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Dungeon Module C3

La Chasse

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AN ADVENTURE FOR CHARACTER LEVELS 5-9



The Baroness of Verwand has learned a terrible secret regarding the Countess of Nolfast that threatens to throw the whole of the land into upheaval. Even now, she hurries northward to hatch a devious plot to snatch rulership of the region for herself. Can your group of bounty hunters find her -- and stop her before woe wins the day?

*This module was originally used for tournament play at GameHole Con VI. Taking place in the **Avremier™** game setting, it contains a challenging scenario and six pre-rolled, playtested tournament characters. C3 is a complete adventure in and of itself and it may thus be used for competition among players (or groups of players) or as a non-scored adventure included in the context of an ongoing game. Also included are referee's maps, notes, encounter descriptions for players, and a background scenario linked to the **Avremier™** game setting published by **Mothshade Concepts®**.*



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Introduction

The Barony of Verwand lies within the County of Nolfast, perhaps ten day's ride from its capital city of Darkhessa. Like so many places within that pastoral region, the Barony is a picturesque place: A wide, rolling expanse of lake-dappled landscape nestled in the bosom of a small range of mountainous terrain, composed of a verdant carpet of timberland. Administering to this land in the name of Countess Erythine is Baroness Grete zu Verwand. It has long been whispered that chief among the reasons why Nolfast is the most lawless of the nine counties of Dhavon is because Baroness Grete actively encourages such a situation. By far the most established of the region's nobility when tragedy struck Erythine's house and her mother and father were buried beneath the winter snows of an avalanche, she immediately put forth her name to succeed them as Nolfast's supreme authority. As Erythine was still quite a young woman with much to learn regarding political affairs, this was not an unpopular notion and there were many in the region that supported the Baroness' ascent to power. Yet a few powerful and influential families within Nolfast that remained loyal to Erythine's house continued to support the orphan, and at the end of the day, they managed to sway public opinion in her favor. Embittered by the turn of events, Baroness Grete became Countess Erythine's greatest detractor, never hesitant to point out her failings as a leader – especially at times when doing so might particularly embarrass her. Most of all, the Baroness chafed as she saw the way the Countess seemed more interested in the pursuit of adventure and the hunt than in the rulership over the region's she so craved herself. So it was that the Baroness – or so say the rumors of the land – welcomed the rogues, blackguards, and other ne'er-do-wells of Dhavon to the hinterlands of Nolfast, organizing them and even sending them occasional aid in the form of weapons and other supplies. There, they would destabilize the County and discredit Erythine, who would be too absorbed in her newest escapade to do much about it. Meanwhile, the Baroness would be all too happy to point out how greatly the innocent folk of the land suffered at the blades of the ruthless marauders.

Yet Countess Erythine is hardly the naïve fool

for which Baroness Grete takes her. Though her constant criticism often vexed the region's ruler, she did not easily forget that Verwand was once a great friend and ally to her mother and father. Thus, despite her temerity, the Countess was happy enough to ignore her barbs, instead focusing her energies on matters of more import to her mind. While the rumors of her bandit-mongering weighed heavily upon her brow, the fact was that little proof of her involvement in their gathering existed, so again she was compelled to ignore the matter. Recently, however, the Baroness overstepped her bounds. On one of her own hunts, Grete pierced the breast of one of the black swans so beloved by the Countess that nest within the region with an arrow loosed by her own hands. Mocking the creature and her superior both as it died, kicking it into the pond that was its home to drown, she did not realize that the eyes of a young child were upon her as she perpetrated the heinous act. The child's family were staunch supporters of Countess Erythine – and soon enough, word of the slaying rose to her ears in Darkhessa.

The killing of one of Nolfast's black swans is a serious offense, and the accusation cast towards Baroness Grete prompted the Countess to send agents loyal to her authority into Verwand to quietly determine the veracity of the allegation. What these spies learned was far worse than even the murder of a majestic bird. Evidently, the Baroness has learned a great and closely-guarded personal secret of the Countess' and has made plans to use it to bring about her undoing.

The air within Nolfast is thick with the scent of insurrection and betrayal. It is a place in desperate need of heroes – lest those innocents within the region be caught up within the violent web of antipathy and deceit.

Module History:

La Chasse was designed as an official convention module for *GameHole Con VI*, held in Madison, Wisconsin in November, 2018. Though it officially takes place within the **Avremier™** setting created by David A. Hill and **Mothshade Concepts**, the module has been designed in such a way that it can be placed in virtually any published or homebrewed Campaign Setting with little difficulty. It has been written so as to be usable with the **OSRIC™ Role-Playing System**. While the module was developed for the purpose of convention play, it can easily be adapted for use as

either a one-shot adventure or worked into an ongoing campaign with little in the way of alteration on the part of the Game Master.

Adventure Location:

La Chasse takes place in the hinterlands of the County of Nolfast, which is located in the northern portion of the human-dominated realm of Dhavon. This is a region best known for its great aesthetic beauty, beneath which a sinister undercurrent lies. The land here is a vast expanse of lush forests interspersed with rolling hills, until it at last abuts steep mountain ranges that form its borders. Small villages dot this natural panorama, at the center of which is its largest city, Darkhessa. The folk here are a hard-working lot that are primarily composed of farmers and woodsmen. They have learned to speak little, keep their affairs to themselves, and ask little in the way of questions. This is because, over the past decade, the region has seen a massive influx of bandits, evil humanoids, and slavers. Those who mind their own business in such a climate generally live happy – if somewhat fearful – lives. Those that do not choose to do so have acquired a distressingly frequent habit of disappearing in the night.

In particular, *La Chasse* centers upon the Barony of Verwand, which lies in the northeastern reaches of Nolfast. Here is where the county ends, rising up into the mountains that form its bounds. Nestled in something of a valley and nearly completely covered in thick and dense woodland, it is small wonder that the authorities of Nolfast have seen great difficulty in rooting those criminals that have flocked to the region from its expanse (especially since they are being actively aided and abetted by none other than the Baroness that oversees the land herself). The timbers taken from Verwand's forests are good and strong, and the export of its wood forms the bulk of its industry. Since they are much-prized by Avermier's humans, the region maintains wealth that belies its rustic appearance. The folk that live in the Barony are almost all either hunters or are somehow otherwise involved in the trade of forestry. Even more than a normal denizen of Nolfast, those of Verwand have learned that silence is perhaps their only true friend. Taciturn, fearful, and tense, they do not extend trust to others nor indulge in either giving or receiving favors. Despite its breathtaking natural beauty, a stranger will find few in the way of friendly faces here.

Background:

On its face, it seemed like a simple dressmaker's shop.

At the behest of your contact, the six of you were ushered through the storm door to the rear of the place, in the front of which hung an old, weathered sign proclaiming it *The Valorous Rose*. The streets of Kelvan were empty but for the gossamer twinkling of moonlight and the rush of cool wind eddying through its nooks and crannies. Your experience had told you to expect an ambush and the mere thought of it made the hairs at the back of your neck stand on end as your group descended the stairs. Yet Harkal was well-known to each one of you: An old and trusted friend that had seen your path to many jobs, some of which were amongst the most exciting and lucrative you had ever experienced. So it was that none of you uttered a word as he closed the door behind you, conducting your passage down the stone stairwell until you reached its end in complete darkness.

He rapped twice on some object, heavy and thick. Paused, then rapped again. A long moment of silence hung amongst you before a voice ushered forth from the darkness, as if underwater. "Welcome," it said.

Harkal swallowed. "My name is Cygnet," he replied.

"What do you bring?" the voice asked him. It was a deep and grating thing, as if two weighty stones slid across one another.

"Timber," he said. "And matches with which to burn it."

Another pause.

Light filled the stairwell. In front of you, where a wall of solid granite had stood, a portal was sliding away. The act revealed a small, wooden room. Inside it, a man sat at a table. To his left and right, slightly behind him, a pair of warriors watched over him, the swords in their hands and cuirasses that they wore offering unspoken menace. They studied you carefully as you approached the table, deeper in the room.

"You may go, Harkal," the man at the table said, unsmiling. He wore a loose red silk shirt over a fine shirt of mail. His dark hair was long and tied in a

ponytail. Above one of his striking blue eyes, a long white scar bisected his brow. He nodded. "You can expect to be paid, as per usual."

Your friend offered you a nervous little smile before slinking out from the way you came. The door slid back into place upon some great rollers, making of itself a wall again. The whole of your group began to exchange glances amongst each other.

The man smiled. "You have nothing to fear," he said. "Mr. Harkal is an old friend of mine, too." He nodded at the empty wooden chairs pushed up to the table in front of him. "Please...sit. We have business to discuss."

Some more glances were exchanged. Eventually, though, you chose to do as he asked. Your trust in Harkal persuaded you to do as much. Aside of that, he had been polite enough. "Our mutual friend has told me much about you," the man at the table said. "Of course, I've heard of you before. You are not without repute in the circles in which we tread, after all. In fact, given that, I'm mildly surprised that we've never crossed paths before. My name is Gravis. You are the famed Dogs of War, yes? A band of bounty hunters to whom there is no peer in Dhavon. I can assure you that I'm well-pleased to finally make your acquaintance."

Gravis smiled. He had a way of stroking the dark stubble on his chin as he spoke. "You are respected professionals," he went on. "So I will be brief. I represent The Black Swan: Countess Erythine of Nolfast. I am her master of spies, and I have been assigned the task of finding a suitable group of men and women to accomplish a certain mission of particular delicacy but utmost urgency. I have asked Mr. Harkal - who above all in Dhavon knows of such folk - to bring me the best he can muster. He has brought to me the famous Dogs of War."

"I would like to offer your group employment," Gravis continued. "The Countess has quarry to stalk. You are amongst the greatest hunters and huntresses to stride the land in the skins of men. This quarry is dangerous indeed, aye...but given the repute of your puissance, if anyone can successfully snare it, I believe it to be you. Rest assured, you will be compensated for your labors in direct proportion to the danger involved in your chase."

"If you are uninterested, I will say no more," Gravis nodded. "However, if it is a task that you

wish to accept, then I will ask you to submit yourselves to a *geas* before I utter another word. Once you have accepted the burden of the spell and the task with which it is associated, I will tell you the specific details of what will be required of you."

Another smile.

"Are these terms that you are willing to accept?"

Notes for the Player Characters:

The scenario put forth in the **Background** section implies that the Players are using the pre-generated characters included with this module (see **Appendix B** for details): A group of bounty hunters from the human realm of Dhavon that call themselves The Dogs of War. That said, should the Players wish to use their own characters (as one might expect, if this module were used within the context of an ongoing Campaign), the **Background** section can be easily ignored. In such a case, it falls to the Game Master to adjust the text of the module so that it fits seamlessly into the fabric of their individual game.

In the case of the pre-generated characters, the Players will take the roles of members of what is perhaps humanity's most well-known and successful bounty hunting companies. Each one is an individual of great power and accomplishment that has chosen to band together under a single banner so as to pursue and apprehend the most dangerous quarry in Avremier. Since the formation of their group, these individuals have performed many commissions alongside one another. Despite the extreme difficulty involved in some of these adventures, The Dogs of War have never failed in completing even a single assigned task. This success has allowed the group to jointly purchase a small manor near Iruhaven in which they can live, train, and conspire with one another. The ordeals that they have suffered through alongside one another has brought the whole of the group together as with an unbreakable bond. Their trust in one another is implicit and all involved would go to great lengths to the aid of any of their fellows.

Given what they have learned in the **Background** section, the Players are quite likely to have several questions regarding Gravis and his mysterious mission. However, such is the secrecy involved in the affair that the man is unwilling to reveal any details regarding its particulars and

specifics. He is also quite serious about the *geas* he will require them to accept before giving them information on the affair. If asked about the spell, he will confess that he is a magi of sufficient power to cast the compulsion upon them. He will also assure them that the spell will be worded in such a way that all it will do is ensure that the nature of the mission and any sensitive information that they learn on its course is kept in the strictest of confidence. This should give the Player Characters a good idea as to how serious a matter this is! Should the party be reticent to accept a binding contract from a perfect stranger, Gravis will understand their position. He is willing to show them his letter of provenance and the signet ring he received from Countess Erythine as proof of his identity and authority to speak on her behalf. If they are still suspicious of the man, he will remind them that Harkal led them to meet with him. An old friend such as he would not be likely to act in anything but their best interests. In the end, if they are still unwilling to accept his commission, then Gravis will wish them well and dismiss them. The Player Characters will be forced to either accept or decline the mission strictly on the strength of good faith alone.

Notes for the Game Master:

This module was designed for convention-style play, and is intended for characters from 5th to 9th level. It is **strongly** advised that a Game Master preparing to run this module closely studies the pre-generated character sheets at the back of its text (contained in **Appendix B**). In the context of an ongoing Campaign, the Game Master should inspect the character sheets of each Player to be involved in the game so as to ensure their suitability with regard to the adventure. Needless to say, before beginning play, the Game Master must also additionally read all parts of the module thoroughly. If the module is being used as part of an ongoing Campaign, the Game Master will want to take notes, making changes in the module text to fit its particulars into the Campaign. In this way, they can be prepared to adjudicate the results of any of these powers or abilities as they might relate specifically to the environs in which the Players will be operating.

During the course of the adventure, the Player Characters are forbidden from using followers, henchmen, or hirelings to supply them with extra manpower and skills they deem necessary. It is of utmost import to Countess Erythine that the mission

she assigns to the party is completed as discreetly as possible. The more individuals that are involved in the endeavor, the more difficult it will be to ensure that such secrecy can be kept. Therefore, she (through Spymaster Gravis, of course) will allow only the Player Characters themselves to be involved in its completion.

Information presented in the key is divided into two sections. The boxed script is material which should be read to the players unless special circumstances prevent their knowing the information given there, such as no light to see by. The information not boxed is material for the DM only, and provides game details about the encounter. Characters may discover this information as play continues, but they will not know it from the start of the encounter.

Once the Player Characters have agreed to undertake the mission on behalf of Countess Erythine and set off to the Barony of Verwand, they are effectively on their own. She will be away from Nolfast as part of the ruse meant to aid the ease of their adventure. Spymaster Gravis has other matters to attend to while they work, as well. As will become apparent soon enough, the fate of the Countess and the land to which she administers – and indeed, perhaps humanity's course on Avermier's face – rests in their hands.

Convention Notes:

La Chasse was designed to be used as a single-event session, featuring six players and lasting 2 to 3 hours. Timing begins when the character sheets are distributed, and Players should be periodically reminded of the time limit. The goal to which the Player Characters must aspire (and which constitutes a successful completion of their mission) is to locate Baroness Grete and prevent her from committing an atrocity at Lake Verwand which will effectively expose her great secret.

Since the adventure was designed to be played several times over the course of GameHole Con VI, certain rules were followed in convention play to insure that many situations were handled in the same way:

1. The Players are presented with pre-generated characters. All characteristics have been listed, along with equipment, spells, and

magic items. Players may not add to or alter this list. This will guarantee that all involved in the adventure start with the same chances. Players would be allowed the use of the sections of the **OSRIC™ Reference and Index Compendium** meant for Player use (but those sections reserved for Game Master use are forbidden), although all magic items they possess will be known and understood by the owner completely.

2. Monsters will fight intelligently and to the best of their abilities. They show no mercy or quarter to invaders. Monsters encountered in convention play need never check morale and will fight to the death, unless otherwise noted in the text. Monsters will be fully aware of the power and limitations of their weapons, magic items, and spells and will use them to their best advantage. In many cases, specific tactics have been listed for monsters to use in melee. If these plans are frustrated by the Players' actions, the Game Master must find an alternative. If the Players are unusually inventive and find something that is not covered in the adventure, a few minutes may be taken to establish some sort of defense for the monsters – possibly having them regroup and counterattack if necessary. In convention play, monsters will not pursue fleeing adventurers out of an encounter area unless otherwise noted. Players will not know this, however. Monsters will make a lot of noise and will make feint attacks to give the impression of pursuit.
3. Players will never know the function of special treasures they acquire unless they should happen to discover their powers by examination or experiment.

Campaign Notes:

Once, the region called Nolfast by mankind was amongst the most breathtaking lands ceded them by Avermier's indigenous beings. Though it still retains much of its aesthetic beauty, it has become a dangerous place where few can expect recourse to the law when somehow aggrieved. Sadly, such tragic instances have become quite commonplace over the last decade – especially as one travels forth from Darkhessa towards the hinterlands of the county. In such places, Countess Erythine's authority has

gradually waned and that of Baroness Grete has waxed strong. Of course, this is especially true in Verwand, where little goes on of which the latter of the two rulers is unaware.

Throughout the course of a year, Nolfast is visited by all four seasons, in turn. Its winter months are crisp and see heavy snowfall, which melts when comes a pleasant springtime, bringing both lush verdance and flash floods to the region. Here, summer nights are visited by a twinkling constellation of fireflies, and autumn is the harbinger of a spectacular array of colors in the form of a vast kaleidoscope of fallen forest leaves. This is the land that compelled the great human bard Calindra Stargazer to write:

*I can hear Nolfast singing in chorus,
The voices of foresters and the slow encroachment of
the blood of maples into their buckets,
Along with the woodsman, singing in harmony with
his saw,
The miller humming in time with the splash of a water
wheel,
The huntsman chirping the songs of bird-whistles,
Echoing the farmer's soulful croon as he loads his grain
to market
The wainwright's ballad in time with his hammer-tap-
ping, and the weaver's nocturne as she works at her
skein,
All these sounds, amongst the sonata of the rain and
the
crescendo of lightning, calling
The silent songs of flowers, coming into bloom,
The unspoken madrigals of sunshine that follow,
bathing lush fields of endless, dreaming gold,
Giving way to the breathless arias of falling leaves,
tumbling to ground,
Covered by the falsetto of snowflakes on the wind, just
at the edge of hearing.
Each of these sings what belongs to them alone,
Yet belongs solely to this land; o' this beautiful land,
Singing for those who can dream with their ears.*

Verwand is the most isolated portion of Nolfast, representing its far northwest barony. Low, yet imposing, mountains surround it on all sides but its south, making it seem almost a place apart from the county in which it is located. Even the weather seems to treat it as a completely different land, as the dark peaks about it conspire to drive the normally easterly-blowing winds directly down its expanse of valley, from north to south. The intensity of the weather here is exacerbated by the terrain's unique effect on its clime. The precipitation here is heavy, making its winters laden with thick and heavy snows. The flash floods that visit other portions of Nolfast are rampaging torrents that fill Verwand's lowlands in a matter of mere hours after a strong rainfall. Autumn

is likewise wet here, leaving only the brief summer as a season of respite for the region's dwellers. Nature has learned to thrive in harmony with these climatic extremes, however. The barony is a green and growing place, vibrant and lush. The trees here are stout and powerful, reaching truly amazing heights. Wildflowers bloom here in riots of color and those who till the land for their sup rarely go hungry for their copious bounty. Likewise, the game to be found here is both numerous and hearty. Smaller animals such as rabbits, raccoons, otters, and opossum are plentiful in all months aside of winter, and even though the deer and elk in Verwand are notoriously elusive, the savvy hunter can find them in great herds in their hidden haunts. This is also a region dotted with many small lakes and larger ponds, replete with aquatic life of all kinds. Just as those who farm the land can thrive here, so too can those who comb the waters for its treasures. Finally, no description of Nolfast can be considered complete without mention of its majestic and noble black swans: The undisputed emperors and empresses of the region's bodies of water. Verwand is no exception to this, and the dark fowl are numerous within the barony. Those who would think to hunt these birds should have a care, however. The black swan is protected by none other than Countess Erythine and harming or interfering with them is considered a serious crime – one that the land's ruler insists on enforcing by her own hand. All within Nolfast know this well and all but a few of the most deranged black-hearts within the region give them an accordingly wide berth.

