

Mission Brief 6106 SD XXXIV:

Scarlet Brotherhood operative eyes only

An RPGA® ADVENTURER'S GUILD™ Tournament
of intrigue and assassination set in the GREYHAWK® campaign world

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Introduction

"Mission Brief 6215 SD XXXIV" is a stand-alone AD&D® adventure provided by the RPGA® for use with the GREYHAWK® campaign setting. It was conceived and structured in such a fashion that Dungeon Masters (DMs) who have familiarized themselves with this material in advance should be able to run this adventure in an afternoon or evening using the pre-generated characters included. If the players wish to create their own characters – which is not recommended for this adventure – and if they are to be generated during the play session, plan for extra time. Even so, most groups should be able to complete the adventure in a single game session.

Familiarity with the world of GREYHAWK – especially the Scarlet Brotherhood – is helpful but not necessary, since the background material and flavor needed to successfully run the adventure is provided in the text. DMs who use this scenario as the starting point for a campaign will find *The Adventure Begins* (TSR 09577, 1998) and *The Scarlet Brotherhood* (TSR 11374, 1999) sourcebooks to be valuable resources.

DM's Overview

In "Mission Brief 6215 SD XXXIV," the player characters (PCs) are secret agents for the Scarlet Brotherhood, a clandestine organization created by descendants of the fallen Suel Imperium who seek to take over the world for those of Suel blood. Their mission is to eliminate the current mayor and town wizard of Hierdraeden — replacing them with one of the PCs and a friendly local — and to steal an important magical artifact. Four to six agents of moderate skill must fulfill this mission in an armed town of 600 humans and demi-humans, most of whom will try to kill the PCs if they suspect their intentions. They must act in secret, since discovery might reveal the Brotherhood's secret plans for this area; but the more they act, the more likely they are to catch someone's eye — which could jeopardize their mission.

The DM should give each player a copy of one of the pre-generated characters' statistics and secret dossiers. The players should not see this information before choosing their characters (perhaps by selecting a character class). Information is the key to this adventure's success, and each person knows slightly different things. Success – indeed, survival – requires clever espionage, precise murder and quick thinking. The adventure is intended for 4–6 of the included characters of levels 7–9.

Mission Briefing

If, as recommended, the pre-generated PCs are used in this adventure, allow the players to become familiar with their characters and their dossiers, then have them describe themselves as completely as they wish to one another. Once they have performed these introductions, read or paraphrase the following:

Your mission is to secretly eliminate the leaders of Hierdraeden, Mayor Bonnenshire and the town wizard Yog. If this is done in a quiet way that doesn't incriminate operative Marnemes, he can take over the mayoralty and replace the town wizard with a Brotherhood-friendly local mage. You must also steal the Glyph of Glory, an artifact that could cause trouble should the Brotherhood make war in this region. Your success will improve the Brotherhood's access to the Passage of Slerotin, a huge tunnel passing through the Hellfurnaces into the Sea of Dust, where the Brotherhood hopes to recover artifacts from the extinct Suel Imperium. You have all studied Yeomanry culture, language and accent; no one should be able to identify you as intruders. Your cover identities are those of independent traders from elsewhere in the Yeomanry.

You arrive one by one in town at the height of the annual week-long Trade Festival. Late-afternoon sunlight seems to set the Hellfurnace mountains north and south of town on fire while casting their foothills into darkness. To the west, an active volcano pours streamers of ash and smoke into the sky, though none falls here.

The sunset streets of Hierdraeden are full of soldiers and merchants hurrying to or from their duties; visitors and vendors from across the region shopping and exchanging news; and townspeople preparing for the night's big feast, to be held in just a few hours at the town's other inn, the Dannou. The town is packed solid with celebrants this evening, which is why the guards at the gate simply smiled and nodded as you passed them. Fools.

You drift into the Guardian's Gate Tavern, your assigned rendezvous point. The bartender, Row, nods when you give him your password and directs you to a door at the rear of the busy beer hall. Steps descend into a musty, rough-walled cellar lit by hundreds of thick candles. Marnemes is already here: He locks the door behind you all, and gestures for everyone to sit in the chairs arranged around a heavy oak table. Once all are seated, Marnemes begins the conversation.

The PCs must now decide how to proceed to meet their goals. The PCs will create the adventure's storyline as they interact with the townspeople and one another. As they seek information that will help them complete the mission, refer to the location notes to determine who they meet and what they find. While Yog is comparatively easy to find, and the *Glyph of Glory* remains stationary (if hidden away), the mayor is very active tonight, moving from event to event, and the PCs need to track him down.

Note that the Brotherhood doesn't want the world to know of its plans! Reward the party for accomplishing its objectives quickly and with no notice drawn, and punish them appropriately for sloppy espionage; killing Bonnenshire and Yog in front of a crowd in the center of town is not what the Brotherhood had in mind – that would actually hinder its plans – and these operatives should know better.

Keeping Things Quiet

Most NPCs in town are either noncombatants (for purposes of the adventure, the DM may assume they are humans and dwarfs, with occasional halflings and even a few half-elves; all are 0-level, and have 3 hit points each); or they will not become involved in combat, because they are on contract to the many caravans and traders here for the Festival, and their job is not to involve themselves in local events. If asked for information about the whereabouts of the mayor, Yog, or the *Glyph of Glory*, any given local is likely to know several of the following pieces of information (DM's choice which to pass on):

- Mayor Bonnenshire will attend the feast at Dannou Inn tonight, to make a speech.
- He spends most of his day at the mayoral mansion or in the Civic Hall.
- He delivers important speeches from the stage at the Civic Forum, where he also presides over important political debates.
- He used to be the gemcutter's apprentice. He and old Jaklimeister are still buddies.
- Bonnenshire is the only person besides Yog's apprentices who has been inside Wizard's Tower.
- Yog spends most of his time inside his compound, in the southwest section of town.
- A maze of caverns lies beneath the town, but no one knows where they are or how to get into them.
- There are monsters underneath town.
- The mayor has something going with a woman who lives at Dannou Inn.
- The mayor's wife doesn't get out much.

Asking a townspeople for more information than this causes a 10% chance that the local may mention the nosy strangers to the next guard wandering by. If this happens, the guards will keep an eye out for suspicious activities; if this happens twice, the guards' heightened alertness will affect the PCs' ability to perform secret actions; if it happens three times, the guards may begin searching for the PCs, though it may take an hour for them to locate the PCs.

The PCs may murder townspeople or cause them to disappear. If more than 10 minor NPCs or 3 named NPCs have vanished for longer than an hour, word spreads that something is up: Guards are on maximum alert, townspeople are on the lookout and the officers and Trandel actively hunt the party to the best of their abilities.

The death or disappearance of Bonnenshire leads to full-alert status among the guard within one hour. The death of Yog leads to full-alert status within two hours. Any townspeople who finds a body or witnesses a murder immediately reports it to the town guards or officers, Trandel, or even Mayor Bonnenshire or Yog himself, depending on the circumstance. This inevitably leads to the sealing off of the town and the questioning of all strangers.

