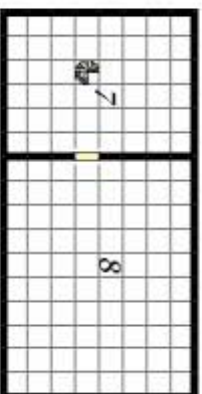
Azure Diadem - Ground Level



Azure Diadem - 1st Level Level



*Azure Diadem -
Lower Secret Passages*



*Azure Diadem -
Upper Secret Passages*



1 square = 10 feet

APPENDIX A:

DRAMATIS PERSONAE FOR THE GLAIVE'S GAMBIT

This is a listing of all the noteworthy NPCs who have attended the gathering at Cadwale's estates. Statistics have not been provided for several of the major NPCs as they should not get into combat during this scenario.

The Knights of Azharadian

For details on the actual order of the Knights Azharadian see the Adventure Background at the start of this module.

Baernen Kelldas, Glaive Valourous

Built like an ox and at foot 6 inches, Baernen appears to be the mightiest of the surviving Glaives. Coming from the Fallnos Vale, Baernen speaks with what others jokingly call a country accent, something that was a source of amusement to the other Glaives, many of whom considered him a fool for his rural upbringing. This is not the case, for Baernen possesses a keen wit, which often disarms unsuspecting conversationalists.

He is brother to Baron Joren Kelldas (who is in turn father of Natalia Kelldas, whom Sir Milos is rumoured to be betrothed to). There is a certain degree of tension between Baernen and Milos in particular, as unlike Milos he is a supporter of Duke Gellen for the position of Glaive Superior.

Where was he when Gorman was murdered?

Baernen was getting ready for bed when the murder occurred. As he is not prone to sleeping in public there are no witnesses to corroborate his story.

Dorlan Maldrenn, Glaive Martial

This 6-foot tall dashing young man of 27 summers is the son of Lord Keirnal. His sand-blond curls and tall muscular figure make many a maid blush.

Dorlan bears a grudge against young Sir Milos Faskel since he injured Dorlan in a friendly combat at Growfest. He is a supporter of Halrend Lorendrenn, though Lorendrenn worries about the tension between his two supporters.

Where was he when Gorman was murdered?

Dorlan was speaking with Milos Faskel, who was attempting to apologise for the events at the Growfest Tourney, though little was resolved.

Gellen Cadwale, Duke-Apparent of the Azure Coast and Glaive Virtuous

Of medium build and 5-foot 9 inches Gellen Cadwale appears to have aged beyond his 42 years. His steely grey hair is subtly whitening, and his brow is now furrowed. Gellen's countenance is

always serious now and his grey eyes seem to stare into the distance - to the outward observer he seems to bear the mark of one who carries the fate of the world on its shoulders. Certainly he claims to carry the fate of the knighthood, if not the world.

Gellen was the knight who bore the recall order to Idee, and thus his loyalty is very much in question. Gellen's detractors say that the occupation was the best thing that happened to him. This view does have some merit - he has emerged from the occupation as the most senior surviving knight, and with the death of his brother Duke Ansend and his heirs, Gellen is therefore Duke-apparent.

Gellen is deeply concerned that the Order is on the verge of extinction and has proposed that the conditions for membership be extended to commoners in an effort to bolster numbers. Despite the suspicion hanging over him, he has the support of two other senior knights the Glaive Virtuous Tiren Farness and the Glaive Valourous Baernen Kelldas.

Where was he when Gorman was murdered?

Gellen was in his private chambers, thinking of the matters of the day. Unfortunately none can vouch for him in this matter.

Halrend Lorendrenn, Baron of Dunheern and Glaive Valorous

A striking 6-foot 3 inch of strong build and with prominent Oeridian features, Halrend has the bearing and posture of a professional soldier, for which House Lorendrenn has a strong tradition. Indeed the family crest bears a golden bolt, symbolizing its dedication to the ideals of Heironeous and Azharadian.

Halrend is no exception—he fought with distinction in Idee during the wars. He is convinced that Gellen is a traitor to the Order and refuses to acknowledge his claim of authority. Though he agrees that the Order needs new blood, he opposes Gellen's proposals, on grounds that it is a ploy to recruit more supporters and thus gain the leadership of the Order. The Glaives Martial Dorlan Maldrenn and Milos Faskel as well as the majority of the surviving Glaives Cohort support him. Halrend is concerned at the recent tension that has developed between the two knights.

He is the one the PCs are hired to escort, and is the target of Siward's blundered assassination attempt, and Ihilin Julmar's more precise attempt later that night.

Where was he when Gorman was murdered?

Halrend was asleep in the right-hand corner of the room. He did not hear the fight because of the *silence* spell cast upon Siward.

Milos Faskel, Glaive Martial

This young man of 25 is quite a dashing figure of chivalry with his curly blond hair and 5-foot 11 inch build. The youngest of the surviving knights, what Milos lacks in battle-tactics and experience he makes up for with enthusiasm and energy.

