

## **The Concerns of House Orlante**

- During her training, Seigrade is also contacted by House Orlante concerning House Hawthorne and Shyn-Valour. One of the cousins, Kater, contacts Seigrade, and shares news.
- News of House Hawthorne:
  - The Matron Rhetta of House Orlante recently learned that House Cymorelle has proposed a new legal order where wards of a House can only be entitled to receive the estate of their benefactors if they're of the same blood; a clarification of much older law which would completely undo Khandice's succession plans to Ehren. House Orlante and House Llowellyn have taken motions in the grand court to block the change, but in the meantime, they need information, and, they need action.
  - In terms of information, Seigrade is told by Kater that Rhetta needs to understand Ehren's bloodline as much as she may know; or, if there's a way, for her to find out. It would help, Kater explains, in repelling House Cymorelle's move to correct probate proceedings in their favor.
- News of Augusta Pontus:
  - In terms of action, Kater explains that House Orlante has learned the merchant Augusta Pontus is working clandestinely with a ship captain named Khoprenicus, to bring unrefined gold, silver, and copper ore into Rhackdalia.
  - Over time, Kater postulates, Augustus - ie, the Commercium - could single-handedly destabilize exchanges, or, build a substantial warchest, or, fund all manner of nasty activity without involving the eyes of the Croupier to alert the Queen.
  - She's passed details of a ship - the Cheapstow Castle - Captained by Mssrs Jhames Khoprenicus and Whillard Downey of the Icewind Vale Company. Your mission (should you accept it): discover the connection and what's going on between Augustus and the Cheapstow Castle, and put an end to it if possible.
  - In return for your service, House Orante would extend *favor*. They would also consider you an ally in a much broader conflict that Kater only hints at.

## **A Careless Kidnapping:**

- Finally - in a very busy week of networking - Seigrade is also contacted by House M'lahn again. A messenger was sent; their Majordomo.
- The Matron has a problem. Her fifth daughter has been taken hostage and is being held for ransom by Ashes and Omens somewhere in the Fens; the Matron would care to have her daughter returned.
  - The Majordomo gives you the specifics. Yhandie. 17. 5th of 6 daughters. Dishwater blonde. More of a bookworm and was, in fact, captured in the Libraries.
  - The ransom letter was delivered by human (male) courier to the House four days ago (5th of Low-Frost). It reads, "Bad things will befall little Yhandie lest you surrender the Chalice, or 50,000 CR, by the 1st of Wolfguard. Test not our resolve. Send your word to Ardice."
  - Ardice is a saint-like figure. A prominent cleric, many centuries dead. You're not exactly sure what that means. The Majordomo speculates that they're referring to her statue at Widetree Abbey.
- Majordomo says the Matron dislikes Symon and doesn't believe he's fit for the work. You're in town, and she'd like to see what you're capable of. Return the daughter. Dead? 3,000 Crowns. Alive? Triple that. And House M'lahn will directly see that you and yours receive the trappings of dignitaries while staying in Rhackdalia.
- The Majordomo has a writ and House Seal.
  - It would appear that the House M'lahn is more "strictly business" than what Seigrade has dealt with in the past, and it would appear that the House is accustomed to always getting its way.
  - Let's say you roll a good Insight roll. You get the impression, like, "Well, we have 6 daughters ... what's the impact if we lose one" combined with "Well, if we allow just one to be held for exchange, that seems to increase the likelihood of risk for us all, doesn't it?", so like, they're saving their own skin by saving her. :) They don't want to set a bad precedent for weakness. That seems to be more important than her life. It's family business. It apparently hurts the family (en large) to have a mediocre daughter rested away for ransom.
- Background on Kidnapping:

- The kidnapping was committed by an A&O organization ran by Night-Willow-Drake of House Morley. Motivations:
  - Night-Willow-Drake (NWD) is aware of Yhandie's relative insignificance. Her abduction and disappearance isn't completely egregious nor offensive.
  - NWD is aware that the Chalice was recently returned along with the head of a M'lahn son.
  - NWD needs cash. Lots of it. Now. In order to settle bad gambling debts with Jhacob Syne of House Syne. She's playing the best card she had.
- NWD's organization can be contacted through Ardice. There is a bit of magic on this statue, glasses that - when worn - show you the sights and sounds of Widetree Abbey from the perspective of Ardice's statue.
  - The spectacles are currently in the possession of Moonshade-Phenelope of House Morley, a cousin to NWD. They're working on this job together. When she sees or hears anything from the statue, she'll use a Diary of Correspondence to communicate with her cousin. Moonshade-Phenelope posed as the cleric in Fenwater Abbey.
  - Moonshade-Phenelope is also a gambler. She's capable of handling her own though. Usually found in higher-stakes games. NWD is younger and more brash.
  - Many know of Moonshade-Phenelope and her exploits at the gambling table. Very few actually know of her involvement with Ashes and Omens.
- NWD's organization is using an abandoned wreck of a very old ship named the *Sea Wyvern* wrecked ashore in the Wickedwater Fens to hold their hostage. The Wyvern is very old, maybe 80+ years, and has been washed ashore for quite a while. NWD's organization has been using it as a hide-out for years.

### **Map of the Sea Wyvern**



## The Sea Wyvern Encounters

<b>BANDIT (7 BANDITS)</b> AC 12 (Leather Armor)   HP 16   Speed 30'					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)
<b>SKILLS</b> <b>SENSES</b> <b>LANGUAGES</b> <b>XP</b>	Passive 10 Common 25 XP				
<b>ACTIONS</b>			<b>ATTACK</b>	Melee or Ranged Attack +3 to Hit Short Sword 1d6+1, Hand Crossbow 1d6+1, Longbow 1d8+1, Dagger 1d4+1	

## Key Non-Player Characters

- Marger:** Freewoman. AC 15. HP 27. 200 XP. Female Human Rogue, NE. Str 7, Dex 15, Con 15, Int 11, Wis 10, Cha 13. Marger is tall, with silver hair and green eyes. She wears studded leather and wields a rapier. Sneak Attack: 7 (2d6) damage when it hits a target with a weapon attack, advantage on roll. x2 Attacks/Round. Melee +4 to Hit (1d8-2) Rapier. (Spy, MM 349). Deception +5, Insight +4, Investigation +5, Perception +6,

Persuasion +5, Sleight of Hand +4, Stealth +4, Passive Perception 16. Cunning: On each of its turns, spy can use bonus action to Dash, Disengage, or Hide. Running jump +3 additional feet and climbing has no movement penalty. 1: Fingernail clippings, 2 bags of powdered stinging nettle.

- Moxy Darper: Freewoman. AC 15. HP 27. 200 XP. Female Human Rogue, LN. Str 6, Dex 12, Con 12, Int 11, Wis 10, Cha 14. Efrix has uneven black hair and sharp brown eyes, and a beaked nose. She wears leather armor and wields a rapier and dagger. Sneak Attack: 7 (2d6) damage when it hits a target with a weapon attack, advantage on roll. x2 Attacks/Round. Melee +4 to Hit (1d8-3) Rapier, (1d4+1/-3) Dagger. (*Spy*, MM 349). Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4, Passive Perception 16. Cunning: On each of its turns, spy can use bonus action to Dash, Disengage, or Hide. Hand crossbow +4 to hit, 30/120, 5 (1d6+2). Running jump +3 additional feet and climbing has no movement penalty. 2: Ashes. 3: Salt. Moxy Darper has an animal companion, a raven named Malia.
- Elil: Freewoman. AC 15. HP 27. 200 XP. Female Human Rogue, NG. Str 14, Dex 17, Con 6, Int 11, Wis 7, Cha 9. Elil is short, with red hair and dark brown eyes. She wears studded leather and wields a short sword and hand crossbow. Elil blames the gods for every misfortune. Sneak Attack: 7 (2d6) damage when it hits a target with a weapon attack, advantage on roll. x2 Attacks/Round. Melee +4 to Hit (5 or 1d6+2) shortsword. Hand crossbow +4 to hit, 30/120, 5 (1d6+2). (*Spy*, MM 349). Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4, Passive Perception 16. Cunning: On each of its turns, spy can use bonus action to Dash, Disengage, or Hide. Running jump +3 additional feet and climbing has no movement penalty. 1 bag of powdered stinging nettle. Blue Beeds. Dog fur.
- Beatra: (Dead) Female Human Rogue, NG. Str 8, Dex 16, Con 10, Int 14, Wis 5, Cha 9. Beatra has tangled auburn hair and large green eyes. She wears studded leather and wields a quarterstaff. (*Spy*, MM 349). AC 15. HP 27. 200 XP. Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4, Passive Perception 16. Cunning: On each of its turns, spy can use bonus action to Dash, Disengage, or Hide. Sneak Attack: 7 (2d6) damage when it hits a target with a weapon attack, advantage on roll. x2 Attacks/Round. Melee +4 to Hit (5 or 1d6+2) shortsword. Hand crossbow +4 to hit, 30/120, 5 (1d6+2). Running jump +3 additional feet and climbing has no movement penalty. 1: Fingernail clippings, 2 bags of powdered stinging nettle. 4-leaf clovers. Dead crickets. A silver skull the size of a coin (25 Crowns).
- Sane: House Efrix-Finchey. Second in command. AC 15. HP 27. 200 XP. Female Human Rogue, NG. Str 12, Dex 16, Con 8, Int 13, Wis 11, Cha 10. Sane has gray hair and gray eyes. She wears leather armor and carries a short sword and crossbow. Sane seeks only fame and glory. Sneak Attack: 7 (2d6) damage when it hits a target with a weapon attack, advantage on roll. x2 Attacks/Round. Melee +4 to Hit (5 or 1d6+2) shortsword. Hand crossbow +4 to hit, 30/120, 5 (1d6+2). (*Spy*, MM 349). Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4, Passive Perception 16. Cunning: On each of its turns, spy can use bonus action to Dash, Disengage, or Hide. Running jump +3 additional feet and climbing has no movement