Finding the Targets

Yog is always in his compound or underground, but Mayor Bonnenshire (hm M1; AC 9; MV 6; hp 9; SA *charm person* spell; Cha 17 [despite being overweight]; AL LG) is harder to find. Bonnenshire is very popular with the townspeople, due to his charisma, his interest in the well-being of his constituents, his skill in growing Hierdraeden into an important and wealthy town, and his ability to make things happen. He is not a true wizard, and studied only because of pressure from Yog, who worried about the mayor's well-being without magical assistance. Bonnenshire learned to read magic and perform basic casting; once he mastered the *charm person* spell, he felt he had done enough.

So Yog provided Bonnenshire with the following magic items to protect him: *peript of proof against poison +3* (a small, engraved sapphire set into a necklace that allows the wearer a normal save vs. poisons that are usually at a penalty and a +3 on all others); two *potions of healing*; a *ring of multiple lurker control*, a *ring of protection +2*; and a *cloak of inconspicuousness* (a simple overcoat which bestows on its wearer the ability to move through crowds without being recognized except by close friends and relations; anyone else actively searching for the wearer must roll an Intelligence check at a -2 penalty and be familiar with the wearer). Four guards and an officer of the guards (see area 1 for statistics on these; the officer wears a *ring of multiple lurker control*) accompany Bonnenshire everywhere, except to Swuanna's rooms at the Dannou Inn or his own rooms in the mansion.

He uses his magic items to escape dangerous situations, knowing better than to fight. If alone, he summons guards as soon as possible or tries to exploit his high charisma and *charm person* spell. Since he is a caring man, he will not involve commoners in his troubles. In his inner vest pockets are keys to the mayoral mansion, the Emporium, every locked door underground except that leading into Yog's Tower, and all of the Dannou Inn's doors.

Use this chart to determine his location. Assume the PCs met at about 6 P.M.

Time	Location of Bonnenshire
6-7 P.M.	Civic Hall of mayoral mansion
7-9 P.M.	Dannou Inn (feast speech)
9-10 P.M.	Civic Forum (Festival speech)
10 P.M.-12 midnight	Dannou Inn (private room for secret liaison with Swuanna)
12 midnight- 8 A.M.	mayoral mansion (private rooms)
2nd day (until feast)	Civic Hall of mayoral mansion
3rd day (etc.)	repeat 2nd day; vary with visits to Yog and public debates at Civic Forum

Note: schedule may change if Bonnenshire senses trouble

If Trandel or another trusted security officer warns Bonnenshire of danger, he activates his *cloak* and retreats to the nearest secret underground passage, ordering guards to

accompany him and watch the entrance. His first instinct is to run to his former master and hide in Jaklimeister's office on the third floor of the Emporium. He feels confident no one would look for him there.

If Bonnenshire feels the Emporium is not safe, he runs underground to the secret entrance to Yog's Tower. He activates the alarm by rattling the door, then waits in the locked chamber beneath the Tower until Yog responds and lets him inside. If both locations are unsafe, Bonnenshire remains in the caverns with a handful of guards, shivering with cold and fright beneath the lurkers. If none of these places are safe and he cannot retreat underground, he runs to the nearest guard post or watch tower.

Whatever he does, Bonnenshire is not shy about warning all guards he sees that assassins are in town and must be captured.

Handling the Lurkers

Besides being vital to the mayor's safety, the caverns beneath Hierdraeden are useful to Yog. In his magic shop, the wizard sells lurker egg/ring of lurker control kits for very large sums to worthy individuals, then donates the proceeds to town projects and soldiers' salaries. He has a breeding pair of lurkers beneath his compound; other lurkers, adult and juvenile, live elsewhere in the caverns. For controlling the monsters, he has developed two special magic items.

The ring of multiple lurker control enables its wearer (and anyone within a 10-foot radius) to pass unmolested through an area occupied by up to 3 adult and unlimited juvenile lurkers. A normal ring of lurker control creates the same 10-foot radius safety bubble but only controls one adult and up to 4 juveniles. These rings are "tuned" to their owners only and will not function for anyone but their owners; if worn by someone of alignment opposite its owner, a ring will actually attract the number of adult and juvenile lurkers it would ordinarily control. Untuned rings – those on display in the magic shop's back room – automatically tune to their wearers once donned.

Locations

Overview. The town walls are mostly timber except where buildings abut, where they are stone and windowless up to the second floor. However, most of the south and west walls are 20-foot-high stone or brick. The gates, one each in the north and east walls, are barred-iron doors. They are open for the Festival, but will be closed during any emergency.

The north end of town is lower-class and somewhat smelly due to the stockyard. The south end is kept very clean and is more heavily patrolled by guards. During the week-long Trade Festival, people roam the streets at all times of day – though they are mostly drunk at night – and thick crowds swarm the storefronts and the tents set up in the free marketplace, which are open at all hours to take maximum advantage of this event. Anything the PCs wish to buy can be had somewhere in town, though queries about poisons and illegal commodities are 20% likely to lead to the seller's

passing information about his customers to a guard. Small weapons must be kept sheathed, and no large weapons may be worn in town; malfeasants are quickly jailed.

1. Guard Towers. Guard towers stand at the four corners of town, with a fifth at the edge of the training grounds (see area 3), overlooking Hierdraeden's free marketplace; soldiers in the southwest tower can look into Yog's courtyard. Each tower contains 1d4+4 soldiers; the tower overlooking the training grounds and the southwestern tower each have an officer on duty, as well. Each tower is 20 feet in diameter, 30 feet tall and built from stone blocks 2 feet thick, as this town was designed to become a regional fortress. At each tower's base is an iron door that has been locked from inside (there is no outside keyhole); a password is required for entry. Inside the tower, a spiral stair with a dozen arrow slits leads from this door to a covered watch room, which has five more arrow slits. Guards stationed here are proficient with long bows as well as swords, and each tower has a general-alarm bell, rung in case of emergency. The guard tower in the training grounds contains the *Glyph of Glory* in a wood-and-brass chest in the watch room.

A carved gold amulet, the *Glyph of Glory* raises an army's morale up to its leader's morale. It performs this for 10 people per level the leader has attained.

Officers of the Guard (2, hm & df F5): AC 5 (chain mail); MV 12 or 6; hp 40; THAC0 15; #AT 1; Dmg 1d8 (long sword); ML elite (13); Str 14; Int 10; SA nil; SD nil, see below; AL LG or LN

All officers of the guard are familiar with the underground caverns, secret passageways, lurkers, the mayor's and Yog's schedules, the *Glyph of Glory*, and guard tower passwords; they have an 80% chance of letting info slip during serious torture. The dwarven female wears a ring of multiple lurker control.

