

A Family Plot

A Dragon-Warriors adventure for 3-4 PCs of Ranks 4th-5th.

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Adventure Summary.

Southern Albion is in the grip of a bitter feud. The party are enlisted by **Sir Hugo Cuthwen** to help him defeat a rival local family, lead by **Lord Bracewell**. The PCs journey to **Hulton**, where **Lord Bracewell** has bribed a local priest to allow him to plunder a tomb. The party enter the tomb and encounter **Wulfric**, an assassin beholden to **Lord Bracewell**. The aftermath of this encounter leads the party into **Lady's Wood**, a forest of ill-omen and to the **Unhallowed Caves**. There they encounter the **Lady Elaine**, the murdered first wife of **Lord Bracewell**. They also rescue **Alais**, who is about to marry said noble in a few days time. **Cuthwen** orders them to take **Alais** back to **Lord Bracewell's** demesne and spy out the weaknesses in his hillfort. They will then open the way for an attack on the fort on the day of the wedding. On the way there, the party pass through the village of **Eltford** and find it is being terrorised by a minion of **Lady Elaine**. A mirror falls into the party's hands after the battle with this minion and later that night, **Alais** is possessed when she looks into it. Once at the hill-fort, the party confront **Lord Bracewell** and are either welcomed or imprisoned. In either case, **Alais**, who is possessed by the **Lady Elaine**, helps them discover secret passages through the house that allow them to move around unseen. The climax of the adventure comes when the party prowl the corridors of the ancient Manor house and uncover the secrets of **Lord Bracewell**. Finally, on the day of the wedding, the party are involved in plots both to slay **Lord Bracewell** and to bring about the fall of **Lord Bracewell's** domain.

Notes on running this adventure.

The back-story to this adventure is complex, and any GM should thoroughly read and understand the final section (**The Story within this story**) before attempting to run this scenario. Note also that this adventure is non-linear and many events have multiple outcomes that affect later scenes. To facilitate the reader's understanding, several flow diagrams have been inserted to indicate how scenes relate to one another. The complete diagrams appear at the very end of the adventure. All important NPC and scenes in the text are printed in bold: this indicates that there is a paragraph describing this scene elsewhere in the adventure or that the NPC's statistics appear at the back, in the final section. Descriptive text is provided for some scenes as an aid to the GM, but also to inspire and convey the mood of the adventure. Feel free to ignore it.

Renown.

The adventure makes frequent reference to Renown. This represents the esteem in which the PCs are held by **Sir Hugo** and affects the course of this adventure whenever the PCs require the indulgence of their Lord. Renown is tracked for each individual, although when dealing with Cuthwen, only the Renown of the person speaking to the Lord should be taken into account. Renown can be tracked openly, by the players, or the DM can decide to track it himself secretly. The former method was intended, as it tends to reward good play and punish poor play immediately.

Note that it is possible to gain a negative Renown score.

Victory Points.

The PCs actions also result in them gaining or losing Victory Points. These determine how much experience they obtain at the end of the adventure. It is not possible to acquire negative victory points. Victory points should be tracked by players as they offer an immediate reward at the “epiphanies” of this adventure.



Map 1: The Local area. Red dots indicate towns and blue dots, manors or villages.

Hooks.

Although this adventure is self-contained, it can be played as an interlude in a larger campaign like “Sleeping Gods”. If this is the case, then one way of involving the PCs is to have Baron Aldred ask them to go south to aid an old friend of his from the Crusades: a knight by the name of **Sir Hugo Cuthwen**. Alternatively, they might encounter **Quicksilver**, **Sir Hugo**'s spy master, who is seeking knights and fighting men to aid in a serious dispute between **Cuthwen** and the Bracewells.

Quicksilver could befriend the PCs at any road-side inn and direct them to **Sir Hugo**'s estate. Alternatively, the GM could run a tourney at which the PCs are given the chance to excel. Then **Quicksilver** or another knightly enemy of the Bracewell's could approach the victorious PCs and try to enlist their aid for **Sir Hugo**.

Meeting at Cuthwen Manor (see *map 2*).

The companions approach a large manor on the moors of southern Albion, ~40 miles north-west of the town of Graveshead. It belongs to **Sir Hugo**, a Knight and friend of Aldred's. A scattering of small buildings, mostly barns and storage sheds surround the manor house (see *map 2*). All are encircled by a steep turf rampart about 15 feet high. The manor house itself is a squat rectangular building, obviously built with defense in mind: the windows are tiny slits in the thick stone and it occupies the highest ground for many miles around, with the entrance on the first floor and a stout tower at one end.

Icy rain sleet down from steel-grey clouds as your goal finally hoves into view. A stout manor-house crouches on a hill ahead of you, stark against the lowering sky. An ancient rampart of turf surrounds the manor save at a staggered gate, where a huddle of hard-eyed warriors, dressed in ragged cloaks, scowl at your approach. As you draw near they call out, rudely demanding your names. Behind them the bark of dogs gives grim voice to their suspicion.

These four guardsmen wear chain hauberks (AF 3). They watch the companions warily as they approach the ancient staggered gate in the turf wall (*map 2, location a*): they are on edge because of local tensions and wary of strangers and so will attack with little provocation. One of these guards watches alertly from a wooden fighting tower (*map 2, location b*). The party will be challenged as soon as they come in hailing distance of the gates, and will only be admitted if they mention the summons from **Sir Hugo** or the recommendation from another party friendly to him. The guards will also disarm all warriors in the party before allowing them into the manor, though any Knight will be allowed to retain his dagger as a mark of his rank. If the PCs enter and surrender their weapons with good grace, they each gain a **Victory Point** and 2 **Renown**. Many dogs growl at the companions as they pass through the manor and curious faces peer out from behind doorways and windows.

4 Guards

ATTACK 15 Sword (d8, 4 points) , 4 Spears (2d4, 4 points)

DEFENCE 7

Armour Factor 3

MAGICAL DEFENCE 3

EVASION 3

10, 11, 13, 14 Health Points

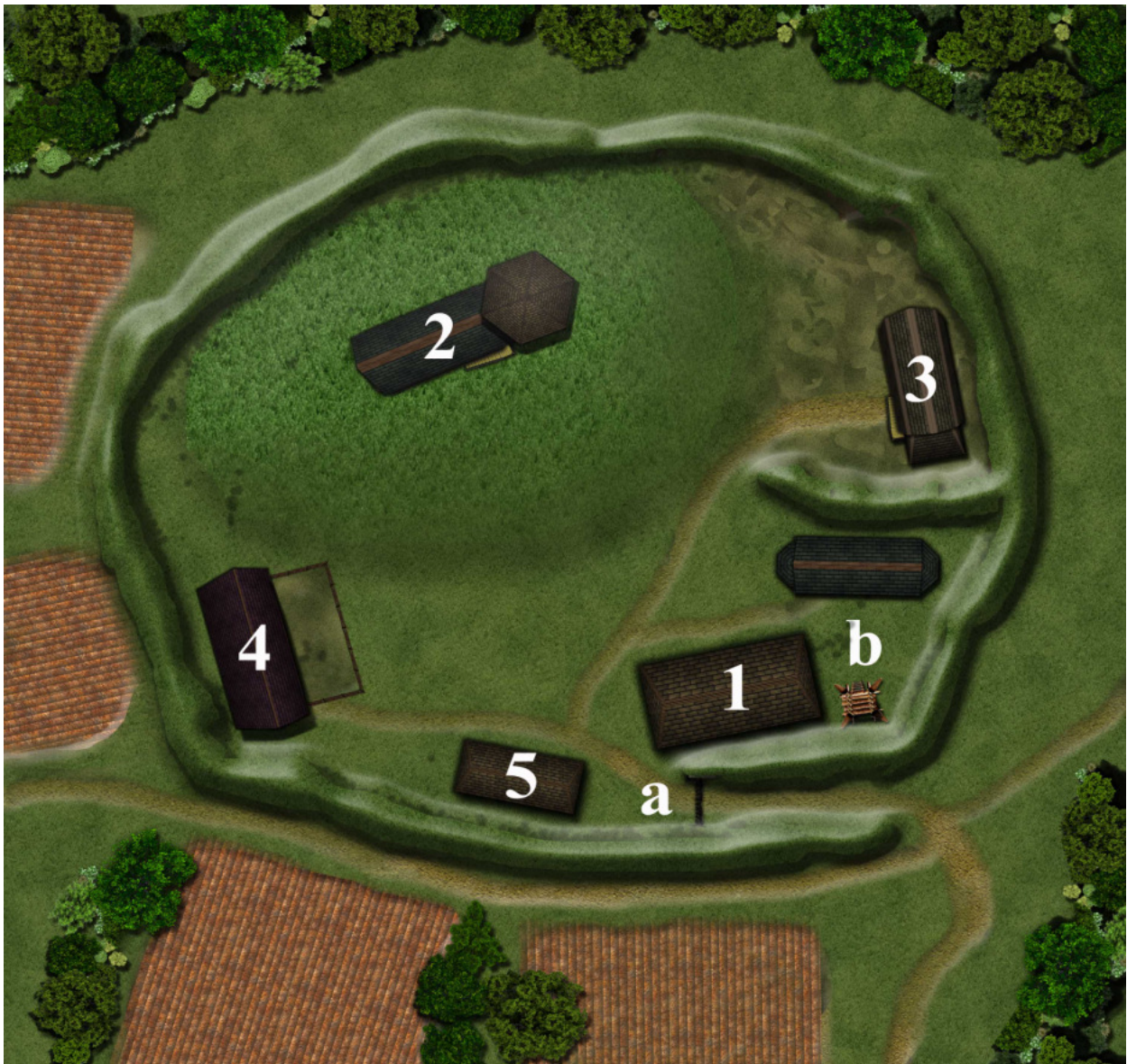
STEALTH 12

PERCEPTION 4

Reflexes: 12, 11, 10, 8.

