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# Kleston Manor

by Keith Pogue [www.pogre.com](http://www.pogre.com)

## Introduction

This adventure is designed for PCs in their second level. This is a much longer adventure and may take a few sessions to play. When the PCs complete the adventure they should be at, or close to fourth level. Kleston Manor should be set in a location where there is a swamp along a coastline between two fairly decent sized towns. It is helpful if the towns have trouble getting along, but not strictly necessary.

## Adventure Background

The Inquisitor Lukas Praketon has been hunting the evil spell caster Frendais Hert for a long time. Praketon believed he had the wily old spell caster cornered at the Old Watch Tower on the edge of the swamp known as the Lower Slough between two cities of the realm. Following a costly assault on the tower, Hert escaped once again. Praketon's men were spent following the assault and unable to chase the evil wizard into the swamp.

Praketon assumed it was just a matter of time before the magic-user fell victim to the creatures of the swamp. However, after searching the tower he found something that changed his mind. Hert had left behind a bundle of letters. These letters indicated that the wizard was involved in some sort of nefarious enterprise in the area. It also mentioned a place the Inquisitor had not thought about for a long time, Kleston Manor.

Praketon was part of a group that dislodged bandits and other less savory characters from the Kleston Manor many years ago. The manor itself was the remnant of a noble's estate that fell into disuse and disrepair when the leading members of the family died of the plague. The manor remained ignored largely because of the encroachment of the Lower Slough swamp, which served to deter those who would reclaim

the estate for their own manor house.

The wizard, Hert, is actually part of a larger plan to invoke the wrath of the plague god Theta upon the entire realm. The plague cults of the the Realm are readying themselves for the rise of the next great plague. Attracted to the rise of evil in the area, Hert saw the plague cults as a chance to gain a foothold of evil in this part of the Realm. He arranged to meet with two other evil warlords, Kloop the Half-Orc and Grislik a mighty templar to Theta.

Frendais Hert planned to arrive at the manor with his sizeable force to impose his will on the others, but this plan was dramatically undercut by the battle with Lukas Praketon. Praketon decimated the small army Hert had built and forced the wizard to flee to the manor with no leverage over the other two evil warlords.

The three forces of evil are now in the Manor. Each warily eyes the other probing for signs of weakness. They wait patiently for the death cultists from the city to arrive to announce the arrival of the plague. Once the disease begins ravaging the city and its surrounding communities they can issue forth and create havoc in the countryside and perhaps the city itself!

### **DM Note on Theta Graymarrow:**

Theta – God of Death and Plague

The chaotic evil God Theta (*thā-tuh*) seeks only to bring evil and destruction into the world and his death cults flourish in areas suffering from disease. While most decent folk curse the God of plague when disease ravages their community a significant minority worship the power that can bring such destruction and death. Much like the death cults that rose in Europe after the outbreak of the plague in the fourteenth century, many turn to the god of death in this time of overwhelming need.

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A few follow the death god much further and actively seek to bring about the plague and destruction that are his realms. The power of inevitable death lures many persons to Theta's service including Necromancers, Rogues, and those who seek power through evil. The domains he is associated with are Death, Evil, and Chaos. Theta's Reapers issue forth with his favored weapon the scythe.

If Theta does not fit into the DMs pantheon, he may substitute any other evil god of death.

## Adventure Synopsis

The PCs begin by reporting to the Inquisitor, Lukas Praketon, at the old Watchtower. There are a number of ways the PCs may be drawn into working for Praketon as described below in the adventure hooks. Praketon describes his encounter with the wizard (Frendais Hert) at the tower and explains his suspicions about Kleston Manor. Praketon sends the party off to explore Kleston Manor, a nearby abandoned manor house, where the Praketon thinks the wizard may be hiding.

While adventuring at Kleston Manor, the party has a number of options in approaching the area, including employing the divided forces of the manor against each other or simply hacking their way straight through. Praketon will have charged the party with rescuing or recovering the bodies of two bounty hunters he sent after the magic-user.

Following their encounters at the manor the PCs will meet with Praketon again to get their reward.

### DM Note:

#### Spending Experience During the Adventure

It is particularly important that lower level

characters are given an opportunity to spend experience points during this adventure. The problem for many DMs is that allowing players to spend XP in the middle of the adventure ruins the believability (suspension of disbelief) that keeps their campaign vital. There are two possible solutions to this problem.

First, DMs could have the characters level up, but not gain skills or feats that they could not improve or gain on their own in the current environment. This means that hps, saves and other skills may go up, but those that require time and study will not. Allow the PCs to get experience almost anytime the group breaks and not just back at the Old Watchtower.

Alternatively, DMs could alter the adventure's timeline somewhat to allow for a much greater lapse of time between the stages of the adventure. The drawback to this method is the adventure may lose some of its sense of urgency and runs counter to the main mission of figuring out what happened to Praketon's scouts as fast as possible. However, it may allow Lukas Praketon help piece together the evidence the PCs have brought him and plot their next move or any other reasonable explanation the DM can think up.

Finally, many groups will not give a second thought to the impracticality of leveling up in the wilderness or a strange tower. Many times the only person this really bothers is the DM – if this is the case with your group let them level up and keep the game rolling. If you want to impose stricter standards in the future that is always possible by explaining the higher levels require more training.

## Adventure Hooks

Here are some ideas on how to get the players involved in the adventure and some rumors they might pick up along the way.

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1. The PCs are making their way through a market in a sizable town when they hear a crier make a call for adventurers. They do not hear the whole announcement above the din of the market, but they manage to chase down the crier to get the rest of the message. The crier hands them a Handbill (player Handout 4.1) and says they can have it because that was the last announcement he had to make this day.

## Handout 4.1

### A Call To Arms

All free men are called to join Inquisitor Lukas Praketon in reclaiming the Lower Slough for the Realm. Authorized by twin commissions from the northern city and the Lord Mayor of the southern city. Inquisitor Praketon needs all able-bodied men for this quest.

Those wishing to apply for a freelance commission with excellent pay should report to the North Old Watch Tower. Time is critical and latecomers will receive less pay. Turn your steel into gold – join Inquisitor Praketon in this righteous campaign for the Realm.

Signed,

Inquisitor Lukas Praketon

2. A relative of one of the PCs sends an urgent request for them to come see him at his farm with whatever help he can bring. The relative greets the PCs and shows them around the farm explaining that many of his animals have become sick and his youngest son died of a disease. He also tells them orcs have attacked his farm three times in the last two weeks. These are things that have never happened before in the fifteen years the relative has been farming here. Just yesterday morning he saw a troll cutting through one of the fields and he is truly afraid of what is next.

The farmer tells the PCs that the Old North Watch Tower is being occupied by someone or something and he thinks they are up to no good. A friend of his told him he actually saw some skeletons walking around the place like guards. If that's true, then there can be no question that the source of all this evil is coming from the tower. The farmer then gives the PCs directions to the tower and asks them to check it out.

3. The PCs are hired by a caravan traveling from one city to another. The caravan driver informs the PCs that the road between the two cities is increasingly dangerous. As the caravans approach the old Watchtower road where Inquisitor Praketon has set up shop a soldier will come out and give the PCs and the caravan driver some handbills (player Handout 4.1). The caravan driver will then give the party permission to stop and talk to Inquisitor Praketon. If the party agrees to work for Praketon he will arrange to have a couple of his men escort the caravan the rest of the distance and pay the PCs wages owed to them for guarding the caravan.

4. The docks, taverns, markets, and just about everywhere else in the cities has copies of Lukas Praketon's handbills (player Handout 4.1) tacked up in various locations.

## Rumors

If the PCs make an effort to find out more about Praketon's handbill they will find plenty of people who have opinions about the situation. The table of rumors below has lots of false bits of information, but most have a fragment of the truth as well. DMs are encouraged to give players appropriate rumors depending on whom they are talking to, although they are welcome to generate them randomly as well. PCs trying to talk to folks should make a *Gather Information* check at DC10. If they are successful they gather one rumor, if they are very successful DC20 they gather two rumors, if

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they are wildly successful they gather different versions of two rumors that lead them closer to the truth than just one version does.

## Rumors

1. The Lower Slough is expanding due to increased temperatures in the North. As the ice melts the sea rises and soon even surrounding cities will be under water.
2. A great black wyrm has wiggled up from the murky depths of the swamp. It has been summoned by the foul witchcraft of a cult in the city.
3. Sickness is on the rise around the Lower Slough. Even animals are susceptible to the pestilence coming forth from the swamp. Just this morning a shepherd came to the market and said he had to kill any lambs born to ewes that were impregnated on the road. The lambs invariable have the plague.
4. The Lord Mayor of the city has been getting a bit too chummy with that Prince of the other city. You would think he could see right through this. If we directed our troops to the real problem and smashed those beggars – that would solve the problem!
5. The Old Watchtower used to be the last guard against the evil of the Lower Slough. Now it is in ruins, much like our guard against the new evil of the swamp.
6. When my Father's Father was alive the Lower Slough was merely a small salt marsh. Several important people built grand estates up there and drained big sections of the swamp. They are all gone now I suppose.
7. There have been a lot of humanoids wandering around the Road. Some evil force in the Lower Slough is bringing them into the area.

## Encounters

### **Journey to the Old Watch Tower**

The old watch tower is located between two cities of the realm. The journey along the road should be relatively uneventful. There is a 40% chance per day of encountering another traveler heading in the opposite direction. If the PCs speak with the travelers and pass a *Gather Information* check they may hear a rumor (see the Rumors Chart above).

### **The Old Hag**

Along the journey on the Road a dirty, wizened, old woman will approach the party. The old crone will hail them, going into the road if necessary to stop them. She offers to see the PCs good luck charms, blessed by the Fates themselves. The price for the charms is 3 GPs each. Successful bargaining (opposed Diplomacy skill checks – the Hag's Diplomacy skill is 2) may bring the Hag down to 15 SPs. She has three charms and will only sell one per person. She is quite persistent and will only relinquish if the PCs listen to her entire sales pitch. Even then, if the PCs refuse to purchase the charms she will beg for a few coppers.

*The old hag eyes you with what is left of her good left eye and says, "These charms have been prepared with secret magical materials. If worn against the skin they can be called upon three times to bring good luck. The Fates themselves have blessed them. None of you can have too much good luck I reckon!" She cackles at her last remark and waits for you to respond.*

The charms are magical. They do not give off a magical aura, but do function much as the old hag promises. If the charms are worn against the skin a PC may announce they are using the charm and receive a +1 to their next D20 roll. Each charm has three charges just as the old hag promised.

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Anyone who is rude to the old hag will be cursed with a mutter when she departs. The curse works much like the spell *Bestow Curse*. The cursed PC will suffer a -2 to their Charisma until the curse can be removed with a *break enchantment*, *limited wish*, *remove curse*, or *wish* spell.

No profile is given for the old hag. Anyone trying to kill her will automatically succeed. They will automatically suffer the curse described above, and if ever discovered will be charged with murder.

### The Minor Road (EL 3)

*Ahead on the side of the road there is a sign pointing West down a trail with a Watchtower painted on it. There is a makeshift drawbridge crossing the Northern River. The bridge is obviously of recent construction with shiny new bolts and bright wood.*

The road to the Watchtower is very different from the main road and is little more than a path in several places. Masses of vegetation, small trees, and vines have been hacked back to allow passage, but it is obvious the growth is coming back very quickly. Parts of the road are covered in 6" of muck, making the walk very difficult. Insects are constantly buzzing around and the smell of rotting vegetation fills the air. The road is only about 8 miles long, but it takes PCs on foot as much as an hour to cover a mile.

**Creatures.** Two miles from the main road a band of orcs led by their war chief are heading down to the main road to ambush travelers. If the orcs spot the party first they will quickly dive into the surrounding swamp vegetation and hide. The orcs' Hide skill check is rolled opposing the PCs Spot skill check. The orcs suffer with a -2 penalty to their hide skill check. The orcs launch an attack first shooting arrows, and then closing for close combat. The orcs will attempt to flee if their war chief is killed.

**Orc War Chief, male orc War1:** CR 1; Medium Humanoid (6 ft. tall); HD 2d8; **hp 11**; **Init +2**; **Spd 30 ft.**; AC 16 (+4 scale mail, +2 Dex); **Atk +6** Melee (1d12+6/x3 crit., greataxe); SA rage; **SQ** dark vision 60', light sensitivity; AL CE; **SV Fort +3, Ref +2, Will +1**; Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 8. **Skills:** Climb +3, Intimidate +1, Listen +5, Spot +2, **Feats:** Weapon Focus (greataxe).

**Orcs (4):** Medium Humanoid (Orc); CR 1/2; HD 1d8+1; **hp 5**; **Init +0**; **Spd 30 ft.**; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +1; Grp +4; **Atk** Falchion +4 melee (2d4+4/18-20) or javelin +1 ranged (1d6+3); **SQ** Darkvision 60 ft., light sensitivity; AL Often chaotic evil; **SV Fort +3, Ref +0, Will -2**; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 **Skills:** Listen +1, Spot +1 **Feats:** Alertness

**Treasure:** The Orc War Chief has most of the group's treasure secreted in a small skin pouch - 13 gp, 112 sp, 97 cp, and a gem worth 10 gp. He also wears a holy symbol made out of brass. If the PCs inspect the symbol give the players Handout 4.2. If a PC makes a religion check at DC 15 they will recognize the symbol as that of Theta - the god of death and plague.