Soldiers / Guards: (1d4+4 per tower; hm, hf, dm, & df F3): AC 7 (studded leather); MV 12 or 6; hp 22; THAC0 18; #AT 1; Dmg 1d6 (short sword) or 1d8 (long bow); ML avg (10); Int 9; SA nil; SD nil; AL LN

During an alarm, every soldier in hearing range responds as quickly as possible. All soldiers can be successfully interrogated using torture and threats. All know where the *Glyph of Glory* is stored; the guard-tower passwords; and the location and number of the other soldiers. They are 50% likely to know each of the following: Yog's compound layout; the underground passageway layout and lurker locations; that Trandel and the mayor have keys to the locks in those passages (and Trandel's location); and Bonnenshire's schedule.

2. Stock & Horse Yard and Blacksmith's. This area reeks of animals, manure and hot metal. Fifteen noncombatants tend the animals and take money from visitors using the livery stable.

3. Military Barracks, Stores, and Training Ground. This ordinarily busy area is fairly calm, as most of the soldiers are in the town, either working or celebrating. On the training ground an officer (dm) drills 10 soldiers, their punishment for drunk and disorderly behavior. Sleeping in the barracks are 30 off-duty soldiers and 2 off-duty officers (hm & hf; the female wears a *ring of multiple lurker control*); for statistics, refer to the soldiers and officers in area 1. About 30 noncombatants cook, clean, and complain about not being able to attend the Festival.

4. Guardian's Gate Tavern. The Guardian's gate is the largest tavern in town, where the soldiers and many of the town laborers come to drink and eat. It can seat about eighty, but many more stand near the bar and spill into the street, laughing and brawling good-naturedly. Marnemes owns this place and has set up the basement as a Brotherhood safehouse. The bartender, waitress and gnome cleaning boy are loyal employees of Marnemes and ferret out any information he seeks; since they are friendly types, people tend to tell them things. They assume his interest is based in greed, and they are well-paid for their attentiveness.

The first floor has no walls, only weight-bearing pillars and two closed stairwells at the room's rear. The doors to the stairwells are locked (S-quality locks); one leads up and one leads down. The room is smoke-filled and dimly lit; combined with the pillars, tables, chairs, and crowds, it's difficult to observe someone more than 20 feet away. A brass-topped wooden counter divides the room. Behind it work the cook; his two assistants; the bartender, **Row** (hm; hp 6; AL CN); and his two assistants, **Seeray** (hf; hp 3; AL N) and **Donnenglow Shinystones** (gm; hp 2; AL LG). Four waiters (2 hf, 1 hm, 1 df) work the floor. If anyone working here sees a fight start, he or she calls for the town guards, unless Marnemes is the one who started the fight; then they pitch in on their boss's side. Row only answers questions truthfully when asked by Marnemes – if anyone else asks, he answers only if given money, and then he lies. If bribed with 1 gp or better, Seeray passes on anything the soldiers know – except their information about the tunnels underground, which she doesn't know. Donnenglow loves to talk, and tells anyone anything. All three know that the cook at the Donnau Inn hates the mayor. The DM may decide how much information these three pass on to the PCs.

The main floor of the tavern is crammed with nearly a hundred noncombatants – mostly farmers, traders, and small salespeople — and 20 off-duty soldiers drinking heavily (see statistics in area 1; only 40% are in armor or armed with more than a dagger).

At the top of the staircase leading up is another locked door, banded with steel and impervious to picking by a thief lower than 5th level (M+ quality). The second floor is Marnemes' luxurious living quarters. The stairs open into the living room, separated by an open archway from the lavish bedroom. A study containing books and a telescope is tucked

into one corner, with a private bathroom equipped with running water at the opposite corner. Only the enclosed stairwell obstructs the view across the apartment. Windows overlook the northwest guard tower; the stockyard and stables and parts of the military compound; the temple walls and the upper third of Wizard's Tower; and the fields beyond the town walls. The room's cabinets and chests hide 2,000 sp, 3 daggers, 5 vials of poison (2 of type J and 3 of type N), a rope ladder to allow people to escape the tavern or climb in from outside the town wall, and a plethora of fine household items.

At the base of the stairs leading down is another "unpickable" locked door. The basement is divided into three rooms. The staircase opens onto the main room, which is 20 feet by 30 feet and dominated by 13 chairs arranged around an oak table. The second room, 10 feet by 12 feet, is separated from the first by a stone wall and secured with a heavy, triple-locked (S-quality) door; here is where Marnemes stores his real treasure, a total of 4,000 gp and 22,000 sp, as well as his thief's tools and spare weapons (2 +1 daggers and a +2 *stiletto*). There is another locked (S-quality) door at the rear of this room; this leads to the caverns (area 15).

5. Jail. The jail is small, smelly and uncomfortable; at the moment it is also packed with about 20 drunken farmers, incompetent amateur shoplifters, and rowdy post-adolescents. There are 5 guards here (see stats in area 1). Unless the PCs have caused a public outcry, Trandel is here.

Trandel (hm F9): AC 2 (chain mail + Dex bonus); MV 12; hp 75; THAC0 11; #AT 1; Dmg 1d6+1 (short sword + Str bonus) or per weapon; ML fanatic (18); Str 17; Dex 17; Int 14; SA specialized in multiple weapons; SD *ring of invisibility*, *ring of multiple lurker control*; AL LN

Trandel is Bonnenshire's head of security. An unattractive man, he likes to work alone and in secret, frequently using his *ring of invisibility* to eavesdrop on conversations that might be pertinent to town security. He cannot be bribed or corrupted, though he will gladly fake it to learn more about criminal elements. He will lay down his life to save the mayor, but he doesn't care for Yog, who publicly humiliated him years ago; he might not act immediately if a crime is committed against the wizard. If questioned properly about Yog, he might reveal Yog's compound layout, hidden entrances, lurker info, and so forth, and then send troops to capture the party — just a little too late. He cannot be physically coerced or coaxed to speak about Bonnenshire. If attacked, he summons help and fights to the death, but he first seeks to arrest enemies.

Trandel carries keys to the mayoral mansion and all the underground locks, including one that opens the subterranean entrance to Yog's Tower, which he forged years ago. They are hidden in the hilt of his sword, which rattles if shaken.

6. Shops. Hierdraeden has a disproportionate number of shops, since it serves as the main marketing center for a large

farming area. Each shop contains 1d3 shopkeepers, often members of the same family, and 1d12 customers; south of the free marketplace, each shop also contains 1d3-1 guards (see stats in area 1), hired to keep out the riff-raff. Most shops have living space or workspace above the storefront. Generally speaking, the farther south the shop, the nicer its merchandise.