penalty. 4: Pig Ear.

- Night-Willow-Drake. House Morley. Female Human Rogue, N. Str 12, Dex 17, Con 13, Int 14, Wis 14, Cha 10. NWD has thick gray hair and brown eyes. She wears studded leather and wields a sickle and hand crossbow. NWD is inventive and violent. (*Spy*, MM 349). AC 18. HP 47. 200 XP. Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4, Passive Perception 16. Cunning: On each of its turns, spy can use bonus action to Dash, Disengage, or Hide. Sneak Attack: 7 (2d6) damage when it hits a target with a weapon attack, advantage on roll. x2 Attacks/Round. Melee +6 to Hit (5 or 1d4+2) Sickle +2. Hand crossbow +4 to hit, 30/120, 5 (1d6+2). Running jump +3 additional feet and climbing has no movement penalty. Eyelashes. Locks of hair. Teeth. All from the hostage.

### **Key/Important Items and Issues**

- The girl, Yhandie, is beaten up and in bad shape, but is alive, unless she was killed in the fray.
- Papers, writs. Lots of debt. Letters from Croupier to pay-up. Addressed to House Morley and specifically NWD.
- All of the other NPC's here have a Diary of Correspondence. Their entries will correspond with NWD's entries; larger book combining them. NWD gives them instructions.
- NWD has a Diary of Correspondence for her Ashes and Omens work. Her diary reflects that she became aware of House M'lahn's Son's head being returned in a box, and, the Chalice was returned. This information came from her subordinates. Also communication with Moonshade-Phenelope of House Morley, and those communications, including the announcement of the party's communication at the statue of Ardice. She communicates her status of her operation someone ... not exactly clear who.
- NWD's upstream is Jhacob Syne of House Syne. Male. His A&O organization would have profited from NWD's actions, but Jhacob wanted his gambling debts repaid.

### **Backgrounders and Intrigue**

- Obviously, House Morley (anyone would say a polite colleague or ally to House M'lahn) just ran an operation to extort House M'lahn. That's not very friendly.
- House Efrix-Finchey is involved and providing financial and material resources through Sane. Sane may surrender during the battle. She would blab about the debts owed by

NWD and about the operation, the people involved, and their motivations.

- House M'lahn would probably be very interested in this treason.
- House Morley would be embarrassed and possibly pay some political consequence.
- House Efix-Finchey would want to hush up their involvement.
- House Syne wants their money back (35,000 CR). May be willing to strike a deal if NWD is dead. They'll need to recover their losses somehow.
- Twyst would very much want to know all of this information. She would dispatch Tolman to gain Sane's trust; copy the Croupier's debt letters to NWD and bring them to her; return the girl.