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## The Old Watch Tower

*The Old Watchtower rises out of the muck on a small hill. Guards are stationed atop the tower manning a ballista. Two other men are talking near the main entrance. There is also a small outbuilding that is apparently being used as a stable. The swish of a horse's tail can be seen sticking out one end and a young groom runs in and out of the building.*

The tower is a square structure and although obviously old, many repairs have been made to give it a sturdier appearance. The guards (Spot skill +1) atop the tower may spot the characters first and if they do they will call out to the men below. One of the men will duck his head inside the tower and call out to someone. Shortly after 4 men-at-arms will head out to greet the party.

**Sergeant Gavin, male human Ftr4:** CR 4; Medium Humanoid (5 ft. 8 in. tall); HD 4d10; **hp 36; Init +2; Spd 20 ft.; AC 19** (+2 Shield, +7 Half plate); **Atk +8** melee (1d8+5/ 19-20, longsword); AL LN; SV **Fort +5, Ref +3, Will +2;**

Str 16, Dex 14, Con 13, Int 12, Wis 12, Cha 10. **Skills:** Appraise 4, Climb -2, Jump -2, Ride 9, Craft Weaponsmithing 8.

**Feats:** Cleave, Combat Reflexes, Weapon Focus: Longsword, Power Attack, Weapon Specialization: Longsword, Track.

**Possessions:** Longsword, Half-plate, Large steel shield, and a potion of Cure Light Wounds.

**Men-at-arms (4):** CR 1; Medium Humanoid (6 ft. tall); HD 1d8; **hp 6; Init +0; Spd 30 ft.; AC 17** (+5 chain, +2 shield); **Atk +2** melee (1d8+1, longswords); AL LN; SV Fort +0, Ref +1, Will +2;

Str 13, Dex 10, Con 11, Int 9, Wis 10, Cha 10.

**Skills:** Handle Animal 4, Jump 1, Ride 3.

**Feats:** Power Attack.

**Possessions:** Longswords, Chainmail, and Large shields.

Sergeant Gavin quickly introduces himself and asks the party their business. If they reply

that they are here about the swamp or produce one of the handbills (Player handout 4.1) the Sergeant will nod and invite them into the tower. The Sergeant will engage the PCs in small talk about their journey, and will express concern about the encounter with the orcs. Although he is gracious and friendly it is obvious the Sergeant is checking the PCs out.

If anyone is injured Dr. Sertrig will be immediately summoned to aid them.

**Dr. Sertrig, male human Exp9:** CR 8; Medium Humanoid (5 ft. 4 in. tall); HD 9d6; **hp 34; Init +6; Spd 30 ft.; AC 14** (+2 Dex, +2 Leather); **Atks +8/+3** melee (1d8-1/ 19-20, longsword); AL LN; SV **Fort +5, Ref +3, Will +2;**

Str 8, Dex 14, Con 11, Int 16, Wis 12, Cha 10.

**Skills:** Alchemy 14, Heal 15, Knowledge (medical) 16, Profession (Apothecary) 14.

**Feats:** Improved Initiative, Skill Focus: Healing, Skill Focus: Knowledge (medical), Toughness.

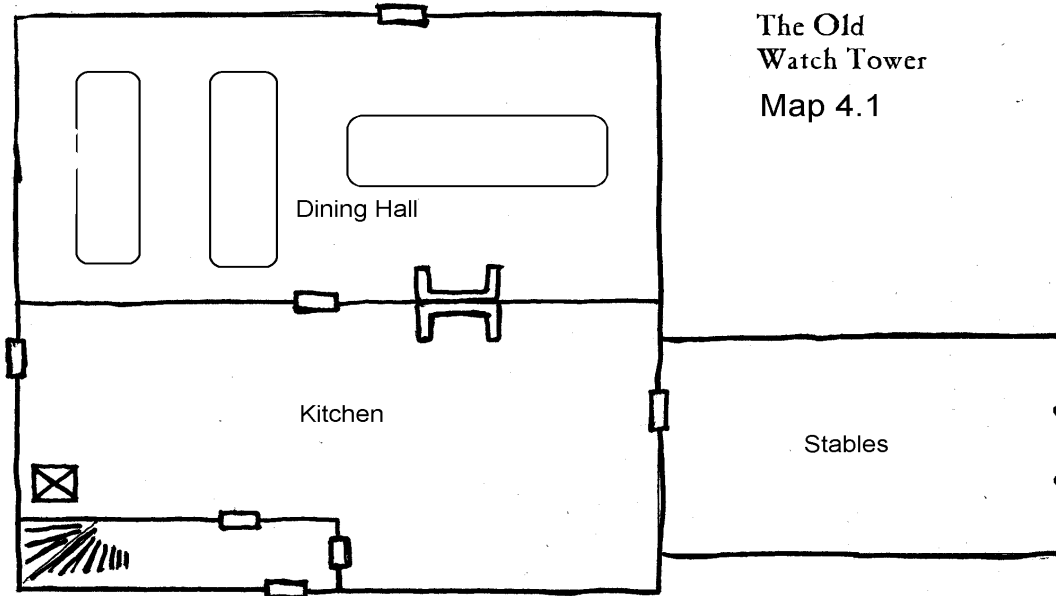
**Possessions:** Masterwork Healing Kit, Alchemist's Lab materials, numerous medical tomes, various needles, scalpels, etc.

The Sergeant welcome the PCs assigns them a bunk on the tower's second level and asks them to wash up in the bathing troughs. He informs them Inquisitor Praketon has invited them to dinner on the tower's base level. They are guarded during their baths for their own "safety". Females are given some privacy, but are watched by a female guard. The characters are watched to see if they show any signs of disease.

The PCs clothes are washed while they are taking their baths. Any PCs who strenuously object to this will be treated with suspicion. If a PC refuses to allow their clothes to be washed the soldiers relent, but warn of swamp diseases and mite infestations. Shortly after they are washed and their clothes are mostly dried the PCs are summoned to the dining area.

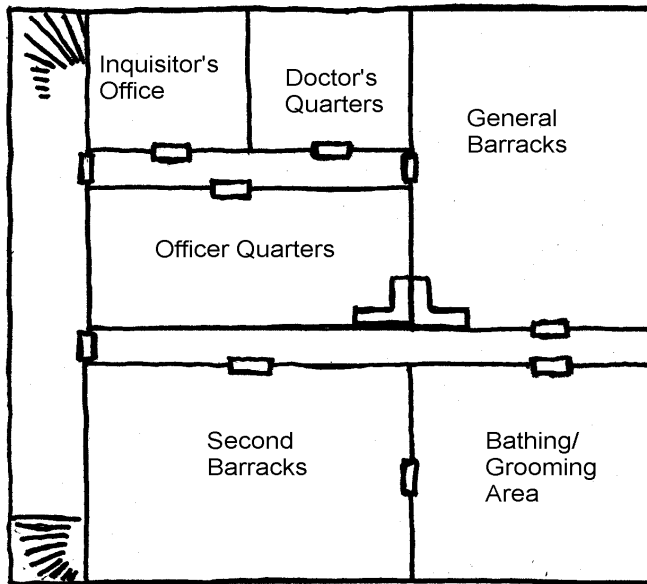
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The Old  
Watch Tower  
Map 4.1

First Floor



0 5 10 15 20  
equals twenty feet

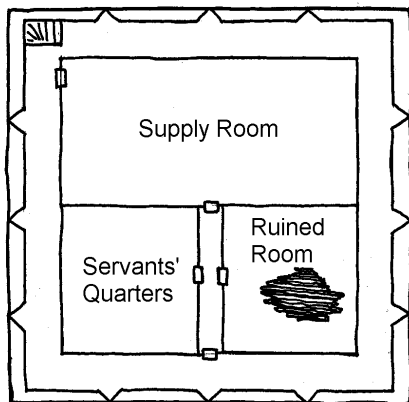
Second Floor

# Kleston Manor

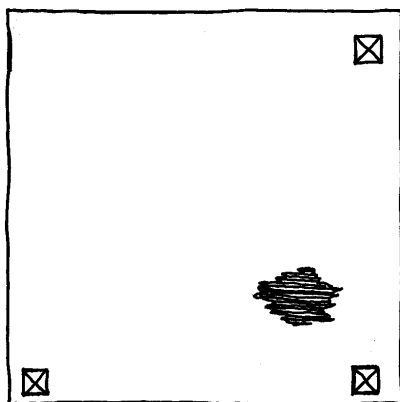
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## The Dining Room

*This floor of the tower has been divided in half. The northern half is the dining room and the southern half has been reserved for food preparation. Those heading to the dining room must walk through the kitchen area. The kitchen holds racks of spices, a side of beef, roasted pork, game hens hanging from the wall, greens, and appears to be very well provisioned. The dining room has four tables with chairs and benches. A dozen-and-a-half people rise as you enter and a tall man with gray hair and a plain overcoat greets you at the door.*



Third Floor



Roof

The party is welcomed into the dining room by the Inquisitor Lukas Praketon. He greets each PC warmly telling them how glad he is that they have come. He then introduces the PCs to Dr. Sertrig and Sergeant Gavin. The Inquisitor also introduces his 12 men-at-arms, the two cooks, the smithy, and the head groomsmen. He specifically does not mention one table where three old women and two young boys are sitting. If a PC asks who they are someone tells them they are the washerwomen and the grooms boys.

Dinner is a simple affair, but delicious nonetheless. Small talk erupts and Lukas Praketon enters into a particularly lively conversation with Dr. Sertrig about southern jungle diseases. The Inquisitor defers all questions from the PCs until later. Praketon will be visibly annoyed with any reports of orcs in the area. All questions posed to him about their task will be answered with, "We shall cover that in the morning." Following the meal Praketon tells the PCs they look tired and they should retire for the night. They are instructed to report to his office first thing in the morning.

### Inquisitor Lukas Praketon, male human

**Ftr7:** CR 7; Medium Humanoid (6 ft. 1 in. tall); HD 7d10; **hp 60**; **Init +1**; **Spd 20 ft.**; **AC 22** (+1 Dex, +2 shield, +9 magic full plate); **Atks** +13/+8 melee (1d8+7 crit 19-20, +2 longsword); **AL LN**; **SV Fort +5, Ref +3, Will +2**; **Str 16, Dex 13, Con 14, Int 13, Wis 7, Cha 11**. **Skills:** Diplomacy 6, Gather Information 5, Intimidate 5, Ride 11, Sense Motive 3. **Feats:** Cleave, Combat Reflexes, Expertise, Focus: Longsword, Great Cleave, Leadership, Power Attack, Specialized: Longsword. **Possessions:** +2 Longsword, +1 Full Plate, Large steel shield, and a potions of Bull's Strength, Cure Light Wounds (x2), Cure Moderate Wounds, Cure Serious Wounds, Heroism, Neutralize Poison, Remove Disease, and Lesser Restoration.

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## Meeting With Sir Lukas Praketon

*Early in the morning there is a gentle knock on the door. The voice of Sergeant Gavin follows, "Get dressed. Inquisitor Praketon would like to meet with you this morning."*

The sergeant waits until the PCs are ready to accompany him to the Inquisitor's office. When the party is ready the sergeant leads them through the tower to Lukas Praketon's office.

*Lukas Praketon is sitting behind a makeshift pine desk writing some notes with a quill pen. Dr. Sertrig is in the room sitting in a chair opposite the Inquisitor. Both turn and greet the adventurers as they arrive.*

Praketon asks the PCs to have a seat and states, "I thought we could take care of some business before breakfast."

When the PCs have made themselves comfortable the Inquisitor continues, "Well, let's start from the beginning. I have been chasing a rather unsavory chap named Frendais Hert for quite some time. In fact, I had lost him a while ago, but one of my contacts in the city told me that he had set up a base at an abandoned guard tower. I quickly assembled my forces and set-off to find the foul wizard."

Lukas Praketon picks up his pen and jots another note. He resumes quickly, stating, "When we hacked our way to this tower about a month ago we expected to find a small force. It was not. A group of brigands, humanoids, and thugs had taken up residence here. After a savage battle, in which a few of my men died, we captured the tower. I am ashamed to admit Frendais Hert escaped with a handful of thugs. Two bounty hunters who had followed my troops for hire set out after them. That was three weeks ago. These were experienced men and I fear the worst."

Praketon stands up and retrieves a map from a

pigeonhole. He then unfurls the map before the party on his desk. "I believe this ungodly band has headed here (*he points to Kleston Manor*). Years ago there was a sizeable manor here owned by Farwyn Kleston. Reports of the area from the pirate extermination campaign launched 30 years ago stated that the manor was still standing.

I am authorizing you to investigate this site. Return with the bounty hunters or their bodies if possible and report back here to me. You may take as many supplies as you deem necessary for the journey. The doctor has also prepared some things for you."