Nolfast is viewed by the average human on Avermier as a rustic place filled with hard-working – if rather uneducated and uncultured – folk. It is also viewed as a place where beautiful natural panoramas hide gangs of brutal cutthroats. Therefore, few are those hailing from other counties within Dhavon that visit the region without explicit business for doing so. Even then, they often choose to send proxies to the Land of the Black Swan, rather than personally tempting fate. In all these things, Verwand has an even more dire reputé. The size of the place makes it a relative unknown to outsiders, but those who do know of its character instantly conjure images of merciless highwaymen and desperate brigands within their imaginations...all upon a backdrop of lovely forestry, of course. Those folk that actually live within the barony say little and avoid having truck with strangers at all cost. They are acutely aware of the danger in such meetings, and if they are forced to meet with an individual whom they do not know well, they do so with instant distrust. For the purpose

of resolving movement rates through Verwand, the terrain should be treated as *forest, dense* (see the **OSRIC™ Reference and Index Compendium** for details).

Whether it is played in the context of a Campaign or a Convention, *La Chasse* has been designed in such a way that it is unlikely to play out the same way twice. If the adventure is used as part of a pre-existing Campaign, the Game Master may wish to play out the Player Characters' journey to the city of Darkhessa, then the subsequent voyage to the Barony of Verwand. If this is the case, then the Game Master should be sure to consult the following **Nolfast Wandering Monster Table** to determine if the party encounters any unexpected resistance in the course of their travels. As they traverse the county's landscape, it is expected that they will be following either some native guide or a procured map of the region. This gives them but a 2% chance per day of becoming lost somewhere along the way to their destination. A lost party member may backtrack to the point where they got lost and try again. Random encounters are checked three times each day and the chance for an encounter is 1 in 12. The normal encounter distance is 6" - 24" (6d4). If a random encounter is determined to have taken place, check the following table to resolve exactly what is encountered.

Wandering Monster Table (Nolfast)	
Die Roll	Monster
01-05	Demihumans*
06-15	Humanoids*
16-35	Men, Bandits**
36-45	Men, Brigands**
46-50	Men, Merchants**
51-60	Men, Patrol, Light**
61-65	Men, Pilgrims**
66-70	Men, Raiders**
71-75	Men, Tribesmen**
75-00	Use Special Wandering Monster Table (Nolfast)

Notes:

It falls to the Game Master to tailor the number of all these creatures appearing to the encounter they wish to present.

* For these entries, consult either the **Avermier™** or **Dhavon™** supplements published by Mothshade Concepts™ to determine the type and number of these creatures appearing.

** For all entries, consult the **OSRIC™ Reference Manual** to determine specific composition of units and numbers of troops appearing.

Special Wandering Monster Table (Nolfast)		
Die Roll	Monster	Number Appearing
01	Arochan	1
02-10	Atufaun	1-6
11-15	Bear, Bandit	2-4
16-24	Bear, Quill	1-4
25-26	Cat, Crackle	1-4
27-30	Cat, Flying	1-8
31-34	Cat, Moonlight	1-4
35-40	Crow, Cage	3-36
41	Drake, Brown	1-2
42-43	Erushae	1-4
44-49	Fae, Anfae	*
50-55	Fae, Gimme	*
56	Fae, Ilfae	*
57-62	Fae, Urfae	*
63-64	Hag, Grim	1-4
65	Hag, Irontooth	1-2
66-67	Harukan	1
68-70	Lycanthrope, Wereowlbear	1
71-72	Ogre / Ogress	1
73-81	Serpent, Barbed	1-6
82-87	Siege Tree	2-12
88-97	Squirrel, Tanglewood	2-3
98-00	Zheshek	1-3

For details on all these creatures, consult either the **Avermier™** or **Dhavon™** supplements published by **Mothshade Concepts™**.

Background for the Dungeon Master

The threat to Countess Erythine and the precarious nature of peace within Nolfast is quite real. Since Baroness Grete at last had enough of her superior's *laissez-faire* manner of leadership, she has moved to ensure that her spies were many within Darkhessa. Even when Erythine was but a child, the Baroness suspected that something was mildly... *wrong* about the child. She envisioned her agents finding out whatever dark secret she harbored since her birth – concealed cleverly by her parents as she grew older – and using it against her, effectively leading a bloodless revolution via blackmail. As time went on and her spies continued to report nothing of import to her ear, she began to grow impatient. So it was that she began courting the worst of mankind's rogues and blackguards, allowing them to settle in a remote portion of the lands to which she administered. By supporting them and gently encouraging their activities, she realized that she could destabilize the entirety of the county and create doubt in its denizens

regarding Erythine's fitness to lead. If an "accident" should befall her, all the better. The Baroness would be well-placed politically to become the new Countess. Should another be chosen, she would have a virtual "shadow army" at her disposal to wrest the title by force. Indeed, not long ago, she was poised to put such a plan into motion.

But then, her network of spies hit upon something of such great consequence, her hand was stayed. Instead, with a cruel smile, she went ahead with a much more sinister tack.

The reason for Countess Erythine's protection over Nolfast's black swans is because she is actually a *swanmay*: A human woman touched by the essence of the natural world in such a way that she is able to transform from a human into a regal black swan as she likes. She learned this quite early in life and when she made her parents aware of her nature, knowing how difficult it would make the life of a girl that would one day be a Countess, they all worked diligently to ensure that it remained a closely-guarded secret. In fact, it almost certainly would have stayed that way until the day of her death, had it not been for the fact that she counted the powerful and willful Baroness Grete as an enemy. After years under the watchful eye of her spies, at last, one managed to find his way into the Countess' personal retinue and was given leave to accompany her on one of her hunts across the county. She was typically wont to conveniently "disappear" in the course of these excursions, but the resourceful spy was able to track her path to the edge of a small pond...where she underwent her magical transformation. Her secret was now revealed: She was not totally *human*. If word spread of it, the scandal would rock the entirety of Nolfast, if not Dhavon itself. Certainly, she would have been ousted from power – if not slaughtered outright by the ill-educated and superstitious folk over which she presided.

When Baroness Grete received the news, she was delighted. The Countess was now at her mercy. It would be so easy to ruin her now with but a word. Instead, she determined that Erythine would suffer. And she would do so in such a way that the Baroness would receive no blame for the spread of the news. Grete enjoyed hunting, herself: It was a pastime she once shared with, ironically enough, the Countess' own parents. She also was well aware of a large sorority of the black swans with which Erythine so identified within her own lands. So it was that she gathered the leaders of the three most powerful and

ruthless of the bandit gangs she had long ago summoned to herself and laid plans for a great “swan hunt”. The groups would ride forth to the lake at which they nested and slaughter them all amongst a great rain of hurled arrows. Such an act would certainly coax forth Countess Erythine to punish the offenders...at which point, the Baroness’ men would surround and subdue her. The Baroness imagines a delicious moment when she brings the Countess, bound and gagged before the very people beneath her authority – and reveals her for the *thing* she really is, before their very eyes.

At the time this plan was being hatched, those loyal to the Countess were relaying her information of their own. They warned her that not only was Baroness Grete slowly building an army to set against her, but that her agents had learned a dark personal secret of hers, which might be used to blackmail her. Of course, she knew what it was right away, but she said nothing of the matter. Instead, she quietly sent her spymaster, Gravis, to the task of assembling a small but powerful group of heroes to aid her in ensuring that the Baroness was stopped. She had heard rumors that Grete planned on taking to the forests of Verwand on a hunting expedition in a fortnight. What better time and place to bring her to justice...?

Unfortunately for Baroness Grete, Countess Erythine knows that she is in the sights of the huntress. And there is one small detail that *neither* has yet accounted for, which will throw the whole of both their plans into complete upheaval.

And then, there are the Player Characters....

*

Chapter One: Adagio

Important Note! In Convention play, this chapter will not take place. In that scenario, it is assumed that the Player Characters will have already agreed to Gravis’ proposal, been *geased* into secrecy, and assembled within Verwand. In that case, game play begins with **Chapter Two: Andante**.

If *La Chasse* is being played within the context of a pre-existing Campaign, however, the adventure begins **here**.

After your meeting with Gravis, you have traveled several days north from Iruhaven to Forêt de Pommel  , in the County of Nolfast. From almost the very moment you set foot in the Barony of Verwand, the weather turned an ugly face to your fellowship. Heavy rains have soaked you to the bone and low-lying fogs have made navigating through the forest difficult, even at the best of times. The procession has been a miserable one, indeed – almost as if nature itself was urging you to go no further.

In the end, however, you persevered and were rewarded by the appearance of a small clearing in the midst of the timbers. Consulting your map, you could tell that your destination was at hand – a sentiment proven even as you spied a well-concealed shelter on the edge of the tree line. Standing just outside its mouth, awaiting your approach was Gravis.

“Enjoying the weather?” he smirked before waving you along. “Come, come! Before you’re spotted.”

You followed the Spymaster’s instructions and soon found yourselves within his lean-to. In the midst of the gloom within, a small red stone lay radiating a flameless heat. Its presence was most welcome, all things considered. “Your very presence here is testament to your persistence – and to your interest in the mission. But as I told you in Iruhaven, I cannot allow you to continue without first being subjected to a *geas*. Precautions, you know. All who agree to accept the burden of the spell, you may remain here. The rest, I must ask to leave immediately.”

As above, Gravis will say nothing of the mission until everyone present accepts the *geas*. The Player Characters have come a very long way under very difficult conditions to meet the Spymaster. It is unlikely that any who’ve done so will demur now. In the event that some members of the party have had a sudden change of heart and are unwilling to accept the spell, however, Gravis sends them away to seek their own fortunes. For these few, the adventure is effectively concluded.

For those that remain, however, he continues:

"Excellent," Gravis offers a wry smile. "Step forward now."

The Spymaster's hand glitters as if kissed by starlight. "All of you assembled will speak not of that which you are told in this shelter," he says. "Those of you that break this solemn covenant will speak no more." In turn, he walks past each of you and touches you upon the brow, one at a time. Where he makes contact with you, you can feel a subtle tingling that vanishes a moment later. "So then, it is done. You have taken an unspoken vow of silence. Let it never be sundered."

Gravis sighs. "Now, to the matter at hand," he continues. "One hour ago, Baroness Grete – she who administers to this very land in the name of Countess Erythine – set off from her manor, fifty miles north of where we stand. Along with her, she took no less than a hundred men. Today, she has announced, she undertakes a great hunt of the white harts that dwell within this forest."

He meets each one of your gazes in turn. "I have learned that this is a lie," he says flatly. "Today, the Baroness plans to rally the Brigand-Princes she has assembled within this forest and gather all those in their sway together in a single, overwhelming force. When this is done, she intends to commit some great crime within the bounds of the timbers, so reprehensible that Countess Erythine will be compelled to come to the area and personally ensure that justice is done. The Baroness is unaware that my lady knows well that this is but a trap, however. She will never come to Verwand...which will most assuredly make Grete wroth with fury. In response, I expect that she will march with her men straight to Darkhessa, and war will embroil the whole of Nolfast. Thousands of innocents will surely die in such a conflict and still more will suffer greatly for the fires of war."

Again, he sweeps past each one of you. "This cannot be allowed to happen," Gravis says. "Baroness Grete cannot be allowed to gather her men in such a fashion. Instead, she must be stopped and subdued on the way to her grand convocation. This is nothing that can be done *en masse* by the Countess' personal retinue. Such a large force would surely tip our hand and

precipitate the kind of conflict we so desperately wish to avoid. Indeed, a small group of highly experienced and powerful hunters of men like yourselves might be able to take her down quickly and without fanfare. This would avert disaster and allow the Baroness to be rightly tried for her crimes against the seat of Nolfast."

"I cannot tell you where she might be within the forest," he says, "as she takes arcane precautions to prevent her from being easily scried upon. But then...I suppose that we now tread upon the subject of *your* expertise, hm?" Gravis allows another grin. "However, this much I can say without any footing in the act of hunting men: Time is of the essence. You should be off as soon as possible, if you hope to complete your charge."

At this point, Gravis falls silent. He expects that the Player Characters will have questions for him. He will attempt to answer them as best he can, though in truth, he has already told them everything he knows (and even inadvertently thrown in some misinformation, to boot). Some of the more common questions he might be asked are:

- *How do we know you're telling the truth?* In this line of questioning, the Player Characters are actually trying to confirm they're fighting for the right side in the conflict. This is something that Gravis can appreciate. He will admit that they have little but faith on which to operate, but will remind them that they were brought before him by their mutual friend, Harkal. If they trust him – and they should – then they should trust that they're on the right side.
- *How are we supposed to find the Baroness?* To this, Gravis will shrug slightly. He is aware that magical attempts to locate the Baroness – or any of the men currently with her – will fail. Likewise, considering the heavy overgrowth within the Forêt de Pommelé, locating her from above (such as through *fly* spells and like methods), will be quite difficult. Aside of such advice, he will remind the Player Characters that they are supposed to be amongst humanity's greatest bounty hunters. The question is something like a bird asking a man how to fly.

- *What're we supposed to do with the Baroness when we catch her?* If asked, Gravis will implore the Player Characters to do whatever they can to capture Grete alive, if possible (which should go some way to prove that they're fighting on the right side). However, he is aware that sometimes, things go poorly. He will assure the Player Characters that, if they are forced to kill the Baroness, the truth can still be revealed through a combination of spells like *speak with dead* and *detect lie*. That said, public opinion will certainly fall to the side of the Countess – and the Player Characters – if they manage to subdue her. This is by far the most preferable of outcomes.

When all questions have been asked and all secrets revealed, the time for talk has ended.

The time for action has come at last.

Chapter Two: Andante

When Gravis has answered all the questions that the Player Characters have of him, either to the extent that he is able or to their satisfaction, he will leave them to their own devices. Those that leave his shelter, then turn around will see that it no longer exists. This is a magical effect that Gravis conjured, so as to be sure that his meeting with the party would go undetected. With the disappearance of his shelter, the Player Characters are standing by themselves in the midst of the empty clearing in the Forêt de Pommelée, surrounded by aught but dense verdance and the brewing storm. They are now completely on their own and can expect no further help on their mission.

Important Note! The bulk of La Chasse focuses on the Player Characters' hunt for Baroness Grete. Since she is on the move throughout the course of the adventure, this module has been specially-designed to reflect the non-static nature of its plot. Simply put: The Player Characters are chasing a moving target that has a substantial head-start on them.

Game Masters running this module will need to strictly account for time as it progresses. Likewise, they will need to know exactly how far the Player Characters are capable of traveling in the space of a *Turn* (about ten minutes, from their perspective). Remember that the Movement Rates assigned to each character on their sheets (see **Appendix B: Pre-**

Generated Characters for specific details) relates how far each member of the party can travel in a *Round* (with ten Rounds equaling a *Turn*). Therefore, Player Characters with a base Movement Rate of 120ft will be able to walk **two hexes** along the trails on the map included with this module in a single *Turn*. By running, such individuals can cover up to **four hexes** in a *Turn*. Moving through heavily forested terrain will likely slow their pace substantially, however, as per the rules put forth in the **OSRIC™ Role-Playing System**. The Game Master should remember this well as it will prove extremely important in the smooth functionality of this adventure. Likewise, they should remember that a party of characters can only move as swiftly as its slowest member – unless they intend to leave stragglers behind them!

The Player Characters will begin game play at **Area #1** of the Encounter Key. When Gravis releases them from their meeting, Baroness Grete and her men will be located just outside **Verwand Manor**, preparing for their “hunt”. She will move thusly, from that point onward.

Turn #4: Arrives at **Area #4**;

Turn #9: Arrives at **Area #2**;

Turn #16: Arrives at **Area #10**;

Turn #22: Arrives at **Area #9a**;

Turn #27: Arrives at **Area #8**.

She will at last arrive at **Area #13** in *10 Turns* (an hour and ten minutes) after the Player Characters leave Gravis' shelter. This will give a resourceful (and somewhat lucky) party a chance to catch her before she arrives at her destination. Unfortunately for the Player Characters, Baroness Grete has taken some precaution against being followed and has left some rather nasty surprises behind her as a way of slowing down anyone that might attempt to interfere in her plans.

Chapter Two Important Locales:

Lake Verwand

- This is a large freshwater lake cut in the center of the valley that houses the Barony. It is fed by natural springs in the mountains to the north, which cascade down several series of briskly-flowing waterfalls. A marshland surrounds it on nearly all sides, and many great cranes nest within this treacherous footing, where tall cattails grow wild. Some

time ago, there were reports of mysterious fey creatures that made their homes around the water's shores. Those investigating these rumors had a distressingly consistent habit of disappearing, never to be seen again. Consequently, Nolfast's Count and Countess (Erythine's parents) instructed Baroness Grete to forbid the folk of her land from visiting the fell place any further. Though this did not initially sit well with Verwand's denizens, who had long enjoyed pulling good fish and plump eels from the lake, they adjusted to the edict over time and now make their catch from the banks of the rivers that spill into its body, well north of its shores. The place is generally avoided by those within the Barony, as the penalties for being caught too close to the lake are startlingly harsh.

Verwand

- Representing the largest settlement within the Barony, the walled city houses well over 75% of its folk. Most of its population of just over 2,000 are somehow involved in the mining trade, plumbing the mountains to the north of its treasures in the form of bauxite, copper, and some semi-precious gemstones. Because of its geographical situation, the city has been blessed with peace for most of its history, the low stone bulwark that surrounds it being mostly a matter of ceremony and a source of civic pride. Though the settlement is prosperous, crime is abundant in Verwand, thanks to the presence of several bandit gangs that have settled in the region over the last decade, many of which have even become brazen enough to infiltrate the city's constabulary. Taxation and corruption within Verwand are notoriously high and pervasive.

Verwand Manor

- After establishing the region in the name of humanity, the renowned explorer Xandria Verwand was given leave to build a personal manse within the small valley in northern Nolfast and gather a personal retinue to herself. This is how the barony that bears her name would come to be and how it is that this charming manor at the feet of the mountains came to be constructed. Since then,

generations of Verwands have lived within its walls, all administering to the land between the peaks in whatever way their consciences would take them.

The Manor is a an alabaster construction through which one can see its dark timber supports easily. Three tall, thin towers with dark roofs rise from its main body, which is said to house no less than thirteen bedrooms and even feature both plumbing and running water! A high, white wall surrounds the manor, which is patrolled by men loyal to Baroness Grete – the current denizen of the manor. Its grounds contain a vineyard and spacious room for the dogs that the Baroness raises recreationally.

Verwand Wetlands

- A small rivulet trickles from Lake Verwand, meandering southeasterly until it creates a floodland in a low-lying area. Over time, this region has grown thick with cattails and rich with game of all sorts. This area has become known to those within the Barony as *The Wetlands*: An apt a description of the marsh as can be made. Despite the wealth of wildlife that dwells within the fen, few within the barony visit the Wetlands, even for a moment. This is because some of the most despicable and desperate of the bandits within Verwand have likewise settled within the marsh, using its overgrowth to conceal themselves from easy view and the reach of justice. That it is rumored that the area is also the home to a powerful covey of hags is still more reason for the locals to avoid it at all cost.

Chapter Two Encounter Key:

1. ODD MARI'S SHED

The further you trek down the trail upon which you walk, you cannot help but note that it has grown thinner. The trees on either side of the path have encroached closer and closer to the worn stretch of dirt and grass. Before long, thin branches full of green spines are occasionally blocking the way forward.

Just when you are about to abandon the trail and retrace your steps, you notice a small clearing ahead. In its midst, you are able to see what appears to be a wooden shelter, weathered and beaten. Although it looks like even a strong gust of wind might collapse the whole of it, in the darkness of one of its sparse, broken windows, you are able to see a lone candlelight burning.

