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# RED HOOKS TOURNEY



# Red Hooks Tourney

## Rumours & Hooks:

Once every four years, the *Red Hooks Thieves Guild* organises a contest of wits, agility and grit, open to all brave brethren of the underworld, known as the *Red Hooks Tourney*. Word on the street suggests the next tourney is imminent, and preparations are already underway. The location is said to be an abandoned manor in the old quarter.

Once every four or so years, the Red Hooks Thieves Guild organises a contest infamous throughout the shady back alleys and dark corridors of all nearby cities: the Red Hooks Tourney.

The challenge is open to any cutpurse, thief, scoundrel, smuggler or ne'er do well that has crossed blades with the law. Occasionally the guild also allows like minded adventurers to participate (possibly for a fee).

Overseen by *Guildmaster Marakett*, an abandoned building (colloquially known as “the deathtrap”) is rigged with traps, hazards and other

dangers. Contenders, known as “hunters”, compete to retrieve a single prize: a silver wolf amulet in veneration of Fenrir, the god of luck.

To the victor go the spoils: a purse of uncut diamonds worth 1,000 gp, and rare fame amongst the criminal milieu as the “deathtrap champion” for years to come. As might be expected, outrageous gambling stakes rise and fall on the event, from which Marakett profits, in addition to consolidating the Hook’s reputation as the pre-eminent guild.

## The Rules

For the hunters there are no rules bar one: whoever exits the deathtrap with the amulet clearly hung around their neck wins. Exiting with the amulet in hand, or in a pocket for example, doesn’t count. Indeed, in a prior tourney, the wily victor *Ropek* ambushed the near winner from a rooftop, cut the amulet from her grip, and hung it around his own neck to claim victory.



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## Entering the Manor

On this occasion, the deathtrap is an abandoned manor in the old quarter, far from prying eyes and watch patrols.

The manor is constructed of wood and stone, with the windows and rear door boarded up from the inside. The most obvious entry is via the front landing, but PCs might also gain access by pulling up roof tiles, breaking through boarded areas (requiring a Strength check and 1d3 minutes) or making their own hole in a wall with enough time and the right tools.

The ground is solid earth and rock. Tunnelling beneath the manor to gain access would take longer than the tourney duration. There is however a hidden trapdoor on the western side that leads to Area 16 (checking for secret doors allows a Perc (Detection) check to find it).

Adventurers might also gain access via the eastern tower roof or balcony.

The tourney begins at midnight and concludes when someone emerges victorious or at dawn.

At the commencement, 4d6 hunters gather around the outside of the manor, considering the best means of entry. Once Marakett gives the signal to begin (a flaming arrow fired overhead from an adjacent building), the various thieves either make their approaches or fade into the shadows to observe how others fare first.

## Features of the Interior

The inside of the manor is generally one of elegant decay; 10 ft ceilings, smelling of mould, with threadbare cushions, drapery and paintings, cracked or broken knickknacks (decorative bowls, statuettes, etc) and rotting furniture. The interior is dark but not completely so; lantern light filters in from the street via cracks in boarded up windows. Sight based Perception checks will generally be at disadvantage without a proper light source.

## Random Encounters

While the party are exploring the manor, there is a 75% chance of a random encounter every 15 minutes. If an encounter occurs, roll 1d10:

1. 1d4 *Thieves* (as *Bandit* LFG p.114), but 3 HD, D15, L6, with shortswords and throwing knives. They have Backstab, Skirmisher and Finisher abilities like 3<sup>rd</sup> level rogues, and may choose from the following tricks once per combat: *Smoke Bomb*, *Hidden Blade* or *Choking Dust*.
2. If the party are on the roof, or possibly in a large room with multiple doors, a sniper with a light crossbow takes a pot shot at one of them. Roll 1d20+3 vs AC, 2d4+2 damage. Whether the shot is successful or not, the sniper then retreats (as *Bandit* but with 3 HD).
3. A horrible, gurgling death cry echoes from upstairs, downstairs, or some other place the PCs aren't. What caused the poor berk's death, and whether his body remains in situ, is up to the GM.
4. There is a dart trap nearby that the party is at risk of setting off. Perhaps a pressure plate, an anchored object yet to be disturbed, or a timed mechanism. If activated, the trap requires a *Luck* (Dex) save to avoid 1d6 damage plus 1d4+1 Dex loss due to poison.
5. Bronze cage bars on a mechanical timer horizontally slide into place after the party enters the next doorway (the false doorframe can be detected with a Perc (Traps & Locks) check, if inspected). Without the right cutting tools, breaking a hole through the bars takes 1d4 hours. The wall itself has been reinforced in a similar fashion (the other walls are normal).