If a battle with the guards occurs, then farm-workers and warriors will begin appearing from adjacent buildings after the first 3 rounds of combat (1d6 guardsmen, armed as above and 1d10 farm-workers, armed with agricultural tools, appears each round after the third). If any of **Cuthwen**'s men have been badly injured or slain, then the "mob" surrounds the PCs once there are 20 or more manor-folk present. The leader, a tall man named Rainer, then demands that the PCs drop their weapons. **Sir Hugo** then strides out and furiously orders them thrown into the manor

gaol, located under the manor-house itself. There they will spend a dank night in a dismal and poorly lit cell. Their only companion will be a local poacher, Aelfric, who will spend most of the night miserably telling the PCs of **Sir Hugo's** zeal in dealing with wrongdoers. All PCs thrown into gaol lose **2 points of Renown**.



Map 2: Sir Hugo's Estate. 1: Barracks, 2: Manor House, 3: Grain and fodder store, 4: Stables, 5: Smithy, a: main gate, b: wooden tower.

Sir Hugo.

The companions will eventually meet **Sir Hugo** himself. The tenor of this meeting will depend upon the way the party dealt with the guards outside. If they refrained from fighting, then **Sir Hugo** will be all manners and airs and will apologize for any slights inflicted upon the party by his over-zealous men. Specific complaints about guardsmen are ignored unless they come from a Knight: any Knight who complains will be offered the chance to duel the guard in question to settle the affront to his honor, if he so wishes. Should the Knight wish to duel, then a bell is rung and the household of the manor assembles in a large sunken stone room, that resembles a small amphitheater. It is situated under the Manor house. Any guard who particularly annoyed the party is

then ordered to battle the PC Knight to first blood. Bets are placed on the outcome, with **Sir Hugo** favoring the party, whilst his son, **Robert**, will place a wager backing the guard. Bets are limited to 20 florins and the party will be invited to gamble as well. If the Knight wins, so does **Sir Hugo** and he will be mighty pleased. Any Knight duelling and winning gains 2 points of **Renown** (1 for demanding the duel and 1 for winning).

If the party fought his guards, and spent the night in a cell, then **Sir Hugo** will meet them in the amphitheater-like courtroom again the next morning, but this time as their judge. He will inform the party that their crimes are so serious that he is entitled to hold them in his gaol until the King's Assizes return to this part of the country: probably in about a year or so. If any of them protest their innocence or insist on being tried as clergy (for any who can claim that they are members of the Church), then **Sir Hugo** will tell them to save their appeal for the King's Justiciars next winter. He then offers them a choice: do him a "small favour" or suffer imprisonment until the King's Court arrives in just over eleven months!

Cuthwen's Tale.

Sir Hugo is uneasy about a local family; the Bracewells, who are lead by an enigmatic noble, known as "**Lord Bracewell**": a knight with a cold and terrible laugh, that chills men to the marrow. This Knight has been running rough-shod over other local families, moving boundary stones and raiding cattle, for many years. There are even rumors that **Lord Bracewell** sends his minions to rob local burial mounds and tombs, claiming that the treasure inside belongs to his family. **Sir Hugo** also blames the Bracewells for The Battle of Wooldock Moor, which occurred twenty years previously. Many hundreds of the region's fighting men died in this conflict, including a number of notable local heroes (and **Sir Hugo**'s own father, though he won't reveal this). The deaths of so many men destabilized the region and altered the balance of power, with a number of noble families falling into obscurity whilst the Bracewells became rich and powerful in the aftermath of the battle.

The battle was the result of years of cattle raids, blood feuds and disputes over territory between two rival Barons, but was finally sparked when Baron DeVire tried to take an ancient Selentine manual from the library of Wooldock Abbey, by force. The manual was rumored to contain the martial secrets of a legendary general of the Old Empire and both Baron De Vire and Baron FitzWalter coveted it. So their armies met and fought for three days outside the Abbey until most of the men on both sides were slain and the Abbey razed to the ground. **Sir Hugo** indicates that he believes the Bracewells somehow caused the battle. He accuses them of staging raids to inflame the situation and spreading rumors about the manual, with the very intention of provoking conflict in order to weaken both rival lords at once. When Barons DeVire and FitzWalter were subsequently beheaded by the King for despoiling the Abbey during the battle, the Bracewells "acquired" much of their land.

Cuthwen then explains some disquieting rumors about **Lord Bracewell** himself: his face is rarely seen and works his will through intermediaries, except on the field of battle. He displays ferocious skill and cunning in a fight and is currently undefeated in tourney, grudge-match or duel. This, along with his habit of wearing a full helm or mask much of the time, has many curious about his nature. Indeed it is not at all certain, which Bracewell is actually behind the mask. Rumours about this noble have also been excited by the fact he always carries arms and armour taken from the fallen knights slain at Wooldock Moor, **Lord Bracewell** has since stolen lands from nobles bordering his estates, by tricking them into duels or through intimidation and forgery of writs. He has managed to keep both the church and the High King from action through the generous distribution of seized properties and goods, overpayment of taxes and tithes, and the exceptional

diplomatic skills of his retainers.

Sir Hugo wishes to secure the services of the companions in order to bolster his forces against **Lord Bracewell**, who he believes will be taking action against him soon. (**Lord Bracewell** actually has little interest in **Cuthwen** or his holdings but the old knight has always believed that the best defence is a good offence; and he intends to lead an alliance against **Lord Bracewell** in the coming months.) He will offer the PCs 300 florins each to enter his service (if they did not fight his guards) or to drop all charges against them (if they killed any of his men). He can be bargained up to 400 florins. Any PC accepting his offer gains a point of **Renown** and a **Victory Point**. Anyone accepting before asking about payment gains **2 points of Renown**. Anyone haggling with **Sir Hugo** receives no **Renown**.

Once “terms” have been discussed, the companions are given a task by their new Lord. He sends them and three of his trusted house-hold company (Rainer, Edward and Roger), along with his son **Robert**, to the nearby town of Hulton (see **map 1**). **Sir Hugo** explains that he has had reports that **Lord Bracewell** has ordered the plunder of a tomb belonging to the now destitute House of Hudwin, whose lands the Bracewells recently acquired. If the PCs ask how he knows this, then **Cuthwen** just puts on his most infuriating smile: the truth is that he has a spy in his employ, known as **Quicksilver** (see later).

Hulton.

The journey to Hulton is uneventful, through peaceful farmland and meadows. Any PC with a Renown of 2 or higher is loaned a horse: the others must walk.

After many hours on the muddy road, you round a bend to see the indistinct shapes of the town ahead of you, through a heavy mist. Looming out of the murk comes a weary and sad-faced procession of serfs: their carts laden with a strange cargo. For each bears at least one coffin, scratched and stained with dirt as if fresh from the grave. The serfs plod past you dejectedly, averting their eyes when they see your weapons and armour.

Once the companions arrive at the small trading town, they find the streets clogged with other carts (e.g. **map 3, location a**) containing coffins attended by groups of sad serfs and angry burgesses. If they ask one of these men why bodies are being disinterred, they are told that rumor has spread of a treasure housed in the cemetery (**map 3, location a**). Upon hearing of treasure, many ne'er-do-wells rushed to plunder the tomb, because the parish priest is apparently “looking the other way”. The coffins belong to worried families trying to preserve their relatives’ remains from plunderers, who they fear may begin looting any tomb they see: they are moving the remains to the graveyard of a nearby village. Note: that rumor of the plunderers originates from **Sir Hugo's** spy, **Quicksilver**, who followed one of the Bracewell's lackeys to Hulton and then over-heard him bribing the local priest to let him excavate the Hudrin tomb. **Quicksilver** deliberately planted the story across the area by pretending to be a traveling Chapman and gossiping in several taverns. He then melted away before local anger boiled over yesterday. He was hoping that **Lord Bracewell's** actions would come the ears of the Local Bishop and plunge the Bracewells into deep water: tomb robbing is a very serious crime in Albion. The plan was therefore to weaken the Bracewell's political position, in preparation for **Sir Hugo's** assault in the next few months.

If the companions choose to ask around about **Lord Bracewell** they find that the common folk don't care who their lord is, as long as the nobles leave them be and keep taxes low: they draw away in fear from any who bear weapons.