This is the home of Mariya Ruptyla, who is better known to the common folk of Verwand in their oral folktales as *Odd Mari*. Mothers within the region tell their children her story – the story of the girl who strayed too far from her home and was abducted by dark fae – as a way of frightening them into playing within clear sight of their houses. According to the tale, the little girl played all day and night with the wicked faeries, never noticing that with each passing moment, they lured her further and further into the forest. When she realized that she was lost, it was too late. She belonged forevermore to the dark fae and would never come home again.

The truth is perhaps even more grim than this. When Mariya Ruptyla was a small girl, she did indeed enjoy playing much further within the woods than her mother and father would allow. So it was that they did not hear her scream as she was mauled by a monstrous bear with eyes of hellish flame and a pelt darker than a murderer's soul. She would awaken three days later in a pool of her own blood, the wind making noises like a phantom woodwind across her ruined vocal cords, where her throat had not yet healed from being torn completely out. The creature that had fed from her flesh and blood was no mere bear – but a **wereowlbear**. And now, she was one, too.

Little Mariya realized that she could never go home again. So it is that she built herself a small shed in a remote part of the woods, where no one would ever find her. In this way, when the light of the moon cast itself upon her flesh and her transformation came to her unbidden, she would not feast herself on the skin and bones of some small child, as was once done to her.

Odd Mariya is a little unhinged and a lot lonely. So far removed from civilization, she very rarely receives guests. Thus, when the Player Characters come upon her shed, she is simultaneously horrified and curious at their appearance. A large

part of her wants to warn them away from her home, as she is frightened as to what might happen, should her transformation come over her. However, despite this fear, she has not seen another soul in years now, and craves interaction desperately.

ODD MARI, WEREOWLBEAR

AC: 1, MV: 12", HD: 6+1, HP: 28,
#AT: 3, DAM: 1-6/1-6/2-12, SA:
Hug, SD: Only struck by +1 or better.

Because of this, the way that this encounter plays out depends completely on the way in which the Player Characters treat with Odd Mari. If they are kind and patient with her, they might be able to befriend the wereowlbear. This would be a good thing, from their perspective, because not only is she a terrifying combatant, she knows the stretch of woods between Verwand Manor and her shed better than anyone alive. However, convincing her to end her self-committed exile might be harder than it sounds.

The only form of treasure Odd Mari keeps within her shed comes in the form of personal effects such a moth-eaten and threadbare clothing, clumsily stitched together, rusted cutlery, and broken pots. She was but a child when she was turned into a lycanthrope (she is still a young 25 years of age) and every survival skill she knows, she learned herself over the course of much trial and error. She is woefully uneducated and is, at heart, still very much the little girl she was when she first ran off into the woods. This might represent a way in which the Player Characters could gain her trust and assistance, however. By reminding her that her great strength could be used to prevent a great tragedy from befalling the innocents of the land, she might be persuaded to accompany the party on their travels. And woe to the villain who rouses the ire of the mother bear protecting her charges!

2. SENTRY POST

Here the trail widens into a open area that has been cleared of growth and trampled flat by the strides of many men and mounts. At the western side of the road, a short, thick tower of grey stone rises from the terrain. You are able to see a trio of sentries gazing from slits high in the spire, each one brandishing bows at the ready. This structure is attended by two outbuildings.

Soldiers mill about the door of one of these, while the other is open-faced and clearly built as a stable for mounts.

This location acts as a sentry point, providing the barony's garrison at **Area #4** (see below for details) with advance warning in the event of trouble approaching Verwand Manor from its northern road. If the guards at this small fortification detect strangers, they have been trained to first determine whether or not they feel their guests present a danger to the barony or its folk. If they sense this is the case, and they feel that they can deal with the threat with the force at their command, they will do so. If this is in question, they have been instructed to send a trio of riders southward, first to the barony's garrison to alert them of what approaches, then onward to Verwand Manor to provide the forces located there with the same warning. If they do not judge the strangers to be dangerous, they will confront them and determine the reason for their travel. Depending upon their answer, they will either leave them in peace or detain them, waiting for a Captain from the garrison to further question the travelers.

The order of battle for forces located at this fortification have been listed in detail in **Appendix A**. Aside of the stables, the second outbuilding at this location serves as a barracks for the troops stationed here. If the entirety of the forces at the sentry point are somehow neutralized, a total of 224sp and 102gp can be found within the structure, along with numerous personal effects and the weapons, armor, and equipment detailed in the order of battle. The tower has two floors, the higher of which serves as the personal quarters of the location's lieutenant, who also serves as its quartermaster. In this room, a locked (but untrapped) iron strongbox holds the monthly pay for the location's soldiers, which takes the form of 300gp and 3 small amethysts, each worth 15gp. The room also contains the lieutenant's personal effects, perhaps most interesting of which is a small ivory carving (which he did himself) of a mermaid, which can fetch up to 75gp in a good market.

3. ABANDONED MINE

The path forward widens, its dirt giving way with every step to loose sand. At its end, a small rise in the land exists, with a great, yawning maw cut into its face. Heavy timbers create a framework around the mouth of the void and past that entry, the trail begins to descend sharply until it at last disappears into darkness. Were you to bring light closer, it would still be difficult to see much further, as the wound in the world has been barricaded by several thick wooden planks, driven into the framing wood with foot-long iron spikes.

Many years ago, a wide vein of bloodstone was found in this portion of the barony, prompting the digging of a mine from which to exhume these treasures of the world. Then, this mine was alive and thriving, so lucrative that it rivaled the mining trade in the mountains north of the city of Verwand. Slowly but surely, however, the vein began to dry up and coming by the precious mineral in the delve became increasingly difficult. This coincided with several accidents in the deepest portion of the mine where tunnels spontaneously collapsed, burying workers alive. In the end, this made the decision to close it down much easier. The bloodstone mine has now been abandoned for the better part of the last thirty years.

...officially abandoned, that is. Should the Player Characters test the wooden barricade that closes it off, they will see that it moves easily. The iron spikes that supposedly hold it fast are carefully-filed studs, allowing it to be quickly removed or put into place as desired. This is the work of *The Jagged Glaive*: A small group of hired killers that work (quite unofficially and through a series of intermediaries, of course) for Baroness Grete, disposing of those within the region for whom she has little use. They have taken a small series of rooms that once served as working barracks for the miners here and turned them into a headquarters. In this series of chambers, they train and while away the days until they are called upon again to kill in the name of Verwand.

Abandoned Mine, Encounter Key:

1. IT'S A TRAP!

A pressure plate has been placed beneath the loose dirt just inside the mouth of the mine. If triggered, this trap releases an acidic gas that fills a 10' x 10' x 10' cube, which immediately does 2-12hp damage to all those unfortunates caught within it, then does 1-6hp per round for the next three rounds afterwards, unless it is somehow neutralized.

2. RECREATION ROOM

This area takes the vague shape of a cube, roughly 30' on each side. Hewn out of the bedrock beneath the soil level of the ground, it now serves as a room in which The Jagged Glaive can relax when not busy on some assignment. It is dominated by a circular table in the center of the area, surrounded by five wooden chairs. Atop the furnishing is a set of knucklebones, some stale bread, and an empty pewter tankard. The western side of the room features a long table on which are stacks several ceramic plates and iron pieces of cutlery. A stack of parchment lies not far from these dining implements.

Within the room are Benoit and Jean Michaud: A pair of brothers that comprise almost half the group of assassins.

BENOIT & JEAN MICHAUD, ASSASSINS AC: 7, MV: 12", HD: 3, HP: 18, #AT: 1, DAM: 1-4+1/1-3+1, SA: Assassinate, Poison use, SD: Disguise, Thieving abilities.

If the Player Characters have given The Jagged Glaive no warning as to their presence within the mine, they will find the Michaud brothers unarmored, bearing only their daggers (their statistics above reflect this state). If they have somehow alerted them, however, they will be clad in studded leather armor (raising their AC to 4) and wield short swords and light crossbows. Regardless of their state of preparedness, they will immediately move to attack the party upon seeing them, crying out an alarm to warn their fellows that the fray is upon them.

There is no form of treasure within the room aside of the equipment that the Michauds carry. That is, unless one counts the pieces of

parchment on the long table at the side of the room (a series of pornographic drawings of maidens of various races; rendered by an artist of middling skill, their only value is aesthetic in nature).

3. BARRACKS EAST

This small room serves as the quarters for the Michaud brothers and Richard D'Arnaud (who currently occupies it). But 10' in width and 20' deep, two sets of bunk beds line the walls of the chamber, and a small desk is set against the wall opposing the entry. Two footlockers rest at the ends of each bunk bed.

D'Arnaud is perhaps the most bloodthirsty of The Jagged Glaive, a man to whom senseless slaughter is as vital as meat and drink. No matter whether or not the Player Characters have managed to alert the group to their presence, he will be in this room, fully armed and armored and dreaming of his next kill.

RICHARD D'ARNAUD, ASSASSIN AC: 4, MV: 12", HD: 3, HP: 18, #AT: 1, DAM: 1-6+1/1-8+1 or 1-4/1-3, SA: Assassinate, Poison use, SD: Disguise, Thieving abilities.

In keeping with his dire countenance, D'Arnaud's weapons are always **poisoned** (save or suffer an additional 3-18hp damage). As with the Michaud brothers, he will cry out to warn his fellows of danger as soon as he is aware of the presence of intruders, then move to the attack.

Though the desk in the room has never been used, the two footlockers at the ends of the bed contain treasure: The entirety of its three residents' material possessions. One chest contains two sets of thieves' tools, a set of expertly-marked playing cards, a locket with a picture of a horrific demon within it worth 75gp to an individual with a morbid sense of aesthetic, 250sp, 300gp, and three *potions of poison*. The second chest contains a hip flask of fine brandy, a black velvet bag with 5 small moonstones inside, each worth 25gp, 125sp, 150gp, a *potion of invulnerability* and three *potions of poison*. Both footlockers are

locked, but only the second is trapped (a pinprick on its latch forces a save vs. poison or the opener suffers 3-16hp damage).

4. BARRACKS WEST

This room serves as the bedchambers for the leader of The Jagged Glaive and his "assistant": Nicholas Lamarre and Chantal Bellmaire. Their chambers feature a large bed against the far wall opposite the entry, a nightstand with an old oil lantern atop it, a wooden desk along the south wall and a dresser/mirror combination facing that. If the two are taken unawares, Lamarre will be at the desk, writing a letter to his contact in Verwand, inquiring as to when their next contract will be. Meanwhile, Bellmaire will be trying on outfits from the dresser and admiring herself in the looking glass. If they have ample warning, however, they will both be armed and armored. The former will be at the forefront of the room while the latter will be using the dresser for cover as she assails the Player Characters.

NICHOLAS LAMARRE,
ASSASSIN AC: 4, MV: 12", HD: 5,
HP: 30, #AT: 1, DAM: 1-6+2/1-
10+2 or 1-4/1-3, SA: Assassinate,
Poison use, SD: Disguise, Thieving
abilities.

CHANTAL BELLMAIRE,
ASSASSIN AC: 4, MV: 12", HD: 4,
HP: 24, #AT: 1, DAM: 1-6/1-8 or 1-
4/1-3, SA: Assassinate, Poison use,
SD: Disguise, Thieving abilities.

Nicholas will use the magical weapon for which his group of killers is known (it is a wickedly barbed *+1 glaive*). Chantal, meanwhile, will fire from cover with a light crossbow. Both weapons will be **poisoned** (save at -2 or suffer an additional 3-18hp of damage), of course. These two villains understand that a farce of a trial and certain execution face them if they are somehow captured by the Player Characters, so they will fight them to the death, if engaged.

Within the room is the bulk of The Jagged Glaive's treasure. Within the desk are several

missives from their contact in Verwand (who simply calls himself "Jean-Paul"), which can prove the group's involvement over almost a score of killings over the last five years alone. It also contains a large ruby worth 250gp, a *potion of gaseous form*, a *potion of healing*, and a *scroll of protection vs. lycanthropes*. It is locked and protected with a dart trap that causes 1-6hp damage on a successful saving throw and death on failure. The dresser contains a collection of quite fashionable and well-made women's clothing worth 750gp. This is unlocked and untrapped. Finally, the end table's drawer has a false bottom in it that contains 10 100gp bloodstones, 500gp, and 200pp, along with a *+2 dagger*. If not opened in a precise manner, the end table will belch forth a gout of powerful acid that forces a saving throw vs. petrification. Success avoids damage entirely. Failure sees all those in a 5' area around the furnishing take 3-18hp of damage and lose 3 points of Charisma, as their flesh is horribly eaten away. This damage repeats for the next three rounds until the individual struck by the trap is either dead or the acid is neutralized.

If the Player Characters remove the threat of The Jagged Glaive from the mine, then they are free to claim the delve for themselves. What might come after their doing so is far beyond the scope of this adventure to determine, but certainly presents both the Player Characters and Game Master many opportunities for adventure and danger in game sessions to come!

4. MILITARY GARRISON

Ahead of you is a vast, roughly circular area where the forestry has been cleared. In the midst of this stands a large wooden fortification. A wooden palisade fence forms its boundaries, supported on each of its corners by a square tower. A gate stands in the face of each one of these walls, pointing in a cardinal direction and the trail on which you tread passes directly through the north and south of these entries. You are able to see several soldiers milling about the fortification, as well as a few in each of the towers. Two of them stationed at each gate hold the reins of hearty-looking atufauns and most

seem to carry bows as well as swords. Even from where you stand, you can tell that the air about the fortification is anxious...as if those within are on high alert.

Indeed, this is an excellent characterization of those soldiers stationed at this fortification, at which the largest force of the fighting men and women of Verwand are massed. Though they have no real knowledge of Baroness Grete's plans, they have been instructed to stay vigilant for strangers within the land they are sworn to protect. Though she is quite confident in her scheme, the Baroness is anything but a careless woman. She realizes that anyone that may intend on somehow interrupting her plans will likely need to travel this road, if they are to catch her before she has set things into motion. Therefore, the soldiers in this fortification have been instructed to welcome strangers with violence upon sight, then send a pair of riders to let her know what has transpired right away. So it is that, if the Player Characters allow themselves to be seen by the soldiery here – they can expect a fusillade of arrows to greet them, followed by a compliment of armed warriors intent on rending them to so many bloody hunks of meat. There can be no negotiation with these soldiers. They have their orders and that is that. If the Player Characters manage to rouse their attention, they have but three choices: 1) Flee the area; 2) Fight their opponents to a single soul; 3) Surrender. The first of these options gives them their only real chance at succeeding in their mission (and even so, the riders that will catch the Baroness will alert her to be expecting trouble, thus robbing them of the advantage of surprise). The Player Characters are *extremely* unlikely to survive the second of these scenarios, as they would be hopelessly outnumbered. Finally, in the third case, the soldiers here are not without honor. They would accept the surrender of their adversaries, but would take their arms, armor, and equipment, detaining them until the Baroness could personally question them. This would not only see their mission fail, but when Grete finally comes to interrogate them, their fates are perhaps best left to the imagination.

An order of battle and associated statistics for the troops stationed at the fortification has been included in **Appendix A** (see below for details). That said, experienced Player Characters will likely realize that no good can come of their interaction with the soldiery and will avoid this location like the plague, as soon as they catch sight of it. If the Player

Characters insist on engaging with the Baroness' forces, however, you should allow them to indulge in what should prove a highly educational moment for whatever future adventures upon which they might embark.

5. THE QUIET SISTERS

Ahead, the density of forest gives way to a small clearing. Beyond that, you can see the land's foothills beginning their gentle ascent before becoming imposing peaks, further. Betwixt the two, three wooden huts stand. In the midst of these is a stand made of blackened metal that supports a fat iron cauldron. Beneath it, where you might expect wood that would catch spark and heat the container, a small pit lies. From your place, you can see that it is filled with charred bone and burned skulls. These remains appear to be human in nature.

The air here is absolutely silent. You cannot hear the scurrying of forest animals nor even the chirping of birds in the air. The settling of the forest behind you is likewise absent and not even the wind seems as if it would dare a whisper.

This location is the home of The Quiet Sisters: A powerful covey of **grim hags** that have terrorized the folk of Verwand for generations, stalking the hunters and wayward children of the region and eating them alive. The grisly appointment beneath their cauldron speaks to the great success the trio have enjoyed in their hunts, throughout the years.

These three hags – named Garance, Inaya, and Margaux, respectively – have possessed the strange gift to communicate with one another *empathically* since their birth, conveying information between one another without the need for speech. This ability is so refined and natural to the troika that they very rarely actually speak any longer. Though they could not guess at its origin, this peculiar habit is what led those within Verwand to call the hags *The Quiet Sisters* in their folktales, which characterize them (correctly) as a group of merciless killers that roam the countryside in a deathly silence, subsisting upon the flesh of good folk. These stories are quite well-known throughout the region and, accordingly, the repute of the The Quiet Sisters is a dire one,

indeed.

**THE QUIET SISTERS, GRIM
HAGS** AC: 3, MV: 9", HD: 7, HP:
38, #AT: 3, DAM: 2-5/2-5/3-8, SD:
Only struck by +1 or better,
Permanent *Protection from Good*,
SQ Levitate, See invisible, Shape
change.

Though their legend speaks nothing of it, The Quiet Sisters are in fact expert brewers of magical potions. They are never found without at least two draughts of their creations at any time. When the Player Characters encounter them, Garance will have a *potion of animal control* and *invisibility*, Inaya will have a *potion of hill giant strength* and *poison*, and Margaux will have a *potion of human control* and *water breathing*. Each one will be found in their respective huts. If the Player Characters rouse their attention, they will quaff *invisibility*, *hill giant strength*, and *human control* (respectively) before moving to the attack. The entire time they battle with the party, not a single thing they do will make as much as the slightest noise. Their blows upon shields or armor will be soundless and they will not cry out in pain if struck. The Game Master is encouraged to play this effect up, as it will almost certainly unnerve the Player Characters (who may even think they confront illusory foes!).

If the Player Characters should manage to defeat the The Quiet Sisters, they are free to loot their huts of their substantial treasures. Garance's hut is a sty of sickening filth and waste, featuring a fully-intact human skeleton in its corner. The skeleton is dressed and in the quiver at its side are 18 +1 arrows. She also has *potions of healing* and *speed* tucked in her (flea-infested) straw mattress. Inaya's hut is no cleaner, but on its wall hangs a +1 shortsword, +2 vs. *magic-using creatures*. A small pot in the corner contains 22sp and 124gp and a tiny shelf on another wall has bladders (taken from humans and treated) containing a *potion of longevity* and *oil of slipperiness*. Margaux's hut is relatively tidy and in a small iron chest (untrapped) at the foot of her bed are 21sp, 17gp, and a *scroll of protection - magic* (that she is unable to use). A plain-looking canvas sack next to the head of her bed is actually a *bag of beans*. Finally, she has two steel hip flasks that she has filled with three doses of *potion of clairaudience* and *potion of healing* (each).

6. THE TREPID HUNTERS

As you pass through the dense greenery of the forest, you are able to spy a pair of men just outside a lush thicket of spruce. Both of them are clad in heavy clothing and wield short bows. They are kneeling over what appears to be the carcass of some fallen game and both are busying themselves with knives on its flesh. They seem quite unaware of your presence.

These men are Gaston DeVille and Reynard Des Bas-Fonds, both of the small villages just to the east of the city of Verwand. They are hunters and have come a long way from their homes in search of the replete and hearty game to be found in the forests south of Lake Verwand. When the Player Characters come upon them, they have only just felled a large deer and are exchanging cheer and congratulations over their good fortune. What the party is unlikely to realize, however, is that the folk of Verwand have been forbidden to hunt south of the lake by none other than Baroness Grete (who claims the right to all the wildlife in those forests). So it is that the men they see have taken a great risk, stalking the animals of this region. And it is because of this that, if they are approached by the Player Characters, they will become nervous and agitated – possibly even enough to attack them, should things go poorly.