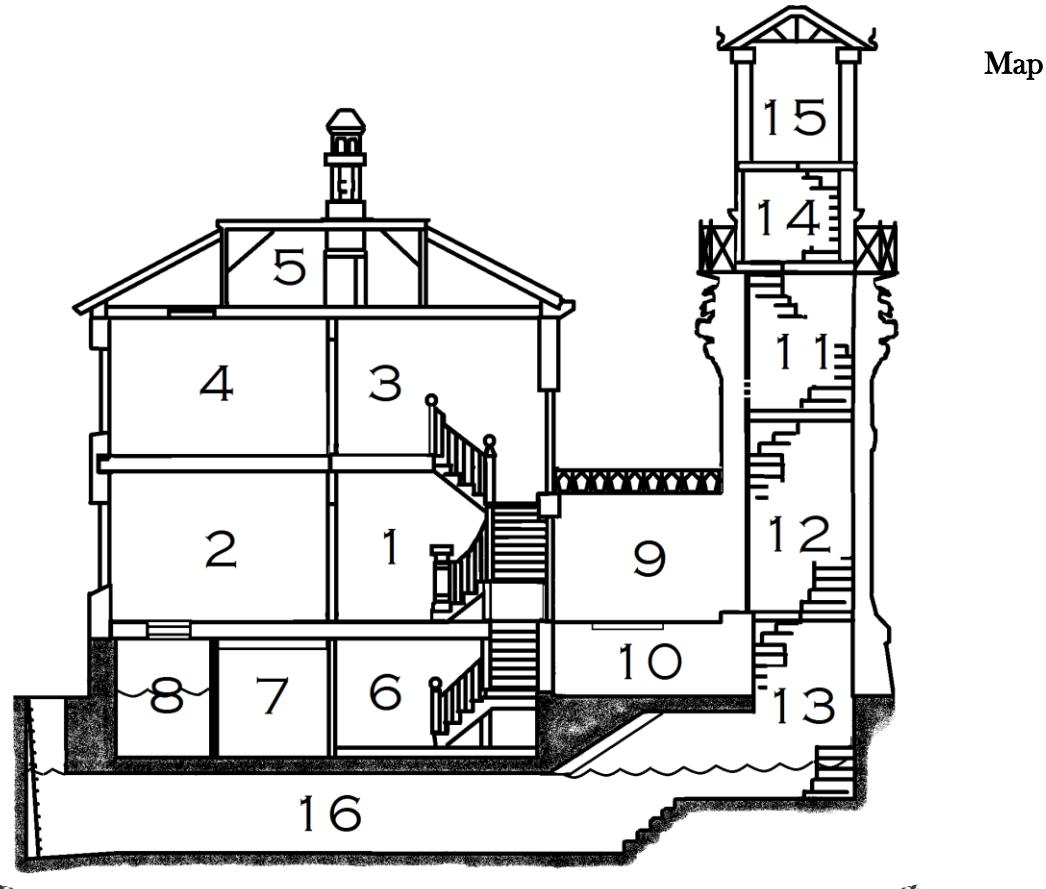
6. *Toska*, a street tough and new Red Hooks recruit (as *Bandit*), is sitting here, blood oozing from a serious leg wound given to him by a blade trap in the wall. He is semi conscious from blood loss. If patched up, he might have valuable info for the party about a room they haven't seen yet. Or he might stab them in the back, or pick their pockets. That's thieves for you.

7. Twins *Zamir* and *Saman* ambush the party, hoping to steal their loot. They have no genuine interest in retrieving the Fenrir amulet, unless the party happen to have it on them already.

*Zamir & Saman*, AC 14, HD 6, 2 Short swords 1d6+2, 19: Disarm, S14 D17 C12 I14 P14 W15 Ch14 L8, Mv: 30 ft. They have Backstab, Skirmisher and Finisher abilities like 6<sup>th</sup> level rogues, and may choose from the following tricks twice per combat: *Cat's Grace*, *Hidden*

*Blade, Quick Reflexes, Glue Pot, Rapid Dose, Unseen Whip*). The twins have 1d4 doses of *Fireblood* poison (LFG p.33), caltrops (5 ft area, Dex check or half movement rate until short rest), shortbows, knives and climbing gear.

8. 1d4+1 thieves burst into the room or hallway, in the middle of a fight with another 1d4+1 thieves. They might ignore the party, turn on them, or seek their aid, depending on the circumstances.
9. A *Giant Spider* (LFG p.125), released into the manor by the Red Hooks, is hiding nearby or stalking the party. This particular spider has 5 HD and a deadly bite: *Luck* (Con) save or suffer damage equal to half the target's maximum hit points.
10. The *Mimic* is here, unless the party has already encountered it in Area 4.