7. Temple. This open-plan pantheonic temple was built 45 years ago after a theological debate escalated into an arson binge that destroyed several temples and threatened the town itself. About 20 altars are arranged around the temple's single vast room. A warren of underground corridors and chambers house the priests and acolytes of the represented faiths. At any time, 1d4 1st-level and 1d4 2d-level priests (hm, hf, & dm, P1&P2, hp 6 & 10) attended by 2d6 acolytes and 3d8 followers, worship in the temple; an additional 1d6 and 1d8 acolytes sleep or study underground. Because of an agreement made after the temple fires, priests in Hierdraeden are not allowed to intervene in any way in nonreligious activities.

Healing spells are available here, as long as one offers suitable donations and doesn't give the priests too much information about why they are needed.

8. Free Marketplace. The town green around the mayoral mansion is packed with temporary shops and tents of every size and variety. Festival has brought sellers from as far away as Zeif and the Urnst states. Hundreds of people throng the marketplace and the town's permanent streets.

The PCs are ill-advised to start an open fight here: 15 soldiers and one officer patrol the marketplace and streets, on the prowl for rowdiness and theft (see the stats in area 1; the officer, a dwarven male, wears a *ring of multiple lurker control*). In addition, many of the traveling vendors are accompanied by fighters ranging from 1st to 5th level. The warriors will not intervene for any reason in town happenings; they are here only to protect their employers and their stock.

9. Mayoral Mansion and Civic Hall. The town's centerpiece is a lovely, white-marble mansion where the mayor resides and where town officials discuss policy. Dense gardens surround the building, though 2 guards patrol each of the four paths into the building (see area 1 for stats).

The first floor is the Civic Hall. It is a single large room, entered through four open archways, with a small locked (S-quality) closet between the east and south entrances. Chairs surround a central podium, and the high ceiling is painted with frescoes of the Yeomanry's proletariat past. The locked closet conceals an enclosed stairwell; another locked (S-quality) door opens into the stairwell, where the mayor's weapons and armor are hung. At the top of the stairs is a locked (E-quality) door to the mayor's residence. A rug on the closet floor hides a trap door leading down into the caverns.

The second floor is a suite of rooms nearly as luxurious as Marnemes', though devoid of weapons. Here is where the mayor's wife, **Moreen Bonnenshire** (hf; hp 4; AL CN), spends most of her drunken days. An open stairwell

leads to the third floor, which has two bedrooms, a den, a bathroom with running water, a huge closet, and a 360-degree view of the town. The Bonnenshires sleep separately in the bedrooms; when the mayor is awake, he reads papers in the den while Moreen drinks below. (If the operatives search the rooms, they find 1,729 gp worth of coins, an emerald bracelet and various other pieces of jewelry, adding up to a value of 1250 gp.)

Moreen once loved the mayor, but his repeated affairs and lack of attention — she craves a lot of this and is very helpful if properly flattered — have driven her close to murder on a number of occasions. Though she will not kill her husband, she will tell the party where he is — she knows his daily routine and has a 40% likelihood of guessing where he's likely to go if warned of danger. She can show them the mansion's hidden underground entrance, to which she has a key — and she wears a *ring of lurker control*, which she allows the party to borrow if they promise to kill the mayor's current lover, Swuanna, and return the *ring*. She knows the caverns house at least two adult lurkers and many juvenile ones, which the wizard Yog sells — along with *rings of control* — to special customers with deep pockets.

She is never seen outside the mansion, since she is always drunk and the guards have orders to keep her out of public view. This inebriation makes her angry ramblings difficult to understand, and she has trouble maintaining a coherent conversation.

10. The Emporium. Halfrennen Jaklimeister owns and operates this upscale shop which sells fine silk and fur clothing, exquisite jewelry, crystalware, art objects and silverware. Its front and rear doors (barred, S-quality locks) are always guarded by two guards each (same stats as area 1) who only allow access to customers who look wealthy enough to shop here; in an emergency, these guards blow whistles to summon aid. Four more guards patrol the shop floor. This place is difficult to rob without being observed.

The first floor is wide open except for marble pillars. Locked (E-quality) glass cases house precious objects, and beautiful garments hang from brass bars protruding from the pillars. A 10-foot-diameter pillar at the center of the floor houses a double spiral stair. One stair has a locked door (S-quality) on this level and leads up to the second level; the other stair might well be overlooked, for it leads between Jaklimeister's office on the third level and his underground vault, and cannot be entered on this or the second floor.

The second floor contains four rooms — kitchen, living room, bedroom and bath — full of beautiful furnishings and art, all arranged around Jaklimeister's central den (S-quality lock on door), which is 15 feet in diameter and which itself surrounds the 10-foot-diameter pillar that contains the double stairs. An open doorway leads to one stairway, which leads up and down; the other stair does not open onto this level. This den contains only normal household goods, albeit of high quality.

The third floor is a single room, 20 feet square, that serves as Jaklimeister's office and workshop. A locked (S-quality) trap door in the floor opens into the secret spiral stair that interlocks with the known stairs. It leads to the vault, behind another locked (S-quality) door.

The vault is approximately 70 feet by 40 feet, with narrow walled-off passages – and a locked (S-quality) door leading to the town's central subterranean region. This vault is where Jaklimeister's three apprentices, **Fyrr**, **Grent**, and **Glynsuka** (dm&f, 3 hp, LG) work at a forge and wooden tables, amid heaps of raw jems (uncut value, 10,000 gp) and stacks of coinage (2,500 gp in assorted metals). A lurker on the ceiling is indistinguishable from natural stone. The apprentices are easily intimidated (though not by the lurker; each wears a *ring of lurker control*), and talk if pressured: they know that the mayor is often through the Emporium. As soon as they are left alone, they run for help. If the apprentices are killed (or all their *rings* removed), the lurker attacks, unless one of the PCs has a functioning *ring* of his own.

Halfrennen Jaklimeister (dm; hp 5; AL N) will be found somewhere in the Emporium, either in the shop proper, his office, or the vaults. Jaklimeister has a special affection for the mayor since Bonnenshire was one of his earliest apprentices – though friendship with the mayor also makes doing business easier and more profitable. He cracks easily under duress; he knows Bonnenshire's schedule and all the buildings and secret passages under town (except Yog's compound), and he has a *ring of multiple lurker control* and all necessary keys, courtesy of Yog and Bonnenshire. He offers tormentors the rich rewards they will find in the vault to leave him alone — but he will neglect to mention the lurker guard. He knows all about Yog and the lurker eggs he sells.

11. Dannou Inn. Attracting a classier clientele than the Guardian's Gate Tavern, the Dannou is famous for its porter and winter ale. The inn's small taproom hosts 2 off-duty officers (see stats at area 1), 20 vendors and shopkeepers, a waitress and a bartender. During the Festival feast from 7 to 9, the fancier dining hall contains 25 guests and 2 servers.