If approached by the Player Characters, Gaston and Reynard will immediately deny having killed the deer – even if they are not asked about it (neither is very smart or a skilled liar). A savvy party will realize that they are up to no good right away, given this response and might use it to their advantage, getting much-needed information regarding the area. If they do this, the men will tell them they noticed men loyal to the Baroness moving in the direction of Lake Verwand (which is true). They will tell them that they seemed very anxious and were both armed and armored. They cannot swear as to how many they saw making this journey, but would estimate it to be about forty.

If the Player Characters take the approach that they are part of some faction loyal to the Baroness, Gaston and Reynard will offer them a bribe in the form of three gold pieces (from each of them) to pretend they never saw them. If the Player Characters ask for more, their courage will break – they will immediately try and flee, firing arrows at

them as they try and make good their escape.

Gaston and Reynard know a great deal about the lay of the land and will, if made friendly, be willing to give them exacting directions to whatever location to which they wish to go. These are generally good men that simply wish to feed their families and be left alone. Because of this, they are not willing to act as guides unless compelled to service by *charm* or forced to do so by violence. All they possess are the clothes on their backs, their bows and arrows (15 of the latter, each), and the three gold pieces they were willing to offer up as bribes.

7. CAMP OF THE DARK GAROTTE

Ahead of you is a clearing at the feet of the hills. Here the grass has been trampled to dirt and trees felled in order make a wide, open area. On this are stands perhaps a score of tents, each one heavily entrenched. Some of them seem to have been covered in earth and sod. In the midst of these, a wooden lodge rises from the soil, along the side of which much firewood lies next to a shallow and blackened pit. Perhaps a score of men wander about the camp, each one busying themselves with some kind of labor.

This is the camp of the gang of bandits that call themselves *The Dark Garotte*. Priding themselves on stealth and subtlety, they have purposely set themselves as far away from the settled areas within Verwand, striking out as needed to the north and west. Primarily smugglers and black market traders, they are wholly loyal to Baroness Grete.

The whole of the Dark Garotte (who have been given an order of battle entry in **Appendix A**) number just under fifty, however, more than half of those bandits, thieves, and ne'er do-wells are currently on their way to join Baroness Grete as she makes her way to Lake Verwand. The remainder of their force have been ordered to remain at their camp and see that it is protected against unexpected incursion (such as by the Player Characters).

Along the path leading to their camp, the Dark Garotte has placed four sentries in tree stands, watching over the trail carefully. These guardians bear short bows and stand at the ready by large iron bells, which they will sound at the first sign of

trouble, raining flights down upon them afterwards. That said, if they are stealthy in their approach, the party will have an even chance of catching the Dark Garotte guards by surprise as they approach this location (the sentries keep long hours and are often wont to sleep in the course of their duties). In this case, if they are attacked, those within the camp will have to scramble to its defense and their resistance will be disorganized. If the sentries give them time to prepare themselves, however, the Dark Garotte will scatter into the woods, leaving their camp abandoned. Unless the Player Characters then choose to leave the place immediately, they will return *moving silently* and *hiding in shadows*, attempting to pick them off one by one (by way of backstab, if at all possible).

Much of the treasure normally found within this camp has been taken along with those of the Dark Garotte that travel to Baroness Grete (they know better to trust their own!). What lies within their tents is tantamount to personal effects. However, a few choice bits belonging to their leader remain hidden within his lodge. Buried under the dirt floor of the structure and hidden under a rug is a iron-banded wooden tinderbox. Inside this container are 50 tiny diamonds, each worth 25gp, along with the deed to a small townhouse in Iruhaven (his personal safehouse, to which he plans to retreat if fortunes in Verwand ever turn against him). The box is untrapped but bears a fiendishly difficult puzzle-lock, which places a -35% penalty on any thief who seeks to open it without its tripartite key.

8. CAMP OF THE CROSSED COIN

The trail ahead begins a gentle ascent onto the top of a small hill. Upon this rise stands what looks like a castle without walls. Four tall, square towers stand at each of its corners, a series of scaffolds allowing access to their tops from below. Atop these spires, armed and armored men and women stand at the ready with longbows, their eyes searching in each direction carefully. In the midst of these towers are numerous tents that surround a large stone structure, like a keep. To the east of this spectacle, you can see a line of seven wagons, atufauns meandering around each one, tended by handlers. Many are those that walk about within the bounds of this stronghold without a bulwark, busying themselves in various and sundry ways. You cannot help but notice that

each one of them seems to bear arms and wears some sort of armor.

The Player Characters have come across the camp belonging to the Crossed Coin gang of bandits. Among the most powerful of the brigand groups coerced to Verwand by Baroness Grete, the Crossed Coin initially made their fortune by studying trade routes and ambushing wealthy merchants as they traveled from town to town throughout Dhavon. This, and their habit of putting two coppers etched with crossing scars upon the eyes of their victims, gained them their nickname.

Though it is exceedingly unlikely that the Player Characters will do so, the possibility exists that they may actually arrive at this location before Baroness Grete does. In this case, the camp will be a beehive of activity, as the majority of men and women in the gang will be making preparations for her arrival so that they may join her as she continues her northward trek. This would be a bad thing for the Player Characters as they will be at their highest vigilance and readiness for battle. If this should occur, consult the order of battle for the Crossed Coin included in **Appendix A**. Game Masters should bear in mind that the sentries in each tower can see well ahead and if the Player Characters are traveling along the trail that passes by their camp, they will almost certainly spot them and warn their fellows to their presence.

It is much more likely, however, that the Player Characters will arrive after Baroness Grete has come and gathered the bulk of the bandits in the camp. In that case, less than a score of men and women roam the camp, seeing to its security in the absence of their contemporaries. In this case, the party will still come upon this location with the Crossed Coin on highest alert. Baroness Grete realizes that they represent her the last line of defense if she is followed to Lake Verwand, so she has instructed them to be on their guard at all times and to strike down any strangers coming across the camp with all their might. Given the dire demeanor of the average member of the gang, this is an order that they are all too willing to execute.

Again, if the Player Characters come across the camp by way of the trail heading northward, they will almost certainly be spotted by the sentries within its towers. If this should happen, these guards will

sound a cry, then begin hailing arrows from their lofty perches with their longbows. Meanwhile, the remainder of those within the camp will organize a defense of the location, closing in upon their enemies with missile weapons until they can surround them, then fall upon the party in melee. In the more unlikely event that the Player Characters are able to surprise the bandits, the fight will swiftly degenerate into a disorganized free-for-all – a situation which is certainly much more in their favor.

Should the Player Characters manage to empty the camp of its guards, they will find its tents to be devoid of much more than personal effects and petty cash (each one will hold from 1-3gp total in some hidden place). However, much more valuable than this combined loot are the wagons and atufauns at the camp's eastern side. Each one of these is empty, but can be sold (mount included) for 200gp in a good market. Worth still more is that which lies within the structure in the center of the camp.

Crossed Coin Keep, Encounter Key:

1. FOYER

This stone chamber is 20' x 20'. It is wholly undecorated but for a red rug on the floor (bearing a small crimson stain on its edge) and a desk on its far wall. The rug is rich and plush, being stolen from a merchant dealing in fine hand-made goods. The leader of the Crossed Coin, Sylvain Paré, loved the color of the rug and forbade any of his men from walking upon it with their shoes on. When one disobeyed him, he slew him on the spot. Ironically, he was able to clean the dirt from the rug but could never quite get the bloodstain from its fabric. Ruined, it is now worthless.

The desk is completely ornamental, being made of cheap wood with a rich veneer atop it. A sign-in registry sits atop it, which is almost never used, as the men and women that work for Paré are largely illiterate. Neither the desk or the ledger are worth more than 5gp to a collector in curios.

2. SITTING ROOM

When he was but a child, Paré's grandmother

(who raised him) always told him that she wanted more than anything else a nice sitting room where she could compose her thoughts. Since then, Paré has associated wealth and luxury with the possession of such a place, which he has appointed with poorly-matching, yet quite high-quality, furnishings. The couch and lounge that line the walls of the room are each worth 150gp, while the rug in its center is worth 50gp. The desk on the north end of the chamber is solid walnut and worth 250gp. The portrait above it (which has been painted in the image of Paré's grandmother) is worth 500gp. Unfortunately, the brigand-prince has little time or inclination to while away the hours within the room, so it goes idle, used primarily for the collection of dust.

3. BOUDOIR

This room is 10' x 10', yet seems smaller for its large furnishings and the fact that each of its four walls are covered by tapestries. These are finely-woven pieces depicting different sorts of landscapes; one is a forest, another is a desert, another is an ocean, the other is a volcano. A great canopy bed dominates one corner of the room while a dresser and desk appoint two of the walls. The floor is covered by a lush carpet. This is the sleeping place of Sylvain Paré and the room in which he spends most of his free time. Almost everything in this chamber is valuable. The bed is made of mahogany and worth 500gp (though moving it is nearly impossible). The dresser and desk match it and are worth 150gp and 100gp, respectively. The tapestries are each worth 100gp and the rug is worth 50gp.

Inside the desk, Paré keeps a few valuables. The most interesting of these are signed contracts for the labor and allegiance of his men from his intermediary with Baroness Grete, Simon DuPuis. Though these documents do not implicate her directly, a diligent detective could use them to prove the Baroness' complicity in willfully attracting bandits to her land to form a personal army of sorts. With these, Paré keeps two *potions of extra-healing* and a small satchel containing 5 assorted gemstones, each worth 250gp. The

desk is both locked and trapped, however; a thief failing to disarm the trap triggers a mechanism that fills the entirety of the chamber with a poison gas (save vs. poison or die).

4. TROPHY ROOM

This room is long and slender, 50' in length and 10' in width. On its north face, five white marble pedestals stand. Atop each of these is a treasure that Paré has won but for one reason or another cannot use. The bandit-prince enjoys coming to this room from time to time to look at the prizes and remind himself how far he has come since his days of childhood poverty. The items atop the pedestals are a *jewel of attacks*, a *potion of sweet water*, a *scroll of 3 magic-user spells (affect normal fires, ray of enfeeblement, and slow)*, a *wand of magic missiles (7 charges)*, and a single gold coin (the first he won during his career as a brigand).

9. DEATH TO MONSTERS!

The path opens up from the forest into a wide, open area that reveals a breathtaking view of the tall mountain peaks that almost wholly ensconce Verwand. Within that area is an odd-looking encampment. Many small mounds of earth rise from the ground, small entryways leading beneath the soil. In the center of this area is a lone tower, nearly fifty feet tall. Even from the mouth of the path, you can see at least three bowmen that stand watch atop the spire. Looping around the foot of the tower in a perfect circle is a wide, metal track that bears a strange load. A ballista mounted upon a car of the type found in mines rests upon the metal rails. Three men stand at the ready next to the odd conveyance. Few are those that wander about here, but occasionally, you can see some soul appear from one of the mounds, striding across the span of the camp to another before disappearing into its entry.

This camp belongs to the most unusual bandit gang to have allied themselves with Baroness Grete: A group that calls itself *Death to Monsters!* The fellowship

arose from a group of adventurers that considered a new approach to gaining wealth and power. Instead of being ambushed by Avremier's beasts of the night, as merchants and travelers often are, they sought out monstrous communities and turned the tables upon them. They first trapped their hunters, then either *charmed* or tortured them for information before attacking their communities and looting them of their wealth. The tactic proved surprisingly lucrative, until their lack of official sponsorship by the land's Ministry of Embarkation caught up with them. Soon enough, the group – which by now was over fifty strong – was forced to go underground with their activities...which brought them to Baroness Grete's attention. When she offered a safe haven for the group and the freedom to murder all the monsters within Verwand's mountains, they couldn't agree fast enough to fly her banner along with their own.

This is the reason for the configuration of this particular camp: It stands as a massive death-trap for any monsters that might survive their attacks and follow them back to Verwand to seek revenge. This has not happened since they have come to the land betwixt the mountains, of course...but the group's eccentric leader, Solange Lecompte, will not be caught unprepared for such an occasion.

As one might imagine, all of the living spaces for members of Death to Monsters! lie underground, beneath the mounds that undulate the earth in this area. These are not connected with one another, in the interest of security. Solange Lecompte herself lives within the great tower in the midst of the encampment, which is patrolled night and day by a trio of sentries that constantly relieve one another to avoid fatigue. The pinnacle of this tower is specially-enchanted so as to cast a *continual light* spell in any direction its guards select, up to a 500 yard range. Once a month, it can even direct a *sunray* in the same fashion. Much as is the case with the other bandit encampments in the barony, today is a most special day, and virtually all of those that make it their home have gone northward to Lake Verwand with the baroness in pursuit of her awful plan. Since that means that the location has less than half its normal manpower when the Player Characters (likely) arrive, it is these sentries atop the tower that they must somehow elude if they wish to enter the camp unmolested. This is far easier said than done, as they keep a watchful eye in all directions – primarily down the trail from which they are likely to come. If they are spotted by the guards, one of them will activate the tower and bathe them in its *continual light*. The

others will then fire bows and cry an alarm, bringing forth the eighteen bandits remaining here to greet them with the ugly music of steel. If this should occur, the party would do particularly well to avoid being hit by the ballista, which will certainly concentrate fire upon the largest group of Player Characters they can find (for details on the forces available to Death to Monsters!, please refer to **Appendix A**).

If the Player Characters manage to enter the camp without warning the bandits of their approach (the best way to do this is invisibly or by not using the trail) and subsequently launch an attack upon them, their resistance will be disorganized and chaotic. Most of the bandits will retreat into their burrows or the central tower and dare the Player Characters to come extract them by force (which will expend a great deal of time and effort). Should they manage to somehow overcome them, they have gained the right to pillage their camp of its riches. As is the case with the other bandit encampments, most of the more valuable of these treasures has been taken northward, where their owners can keep a watchful eye upon them. That said, there is some loot to be had here, as well. Aside of the arms and armor their dwellers bear, each one of the underground homes that houses the bandits contains their personal effects and 1-10gp, as well. The central tower is even more replete with treasure. A staircase that spirals up the inside of the spire leads to a toroidal room (the guards continue up the stairs that pass through its center to reach the roof) that serves as Solange Lecompte's personal chambers. The primary features in this room are a large bed with silk and satin linens (which are quite frilly in appearance) worth 150gp, a desk with two expended *wands* in its top drawer (*illumination* and *fear*), an urn on a nightstand filled with 250pp, and a small library, in which is hidden a *manual of golems (stone)* that the sorceress is not yet able to use.

10. CAMP OF THE SWAMP RATS

The briskly-running river that flows from the north ends before you, filtering out into a delta of rivulets that empty into a wide marshland. Replete with cattails, colorful dragonflies buzz across the fen in search of a meal. Beautiful white cranes occasionally soar over the wetlands majestically. The air is heavy with the scent of standing water and green, growing things.

Between the river, the marsh, and the land proper, you can see that a large camp has been established. This consists of many small huts elevated from the surface of the ground a few feet atop wooden poles, like stilts. Perhaps a few more than a dozen people walk back and forth between these structures, working at one sort of task or another.

This encampment belongs to the Swamp Rats: Another of the bandit gangs attracted to Verwand by Baroness Grete. As their name implies, this group makes the swamps of the land their home. This was not always the case; once, they were known as the Red Dragons and the city of Veronne was their demesne. Since being let this particular stretch of territory by their liege, however, they have been forced to adapt to a new lifestyle. To their surprise, they rather like it.

The Swamp Rats' primary role within the criminal underground of Verwand is to act as middlemen, holding and hiding important persons and items until they can be moved along to their final destinations. This is actually quite a lucrative business, as most of their peers have assets and secrets that they could not contemplate falling into the wrong hands. The Swamp Rats are excellent in this role, thanks to their remote location and the particular mien of their leader, Maxime Dumont. Despite the fact that they are, after all, bandits, they are the faction most trusted by their fellows and are the only one of those within Verwand that cannot count any of their counterparts as enemies or competitors.

Because of their geographical location, it is more likely than not that the Player Characters will arrive here long after the Swamp Rats have sent their bulk of their membership eastward to meet Baroness Grete's procession (their meeting place is at the fork in the trail just to the south of the Crossed Coin's camp at **Area #8**), if they manage to come here at all. Again, this is a good thing for them, as it means that they will not risk having to confront the whole of the gang, *en masse*.

The Swamp Rats have a unique way of seeing to the security of their encampment. Dumont is the owner of a *ring of animal friendship* and a unique magical *ring* that allows him to speak with animals at will. He had made a spy network of the hundreds of cranes that make their nests in the wetlands, and they

report the sight of any strangers in the area directly back to his person. In return, they feed and build shelters for the birds, seeing to it that they grow strong and plentiful. Since his departure to the side of the Baroness, Dumont has given his rings over to his trusted lieutenant, Etienne Vargo, who is now tasked with protecting the camp in his absence. Because of this, it is extremely unlikely that the Player Characters, unless they are moving *invisibly* and *silently*, will be able to approach the camp of the Swamp Rats without their number having ample warning of their coming. In such a case, the fifteen bandits remaining at the location will fall back to their huts and ply bows and arrows, raining flights down upon the Player Characters until they are close enough to melee. Should such a confrontation ensue, details regarding the composition of the Swamp Rats can be found in **Appendix A**.

If the Player Characters somehow manage to avoid being detected by the cranes of the wetlands, as in the cases of the other encampments, resistance will be weak and disorganized. Each bandit will fight for themselves and more than a few are likely to flee into the density of the marshlands to escape the conflict altogether.

No matter what should ensue, if the Player Characters manage to overcome the Swamp Rats, there is treasure to be had within their stilted huts. Aside of the personal effects belonging to the bandits, there are 1-6gp within each one of their homes. The one closest to the edge of the marsh belongs to Maxime Dumont and on a shelf near the bed, he possesses a most exceptional treasure: A china matryoshka doll that functions exactly like a *pouch of accessibility*. This item is unique amongst magical containers in that it is enchanted specially so that one can harmlessly fit within another. In the thirty-tiered doll, the following objects exist:

- *Tier #2:* A dagger +2.
- *Tier #16:* 82sp, 112gp, and 4pp.
- *Tier #22:* 12 gemstone worth 15gp, 8 gemstones worth 50gp, and 2 gemstone worth 100gp.
- *Tier #29:* A 1" steel orb that explodes as an 8d6 *fireball*, unless the words "blessed is the keeper of the cranes by the keeper of the crows" are spoken immediately (detonation occurs 3

segments after it is touched).

- *Tier #30:* A piece of parchment on which the descriptions of objects entrusted to the Swamp Rats are related, as well as the locations at which they are hidden within the wetlands.

It is beyond the scope of this module to detail the various secrets that might be contained upon the parchment in Tier #30 of the doll. It falls to the Game Master to develop this as he or she sees fit. This could become the focus of Campaign material for months to come!

11. CAMP OF THE SKULLBREAKERS

At the end of the trail, you are able to see a well-established encampment lying at the feet of a wide expanse of hills. Wooden structures fill the land here in a vague circle, which in turn surrounds a circle of dour standing stones. You can see a group of tied atufaun at the far side of the circle, grazing upon grass at the foundation of one of the buildings – which are more like huts than anything else. The camp seems quite lively and even from where you stand, you can see the vague shapes of men and women gathered around the stones, cheering at some sort of spectacle.

This camp belongs to the Skullbreakers: Still another of the bandit gangs that have come to Verwand to pledge their allegiance to the Baroness of the land. This is a group that has a well-earned reputation for being a rowdy pack of cutthroats and goons, to whom violence is the only answer to every question life asks of them. Needless to say, Baroness Grete was delighted to harbor them within her land as they, together with her small standing forces, provide her with substantial muscle to enforce her will over the region. Fortunately for the Player Characters, by the time they arrive at this location, much of the gang will have moved from camp. They have been ordered to occupy the fork in the trail leading south from Verwand and “gently discourage” travelers from heading in that direction for the time being.