The Churchyard (map 3 location 3, and b).

An unkempt church, its walls covered in algae and its roof ragged with missing tiles, squats above an overgrown churchyard. The sodden turf is marred by a dozen raw wounds where graves have recently been opened. Outside the church-gate, an angry crowd has gathered, their flushed faces presaging a “gathering storm of indignation.”

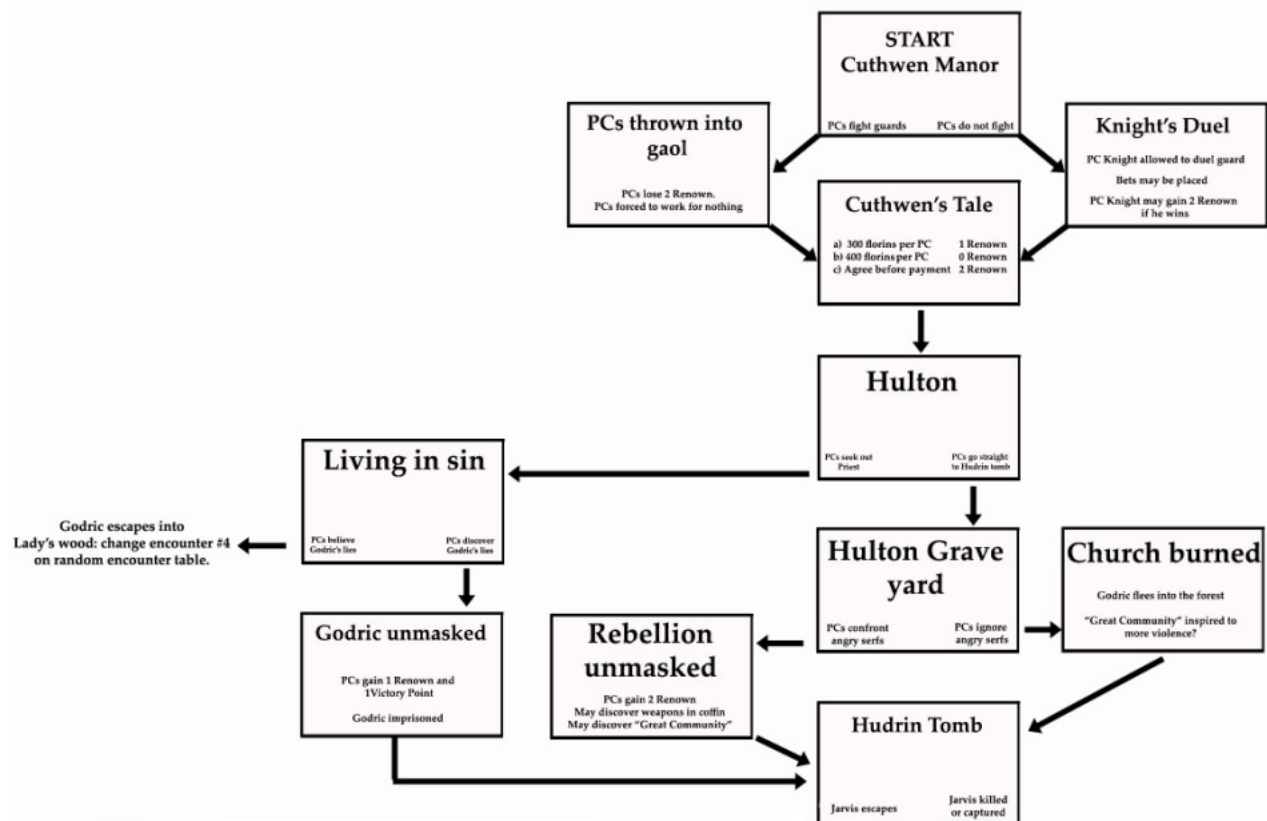
The churchyard is in disarray, with many open graves and missing coffins. A mob is loitering outside the church-yard and many appear to be drinking, as if steeling themselves for violence. The PCs can gain 2 **Renown** if they disperse the mob: if they do not, the church will be burned down tonight, although the priest himself will have fled.



Map 3: The outskirts of Hulton, showing the town graveyard. 1: “Waggon and Horses” Inn, 2: Windmill, 3: Church, 4: Hudrin Mausoleum, 5: Lady's Wood, a: removing coffins, b: open graves.

If the PCs look closely, they will see that several of these peasants are very hastily excavating a grave, and the coffin seems extraordinarily heavy (Perception roll required). If the PCs investigate further, they will discover that the coffin is in fact filled with short-swords and bows: some serfs in Hulton are part of a secret society, known as “*The Great Community of the Realm*”. Their catchphrase is “*When Adam delved and Eve span, who then was the Gentleman?*” This cryptic verse is carried on a piece of parchment by each man, and is a hook to a later adventure: basically, someone,

somewhere is organizing a “peasant’s uprising”, though this is currently in its early stages. It is left to the GM to further flesh this adventure out, though a future scenario in *Ordo Draconis* may deal with this uprising. If the PCs discover the conspiracy and interrogate the serfs, even they do not know the identity of the mysterious “wanderer” who came to the town a year ago and began preaching his heretical doctrine, before giving them weapons. Note the GM: this conspiracy is a “red herring” and has nothing to do with the current adventure. If the “Great Community” is revealed to **Quicksilver**, the PCs gain **2 Renown** (see **Further adventures**). The serfs are all “normal men” for the purposes of statistics and will only fight if cornered: they prefer to run first.



Flow diagram of the first part of this adventure: the full diagram can be found on pg 59.

Living in Sin

This Priest of Hulton, (found at *location 3 on map 3*: the town chapel) is a nervous, whey-faced cleric by the name of Godric. At first he will not let the PCs into the church and will shout at them through the door, his voice full of fear. He will ask for the PCs aid against the mob. If they calm him down, He will let them in and explain, rather glibly, that **Lord Bracewell's** man **Wulfric** presented him with signed writs showing that treasure belonging to his debtors (the Hudrin family) lay hidden in the family crypt. **Wulfric** demanded leave to obtain it and Godric protests that it was beyond his power to gainsay the representative of so powerful a Lord. He then closes the conversation by asking that he be left in peace to pray for God's forgiveness.

In fact this is nonsense and Godric has been bribed to allow the Bracewells to behave in this disgraceful manner. Now the greedy priest is worried that his superiors will hear of his deeds because of the recent uproar: indeed **Lord Bracewell's** agent **Wulfric** was supposed to enter the tomb via a secret entrance that Godric told him about. Indeed the priest hoped that no-one would come to know of this “transaction”. Godric does not realise that **Sir Hugo's** agent is behind this

furor but has packed his belongings and the 100 florins he was given and he intends to flee at dusk: a backpack containing his traveling gear is ready under his bed for a quick escape. His uncle is a powerful minister and might save him if it ever came to an ecclesiastical trial but he knows that mobs can turn ugly and will take his chances in the Lady's Wood. If he does flee, change one of the encounters on the random encounter table (pg 15) to create a meeting with Godric later. If the PCs ever capture Godric, and confront him with his crimes, they gain **1 Victory Point and 1 Renown** IF he is imprisoned. He may eventually be freed and will then be a future problem for the party.

The Mausoleum of the Hudrin Family (*location 4, map 3 and maps 4 and 5*).

A mausoleum of white marble huddles forlornly at the back of the sodden Churchyard: a faded monument to a once great house. The polished doors have been cruelly forced, but the tomb has exacted a toll on the robbers and bodies lie broken, just inside the doors.

The Hudrins lost much of their power after Wooldock Moor: they were supporters of Baron DeVire and were fined heavily by the King. To avoid all their gold falling into the hands of the King's Tax-collectors, the family hid some of their remaining treasure in this tomb during the burial of the eldest son of the family, who was killed during the same battle. The tomb had been used for this purpose before, and was already trapped to prevent tomb-robbing. When many of the Hudrin family died of winter fever, fifteen years ago, the secret of the treasure was forgotten. It was not until **Lord Bracewell** came into possession of the Hudrin Manor of Chaldwick, that he discovered family papers recording this secret: Chaldwick was ceded to the Bracewells in payment of a debt, after the death of the last heir to the Hudrin name.



Map 4: Hudrin Mausoleum, upper level.

Map 4, Location 1: Tomb entrance: A broad stair leads into a beautifully carved granite room. The floor of this ornate Mausoleum is littered with the bodies of local outlaws, killed by a series of traps. A stone block (*map 4, location a*), once held into the ceiling by cunningly placed wedges, has crashed down and slain two tomb-robbers whilst a hidden pit (*map 4, location b*), filled with spikes,

has accounted for two more. If they are searched, one of the outlaws has a scrap of parchment in his pocket bearing the cryptic catch-phrase of “*The great Community of the Realm*” (see above) and 10 florins. (*map 4, location 2*).