Sir Milos is the son of Lord Kalderon and is rumoured to be romantically involved with Natalia Keldas. Indeed House Keldas and House Faskel have grown close since the occupation, having combined forces to elude the Scarlet Brotherhood.

While a supporter of Halrend Lorendrenn, there is tension between the young Glaive and Halrend's other supporter, Dorlan. This is because at the Growfest Tournament in Sornhill where he accidentally injured Sir Dorlan.

Where was he when Gorman was murdered?

Milos and Dorlan were having heated words in the doorway of Dorlan's room – Milos had made a clumsy attempt to once more apologise for the events in Sornhill.

Tiren Farness, Glaive Virtuous; Baron of Low Headland

A dapper man of 5'7" Tiren is the most unassuming of the knights. Aged 41, Tiren's greying hair, lean figure and pale complexion do not present the typical figure of a warrior. While he can easily hold his own in battle, Tiren views himself as more of a scholar-knight, a student of Azhadarian's original campaigns. His knowledge of tactics is unsurpassed amongst the surviving knights, and earned him the rank of Glaive Virtuous. He is a staunch supporter of Gellen Cadwale for the position of Glaive Superior, saying that the plot to which Gellen was victim of "is symptomatic of Brotherhood thinking".

Where was he when Gorman was murdered?

Tiren was reading alone in his room as is his habit at this time of night. None can vouch for his whereabouts.

The Squires and Clergy

In addition to the six surviving knights, there are also less than a dozen Glaive-Cohorts (clerics of Heironeous) in the Order.

Reynard, Squire of Sir Dorlan – Squire of Sir Dorlan, a young energetic man who was in attendance at the tourney of Sornhill, where his master was borne of the field after receiving an accidental wounding by Milos Faskel. As a result, Reynard is cool with Xavier.

Where was he when Gorman was murdered?

Reynard was outside Sir Dorlan's door, with Sir Milos. He was waiting for Milos to leave so he could get some sleep.

Sturrend Kelldas, Senior Glaive-Cohort

Nearly 5-foot and 11 inches in stature, Sturrend Keldas is the oldest of the surviving Glaive-Cohorts (clerics of Heironeous), and one of the six in attendance. With short blond hair and a muscular frame more than capable of hefting his double-edged battleaxe he is every bit the soldier as his warrior-knight comrades.

Where did he say he was when Scant fell?

Sturrend was grievously wounded by a fiend in the campaigns in Idee against the Overking, fighting under Lorendren's banner. This battle ended with him near death and the fiend consigned once more to the pit.

Through the ministrations of six junior priests he recovered from his wounds, though he seems more distant now and a terrible bite mark remains down his right arm. His wounds were so severe though that he and his comrades could not respond to the recall order and missed the slaughter in Scant. He went into hiding with the Houses of Keldas and Faskel, and thus survived the occupation as well.

Where was he when Gorman was murdered?

When Gorman was murdered Sturrend and his fellow Glaive-Cohort were in prayer at the chapel. They can vouch for each other.

Siward, Squire of Duke Gellen Cadwale

Siward is the one who slays Gorman. See Appendix B for more details.

Xavier, Squire of Milos Faskel – A well-bred young man, there is some apparent tension between Xavier and his knight. Xavier is somewhat bitter that he is the servant and not the master – for he is convinced he is the better warrior and his performance at the tournament was undeniably superior to that of his knight.

Where was he when Gorman was murdered?

Xavier was tending Milos's mail and weapons while his master attempted to make peace with Dorlan.

The Common Folk

Gelador, Servant of the House of Cadwale

Gelador is a red herring. He is one of Gellen's household servants, the cook. If the PCs use *detect evil* while he is present during the scenario, he will show up as lawful evil. This is not due to any involvement in the assassinations, but simply

because of the shameful way he treats his wife Sara.

Where was he when Gorman was murdered?

Gelador was beating his wife for her clumsiness earlier that evening. However, he will say that he was clearing away the knight's repasse. A Sense Motive roll (DC 13) will reveal he is however lying.

Gorman, Loyal Servant of Halrend Lorendrenn

Gorman is a loyal servant of Sir Halrend Lorendrenn. He is the one who hires the PCs to escort the Glaive to Longbridge. He is also the one who is substituted for Halrend in the entourage, and during the night at Cadwale's estate. His loyalty costs him his life in Encounter Three when Siward kills him, thinking he is Halrend. However Gorman does manage to cut Siward on the wrist with his nails during the brief struggle.

Where was he when Gorman was murdered?

Being murdered.

Ihilin Jilmar, Agent of the Brotherhood

Ihilin is the true assassin present at the Gellen townhouse. See Appendix B for a full description.

Sara, Servant of the House of Cadwale, Wife of Gelador – A 20 year old servant of House Cadwale, she is married to Gelador, who is a cruel and jealous husband who beats her. She has numerous cuts and bruises (including a knife wound on her left wrist which the PCs may mistake for the claw marks of Gorman).