What is not fortunate for the Player Characters is that this location is not so far from the

portion of the trail they guard. So it is that if they wish to stir up trouble in this location, it will not be difficult at all for those left at the camp as a rear guard to send a runner or rider to fetch reinforcements with great haste. Information regarding the Skullbreakers (both in total and when split into two bodies) can be found along with information on the other bandit gangs in **Appendix A**).

When the Player Characters arrive at this location, they do so when the Skullbreakers are occupied with their favorite pastime: Watching rival members of the gang fight to the death within the “arena” they have in the center of their camp. Because of this, their vigilance is quite low. This should make it relatively easy for a Player Character using even a modicum of stealth to sneak into the camp and do what they will. The configuration of the homes – all in a circle with their doors facing inward – will make getting into one of the small wooden lean-tos problematic, however. Though in truth, if the Player Characters are interested in engaging in such banditry or senseless combat themselves, they have probably already failed in their mission to stop Baroness Grete – so why not indulge in a little fun?

Such is the demeanor of the Skullbreakers that, if the Player Characters attack them, they will simply respond in kind with no thought to tactics or organization. They are brutes and are quite used to overwhelming foes with superior martial skill (and they have that aplenty). That said, if more than five of the fifteen men and women left to defend the camp should fall, one will flee down the path on an atufaun or on foot (preferring the first, if possible) and head to the north fork in the trail to get reinforcements. No matter how many bandits the Game Master determines will return with that runner, they will never leave less than twenty men to guard the trail. In the end, they fear the wrath of the Baroness far more than the might of the Player Characters.

If the party should manage to defeat the Skullbreakers to the extent that they are able to loot their camp, there is treasure to be found here (despite the fact that the choicest bits remain with the body of their gang at the trail's fork). Each one of the huts contains 1-3gp in addition to the personal effects of the bandit who calls it their home. The furthest hut is that of the group's leader, Corentin Fichaud, who is as strong as an ogre (and nearly as thick-headed, to boot). He has a rack on the wall of fine weaponry and armor, amongst which is a *battleaxe +1*, a *sabre +1* (the blows of which prevent a regenerating creature

from regaining lost hit points for three turns after they are struck by the weapon) and a suit of *chain mail* +1. There is also a rune-encrusted two-handed sword amongst the blades that looks extremely impressive, but the writing upon it is actually *explosive runes* (which bother Corentin not at all, as he is illiterate). Lastly, under the bed in the room is a burlap sack full of 724gp (he insists in being paid only in gold by his patron).

12. ABANDONED ENCAMPMENT

At the end of this path, you see what must have once been a small encampment, built at the feet of the hills, before they rise into mountainous terrain. The remains of what once were tents and even a few small wooden structures stand here as charred skeletons. A great pit in the center of the area is mounded high with the ashen remains of what looks like detritus...and distressingly enough, human bodies.

This was once the headquarters of the Harvest Moon: The last of the bandit gangs in the employ of Baroness Grete. Despite the dire picture painted by the area's environs, nothing catastrophic actually became of the group. Always a lot of urbane magsmen and thieves, they simply determined that the land allotted them by their patron was ill-suited as a base of operations, given their specific skills. Therefore, they moved their headquarters into Verwand, where they established a successful Thieves' Guild. Out of a desire to see none prosper from what they left behind themselves, they then burned every one of their tents and structures – along with every non-portable item in their possession – on the spot. Of course, since the group felt it was time to take out the garbage, their leader Jocelyn Pelletier decided it was likewise time to rid them of the personnel she deemed to be dead weight, as well. This is where there bodies within the area's central fire pit come from.

If the Player Characters should find themselves in this location, then they are well off the beaten path and their chances of ever catching up to Baroness Grete are in serious jeopardy. It will get worse should they tarry here, because after sunfall, the ghosts of those murdered here rise from their graves in the forms of five **sheet phantoms**, ready to vent their rage at their fates upon the living.

SHEET PHANTOMS (5) AC: 3,
MV: 6", HD: 3, HP: 16, #AT: 1,
DAM: 1-4, SA Suffocation.

There is no treasure to be found, here. The thieves that once called it home did a most excellent job of picking the area clean before their move to Verwand. All that remains now are the restless dead.

13. THE SORORITY OF MAYS

You have penetrated the marshes of Verwand, striding through knee-deep water and pushing through reeds and cattails to press northward. Cranes, startled at your presence, explode from the wetland in a riot of white feathers as they take to the skies above you. Eels and small fish slither and wriggle past your legs, but you are undaunted.

At last, you push aside still more of the heavy growth to see a clearing in the marsh. Beyond, the wide, open expanse of Lake Verwand lies ahead like a perfect plain of glass, reflecting the sky in its pane. As lovely as the vista might be, however, it is what lies to your left that you find of much more interest to your quest. There, hidden well away by the heavy growth of the wetland and a trick of the lake's coast, you can see a small cove. A short stretch of sandy beach exists there, and just past that, the mouth of a cave cut into the rocky face of the bank.

The sight that greets the Player Characters depends completely upon how swiftly they are able to arrive at this location. If they are able to make it to this hidden cove within *13 Turns* after Gravis released them to their quest, then they will have arrived in time to pose a serious threat to Baroness Grete's plans. In this case, you may move to **Chapter Three: Menuetto** (found on the next page).

If they do not, then they arrive to the site of a slaughter. The waters of the cove have turned a crimson red and dozens of atufauns stand in its substance. Their riders are armored men and women of grim countenance that wield bows, swords and grim smiles as they turn to face the Player Characters. Floating in the water all about their mounts are dozens of dead black swans. Amongst them, they will be able to see the bodies of eight young women. The flesh of both the birds and women have been

pierced by dozens of arrows.

As they behold the terrible sight, the riders will slowly part. From amidst them strides a woman riding a jet black atufaun. Her plate armor is lacquered black and her sable cloak looks as if it was cut from the fabric of the night itself. A rare – if mature – beauty, she offers a thin smile that reveals the bare hint of a scar at the corner of her mouth. This is Baroness Grete and she would have a word with the Player Characters...privately, of course. What should come of them afterward is for the Game Master to determine, but three things are almost certain: 1) They have failed in their mission; 2) The time for great change within the County of Nolfast is nigh; and, 3) Their lives are likely to be filled with unspeakable misery before they come to an abrupt end.

Let us hope – for their sakes – that the former outcome has come to pass.

Chapter Three: Menuetto

This chapter assumes that the Player Characters have arrived at the hidden cove in Lake Verwand in 13 Turns or less after being given their orders and released by Gravis. Depending wholly on how quickly they have made their journey from the mouth of the barony's valley, the events of this chapter can play out in two vastly different ways.

If the Player Characters have arrived at Area #13 in 9 Turns or less: In this case, the party has managed to outstrip the procession of the Baroness and her men to this location. Although this will certainly help their cause considerably, much still needs to be done if they hope to win the day.

When the Player Characters arrive at the hidden cove in this scenario, they will spy a young woman sitting on the beach. Breathtakingly beautiful, she wears a long, dark cloak, has a plume of dark feathers tucked in her hair, and seems delighted by the multitudes of black swans that swim in the shallows before her, which she feeds small bits of bread. When the party reveals themselves to her, she will be surprised, nervous and quite defensive. If questioned as to who she is, what the nature of the cove is, and why it might be important, she will feign ignorance. She will claim that her name is Marie and she is a simple local farm girl that comes to the place to relax and enjoy the company of the swans (which

will quickly disperse at the sight of the Player Characters). If they inquire about the cave or move to enter it, she will panic and quickly explain that it is a dangerous place, filled with water and extremely unstable. She will claim to know this as she learned of the cove after losing her younger brother in the cave, three years ago.

Of course, these are a colossal pack of lies. In truth, this is Juliette: One of the members of the swanmay sorority that makes the warren of caves in the hidden cove her home (see **Appendix A** for details). Amongst her sisters, she is the most shy and retreating, but she is also intensely curious about these new faces and will not be able to help herself from asking questions about each one of them. Under no circumstances will she allow the Player Characters to enter the caves, unless they either threaten her with violence or they manage to impress upon her the importance of their mission.

In the course of her grilling the Player Characters about themselves, the matter of their mission is bound to come up (if it does, the Game Master should certainly have Juliette bring up the question). Even if they sound quite persuasive and seem goodly of heart, it will not be easy to convince Juliette to allow them into her home. To do this, a Player Character must have a Charisma score of 16 or better and succeed in a Reaction Roll of 85% or better (adjusted by +5% if it is a male speaking to her; Juliette is a hopeless romantic).

Should the Player Characters fail to convince Juliette that they mean well and absolutely need to get to the bottom of the mystery of the cove, she will gently request that they leave, as their presence is scaring the swans during an important time in their breeding cycle (hoping that the implication that they might be punished severely by Countess Erythine for their presence will get them to go away). If they will still not go away, she will sigh and seem to relent, offering to lead them to that which they seek. She will then lead the group into the heart of the marsh and *pass without a trace*, attempting to get them hopelessly lost in the wetlands.

If the Player Characters manage to convince Juliette of the importance of their mission, she will grow serious and nod, agreeing to fetch one for them “who has the authority to speak for us all”. She will disappear into the cave and will not return for three rounds afterwards.

While they will certainly come to wonder if she will return at all, soon enough, Juliette will return with another woman. Wearing leather armor beneath her dark cloak, trimmed with the feathers of the black swans, she is an imposing beauty. Tall, powerful and imperious, she will ask the party what the meaning of their visit might be. She carries a shortbow in one hand, a quiver of arrows at her hip, and drums her fingers on the hilt of a wicked-looking longsword as she speaks. Perceptive members of the group may notice that Juliette (at her side) is blushing badly, as if she were a young child that had just been chastised. Meanwhile, behind the newly-arrived figure, they can hear the chatter of several more voices, whispering quickly amongst one another. The new woman is Gabrielle: The eldest and the leader of the sorority of swanways. Behind her, out of sight, the rest of her sisters curiously peer out of the cave at the newcomers, half-frightened and half-delighted at the arrival of newcomers to their home.

Gabrielle is far less amused. Regardless of what the Player Characters tell her, she will flatly ask them to leave their home. If pressed on the matter, she will claim that they are a small sect of witches dedicated to the natural world. As their totem is the swan, they are sworn to protect the rare bird...whose native environs the Player Characters trample underfoot with their every step. It will require some skillful oratory indeed (her Reaction must be adjusted past 110% if she is to be persuaded that the party's intentions are good and their mission of critical importance, though any mention of seeing to the safety of the black swans will gain the individual speaking to her a +10% adjustment for their effort) to get her to soften her stance on the matter.

Should the Player Characters fail to sway Gabrielle to their cause, she will warn them away from the location, vaguely implying violence if they refuse. These are not mere words: If they refuse her, then they will have to contend with her blade – and those of her sisters, quickly thereafter. However, if the party's charisma and goodness softens her heart, Gabrielle will simply nod and ask the Player Characters to follow her into her home. They have much to discuss and but a short time in which to make the decisions that will decide whether or not the live to see another dawn.

Once within the caverns, Gabrielle will bring the Player Characters to the common area within their home. There, she will explain to the party that she and her eight sisters are actually swanmays: Women

so blessed by the natural world that they may transform into the lovely black swans that grace the lakes of Nolfast. She will explain that Countess Erythine's family has known this for generations and has seen fit to give them their protection (so it was that the strict laws regarding the birds came about). She reasons that Baroness Grete must have become somehow become aware of this secret and decided to attack the sorority, knowing that the Countess would certainly come to avenge their deaths – and would so expose herself to an ambush by her bandit gangs. Of course, this is not the whole of the matter, but it is as much as Gabrielle is willing to say, given that the party has done nothing to earn her trust yet.

After she explains this, she will look to the Player Characters to help the sorority to defend itself against its assailants. She tells the party that, while they are hardly a gaggle of helpless maidens, they know nothing of the land nor the forces set against them. During the course of their travels, the Player Characters are likely to have seen much of these malign men and women, so they are best-equipped to advise them as to the best way to protect themselves and their home. At this point, as a Game Master, you should step aside. Allow the Player Characters to devise a plan for defending the sorority against what seems like hundreds of skilled fighting men and insurmountable odds. Meanwhile, the other swanmays of the sorority will be quick to offer their help and will be more than willing to tell the party of their particular skills that may be of use – but you should remember at all times that the Player Characters are the stars of this show, not the swanmays. For better or for worse, they should live and die with whatever plans they concoct for their mutual defense.

When the plans are agreed-upon, the party has but to wait for the arrival of the Baroness and her men. At this point, you should move ahead to **Chapter Four: Presto**, where the adventure's conclusion takes place.

If the Player Characters have arrived at Area #13 in between 10 and 13 Turns: In this case, the party will have arrived at the hidden cove in Lake Verwand at either the same as Baroness Grete and her men or while they are in the process of attacking the denizens of the location. The actions of her forces take place as follows:

- *Turn #10:* Baroness Grete arrives at the hidden cove, slaying a black swan with an arrow and frightening away the rest of the flock. Her men wound Juliette, who flees into the cavern in which her sisters abide.
- *Turn #11:* The Baroness sends a group of twenty bandits into the cave to bring the swanmays forth. Those men and women do not return, having been slain by an enraged Gabrielle and her sisters.
- *Turn #12:* An unamused Baroness orders her men to collect dry wood and brush from the marsh and pile it high at the mouth of the cavern.
- *Turn #13:* The Baroness lights the massive pyre in the mouth of the cave aflame. She orders her men to hurl burning oil through the blaze and her spellcasters to fire flame-based spells into the cavern. Ten minute later, the entirety of the sorority will succumb to the smoke and fire.

Depending on when the Player Characters arrive with respect to that sequence of events, their actions may vary widely, and so the scenario can play out in many different ways. As in previous encounters, the Game Master should consult **Appendix A** for details regarding Baroness Grete and the forces available to her. If they decide to intervene during their attack on the swanmay sorority, they are in for a tough fight, to say the least.

But such affairs are meat and drink to heroes.

Chapter Four: Presto

Regardless of the specific actions the Player Characters take to defend the swanmay sorority, Baroness Grete and her men will act as listed above in

the first three turns after their arrival at the hidden cove (excepting, of course, the wounding of Juliette, if she has already gone into the cavern with the Player Characters). Under no circumstances will the Baroness parley with members of the party. To her mind, they are agents of Countess Erythine (even if they haven't told her as much), which makes them an implacable enemy. Since she feels she holds all the cards, she refuses to give them any kind of leverage, and so she presses the attack in an attempt to kill them all.

If the Player Characters mount an effective defense of the cavern after the initial attack on its confines, do not check Morale for the enemy. As has been stated earlier, the bandits of the land fear the might and influence of Baroness Grete greatly and will not be broken so easily. However, if the Player Characters manage to somehow slay ten more of their force, a seed of doubt is placed in their minds. At that point – and whenever an additional twenty bandits are killed – the Game Master should check Morale for each individual bandit gang, applying a -1 penalty (cumulative) for each successive check they are forced to make in the course of the battle. Failure indicates that that specific faction has thought better of the conflict and quits the battlefield. If Baroness Grete herself is felled, the entirety of the force is routed. These are not an honorable folk and every man and woman constituting the opposing force will quickly scatter in all directions in an attempt to avoid the Countess' justice and her chosen champions.

As has been said, this will not be an easy fight. The Player Characters, despite being reinforced by the swanmays (and potentially Odd Mari, from **Area #1**) are hopelessly outnumbered. Baroness Grete has many spellcasters amongst her force and is a formidable warrior in her own right. It is entirely possible that the Player Characters may do everything right...and still fail. However, conflicts such as these are the stuff of which legends are made. As a Game Master, you should play up the epic nature of the battle, engaging the party and making them feel as if they are truly at a turning point in the history of the land (which they are). In this case, if they fall, they know they did so nobly.

And if they prevail...their accomplishment will see that their names live on in the annals of Nolfast forever.

Epilogue: Coda

Should the Player Characters fall in the defense of the swanmay sorority, they have failed in their mission. Baroness Grete will slaughter all of the sisters, then patiently await the arrival of Countess Erythine. When that worthy arrives, she will be ill-prepared for the appearance of a veritable bandit army, who will put those allies that accompany her quickly to the sword and subdue her swiftly. In a very public affair afterwards, Baroness Grete will reveal the secret she has learned regarding Erythine: That her mother was once the leader of the swanmay sorority...and passed her legacy down to her daughter. With the revelation that the Countess is fey-touched, the entirety of the county is rocked. A very short trial will ensue, after which it is decided that Grete is to become the new Countess of the land. Granted the authority to do with Erythine as she will, she will choose to execute the former leader of the land.

Sweeping change will come over the County of Nolfast. The new Countess' bandit gangs will gain much in the way of their own authority, serving as her secret police within the land. It will be a dire time within this region of Dhavon, as woe waxes strong and the innocent folk of the land suffer greatly under the malign influence of Countess Grete.

However, though the possibility is a remote one...the Player Characters *might just* prevail against their enemies. In such a case, the swanmays of Lake Verwand are certainly grateful for their efforts. As tokens of their gratitude, Gabrielle will offer the party two of the few treasures the sisters own: a *ring of animal friendship* (which works only on swans) and three *arrows of slaying* (evil creatures). They will also give each member of the party a *feather token (swan)*, as a reminder of their friendship. Of course, the Player Characters will be welcome to visit the sorority whenever they like. Finally, as was mentioned, Juliette is a hopeless romantic. She may well take a liking to a male member of the party (likely the one who swayed her to their cause upon their first meeting), sparking a romance between the two that could have great implications in Campaign play.

Still more grateful than the sisters, however, is Countess Erythine. The Player Characters now know at least some portion of her great secret, and though she knows that they cannot reveal a bit of it thanks to the power of the *geas* they are under, she is not without immense gratitude for their heroism in her name. First, she will see that any member of the

party that was slain in the course of their quest is *raised*. Then, in a private ceremony, she will recognize each Player Character with the honor of Knight of the County of Nolfast, which comes with a medal (in the shape of a black swan) that distinguishes them as a friend of the Countess herself and a hero of the finest order. Wearing this medal within Nolfast will afford each member of the party with great credibility in the eyes of government officials and officers of the law. Of course, as friends of Erythine, the Player Characters can be expected to be contacted by Gravis again when the need for heroes within the county are great – which promises great adventure and future rewards to come. Erythine will also give each party member a sum of 5,000gp in payment for their service (as promised by Gravis). Finally, if an Armiger or Ranger character has especially distinguished themselves in the course of the mission, the Countess will be sure to have heard of their valor. She may deign, depending upon the character in question, to offer the position of Baron of Verwand to that individual, who has proven their loyalty to her with nothing less than blood.

So it is the way of legends: That which carves their names in the annals of history only serves as the ground from which yet further adventures grow....

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All thanks to E. Gary Gygax. Thank you for painting the skies of my imagination.

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This module is dedicated to David A. Hill: Humble as a moth, and majestic as a swan.

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Appendix A: IMPORTANT PERSONAGES, FACTIONS, & MONSTERS

Baroness Grete Verwand

8th level Fighter (Str 16 [adjusted to 18.100% with *gauntlets of ogre power*], Int 15, Con 16, Cha 17). AC -1 (*plate mail +2 & shield +1*), HP 80, #AT 3/2, THAC0 10, Dam 2d4+7/2d8+7 (*bastard sword +1, flame tongue*) or 1d6+2/1d6+2 (*shortbow +1 and arrows +1*), AL LE.