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## Area 1 – Entry, Dining Room, Sitting Room

The stone steps and tiled landing appear to be in good repair, as does the heavy wooden entry door. The door is not trapped but is locked, requiring a Dex (Traps & Locks) check to open. If closed, the lock automatically resets.

The steps are slick with oil which makes footing difficult if fighting or running (and is susceptible to being lit) but is otherwise a nuisance only.

The tiled landing is trapped. Several tiles beside the window are only a shell, and will break if stood upon. Beneath them are sharp spikes, requiring a *Luck* (Dex) save to avoid a foot injury (see the *Injuries & Setbacks* table LFG p.54).

Once inside, Area 1 contains a small entry hall decorated with decrepit sideboards, a fireplace, stairs to Area 3 above and Area 6 below, and doorways to Area 2 and the rear of Area 1 (see below). The stairs are trapped in both directions, with fishing line trip wires (a Perc (Detection) check notices them, if the steps are examined). If triggered, blades spring out from the step above, causing 2d6 damage and a leg injury (per the *Injuries & Setbacks* table) unless avoided via a *Luck* (Dex) save.

The back half of Area 1 is a dusty sitting room with mildewed cushions, and a large dining room with fragile looking, austere furniture, cracked mirrors and broken candlesticks. There is a 50% chance of 1d4+1 thieves in either of these rooms, waiting to ambush the party (or be ambushed, as they poke around seeking the amulet).

## Area 2 – Music Room, Kitchen, Servant’s Quarters

The western wing of the ground floor consists of a music room at the front (sporting a cittern, harp, rebec, drums, various flutes and bells, and perhaps even a piano, depending on the setting), and a small kitchen (empty pantry, but many knives) and servant’s quarters at the back (small

bunks with rotting blankets and discarded clothes).

All three rooms are trapped. The various mouth pieces of the wind instruments in the music room are laced with a fine powder that causes insanity if ingested (*Luck* (Con) save or effect like a *Confusion* spell). An adventurer with the Traps & Locks, Wilderness Lore or poisoners background might be able to extract one dose of poison from the instruments, if detected.

The kitchen has a 5 ft square double trapdoor that opens when the pantry door is opened. A *Luck* (Perc) save will notice an odd mechanical tension on the pantry door as it begins to open, allowing an adventurer to stop before the trap is sprung. Otherwise, any character above the trapdoor must make a *Luck* (Dex) save or plummet 8 ft into Area 8 below. The trapdoors are spring loaded and lock back into place immediately after opening. A Dex or Int (Traps & Locks) check picks the lock or disarms the mechanism by jamming the coil or similar.

The servant’s quarters contains piles of discarded, mouldy, moth eaten clothes, blankets and cribs. 3d4 gp can be found stashed within a rotting mattress. Marakett has placed 2d4 giant rats in the room, which are hiding beneath clothing. They are starving and will attack when the opportunity presents itself.

*Giant Rat*, AC 11, HD 1d4 hp, Bite 1d3, 19: If appropriate, another Giant Rat comes to aid this one, S3 D14 C8 I2 P13 W6 Ch4, L3, Mv 40 ft. 50% chance of exposing a bitten target to *Baal’s Boils* (disease, incubation time 1d4 hours, *Luck* (Con) save or lose 1d3 Cha permanently. A *Regenerate* spell restores lost Cha).

## Area 3 – Library, Bedrooms, Terrace

The decorative ball toppers on the bannisters of Area 3 are delicately balanced and fall off if touched, activating a salvo of poisoned darts from

the ceiling above (*Luck* (Dex) save or suffer 3d6 damage and 1d3 Str loss).

Area 3 consists of a landing off the stairs, fireplace, a library at the front, and two bedrooms at the back. If the boarded up doors to the east are broken down, the party can gain access to the raised terrace outside.



*Juro Venosteri*, a master thief and assassin, is lurking in one of the three rooms. He intends to take over the Red Hooks, and winning the tourney is another step in his grand plan, earning him the fame he needs. He wears an eyepatch, having lost an eye to a southern warrior years ago. He has cultivated an unhealthy hatred for all southerners since, and will target them preferentially.

The GM determines which room Venosteri is in (alternatively there is a 50% chance he is hiding in any given room when the party enters it. He is a particularly gifted at stealth, gaining advantage when attempting to hide or move silently).