Inquisitor Praketon gives the PCs a description of the Bounty Hunters, including what they were wearing. He also tells them they are named Jamison Jurbtn, and Gregory Stouffle

Doctor Sertrig pulls out four small pouches. He instructs the most learned looking adventurer, "This is a healing salve made from rare herbs. Apply it to any wounds you or your comrades may sustain. It will help prevent infections and seals the wound." The salves restore 1D4 hp and reverse the effect of any disease spread by wound if the PC makes a Healing skill check (DC 5).

The Doctor then goes on to issue the PCs a warning about the rise of diseases in the swamp. He pauses and asks if they have heard of the great plague. He then says, "Perhaps you have heard the old children's rhyme:

*Ring around the rosie,  
Pocket full of posies,  
Ashes, ashes, we all fall down!*

This rhyme of course was made about the last outbreak of the great plague. It is a deadly disease that spreads very quickly and not only

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affects the body but the mind and soul as well. You may have noticed we had guards posted over you while you were bathing. I asked these guards to pay particular attention to your skin to see if any of you had signs of the plague. The first sign is a bright red ring around an angry boil; this of course is what the first line of the rhyme is about. If treated quickly at this point the patient may be saved. However, the disease moves very quickly and the patient rapidly goes into a catatonic state.

If death followed perhaps the disease would not be so bad. Three days after going into a deep catatonic state the afflicted rises and begins what is called the Danse Macabre by death cultists. Twirling around like a dervish the diseased patient lashes out to any they find. The result is they infect a great deal of others. The only course of action to pursue at this juncture is to kill the patient and burn their body and clothes completely.

Unfortunately, a pocket full of posies is an entirely inadequate defense against this menace so I will give you these.” The Doctor hands over four potions of Cure Disease to a clerical or the most academic-looking PC. The doctor is willing to answer whatever other questions the PCs have about the plague and his knowledge of the disease is fairly thorough.

## **DM Note:** The Great Plague

Infection: Usually Wound, occasionally inhaled  
DC 12 initially, DC 15 once infected

Incubation: 1d6 hours

Damage: 1d6 Con

Description: The first sign of the great plague is a huge boil surrounded by a bright ring. Boils quickly spread over the victim’s body many of them bursting as they go about their daily routine. Burst boils scab over with scabs so hard they can cut skin. This can quickly lead to accidental infection of others. When the victim reaches 0 Con they are brain dead, but they enter a catatonic state before beginning the Danse Macabre (the Dance of death). The

victim whirls about like a dervish trying to wound all they can with their scabbed over bodies (touch attacks). Many of the death cults devoted to Theta host sabbats climaxed by the whole group imitating the Danse Macabre.

Lukas Praketon speaks up again when he senses the Doctor is finished speaking. “I will pay you 50 gold each to undertake this mission. I will also provide you a bonus of 100 gold if you recover the bounty hunters. Do you have any questions?”

Praketon assumes the PCs will undertake the mission. He will not be surprised if they try to bargain his fee up – any good professional would. He promises to give them further bonuses if the task proves to be particularly difficult and they provide solid information. “It will depend somewhat on the quality of report you provide,” will be a standard reply. He can also tell the PCs the manor is about 20 miles away. He does not have much more information. He will not allow the party to keep his map, but they may copy it quickly if they like.

Following a hearty breakfast of quail and eggs the PCs are invited to the tower storeroom to take any equipment they may need.

## **The Store Room**

*Sergeant Gavin leads you through a number of rooms coming to a closet bolted and locked. The sergeant turns to the PCs as he opens the storeroom and states, “take what you need for your mission.”*

The PCs may choose from the following list of supplies:

- Iron Rations
- Water Skins
- Small shields
- Arrows
- Bolts
- Sacks
- Blankets

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Fuel Oil  
Torches  
Hemp Rope

PCs who treat the storeroom as an all you can carry opportunity should have their encumbrance values checked very carefully. Sergeant Gavin may make some pointed remarks about their greed, and refer to their possible bonuses. If the Sergeant views a PC as being too greedy he will report it to Lukas Praketon and remind him of it when the PCs make their report to the Inquisitor. Mounts or beasts of burden cannot make it through the swamp and Sergeant Gavin will tell the PCs this if they act like they are taking any with them.

## Journey to Kleston Manor

*Every step through the swamp requires a slash from the blade to get through. The air is thick and full of insects of all kinds. Every once in a while the sun breaks through to give respite from the dreariness, but the travel is very slow going. The muck pulls at boots and the odor is particularly dank as the mud is disturbed.*

The manor is 20 miles from the Old Watchtower and the average party will take a full day to make this distance under ideal circumstances. The slough is full of nasties and a check for wandering monsters should be made every four hours while the PCs are in the swamp. There is a 15% chance of an encounter, although dice need not rule if the DM feels this would be inappropriate. The wandering monster chart below is not a strict guide, and the DM should feel free to choose encounters that are appropriate as opposed to dicing for them. Remember Wandering Monsters should not be the most difficult opponent the PCs face. If the DM dices an overwhelming encounter, he should provide a glimpse of the monster for the PCs and provide an easy escape route.

## Lower Slough Wandering Monster Chart

<u>D20 Roll</u>	<u>Encounter</u>
1-2	Deer
3-4	Dire Rats (1D4)
5	Giant Wasp
6	Goblins (1D4+2)
7-9	Howls and Shadows
10-12	Marsh Lights
13	Orcs (6)
14	Owl
15-16	Quicksand
17	Snake
18-19	Swamp Leeches
20	Wild Boar

### Deer

Have the PCs in the front of a party make a Spot skill check (DC 10). If one of the PCs succeeds in the check read the following description:

*Standing absolutely still in a small clearing you see a young deer. It is nervously sniffing at the air and its ears are pointing straight up.*

A PC with a bow in hand can get a shot off at the deer before it flees into the surrounding swamp.

**Young Deer:** CR 1/2; Medium Animal (4 ft. 6in. tall); HD 1d8+2; **hp** 7; **Init** +2; **Spd** 60 ft.; **AC** 14 (+2 Dex, +2 natural); **Atks** +2 2 hooves (1d4); **SQ** scent; **AL** N; **SV** **Fort** +2, **Ref** +4, **Will** +1; **Str** 10, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6. **Skills:** Listen +8, Spot +8

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## (1D4) Dire Rats

The PCs are attacked by one or more diseased Dire Rats. The rats are all infected with the plague.

**Dire Rats:** Small Animal ; CR 1/3; HD 1d8+1; **hp 5; Init +3; Spd 40 ft.**, climb 20 ft.; **AC 15** (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; **Atk Bite +4** melee (1d4 plus disease); **Full Atk Bite +4** melee (1d4 plus disease); **SA Disease; SQ** Low-light vision, scent; **AL** Always neutral; **SV Fort +3, Ref +5, Will +3;**

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4  
**Skills:** Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

**Feats:** Alertness, Weapon Finesse

**Disease(Ex):** The disease contracted (DC 12) will be the Great Plague.

**Skills:** Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

## Giant Wasp (EL 3)

You hear a loud buzzing in the thick swamp air. Something much larger than the mosquitoes buzzing around your head is coming towards you. Soon the source of the sound arrives, a Giant Wasp. It has some sort of humanoid grasped tightly in its legs, but it seems to hesitate in its path over you.

The Giant Wasp is heading back to its lair at Kleston Manor (see Area 4) to plant the Goblin it has paralyzed full of eggs. It is hesitating over the party because it is deciding if the PCs might make a better meal for its larvae. It will decide against attacking if the party does not anger it by shooting missiles or attempting to injure it in some other manner.

**Giant Wasp** Large Vermin ; CR 3; HD 5d8+10; **hp 32; Init +1; Spd 20 ft.**, fly 60 ft. (good); **Space/Reach 10 ft./5 ft.**; **AC 14** (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +3; Grp +11; **Atk Sting +6** melee (1d3+6 plus poison); **SA Poison; SQ** Darkvision 60 ft., vermin traits; **AL** Always neutral; **SV Fort +6, Ref +2, Will +2;**

Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11

**Skills:** Spot +9, Survival +1\*

**Skills:** Giant wasps have a +8 racial bonus on Spot checks. \*They also have a +4 racial bonus on Survival checks to orient themselves.

**Poison(Ex):** Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

## (1D4+2) Goblins (EL 0.3 – 1.5)

*You hear some loud voices in the thickets ahead of you. Peering through the vegetation you see a few small humanoids arguing loudly with each other. Their disagreement is requiring their entire attention and they seem oblivious to your presence.*

These Goblins are lost and arguing about the best way to get back to camp. When the party confronts them they will not be anxious to fight and will defend themselves until one of them is wounded. Once a Goblin is wounded they will flee in blind terror into the swamp.

**Goblins:** Small Humanoid (Goblinoid); CR 1/3; HD 1d8+1; **hp 5; Init +1; Spd 30 ft.**;

**Space/Reach 5 ft./5 ft.**; **AC 15** (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; **Atk Morningstar +2** melee (1d6) or javelin +3 ranged (1d4); **Full Atk Morningstar +2** melee (1d6) or javelin +3 ranged (1d4); **SQ** Darkvision 60 ft.; **AL** Usually neutral evil; **SV Fort +3, Ref +1, Will -1;**

Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness

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**Treasure:** *The Goblins have 1d8 SP each.*

## Howls and Shadows

*A low growl builds into a booming crescendo that echoes through the trees around you. Whatever makes a howl like that must be huge and it sounds like its getting louder.*

Have the players make Spot skill checks and let them notice some moving shadows or whatever else you want to make them feel nervous.

## Marsh Lights

*A strange set of green and yellow lights with flickering of white are bobbing up and down in the distance.*

The Marsh lights will flicker on and off for 20 to 60 minutes and will appear to come closer and then move away at times. The PCs may choose to follow the lights, but they will not catch them nor will they discover their source.

## 6 Orcs (EL 3)

*Shouting and hacking is coming from an area up ahead. A few humanoid are hacking their way through the swamp. They are quite animated and jump about as they hack at the vegetation. They seem utterly delighted in their blade swinging and none too concerned about making progress through the swamp.*

This group of Orcs is making their way through the swamp on a foraging mission. They are pretending to be in battle to break the monotony of their task. They are very caught up in the moment and can be easily surprised or avoided by the PCs.

**Orcs (6):** Medium Humanoid (Orc); CR 1/2; HD 1d8+1; **hp 5; Init +0; Spd 30 ft.; AC 13** (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +1; Grp +4; **Atk** Falchion +4 melee (2d4+4/18-20) or javelin +1 ranged (1d6+3); **SQ** Darkvision 60 ft., light sensitivity; **AL** Often chaotic evil; **SV Fort +3, Ref +0,**

**Will -2;**

Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**Skills:** Listen +1, Spot +1

**Feats:** Alertness

**Treasure:** The orcs carry a total of 7 GP and 1d8 SP each.

## Owl (EL 0.3)

*A near silent swoosh and a delicate landing in the tree branches above give away the location of a horned owl. It turns its head effortlessly to scan you and your companions expectantly. Its blinking, glowing eyes seem to bore right through you as it sits staring.*

The owl does not attack but sits and stares at the PCs for a number of hours. It will fly away if the PCs attack it, but it will circle around and take up a new perch to check them out. The owl is harmless, but the DM should play up this staring to make the party nervous.

**Owl:** Tiny Animal ; CR 1/4; HD 1d8; **hp 4; Init +3; Spd 10 ft., fly 40 ft. (average); Space/Reach 2-1/2 ft./0 ft.; AC 17** (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14; Base Atk +0; Grp -11; **Atk** Talons +5 melee (1d4-3); **SQ** Low-light vision; **AL** Always neutral; **SV Fort +2, Ref +5, Will +2;** Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4 **Skills:** Listen +14, Move Silently +17, Spot +6\* **Feats:** Weapon Finesse **Skills:** Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. \*They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

## Quicksand (EL 1)

CR 1 Reflex Save (DC 20) avoids; Search (DC 20).

Quicksand pits appear much the same as most of the swamp's floor, only it is really mostly water mixed with mud and sand. A PC stepping in quicksand must make a Swim check (DC 15) to avoid sinking a foot. The trapped PC may be rescued with a pole or rope by PCs not caught in

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the sand easily. If the sand goes over the PC's head they will drown after twice their Con score in rounds. Many predators learn that trapped animals are easy prey and lurk near the pits waiting for the wail of distressed animals. If the PCs make excessive noise another wandering monster check should be made or chosen by the DM.

## Snake (EL 1)

*A rare, narrow ray of light breaks through the swamp's canopy onto a log. Sunning itself on the log is a 6-foot long snake. The snake flicks the air with its tongue from time to time, but does not appear to be in a hurry to leave its perch.*

A nature lore skill check (DC 15) will reveal that this is a lesser swamp snake, a common poisonous variety with a nasty temper. If the PCs approach the snake it will quickly take up a defensive posture and prepare to strike.

**Snake, Medium Size Viper:** Medium Animal ; CR 1; HD 2d8; **hp 9; Init +3; Spd** 20 ft., climb 20 ft., swim 20 ft.; **AC** 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; **Base Atk** +1; **Grp** +0; **Atk** Bite +4 melee (1d4-1 plus poison); **SA** Poison; **SQ** Scent; **AL** Always neutral; **SV Fort +3, Ref +6, Will +1;** Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2  
**Skills:** Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7  
**Feats:** Weapon Finesse  
**Poison(Ex):** A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con, Fort DC 11. The save DCs are Constitution-based.