The Dannou cook, **Reginald Dodd** (hm; hp 5; AL N), harbors a hatred of Mayor Bonnenshire that goes back to his youth, when the man stole away Dodd's girlfriend, Moreen. Dodd swore to even the score, but he hasn't found the courage to do anything; when Bonnenshire was elected Mayor, it only got harder to find a way. But the hatred still burns. He knows Bonnenshire's dining and visiting schedule at the Inn; he could be persuaded to doctor the mayor's food if promised escape and given enough money to start a new life elsewhere. He requires a good deal of convincing or coercion – but he'll do anything for Moreen. Dodd is assisted by two apprentices.

Alone in her suite upstairs is **Swuanna** (hf; hp 3; CH 18; AL N), the mayor's current lover and a highly paid "companion" at the Dannou Inn. The Mayor sees her every day, but she doesn't charge him for her time: He gives her

lovely clothes and jewelry, and their not-so-secret liaison does wonders for her business and security.

For enough money, Swuanna tells her interrogators where the mayor is and when he will arrive in her rooms — but she also puts a candle in her window before Bonnenshire gets there, a long-standing signal warning him away. She offers her companionship to any of the party members who look wealthy, either male or female (20 gp each).

12. Homes. Houses in Hierdraeden are fairly large, since most include atria, open workshops, or small walled gardens as part of their grounds. Each house contains 1d6 people engaged in sleeping, cooking, cleaning, or work — almost anyone free to do what they like is out enjoying the Festival.

Homes against the town's wall have no windows in the outside wall.

13. Civic Forum. No matter what the hour, something is happening at the forum during the Festival. Jugglers, bards, amateur theatrical companies, illusionists, debaters, speech-makers — there's something for everyone here, and usually there are 5d20 people watching.

14. Yog's Compound (Library, Magic Shop, Courtyard, Wizard Tower). This compound is a fortress unto itself, surrounded by walls as high as the town's and dominated by a 20-foot-diameter, 40-foot-tall tower. The town library attaches to the compound's north wall, and is accessible only to Yog's apprentices and selected citizens by Yog's permission. Divided into two rooms, the north, or front, room is full of histories, entertainments, and the like; the south room, separated by a brick wall and locked (S-quality) door, contains arcane tomes, including one that details the creation of both types of *rings of lurker control*; others detail production of minor magical artifacts. Four guards patrol the front room at all times, and 1d3 apprentices are always studying in this back room. A locked (M-quality) iron door leads from this rear room into the courtyard, and a locked (S-quality), *wizard-locked* (at the 9th level) secret trap door – hidden beneath one of the fine rugs that carpet the floor – opens into the compound's underground cavern. Yog uses these secret doors to move around when he doesn't wish to use his *teleport* spell.

The magic shop is also separated into two rooms. In the front, or east, room, 1d3 apprentices sell "mundane" magical items such as *potions of healing*, *levitation* and *protection*, and spell components, as well as curiosities such as monster skulls and other rarities. In the back room, Yog sells lurker *egg/ring of lurker control* kits and powerful magical items (DM's choice). Four guards watch the front of the store. A trap door in the back room leads underground.

The courtyard is an oddly shaped space surrounding the Tower. There is a huge garden of rare herbs and flowers Yog uses in spells or sells in his shop. Colorful, misshapen goldfish swim in a pond, which is crossed by a wooden bridge. A pack of watch dogs and 1-2 apprentices patrol this area;

Yog's apprentices have trained the dogs to leave the goldfish alone.

Wizard Tower has no entrance except underground, and that door is locked (M-quality) and *wizard-locked*. A breeding pair of lurkers guards the cavern-entrance approach. Yog has placed a mechanical alarm on this door; unless the alarm has been disarmed from inside, a bell in his study rings when the door is rattled. The door opens into the first level of Wizard Tower, a 10-cubic-foot space carved from rough rock, into which Yog summons piercers if needed. A stair carved into the rock leads up to a locked (S-quality) trap door.

The second level is an open, spiral stairwell that extends 20 feet up the tower, with arrow slits looking onto the compound. Yog also summons piercers to this area, where they can drop farther onto intruders (add +1 damage per 10-foot drop). Freakish tapestries drape the walls and the staircase's central pillar; the hand rails are solid brass.

The third level is Yog's tidy kitchen and bedroom, an open area 15 feet across, with a tiny walled-off bathroom. The top level is Yog's study, where he keeps books he is reading, as well as his spellbook and selected magical items — including any *rings* he is currently creating. At any time, he is 90% likely to be here, 5% to be underground, or 5% to be in the back room of the magic shop.

Watch Dogs (6): AC 6; MV 12; HD 2+2; hp 15 each; THACO 19; #AT 1; Dmg 2d4 (bite); SZ M (4'–6' long); ML avg (10); Int semi (3); AL N

These dogs bark if they sense intruders, alerting the others — prowling individually throughout the compound — who then savagely attack as a group.

Apprentice Wizards (8, hm&f M2): AC 9 (Dex bonus); MV 12; HD 2; hp 6; THACO 20; #AT 1; Dmg by spell; SA, SD spells; SZ M (5'–6' tall); ML elite (12); Int 15; Dex 15; AL LN or LG

Yog's apprentices are devoted to him and will only betray knowledge of the compound or of Yog when threatened with death. They all know the compound's secrets, about the *rings*, what spells Yog uses regularly, and how many lurkers are in town and where; 50% know Yog's location and that Bonnenshire often visits.

They all wear *rings of lurker control* (they always travel underground in groups) and each knows 2 of the following spells: *armor*, *burning hands*, *change self*, *charm person*, *detect magic*, *magic missile*, *shocking grasp*.

The Wizard Yog (hm M9): AC 8 (Dex bonus); MV 12; hp 28; THACO 18; #AT 1; Dmg by spell; SA, SD spells; SZ M (5' 10" tall); ML champion (15); Int 17; Dex 16; AL LN

Memorized spells: 1st — *armor*, *charm person*, *magic missile*, *read magic*; 2nd — *alter self*, *continual light*, *wizard lock*; 3rd — *clairvoyance*, *protection from normal missiles*; 4th — *charm monster*, *monster summoning II*; 5th — *teleport*.
Magic items: *ring of multiple lurker control*, *ring of monster summoning* (1 lurker only, 8 charges remaining), *potion of*

extra healing, *wand of paralyzation* (42 charges remaining), *robe of blending*. He has access to many scrolls and books in the Library and several (DM's choice) magical items in his shop.

Yog sees it as his duty in life to help build Hierdraeden into a civilized center of culture. He accomplishes this by providing the mayor with protective devices, bringing in money by selling magic items and lurker *egg/ring of lurker control* kits to wealthy individuals he considers worth protecting, training apprentices who will one day serve a greater Hierdraeden, and removing all threats to the town and region. His hobbies are breeding monsters and creating magic items, and one sure way to make him mad is to kill one of his pets — dog, fish or monster, it doesn't matter.