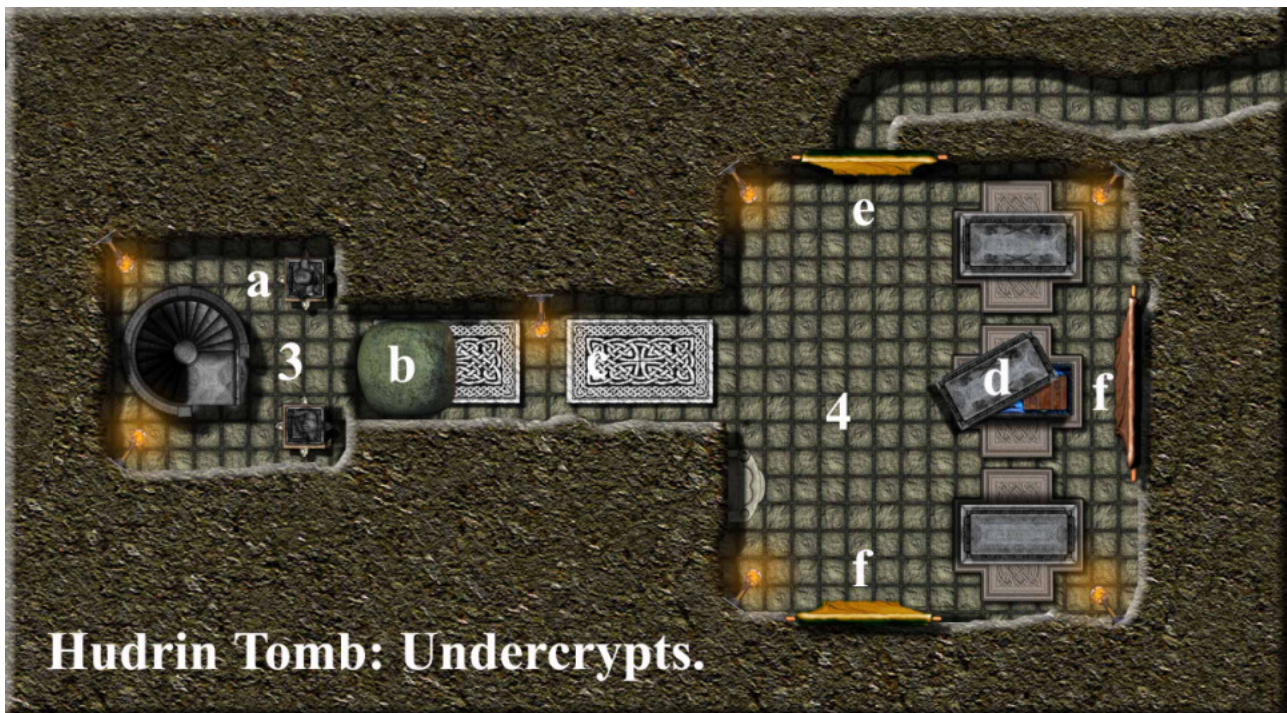
Location 2, map 4. Stairway: A dark stairway, half-hidden beneath a false Sarcophagus, leads down into subterranean blackness. This ornate stairway is not trapped and spirals down, eventually emerging into the flickering torchlight of *chamber 3, map 5*. There is a landing halfway down where muddy footprints from a booted foot can clearly be seen (Perception roll required).

Location 3, map 5. Chamber of the Ancestors: this torchlit, roughly-faced, stone chamber boasts two stern-faced statues of Lord Ranald Hudrin, the founder of the dynasty and his son Robert (*map 5, location a*). The torches here are burnt down and were left by **Wulfric** (see next room).

Your footsteps echo as you descend the crumbling stair, and enter a roughly-hewn stone chamber. The dusty room is full of dancing shadows cast by several torches that gutter in the subterranean breeze. The flickering shadows fall on two limestone statues: each stern-faced knight stands upon a pedestal, carved with an inscription. The statues flank an opening into a corridor that leads off into another chamber. Sir Hugo's man Rainer suddenly leaps forward crying “Wulfric, your time has come!” but as he moves into the corridor, a huge block of stone descends from the ceiling and crushes Rainer instantly. There is a deafening crash, that booms around the chamber and dust is thrown up into the air, so that your eyes smart, and you can see very little for a few seconds. When one of the statues turns its head, you think your senses are playing tricks, but then the hulking creature steps off its pedestal and lumbers towards you.

Four hundred years ago, the Hudrins found a statue, graven out of limestone, buried in a nearby pagan tomb: the statue would walk if anyone disturbed a stone block that covered up the tomb entrance, though the statue was always lifeless at the Summer Solstice. So they had the statue re-carved into the likeness of Lord Ranald, and put the stone in the roof of the corridor to act as both trap and trigger. Inscribed into the pedestal-base of both statues, is what appears to be a family motto in Bachille that reads “*Bis vivit qui bene vivit.*” This translates as “*He lives twice, who lives well.*” Anyone speaking this saying aloud in Bachille, will cause the living statue to freeze in place for 1d10 rounds, though if they do not speak Bachille fluently then there is chance that they pronounce it so badly that it does not work: roll 1d6 but it only works on a roll of 1-3. The PCs may try again.

Living Statue: HP 30, AF 6 versus edged weapons, AF 3 versus bludgeoning, ATT 16 (Fists, d8, 5 points), DEF 0, EVA 2, MDF 10, Perception 7, Reflexes 4. Rank Equivalent 5. Note that every time this creature is hit with a non-magic weapon, there is a 1 in 10 chance that the weapon breaks (edged) or a 1 in 20 chance (bludgeoning). Missile weapons do no damage at all. Note the statue cannot climb the spiral stairs and will not leave this chamber.



Map 5: Hudrin Tomb Undercrypts.

The falling block has alerted **Wulfric** (see later) who hurriedly finishes stealing the gold in the next chamber. The stone block that killed Rainer (*map 5, location b*) does not completely block the passageway: there is space between it and one wall to squeeze through (Reflex of 12 required or must make a Reflex roll). However, there are two further blocks of stone hidden in the roof of the corridor waiting for the trigger (Perception roll required to detect them). If the carpet on the corridor is rolled back, two pressure plates can clearly be seen (*map 5, location c*) that trigger the stone blocks above to descend: the blocks have a **SPEED of 12** and do **1d20 damage** to anyone failing their **EVASION** roll. Any stone block falling also kicks up dust, reducing visibility to 5 feet for 1d6 rounds.

Location 5, map 5. The Final Resting Place:

You emerge into a shadowy crypt dominated by three stone sarcophagi. The lid of one is shifted to reveal a chest, whose interior glitters with the tell-tale glint of gold. Rotting armorial hangings adorn the walls and one suddenly billows out to reveal a shadowy figure lurking behind it: the black-garbed assassin launches his attack with devastating speed.

Here the party have encountered **Wulfric**, who is **Lord Bracewell's** assassin and also an agent of **Lady Elaine** (see later: stats in NPC section at the end of the adventure). Breaking off from robbing the chest in the stone-casket, he has hidden behind one of the hangings and attacks with surprise unless the PCs match their Perception against his Stealth (he is at +5 Stealth because of the bad light). If **Wulfric** achieves surprise then he will *Shock Attack* any Barbarian or Knight in the group (see DW rulebook pg 42). He will then try and fight his way clear of the tomb, always staying near **Robert** and trying to kill the remaining house-hold men of **Sir Hugo**. If the fight is going badly, **Wulfric** will kick the lid of either of the two closed Sarcophagi and this will cause both of the remaining stone block traps, if not already triggered, to descend into the corridor (*map 5, location c*). This will kick up a huge amount of dust, obscuring all vision for 1d6 rounds. During this confusion, **Wulfric** will grab **Robert** and activate the secret door in the north wall (*map 5, location e*), escaping out into the tunnel. Failing this, he will use his smoke jars and flash pellets to achieve

the same result. In any case, **Wulfric** has left 40 gold crowns behind in the tomb. He has also left a ring inscribed with an odd seal: three black Wolves on a field of green, the sign of the Bracewells. Yet this device is modified by the form of a leaping deer below the wolves. It requires a Perception roll to see find this ring, which belongs to **Lady Elaine** (see the **Unhallowed Caves**) and **Sir Hugo** can identify it as her property if shown it: he describes her as “*the first wife of Lord Bracewell, now dead*”.

The secret exit from the tomb (*map 5, location e*) goes under the church wall and emerges in a glade in the nearby **Lady's Wood (location 5 on map 3)**. To open the door it is necessary to press down on a floor tile immediately behind the armorial hanging that covers the hidden doorway. There is a 10% chance of this happening randomly every-time someone pulls aside the hanging to look for the door. A character can also make a Perception roll (at +3 on the roll) to notice the tile has less dust in the grooves between it and the adjacent ones. Note that similar doors are also present behind the other two hangings (*map 5, locations f*) but these open to reveal corridors that once lead to other crypt-chambers, but are now completely filled in with huge stone blocks: the same traps as *map 5, locations b and c*.