## Swamp Leeches (EL 1)

*This area of the swamp seems extremely saturated. Eventually you find yourself actually splashing along as you wade through this area. The water comes up to as high as 18 inches as you struggle through. Fortunately the water is warm even if it is dark as tar and smelly to boot.*

A few swamp leeches will attack the party as they move through this area. Each PC will be attacked by 1d4 leeches. The leeches make a to-hit roll as usual (+0 melee) and if successful the leech has attached to the PC. If it fails the leech will swim on trying to find an easier victim. If the leech is successful make a secret Spot skill check (DC 12) for the PC. If this spot check is successful tell them they have felt a strange piercing sensation on their lower leg.

Swamp leeches will get their fill of blood in 6 rounds and fall off their victim – the PC is drained of 1 hp of blood. Swamp Leeches may be removed by applying fire or if a PC makes a wilderness lore skill check (DC 15) to pinch the leech off. A failed pinching will lead to a nasty infection (filth fever *DMG* 75).

## Wild Boar (EL 2)

*Grunting and snorting in a thicket up ahead you see a large, furry pig with its snout plowing through the mud. It seems to have found something to eat and is either unaware of your presence or ignoring you.*

The wild boar will not attack unless the party disturbs its mushroom hunt. Once it attacks the boar will fight to the death.

**Wild Boar:** Medium Animal ; CR 2; HD 3d8+12; **hp 25; Init +0; Spd** 40 ft.; **Space/Reach** 5 ft./5 ft.; **AC** 16 (+6 natural), touch 10, flat-footed 16; **Base Atk** +2; **Grp** +4; **Atk** Gore +4 melee (1d8+3); **SA** Ferocity; **SQ** Low-light vision, scent; **AL** Always neutral; **SV Fort +6, Ref +3, Will +2;** Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4  
**Skills:** Listen +7, Spot +5  
**Feats:** Alertness, Toughness  
**Ferocity(Ex):** A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying

The PCs may try to cook the Boar. The flesh is edible but must be simmered over a low fire for a considerable amount of time to be decent

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to eat. The combat to kill the boar and its natural toughness means the meat is useful only as a stew or slow roasted pork pot roast. The odor of cooking wild game in the swamp might merit another Wandering Monster check at the DM's option.

## **Disease in the Lower Slough**

The Lower Slough is choked with all sorts of foul pestilence. Every 8 hours spent in the Lower Slough the PCs must make a Fortitude save (DC12) or catch the great plague. The great plague is extremely dangerous because it may be caught in two ways: through the air or through a wound (flea or mosquito bite). The DM should make these rolls for the PCs in secret. An infected PC should get a spot check every hour thereafter to see if they notice the manifestation of the disease. One great way to keep paranoia high in the party out in the swamp is to have them make a Spot check every hour whether they are infected are not. More information about the progress of the disease may be found in the Great Plague sidebar.

## **Kleston Manor**

Kleston Manor is far from abandoned. The Manor serves as the head quarters for Grislik and serves as a meeting area for the death cultists out of the cities. The Half-Orc Champion, Kloop, has also come here and is doing his best to keep his minions under control. The final group found here is the wizard, Frendais Hert, who was chased out of the old watchtower. Although Grislik is nominally in control no one is quite sure what is going on, much to Theta's (the CE plague god) delight!

The Manor remains mostly out of the swamp because it is higher than the surrounding land. The swamp has encroached in many ways, however, and these are mentioned in the individual description areas.

Grislik is considering ways to take over, but realizes the other forces present are currently too

powerful to challenge. Kloop, the Half-Orc Champion, is harboring plans to take over the manor from Grislik. The only one who seems to know his place is Frendais Hert, who is licking his wounds from the confrontation with Lukas Praketon. Due to this level of uncertainty around the manor the party may get away with posing as death cultists for quite some time. It is also possible they may ally with the Kloop's minions at some point to destroy Grislik.

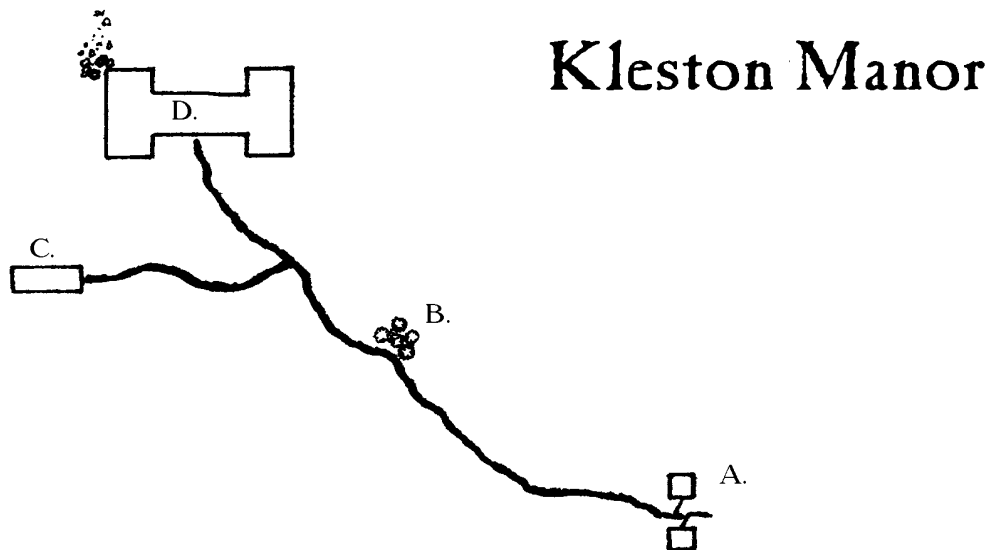
The Manor is divided into three spheres of influence between these major NPCs. Even though the PCs are low-level they may be successful in a number of ways. Nearly all of the denizens in the Manor are of CE alignment. They are not going to be very organized and may be talked into fighting one of the other factions. If the PCs seem to be struggling inordinately with the Manor's challenges allow some open conflict between two or more of the factions to permit the PCs a few more opportunities. Finally, remember that the inhabitants are in this for themselves, they will not hesitate to run away if it looks like the PCs pose too great of a challenge.

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## Outside the Manor

### A. Main Entrance Gate: (EL 1)

*Two small gatehouses flank the drive heading up to the manor house. The remnants of an elaborate iron-wrought gate twist at the hinges. An old orchard grows near the drive beyond the gate casting long shadows over it. Someone is moving near one of the gatehouses.*

These two small structures once supported an elaborate iron-wrought gate. The gate has long since fallen away but the Manor does not stand unguarded.

### Creatures: Goblin Guards

There are two Goblins that will confront the party as they approach. They will ask, in halting common, what the party's business is if they are not attacked immediately. PCs should make a Bluff skill check, (Bluff skill opposed by the Goblins' Sense Motives skill check), if they give the Goblins a convincing story. If the Goblins are unconvinced one of them will run to

the Manor House to ask Grislik if he knows anything about the party's arrival.

**Goblins (2):** Small Humanoid (Goblinoid); CR 1/3; HD 1d8+1; **hp 5**; **Init +1**; **Spd 30 ft.**; **Space/Reach 5 ft./5 ft.**; **AC 15** (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; **Atk** Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); **Full Atk** Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); **SQ** Darkvision 60 ft.; **AL** Usually neutral evil; **SV Fort +3, Ref +1, Will -1**;  
Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6  
**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2  
**Feats:** Alertness

### B. The Orchard: (EL 1.5)

*Near the drive heading up to the manor is a large group of ill-kept trees. Most of the trees appear to be oaks, but there are a few walnuts as well. Most of the trees are drooping and are covered in moss. The swamp has not yet taken over this area, but it is obviously having an ill-*

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*effect on these trees. Despite the numerous nut-trees there is a conspicuous absence of wildlife.*

As the party comes closer to the area allow the front two characters a Spot check (DC 15). If the PCs pass the Spot check they smell something rotten, and see what looks like a humanoid leg sticking out from the forested area.

**Creatures.** (Giant Spiders) A few large trees are all that remain of the former grand orchard. It is also home to three Small Monstrous Spiders. Most of the current inhabitants of Kleston Manor know to stay well away from the orchard. There is a humanoid leg, with a boot on it near the perimeter of the tree line. The arachnids use this as a sort of bait. The leg is that of an Orc unlucky enough to come to close to the Spiders' lair.

If someone comes within five feet of the orchard's perimeter one of the eager Spiders will jump the gun and attack. The other two Spiders will remain in the treetops waiting for victims to come in the woods.

**Monstrous Spiders, Small (3):** Small Vermin ; CR 1/2; HD 1d8; **hp 4; Init +3; Spd** 30 ft., climb 20 ft.; **Space/Reach** 5 ft./5 ft.; **AC** 14 (+1 size, +3 Dex), touch 14, flat-footed 11; Base Atk +0; Grp -6; **Atk** Bite +4 melee (1d4-2 plus poison); **SA** Poison, web; **SQ** Darkvision 60 ft., tremorsense 60 ft., vermin traits; **AL** Always neutral; **SV Fort +2, Ref +3, Will +0;** Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2 **Skills:** Climb +11, Hide +11\*, Jump -2\*, Spot +4\*

**Feats:** Weapon Finesse

**Poison(Ex):** A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. Fort DC 10, 1d3 Str initial and secondary.

**Skills:** Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial

bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. \*Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

**Tremorsense(Ex):** A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

**Web(Ex):** Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. *See MM for more details.*

**Treasure.** At the base of the Spiders Web in the orchard are a number of rags and rusty bits of equipment from past victims. If the remains are thoroughly searched the party may find a small silver ring. The ring has an inscription "Gokka Lokka" inscribed inside of it. Any spell caster wearing the ring, (give that player Handout 4.3), and speaking the words Gokka Lokka will cast the spell *Open*. The ring may cast the spell once per day.



## C. The Stable

*This building is constructed of local stone with a slate roof. It formerly had two large doors leading out to the drive, but one of these is now gone and the other is barely holding on by one hinge.*

The interior is dusty and covered in cobwebs. Those with Track skill may be able to discern

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something has been through this area recently (DC 10). There are several stalls and a coaching room; all of the tack and gear is long since gone.

## D. Kleston Manor

*The manor house is constructed of fired bricks and has light gray granite and marble accents. The roof is mostly intact and composed of slate tiles covered in brown and green moss. There are a number of windows but most have dark, smoked glass, and those that have been broken are boarded up.*

The exterior to this old Manor house is in remarkably good shape. Anyone with Craft: Carpentry or Stonemasonry skill can determine that there have been various efforts over the years at maintaining the building. Only the Northwest corner of the building has given way to age and collapsed.

Almost every room in the manor has several windows to the outside; however, most of these are stained or dark leaded. Those peering in the windows can at best see some variance in colors and large shapes.

There are four formal entrances into the Manor, and the collapsed area that the characters may access. Only the door to Area 17 is locked, and a half-hearted attempt has been made to block off the doorways leading to Areas 18 and 22 from the collapsed area. Note if the party wanders around the back of the Manor they may spot a couple of Humanoids in Area 13, The Terrace. During the day the Humanoids keep this backdoor open to help air out their camp.

## Inside the Manor

While the party is in the Manor DMs should run the encounters in terms of territories.

Kloop and his boys control the lower middle,

Grislik and his direct minions control the Upper East area, and Frendais Hert has taken up residence in the upper northwest corner of the Manor. The rest of the place is either controlled by something Theta's followers do not wish to mess with, or unoccupied. In general, when one Humanoid is in trouble others will come to its aid, and likewise for Grislik's minions. However, the Humanoids may not be anxious to help Grislik as eluded to above.

Remember that experience points are awarded for obstacles overcome, and bluffing past monsters should earn the same bonus as simply killing them-- if not more. If the party tries to bluff their way past the Manor's guardians, or seeks alliances with them give them generous bonuses. Bonuses are especially called for in the case of good role-playing. Naturally, the PCs may just smash and grab their way through the Manor, but this may prove costly in terms of bodily risk and insights lost to further clues.

Finally, just because the Goblins from the Gate at Area A on the Area Map have warned Kloop and Grislik of the party's approach that does not mean that they will be hostile. It only serves to ready them for the PCs' arrival; they of course have no idea whose side the PCs are on.