If he suspects intruders or his alarm goes off, he casts *clairvoyance* into the area in question. If he sees a friend, he either personally lets him in or sends an apprentice to do so; if he sees a stranger in the cavern, he sends an apprentice to fetch guards and *summons* (using his spell) 1d6 small piercers (see area 15) or (using his *ring*) a lurker to slay or delay the intruders. If the intruders continue to trespass or threaten him, he *teleports* to the nearest guard station, ordering all available guards to converge on the scene. From there he approaches to just close enough to fire his *magic missiles*.

15. Subterranean Tunnels. These are natural caverns ranging from 5 to 40 feet across. One tunnel leads from below the Guardian Gate Tavern to beneath the mayoral mansion, where a shaft leads to within inches of the floor of that building; breaking through requires little more than a few good blows with the mining tools that sit in oiled bags at the base of this shaft. Three human skeletons lie amid heaped rags, perhaps victims of a previous Brotherhood operative.

A second shaft opens from beneath the mayoral mansion into the large central caverns. Here dwell several dangerous monsters. Hundreds of rats also live here, crawling into and out of the tunnels via countless cracks in the rock presumably leading to other caverns.

Hierdraeden Subterranean Monster Encounter Table

Roll 1d10 per 10 minutes the PCs spend in the caverns.

1–6: Harmless rats. Lots of rats.

7: Lurker (if the tunnel is narrower than 20 feet, substitute 1d6 piercers)

8–9: Juvenile lurkers (1d4)

10: Piercers (1d6) (if the tunnel is wider than 20 feet, substitute 1 lurker)

Lurker(s) (6 total, see below): AC 6; MV 1, Fl 9 (B); HD 10; hp 60; THACO 11; #AT 1; Dmg 1d6 (constriction); SA indistinguishable from ceiling rock (10% likelihood of detection), surprise: prey have –4 penalty to surprise roll, constriction leads to suffocation and death within 1d4+1 rounds regardless of damage dealt, prey can only fight with

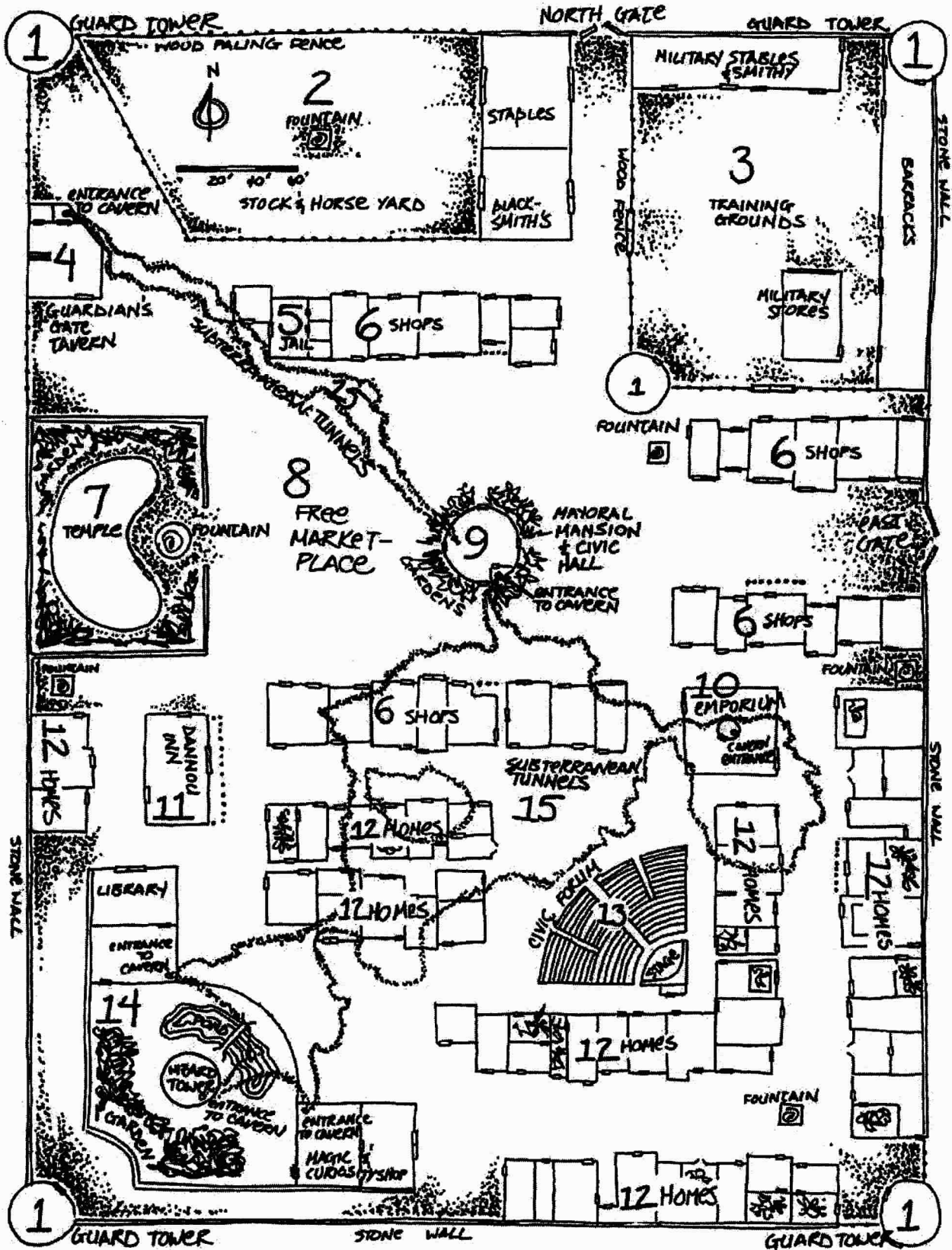
short weapons in hand when attacked; SZ H (20' diameter); ML steady (11); INT non (0); AL N.

While a lurker usually attacks only when it senses a human-sized movement immediately below it, once it has attacked, other lurkers in that area move toward the fray, joining the attack at a rate of 1 per melee round by dropping on any non-lurker movement they detect. There are three in the central caverns, one in the vault beneath the Emporium, and a breeding pair beneath Yog's compound. The Emporium and breeding lurkers cannot leave their caverns due to their size. The gas sacs which make the lurkers fly contain material that can be used in making *potions of levitation*.

Juvenile lurkers (1d4): AC 8; MV 1, Fl 5 (B); HD 2; hp 10-15; THAC0 17; #AT 1; Dmg 1d3 (constriction around throat [10%] or appendage); SA look like patches of moss, surprise: victims have -4 penalty to surprise roll, constriction leads to loss of limb after 1d4+1 rounds or death if on throat; SZ M (4'-6'); ML steady (11); Int non (0); AL N

Piercers (1d6): AC 3; MV 1 or sudden drop from ceiling; half each HD 2 and HD 3; hp 12 or 18; THAC0 19; #AT 1; Dmg 2d6 or 3d6 (impalement); SA look like stalactites, surprise, prey have -7 to surprise roll; SD soft underbelly coated with acid (1 hp damage on contact with flesh); SW slow once fallen, underbelly AC 10; SZ S (2' or 4' long); ML avg (10); INT non (0); AL N

These hard-shelled mollusks get only one attack and only do so if their prey remains beneath them for 1 turn. If they fail to kill their prey, they must slowly climb back up the cave wall into attack position. Their numbers are kept in check by the adult and juvenile lurkers, so they can only be found in narrow passages. Treat this as "no encounter" if the PCs do not stop, since a piercer will only attack a motionless target (if summoned, assume they appear directly over the PCs and attack immediately).