Where was she when Gorman was murdered?

She was being shabbily treated by her husband, Gelador. She will prefer not to say anything however. If confronted about her husband she breaks down, defending him by blaming his treatment by the Brotherhood during the invasion.

APPENDIX B: STATISTICS FOR MAJOR NPCs

Siward Cadwale, Squire of Duke Gellen Cadwale

APL 2

➤ **Siward Cadwale, male human Ftr2:** CR 2; Medium-size humanoid (human); HD 2d10+5; hp 21; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +7 melee (1d8+3/x3, masterwork battleaxe); AL LN(E); SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 12, Int 9, Wis 9, Cha 10.

Skills and Feats: Climb +2, Jump +0, Ride +3, Swim -8; Improved Initiative, Toughness, Weapon Focus (battleaxe), Quickdraw.

Possessions: Masterwork battleaxe, small steel shield, chain mail, pouch of herbs, drafted manuscript to Duke Gellen (Handout B), 10 gp, 8 sp.

APL 4

➤ **Siward Cadwale, male human Ftr4:** CR 4; Medium-size humanoid (human); HD 4d10+7; hp 35; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +9 melee (1d8+3/x3, masterwork battleaxe); AL LN(E); SV Fort +5, Ref +3, Will +0; Str 17, Dex 14, Con 12, Int 9, Wis 9, Cha 10.

Skills and Feats: Climb +3, Jump +1, Ride +4, Swim -7; Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (battleaxe).

Possessions: Masterwork battleaxe, small steel shield, chain mail, pouch of herbs, drafted manuscript to Duke Gellen (Handout B), 10 gp, 8 sp.

APL 6

➤ **Siward Cadwale, male human Ftr6:** CR 6; Medium-size humanoid (human); HD 6d10+9; hp 49; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +11/+6 melee (1d8+5/x3, masterwork battleaxe); AL LN(E); SV Fort +6, Ref +4, Will +2; Str 16, Dex 14, Con 12, Int 9, Wis 9, Cha 10.

Skills and Feats: Climb +4, Jump +2, Ride +5, Swim -6; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: masterwork battleaxe, small metal shield, chain mail, pouch of herbs, drafted manuscript to Duke Gellen (Handout B), 10 gp, 8 sp.

A 5-foot 10-inch tall tanned pureblooded Oeridian man of 24, Siward is a distant nephew of Duke

Gellen who has served as his squire for the past 12 years. There is a distinct resemblance between Siward and his uncle and master, and some wags say it is perhaps because their bloodlines are closer than they let on...

Unlike his master, Siward was captured by the Brotherhood during Longbridge's fall. Lined up to be killed as one of the nobility, Siward was spared because Kesh Nojos took a liking to him. Seeing him as a source of amusement Nojos kept him alive and sedated via alkaloid poisoning as part of her retinue. He was on her whim subjected to the most brutal tortures, and was a guinea pig for Brotherhood torture techniques. He travelled everywhere with Nojos—including one visit to Scant where when the glaze disappeared from his eyes he distinctly remembered seeing the Banner of Azharadian. The Scarlet Brotherhood could not destroy it, and thought that since Siward was of the order he might succeed. However, the horror of his treatment has caused him to repress this memory... until recent events unfold.

This man's inner turmoil is hardly surprising—some of the most sophisticated physical and mental tortures were prototyped on Siward—to the extent he is programmed to obey Brotherhood orders when the phrase Order, Purity, Obedience is uttered in Ancient Suloise in his presence.

Siward was completely unaware of this fact until he meets Ihilin, who knows the phrase to activate his programming, in Encounter Two. Thereafter he is ordered to kill Halrend Lorendrenn. As a result it is he who kills Gorman in Encounter Three, and he bears a cut on his left wrist from Gorman's nails. He was acting on Ihilin Julmar's orders.

However Siward's mental scars are not entirely invisible – he suffers from the most terrible headaches, which worsen if he ever tries to break his programming and disobey Brotherhood orders.

When the liberation of Longbridge took place, Siward was a broken man. Restored to health by his master, it was discovered that a particular herbal remedy alleviated his headaches. Gellen has tried to keep Siward's dependency on these herbs a secret from others.

Ihilin Julmar, Brotherhood Agent

APL 2

➤ **Ihilin Julmar, male human Clr2/Wiz 1:** CR 3; Medium-size humanoid (human); HD 2d8+1d4+3; hp 20; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (touch 14, flat-footed 10), or, with pre-cast *mage armor*, 18

(touch 14, flat-footed 14); Atks +3 melee (1d4+2/19-20, dagger), or +5 ranged (1d10/19-20, heavy crossbow); Spontaneous inflict spells; rebuke undead AL LE; SV Fort +3, Ref +4, Will +8; Str 15, Dex 18, Con 10, Int 17, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Diplomacy +6, Heal +7, Hide +6, Knowledge (religion) +6, Move Silently +6, Spellcraft +7, Spot +4; Combat Casting, Scribe Scroll, Expertise, Toughness.