## Ground Floor

### 1. Front Entrance

*Columns on a huge porch frame the double doors that lead into the Manor. One door has half of a noble family crest and appears to be quite old. The top half of the other door is constructed from a polished hard oak and the bottom half of the door is constructed of small boards carelessly nailed together.*

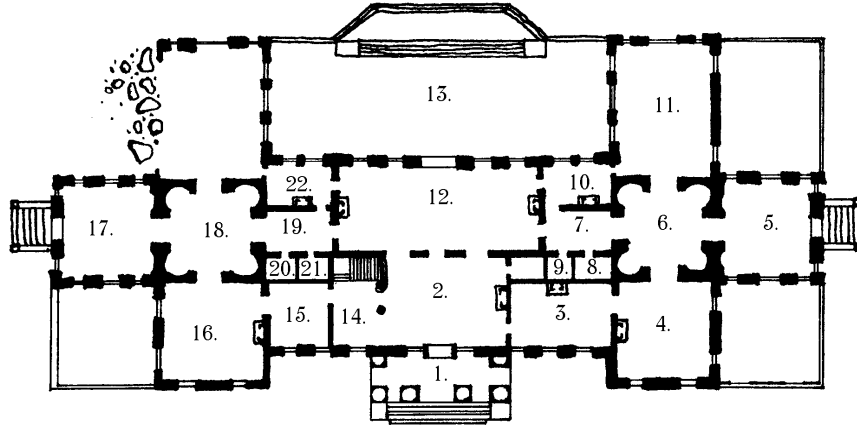
The doors have been heavily damaged over the years and one is not original. Half of the Kleston family crest is visible on the older door. The doors are not locked and there is about a two-inch gap between them. If the PCs make

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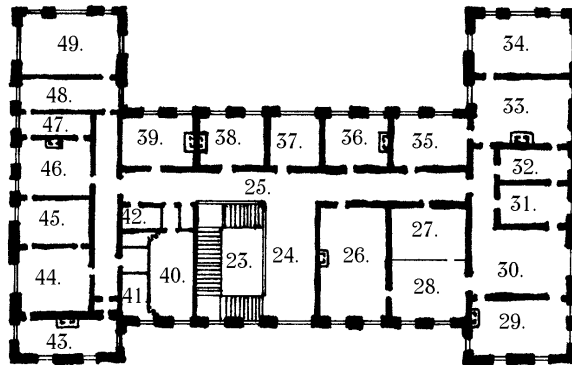
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## Kleston Manor



Ground Floor



Upper Floor



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repeated forays into the Manor the occupants will begin to post guards in this area.

## 2. Entrance Hall: (EL 0.3)

*The hall beyond the main door has marble floor and walls. The remnants of a candelabrum hang precariously from the ceiling. Layers of muck and fungi have covered much of the area and high level of moisture permeates the air. An old blanket covers a door to the East. There are three panel style doors extending from floor to ceiling straight ahead.*

This spacious entry area must have been beautiful at one time. If the northern doors are listened to the characters can hear grumbling, snorts, and bits of conversation in an alien tongue. PCs who pass a Listen skill check (DC 10) and know Goblinoid recognize the language as that.

**Creature.** There is a 25% chance of a Goblin moving through this area coming from Area 12 and heading to Area 3. He will warily eye the party as he moves past them towards Area 3. If the party tries any hostile moves he will yell a warning to the other Humanoids in Area 12. The other Humanoids from the Great Ballroom will come to investigate and there is a 50% chance of the Orc Shaman from Area 3 coming to investigate.

**Goblin (1):** Small Humanoid (Goblinoid); CR 1/3; HD 1d8+1; **hp 5; Init +1; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); Full Atk Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SQ Darkvision 60 ft.; AL Usually neutral evil; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6  
**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2  
**Feats:** Alertness**

If the Goblin is killed and examined the character will see a brand has been burned into its skin. (Give Players Handout – sign of Theta). The Goblin is carrying a pouch of food to the Shaman in Area 3.



## 3. Reception Room: (EL 2)

*A musty, smoky odor dominates this room, as a semi-fog of incense smoke fills the area.*

*An orc with strange tattoos and some sort of staff is burning foul smelling incense in this room's fireplace. The once fine carpet that covered this room is now a rotting mess. Several rich finely woven tapestries still are hung on the wall, but the work of years of moth generations mark them.*

The Orc Shaman slowly turns towards the party shaking his staff and asks them something in a strange alien tongue. This tongue is a combination of pidgin Orc and Goblinoid used by Kloop's minions. Any PC who knows those two languages will recognize it as a derivation of those languages and understand the basic message of "get out". If the PCs do not respond he says in a stuttering common, "You get, me busy."

**Creature.** Any hostile moves from the characters will set the Shaman into action.

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**Groobelk, male orc Adp2:** CR 2; Size M (5 ft., 9 in. tall); HD 2d6-2; **hp 8; Init** -2 (-2 Dex); **Spd** 30 ft.; **AC** 8 (-2 Dex); **Atk** +4 melee (1d6, quarterstaff); **SV Fort -1, Ref -2, Will +4; SQ** dark vision 60', light sensitivity; AL CE; Str 16, Dex 7, Con 9, Int 11, Wis 12, Cha 9.

**Skills:** Craft +4, Hide -2, Knowledge (arcana) +4, Listen +1, Move silently -2, Spot +1, Swim +4.

**Feats:** Shield proficiency.

**Adept Spells:** 0 Level: *Cure Minor Wounds, Guidance, read magic.* 1<sup>st</sup> Level: *Bless* and *Burning Hands.*

**Possessions:** Wand of Fear with 1 charge remaining.

**Tactics:** If the PCs attack Groobelk activates the Wand of Fear and follows this up with *Burning Hands.*

The door to the East of this room has been barred from this side. The Shaman will not retreat to the East under any circumstances.

**Treasure.** The Shaman also has a small bag with various tribal tokens and 16 Gold Pieces and 23 Silver Pieces.

#### 4. Library: (EL 3+)

*The door to this room is vibrating from a loud buzzing coming from the room beyond. It is obvious that whatever is beyond the door others in the manor want no part of it. The door has been nailed shut and has a bar thrown against it as well.*

This could be a very dangerous encounter for a low-level party and DM's should emphasize the pains residents of the manor have taken to bar the doors. Allow PCs to sneak a peak without getting attacked so they are fully warned of the danger beyond.

This room served as the Manor's Library at one time, however, none of the books that graced the shelves are around. Instead they have

been converted to pulp to insulate the nest of the Giant Wasps living here now. None of the books remain in useable condition.

**Creatures.** 1D3 Giant Wasps will attack the party as soon as they enter this area. There are six Giant Wasps in all, and another Wasp will show up every five minutes until the party has defeated all six. Once the Wasps are defeated, however, the party can use this room as a sanctuary of sorts if they wish, because the other manor residents will avoid this room.

#### Giant Wasp (6 total)

Large Vermin ; CR 3; HD 5d8+10; **hp 32; Init** +1; **Spd** 20 ft., fly 60 ft. (good); **Space/Reach** 10 ft./5 ft.; **AC** 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +3; Grp +11; **Atk** Sting +6 melee (1d3+6 plus poison); **SA** Poison; **SQ** Darkvision 60 ft., vermin traits; **AL** Always neutral; **SV Fort +6, Ref +2, Will +2;** Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11 **Skills:** Spot +9, Survival +1\*

**Skills:** Giant wasps have a +8 racial bonus on Spot checks. \*They also have a +4 racial bonus on Survival checks to orient themselves.

**Poison(Ex):** Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based

#### 5. Loggia (East Tea Room)

*This area was encased almost entirely in windows, but most have these have been broken. All that remains of the room are shards of glass and muck covering the room's floor.*

This room is empty.

#### 6. Temple to Virtua

*This domed room has seven statues in four alcoves that surround the room. The statues all have been defaced, tipped over, and even broken. The statues all look like humans or half-elves in robes with cowls. There are four doors out of this room and the southern door is*

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*heavily barred from this side.*

This domed room was sanctified years ago as a Temple to Virtua. The statues all depict the seven virtues of scholarship. Despite trashing this room, the other Manor residents avoid this room, as there is still an aura to the Goddess here. They do not fear the shrine so much as to not pass through it, and PCs cannot avoid contact with them by merely staying here.

If any of the Giant Wasps in Area 4 remain alive PCs will hear an extremely loud buzzing at the southern door.

**DM Note:** Virtua – Goddess of Honor and Learning.

Virtua is a neutral-good goddess that is worshipped by many academics and others who value honor. Virtua is opposed to injustice, but redress of moral wrongs need not be slave to following the law. Many times it is the law that is creating the injustice. Virtua's holy symbol is often the balanced scales of justice and there are statues in her honor in many Realm courthouses.

If Virtua does not fit into the DM's pantheon, he may substitute any other god/dess of learning and justice.

## 7. Gallery Hall

*Paintings of some kind must have once lined this hall, but now it consists of sad canvas tatters. One painting, however, is mostly intact. It consists of a harbor with a light tower and a long boat cruising along under sail power.*

The painting is actually magical, and radiates a slight magical dweomer. The long boat may be removed from the painting and if placed in a body of water will transform into a long boat. The magical words to transform the long boat back into two-dimensional form are written in charcoal on the back of the painting. They are

"landward ho."

The magical long boat appears with a sail and oars. The vessel has room for up to 12 passengers, and is perfectly suited to forays on the river or near the Seashore in calm weather.

## 8. Washroom

*This room is mostly barren. There is a tile floor that has been covered by a brown fungus.*

The fungus is harmless.

## 9. Privy

*This room has a tile floor with a 12" diameter hole in the middle. A foul odor drifts through the room. A fine coating of mold covers the tile and the walls of the room and the humidity here seems very high.*

This room served as the East Privy. All that remains is a hole in the floor leading down to a pit. The hole is only 12 inches in diameter, as is the pipe leading down to the pit. The pit itself is covered in age-old waste and contains nothing of interest. Those managing to get down to this area are exposed to bacterial infection and must pass a Fortitude save (DC12). Those failing will catch a bacterial lung infection or the great plague, equal chance of either. The bacterial lung infection will give the PC a persistent loud cough making sneaking around undetected particularly difficult. The cough will last for around two weeks. For details on the Great Plague see the sidebar above.

## 10. Smoking Lounge: (EL 4)

*A pair of leather chairs, some end tables, and paneled walls adorn this comfortable room. A pair of large humanoids are obviously engaged in a conversation when you enter. They finger their weapons nervously, but are obviously waiting for your first action.*

**Creatures.** The Half-Orc Champion, Kloop, has set up his lair in this room. His most trusted

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henchman, Blart, always accompanies him. The Champion will ask the party,

"Why have you come into my lair?"

Kloop assumes that the PCs are powerful cultists and allied to Grislik in some way. Kloop will be especially inclined to listen to a Half-Orc PC. This assumes, of course, that the party does not begin slaughtering Kloop's other Humanoid minions before coming into this area. Kloop is fairly intelligent for a Half-Orc and may be willing to make a deal with the party. This is especially true if they express some antagonism towards Grislik.

If the party attacks Kloop he will bellow for his minions from Area 12 and Area 3 to come to his aid. The Champion wields an Orc double axe, and is armored with chain. Even if not warned, Kloop is likely to be wearing his armor due to the volatile environment of the manor. If the party manages to ally with the Champion he will sketch out a simple plan of the eastern section of the second floor. He will be willing to follow any plan he has significant input on, or that the party can con him into thinking it was his brilliant plan.

**Kloop, male half-orc Bbn3:** CR 3; Size M (6 ft., 2 in. tall); HD 3d12+12; **hp 38; Init +1** (+1 Dex); **Spd** 30 ft.; **AC** 17 (+6 chain, +1 Dex); **Atks** +2 melee (1d8+3/1d8+3, Orc double axe); SQ darkvision; **SV Fort +7, Ref +2, Will +1**; AL CE; Str 17, Dex 13, Con 18, Int 9, Wis 11, Cha 5.

**Skills:** Climb +5, Disguise 0, Handle animal +3, Hide +1, Jump +8, Listen +1, Move silently +1; **Feats:** Dodge, Run.

**Possessions:** +1 Chainmail, Orc Double Axe

**Blart, male orc War2:** CR 1; Size M (5 ft., 5 in. tall); HD 2d8; **hp 12; Init +1** (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 Dex, +4 Splint); **Atk** +7 melee (1d12+5, Greataxe); SQ dark vision 60', light sensitivity; **SV Fort +3, Ref +1, Will +1**;

AL CE; Str 20, Dex 13, Con 10, Int 8, Wis 13, Cha 6.

**Skills:** Hide +1, Intimidate -1, Jump +9, Listen +3, Move silently +1, Spot +3.

**Feats:** Alertness.

**Tactics:** Kloop will immediately Rage (+4 Strength, +4 Con, +6 hp) as soon as combat begins. If the battle goes against Kloop he will try to escape, even by window if necessary, leaving Blart behind to guard his rear. Kloop is nervous about the situation at the Manor and he will take off if he sustains 12 hps or more of damage.

**Treasure.** Kloop has hidden the chest, which holds his precious loot captured from travelers on the North Road and elsewhere up the chimney. It's not all that well concealed and if the party members think to look up the ceiling they will find it. The loot chest contains: 58 Silver Pieces, 94 Copper Pieces, 5 Gems worth 380 Gold Pieces total, and a rotten bear hide.

## 11. Living Room

*This room is heaped up with rotting garbage that stinks so pungently as to burn the nostrils. Movement throughout the rotting offal occurs at a frantic pace as numerous rats scramble through the offensive piles. Many of the rats are making their way towards you.*

The Living Room has been used as a garbage pit by the Humanoids. There are a half dozen Giant Rats scurrying around the waste, but they do not attack. Instead, they approach the PCs eagerly anticipating any scraps they might be thrown. Killing the rats is an easy task, but anyone wading into this room must make a Fortitude save (DC 12) or contract the great plague.