Marnemes Tavna

Male Human 7th-level Thief

STR 11;
INT 13;
DEX 16;
WIS 14;
CON 10;
CHR 15;

Armor Worn: none
Modified AC: 8
#AT: 1
Hit Points: 34
Movement: 12
THAC0: 17
AL: LE

Weapon Proficiencies: dagger, garrote

Languages Spoken: Suloise, common, dwarf, West Yeomanic

Non-weapon Proficiencies: appraising, read/write dwarf, tumbling, rope use, gaming, jumping

Magical Items: *dagger +2, boots of levitation*

Equipment (normally on person): *dagger +2* in back sheath, wear *boots*, fine clothing, storage belt, 20' rope, exceptional-quality thief tools, 1000 sp in local coinage, many rings and other jewelry

Thief Abilities: PP 50%; OL 80%; F/RT 25%; MS 60%; HS 35%; DN 25%; CW 60%; RL 30%; backstab ([TS]3)

When the other operatives have seated themselves in your tavern's basement, say the following:

"Welcome to my humble tavern. A messenger told me you were on your way. To what do I owe the great honor of hosting my brothers and sisters?"

SECRET DOSSIER: You may share as much or of this information as you wish with the others in your party:

- You were sent to Hierdraeden two years ago to continue the work of the previous Brotherhood operative who, you soon discovered through careful investigation, was killed by local officials who caught her in the act of altering legal documents.
- Your mission has been to gradually take financial control of Hierdraeden and install Brotherhood-friendly locals into positions of political power.
- As a member of the Bankers Faction of the Brotherhood, you believe the only lasting way to take over a town or nation is through financial domination and an effective thieves' guild, so you see it as your duty to acquire as much of the town as possible. That includes its citizens; Jaklimeister considers you an ally due to your patronage and gifts. You oppose assassinations and military actions, considering them wasteful, and particularly oppose the Strong Hand Faction, which favors such confrontations to expand the Brotherhood's power base.
- Though devoted to the Brotherhood and its goals, you resent members of other factions telling you what to do. You are certain the Bankers' methods are the only way to do things and work against individuals and factions who oppose the Bankers — as long as doing so does not hurt the Brotherhood as a whole.
- If this mission succeeds, you have been assigned to step into the mayor's position, and you have chosen a wizard who is friendly to the Brotherhood to take over the town wizard's duties.
- You founded an ultra-secret thieves' guild in town, based from your tavern. Your apprentices have done much to increase your personal wealth by decreasing that of those who come to Hierdraeden for trade — though you demand they keep all activity secret, and you dare not trust them with your plan for the town's future. Several victims of your people's crimes have disappeared because they knew too much about the crimes they had suffered.
- You are an excellent listener and adept at getting people to talk without threats; your generous rewards for information do not hurt. Since you're squeamish about torture, you hire enforcers for such jobs. You use two local men, currently on a mission in the countryside.
- You consider all that you have acquired for the Brotherhood as yours, though you naturally use your resources only to the Brotherhood's advantage. Your greed is balanced by your devotion.
- You own the military blacksmithy, an important source of information. Its human blacksmith gives you weekly — or daily, if necessary — reports on what the guards are doing. His two gnome apprentices are dedicated employees, since you pay well and provide them with all the latest smithy technology.

Sarvel Renaru Female Human 9th-level Monk

STR 16;
INT 13;
DEX 16;
WIS 14;
CON 12;
CHR 9;

Armor Worn: none

Modified AC: 3 (Monk class bonus + Dex)

#AT: 2

Hit Points: 60

Movement: 18

THAC0: 15

AL LE

Weapon Proficiencies: martial arts, staff, light crossbow, dagger

Languages Spoken: Suloise, common, West Yeomanic

Non-weapon Proficiencies: blind-fighting, disguise, forgery, rope use

Magical Items: none

Equipment: backpack, loose robes, 100 sp in local coinage, 50' rope, 12 light crossbow bolts, walking stick (staff), waterskin, week rations, meditation materials, horse with full gear

Monk Abilities: open-hand attack for 1d8+1 damage, or stun once per day (target save vs. paralyzation or stunned 1 round); unaffected by charm-type spells if save vs. wand; immune to *haste* and *slow* spells; may fall 50' safely if within 6' of wall or solid object; any successful save vs. attack requiring roll results in no damage, even for area effects; deflect missiles by forsaking other action and save vs. petrification; may heal 18 hp damage once per day; immune to all disease; resist *ESP* if save vs. death magic at +2; CW 80%; FT 35%; HN 30%; HS 50%; MS 40%

When you are seated in the tavern's basement and Marnemes asks you why you are here, this is your answer:
"Foster Uncle Pramas sent us here to accelerate this project. We must get this going."

SECRET DOSSIER: You may share as much of this information as you wish with the others in your party.

- Last year, while praying in thanks to Syrul for your advancement to the rank of Master of the North Wind (9th level Monk), the Goddess of Lies personally visited you, as she occasionally does when certain Brotherhood agents devoted to her reach that level. She personally granted you +1 to hit using your bare hands, with which you may strike twice per combat round for 1d8+1 damage. Whereas before you were devoted only to the Brotherhood – as are all Brotherhood monks – now you are also devoted to Syrul and would give equal weight to her bidding as to that of your master, Foster Uncle Pramas.
- You are secretly a member of the Speakers of the Black Smoke Faction of the Brotherhood, an expert group of liars that uses rumors and misdirections to keep other factions from gaining too much power in the Brotherhood, which might upset the delicate sense of perspective that has served it so well for so long. Your life's mission is to do all you can to destroy alliances among the other factions and turn friendly organizations into foes. You do not believe in anarchy, but in a balance of power, and have indirectly brought about the death of dozens in your years of service. By making sure the Brotherhood's leadership is diverse and uses a variety of voices, you help insure it will endure... even if some must perish along the way.
- You have no friends or lovers, considering them pollutants to your clear vision. Anyone who tries to get close to you must be working for someone. Three years ago, one man – another Black Smoke member who must have been corrupted by another faction – tried courting you. Having to have him killed hardened your heart against the other factions, and now you are more zealous about your life's mission than ever.
- You would never tell anyone, but you take a dark pleasure from watching former allies murder one another due to your misinformation. Though you have personally assassinated non-citizens working for the Brotherhood, murdering with your own hands gives you little pleasure.
- Your demonstrated dedication to the Brotherhood's cause and Syrul's personal visit prompted Pramas to call you to his office six months ago. Foster Uncle Pramas, a 16th-level assassin, is the leader of the Office of Diplomacy, the Brotherhood's foreign-relations body; he believes in the Speakers of the Black Smoke's vision, though you do not know if he is a member. He gave you the following special orders.