If **Wulfric** does escape and the PCs attempt to pursue him through the secret door, they emerge in the wood and can track him and his prisoner **Robert** easily (Perception roll required). The tracks lead off into the wood for several miles and then suddenly disappear: **Wulfric** used his Dust of Transformation to fly the last miles to **The Unhallowed Caves**, to avoid being followed. He did so to escape to his mistress (the **Lady Elaine**) for healing: for **Wulfric** serves two opposed NPCs at the same time (see **Story within this story**). Even a mystic's *Pursuit* spell will fail in these woods (see **Lost in the Lady's Wood** for the reason). If the PCs leave the tomb unguarded whilst following **Wulfric**' trail, then the remaining 40 gold crowns is also gone when they return: **Wulfric**' accomplice, **Oswin**, hiding nearby in the wood, sneaks back into the tomb and steals the gold whilst the PCs are otherwise occupied. If someone is guarding the tomb, then **Oswin** will try to trick them.

Result 1: Wulfric escapes.

If **Wulfric** escapes with **Robert** then the PCs lose 2 **Renown** and a **Victory Point**. If they also lose the gold, they will lose another point of **Renown** and will have some explaining to do. The tomb was being watched by **Sir Hugo's** spy, **Quicksilver** (who originally reported the treasure to **Cuthwen** and stirred up the town). **Quicksilver** arrives soon after **Wulfric** disappears and languidly asks what has happened to the gold and to **Robert**. He will not answer many questions except to tell the PCs that he serves the same master as them. If there are no members of **Cuthwen's** household alive to corroborate their story, then **Quicksilver** leads them to the “Waggon and Horses” Inn, (which is owned by **Cuthwen: location 1, map** on the Hulton map) “for a drink”. He will try to drug the PCs or trick them into the wine cellar, where he will essentially imprison them for a day whilst he sends for **Sir Hugo**.

In this case, the companions are in serious trouble since they were the only ones known to have been in the tomb with **Robert** at the time of his disappearance. To make things worse, a thorough search of the tomb by **Sir Hugo's** men the next day reveals a large pool of blood and a torn fragment from **Robert's** cloak and only a handful of gold coins within the sarcophagi: a lot less than **Quicksilver** heard **Wulfric** describe to Godric (and a lot less than the companions saw). So when **Sir Hugo** arrives he begins to suspect foul play by the companions and may attempt to have them arrested and tried for the murder of his son and/or the theft of the Hudrin gold. What happens next depends upon the PC's current Renown score.

0 Renown or less	PCs are arrested and charged with Murder. They are taken under armed guard to Sir Hugo's manor (10 guards with stats as those at the manor) to await the Assizes in eleven months time, as Cuthwen does not have the authority to try so grievous a crime. The only way for the PCs to prove their innocence is to escape, but they will be hunted by Quicksilver and the hounds.
1-2 Renown	PCs are charged to prove their innocence and given three days to do so. If they do not return with evidence of what happened to Robert , they will be declared outlaws, so that any man may kill them and claim 200 silver florins blood money and their possessions. They will also be tracked by Quicksilver the whole time, as he is anxious to avoid them escaping and will intervene if they do anything suspicious.
2-4 Renown	PCs are given a week to prove their innocence: the rest is the same as above, though Quicksilver will be more “light-handed” in his approach.
5+ Renown	PCs are not charged if they manage to give a good account of what happened. Sir Hugo respectfully asks them to find his son.

If the PCs are released, **Cuthwen** stays at Hulton, at the “Waggon and Horses” Inn (which he owns) and orders **Quicksilver** to watch the PCs closely, using his network of spies and his own particular “skills”.

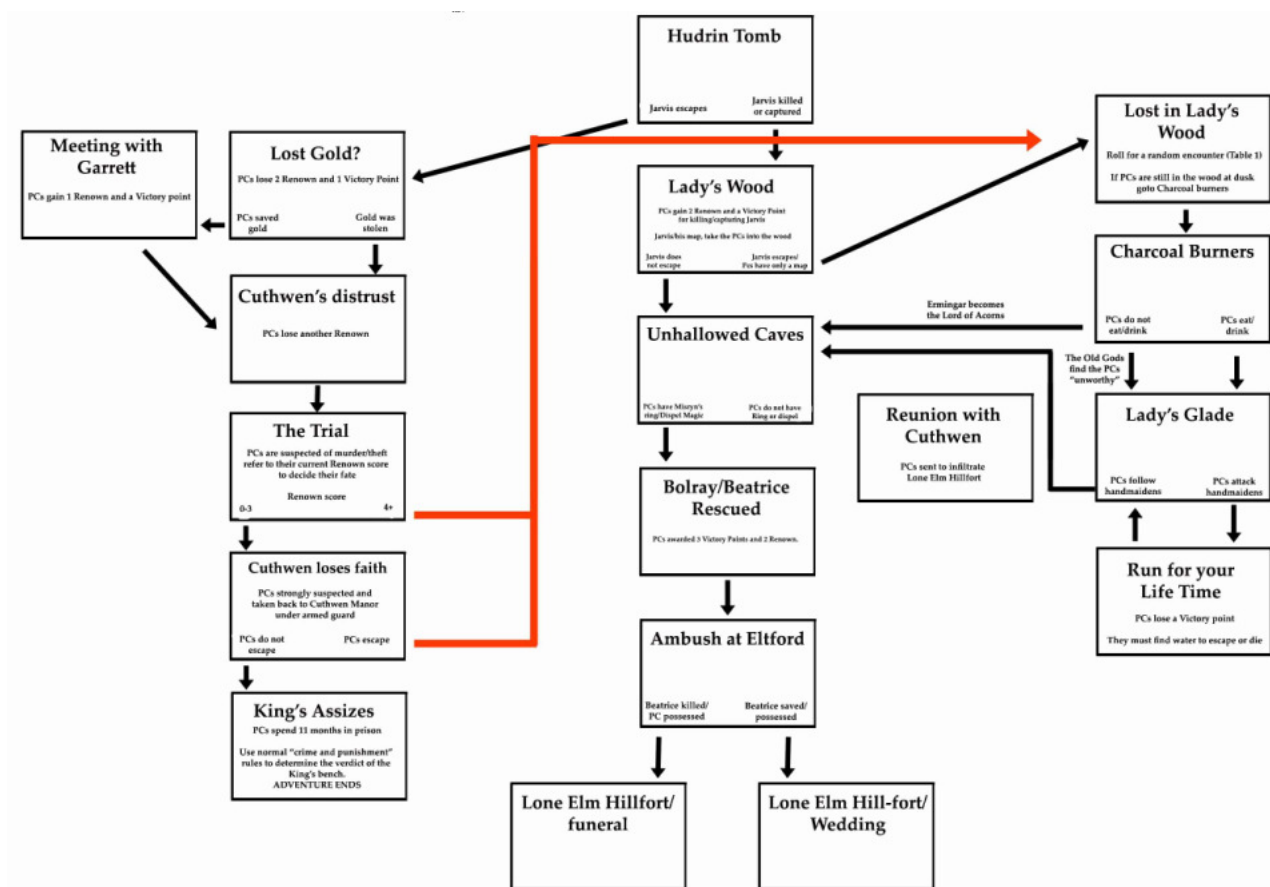
Result 2: Wulfric fails to escape.

If they capture or kill **Wulfric** before he reaches the **Unhallowed Caves** and bring him and **Robert** back, then they gain **2 Renown** and a **Victory point**. If they save the remaining gold in the tomb, they gain another point of **Renown** and a **Victory point**, provided they give it up to **Cuthwen**. If **Wulfric** is alive, then he tells them of the “*Ghost in the forest, who bewitched him.*” This is a lie to trick the PCs into confronting the **Lady Elaine** and her handmaidens, whom **Wulfric** is convinced will kill them easily. If some of the gold in the tomb is missing, **Wulfric** will claim that “*Other servants of the Lady stole it.*” which is actually true. He will not admit to his mission for **Lord Bracewell**, feigning a “fey enchantment.”

If **Wulfric** is slain, a search of his possessions reveals a scrap of paper that seems to be some sort of map to some caves in the **Lady's Wood**. **Quicksilver** is worried that this could be a base for some of **Lord Bracewell's** spies, and asks the PCs to investigate whilst he summons **Sir Hugo** to Hulton. The PCs can return to search the tomb for clues and may find (Perception roll required if they look in the chest) the **Lady Elaine's** ring (see *location 5, map 5* above).

The Lady's Wood.

The PCs eventually end up in the Lady's Wood: either following **Wulfric's** trail, his map or in company with the man himself. If the PCs captured **Wulfric**, then roll for 1 random encounter and then, if **Wulfric** is still with them, proceed straight to the **Unhallowed Caves**. **Wulfric** will lead them there with the intent to run as soon as the battle with the **Lady Elaine** or **Oswin** starts. If **Wulfric** can, he will also attempt to escape during the random encounter. If he leaves the PCs in the middle of the wood, then go to “**Lost in Lady's Wood.**”



Flow chart of the middle section of the adventure: the full chart is on p 59.

Lost in Lady's Wood.