## 12. Great Ballroom

*A grand domed ceiling is but one feature that suggests that this area was once a very elegant room. Walls with marred frescoes and bas-relief*

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art and the stained white and gray marble floor also indicate the room's former beauty. The chamber's current occupants have spoiled that beauty; a group of Orcs and Goblins warily eye you and finger their weapons menacingly. The stench of all these humanoids living here is almost unbearable despite the fact two doors are opened to the outside. The Orcs and Goblins seem to be waiting for your first move or response.

**Creatures.** The former elegance of the ballroom has been marred by the presence of Kloop's minions. The Humanoids will whisper nervously as the party enters at the first sign of raised weapons the humanoids will attack. These Humanoids are itching for a fight and only the Shaman or Kloop can stop them. Two rounds after the fight begins Kloop will emerge from Area 10 and the Humanoids will pause just like toddlers caught with their hand in the cookie jar. Kloop will demand to know what is going on in the Goblinoid tongue. If the PCs continue fighting he and his henchmen will join the fight against them.

There will be D6+4 Goblins and D4+2 Orcs in this room at any given time. Usually there are a few Humanoids in the surrounding swamp scouting about and scrounging for food. There are about two-dozen total Humanoids in Kloop's band. If the party has slain Humanoids elsewhere in the Manor they should be subtracted from this number.

**Orcs:** Medium Humanoid (Orc); CR 1/2; HD 1d8+1; **hp 5; Init +0; Spd 30 ft.**; **AC 13** (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +1; Grp +4; **Atk** Falchion +4 melee (2d4+4/18-20) or javelin +1 ranged (1d6+3); **SQ** Darkvision 60 ft., light sensitivity; **AL** Often chaotic evil; **SV Fort +3, Ref +0, Will -2**; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6  
**Skills:** Listen +1, Spot +1  
**Feats:** Alertness

**Goblins:** Small Humanoid (Goblinoid); CR 1/3; HD 1d8+1; **hp 5; Init +1; Spd 30 ft.**; **Space/Reach 5 ft./5 ft.**; **AC 15** (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; **Atk** Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); **Full Atk** Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); **SQ** Darkvision 60 ft.; **AL** Usually neutral evil; **SV Fort +3, Ref +1, Will -1**; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6  
**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2  
**Feats:** Alertness

## 13. The Terrace: (EL: 1)

*This raised stone porch has a number of small puddles pooled upon it home to numerous dragonflies and small frogs. The eaves of the manor and a number of wooden trellises surrounding the area provide shade. The air temperature here is noticeably cooler than the surrounding areas as small breezes are funneled through the porch's confines. A few chairs, benches, and lounging couches made of wood and stone are scattered around the porch as well.*

This area is used as a lounging area for the Humanoids on hot summer days. At any given time there will be 1D4 Humanoids (equal chance of Orcs or Goblins) around this area. They will react in exactly the same manner as those in Area 12. However, these Humanoids are in a far lower state of alert than those inside. They should be fairly easy for the characters to surprise if they wish.

## 14. Stair Hall

*Peeking through the dust and grime of this area is a marble floor of white with black veins running through it. Even in its present state the floor reveals the wealth of the manor's builders.*

This area is much like the Entrance Hall, with a little less muck. The marble floor is a little more visible, and the PCs' hard boots may make

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more noise in this area. There is also a better echo in this area. There is an ornate set of steps leading up to the second floor from this area.

## 15. Men's Coatroom

*This room has several hooks and pegs and two open closet areas. There are some cloth scraps, but nothing resembling a cloak or coat remaining in this room. The western door of in this room has been barricaded and nailed close.*

The hooks and pegs are all that remain in this coatroom.

## 16. Billiards room

*The remnants of a billiards table is leaning against the rotten carpet of this room's floor.*

*The slate top is intact, but the velvet top has long since rotted away.*

Four of the stone pool balls can still be found Search skill check (DC10) around the room with a speck or two of the colored paint remaining on them.

## 17. Loggia (Summer Room)

*The sun sparkles into this room filling it with warmth and brightness. There are a number of stone pots and troughs sitting on the floor. Small dirt piles, wooden handles, rusted spade blades, and a couple of open barrels are sitting in the room.*

The walls to this room are mostly glass, and are still intact as well. There are a number of stone planting pots and troughs that formerly had colorful exotic houseplants in them, but now lay empty. The Loggia served the mistress of the house as a greenhouse and recreation area.

## 18. Temple to Marrkidia (EL: 2)

*This domed room is in immaculate condition, the floor appears polished and the walls are clean. A fresco on the ceiling portrays a*

*heavenly battle. There are four statues of warrior women cast in bronze. The statues are armed with spears and shields.*

**Creatures.** If any minion of Theta enters this room, or anyone tries to remove the spears or shields the statues come to life and attack. Once one of the Statues moves into action the other three will follow suit. The statues will not follow anyone out of this room. A painful lesson some of the Kloop's boys learned the hard way.

**4 Marrkidia Statues:** CR 1; Medium Construct (6 ft. tall); HD 2d8; **hp 12**; Init -1; **Spd** 20 ft.; **AC** 16 (+7 Natural); **Atk** +2 melee (1d8/19-20, Longsword); **SQ** construct.; AL N; SV **Fort +4**, **Ref -1**, **Will +6**; Str 11, Dex 8, Con 11, Int 10, Wis 11, Cha 8.

**DM Note:** Marrkidia – Goddess of War

Marrkidia is a goddess of strategy and battle. Her aspect concerns the strategy of war as opposed to the fury of the individual soldier. Generals and officers before a battle worship Marrkidia, while during the battle a soldier might call on an ancestral god or give a blood oath to gods of might and power. Devotees of Marrkidia are obsessed with preparation and read all texts available on the waging of war. The Art of Battle is the holy book of Marrkidia and wise reading for any would be ruler or officer.

If Marrkidia does not fit into the DM's pantheon he may substitute any other god/dess of battle and strategy.

## 19. Gallery Hall

*Light squares cover the walls of this hall where there must have been wall hangings. All that remains of the paintings are sticks of wood and canvas strips. A small corpse is lying at the west end of the hall. Judging by the buzzing cloud of flies around the body it must have been here for quite a while.*

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There is a badly rotting corpse of a Goblin who crossed the guardians in Area 18. The Goblin has the brand of Theta on its neck. (see handout 4.4).

## 20. Washroom

*Remnants of broken tile cover this floor. There are two stone basins intact in the Southwest corner of the room. The entire area is dusty and dry.*

This washroom is a little neater than the one at Area 8, but has basically the same layout.

## 21. Linen Closet

*This tiny room has three of its walls covered in shelves. Two hanging racks and several hooks adorn the remaining wall. There is a small bit of cloth or fur in the corner.*

This room consists of a few empty shelves and a dead rat in one corner. Ask any PC who investigates the bit of fur what their Fortitude save is before you tell them they have picked up a dead rat. The rat is harmless, but they do not need to know that!

## 22. Breakfast Room

*This cozy room has a small marble table that is actually intact. The room's walls have some flakes of paint from the warm pastels that once covered them. The painted ceiling portrays a young girl prancing through a meadow in a bright smock surrounded by small animals and watched over by a Unicorn.*

Excessive noise in this room will bring some Orcs or Goblins from Area 12 to investigate. The western door to this room has been spiked shut.

## Second Floor

## 23. Stairwell

*This dirty staircase is constructed of white marble and must have been quite luxurious at*

*one time.*

If someone with tracking examines the area (DC 5) they may be able to determine there has been traffic this way recently. The characters' hard boots will echo as they make their way upstairs.

## 24. Stair Hall (EL ½)

*A tattered carpet covers the hallway at the top of the stairs. A human with a shortsword stands ready eyeing you nervously. He seems to be waiting for you to make the first move.*

**Creatures.** One of Grislik's Thugs is on watch here. He mainly is making sure none of

Kloop's boys make their way up to the second story. He is extremely jumpy and has a watchful eye out at all times. His first instinct is always to go get Grislik, and any attempts to bluff past him are very difficult (DC 20).

**Human Thug:** CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; **hp** 7; **Init** +1; **Spd** 30 ft.; **AC** 14 (+1 Dex, +3 studded leather); **Atk** +1 melee (1d6/ 19-20, shortsword); **AL** CE; **SV Fort** +2, **Ref** +1, **Will** +0; **Str** 8, **Dex** 13, **Con** 11, **Int** 10, **Wis** 11, **Cha** 8. **Skills:** Hide 6, Listen 3, Move Silently 4, Spot 3 **Feats:** Alertness

## 25. Upper Gallery Hall

*The carpet that covered the middle of this wooden floor is rotting and smells quite dank. The walls have remnants of some tattered pieces of canvas hanging from empty frames. The floorboards give an ominous creak as you pass over them.*

Moving silently is almost impossible, (+10 to enemies listen checks) and at times the PCs may wonder if the wood is sturdy enough to hold them.

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## 26. The State Bedroom (EL 2)

*A broken down poster bed sits in the southern part of this room. A small table sits at a jaunty angle at the end of the bed. A large lump is in the bed and some loud breathing seems to be coming from the large lump!*

**Creature.** This bedroom was reserved for especially important guests of the manor. A creature with a massive frame occupies what is left of the once opulent poster bed. Rorgg, the Ogre, is usually sleeping or resting here. When the characters enter the room he will feign being asleep to see what their reactions are. If the party leaves him alone and tries to move on, he asks them what their business is. He also warns them to stay out of his room.

If the party snoops around the room or appears to be readying themselves for an attack, he roars out of the bed to the attack. If the Thugs accompany the party from Area 27, the Ogre will direct his attacks at the Thugs first.

**Ogre:** Large Giant ; CR 3; HD 4d8+11; **hp 29**; **Init -1**; **Spd** 30 ft. in hide armor; base speed 40 ft.; **Space/Reach** 10 ft./10 ft.; **AC** 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; Base Atk +3; Grp +12; **Atk** Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5); **SQ** Darkvision 60 ft., low-light vision; **AL** Usually chaotic evil; **SV Fort +6, Ref +0, Will +1**; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7  
**Skills:** Climb +5, Listen +2, Spot +2  
**Feats:** Toughness, Weapon Focus (greatclub)

**Treasure.** Rorgg has a large bag under the bed. The bag contains mostly grisly trophies from past battles, but there is a jeweled necklace worth 110 gp.

## 27. Dressing Room (EL 2)

*There are three humans talking loudly to each other. Their conversation is quite animated and they have not even noticed you yet. A few*

*bedrolls, a rickety pair of chairs, and a table are scattered throughout the room.*

**Creature.** Three of Grislik's Thugs are using this room as a lair. They are on the lowest rung of Grislik's band and they know it. The PCs may hear them plotting various ways to kill the Ogre, Rorgg. Rorgg takes delight in torturing them and Grislik shows less and less interest in protecting them from the Ogre's assaults. If the party convinces them they follow Theta they will be willing to take part in schemes to kill the Ogre. Once the Ogre is dead, however, the thugs will try to run to Grislik so they can place the blame squarely on the party.

**3 Human Thugs:** CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; **hp 7**; **Init +1**; **Spd** 30 ft.; **AC** 14 (+1 Dex, +3 studded leather); **Atk** +1 melee (1d6/ 19-20, shortsword); **AL** CE; **SV Fort +2, Ref +1, Will +0**; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.  
**Skills:** Hide 6, Listen 3, Move Silently 4, Spot 3  
**Feats:** Alertness

If they are attacked straight away two will try to defend themselves while the other runs through Area 28 to get Rorgg from Area 26. The Ogre will arrive four rounds later.

**Treasure.** The Thugs have 1d8 Silver Pieces each.

## 28. Bath

*A large marble bath sunk into the floor covers much of this room's southern end. The walls and floor near the tub are covered in slate tiles. Thin brass rods are mounted at intervals around the tiles.*

A simple drain system leads out from the tub to the house's main storm gutter system. The tile and the tub create a slight echo in this room amplifying even whispers.

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## 29. Lady's Sitting Room

*Large windows facing the east and south light this room during the day. Remnants of the yellow paint that once covered the walls of this room are evident in flakes. There is a pile of weapons in the middle of the room on a rug. Swords, axes, pole-arms, bows, arrows, flails, and other assorted knives and daggers can be found here.*

All of the weapons are in decent shape.

## 30. Lady's Dressing Room (EL 1)

The description assumes the Thugs have not been warned of the PCs' approach. If they know the PCs are coming they will hide and take pot shots at them before attempting to flee.

*Several old trunks, wardrobes, and dressers are scattered about this room. Most of the trunks and wardrobes are missing lids, lying on their sides and in various other states of disrepair. Two humans in leather are here sitting on the remnants of a dresser talking. They seem startled at your arrival.*

**Creature.** The two Thugs are supposed to be guarding the hallway here from invaders. If they see the characters come in, and they appear to be too much for the guards – the guards run around to the south door of Area 31, run through Area 32, to Area 33 to warn Grislik. They will only make this dash if they can make it without sustaining an attack of opportunity.