Possessions: Heavy crossbow, 20 bolts (1 poisoned), dagger, holy symbol, cold weather gear, arcane scroll of *Melf's acid arrow*, pouch containing 13 gp.

Divine spells prepared (4/3+1; base DC = 13 + spell level): o—cure minor wounds, light, read magic, resistance; 1st—cure light wounds, cause fear* entropic shield, magic weapon.

*Domain Spell; Deity: Wee Jas; Domains: Death (death touch 1.day—2d6), Law (cast all law spell at +1 caster level)

Arcane spells prepared: (3/2; base DC = 13 + spell level): o—daze, flare, ray of frost; 1st—mage armor, ray of enfeeblement.

APL 4

➤ **Ihilin Jilmar, male human Clr3/Wizz:** CR 5; Medium-size humanoid (humanoid); HD 3d8+2d4+3; hp 28; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10), or, with *mage armor* pre-cast, 18 (touch 14, flat-footed 14); Atks +5 melee (1d4+2/19-20, dagger), +7 ranged (1d10/19-20, heavy crossbow); AL LE; SV Fort +3, Ref +5, Will +9; Str 15, Dex 18, Con 10, Int 18, Wis 16, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +7, Heal +8, Hide +8, Knowledge (Religion) +7, Move Silently +8, Spellcraft +8, Spot +4; Combat Casting, Expertise, Scribe Scroll, Toughness.

Possessions: heavy crossbow, 20 crossbow bolts (1 poisoned), dagger, holy symbol, cold weather gear, arcane scroll of *Melf's acid arrow*, pouch containing 13 gp.

Divine spells prepared (4/3+1/2+1; base DC = 13 + spell level): o—cure minor wounds, light, read magic, resistance; 1st—cure light wounds, cause fear* entropic shield, magic weapon; 2nd—death's knell*, hold person, silence.

*Domain Spell; Deity: Wee Jas; Domains: Death (death touch 1.day—3d6), Law (cast all law spell at +1 caster level)

Arcane spells prepared: (4/3; base DC = 13 + spell level): o—dancing lights, daze, flare, ray of frost; 1st—mage armor, magic missile, ray of enfeeblement.

APL 6

➤ **Ihilin Jilmar, male human Clr4/Wiz 3:** CR 7; Medium-size humanoid (human); HD 4d8+3d4+3; hp 38; Init +8; Spd 20 ft.; AC 14 (touch 14, flat-footed 10), or, with pre-cast *mage armor*, 18 (touch 14, flat-footed 14); Atks +6 melee (1d4+2/19-20,

dagger), +8, ranged (1d10/19-20, heavy crossbow); AL LE; SV Fort +6, Ref +5, Will +10; Str 15, Dex 18, Con 10, Int 18, Wis 16, Cha 14.

Skills and Feats: Concentration +8, Diplomacy +8, Heal +9, Hide +9, Knowledge (Religion) +8, Move Silently +8, Spellcraft +9, Spot +4; Combat Casting, Expertise, Improved Initiative, Scribe Scroll, Toughness.

Possessions: Heavy crossbow, 20 crossbow bolts (1 poisoned), dagger, holy symbol, cold weather gear, arcane scroll of *Melf's acid arrow*, pouch containing 13 gp.

Divine spells prepared (5/4+1/3+1; base DC = 13 + spell level): o—cure minor wounds, light, mending, read magic, resistance; 1st—cure light wounds, cause fear* entropic shield, magic weapon; 2nd—blindness/deafness; death's knell*, hold person, silence.

*Domain Spell; Deity: Wee Jas; Domains: Death (death touch 1.day—4d6), Law (cast all law spell at +1 caster level)

Arcane spells prepared: (4/3/2; base DC = 13 + spell level): o—dancing lights, daze, flare, ray of frost; 1st—mage armor, magic missile, ray of enfeeblement; 2nd—ghoul touch, spectral hand.

Ihilin was sent by the Brotherhood to ensure Sir Halrend of Dunheern meets an untimely demise with the intent of dissolving the knighthood forever. To this end, Ihilin uses his guile to play the role of Terak, one of Halrend's men-at-arms.

Though none know it, Ihilin served with Kesh Nojos, the ruler of Longbridge during the occupation. Nojos was slain by the rebels during the Brewfest rebellion, but Ihilin/Terak was in Scant at the time. Ihilin/Terak was aware of Siward's programming, and has a good knowledge of Longbridge.

Terak uses the activation phrase to send Siward to kill Halrend, but when the assassination attempt fails he uses his familiarity with Longbridge to direct Halrend to the Brotherhood safe house, the Azure Diadem, where he intends to take care of Halrend himself.