*Venosteri (Boss Monster)*, AC 14, HD 10, 2 Daggers 1d4+3 + poison, 19: Disarm, S15 D17 C10 I14 P16 W15 Ch14 L10, Mv: 30 ft. He has Backstab, Skirmisher and Finisher abilities like a 10<sup>th</sup> level rogue, and may choose from the following tricks four times per combat: *Choking Dust, Hidden Blade, Quick Reflexes, Smoke Bomb, Cat's Grace, Flash Powder, Rapid Dose, Unseen Whip, Blind Sense, Glue Pot*. Venosteri is a Boss Monster with all the usual benefits (LFG p.95). He has 2 doses of *Choking Spore* and 1d4+1 doses of *Fireblood* poison by the time he encounters the party (LFG p.33). He also has a scroll of *Stinking Cloud*. If defeated, he is carrying 1 x Carry Loot and 1 x Valuables (LFG p.136, 147).

The bedrooms contain double wardrobes, large iron frame beds with mouldy mattresses and linen, threadbare throw rugs and discarded clothes. In the back of one wardrobe is a secret panel that allows access to the wardrobe in the other bedroom (Perc (Detection) check to locate, or automatically found if the back of the wardrobe is examined). Venosteri is aware of the secret door and may use it to surprise or escape the party (if escaping, he drops Choking Spore in the wardrobe as he flees).

A cursory search of the bedrooms reveals three dead bodies under one bed, and two dead bodies under the other (Venosteri's recent victims). A Perc (Detection) check notices drops of blood around the beds (any larger blood stains have been covered with discarded clothes)

Choking spore dust has been sprinkled under one bedcover by Venosteri; pulling back the covers releases the toxin into the air. Any other original traps in the two bedrooms have been disarmed by Venosteri or others.

In the library, the walls are lined with books, and adjacent bookshelves divide the room into three short corridors. A reading desk can be found at both ends of the large room.

The books cover a vast range of mundane and exotic topics, including travel journals to distant locations. A complete search reveals a secret compartment at the top of one of the bookshelves (spring loaded corbel that pops open), concealing a bundle of 3 random magic scrolls (LFG p.152).

The library is trapped. The ceiling conceals five caches of fire pots, situated above the three rows of bookshelves and two reading desks. The bookshelves and desks have been coated with a very fine, grey-brown powder accelerant (detectable by touching the furniture with a bare hand, or very careful observation).

One set of floorboards in each aisle is rigged to depress if stood upon (50% chance if an aisle is traversed), dropping the fire pots into the bone dry library. Anyone sitting at a reading desk, or on top of a bookshelf, suffers 3d6 fire damage (*Luck* (Dex) save for half). More importantly, the library immediately catches fire, and becomes an uncontrolled conflagration within 1d3 rounds. After this time, the fire is not containable, and it only a matter of time before the manor burns to the ground. Exact times are left to the GM to determine, but generally the conflagration will spread to another adjacent room every 1d3 minutes.

The rigged floorboards or ceiling caches may be identified with careful scrutiny and/or a Perc (Detection) check at a -2 penalty.

Characters fighting in a burning room are subject to the rules on suffocation (LFG p.159) due to the thick smoke, and suffer a 33% miss chance.

The terrace outside is approximately 15 ft high. It is not trapped per se, but there is a 50% chance of 1d4 malicious onlookers shooting at the party with heavy crossbows from adjacent buildings (1d20+2 attack roll, 2d8+1 damage).

#### Area 4 - Master Bedroom, Bathroom, Lavatory, Chapel

The western wing of the second storey has the master bedroom at the front, and a bathroom, lavatory, and small chapel at the back. A manhole in the hallway leads to the attic (there is no ladder to easily reach it).

The main bedroom consists of a large bed, double wardrobe, side table with broken mirror and a trunk. It was once opulently decorated, but has since been stripped of valuables or left to rot (picture frames are missing off walls, ornate urns shattered, moth eaten fine gowns, etc). There is a 50% chance of 1d4 thieves hiding in this room (as Random Encounter 1).

A faded mural decorates one wall (countryside with an apple tree). Pressing one the apples ejects it from the wall, revealing a secret nook containing a black velvet bag (1 x Valuables).

The bathroom contains a large wooden tub draped with mouldy linen (to prevent splinters), and a ceramic basin.