**2 Human Thugs:** CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; **hp** 7; **Init** +1; **Spd** 30 ft.; **AC** 14 (+1 Dex, +3 studded leather); **Atk** +1 melee (1d6/ 19-20, shortsword); **AL** CE; **SV** **Fort** +2, **Ref** +1, **Will** +0; **Str** 8, **Dex** 13, **Con** 11, **Int** 10, **Wis** 11, **Cha** 8. **Skills:** Hide 6, Listen 3, Move Silently 4, Spot 3 **Feats:** Alertness

If they are caught and detained, they quickly break down and tell the party everything they

know in the hopes of being spared. They tell the party about Grislik, his right hand man Hirkis, and the Ogre Rorgg. They also mention that the Wizard, Frendais Hert, retreated from the old Watchtower and is now on the west end of the upper floor. They also know that the two Bounty Hunters were captured and at least one of them is still alive and being held in the western end of the Manor. They will not be able to give the characters any more than the information outlined above. They will not ally themselves with the party in any direct manner and will be cowards all the way.

**Treasure:** The thugs have 1d8 sp each.

## 31. Lady's Sleeping Room

*The rotting remnants of a lovely four-poster bed dominate this room. The walls are covered in a peeling paper. The paper has various painted flowers and small animals. The outer shutters to this room's windows are missing on one side and the other shutter bangs against the side of the manor with the wind.*

There is nothing of interest in this room.

## 32. Gentleman's Sleeping Quarters

*This room is completely empty save a few scraps of cloth piled in one corner.*

A closer examination of the cloth reveals them to be outer cloaks and clothes of humans, possibly woodsmen. They show no sign of rot, although they are quite dirty. These are the cloaks and outer garments of the Bounty Hunters. If the characters thought to get a description of the Bounty Hunters' clothes from Lukas Praketon they will recognize that these match that description.

## 33. Gentleman's Reading Lounge (EL 2+)

*A very large human sits in a chair thumbing his sword near the room's fireplace. Two more humans, both armed and wearing chain mail, flank him on either side.*

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**Creature.** This is the lair of Hirkis, Grislik's right-hand Warrior, and his two henchmen. Hirkis will be very rude to the PCs demanding to know their business, wanting to see their Theta holy symbols. Any attempts to bluff him will be very difficult (DC 20), (DC 25) if there is a Dwarf in the party, he thinks he knows something of the nature of Dwarves. If he receives borderline answers to his questions he will send one of the henchman to consult with Grislik. This will raise Grislik's curiosity and he will come out to see who is here.

**Hirkis, male human Ftr1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d10; **hp 13**; **Init** +1 (+1 Dex); **Spd** 20 ft.; **AC** 18 (+1 Dex, +2 shield, +5 chainmail); **Atk** +5 Magic +1 Longsword (1d8+4, 19-20/x2); **SV Fort +5, Ref +1, Will -1**; AL CE;  
Str 17, Dex 13, Con 17, Int 10, Wis 8, Cha 8.  
**Skills:** Listen +1, Ride +5, Search +2.  
**Feats:** Cleave, Weapon Focus: Longsword, Power Attack.  
**Possessions:** Chainmail, Large Steel Shield, +1 Longsword, Theta holy symbol, pouch with 27 gp.

**2 Human Henchmen:** CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; **hp 7**; **Init** +1; **Spd** 30 ft.; **AC** 18 (+1 Dex, +2 shield, +5 chainmail); **Atk** +1 melee (1d8/19-20, Longsword); AL CE; **SV Fort +2, Ref +1, Will +0**;  
Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 9.  
**Skills:** Listen +3, Spot +3  
**Feats:** Alertness  
**Possessions:** Chainmail, Large Steel Shields, Longswords, Theta holy symbol, pouches with 7 gp each.

Once it is discovered the PCs are not minions of Theta the fight is on. Hirkis and his henchmen fight to the death. Hirkis has a particular hatred of Dwarves and tries to direct all of his attacks at them.

If Grislik shows up he tries to stop the melee

and bargains with the PCs, including offering the two Bounty Hunters. If the party refuses Grislik's generous offers he will fight to the death as well. See Area 34 for Grislik's Profile. If Grislik ever perceives of an opportunity to double-cross the characters on a bargain he will.

## 34. Gentleman's Dressing Room (EL 3)

*This large room is well lit with four large windows illuminating a number of dressers, wardrobes, sitting chairs, a large mirror, a desk and sitting chairs. Seated near the desk is a human of medium build in black armor. The man smiles under a dark moustache and welcomes you.*

**Creature.** Grislik has set up his lair in this room. It's unlikely that the party will have gotten this far without facing Grislik yet. If Grislik is not yet dead by the time the party reaches here he will attempt to bargain with them at length. He will offer the party anything to give him an opportunity to escape the situation, if hard pressed he will fight to the death, however.

**Grislik, male human Ftr3:** CR 3; Size M (5 ft., 10 in. tall); HD 3d10; **hp 25**; **Init** +4 (improved initiative); **Spd** 20 ft.; **AC** 15 (+5 armor); **Atk** +5 melee, (1d6+4/18-20, +1 Rapier) and +1 melee (1d4+2/18-20, +1 Dagger); **SV Fort +3, Ref +1, Will +1**; AL CE;  
Str 17, Dex 11, Con 10, Int 12, Wis 10, Cha 13.  
**Skills:** Bluff +4, Diplomacy +3, Gather Information +3, Sense Motive +3, Spot +2.  
**Feats:** Cleave, Weapon Focus: Rapier, Improved Initiative, Power Attack, Two-Weapon Fighting.  
**Possessions:** Chainmail, +1 Dagger, +1 Rapier, Theta holy symbol, pouch with 19 gp.  
There is a simple cot with a bedroll laid upon it.

**Trap.** Box 1 is trapped with a poison needle. Poison Needle Trap: CR: 2; +8 ranged (1, plus poison – (DC 13) initial 1 Con, secondary 1d2 con); Search (DC 22); Disable Device (DC 20).

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**Treasure.** There are half-dozen boxes of various sizes containing the following:

Box 1: contains 389 gp.

Box 2: contains numerous small sacks. Each small sack contains dust of some kind. The dust is Grislik's collection of earth from every place he has ever been.

Box 3: contains 574 sp.

Box 4: empty.

Box 5: Has two dozens gems worth a total of 340 gp.

Box 6: Contains a Grisly assortment of war trophies, mostly ears and teeth.

There are also a number of barrels in this room containing grains, water, and low quality liquor.

## 35-39. Guest Rooms

These rooms have a few broken sticks of furniture, but not much else.

## 40. Best Room

*This narrow room has a human male hanging from chains attached to the ceiling. He has been stripped down to the waist and shows stripes from numerous whippings. His wounds look very serious and he is not conscious.*

This empty room was used to house long-term guests of the Manor.

The Wizard, Frendais Hert, and his followers have been torturing the man for information. He must be immediately treated if he is to survive. If the Bounty Hunter is healed enough he will ask where his partner is. The Bounty Hunter's name is Jamison Jurbten, and his missing partner is named Gregory Stouffle. He was captured by a group of Orcs and has been

tortured ever since.

They began by asking questions about Praketon's expedition, but lately they have not even asked questions.

**Jamison Jurbten, male human Rgr2:** CR 2; Size M (6 ft., 1 in. tall); HD 2d10; **hp 0** currently, normally 18; **Init** +1 (Dex); **Spd** 30 ft.; **AC** 11 (+1 Dex); **Atks** +2 melee; **SV Fort +4, Ref +1, Will +1**; AL NG; Str 11, Dex 12, Con 12, Int 9, Wis 12, Cha 9. **Skills:** Intuit Direction +6, Knowledge Nature +1, Listen +5, Move Silently +3, Search +1, Spot +5, Wilderness Lore +8. **Feats:** Alertness, Skill Focus: Wilderness Lore, Track.

Jamison initially will tag along with the party if he can and try to stay out of the way. How active he becomes depends on how he learns of his companion's death (see Area 41 below).

## 41. Best Dressing Room

*A foul stench of rotting meat fills this room emanating from a large sack in one corner.*

Anyone opening the sack will discover its grisly contents—the remains of the other Bounty Hunter, Gregory Stouffle. If Jamison is with the party he will swear a terrible blood oath against the Necromancer and vow revenge. The DM should have the Bounty Hunter accompany the group for the rest of the adventure.

If Jamison is not with the party, and he's told of Gregory's demise he will cry softly. He will then want to head home a beaten man. Only if Jamison is with the party when Gregory is discovered will he join with them.

## 42. Hall Closet (EL 1)

*A pitiful looking man is huddled in the darkness of this closet. As you open the door he smiles weakly. He begins begging you for forgiveness and promises to never do it again.*

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*He looks up again and as if realizing you are not the one he expected pauses and stands up. He asks in a mild tone, "Did the master send you to let me go?"*

**Creature.** Hidden in this closet is one of the Wizard's minions. He has been locked in here from the hall side for being bad. If the door is opened he will begin begging for forgiveness before he realizes that it was not Frendais Hert who released him.

He will still be grateful to the characters, but will want to know if Frendais knows that they have released him. If they say yes, he will thank them and race to Area 48 to thank the Wizard. If they say no, he will cower, and tell the party Frendais is going to be very angry with all of them now. If the PCs are openly hostile, or indicate that they are not minions of Theta, the Thug will howl for help and attack the party with his bare fists. It is doubtful his cries will bring anyone to his aid. However, the Thugs in Area 45 will be put on alert.

**Human Thug:** CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; **hp** 7; **Init** +1; **Spd** 30 ft.; **AC** 14 (+1 Dex, +3 studded leather); **Atk** +1 melee (1d6/ 19-20, shortsword); **AL** CE; **SV Fort** +2, **Ref** +1, **Will** +0; **Str** 8, **Dex** 13, **Con** 11, **Int** 10, **Wis** 11, **Cha** 8. **Skills:** Hide 6, Listen 3, Move Silently 4, Spot 3 **Feats:** Alertness

## 43. Upper Guest Parlor

*A half dozen chairs are arranged throughout this room. Three of the chairs are covered in rich leather and appear to be in fine shape. Small tables are also arranged neatly between the chairs with small bowls of ash on each. A paring knife and the remains of a quill nub are laid to the side of one table.*

The sturdy wooden and leather chairs in this room are still fairly functional. The fireplace shows signs of recently being used. There are a

number of ashtrays in this room with fresh ash in them.

## 44. Dressing Room

*Wooden manikins are spread throughout this room in various poses. Many of the manikins have deep slashes notched into them.*

A few of the manikins are barely propped up, and if inspected require a Dex check (DC 15) to avoid tipping over. If a manikin is knocked over, it will alert the Thugs in Area 45 to the characters' presence. Most of the manikins have deep slashes and holes in them. Various inhabitants of the Manor have used them for combat practice at different times.

## 45. Bedroom (EL 2)

The description below assumes that the PCs have not alerted the Thugs to their presence.

*Four human males are standing near a wall throwing dice. They are loudly engaged in the game and barely notice you as you come in. Finally, one of them stands and taps his cohorts on the shoulder. He asks you with a menacing snarl what you want.*

**Creature.** Four of Frendais Hert's Thugs are playing bones in this room. If they hear one of the manikins in Area 44 get tipped over, or hear the Thug held in Area 42 yelling, they will be prepared for combat. They coat their blades in poison before the battle (using 4 of the doses).

There are 23 Silver Pieces scattered on the floor of this room and a pair of dice. There is also a bottle of dark purple liquid containing 6 doses of blade poison. If the Necromancer in Area 46 hears the combat he will call for his Champion from Area 48. They will enter the fray 1D3+1 rounds later.

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**Human Thug:** CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; **hp 7; Init +1; Spd 30 ft.; AC 14** (+1 Dex, +3 studded leather); **Atk +1** melee (1d6/ 19-20, shortsword); AL CE; SV **Fort +2, Ref +1, Will +0**;  
Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.  
**Skills:** Hide 6, Listen 3, Move Silently 4, Spot 3  
**Feats:** Alertness

## 46. West Wing Living Room (EL 4)

*Boxes, crates, and bookshelves fill up this room. A strange looking guy with a big floppy hat is thumbing through some sheaves of paper mumbling something. He raises a gray speckled eyebrow towards you on your entrance.*

**Creature.** Frendais Hert, the Wizard, has set up shop in this area. His ego has taken a major blow after being defeated by the forces of Lukas Praketon. He is awaiting the next orders from Grislik.

When the characters enter this room he will quickly call the Thugs from Area 45 and his Champion from Area 48 to his aid. The Thugs will appear in the next round and his

Champion will come into the room 1D3 rounds later. The thugs will not have time to coat their weapons with poison.

He will inquire to the party's business, but will be immediately suspicious, Bluff skill check (DC 25). He will talk in a polite and restrained manner until his minions arrive. Once he is reinforced he suddenly becomes much more abrupt and demanding. Frendais is no fool; he has run away once and is prepared to do so again.

**Frendais Hert, male human Wiz4:** CR 4; Size M (5 ft., 10 in. tall); HD 4D4; **hp 12; Init +2** (Dex); **Spd 30 ft.; AC 12** (+2 Dex); **Atk +1** Short Sword (1d6/19-20); SV **Fort +1, Ref +3, Will +4**; AL CE;

Str 9, Dex 14, Con 10, Int 16, Wis 10, Cha 11.

**Skills:** Concentration +7, Escape artist +3, Handle animal +2, Hide +2, Intimidate +1, Listen +0, Move silently +2, Pick pocket +5, Profession +7, Ride +5, Scry +8, Spot +0.

