

# *Order of Ethics*

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## *Settling Silverhaven*

### **Summary (Do not Read) :**

The Order of Ethics is called in to settle a dispute that is occurring in the city of Silverhaven. They are sent by Verloo with very little information, just a letter, mostly that the town is unhappy with how the king has been running things. They are thrown into a brawl as soon as they arrive that is stopped by Ronan. He then leads them to the meeting that they have pre-arranged with the king, who is unwilling to hear anyone out. Thankfully Virella is able to get him to listen, even reminding him of the book of rules he has been avoiding. OOE cracks the code, reveals the book and ultimately forms a 2 party ruling class with Xandros and Ronan working together.

**Locations:** Silverhaven in the Kingdom of Thalendor

### **Non-Playable Characters:**

- **The King - Xandros Ironbane** : He was put into power by the previous king, his father, before he died. He believes that the only way to keep everything under control is to rule with an iron fist and it has caused much tension and issues in the town. He also believes that the neighboring kingdoms see him as a lesser ruler than his father so he feels threatened by them, has been cutting them , and so the kingdom as a whole is on shaky ground politically. He has been using tax-payer dollars to throw gallant parties and has been raising taxes to do so. If anybody tried to stop or question him they were thrown in jail so the people are outraged by all of these changes.
- **Virella Dawnwatcher** : The King's Advisor - she was also the previous King's advisor and can be used as a voice of reason, she has been trying to temper the King's ambitions and to make him see reason. Her loyalties are to her King, though she does agree with many of Ronan's points and will back him up on occasion.
- **Ronan Steelvein** : The man of the people. He has been elected to represent the people that are being oppressed by the King. He wants to resolve things peacefully through discussions, and only resorts to violence when absolutely necessary. He holds this position not because he wants to but because the

people trust him to be there. His goal is to negotiate terms and make life easier for the people.

**DM Notes (Don't Read):** The adventure is split into [6] sections. Here's a rough breakdown of the time budget:

- Introductions: 5 — 10 min
  - Step 1 : 5 — 10 min
  - Step 2 : 20 — 30 min
  - Step 3 : 20 — 30 min
  - Step 4 : 15 — 25 min
  - Step 5 : 10 — 15 min

**The time budget is only a suggestion.** If players are having fun with a particular task feel free to let it go a bit longer and spend a bit less time on others.

Take a moment and have players introduce themselves and their characters while handing out spellslot tokens.

## Step 1 : The Call

*As you are all gathered in the great hall, enjoying your lunch after some light training, Verloo comes running in, breathing hard. He skids to a halt at the end of your table and pauses a moment to catch his breath. As you all look at him perplexed he says "Thank goodness you guys are here! I just got news that there is unrest in Silverhaven and our help has been requested immediately!"*

**DM Note (Don't Read):** When asked about the situation this is what Verloo knows :

- There is some kind of fighting going on, he got a letter that detailed the leadership in Silverhaven acting poorly
- The people in the city have been unhappy for some time and it's beginning to bubble over
- The letter sounded urgent, was sent from someone named Ronan Steelvein, and didn't include too many details so why don't they get moving?

## Step 2 : The Riot

*As you arrive in Silverhaven the painting portal drops you in the middle of a town square. You only have a moment to look around before you notice that you are in the middle of a brawl. It is difficult to tell if there are distinct sides to the fight and there*

*doesn't seem to be anyone winning right now. As you take that all in roll initiative as someone turns to try to hit [insert player name].*

**DM Note (Don't Read):** This is intended to be a fight that resolves itself within 3-4 rounds, they face off against 3-4 opponents as a party - stat blocks in the Appendix. Ensure that the opponents go unconscious and do not 'die,' allow for final blows but describe them as non-lethal.

As the players get down to their last opponent describe the rest of the fighting dying down as someone gets up on the make-shift stage in the middle of the square. There should be one person left standing as this is read.

*As you are finishing off the opponent in front of you, you all notice that the fighting around you has quieted and almost stopped entirely. Everyone seems to be turned towards the stage in the middle of the square and standing on it you see a man dressed in fine clothes and screaming for a truce. "Do you really think that they will listen to us if we keep causing fights? If we want more harmony and communication we need to follow their rules, we need to go to the meeting at the castle!" At that proclamation you hear murmurs of agreement as the crowd begins to settle and disperse. You see the same man meeting with a few of the people that were in the front row and begin to converse.*

**DM Note (Don't Read):** if they ask to roll insight on the man they will find:

1-10: The man seems to be in charge here.

10-12: The man holds some position of power, seemingly the people follow and respect him.

14-18: The man, who is likely Ronan Steelvein, is very earnest in what he is saying, he believes that they need harmony and should go to the castle.

18+: This is definitely the guy Verloo was telling you about, the man of the people. The people that are listening all seem to respect him and take his words to heart.

As the crowd disperses give the players the opportunity to talk to Ronan if they would like to. Once he hears they are from OOE he is happy to have their guidance and gives them more information on what's been happening:

- The king that ruled their land has recently died and left Xandros in charge.
- The way that he has not been running things is not very good.
  - He has been taxing people very heavily because of the gallant parties he has been throwing.
  - If anybody tried to stop or question him they were thrown in jail so the people are outraged by all of these changes.

- He has also been creating unrest with neighboring kingdoms so the people fear war.
- Ronan has been elected by the people to represent them, and the people think that he will be a kinder ruler.
- He has been trying to speak to Xandros about the feelings of the people but everytime there is a meeting at the castle it gets canceled for unknown reasons.
- He is hoping that having OOE here will make things happen more easily, or at least both sides will be heard.