If **Wulfric** escaped with **Robert**, and the companions return to the site of his disappearance, after their release/escape, they will find no further tracks to follow. If they killed him and have his map, there are few landmarks on the crude drawing. In either case, the PC will get lost, as the forest is thick and trackless and there is a strange, lingering enchantment on it that bewilders even seasoned woodsmen, especially near dusk: this was laid by the Fey spirits in the **Unhallowed Caves** and only the Charcoal-Burners are immune to its powers. Note that this magic will even defeat a *Pursuit* spell cast by a mystic. Roll 1d6 for a random encounter as dusk falls (substitute encounter 4 with a meeting with Godric, priest of Hulton, if he fled his church: see **Living in Sin**):

1: The PCs happen upon a group of poachers, (1d6 men, statistics as **Cuthwen's** gate-guards, armed with bows and short-swords and dressed in leather armour, AF 2). They will be very wary and will attack if the PCs show any sign of being hostile or connected with the law. If the PCs are friendly, then the poachers invite the PCs into their turf bothy, located nearby, and feed them and speak of the “ghosts” that haunt the wood and the strange charcoal burners who worship them. They advise the PCs to seek these Charcoal-burners if they want news of anything happening in the forest, but not to accept food or drink from them.

2: A huge boar is startled by the PCs and attacks immediately. The enormous creature has the following stats: HP 20, AF 3, ATT 17 (Tusks, d8, 5 points), DEF 7, EVA 7, MDF 6, Stealth 10,

Perception 8, Reflexes 18.

3: The PCs find a horse wandering alone. If they follow its tracks, they will find a dead soldier (Jared Strong) in a tent at the edge of the wood. Jared has been foully murdered by outlaws and his possessions stolen. The outlaws are picking over his camp and will attack if disturbed (1d10 outlaws, stats as **Cuthwen's** gate guards but armed with bows and short-swords). Their leader is **Corwen**, a local outlaw chief. It was his men who tried to raid the Hudrin Tomb. If he is captured or killed then the PCs can claim the 200 florin reward for him. If they take Jared's body back to Hulton then the soldier's wife will also reward them with his horse. They will also gain **1 Renown** if **Cuthwen** hears of it, or lose **1 Renown** if he hears they did not do right by Jared. If the PCs steal the horse then it will be recognized if they take it back into Hulton and the PCs pilloried for not returning it (lose 1 extra **Renown**).

4: The PCs are attacked by 1d10 wolves (see DW Bestiary). These animals are hungry and can be distracted long enough to escape, if the PCs drop some food.

5: A small boy is found wandering the woods, his face blackened and tear-streaked. He is Callum, son of Mothwyn: a local charcoal-burner and he can lead the PCs to their settlement if he is calmed down. If the PCs return the boy, the the charcoal-burners will not attempt to drug them and will call for Ermengar immediately to help them seek out **Robert** or the Caves (see **Charcoal Burners**).

6: The PCs see a strange light ahead and as it approaches they witness a ghostly procession: see the **Lady's Glade** for details of how to handle the six spectral handmaidens. They may be followed directly back to the **Unhallowed Caves**.

Charcoal-Burners.

If the PCs are still in the wood at nightfall then they will eventually see the flickering light of campfires in the distance: they have found a makeshift settlement of black-faced charcoal burners, as there are many of them in this forest. They are an evasive and distrustful people who will speak little but will feed the PCs whilst staring at them from out of the corners of their eyes. If the PCs eat or drink, then the poison in these foodstuffs will put them all into sleep for several hours. They will awaken in **The Lady's Glade** (see below).

If the PCs are wary and politely refuse all foodstuffs, then eventually “Old Ermengar” appears at around midnight, and is given an awed reception by the charcoal-burners. He is a shaman: one whom the Old Gods “bless” with visions and who sometimes gives up his own body so that they may walk the earth again. If the PCs request his aid, he goes into a trance after calling for some mead laced with mistletoe sprigs. He then speaks in tongues and tells the PCs to “seek for the sign in the ground, where the dead lie”. This is a cryptic reference to a ring that **Wulfric** lost whilst packing the gold: the ring is inside the sarcophagus in the Hudrin Tomb but outside the gold chest and so was missed by **Cuthwen's** men. The ring is a sign of the **Lady Elaine** and if it is shown to Ermengar, then he will drink more herbs as soon as darkness falls and call on the Old Gods to judge the PCs. If the PCs show him **Wulfric's** map, he will also perform the same ceremony immediately using the map as a focus. The PCs with the highest Psychic Talent (PT) must roll under their PT score on a 1d20. Consult the table below for consequences.

Success: Suddenly, the Old Man's voice becomes deep and powerful and all of the Charcoal-Burners kneel and will not look at him: he has become *The Lord of Acorns*: an ancient spirit of the forest.. He will lead the PCs to the **Unhallowed Caves**, though

he will warn them not to slay the spirits within, for they protect the forest folk.

Failure: The Old Man cries out, screaming that the PCs have come to banish the Lady: the Charcoal-Burners will then surround the PCs and overpower them (12 burners per person, statistics as for normal men). They will then be stripped of all weapons and armour and hung upside down in the **Lady's Glade** (their equipment is piled at the edge of the glade).

The Lady's Glade.

If the PCs drink and eat when they first meet the Charcoal-Burners, or if they later “anger the Old Gods” after meeting Ermengar, then they will end up tied upside down from some trees at the edge of a moonlit glade in the Lady's Wood: the Charcoal-burners have left them as sacrifices for the “*The Lady*”. Anyone with a reflex score of 14 or greater can untie themselves and then cut the others down (their equipment is piled at the edge of the glade), but have only 1d20 rounds to do so before a strange procession enters the moonlit glade. One person can be cut down every 2 rounds and anyone left on the tree when the procession enters is in trouble. Six spectral handmaidens of **Lady Elaine** enter the clearing, lead by Old Maggie who is in a trance and carries a torch. These Spectres (see **DW Bestiary**) and the **Lady Elaine** are worshipped as benevolent protectors by the forest-dwelling poor folk and are bound to the torch by a spell weaved by Ermengar as *The Lord of Acorns*. One Spectre will drift up close to the tree and touch anyone tied there, where-upon they will become insubstantial themselves and join the procession, completely lost to their companions.

Encounters with the Handmaidens.

Regardless if they are a random encounter or meet the PCs in the Lady's Glade, the behaviour of the spectral handmaidens is always the same: if companions step into the light cast by the torch carried by Old Maggie, then 1d6 Spectral Handmaidens will attack until the PCs flee (the Spectres statistics are in the DW Bestiary). The Handmaidens will not follow anyone escaping into the woods and will reform their procession once attacks cease and no-one is within the torchlight. They completely ignore anyone outside the circle of light and can therefore be followed: they will usually process around the forest and then return to the **Unhallowed Caves**, just before dawn. If Old Maggie is killed or the torch extinguished, then the Spectres are freed from the spell and will randomly fly off into the wood and will slay anyone they find, including the PCs: roll 1d6 to see how many Spectres latch onto the party. Any spectral PC will also be restored to normal by extinguishing the torch and may also flee. If **Wulfric** is present, then he will use any confusion to escape.

If the Spectres pursue the PCs, there is little chance that they can win a fight with the ethereal monsters and must run. The only way to escape the Spectres, once the torch is out, is to run and dive into deep water, as the creatures are relentless and though slower than a running man, can go on forever. If the PCs find water, the Spectres will hover at the edge of the pool and will not float out over it. The PCs must stay in the water until dawn, when the Spectres return to the **Unhallowed Caves**.

To model this pursuit, roll 1d20 each round: on a 1, the PCs have randomly blundered into a small forest pool and may make a Perception roll to notice the Spectres hanging back from the water's edge. If a PCs would like to deliberately try to find water, then allow them a Perception roll, with success allowing them to find a stream or mere, 1d4 rounds later. Every round each PCs does not find a pool, they must make an EVASION roll versus a speed of 14 (because of running through bushes etc in the dark) or take 1 HP damage. If the PCs do escape, they lose 1 **Victory Point** for

freeing the Spectres unless they attacked solely to free a PC from the Spectre's clutches. Whatever their reasons for freeing the Spectres, they will hear rumors of a massacre of the Charcoal-burners when they leave Lady's Wood. If this happens and the PCs ever meet the Charcoal-burners again, they will be ruthlessly attacked by 1d20 Charcoal-Burners unless they have saved Callum (see Random Encounters), in which case the Charcoal-Burners command them to leave and never return.

The Handmaidens will be rebound to the torch by Ermengar the next night and will form a new procession under another torchbearer from the surviving charcoal-burners. If the PCs try to find the **Lady's Glade** again, then this requires a track roll to follow their own trail (if they forgot to mark their way clearly): they may take 5 off their d20 tracking roll if they remembered to mark the trail as they journeyed back to Hulton.

Note that any PCs who become insubstantial and are not rescued, follow the handmaidens back to the **Unhallowed Caves**, and can be found under the same eldritch spell as **Robert** and/or **Alais** (*map 6, location 4*).

The Unhallowed Caves (see *map 6*).