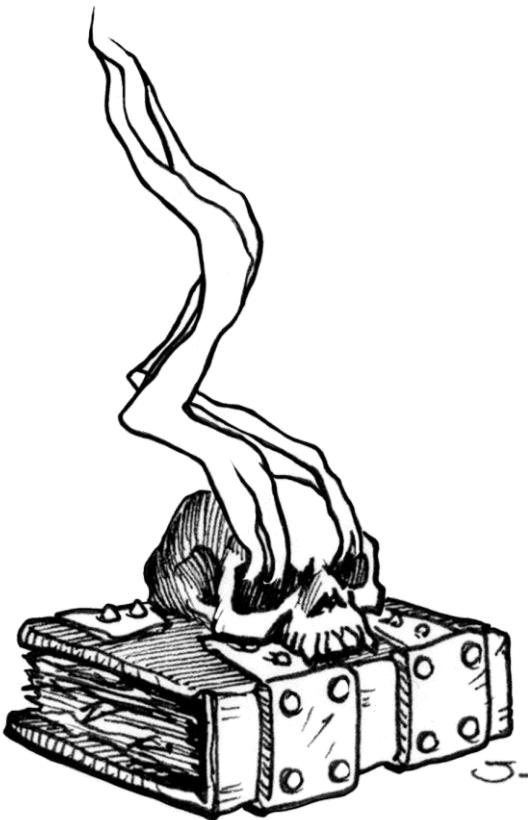
The lavatory is a stone alcove with a wooden box and a hole. In fact, the wooden repository is a *Mimic*, a unique shapeshifting guardian creature Marakett recently procured.

*“Quato” the Mimic*, AC 14, HD 5, Bite 1d10+1, 19: Quarto glues one of the target's limbs to its own body (Str contest to break free), S18 D10 C16 I8 P13 W15 Ch4 L8, Mv: 30 ft. Quarto is a sorcerous oddity of shapeshifting sentience, a living trap, brought to life by a foreign warlock at Marakett's request. The mimic's body is covered in super adhesive tendrils, causing weapons that touch it to become stuck if Quato wishes (Str contest to break free, or alcohol automatically dissolves the bond). Quato may change forms to impersonate an object from as small as a shoe to as large as a bed by using an action. It is generally indistinguishable from a mundane object unless touched or

threatened with fire. Quato has *Off Turn Attacks* and is protected by 50% magic resistance. If reduced to zero hit points, Quato does not die but enters a dormant state for 1d4 days, unless set on fire (in which case it dies).

Marakett is particularly fond of Quato and is likely to seek vengeance against anyone killing his unique pet, regardless of the circumstances.

The small chapel contains a number of rotting benches and a marble altar. A heavy tome with a skull on top sits above the altar, contrasting the benevolent sun and star motifs decorating the faded walls. The skull appears to be a candle of sorts, releasing wisps of incense.



Naturally, the chapel is trapped. The incense wafting from the skull is poisonous and causes anyone lingering in the room for more than a minute to make a *Luck* (Will) save or suffer a serious madness (LFG p. 91): “*I know my “allies” have brought me here to die; fodder for the pit*

*traps and hidden blades! Steel is my lone ally. Together we will cut through their treachery, and take the prize.*”

The book is a rare religious text on the teachings of *Shennog*, imploring the importance of mystery and wonderment (worth 200 gp to the right buyer). A search of the room reveals a curtained compartment behind the altar, containing a golden chalice (400 gp).

#### **Area 5 - Attic**

The 5 ft high attic is accessible via the manhole in Area 4, or by removing tiles from the roof. It is filled with thick dust and rat droppings. A sealed chimney stack occupies the centre, and numerous heavy beams support the roof structure. Weapons in this confined space suffer a -2 penalty on attack rolls except for daggers or the like. The area counts as cramped conditions for great swords and similar.

Marakett has set a giant serpent loose in here, and it is very hungry.

*Giant Serpent*, AC 13, HD 5, Bite 1d8 + poison, 19: special, S19 D16 C13 I3 P10 W12 Ch5 L8, Mv: 30 ft. Poison causes 1d6 damage and 1d4 Dex loss (a *Luck* (Con) save resists). On a natural 19-20 attack roll, the target is constricted, rendering it helpless. A trapped victim may spend their action to make an opposed Str check to break free.

#### **Area 6 - Basement**

This stone basement is completely dark. Entry is via the wooden stairs or a heavy oak door leading to Area 7.

In the centre of this room are a pile of decapitated heads; the grisly remains of Marakett’s enemies. Stuffed into the mouth of one of the heads is a piece of parchment with the numbers 3518 scrawled on it. This is the combination code to open the strongbox containing the Fenrir Amulet.

The heads are diseased. Anyone touching them must make a *Luck* (Con) save or suffer *Sumptown Palsy*, causing 1d4 Str loss each day until permanent paralysis in one limb (determine randomly) at Str zero. An apothecary with the right healing herbs grants a second *Luck* (Con) save to fight off the disease.