In addition to the listed magical items, Baroness Grete wears a *cloak of protection +1* and a *scarab of protection* (13 charges) to aid her saving throws. Finally, she owns a special *shield -3, missile attractor* that compels those firing ranged weapons at targets within 30' of its location to save vs. spells at -5 or choose the shield bearer as their target. Grete gives this dubious item to an individual (typically a 0-level commoner) that holds the distinction of "The Baroness' Most Indispensable Aide", who strides alongside her on the occasions she takes the field of battle. Needless to say, this is an office that has changed many times since her ascendancy to power.

Baroness Grete is a tall woman with dark hair shorn short, powerful of build and imperious of demeanor. 40 years of age, she has very pale skin and a thin scar that extends from the corner of her mouth, across her left cheek. Her force of personality is potent, almost a tangible thing to those that find themselves in her presence. She has held sway within the Barony of Verwand for fifteen years, having taken power within the region after the passing of her uncle, Pierre. She was once an ardent supporter of the Count and Countess of Nolfast, counting them both as close friends. She was both devastated and confused when rulership of the region fell to their young daughter, Erythine, rather than passing to her hands. She feels that she is far more fit to lead Nolfast than its current administrator, who she sees as an absentee and ineffective ruler.

She has long chafed, watching Erythine disappear on her many hunts or explorations while important affairs of state suffered for her inattentiveness. At last, she can bear no more. The time to do something about the current status quo has come.

And her plans for such a moment are nigh....

The Implacable Honor Guard of Verwand

These men and women attend Baroness Verwand at all times, seeing to her personal security and undertaking important missions in her name. Of all those within the county, it is these seven whom the Baroness trusts most. No matter where the Player Characters should encounter Grete, her Honor Guard will be at her side.

Honor Guardsmen (7)

3rd level Fighter (Str 17, Dex 15, Con 17). AC 0 (*plate mail +1 & non-magical shield*), HP 36, #AT 1, THAC0 16 or 18, Dam 1d8+2/1d12+2 (*longsword +1*) or 1d6+2/1d6+2 (non-magical shortbow), AL LN.

Baroness Grete's Bandit Allies

As the Baroness rides northward to destroy the sorority of swanmays at Lake Verwand, she is accompanied by a legion of men and women, assembled from the bandit factions she has attracted to her lands over the last few years. Depending on when the Player Characters encounter this (possibly) immense procession, some of these forces may not yet be present, as they might still be on their way to meet her at whatever point she is on her journey. In any case, the whole of these forces is listed below for the convenience of the Game Master, to whom it falls to subtract the necessary forces to fit the scenario at hand.

Dark Garotte Thugs (12)

0 level Commoner (Thief in training). AC 8 (non-magical padded armor), HP 3, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE.

Dark Garotte Bandits (7)

1st level Thief. AC 8 (non-magical leather armor), HP 4, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities.

Dark Garotte Leader: Hugo Girard

4th level Thief (Dex 17). AC 4 (*leather armor +1*), HP 15, #AT 1 or 2, THAC0 20 or 18, Dam 1d6/1d8 (non-magical short sword) or 1d6/1d6 (non-magical shortbow), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities. In addition to his listed magical items, Hugo possesses a *potion of poison* with which he coats his weapons before battle. The only thing that he hates more than do-gooder Armigers is a fair fight. He never strikes in plain

sight, preferring to get lost in the chaos of a battle, hiding in shadows, then attacking from the rear, where he can do maximum damage.

Crossed Coin Thugs (22)

0 level Commoner (Thief in training). AC 8 (non-magical padded armor), HP 3, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE.

Crossed Coin Bandits (13)

1st level Thief. AC 8 (non-magical leather armor), HP 4, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities.

Crossed Coin Leader: Sylvain Paré

5th level Thief (Dex 18, Cha 17). AC 3 (*leather armor +1*), HP 21, #AT 1 or 2, THAC0 19 or 14, Dam 1d6/1d8 (non-magical short sword) or 1d6+2/1d6+2 (*shortbow +1* and *arrows +1*), AL CE, SA Backstab for x3 weapon damage, SQ Thieving abilities. Sylvain fancies himself both as the swashbuckling leader of a group of lovable bandits and the deadliest bowman in all Dhavon. In truth, he is really but a small-time thief with a flair for the dramatic.

Death to Monsters! Bruisers (15)

1st level Fighter. AC 6 (non-magical studded leather armor & shield), HP 8, #AT 1, THAC0 20, Dam 1d8/1d12 (non-magical longsword), AL N.

Death to Monsters! Bandits (4)

1st level Thief. AC 8 (non-magical leather armor), HP 4, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities.

Death to Monsters! Leader: Solange Lecompte

4th level Fighter (Str 18.76%, Con 18). AC 3 (*banded mail armor +1*), HP 46, #AT 1, THAC0 15, Dam 1d10+5/3d6+5 (*two-handed sword +1*), AL LE. Solange practically worships Baroness Grete, looking up to her as a mentor and the type of woman that one can aspire to be with the proper smarts and will to power. She hopes that by ingratiating herself to her, the Baroness might see fit to turn over Verwand to her custody, when she eventually becomes Countess.

Swamp Rats Thugs (20)

0 level Commoner (Thief in training). AC 8 (non-magical padded armor), HP 3, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE.

Swamp Rats Bandits (8)

1st level Thief. AC 8 (non-magical leather armor), HP 4, #AT 2 or 1, THAC0 20, Dam 1d6/1d6 (non-magical shortbow) or 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities.

Swamp Rats Leader: Maxime Dumont

5th level Thief (Dex 17). AC 4 (non-magical studded leather armor), HP 16, #AT 2 or 1, THAC0 13 or 19, Dam 1d6+2/1d6+2 (*shortbow +1* and *arrows +1*) or 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x3 weapon damage, SQ Thieving abilities. Maxime owns a small polished stone that has had *silence 15' radius permanently* cast upon it. The leader of the Swamp Rats intends on collecting enough blackmail material on everyone within the barony of Verwand so that, regardless of how the Baroness' plans eventuate, he effectively rules the land.

Verwand Military Personnel

The forces that Baroness Grete is officially permitted to muster are stationed in four locations: At a Sentry Point (**Area #2**), a central Garrison (**Area #4**), Verwand Manor, and the city of Verwand proper. During the course of the adventure, it is likely that the Player Characters will only encounter those of the first two locations, so it is those alone that have been detailed below.

For the purpose of this adventure, these forces are stationary. Baroness Grete has given them orders to remain in place and to attack strangers to the land on sight as a way of ensuring that she is not followed to Lake Verwand and that her plans are allowed to go on without interruption. For more details on their precise reactions to such incursions, refer to their respective area descriptions above.

Sentry Point Personnel

Bowmen (3)

1st level Fighter. AC 6 (non-magical padded armor), HP 6, #AT 2, THAC0 18, Dam 1d6/1d6 (non-magical shortbow), AL LN.

Medium Infantrymen (10)

1st level Fighter. AC 6 (non-magical ring mail armor & shield), HP 6, #AT 1, THAC0 20, Dam 1d8/1d12 (non-magical longsword), AL LN.

Garrison Personnel

Bowmen (12)

1st level Fighter. AC 6 (non-magical padded armor), HP 6, #AT 2, THAC0 18, Dam 1d6/1d6 (non-magical shortbow), AL LN.

Medium Infantrymen (20)

1st level Fighter (Dex 16). AC 6 (non-magical ring mail armor & shield), HP 6, #AT 1, THAC0 20, Dam 1d8/1d12 (non-magical longsword), AL LN.

Heavy Infantrymen (20)

1st level Fighter. AC 5 (non-magical chain mail armor), HP 8, #AT 1, THAC0 20, Dam 1d10/2d6 (non-magical halberd), AL LN.

Light Cavalry (12)

1st level Fighter (Dex 15). AC 7 (non-magical leather armor), HP 6, #AT 2 or 1, THAC0 20, Dam 1d6/1d6 (non-magical shortbow) or 1d6/1d6 (non-magical horseman's flail), AL LN. These forces will be mounted on light warhorses.

Sir Hugo Bernard (Installation Commandant)

3rd level Fighter (Str 17, Con 17). AC 5 (non-magical chain mail armor), HP 19, #AT 1 or 2, THAC0 17, Dam 2d4+2/1d6+3 (*broadsword +1*) or 1d6+1/1d6+1 (non-magical shortbow & *arrows +1*), AL LE. Sir Hugo is a towering brute of a man who runs Verwand's garrison with strict discipline. A bit of a bully, he is more than happy to execute the Baroness' most brutal orders. One day, he dreams of promotion his liege's Honor Guard. When necessary, he rides a massive roan atufaun named Thunder.

Lieutenant Jean Lesage

2nd level Fighter (Con 17). AC 5 (non-magical chain mail armor), HP 15, #AT 1 or 2, THAC0 17, Dam 1d8/1d12 (non-magical longsword) or 1d6/1d6 (non-magical shortbow), AL LN. Far more respected than his commandant, Lieutenant Lesage has earned the respect of his juniors because of his reasonable demeanor and shrewd tactical mind. He is rather frightened of his superior, however, who he knows will do whatever it takes to gain favor with the Baroness. When necessary, he rides a white atufaun named Windsong.

Bandit Faction: The Dark Garotte

Located at **Area #7** on the map included with this module, the Dark Garotte are a bandit gang that has

cultivated a fearsome reputation for stealth and ruthlessness. Should the Player Characters visit their encampment, more than half their number will have made the long trek to Lake Verwand to join Baroness Grete and assist her with her plans. Their actions, in such an event are detailed in their area description. Those that remain behind are detailed here:

Thugs (12)

0 level Commoner (Thief in training). AC 8 (non-magical padded armor), HP 3, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE.

Bandits (7)

1st level Thief. AC 8 (non-magical leather armor), HP 4, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities.

Jade Monnier

2nd level Thief. AC 8 (non-magical leather armor), HP 8, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities. While their leader is occupied with the Baroness, Jade is in charge of the Dark Garotte's camp. She is a petite young woman with a rosy-cheeked, sweet appearance that hides a cutthroat and cold-blooded killer.

Bandit Faction: The Crossed Coin

A group of vicious highwaymen, the bandit faction located at **Area #8** on the map is known as The Crossed Coin. If the Player Characters visit their encampment, a substantial portion of their membership is not present, having gone to meet Baroness Grete to aid her with her plans at Lake Verwand. Those that remain behind are detailed here.

Thugs (11)

0 level Commoner (Thief in training). AC 8 (non-magical padded armor), HP 3, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE.

Bandits (6)

1st level Thief. AC 8 (non-magical leather armor), HP 4, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities.

Rafael Joubert

3rd level Thief (Int 16, Dex 16). AC 6 (non-magical leather armor), HP 12, #AT 1, THAC0 19, Dam 1d6+1/1d8+1 (*short sword +1*), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities. In the absence of their leader, Rafael is in charge of the Crossed Coin's bandit camp. Coldly rational, he is clinically precise in his dealings, which are generally shockingly inhumane in nature.

Bandit Faction: Death to Monsters!

Death to Monsters! (located at **Area #9**) is a unique faction amongst those bandits loyal to Baroness Grete. Rather than preying on the men of the land, before their arrival in Verwand, they made their coin stalking the monsters of Dhavon, murdering entire tribes of non-humans and looting their lairs of their valuables. Consequently, this group is composed mostly of fighting men, rather than thieves – making them a most welcome addition to her forces, to the Baroness' mind. If the Player Characters find their encampment, they will see that most of the gang has joined her procession to Lake Verwand, leaving only a token rearguard to look over their home. While their actions if encountered are detailed in their area description, this force is described below:

Archers (3)

1st level Fighter. AC 8 (non-magical leather armor), HP 8, #AT 2, THAC0 20, Dam 1d6/1d6 (non-magical longbow), AL N.

Ballista Operators (3)

1st level Fighter. AC 8 (non-magical leather armor), HP 8, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL N.

Bruisers (7)

1st level Fighter. AC 6 (non-magical studded leather armor & shield), HP 8, #AT 1, THAC0 20, Dam 1d8/1d12 (non-magical longsword), AL N.

Bandits (4)

1st level Thief. AC 8 (non-magical leather armor), HP 4, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities.

Marcel Dellatre

3rd level Fighter (Str 17, Con 17). AC 4 (non-magical chain mail armor & shield), HP 29, #AT 1, THAC0 18, Dam 1d8+2/1d12+2 (*longsword +1*), AL N. Marcel

owns a *potion of hill giant strength* that he is simply dying to try out; he only waits for a worthy enemy upon which to vent its enchantment. A hulking behemoth of a man, he inspires fear and respect in his fellow bandits simply on the force of his imposing physique. This is a wise response, seeing as Marcel has a hair-trigger temper and has been known to lash out and crush the skull of a man with little provocation at all.

Bandit Faction: Swamp Rats

Of the many bandit gangs that have pledged their loyalty to Baroness Grete, the most numerous – and arguably the most powerful – of them are the Swamp Rats (**Area #10**). Entrusted by many within the barony to keep secrets that should never see the light of day, their location within the Verwand Wetlands sees to it that few even know they exist, let alone come to cause them trouble. Should the Player Characters come to be one of those rare bunch, their specific response to their appearance is listed in their location description. At such a time, most of their number will not be present in their encampment, having gone to reinforce Baroness Grete at Lake Verwand. Those remaining behind to guard their homes are listed as follows:

Thugs (9)

0 level Commoner (Thief in training). AC 8 (non-magical padded armor), HP 3, #AT 1, THAC0 20, Dam 1d6/1d8 (non-magical short sword), AL CE.

Bandits (5)

1st level Thief. AC 8 (non-magical leather armor), HP 4, #AT 2 or 1, THAC0 20, Dam 1d6/1d6 (non-magical shortbow) or 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities.

Etienne Vargo

4th level Thief (Dex 17). AC 4 (non-magical studded leather armor), HP 16, #AT 2 or 1, THAC0 18 or 20, Dam 1d6/1d6 (*shortbow +1* and *arrows +1*) or 1d6/1d8 (non-magical short sword), AL CE, SA Backstab for x2 weapon damage, SQ Thieving abilities. Etienne owns a *potion of invisibility* in addition to his listed magical equipment. He has a fondness for wine that treads perilously close to being an addiction, something that compromises his ability to serve as a lieutenant to the Swamp Rats with any effectiveness. The gang's leader, Maxime Dumont, has noticed this and plans on ridding himself of his

underling should he make one more careless mistake when into his cups.

Bandit Faction: Skullbreakers

The Skullbreakers (located at **Area #11**) were formed from a gang of rowdies that enjoyed violence for its own sake, instigating bar brawls in Iruhaven simply because they liked to fight. When they learned that money could be had from doing so professionally, they attracted like-minded thugs to their number until they were like a small (if incredibly undisciplined) military company.

The Skullbusters have explicit instructions from Baroness Grete to guard the trail that leads south from the city of Verwand in the direction of Lake Verwand. By doing so, she hopes to further ensure that she will be undisturbed as she executes the first component of her plan to seize power within Nolfast. So it is that when the Player Characters encounter the Skullbusters, they will do so either at their encampment or along the Verwand trail. Their composition in both places is listed below:

Skullbusters, Encampment Force

Goons (7)

0 level Commoner (Fighter in training). AC 8 (non-magical padded armor), HP 3, #AT 1, THAC0 20, Dam 1d6/1d6 (non-magical spiked club), AL CE.

Bruisers (2)

1st level Fighter. AC 6 (non-magical studded leather armor & shield), HP 8, #AT 1, THAC0 20, Dam 1d8/1d12 (non-magical longsword), AL CE.

Maurice Leduc

1st level Fighter (Con 16). AC 5 (non-magical scale mail armor & shield), HP 10, #AT 1, THAC0 20, Dam 1d8/1d10 (non-magical longsword), AL CE. Maurice is the younger brother of Pierre, one of the original members of the Skullbusters gang. When he was killed last year, Maurice became infinitely more dangerous as the tragedy only shortened the fuse of his already easily-lit temper and enlarged the massive chip on his shoulder.

Skullbusters, Trail Guard

Goons (15)

0 level Commoner (Fighter in training). AC 8 (non-

magical padded armor), HP 3, #AT 1, THAC0 20, Dam 1d6/1d6 (non-magical spiked club), AL CE.

Bruisers (6)

1st level Fighter. AC 6 (non-magical studded leather armor & shield), HP 8, #AT 1, THAC0 20, Dam 1d8/1d12 (non-magical longsword) or 1d6/1d6 (non-magical shortbow), AL CE.

Corentin Fichaud

5th level Fighter (Str 18.86%, Con 18). AC 4 (non-magical splint mail armor), HP 52, #AT 1, THAC0 13, Dam 1d10+5/3d6+5 (*two-handed sword +1*) or 1d6/1d6 (non-magical shortbow), AL CE. Corentin also owns a *potion of frost giant strength* in addition to his listed magical items. His strength is as prodigious as the paucity of his intellect. As easily baited as a bull by the matador's cape, he follows Baroness Grete's instructions unquestioningly and to its letter. And why not? She gives him the unending violence he and his men crave. How could things be better?

Lake Verwand's Sorority of Swanmays

It is said that the fae-kissed women that haunt the shores of Lake Verwand have dwelt within the region for generations. Breathtakingly beautiful in either their human or avian form, those folk that have heard of their legend largely leave them in peace, thanks to the aura of mystique cultivated about their number through the barony's oral history. Still, just as many do not even believe in the existence of these women, thinking them to be little more than the subject of fanciful fairy tales. That the Countess of Nolfast punishes those unmercifully who interfere or harm the region's black swans does nothing to discourage this behavior in either case, of course.

Gabrielle, Swanmay Leader

5th level Ranger (Wis 17, Dex 16, Cha 17). AC 5 (non-magical leather armor, *ring of protection +1*, Dex), HP 44, #AT 2 or 1, THAC0 13 or 16, Dam 1d6+2/1d6+2 (*shortbow +1* and *arrows +1*) or 1d8/1d10 (non-magical longsword), AL CG, SA +5 damage vs. giant-class monsters, surprise enemies 50% of the time, SD 10% magic resistance, SQ Shape change into a swan at will, tracking. In addition to her listed magical items, Gabrielle owns a *potion of invisibility*. The leader of the swanmay sorority of Verwand, she is a tall and darksome beauty with the imperious majesty of a thunderstorm in her mien. Strict and serious, she is generally occupied by a single thought: How it is that she can keep her sister mays hidden away and safe from harm.

Celeste, Swanmay

3rd level Ranger (Con 16, Cha 17). AC 7 (*leather armor +1*), HP 32, #AT 2 or 1, THAC0 18, Dam 1d6/1d6 (non-magical shortbow) or 1d8/1d10 (non-magical longsword), AL CG, SA +3 damage vs. giant-class monsters, surprise enemies 50% of the time, SD 6% magic resistance, SQ Shape change into a swan at will, tracking. Celeste was a tough ranger even before she learned that she was fae-kissed. As a result, she serves as the hunter amongst her sorority and is of them all the one most likely to be found roaming the land around Lake Verwand, simply enjoying solitude amongst nature.

Iris, Swanmay

3rd level Ranger (Int 18, Cha 18). AC 10 (unarmored), HP 16, #AT 1, THAC0 17, Dam 1d4+1/1d3+1 (*hornblade +1*), AL LG, SA +3 damage vs. giant-class monsters, surprise enemies 50% of the time, SD 6% magic resistance, SQ Shape change into a swan at will, tracking. Iris is shy and bookish, maintaining the

small library (consisting of perhaps thirty tomes) owned by her sorority. She is exceptionally talented and can perform as a sage regarding nature and wildlife. Possessed of tragically poor eyesight that is only partially corrected by her spectacles, she dislikes violence immensely and is very anxious and nervous at the best of times.