*As you head off in the direction of the castle you see Ronan in the lead, with a few people you recognise as his advisors behind him. There is also a small crowd following them as you all walk up to the towering castle. The bridge has been lowered, the flags are flying proud and there are a pair of guards that meet you at the gate and lead you to the throne room.*

### **Step 3: The Hearing**

*Walking into the throne room you see the king sitting on his throne, he seems young and bored of the meeting that has been called, you also see an older woman standing at his side, Virella Dawnwatcher. As you all file in you take in the grandeur of the castle in comparison to the griminess of the streets and citizens there is a sense of wealth here that wasn't present within the town. Virella Dawnwatcher calls the meeting into order and asks Ronan to begin explaining that OOE is here to mediate and offer advice.*

#### **DM Note (Don't Read):**

Ronan explains everything mentioned above:

- that the people are not happy and have not been living fairly.
- They can barely afford living with the raised taxes and with half the workers imprisoned there will not be enough food to last through the winter.
- Explains that he has been elected by the people

The King will refute most of these by saying:

- simply that those were the wishes of the previous king
- That the townspeople needed to be managed better, so the way that he decided to handle it was increasing taxes.
  - have the king keep defending that HE is the king so he gets final say
  - also that he is not giving up his seat in power
  - also that there is no way to do it so it doesn't matter.

Insight :

10-13: he seems to believe that increasing the taxes will help control the townspeople

14-17: he is hiding something

18+: he is lying about the king's wishes and these are just his own wishes

Allow the players to ask questions of both sides once they have both spoken, if they try to interrupt let Virella remind them that they need to hear both sides to understand the situation.

Once they have discussed for a moment, have Virella remember something and interrupt or add a comment.

*“Your Highness? I know that you said that there is no way to share the crown, but there just might be. There is the Book Of Commandments that your predecessor left you, I know that it is locked and you had requested it stay that way, but maybe we should look inside, especially with OOE here to witness?” The King sighs dramatically and agrees but only if you all are present, and Ronan insists on joining you. You all follow Virella behind the throne into a hall, then into a larger room that comfortably fits all of you. ...*

## **Step 4: The Codes and Agreement**

*As you walk into a circular room it is empty but for a pillar at the center, there are runic tiles scattered around it and an inscription that reads:*

I hold all the secrets, the rules to ----,  
In battles, -----, I'm always your guide.  
I tell you your spells, your -----, your might,  
I balance the -----, and keep every fight ----.

With pages of wisdom, I shape every ----,  
Without me, your journey's a ----- test.  
I'm open at the ----, both night and by day,  
What am I, that ---- you the ----?  
I'm the -----, to rules I give form.

*The tiles scattered around the base and on top of the inscription are the following :  
perilous, way, table, adventures, chaos, quest, book, armor, right, shows, abide*

*As you complete the slide the final tile into place the wall opens up to reveal an old tombe, worn with age and use. As you open it up and leaf through it you see various*

*different hand writings, languages and many different years. This seems to have been kept up to date since the kingdom's founding. When you hand the book over to Virella she quickly finds what she is looking for, seeming to know where things are, and stops 3/4 of the way through the book. She reads out "When the people have been unsettled, and choose someone of their own to rule, the king is able to share his ruling power with this elected official. They can rule together until the kingdom is settled back in their ways." Ronan is very pleased to hear this while the King seems very disgruntled. He says "It says 'is able to share' not that I must, so I will not!"*

**DM Note (Don't Read):** Encourage the players to try to sway the King to see Ronan's perspective. They can roll charisma checks. Anything above a 10 succeeds.

*As you help establish some communication between the King and his people, bringing Ronan into the ruling with him, so that he can encourage the King to be more lenient, you see the magic painting begin to form behind the throne as you exit the room with the pillar.*

## Step 5: Reflection

Questions :

- Did you enjoy the adventure? / Do you have a favorite part?
- Do you think that talking things out was the best solution, or should the townspeople have fought for what they believed in? Why or why not?
- Why do you think the King kept canceling the meeting originally? Was it right of him to do so?
- Should the King have remained in power at all? Or should Ronan have become the only leader?
- Was it ok for the King to keep the book of rules locked away? Why or why not?

## Appendix

Fighters 3-4			Speed 30		
Armor Class 16			Hit Points 20		
STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)
<b>Proficiencies</b>					
Athletics +4, Acrobatics +4					
<b>Abilities</b>					

**Martial Advantage.** Once per turn, the person can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of that person that isn't [incapacitated](#).

### Actions

**Improvised weapon** (whatever makes sense in the area). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage

**Javelin/ Sharp projectile.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

### Puzzle answer key:

I hold all the secrets, the rules to **ABIDE**,  
In battles, **ADVENTURES**, I'm always your guide.  
I tell you your spells, your **ARMOR**, your might,  
I balance the **CHAOS**, and keep every fight **RIGHT**.

With pages of wisdom, I shape every **QUEST**,  
Without me, your journey's a **PERILOUS** test.  
I'm open at the **TABLE**, both night and by day,  
What am I, that **SHOWS** you the **WAY**?  
I'm the **BOOK**, to rules I give form.

### Puzzle to print out :

I hold all the secrets, the rules to ----,  
In battles, -----, I'm always your guide.  
I tell you your spells, your -----, your might,  
I balance the -----, and keep every fight ----.

With pages of wisdom, I shape every ----,  
Without me, your journey's a ----- test.  
I'm open at the ----, both night and by day,  
What am I, that ---- you the ----?  
I'm the -----, to rules I give form.