### Area 7 - Cellar

There is only one entryway into the cellar, a heavy oak door from the basement in Area 6. The interior is completely dark. Inside are numerous barrels containing whiskey and other spirits, as well as shelved bottles of wine.

The chamber is trapped. Moving any of the barrels sets off a weight sensitive trigger (Perc (Detection) test to notice the floor tile shift slightly if the barrel is nudged), causing a false roof to collapse. The roof is lined with fire pots, which explode when they hit the floor, immediately igniting the alcohol from the (now broken) bottles and barrels! Everyone in the room suffers 5d6 damage (falling debris and fire), and a deafening explosion rattles the manor (to the cheers of onlookers outside). The blast imposes disadvantage on hearing checks for 1 hour. The structure here is stone, so the fire burns itself out relatively quickly.

### Area 8 - Acid Pool

This 8 ft stone basement is empty and the old doorway sealed up with recent brickwork. The chamber is filled with 4 ft of clear, potent smelling acid. Anyone dropping into this death pool suffers 2d6 acid damage at the end of each round.

### Area 9 - Display Hall

This relatively narrow 8 ft wide hall is decorated with mildewed paintings and cracked sculptures, urns and statuettes.

Unsurprisingly the hall is trapped. A spring loaded sliding trapdoor will trigger if stepped upon (50% chance, *Luck* (Dex) save to avoid),

dropping an adventurer into Area 10 below. Once activated, the trapdoor locks back into place on a 5 minute clockwork timer, and cannot be reopened without a Dex (Traps & Locks) check at a -2 penalty. The sliding door is reinforced steel and very difficult to break through without the proper tools.

The eastern wall appears to be a bricked up dead end. There is a narrow, 20 ft high vertical crawlspace that may be scaled with a Str (Athletics) or Dex (Acrobatics) check. Approximately 13 ft up is a false wall made of soft plaster that is easily broken through, creating a crawl way into Area 11.

### Area 10 - Old Storage Room

This 5 ft high storage room is made of granite and the original doorway has been bricked up. Entry is via the sliding trapdoor in Area 9, which locks back into place for 5 minutes on a mechanical timer after activation. A Traps & Locks check at a -2 penalty will open the door.

Anyone dropped into this room falls directly into the *Gelatinous Cube* that occupies the middle of the room. Breaking open the sliding door releases the cube into the manor proper.

*Gelatinous Cube*, AC 11, HD 4+4, Bite 2d4 + poison, 19: the target is sucked into the Cube (*Luck* (Dex) save resists), S18 D10 C16 I2 P14 W16 Ch1 L7, Mv: 30 ft inc up walls, ceiling, etc. A creature that touches the cube must make a *Luck* (Con) save or be paralysed for 1d6 hours, during which time the victim is completely dissolved. A creature caught inside a cube automatically suffers 2d4 damage every round, but may spend an action to make an opposed Str check to escape (if not paralysed).

The remains of two earlier thieves are inside the cube, already reduced to skeletal matter. Two daggers, a shortsword and a steel flask float inside (random Potion LFG p.150).

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## Area 11 - Study

This study has a central desk and ring of tall bookshelves concealing most of the circular staircase (up to Area 14, which display some webbing, and down to Area 12). Like much of the manor, the woodwork is in poor repair, rotting and sagging. In the lower west corner, between two bookshelves, is a false section of wall that is easily broken through, creating a crawl way (and 13 ft drop) into Area 9.

There is a 50% chance of 1d4+1 thieves (as Random Encounter 1) being here, discussing what to do next while they study the room.

In plain view on the desk is a diamond shaped brooch with an obsidian gemstone in the centre (400 gp). A number of tomes are also spread around the desk (on topics of scouting, cookery, cartography and life after death).

Carefully placed beneath the books are four inch *Ridgeback Scorpions*, a particularly aggressive and venomous breed with a hardened carapace. The books pin them in place (and make them furious), but otherwise cause them no harm. Anyone moving the books is stung for 1d6 damage and 1d4 Con loss (*Luck* (Con) save resists, with advantage if wearing gauntlets). Once revealed, the small scorpions are easily crushed underfoot or otherwise dealt with.

## Area 12 - Display Room

This room is adorned with faded murals, tapestries and empty picture frames that were stripped long ago. This display room was originally connected to Area 9, but a freshly built brick wall now separates the two spaces.