Josephine, Swanmay

3rd level Ranger (Dex 16, Cha 18). AC 5 (non-magical leather armor, *cloak of protection +1*, Dex), HP 26, #AT 1, THAC0 18, Dam 1d8+1/1d8+1 (*rapier +1*), AL LG, SA +3 damage vs. giant-class monsters, surprise enemies 50% of the time, SD 6% magic resistance, SQ Shape change into a swan at will, tracking. The dark-haired Juliette was in training to become an Armiger when the swan's song called her from her life to reside amongst her sisters in the sorority. Used to the finer things in life, she is flamboyant and stylish, preferring to attack her days with flair and drama.

Juliette, Swanmay

3rd level Ranger (Dex 18, Cha 18). AC 5 (*cloak of protection +1*, Dex), HP 26, #AT 1, THAC0 18, Dam 1d4+2/1d3+2 (*dagger +2*), AL NG, SA +3 damage vs. giant-class monsters, surprise enemies 50% of the time, SD 6% magic resistance, SQ Shape change into a swan at will, tracking. Juliette is a willowy beauty with long, straight blonde hair and striking blue eyes. Still very young, she was a ballerina previous to discovering that she was fae-kissed and still enjoys dancing very much. Naïve and a little introverted, she is a hopeless romantic and somewhat gullible, but rarely will be found one with a purer and more noble heart than Juliette.

Lea, Swanmay

3rd level Ranger (Wis 16, Cha 17). AC 7 (*leather armor +1*), HP 26, #AT 2 or 1, THAC0 18, Dam 1d6/1d6 (non-magical shortbow) or 1d8/1d10 (non-magical longsword), AL CG, SA +3 damage vs. giant-class monsters, surprise enemies 50% of the time, SD 6% magic resistance, SQ Shape change into a swan at will, tracking. With ashen blonde hair and a gentle smile, Lea is genial and at ease in virtually any social situation. A trained prima donna late of the Iruhaven Opera, she enjoys singing to her sisters as a way to bring them good cheer.

Lily, Swanmay

3rd level Ranger (Wis 16, Con 16, Cha 16). AC 8 (non-magical leather armor), HP 24, #AT 2 or 1, THAC0 18, Dam 1d6/1d6 (non-magical shortbow) or 1d6/1d8 (non-magical short sword), AL LG, SA +3 damage vs. giant-class monsters, surprise enemies 50% of the time, SD 6% magic resistance, SQ Shape change into a swan at will, tracking. A simple country girl, Lily has a particular knack with animals, who were drawn to her even when she was but a small child. Now that she understands her true nature, this gift has come into full bloom. She possesses the ability to *speak with animals* at will.

Mila, Swanmay

3rd level Ranger (Str 16, Dex 17, Con 16, Cha 16). AC 5 (*leather armor +1*, Dex), HP 28, #AT 2 or 1, THAC0 18, Dam 1d6/1d6 (non-magical shortbow) or 1d8/1d10 (non-magical longsword), AL CG, SA +3 damage vs. giant-class monsters, surprise enemies 50% of the time, SD 6% magic resistance, SQ Shape change into a swan at will, tracking. Red-headed and freckled Mila is a tomboy, athletic, and strong. She enjoys challenges and is practically fearless in the face of danger (even when good sense should avail her!). She hates to lose, however, and is a poor sport on the few occasions her sisters best her at some contest.

Appendix B: PRE-GENERATED CHARACTERS

Player Name:

Character Name: Sebastian Beaumont

Race / Gender: Human Male

Level / Class: 7th level Armiger of the Phase Cat Court

Alignment: Chaotic Good

Strength: 15 TH Bonus: ± 0 Dam. Bonus: ± 0 Op. Doors: On 1-2 B. Bars: 7%
Intelligence: 15 4 Additional Language Known
Wisdom: 12 Magical Attack Adjustment: ± 0
Dexterity: 17 Reaction / Attack Adjust.: +2 Defensive Adjust.: -3
Constitution: 15 Hit Point Adjustment: +1 System Shock: 91%
Charisma: 17 Reaction Adjustment: +30%

Adjusted Saving Throws	
Paralyzation:	8
Petrification:	9
Rods/Staves/Wands:	10
Breath Weapon:	10
Spells:	11

Armor Class: 2 (Studded Leather +2, Dexterity Bonus)

Hit Points: 62

Movement Base: 120ft.

Weapon in Hand: Roper Whips (2)

Adjusted To-Hit Armor Class 0: [Whips] 11

[Knife] 14

[Light Crossbow] 12

Adjusted Weapon Damage: [Whips] 1d4+1 (S/M), 1d3+1 (L)

[Knife] 1d3 (S/M), 1d2 (L)

[Light Crossbow] 1d4 (S/M), 1d4 (L)

Attacks Per Round: 3/2

Non-Proficiency Penalty: -2

Languages Known: Anfae, Cruxet, Dhavonish, High Delvish,

Magic Weapon Descriptions	Special Racial Abilities
<i>Roper Whips</i> (2). Barbed dagger-whips made from the namesake strands of a Roper, these weapons act as +1 magical weapons and force all targets struck by them to save vs. paralyzation or lose 50% of their strength score in 1-4 rounds. When using these weapons, a wielder uses their Dexterity bonus (rather than Strength) to adjust their To-Hit score.	None.
Other Magic Items	Spells & Special Class Abilities
<i>Studded Leather Armor +2, Potion of Healing, Potion of Unearthly Grace</i> (as Potion of Giant Strength, but temporarily raises Dexterity to 22 for 4+1d4 Turns).	+2 Bonus to saves vs. Fear effects. +40% Charisma adjustment when dealing with Phase Cats. Immune to Obscuring Magics. +4 To-Hit & Damage vs. Evil. Displacement (as the cloak, with a 10 round duration) 2/day. Turn Canines as 5 th level Cleric.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Whip	Carried	Studded Leather Armor	Worn	Whip	Carried
Large leather pouch	Belt	Backpack	Back	Light Crossbow	Slung from belt
Leather Rigging	Belt	Soft leather boots	Feet	Quiver	On Belt
Wineskin	Sling from belt	2 Oil Flasks	Back (Backpack)	10 Bolts	In Quiver
Potion	In Rigging	50' Rope	Back (Backpack)		
Boot Sheath	On Boot	2 Large leather sacks	Back (Backpack)		
Knife	In Sheath	3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 3 chains of gold, each worth 7gp.	Experience Gained: 0
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Special Notes: Sebastian is the result of a genetic engineering and super-science project developed by the Wyvern Court. A hundred test subjects – most prisoners or the destitute – took unwilling part in that program to develop a *Phase Cat Court* subordinate to the dire Wyverns. Sebastian was the sole survivor of that experiment, released during an accident in the underground facility where these atrocities took place. He's been on the run, since.

Bereft of structure, purpose, family, or identity, Sebastian was fortunate to fall in with The Dogs of War. His skills as a bioengineered super-soldier have served the group well, however, so his presence have served both parties well. He is graceful, charming, and very handsome...although sometimes, a sinister nature shines forth from within him that is slightly off-putting (this is a by-product of Wyvern conditioning that erased all of his memories prior to undergoing their program). He is a deadly combatant with his twin dagger-whips, and does not hesitate even for a moment to use them in defense of his comrades, who have become something like adopted family members to him. There is very little that he would not be willing to risk to keep them from harm.

Sebastian is a “black knight”: He wears the Armigerial heraldry of the Phase Cat upon his studded leather armor and in ribbons that hang from the ends of his dagger-whips, but these are all covered by thin, black leather or textile coverings to hide them from prying eyes. He dreams of one day establishing the Phase Cat as a true Armigerial Court, one day, with his friends along his side – and bringing ruin to the House of the Wyvern.

Player Name:

Character Name: The Huntsman

Race / Gender: Human Male

Level / Class: 7th level Horned Druid

Alignment: True Neutral

Strength: 10 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 2%
Intelligence: 11 2 Additional Languages Known
Wisdom: 17 Magical Attack Adjustment: +3
Dexterity: 13 Reaction / Attack Adjust.: ±0 Defensive Adjust.: ±0
Constitution: 14 Hit Point Adjustment: ±0 System Shock: 97%
Charisma: 17 Reaction Adjustment: +30%

Adjusted Saving Throws	
Paralyzation:	7
Petrification:	10
Rods/Staves/Wands:	11
Breath Weapon:	13
Spells:	12

+2 bonus vs. Fire ,Earth, and Petrification-based Effects

Armor Class: 4 (Padded Armor +2, Small Wooden Shield +1)

Hit Points: 47

Movement Base: 120ft.

Weapon in Hand: Knife

Adjusted To-Hit Armor Class 0: 16

Adjusted Weapon Damage: [Knife] 1d6 (S/M) / 1d6 (L)
[Short Bow] 1d3 (S/M) / 1d2 (L)

Attacks Per Round: 1 or 2

Non-Proficiency Penalty: -3

Languages Known: Anfae, Dhavonish, Druidic, Ilfae, Karga, Raska

Magic Weapon Descriptions	Special Racial Abilities
<i>Le Serpent de Soie</i> ("The Silken Serpent"): Intelligent 50' silk rope that can double (1 use) or triple (2 uses) its original length, upon command, 3x/day. May be commanded to become <i>invisible</i> 1x/day. Otherwise possesses both the properties of a <i>Rope of Climbing</i> , <i>Rope of Constriction</i> , and a <i>Rope of Entanglement</i> .	None.
Other Magic Items	Spells & Special Class Abilities
<i>Padded Armor +2, Small Wooden Shield +2, Potion of Invisibility.</i>	<i>Identify plants, animals, & pure water. May pass without a trace through overgrowth. May shape change into a hoofed animal 3/day, other forms 1/day. Immune to glamor of earth, fire, and wood fae; +2 bonus to save against all others.</i> Default Horned Druid Spells (6/6/4/1): 1 st : <i>Animal Friendship, Entangle (x3), Invisibility to Animals, Speak With Animals</i> ; 2 nd : <i>Barkskin, Charm Person or Mammal, Cure Light Wounds (x2), Heat Metal, Produce Flame</i> ; 3 rd : <i>Call Lightning (x2), Neutralize Poison, Water Breathing</i> ; 4 th : <i>Speak With Plants.</i>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Shield	Carried	Padded Armor	Worn	Knife	Carried
Rope	Wrapped Around Arm	Backpack	Back	Shortbow	At Hip
Large leather pouch	Belt	Hard leather boots	Feet	Quiver	On Belt
Waterskin	Slung from belt	2 Oil Flasks	Back (Backpack)	20 Arrows	In Quiver
Hemp Rigging	Belt	2 Large leather sacks	Back (Backpack)		
Potions	In Rigging	3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 33gp.	Experience Gained: 0

Special Notes: The origins of the figure known as The Huntsman are shrouded in mystery. Prior to his joining the Dogs of War, he seemed almost a manifestation of nature's wrath itself, appearing wherever some great crime against the world occurred and preventing its perpetrators from committing their atrocities. Likewise, no one is quite sure why it was that he deigned join a simple group of bounty hunters such as those who he now comports. Perhaps this is where the world has decided that he can best defend its interests against those that would do it harm.

He is no master swordsman, yet The Huntsman is a deadly combatant. Always wearing a loose-fitting cloth mask, he uses his magic and enchanted silken rope to entangle his enemies hopelessly, doing with them what he deigns fit, afterwards. This skill has made him invaluable to the Dogs of War, particularly when they have been tasked to bring some quarry back to an employer alive. Though he is nearly silent, only keeping counsel with the intelligent *Le Serpent de Soie*, he seems to value the lives and friendships of his fellow bounty hunters, a point proven by his willingness to risk his life for their benefit in the past. Perhaps the grim and foreboding figure simply does not quite know how to interact with them? As is nearly everything with regard to The Huntsman, it is likely to remain a secret confided in only nature itself.

Player Name:

Character Name: Gaspard le Tourbillon

Race / Gender: Human Male

Level / Class: 5th level Barbarian

Alignment: Chaotic Good

Strength: 18/88% TH Bonus: +2 Dam. Bonus: +4 Op. Doors: On 1-4 B. Bars: 30%
Intelligence: 7 ±0 Additional Languages Known
Wisdom: 7 Magical Attack Adjustment: -1
Dexterity: 16 Reaction / Attack Adjust.: +1 Defensive Adjust.: -2
Constitution: 18 Hit Point Adjustment: +8 System Shock: 99%
Charisma: 9 Reaction Adjustment: ±0%

Adjusted Saving Throws	
Paralyzation:	7
Petrification:	9
Rods/Staves/Wands:	11
Breath Weapon:	11
Spells:	13

Armor Class: 4 (Leather Armor, Dexterity Bonus)

Hit Points: 72

Movement Base: 150ft.

Weapon in Hand: Battleaxe

Adjusted To-Hit Armor Class 0: [Battleaxe] 14

[Hand Axe] 14 (wielded) or 15 (thrown)

Adjusted Weapon Damage: [Battleaxe] 1d8+4 (S/M), 1d8+4 (L)

[Hand Axe] 1d6+4 (S/M), 1d4+4 (L) (wielded) or 1d6+4 (S/M), 1d4+4 (L) (thrown)

Attacks Per Round: 1

Non-Proficiency Penalty: -2

Languages Known: Dhavonish (Spoken only; Otherwise illiterate)

Magic Weapon Descriptions	Special Racial Abilities
None. Gaspard refuses to use magic weapons.	None.
Other Magic Items	
<i>Potion of Fire Resistance, Potion of Growth, Potion of Levitation.</i>	Spells & Special Class Abilities
	<i>May strike creatures normally only hit by +1 or better weapons, Climb Cliffs & Trees: 90%, Hide in Natural Surroundings: 31%, Surprise Opponents on a 3 in 6, Only Surprised 10% of time, Detect & Counter Back Attacks: 25%, May leap 15+1d6' forward and 4+1d4' upwards, Detect illusion: 25%, Detect magic: 50%, Survival, First aid, Outdoor craft, Outdoor tracking: 65% (Base), Animal Handling, Long distance signaling, Running, Boatmanship, Riding, Sound imitation, Snare building.</i>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Battleaxe	Carried	Leather Armor	Worn	Battleaxe	Carried
Large leather pouch	Belt	Backpack	Back	Hand axes (3)	Slung from belt
Hemp Rigging	Belt	Hard leather boots	Feet	Wineskin	Slung from belt
Potion (x3)	In Rigging	2 Oil Flasks	Back (Backpack)		
		50' Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 97gp.	Experience Gained: 0
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Special Notes: Gaspard le Tourbillon (“The Whirlwind”) got his nickname both for his reckless fighting style and his utter unstoppableness on the battlefield. From a small town on the edges of Dhavon, he is almost completely uneducated. If his head is empty of intellect and wisdom, however, his heart is overfilled to bursting with both bravery and kindness to the innocent and helpless. He became known to the Dogs of War when they were ambushed by trolls when on assignment. Their wizard was separated from the group and set upon by two of the monsters when Gaspard happened upon the scene. Selflessly, he tore the things from her as they set about making a meal of her flesh – tearing the arm from one and using as a weapon against the trolls. He was horribly rent by their claws and nearly killed for his efforts...but when the rest of the Dogs of War found him and saw what he'd done, the barbarian warrior had a set of friends for life.

Gaspard is something of a man-child, enjoying simple pleasures in life. He loves children and tends to see the world through their eyes – with wide-eyed wonder. He has a heart of gold and would do anything to help those in need – even perfect strangers. He often embarrasses himself, however, as he lacks social graces. Likewise, he tries to cover the hideous and disfiguring facial scars he gained from his confrontation with the trolls with copious warpaint – but the result does nothing to beautify him. Instead, it gives him a visage capable of scaring children or the elderly into fainting at the sight of him. He loves his friends in the Dogs of War – not leastly for the way they look after the noble but naive behemoth.

Player Name:

Character Name: Mia Chevalier

Race / Gender: Human Female

Level / Class: 7th level Wildwalker

Alignment: Chaotic Good

Strength: 16 TH Bonus: ±0 Dam. Bonus: +1 Op. Doors: On 1-3 B. Bars: 10%
Intelligence: 14 4 Additional Languages Known
Wisdom: 14 Magical Attack Adjustment: ±0
Dexterity: 15 Reaction / Attack Adjust.: ±0 Defensive Adjust.: -1
Constitution: 17 Hit Point Adjustment: +3 System Shock: 97%
Charisma: 10 Reaction Adjustment: ±0%

Adjusted Saving Throws	
Paralyzation:	10
Petrification:	11
Rods/Staves/Wands:	12
Breath Weapon:	12
Spells:	13

Armor Class: 2 (Black Dragonscale Mail Armor +1, Dexterity Bonus)

Hit Points: 75

Movement Base: 120ft.

Weapon in Hand: Shortbow +1

Adjusted To-Hit Armor Class 0: [Shortbow] 12

[Shortsword] 14

Adjusted Weapon Damage: [Shortbow] 1d6+2 (S/M), 1d6+2 (L)
[Shortsword] 1d6+1 (S/M), 1d8+1 (L)

Attacks Per Round: 2 or 1

Non-Proficiency Penalty: -2

Languages Known: Anfae, Büccan, Dhavonish, Ilfae, Yalkhoi

Magic Weapon Descriptions	Special Racial Abilities
<i>Shortbow +1 "Chercheur":</i> After being hit by an arrow from this weapon, the wielder gains a +50% bonus on attempts to subsequently track them.	None.
Other Magic Items	
<i>Arrows +1 (15), Black Dragonscale Mail Armor +1</i> (successful saves vs. acid attacks result in no damage; failed saves result in half damage), <i>Potion of Healing</i> .	Spells & Special Class Abilities
	<i>May strike elemental or fae creatures</i> as if wielding a +2 weapon, doing +7 damage to such foes. <i>Saves</i> as if four levels greater against such opponents, Is <i>surprised</i> 1 in 8 and adds 10% to <i>track</i> elemental or fae creatures. May <i>throw tree leaves as shuriken</i> .

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Shortbow	Carried	Scale Mail Armor	Worn	Shortbow	Carried
Large leather pouch	Belt	Backpack	Back	Quiver	Slung from Belt
Hemp Rigging	Belt	Soft leather boots	Feet	Arrows	In Quiver
Potion	In Rigging	2 Oil Flasks	Back (Backpack)	Waterskin	Slung from belt
Mapping materials	In case	50' Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 50pp.	Experience Gained: 0
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Special Notes: Mia is the founder and leader of the Dogs of War. A tough, hard-nosed adventurer and guide, after bringing the criminal who killed her grandfather to justice, she realized that she had a particular knack for bounty hunting. Afterward, she began to attract the land's most skilled and experienced explorers and investigators to her banner – until at last her group was universally recognized as the finest of its sort in all of Dhavon. This is in no small part thanks to Mia's leadership: She is blunt and direct, yet fair and honest. These are things much appreciated by those in the group, and she is greatly respected by all within its ranks.

In addition to serving as its leader, Mia walks point for the Dogs of War, acting as its primary tracker. Though this is in large part because of her particular skill set, it reveals much about her psychology. She has great energy and cannot abide even a moment's idle time. Likewise, she has the need to feel engaged and active whenever the group is on some expedition. She feels that she must lead by example and would never ask any member of her team to do anything that she would not be willing to do herself. Finally, she wants to be the one taking risks on behalf of the Dogs of War. She values the lives of those under her command and puts herself in harm's way before committing any of them to danger.

Mia is serious and stern, but is possessed of a wry, deadpan humor that is much appreciated by her fellow Dogs of War. It is something that takes time to adjust to, however, and strangers often cannot tell when she is joking or being earnest.