### **Supplies and Treasure On-board the Ship**

- Locked coinbox. DC 18. Untrapped. 218 Crowns. Sane. 5 50 Crown gems (Jasper, opaque blue).
- Locked coinbox. DC 17. Poison gas, DC 15. 419 Crowns. NWD.
- Forgery Kit (1). Artisans Tools (1). Gaming Set (2). Poisoner's Kit (1). Thieves Tools (3).
- Chest. Locked. DC 18. More rich clothing. Art objects worth 250 Crowns. (Pair of engraved bone dice, small mirror, gold bracelet). Crude map of the surrounding area, access point under the Wall, some line delineated "Bullywugs". Parchment. Schedule of guard rotations.
- Chest. Unlocked. Former possessions of the hostage.
- Book, "The Three Cups of Blood and Honor"; story of the Chalice and House M'lahn. Mark of private library, House M'lahn.
- Book, "Finding Your Way"; a book on being a cleric, specifically Gaia. No private library mark.
- Book, "Daggers, Gold, Henchmen, and You"; a comedy. No private library mark.
- Store of 72 hand crossbow bolts
- 8 barrels of foodstuffs; 4 barrels of clean water

- Beddings, clothes, rugs, blankets

### Afterwards

- When the party returns, they'll be confronted by Lord Aphix Mackery of the Bullywugs. Overwhelming force. Lord Mackery wants his ship back. They're trespassing. The Lord had a deal with NWD. If NWD is dead, he gets his ship back. The party can go, just don't come back, it's their ship.
- Probably return the kid to House M'lahn. They'll get the bounty. House M'lahn will pay for more information about the situation. House M'lahn offers to put the party up in a very upscale inn (Candlewicks in Mhorovia).
  - House M'lahn has a job for this kind of muscle. They've got a problem with some dock workers and a ship called *Flogging Merry*. Roughians. They haven't paid what's owed to the family. Need the ship boarded, the roughians given what-for, and their precious stuff returned. 3,000 Crowns.
- Later on, Symon will be at the inn. Symon will be a little perturbed that they were all cozy with House M'lahn. Are they allying themselves to House M'lahn. Meanwhile, Symon has some work:
  - A plague is spreading amongst the gypsies in the Pit in Shyn-Valour. He thinks the plague was introduced from a plague-bearer here. Has a contact. Foster of House Syne. Investigation. Would eventually lead to Fenwater Abbey. Mission of mercy. Collectively, are begging for Symon's help. He'd pay 500 Crowns for specific information.
  - The Croupier's have a problem. There's an estate on Mullberry Street and Tarrace Road that may have a ghost or squatter problem. Either way, they need the place investigated and cleared. They're trying to liquidate the estate but it's going nowhere. (Same mansion as A Haunting in Rhackdalia). Croupier's would pay 3,000 CR for a concrete resolution to the problem.
  - Investigatory work. Kind of sensitive. Myths. Rattle people's heads. Reports of giants on Preen Pass. Magistrate of Rhackdalia needs an exploratory mission. Investigate the rumors. Confirm and provide useful intelligence, 3,000 CR; infiltrate and discover forces, sizes, 10,000 CR; infiltrate, destroy, get rid of the Magistrate's problem, 25,000 CR.
- Sane or another representative of House Efrix-Finchey will seek to understand if the party works for House M'lahn and has allied themselves with the House. House Efrix-Finchey can see that the party is good muscle and they have a particular situation



that could be addressed, maybe a way to make amends.

- Go after Moonshade-Phenelope of House Morley. A covert assault on Fenwater Abbey. Sane knows her way around. Can nab this person and learn about her connections to others, or, bring them before the Magistrate.
- Fenwater Abbey is in cahoots with various Ashes & Omens organizations. They have a secret stash; earnings from their cooperation. Sane can help. Nab the loot and take it to more legitimate sources, like Widetree Abbey or the Magistrate.
- There's a plague-ridden cleric there. Part of a secret. This plague was sampled and introduced to Shyn-Valour by Ashes and Omens. Elements of a cure.