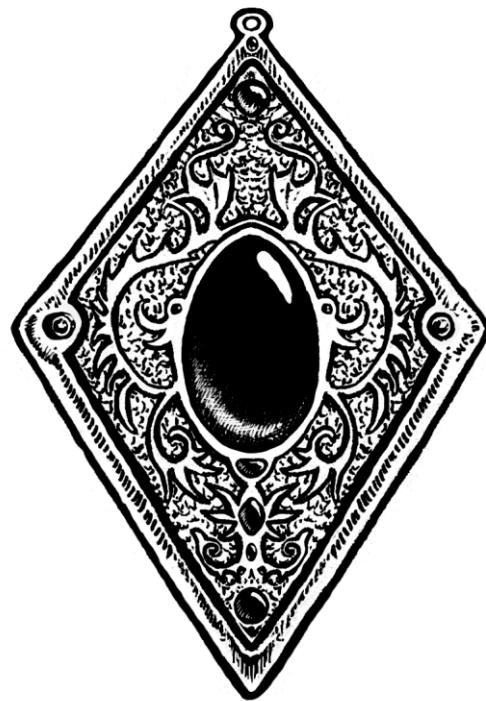
On long chains (allowing them access to the whole of Area 12) are 2d4 vicious pit fighting dogs. They bark furiously (heard throughout the house from time to time, as the adventurers explore elsewhere) and attack anyone who enters the room. Characters skilled with animals might be able to appease them with food, or trick them

into attacking each other. The chains are pinned in place but not locked.

*Pit Fighting Dogs*, AC 12, HD 1+2, Bite 1d4+1, 19: the target is knocked prone, S13 D14 C15 I2 P12 W10 Ch6 L4, Mv: 60 ft. Advantage when flanking instead of +1 bonus.

## Area 13 - Stairwell Base

The base of the tower's wooden staircase leads up to Area 12. The bottom foot or so is submerged in dark water, which fills the entire room. The ceiling at the western end slopes down until it touches the water approximately 50 ft distant. Careful prodding around will find the submerged steps beneath Area 10. See Area 16 for more details.



## Area 14 - Tea Room and Balcony

This tower chamber was originally a tea room and still retains a number of rotting, petite chairs and circular tables. The entire chamber is covered in thick webs. Wooden stairs in poor condition wind around the tower walls, up to Area 15 and down to Area 11. The balcony outside is in reasonable condition, its metal railing still strong enough to support a rope for

climbing, for example. The balcony door into Area 14 has been boarded up.

Prying the boards away reveals thick, grey, sticky webs of unusual strength and adhesiveness. Inside are 1d4 *Giant Spiders*, courtesy of Marakett. Any prodding around with the webs alerts the spiders, which take action to investigate. If there is sufficient space, the spiders will surge out onto the terrace to attack potential meals.

*Giant Spider*, AC 13, HD 2+2, Bite 1d6+1 + poison, 19: special, S14 D16 C12 I2 P12 W10 Ch4 L5, Mv: 40 ft inc up walls etc. On a natural 19-20 attack roll, a giant spider wraps its victim in webs, rendering them helpless (a *Luck* (Str) save resists). On its turn, a trapped victim may spend its action to attempt to break free (an opposed Str check vs Str 17). A giant spider's poisonous bite causes 1d6 damage and 1 Dex loss (a *Luck* (Con) save resists). An adventurer has a 25% chance of harvesting 1d3 doses of poison from a dead spider.

An adventurer reduced to zero Dex is wrapped in webs and strung up in Area 14 to hang for a few days, before being eaten and/or infested with spider eggs.

### Area 15 - Observatory

Access to the observatory is via the stairs in Area 14 (which display some webbing), by opening the boarded up windows, or prying tiles off the roof.

This chamber houses a large telescope on a heavy stand, tarnished and with a marred lens. Yellowed star charts hang on the walls, and there are shelves bearing brittle books (astronomy, religion, philosophy and celestial observation records).

The telescope tube is rigged with poison gas. Dismantling the tube in any way releases a blue gas with a loud hissing sound and pungent chemical odour. The gas affects humans only, and is heavier than air, filling the room then

sinking down through the tower stairs (or out the windows if they are unboarded) once released. The gas causes blindness (50% chance only one eye is affected) for 2d6 hours (*Luck* (Con) save resists).

If the books are carefully studied, it becomes clear that the author was painstakingly researching *Ksoth-Nul'Soon*, an entity theorized to have originated from the far reaches of space, now dormant and sleeping somewhere beneath the earth or sea. The journals become increasingly discursive over time and include references to disturbing lore and cult activity. Anyone studying the journals for an extended period (some months) gains the ability to cast one 1<sup>st</sup> level spell per adventure (determine randomly), at the cost of a permanent moderate madness (only curable by magic, but the spell casting ability is lost).