Player Name:

Character Name: Jeanne D'Avengard

Race / Gender: Human Female

Level / Class: 7th level Magic User

Alignment: Neutral Good

Strength: 9 TH Bonus: ± 0 Dam. Bonus: ± 0 Op. Doors: On 1-2 B. Bars: 2%
Intelligence: 17 6 Additional Languages Known
Wisdom: 15 Magical Attack Adjustment: +1
Dexterity: 11 Reaction / Attack Adjust.: ± 0 Defensive Adjust.: ± 0
Constitution: 16 Hit Point Adjustment: +2 System Shock: 95%
Charisma: 13 Reaction Adjustment: ± 0 %

Saving Throws	
Paralyzation:	12
Petrification:	10
Rods/Staves/Wands:	8
Breath Weapon:	12
Spells:	9

Armor Class: 6 (Bracers of Defense AC7, Cloak of Protection +1)

Hit Points: 39

Movement Base: 120ft.

Weapon in Hand: Quarterstaff

Adjusted To-Hit Armor Class 0: 19

Adjusted Weapon Damage: 1-6 (S/M) / 1-6 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -5

Languages Known: Anfae, Bücca, Dhavonish, Ilfae, High Delvish, Oni, Volgate

Magic Weapon Descriptions	Special Racial Abilities
None.	None.
Other Magic Items	
<i>Bracers of Defense, AC7, Cloak of Protection +1, Pearl of Power</i> (Special: May recall 1 spell/day of any level, provided that spell is from the <i>Conjuration</i> school), <i>Wand of Conjuration</i> (24 charges).	Spells & Special Class Abilities
	Spells Memorized (4/3/2/1): 1 st : <i>Charm Person, Magic Missile</i> (x2), <i>Sleep</i> ; 2 nd : <i>ESP, Invisibility, Web</i> ; 3 rd : <i>Dispel Magic, Monster Summoning I</i> ; 4 th : <i>Minor Globe of Invulnerability</i> .
Animal Companions, Familiars, & Special Mounts	
<i>Monarque</i> : A beautifully-colored monarch butterfly that often alights upon her mistress' shoulder when she is not flitting about her head. For an insect, she appears to be possessed of remarkable intelligence, being able to understand and follow commands. Her ability to communicate is limited to the empathic link she shares with Jeanne, but she is usually able to make herself clear, nonetheless.	

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Wand	Carried	Cloak	Worn	Quarterstaff	carried
Bracer	Worn	Backpack	Back	Bracer	Worn
Large leather pouch	Belt	Soft leather boots	Feet	Wineskin	Slung from belt
Pearl	In Pouch	2 Oil Flasks	Back (Backpack)		
Hemp Rigging	Belt	50' Rope	Back (Backpack)		
Potion	In Rigging	2 Large leather sacks	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 3gp.	Experience Gained: 0
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Special Notes: Jeanne is a study in contrasts. A bookish student at one of Iruhaven's most prestigious academies of the arts arcane, she was shy and retreating, wont to hide behind her glasses more than interact with her fellow classmates. Yet on the rugby pitch, the tomboyish young woman felt alive and at ease with herself, quickly earning the respect of the male members of her school's team with her excellent and hard-nosed play. For all the fame her athletic abilities gained her, however, she demonstrated a prodigious magical talent – especially with respect to Conjuraton spells – and she was thought to be well on her way to becoming one of the finest witches of her age.

When Jeanne's path crossed with that of the Dogs of War, she was fascinated by the bounty hunters. These were men and women of action! Watching their exploits from afar quickened her pulse and set her imagination racing. It stoked the spirit of conflict within her that she only felt come to life when on the field of sport. Soon enough, she approached their leader about joining the group. Since they had no wizard amongst them, she was heartily accepted. She has proven time and again that it was a wise decision.

Jeanne is of a goodly nature and is still the shy girl that she ever was...yet when combat is at hand, she cannot help herself: She wants to get involved in a physical way. Her friends always try to encourage her to leave the clatter of steel to them...but she does what she can with her stave and conjured monsters, the same. She has shed blood for them just as many times as they have done the same for her. She could think of no better teammates.

Player Name:

Character Name: Leon du Travers

Race / Gender: Human Male

Level / Class: 7th level Thief

Alignment: Chaotic Good

Strength: 12 TH Bonus: ± 0 Dam. Bonus: ± 0 Op. Doors: On 1-2 B. Bars: 4%
Intelligence: 15 4 Additional Languages Known
Wisdom: 9 Magical Attack Adjustment: ± 0
Dexterity: 17 Reaction / Attack Adjust.: +2 Defensive Adjust.: -3
Constitution: 13 Hit Point Adjustment: ± 0 System Shock: 85%
Charisma: 15 Reaction Adjustment: +15%

Adjusted Saving Throws	
Paralyzation:	12
Petrification:	11
Rods/Staves/Wands:	12
Breath Weapon:	15
Spells:	13

Armor Class: 4 (Leather Armor +1, Dexterity Bonus)

Hit Points: 35

Movement Base: 120ft.

Weapon in Hand: Light Crossbow of Speed +1

Adjusted To-Hit Armor Class 0: [Light Crossbow of Speed] 15
[Short sword] 19

Adjusted Weapon Damage: [Light Crossbow] 1d4+2 (S/M) 1d4+2 (L)
[Shortsword] 1d6 (S/M) 1d8 (L)

Attacks Per Round: 2 or 1

Non-Proficiency Penalty: -3

Languages Known: Anfae, Bücca, Cyr, Dhavonish, Thieves' Cant, Urfae.

Magic Weapon Descriptions	Special Racial Abilities
<i>Light Crossbow of Speed +1:</i> Allows double the normal rate of fire for such a weapon, shooting at the beginning and end of a round, respectively.	None.
Other Magic Items	
<i>Bolts +1 (15), Leather Armor +1, Potion of Gaseous Form, Potion of Invisibility.</i>	Spells & Special Class Abilities
	Thieving Abilities: <i>Pick Pockets:</i> 65%; <i>Open Locks:</i> 67%; <i>Find/Remove Traps:</i> 50%; <i>Move Silently:</i> 60%; <i>Hide in Shadows:</i> 48%; <i>Hear Noise:</i> 25%; <i>Climb Walls:</i> 94%; <i>Read Languages:</i> 35%. May <i>backstab</i> opponents for x3 weapon damage.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Light Crossbow	Carried	Leather Armor	Worn	Light Crossbow	Carried
Short Sword	Sheathed on Belt	Quiver & 26 arrows	Back	Quiver	Slung from Belt
Large leather pouch	Belt	Backpack	Back	Bolts	In Quiver
Thieves' Tools	In Pouch	Soft leather boots	Feet	Waterskin	Slung from belt
		2 Oil Flasks	Back (Backpack)	Hemp Rigging	Slung from Belt
		50' Rope	Back (Backpack)	Potions	In Rigging
		2 Large leather sacks	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 7 small topazes each worth 25gp.	Experience Gained: 0
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Special Notes: Leon is a self-made man. Growing up in a state of shocking poverty, he learned from a young age to be very quick and sly, making a life for himself as a petty thief. One day, as he was picking the pocket of a merchant, he was noticed by the House Master of the Thieves Guild of Iruhaven. That worthy appreciated the child's moxie and took him in, teaching him his trade as a way of offering him a better life. Leon thrived under the tutelage of the infamous Maxime LeBlanc until he was an adult himself, by then known as one of the most accomplished and skilled thieves in Dhavon's most populous city. With dozens of prices on his head, it was not long before the Dogs of War were sent to retrieve him. When they at last caught up to him, he offered a counter-proposal: He would join their ranks as an underground informant and troubleshooter. Bereft of an individual with his particular skills amongst them, they accepted – and he has been a bounty hunter ever since.

Despite being a thief, Leon has a strong sense of right and wrong. He refuses to steal from the poor or those who cannot afford a loss. Likewise, he has a soft spot in his heart for the downtrodden and homeless, always seeming to be able to produce a copper to buy them a night at an inn or a hot bowl of soup. He enjoys the companionship of his fellow Dogs of War because he sees that each one of them has a goodly nature and, despite their profession, always strives to temper justice with mercy and kindness. He would go to great lengths in order to protect any one of them, if the situation required it.

Player Name:

Character Name: “The Senechaux”, Gabriel Donnadiieu

Race / Gender: Human Male

Level / Class: 7th level Assassin

Alignment: Lawful Neutral

Strength: 15 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 7%
Intelligence: 15 4 Additional Language Known
Wisdom: 10 Magical Attack Adjustment: ±0
Dexterity: 17 Reaction / Attack Adjust.: +2 Defensive Adjust.: -3
Constitution: 15 Hit Point Adjustment: +1 System Shock: 91%
Charisma: 9 Reaction Adjustment: ±0%

Adjusted Saving Throws	
Paralyzation:	12
Petrification:	11
Rods/Staves/Wands:	12
Breath Weapon:	15
Spells:	13

Armor Class: 2 (Studded Leather Armor +1, Dexterity Bonus)

Hit Points: 54

Movement Base: 120ft.

Weapon in Hand: Heavy Crossbow +1

Adjusted To-Hit Armor Class 0: [Heavy Crossbow] 16
[Broadsword] 19

Adjusted Weapon Damage: [Heavy Crossbow] 1d4+2 (S/M), 1d6+2 (L)
[Broadsword] 2d4 (S/M), 1d6+1 (L)

Attacks Per Round: ½ or 1

Non-Proficiency Penalty: -3

Languages Known: Anfae, Bücca, Cruxet, Dhavonish, High Delvish, Thieves' Cant.

Magic Weapon Descriptions	Special Racial Abilities
Heavy Crossbow +1: No special abilities.	None.
Other Magic Items	
Studded Leather Armor +2, Potion of Invisibility, Potion of Poison (x3).	Spells & Special Class Abilities
	May use <i>poison</i> . May <i>disguise</i> . May <i>assassinate</i> victims, if they successfully surprise them.
	Thieving Abilities: <i>Pick Pockets</i> : 55%; <i>Open Locks</i> : 52%; <i>Find/Remove Traps</i> : 40%; <i>Move Silently</i> : 45%; <i>Hide in Shadows</i> : 36%; <i>Hear Noise</i> : 20%; <i>Climb Walls</i> : 90%; <i>Read Languages</i> : 25%.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Heavy Crossbow	Carried	Leather Armor	Worn	Heavy Crossbow	Carried
Broadsword	Sheathed at Belt	Holy Symbol	Worn	Quiver	Slung from belt
Rope	Slung from belt	Backpack	Back	Bolts	In Quiver
Large leather pouch	Belt	Soft leather boots	Feet	Waterskin	Slung from belt
Hemp Rigging	Belt	2 Oil Flasks	Back (Backpack)		
Potions	In Rigging	3 Torches	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 33gp.	Experience Gained: 0
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Special Notes: An orphan, Gabriel was taken in by the priests at the church of Morninglight: God of the Dawn. Although he wanted to be a cleric, he displayed unique martial skills throughout his youth that brought him to the attention of a secret sect within the faith. There, he was trained in private as an assassin by the mysterious Father Guillaume, furthering the aims of his church as the physical embodiment of its holy wrath. He became known as “*The Senechaux*” (“First Servant”), and his name became associated with terror and death amongst the enemies of the church.

After the death of Father Guillaume, Gabriel was given instructions through his last will to meet with the Dogs of War and serve its leader as faithfully as ever he had Morninglight. No one is quite sure why this is; perhaps it was to settle an old debt, perhaps there is far more to it than just that. In any case, The Senechaux has done what has been asked of him, as ever – and his talents have made him a worthy addition to the group of bounty hunters. Gabriel does not understand the reason for his assignment amongst them, but he is certain that whatever it is, it must be important in the eyes of Morninglight...so he serves without question or complaint.

Gabriel is quiet. Intelligent and observant, he has a way of unnerving those around him with his silent intensity, like the burning gaze of the summer sun. He keeps his thoughts and opinions to himself unless he is directly asked to relate them, which keeps those around him guessing as to where they might stand with him. He is especially adept at brewing poisons and, given a day or so, is capable of rendering a debilitating concoction from but a few simple herbs and reagents (the potions he carries are of his own brew).

Player Name:

Character Name: Father Antione, the Grim Wayfarer

Race / Gender: Human Male

Level / Class: 7th level Kanjin Monk (Longstrider)

Alignment: Lawful Neutral

Strength: 15 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 7%
Intelligence: 9 2 Additional Languages Known
Wisdom: 16 Magical Attack Adjustment: +2
Dexterity: 17 Reaction / Attack Adjust.: +2 Defensive Adjust.: -3
Constitution: 15 Hit Point Adjustment: +1 System Shock: 91%
Charisma: 10 Reaction Adjustment: ±0%

Adjusted Saving Throws	
Paralyzation:	10
Petrification:	9
Rods/Staves/Wands:	10
Breath Weapon:	13
Spells:	11

Armor Class: 4 (Ring of Protection +1)

Hit Points: 35

Movement Base: 210ft.

Weapon in Hand: Quarterstaff

Adjusted To-Hit Armor Class 0: [Quarterstaff] 16
[Open Hand] 16

Adjusted Weapon Damage: [Quarterstaff] 1d6+3 (S/M), 1d6+3 (L)
[Open Hand] 2-16 (All)

Attacks Per Round: 1 or 3/2

Non-Proficiency Penalty: -3

Languages Known: Bucca, Cyr, Delver, Dhavonish, Totem Gnome

* May Dodge missiles with Save vs. Poison

* May Dodge Magical missiles with
Save vs. Spells

Magic Weapon Descriptions	Special Racial Abilities
None.	None.
Other Magic Items	Spells & Special Class Abilities
<i>Potion of Hill Giant Strength, Ring of Protection +1, Stone of Good Luck (Semi-Intelligent, can Detect Water at 100' distance).</i>	Monk Abilities: <i>Surprised 1 in 10. Move Silently: 70%; Hide in Shadows: 63%; Hear Noise: 25%; Climb Walls: 94%. May fall 20' without harm if within 2' of a wall. May speak with birds, reptiles/amphibians, fish/aquatics, insects, & monstrous animals. Needs not eat, drink, or sleep for up to 14 days. May feign death for up to 7 days. Resistance to ESP: 89%, May heal self for 2-7hp damage 1/day.</i>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Ring	Worn	Cloak	Worn	Quarterstaff	Carried
Waterskin	Sling from belt	Holy Symbol	Worn	Large leather pouch	Belt
		Backpack	Back	Book of Maps	In Pouch
		Soft leather boots	Feet	Stone	In Pouch
		2 Oil Flasks	Back (Backpack)	Hemp Rigging	Slung from Belt
		50' Silk Rope	Back (Backpack)	Potion	In Rigging
		2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

Gold & Wealth: 7cp.	Experience Gained: 0
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Special Notes: From the Hanging City in the Katuro Province of far-off Mauvolg, Father Antoine was a wanderer, glorifying his god by striding Avremier's face and recording his travels in an extensive book of maps. As he walked through Dhavon, he became aware of a monk known as *The Eraser*. A former penitent of Longstrider become a twisted blasphemer intent on destroying all recorded knowledge. His search for this villain brought Father Antoine into the company of the bounty hunters known as the Dogs of War, and the two joined forces to at last put an end to his arsonous rampages. As the group travels extensively and the monk had proven a capable ally, however, it seemed obvious that his remaining with the fellowship benefitted both handsomely. He has remained with the bounty hunters ever since.

Father Antoine is laid-back and carefree: A soul at peace with himself and the world around him. He is pleasant of demeanor and kind of heart. That said, he can be moved to shocking displays of violence when confronted with ignorance or willfully evil acts. He has never been especially motivated by money or the challenge of capturing some new quarry on behalf of the team. Instead, he gains joy from the exploration of the world, seeing new things and undertaking new experiences. In these things, he is quite daring, willing to try just about anything once. His friends in the Dogs of War indulge this behavior, as his knowledge of the land is extensive and his deadly combat prowess make him a great ally. This, and because his demeanor makes their often thankless job a bit easier to bear. Likewise, he cares for his teammates as if they were his own blood. Truly, their partnership has been a blessing all the way around.

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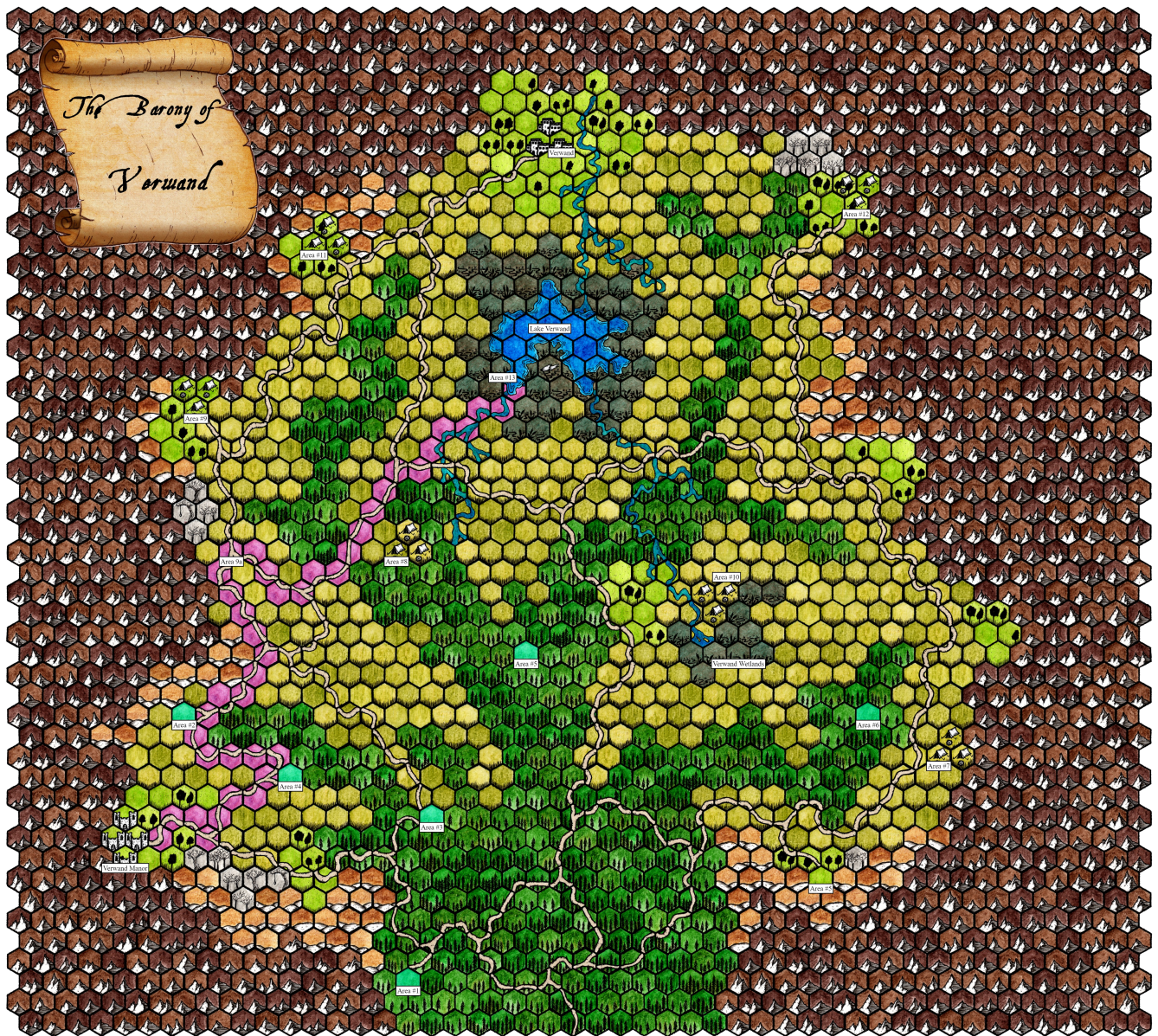
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(Baroness' Path through Verwand indicated in Magenta)

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