**Feats:** Enlarge spell: Charm, Scribe scroll, Spell penetration.

**Spells:** (4/4/3): 0-Daze, Ray of Frost, Flare, Read Magic 1st -- 1-Charm, Sleep, Magic Missile, Shield 2nd -- Bull's Strength, Cat's Grace, Scare, Spectral Hand, Web.

**Possessions:** Short Sword, Scroll of Bull's Strength

**Tactics:** If Frendais has some warning of the party's approach he will cast Bull's Strength on his Champion and Shield on himself. If he still has more time to prepare he will cast Cat's Grace on himself. Once combat begins Frendais immediately casts Charm Person (Will save DC11) on the biggest PC opposing him. If the Charm is successful he tells the charmed PC to protect him. He then casts Sleep (Will save DC16). He follows this up with Magic Missile at any PC still standing.

**Treasure:** There is a small desk with a chair. There are two drawers in the desk, one contains writing utensils and ink, and the other has numerous notes written in a dark tongue. Give Players Handout 7. Frendais was forced to carry his spell book with him to this location. The spellbook along with 196 gp and 5 gems worth 15 gp each are kept in a locked chest under a bed.

## 47. Storage Area

This room is lined with barrels and sacks. Many of these containers are empty, but others have some foodstuffs. This is the Wizard's and his minions' food store.

## 48. Mother-in-Law Dressing Room (EL 1)

Frendais Hert's cruel Champion is sitting guard in this room. Unless the party is accompanied by minions he recognizes he

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charges to the attack. His battle call will bring the Thugs from Area 45 and Frendais himself from Area 46 in 1D3+1 rounds. The Thugs will have coated their blades in poison.

The Champion is the one responsible for the torture of the two Bounty Hunters. If Jamison Jurbten is with the party he will recognize his tormenter. Jamison fights against the Champion as though he were a favored enemy (+2 to damage rolls).

**Hert's Champion, male human Ftr1:** CR 1; Size M (6 ft., 3 in. tall); HD 1d10; **hp 11**; **Init** +1 (+1 Dex); **Spd** 20 ft.; **AC** 17 (+1 Dex, +6 +1 *Chainmail*); **Atk** +5 melee (1d8+5, /x3, +1 *Battle Axe*); **SV Fort +5, Ref +1, Will -1**; AL CE; Str 17, Dex 13, Con 17, Int 10, Wis 8, Cha 8. **Skills:** Listen +1, Jump +5, Search +2. **Feats:** Cleave, Weapon Focus: Battle Axe, Power Attack. **Possessions:** +1 *Chainmail*, +1 *BattleAxe*, Theta holy symbol.

## 49. Mother-in-Law's Bedroom

This room is falling apart. A not very subtle trap has been laid here. A chest sits perched on top of a rickety stool in the north-west corner of the room. The 5 yards of floor surrounding the chest appears very unstable, and in fact will not support more than 100 pounds of weight. If the small chest is jostled by a pole or rope it will fall back into the corner.

It is up to the players' ingenuity to discover how to retrieve the chest. The box is unlocked and holds much of the booty won by the Necromancer and his minions from the Nordic Road. The chest contains: 112 Gold Crowns, 4 pieces of jewelry worth 50 Gold Crowns each, a map of the Old Watchtower (No Handout, but immediately recognizable by the characters), and 7 gems worth a total of 435 Gold Crowns.

## The Journey back to the Old Watchtower


The journey back to the Old Watchtower may prove just as eventful to the party as the journey to the Manor. Given that the characters have covered some of this ground before, however, encounter checks are only made once every six hours on the return trip.

The same encounter chance of 15% should be used, and the same Encounter Chart as the trip to the Manor.

## Reporting to Lukas Praketon

When the party reaches the Old Watchtower and they have bathed, eaten, and been attended to by the Doctor - they are summoned to Praketon's office. Praketon will want to hear the party's full report and see everything they have brought back with them. He will be particularly pleased if they have rescued the Bounty Hunter Jamison.

He pays the characters as promised, with an appropriate bonus.



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# A Call To Arms

All free men are called to join Inquisitor Lukas Praketon in reclaiming the Lower Slough for the Realm. Authorized by twin commissions from the Royal Prince of Norgate and the Lord Mayor of Derlon. Inquisitor Praketon needs all able-bodied men for this quest.

Those wishing to apply for a freelance commission with excellent pay should report to the North Old Watch Tower. Time is critical and latecomers will receive less pay. Turn your steel into gold - join Inquisitor Praketon in this righteous campaign for the Realm.

Signed,  
Inquisitor Lukas Praketon

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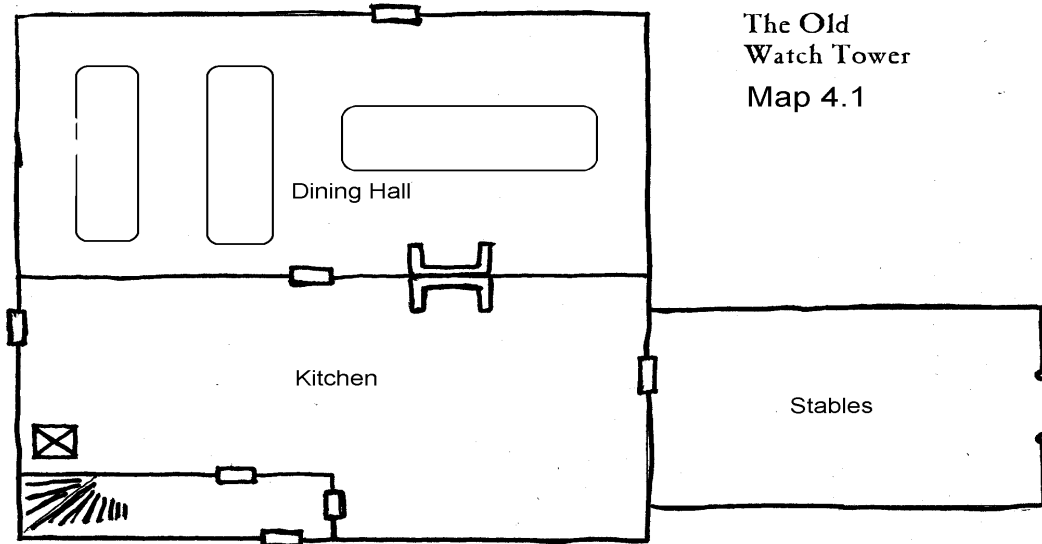
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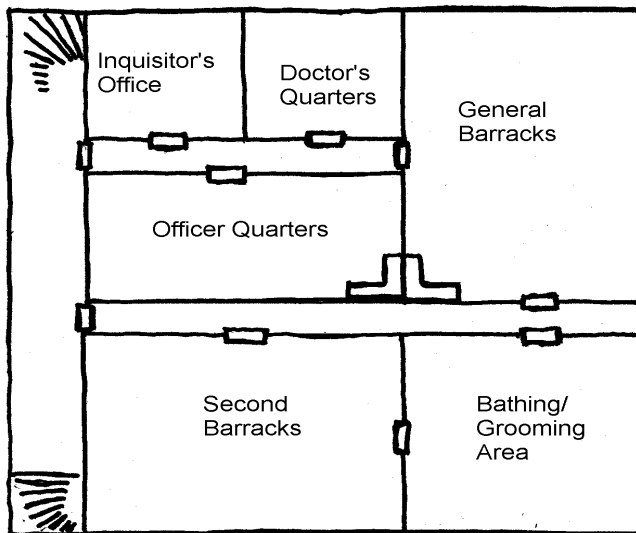
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The Old  
Watch Tower  
Map 4.1

First Floor

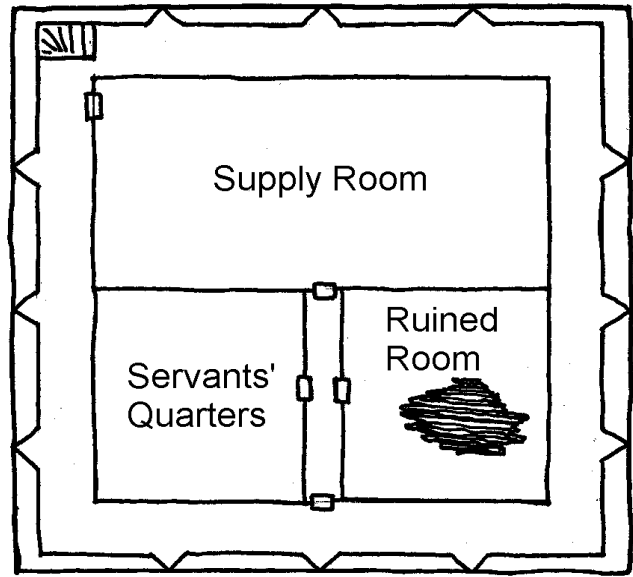


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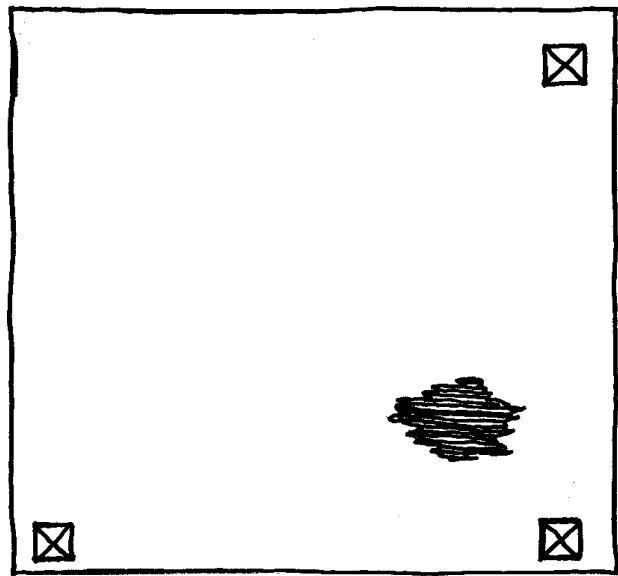
Second Floor

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Third Floor



Roof



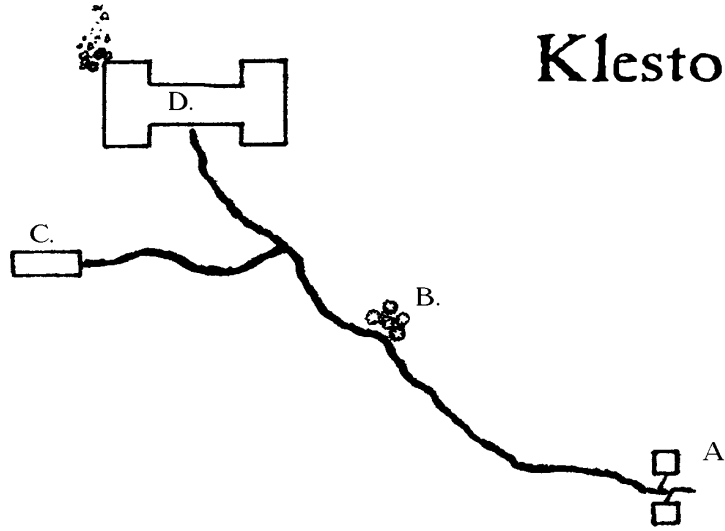
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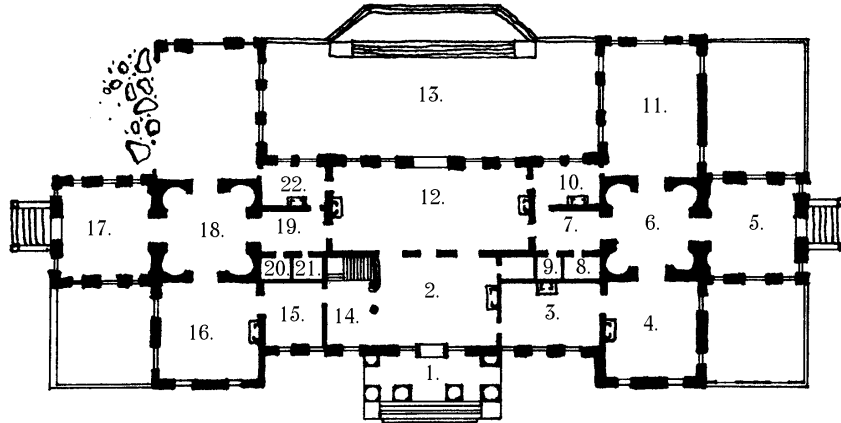
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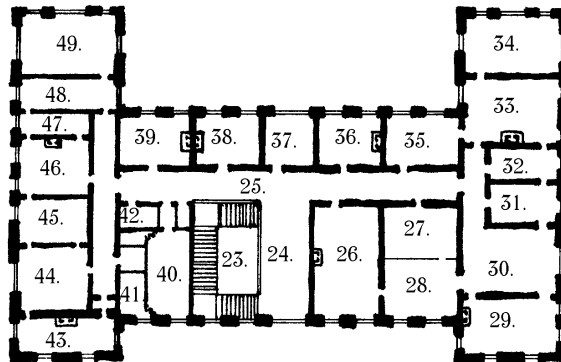
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## Kleston Manor



Ground Floor



Upper Floor

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