### Area 16 - Secret Passage

A 5 ft high secret passage runs east to west beneath the manor (about 120 ft). Entry from the west is via a secret trapdoor (Perc (Detection) check to locate) that is locked (Dex (Traps & Locks check to open), or Area 13.

The entire tunnel is filled with 5 ft of jet black water, leaving no room for a torch, lantern, etc. An adventurer must swim underwater to make their way through (LFG p.159).

The water is filled with 1d20+50 ravenous flesh eating fish. Anyone entering is attacked by a swarm of 3d6 fish, causing 1 point of damage per fish each round. An adventurer may stab, crush or otherwise fend off 1d3 fish by spending an action. The carnivores might also be distracted with corpses or other food offerings at the GM's discretion.

The stone steps directly beneath Area 10 are trapped. There is a 50% chance of standing on a pressurised step, causing a large block of masonry to fall from above. The block causes 4d6 damage

to anyone below (*Luck* (Dex) save for half), with a 10% chance of knocking the target unconscious (and floating in the fish pool). A target with a helmet is immune to this effect, other characters may make a *Luck* save to resist.

### Amulet Location

The Fenrir amulet is inside a 3 inch adamantine box with an exquisite combination lock. The box is all but indestructible to mundane forces. The combination code is in Area 6, or it may be picked with a Dex (Traps & Locks) check at disadvantage with a -4 penalty. The amulet is located wherever the GM wants it to be, or alternatively it is at the bottom of the acid pool in Area 8 (30%), inside the Gelatinous Cube in Area 10 (30%), on a high bookshelf in the library (30%) or Venosteri acquires it just moments before the party encounters him in Area 3 (10%).

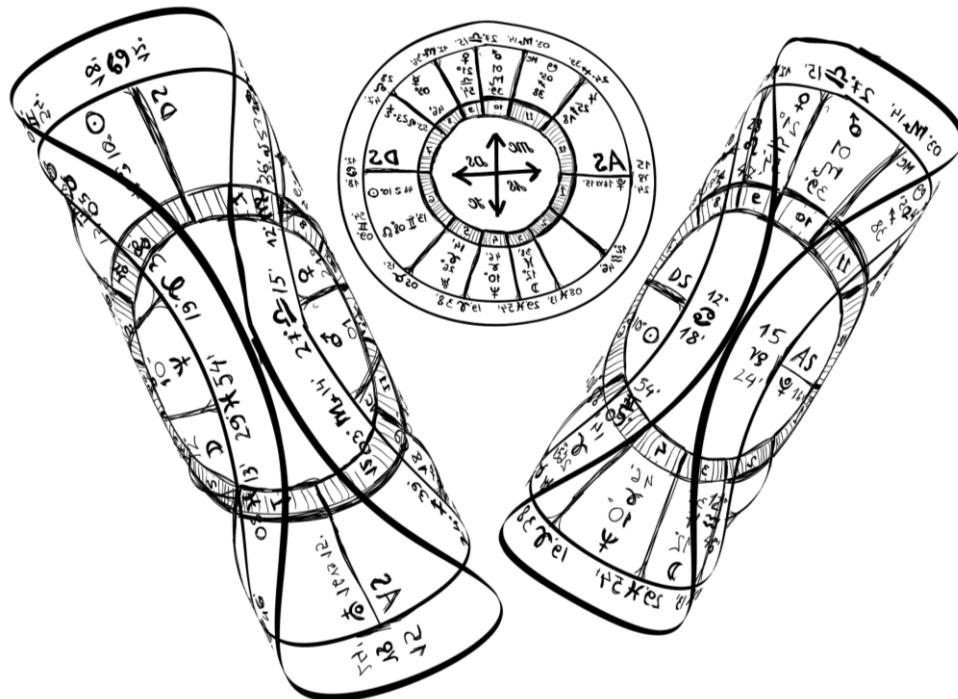
### Aftermath

If the adventurers successfully obtain the Fenrir amulet, and one of them is wearing it when he/she exits the manor, that person is declared the champion. He/she receives the purse of gems and enjoys genuine infamy and respect within the criminal community for years to come.

If the party killed Quato, Marakett will seek vengeance (or at least compensation, perhaps by way of a favour) in the fullness of time. He is the patient, calculating type, and will wait for the right opportunity.

If Venosteri emerges victorious, it is not long before Marakett is assassinated and he takes over the Red Hooks. What this means for city politics is left for the GM to decide, but there will be a wide range of stakeholders (both legitimate and otherwise) vying to improve their lot.

The reality or otherwise of the ancient star entity known as *Ksoth-Nul'Soon*, and any related cult activity, are left for the GM to determine.





## CREDITS

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