APPENDIX C: LONGBRIDGE AT A GLANCE

👑**Longbridge** (Small Town): Conventional; AL LN/LG; 800gp limit; Assets 72,000gp; Population 1748 Mixed (1673 humans, 27 dwur, 25 noniz, 9 half-olives, 6 olives, 6 hobniz, 2 half-feuroz).

Authority Figures: Accilon Dara male human (mayor of Longbridge); Sir Gellen Cadwale male human (duke-apparent of the Azure Coast and Glaive Virtuous of the Order of the Golden Sun); Kaywen Dara female human (priest of Sotillon).

Important Figures: Derl Galthrena male human (patriarch of the Galthrenas); Gavos Kalsenn male human (priest of Procan); Helena Galthrena female human (daughter of Derl); Jalcia Dovesword female human (priest of Mayahine); Kaden the Wanderer male human (priest of Trithereon); Malasca Demerii female half-olive (proprietor of the Gilded Leaf); Savo Belanii male human (elderly priest of Velnius).

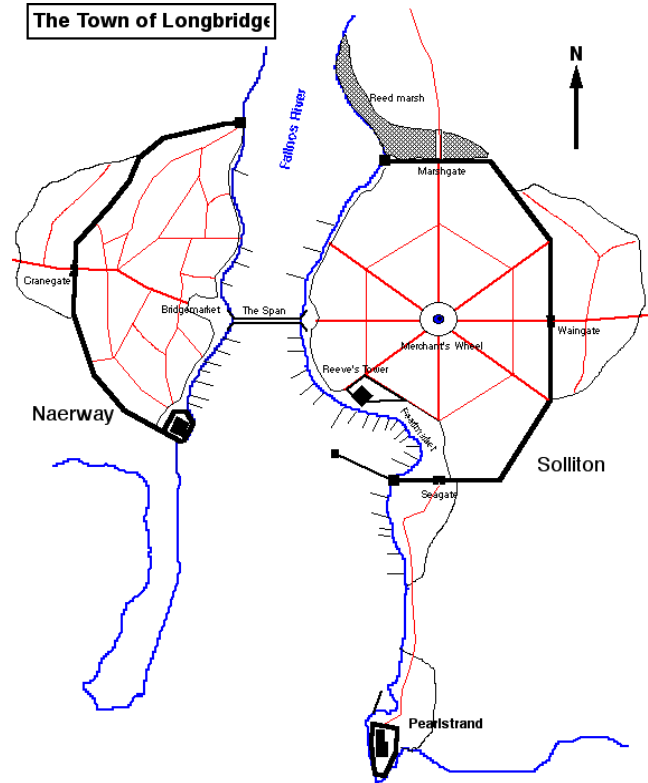
Longbridge was originally two towns that sprawled opposite each other for several hundred yards along the banks of the Fallnos River. The construction of “The Span,” in the years following the Battle of a Thousand Banners amalgamated Naerway and Solliton into the town of Longbridge. (It should be obvious to even the slowest of wits how the fledging town came by its name). Also known as “Zilchus’ Way” good fortune is thought to smile on those who cast a coin into the waters of the Fallnos while standing on the bridge.

The western portion of the town (once the town of Naerway) is lower than the eastern bank and occasionally floods. Those who can, therefore dwell in Solliton. Prior to the Wars Longbridge was an integral part of the Cliffway – a trade route that linked Irongate with Scant. However with the outbreak of hostilities trade along this route has been reduced to a trickle.

Docks and jetties can be found up and down both banks of the Fallnos. The bridge however bars the passage of larger vessels built as it was with dwur aid to resist both the Azure Seas autumnal high tides and the seasonal floodwaters that flow out of the Headlands. The Fallnos is a particularly fast river and annual dredging is needed to keep the approaches to the town open. The mouth of the river is over 50 yards wide, but unpredictable tidal currents and constantly shifting sandbars make the approaches perilous unless a local pilot aboard.

The current ruler of Longbridge, Sir Gellen Cadwale, is the fallen duke's brother. The Mayor Accilon Dara and his wife Kaywen a follower of Sotillon aid him. Gellen, a Glaive Virtuous of the Order of the Golden Sun is the highest-ranking survivor of his order but his leadership of that

august body is in doubt. Suspicion surrounds him



as he was the knight that bore the recall order to his brethren, which resulted in the deaths of all who headed it. He is deeply concerned that the order is close to extinction, arguing that membership must be extended to commoners to bolster numbers.

The waters around the town are famed for their fishing. For 3 days during Patchwall the Fallnos is packed with salmon trying to swim upstream to their spawning grounds. This event has evolved into a festival of sorts featuring fishing competitions during the day and celebrations by night. During the day the riverbanks are packed with contestants, observers and families. At night on nearby beaches great bonfires are lit upon which the days catch is cooked. The duke traditionally gave prizes for the largest fish caught and the most fish caught each day.