Special orders: You are to see that the group's mission is accomplished without any one political faction receiving the glory. You have interpreted this to mean one of three things: 1) You must not let any of the agents assassinate the mayor or wizard without help from the others; 2) you must not let the assassin live long enough to report success; or 3) you must perform the assassinations and theft yourself.

Jeerin Sacari
Male Human 8th-level Assassin

STR 16;
INT 13;
DEX 17;
WIS 12;
CON 14;
CHR 11;

Armor Worn: none
Modified AC: 7 (6 with shield +DEX bonus)
#AT: 1
Hit Points: 40
THAC0: 17
Movement: 12

AL LE

Weapon Proficiencies: dagger, dart, garrote
Languages Spoken: Suloise, common, West Yeomanic
Non-weapon Proficiencies: poison production and use, disguise, jumping
Magical Items: *dagger +2, 3 darts +1*
Equipment: thief tools, backpack, additional 12 non-magical darts, 2 garrotes, 8 vials of deadly poison (4 type E, 4 type N) hidden inside toys in backpack, materials for disguises, week rations, waterskin, light shield in backpack, horse with full gear, 100 sp in local coinage
Assassin Abilities: assassination (after studying victim for 3 consecutive rounds during one day, must surprise victim and make successful attack; if so, victim saves vs. death at -1 or dies immediately; if saves, damage as normal); PP 20%; OL 70%; F/RT 35%; MS 65%; HS 70%; DN 20%; CW 65%; RL 10%; backstab (x3); no thieving-skills penalty with shield

When you are seated in the tavern's basement and after Sarvel responds to Marnemes, say, "Foster Uncle Pramas wants the Brotherhood to control this whole town by next year. Your methods are inefficient. We were sent to assassinate Mayor Bonnenshire and his pet wizard Yog before the end of the Trade Festival."

SECRET DOSSIER: You may share as much of this information as you wish with the others in your party.

- You are a member of the Strong Hand Faction of the Brotherhood, which believes that direct confrontation and murder are the only sure ways to expand the organization's power base. You oppose the Bankers Faction, which espouses slow financial takeovers.
- You heard a rumor that Marnemes is a member of the Bankers.
- You will kill as many locals as necessary if they witness the party's actions or interrogations. You have no qualms about wiping out the entire town, except that orders say you should not.

Verkant Yevel
Male Human 7th-level Mage

STR 10;
INT 18;
DEX 17;
WIS 13;
CON 14;
CHR 12;

Armor Worn: none

Modified AC: 1 (*bracers*, Dex bonus)

#AT: 1

Hit Points: 24

THAC0: 18

Movement: 12

AL LE

Weapon Proficiencies: dart, dagger

Languages Spoken: Suloise, common, West Yeomanic

Non-weapon Proficiencies: ancient history, herbalism, reading/writing, spellcraft

Magical Items: *bracers of defense AC 4, ring of lurker control, cloak of elvenkind, ring of regeneration*

Equipment: 50' rope, belt with numerous pouches containing spell components, 4 candles, waterskin, one week rations, travelling spellbook, horse with full gear, 100 gp in local coinage

Contents of spellbook (memorize half from each level): 1st — *armor, burning hands, change self, comprehend languages, detect magic, magic missile, spider climb, ventriloquism*; 2nd — *blindness, darkness 15' radius, ESP, forget, knock, rope trick*; 3rd — *hold person, invisibility 10' radius, nondetection, suggestion*

SECRET DOSSIER: You may share as much of this information as you wish with the others in your party.

- You were secretly ordered by your wizard superiors to remain in Hierdraeden after completing the mission. Long-term plans call for positioning yourself to take over Yog's position, though you know Marnemes has someone local selected.
- You know that Yog has been selling lurker eggs and *rings of lurker control*, and your superiors provided you with one that reportedly had not yet become attuned to a wearer; whether or not it will work, you do not know – a source of stress.

Sharafon Hormozi
Female Human 8th-level Fighter

STR 18/60;
INT 9;
DEX 15;
WIS 10;
CON 16;
CHR 11;

Armor Worn: leather
Modified AC: 7
#AT: 3/2
Hit Points: 72
THAC0: 11
Movement: 12
AL LN

Weapon Proficiencies: short sword, whip, long sword, battle axe

Languages Spoken: Suloise, Olman, common, West Yeomanic

Non-weapon Proficiencies: blind-fighting, endurance, riding (land), direction sense

Magical Items: none

Equipment: leather armor designed to look like weatherproof riding gear, short sword hidden beneath jacket, bullwhip, horse with full gear

SECRET DOSSIER: You may share as much of this information as you wish with the others in your party.

- You were born in the Olman Islands, where your family was taken as slaves by the Brotherhood while you were a very young child. You were then separated from your parents and raised to serve as a fighter, quickly proving your worth to the cause of your new family – the Scarlet Brotherhood. Your dedicated service has earned you sub-citizen status, as high as a non-Suel can rise.
- Like Tura, beside whom you have fought for years, you are expendable: Your special duty is to serve as fall-guy should the party or its mission be detected, whereafter you will posthumously be honored as a full Citizen. You harbor a dark desire to earn this honor as soon as possible, but only when appropriate.

Tura Zin
Male Human 7th-level Fighter

STR 16;
INT 8;
DEX 18;
WIS 10;
CON 17;
CHR 10;

Armor Worn: leather
Modified AC: 4
#AT: 3/2
Hit Points: 75
THAC0: 14
Movement: 12
AL LE

Weapon Proficiencies: short sword, long sword, mace
Languages Spoken: Suloise, common, West Yeomanic
Non-weapon Proficiencies: riding (land), blind fighting, endurance
Magical Items: none
Equipment: leather armor designed to look like weatherproof riding gear, short sword in back sheath sewn into riding jacket, horse with full gear

SECRET DOSSIER: You may share as much of this information as you wish with the others in your party.

- You were raised by a Brotherhood family, though you are not of Suel stock; your parents died during a humanoid invasion of Hepmonaland when you were only a baby. You grew up determined to prove you deserved the same Citizen status as your adoptive family, and have fought countless battles against enemies of the Brotherhood, delighting in the death of humanoids and other monsters.
- Like Sharafon, beside whom you have fought for years, you are expendable: you have been promised that if you serve as fall-guy should the party or its mission be detected, you will posthumously be honored as a full Citizen. You are completely loyal to the Brotherhood, but you are not sure you want to die like this for the group.
- You dislike mages and business men.