Eventually, either on the same night as entering the forest or some nights later, the PCs may follow the group of ghostly, white robed handmaidens till they come to a cave entrance in the earth which leads into the home of the **Lady Elaine; The Unhallowed Caves**. Alternatibely, Ermengar, as *The Lord of Acorns*, may lead them here instead, and then he will give each PC an oak leaf and tell them to rub their weapons with these boons: any weapon so treated glows faintly blue in moonlight and becomes magical for the purposes of striking a Spectre until the full moon is past (3 more nights), but only for 1d4 strikes. Weapons so treated do not count as magical for the purposes of striking the **Lady Elaine**. Indeed, *The Lord of Acorns* warns them again not to slay the Lady. In any case, they gain **1 Victory Point** for finding the caves by either route.

There is a ceremony going on within these caves and the DM must randomly determine when it ends. Every round the PCs spend in the caves, roll 1d20. On a roll of 1, roll again and the ceremony ends if the second roll is between 1 and 5: the spectral handmaidens and the **Lady Elaine** are then free to roam the caverns at this point and will attack any intruders.

Note that if **Wulfric** lead them here, or the PCs followed his map, then **Robert** has already been rescued and is not in the cave. In this case, only **Alais** awaits rescue but everything else is as described below.

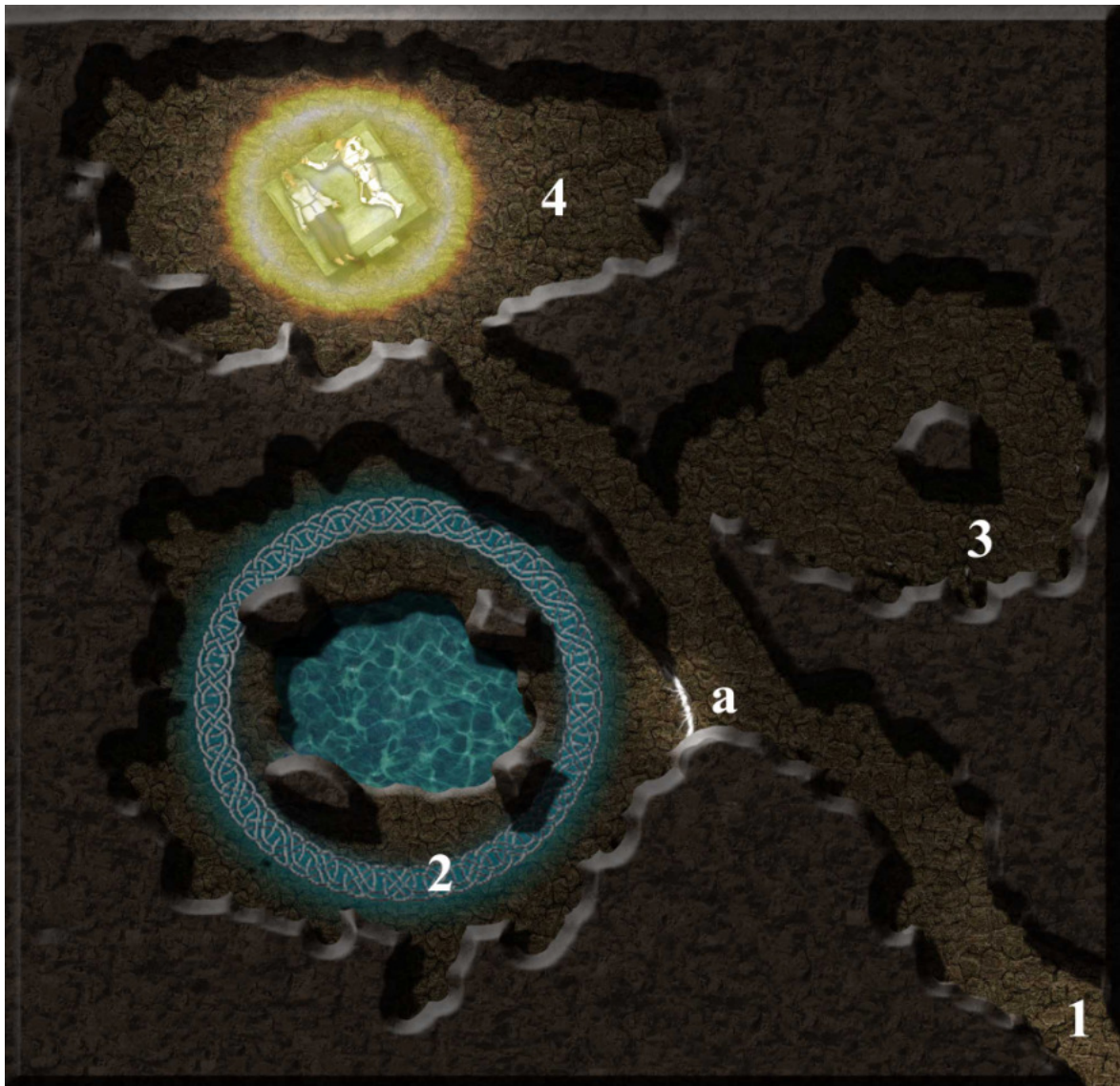
Map 6 Locations.

Location 1. Cave entrance: Within the cave entrance, a long steep obviously worked tunnel goes deep into the earth. The light within the caves is poor and the PCs will need their own light source to see. Eventually, the PCs come to a crossroads.

Location 2, Fey Waters: The large cavern to the left of the crossroads is inhabited by **Lady Elaine** and her six spectral handmaidens (who the companions may have followed here). They are conducting some kind of ceremony over a pool of still water, that glows with an unearthly light. The air within is filled with strange vibrations and shrieks and a hazy barrier prevents entry (*map 6, location a*). The barrier is impervious to noise from outside and repels anyone attempting entry to *location 2*; its purpose is to prevent interruptions during delicate rituals. The six women in white are Spectres (see DW Core or

Bestiary), the spirits of **Lady Elaine**'s ladies in waiting. The Lady herself is caught in limbo between life and death, caused by a fatal poisoning. In life she was the wife of Lord Frederick Bracewell (see **Lady Elaine** in the NPC section). The poisoning was partially countered by periapt about her throat. As a result, her image constantly swims between that of a haughty but attractive woman of middle years, to that of a blackened and distorted corpse, swollen with foul toxins. (Full Stats at the end of the Scenario.).

The pool in this room is the resting place of several Fey spirits and there are numerous eldritch carvings about the cave, written in Elvish. There is also a magic circle surrounding the pool that glows with arcane light as long as the ritual is underway. The writings are mainly prayers and warnings not to disturb the spirits, but some contain magical lore. The spirits have been partially roused by the presence of the undead beings above them and their slumbering minds have occasionally been in contact with that of **Lady Elaine**: their thoughts have brought her comfort..... but also troubling dreams of power. She has found a way to incarnate one of them and bind him into a human form: see her “son” **Oswin**, below.



Map 6: The Unhallowed Caves.

Location 3, The Child of the Water. This is the chamber of **Oswin Hart**, **Lady Elaine's** “son”. He will attack at once without a word. During the battle, he will taunt the PCs, warning that his mother will soon destroy them if they tarry and the ritual ends. His eyes glow with a fiery blue light as he is possessed by a spirit (from the pool in *location 2*), that cannot be slain. If they look like killing his body, then he will activate his ring of evaporation and flow up to a small alcove in the ceiling out of sight. Within this alcove are a number of sacks containing the gold he stole from the Hudrin tomb. The coins are punched with the same device as those from the Hudrin tomb and several coins (1d4) from the hoard litter the room below. He is a powerful Water Elementalist, but his limited powers as a spirit mean that he only has access to his primary element. If they succeed in slaying **Oswin**, then **Lady Elaine** will waylay a traveller and bind the spirit back into that body within a day or so: it will be this new form the PCs encounter later in **Eltford** (see **Ambush at Eltford**).

Location 4, The Stone Table. On a stone table, alive but unconscious, are **Robert** (if he has not already been rescued) and an unknown young woman of noble bearing called **Alais Cabot**: they/she are surrounded by a yellow-white nimbus which fluctuates with the chanting from the cavern 2. They appear unharmed but it is impossible to touch them or affect them in any way whilst the aura surrounds them, at least without magical aid. Any PCs ensorcelled at the **Lady's Glade** or by the **Handmaidens**, and not rescued, will also be found here under the nimbus. There are two ways to drop the barrier: a Sorcerer can cast a dispel magic at it to weaken the nimbus enough to get the people out (requires 6 MPs to work but no dispel roll is needed). If this is attempted, a single Spectre from the Fey Pool drifts through the wall and attacks the PCs. Alternatively, any PC wearing **Lady Elaine's** ring (see *location 5, map 5*: it was dropped into the sarcophagus in the Hudrin tomb by **Wulfric**) can reach into the nimbus and pull people out as if the barrier did not exist. In any case, a search of this cave does reveal one thing: **Robert's** cloak pin has fallen off outside the nimbus and can be found by making a Perception roll, (if he is here). If the PCs rescue **Robert** and/or **Alais** in either of these ways, they gain **3 Victory Points and 2 Renown**. Neither will awaken for an hour or more. Once the PCs leave the caves, they will encounter **Quicksilver** and **Sir Hugo** (see **Reunion with Cuthwen**).