NAERWAY

As mentioned previously Naerway is constructed on the lower of the two riverbanks and parts of it are thus prone to flood during the high autumnal tides. As a consequence in Naerway the poorer you the closer you live to the Fallnos. A small part of Naerway has come to be known as “Little Naerie”

because of a number of Idee exiles who dwell there. They hate both the Brotherhood and Ahlissa and take any opportunity to strike against either enemy.

The Azure Citadel, dedicated to Procan, is located where the danger of this is greatest. Every autumn special services are held as the peaks of the highest waves gently lap into the temples main chamber. Though levelled by the Brotherhood, work is underway to rebuild the temple. Gavos Kalsenn officiates here and is widely regarded as one of the most powerful of local spellcasters. Others temples recently founded in Naerway include the Temple of the Chase dedicated to Trithereon and The Bastion Solar that has as its patron deities Pelor and Mayaheine—the first such founded in Onnwal after the Rebellion. Jاليا Dovesword is frequently seen about Naerway raising the spirits of the peasantry and teaching them the use of simple weapons. Kaden the Wanderer however can be found haranguing the masses, lecturing them on the need to be free and to revenge oneself upon wrongdoers. Unsurprisingly the authorities view him as a destabilising influence. The faithful of Fortubo have also returned to the town and have erected a small shrine to their patron.

One other faith of note in Naerway is that of Fharlanghn. The simple carved votive altar and statue in his shrine vanished after the fall of the town and reappeared equally as mysteriously after the liberation. Although the Farwanderer has no permanent clergy in the town his shrine (in the Crane Gate) is well frequented. The Almshouse of the Gilded Leaf stands on a small bluff a stone throw from the Fallnos. Maintained by Malasca Demerii a native of Sunndi, the Almshouse helps many that would otherwise starve. As a consequence Malasca is much beloved by many commoners.

SOLLITON

Much of Solliton was destroyed by fire in 245 CY and was rebuilt by the famed Aerdy architect Gartov Grenharp. Today Solliton is home to many merchants, well-to-do commoners, spell-throwers and others of good standing. Prominent merchants maintaining businesses here include the Carbani, Feralnen, Muamman and the Galthrena. Some commerce has now resumed with the civilised folk of the Serpent Isles who trade spices for hard-to-come-by mainland luxuries. The Feralen are pre-eminent in the fine weaponry trade, some of their blades rivalling those of the dwur for strength and keenness of blade. The Galthrena are perhaps the most powerful merchants in the province but accusations of corruption dog the family. Derl Galthrena, the ageing patriarch of the family, maintains a well-appointed townhouse in Solliton but spends much of his time in his palatial estate to

the east of the town. Of the other family members only Helana is often seen about town.

Solliton is also home to several faiths. The Vault of the Coin adjacent to the Merchant's Wheel is dedicated to Zilchus. Sealed since the fall of the town it has resisted all attempts to reopen. A makeshift chapel has been set up in an adjacent townhouse. The Palace of the Lady of the Pearls is sanctified in the name of Osprem (a local belief having pearls being considered to be the tears of Osprem). The Court of the Winds, consecrated to the Oeridian Agricultural Gods namely Telchur, Atroa, Sotillon, Wenta and Velnius is overseen by Savo Belarii. Sotillon is an important local deity, worshipped primarily in her aspect as a provider of comforts. A summer festival is held in her honour every year. On the first day of Richfest a young maiden is proclaimed as the "Pearl of Longbridge." A weeklong celebrations ensues, giving thanks to the Lady of Summer for the bounty and comforts that she has bestowed on the town.

The Church of Pholtus also maintained a temple, which served as the lawcourts for the province. All its attendant priests were slain during the Occupation and now a mixture of courtiers and followers of Zilchus handle official business from the rebuilt structure. Solliton also plays host to the Merchant's Wheel—a great oval space the centrepiece of which is an ornate fountain dedicated to Sotillon. Much of the trade that is conducted in Longbridge is carried out here. Rich merchants maintain business around the Wheel, while lesser individuals rent stalls to display their wares.

LONGBRIDGE DURING THE FALL

As elsewhere in Onnwal Longbridge was the victim of subterfuge and betrayal. Here however the defeat was deeper and more profound than elsewhere. Assassins slew Duke Ansend, his wife and their three sons as they slept. Groups of savage warriors neutralised the defences of Longbridge, and in the process slew the Duke's cousin, Duvend Baron of Azurond. His death saw any hope of meaningful resistance in Longbridge crumble. Local Wreckers were also targeted extremely effectively by the Brotherhood. The defeat was so complete that when the Brotherhood flotilla sailed up the Fallnos the next morn it is said they didn't sustain any casualty.

Oppression here was severe, but resistance was not as effective as throughout the rest of Onnwal. As a result atrocities were not common in Longbridge. Kesh Nojos banned the Salmon Run and ordered nets cast across the river to catch the migrating fish. These nets were often sabotaged and in 585 CY she executed four young men by drowning for attempting to interfere with the nets.

The Brotherhood used the town as a strategic base to supply and provision many of their

warships before they made their way into the Gearnat. Because of this many fishermen's crafts were confiscated to assist in this task, which considerably damaged the local economy.

Special thanks to Gerard Cummins "The Man of a Thousand Personalities" and Paul Looby for much of the information contained here

FREEDOM

Longbridge was freed during the initial Brewfest rebellion. Fighting here was relatively heavy, but was concluded swiftly. Kesh Nojos was slain during the storming of the town, sacrificing herself and her elite guard to ensure the escape of the Brotherhoods naval flotilla.

The town is currently without a naval screen of any kind due to the dire straits in which the once numerous Onnwalish navy finds itself. Longbridge relies on a mixed bag of shore defences and fishing craft to ward off the attacks of Brotherhood and Lordship of the Isles vessels.

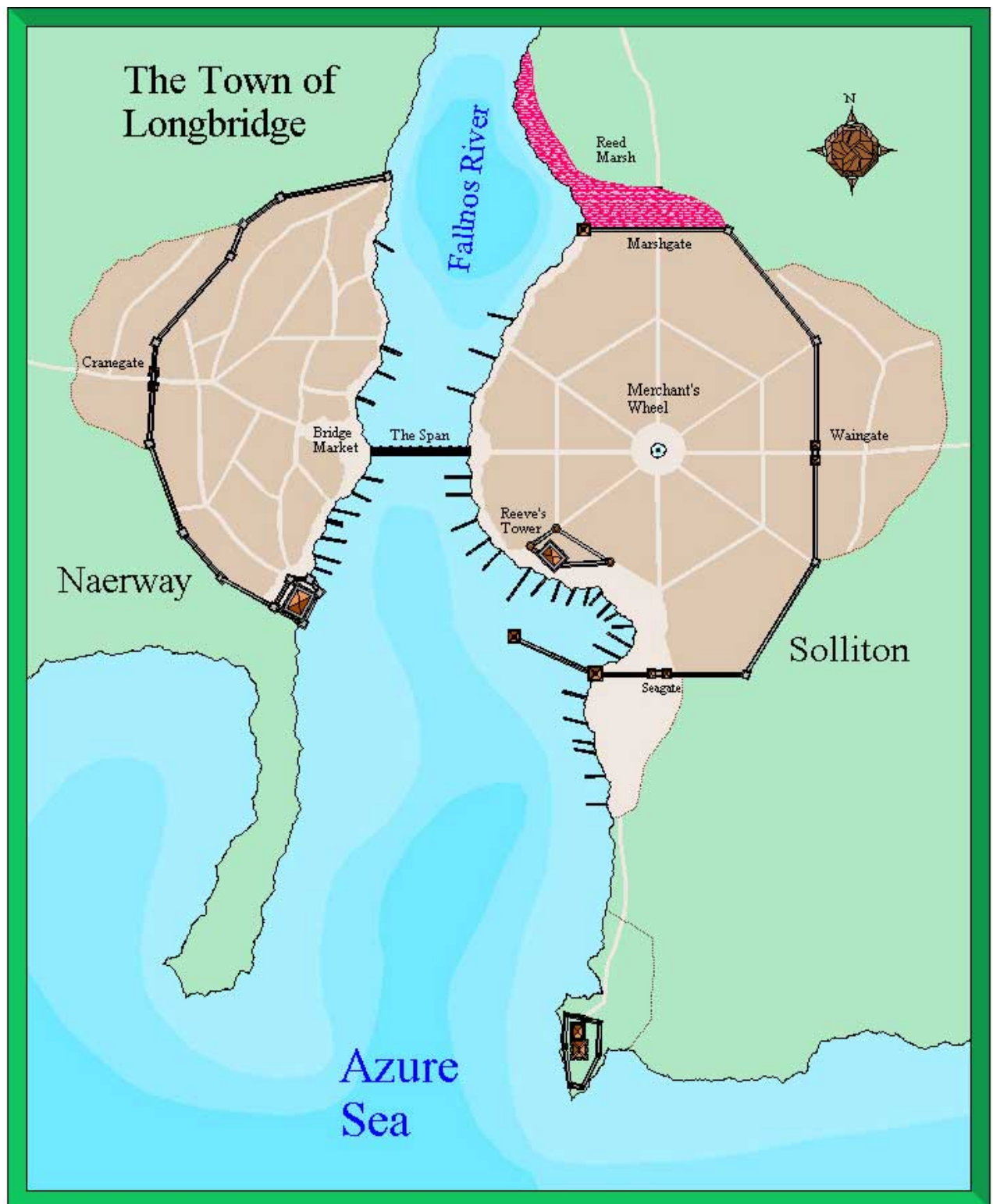
LOCATIONS ON THE AZURE COAST

The Azure Coast is a place of sandy beaches, dunes, lagoons, cranegrass and reed marshes. It is here that the yellow/brown dune-cranes that leant their likeness to the electrum Wader can be found nesting. The only cliffs of any note can be found where the Headlands march resolutely into the Azure Sea. Along the coast wends the Cliffway linking Longbridge with both Irongate and Scant. Plantations can be found throughout the province.

THE DEMESNE OF FAMILY CADWALE

Located several miles up the Fallnos from Longbridge stand the estates of the ducal family Cadwale. The estate consists of a single large rambling manor house with its attendant outbuildings all sheltered behind a once formidable outer wall. The wall is now breached in several places—a legacy of the fighting that recently raged here between rebel and Brotherhood forces. The estate is rumoured to stand upon a network of passages, tunnels and chambers constructed by the so-called Tunnelling Duke (372 – 402 CY) who built them seemingly upon a whim. One of the tunnels is whispered to be wide enough for his stagecoach and was thought to run from the main house to the main gate. If this is true the entrance to the so-called Ducal Highway has yet to be found.

The estate is now deserted after rebel forces discovered the Brotherhood defenders slain to a man late in 590 CY by something that as yet, has eluded discovery. Several rebels who spent the following night in the house were also found torn apart. This has given rise to many gruesome tales and the estate is now shunned by all.



HANDOUT A: THE DREAM

You lie upon a sandy beach, staring intently as the waves gently lap at your bare feet. A warm mug of ale and a plate of salmon lie by your side, resting upon a green blanket. Sitting next to you is a small boy, scarcely ten, dressed in blue robes. His skin is copper, his curly hair is brown and despite his youth, the boy's weathered and sun-kissed face displays an expression of agelessness, and of concern.

As he realizes he has your attention, he points towards the sky. Your head moves mechanically, and for a moment the golden sun that stretches across the clear blue sky blinds you. You feel warm and comfortable. Looking down you see that you are clothed in mail. The heat seems almost unbearable... but just as quickly it is gone. The heat and the brilliant light begin to fade, and the sun begins to set on the horizon.

With horror you look at your feed, cached in red, and realize the tide has turned to blood. Darkness begins to fall, and as the sun sets it becomes a sickly shade of scarlet. The last thing you remember before you awaken that morning is being swept away in a wave of blood.

HANDOUT B: SIWARD'S NOTE

My liege,

As I write these words I find myself running short of my remaining supply of the herbal mixture that keeps what little is left of my mind intact.

The pains worsened this very evening, the voices whispered unspeakable things, to betray my father's land, and even you. Master I know where the voices come from now! I know that ultimately I am a wicked man!

It is all because of her my lord! Even in death she is still there, in my dreams, in my thoughts. Her wicked smile, her delight in seeing my pain... I know she continues to take delight in these from beyond the grave.

This night one of her servants of old approached me. I did not recognise him at first - his hair is brown where once it was flaxen of tress. Though he wore the gold and green tabard of the Lorendrenn his real colours were scarlet with the blood of the innocent. The mask he wears is that of Terak, a warrior in the company of Sir Halrend. In the fell tongue of his kin he whispered into my ear three words I had heard over and over; even when my mind was failing I could still hear it. The other prisoners recited it, engraved as it was on their very minds!

The words were: Order, Purity, Obedience. <INK BLOT>

When those words were uttered, they stirred something deep in me - I cannot describe what, but I was powerless to do aught but obey as he told me to kill the Baron Lorendrenn.

There was no fore planning, it all seemed to happen on instinct. I was mailed, but the Scarlet One's fell magics silenced my footsteps. Girthed at my side was my axe, once dedicated to the service of the Invincible One, but now fallen like I into the service of the Scarlet Infidels!

However, the one who occupied the Baron's bed woke as I raised my axe to strike one fatal blow. With the grace of a cat he leapt from the bed, eluding my blow, and drawing his blade. He fought well my lord - like a true warrior. The dweomers of the Scarlet One kept the noise of our battle from the household, but it was pitched if short. When the red faded from my sight he lay disembowelled, and his blood stained my axe - I could only watch in horror as the scarlet stain became black - black as my own heart - and seeing this omen I fled the scene.

I thought the Baron dead. The Lady of Fate declared otherwise. It was not Lorendrenn's destiny to die by my hand, but rather the destiny of his manservant. There is little comfort to be found in this however my lord.

I must make my escape for if I stay I may succeed in killing the Baron a second time, or end up dead myself. Even knowing what I did I cannot face death - for I am truly a coward. Perhaps I can find redemption in knowing that I have helped you catch him. This beast will doubtless try to take another bite if he is not stopped.

His name is <INK BLOT>

No! The pain!

Alas master, I fear you will not see this missive. When I try to leave this for you the pain grows too great for my weak will! I see it was a symptom of my hidden conditioning! Even now I cannot betray the Scarlet Ones - for they are going to be always in my head. There is something I must tell you... I must tell of the Ban <INK BLOT> My memories have returned, and this sits most vividly in my mind. When she lived, I know she showed it to me. She thought I had the power to destroy it, for they could not. And what she did to me when I failed! <INK BLOT>

But I must!!! I must!!! <INK BLOT>

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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