Decisions, Decisions!

The companions now face a difficult choice if they have neither the ring nor the spell, *dispel magic*: then they must decide whether to keep trying to rescue **Robert** and the woman (and any trapped PCs) and risk the ceremony ending, forcing them to face the seven spectral women within. If they choose to stay, then it is likely that they will die: the combined forces of **Lady Elaine**, her son and the six Spectres will destroy them in short order, even if their blades have been treated with the *Acorn Lord's* oak leaves. On the other hand, they now know where **Robert** is (assuming he was captured) and may have proof in the form of his cloak pin and some coins. The sensible course is to return to Hulton, where **Sir Hugo** is staying at the Waggon and Horses. If **Quicksilver** sent them to these caves to discover their connection to the Bracewells, then the PCs would also be wise to leave now and report.

Reunion with Cuthwen.

Since **Quicksilver** has been tracking them, this will be easier than they imagine: half an hour after leaving the caves, they encounter **Quicksilver**, **Sir Hugo** and twenty of his household with some hunting hounds, following the PCs trail. If the PCs explain what they have found and show the cloak pin or mention the slumbering lady, **Sir Hugo** and his men will return with them to the caves and he then leads the way in, with the companions at his side. The holy aura from the relic

contained within **Cuthwen's** sword pommel will keep the Spectres and their mistress contained within the ritual chamber as his men enter chamber 4 and attempt to secure **Robert** and/or the young woman, if not already rescued. The two are no longer surrounded by an aura and the men are able to easily pick them up off the stone table and make away with them to the surface, though both are still unconscious. The same is true of any PCs captured by the Spectres,

Oswin, if alive, will watch but not attack once he sees his mother has been contained. **Sir Hugo** is the last to leave the caves, retreating up the tunnel, slowly walking backwards, keeping the undead trapped behind him. At the top of the tunnel he will regretfully plant the sword, blade first into the earth within the cave and order his men to fill in the entrance. He will do this even if the PCs have already rescued **Robert** and **Alais**. The PCs now gain **2 Victory points** and **1 Renown** if they rescue both **Robert** and the woman or **1 Victory Point** if only **Alais** is taken from the caves.

Cuthwen will embrace his groggy son if they rescued him, and thank the companions curtly; though he will mention rather gruffly that there's still a lot of missing gold to be accounted for (if **Oswin's** hoard was not discovered). As he does so, an emanation of **Lady Elaine** appears above the cave mound; she tells the companions that it was not by accident that they came to her cave, for she is the murdered wife of **Lord Bracewell**, whom she (incorrectly: see later) names as Frederick Bracewell. She tells the PCs of her desire for revenge and speaks of a vision she has had in which the PCs actions lead to the defeat of her husband. Finally, she warns the PCs that they should refuse no gift offered to them by **Lord Bracewell**. She then vanishes, like a mist in morning sunshine.

The young woman the PCs rescued then wakes up and tells them that her name is **Alais** and that she was abducted just before she was due to wed the Lord of the Bracewell family: a man commonly known as **Lord Bracewell**. Indeed she seems very excited at the thought, and says that it is a great honour. If the PCs make a Perception roll they will hear a high shriek from the cave behind them at this pronouncement: the **Lady Elaine** has just been angered by this girl.

Alais doesn't really remember very much of her abduction but knows that she was taken, whilst out riding one morning, by some charcoal-burners. If the companions offer to escort her home without prompting, then they gain **2 Renown**, but if they do not, then **Sir Hugo** will order them to do so. Indeed, he will draw them away from **Alais** and tell the PCs that he wants them to use this woman as a pretext to enter **Lord Bracewell's** demesne. They can then spy on **Lord Bracewell** and prepare the way for an attack on his holdings on the day of the wedding. He instructs **Quicksilver** to give them some wood that emits green smoke when burned and some sleeping draught to slip into the guard's drinks to subdue them. He then asks the PCs to place the wood on any fire within the fort once the ceremony is underway: it will be the signal for the attack to begin. At this point, the PCs must then get the gates open by any means possible: probably using the sleeping draught, to drug the guards: there is enough sleeping powder to adulterate a whole barrel. Anyone drinking tainted mead or ale will be rendered unconscious for about 6 hours. He will also ask the PCs to find out anything they can about **Lord Bracewell's** weaknesses because he fears the man enjoys eldritch protection and he intends to duel **Lord Bracewell** himself once the fort is captured.

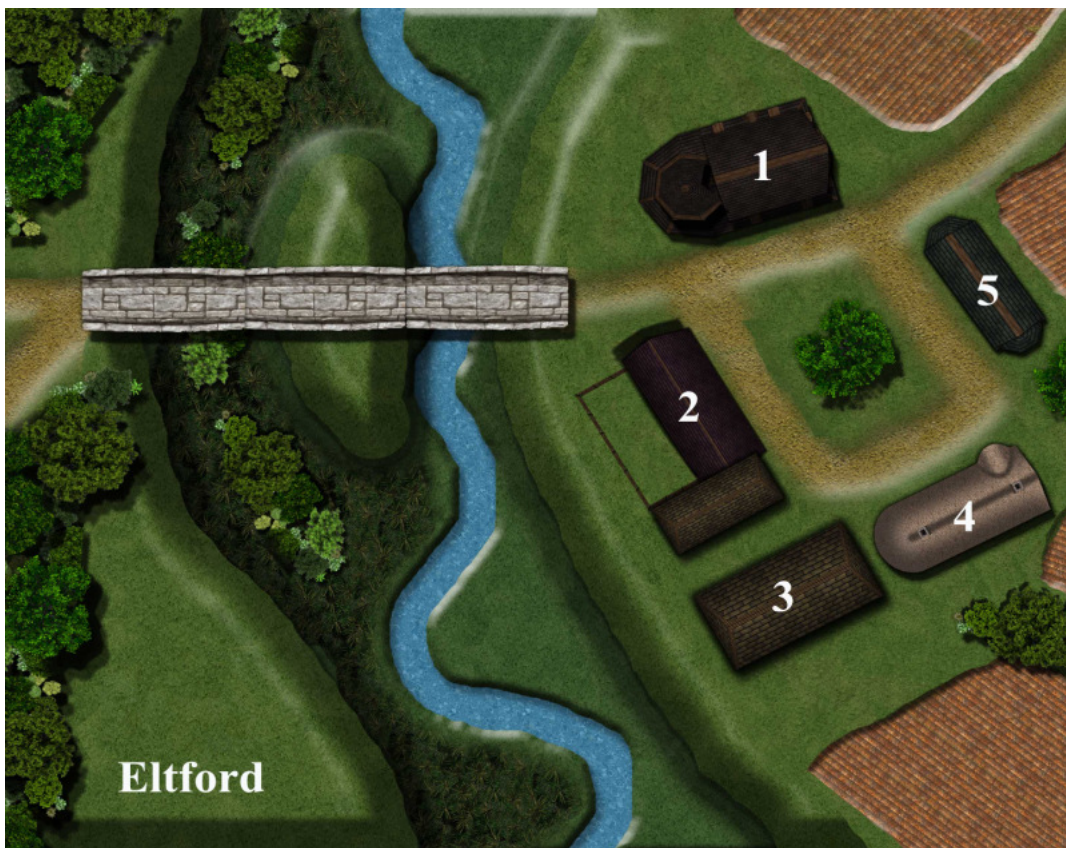
Ambush at Eltford (see map 7).

On the way to Lone Elm Hill-fort, the companions must pass through the village of Eltford, as it is the only bridge across the deep Eltford River valley for many miles. Eltford is famous for a manor brewery and its ales are highly prized locally, The PCs arrive at dusk and as they cross the bridge, it becomes apparent that something is wrong: the houses are as still and silent as the grave. No light shows from any window and doors creak ominously in the night's breeze. The road runs straight

through the village after the bridge and so it is difficult to avoid. As the party approach, a priest peeks out from the door of the stone church (*location 1, map 7*) and frantically motions for the PCs to enter the building. If they go over, they find that the small chapel is crammed full of frightened villagers, all on their knees praying. Apparently, a demon is plaguing the village and dancing on the very roof of the church. The old priest, whose name is Drogo, then begs the PCs to deliver the village from this evil.

In fact, **Oswin**: “son” of **Lady Elaine**, has used his cloak to fly ahead of the companions and has been terrifying the priest and his congregation by playing the part of a cackling emissary of Hell. If **Oswin** died during his encounter with the PCs, then he has a new form: that of a wandering poacher, but his eyes blaze with the same blue fire and he taunts the PCs, telling them that he cannot be slain and reminding them of their earlier battle with him. His statistics are the same as they were in the **Unhallowed Cave** and he is fully healed, courtesy of the **Lady Elaine**. His “mother” has sent him to slay **Alais** but **Oswin** is unaware that he is also here is to allow the *Soul Mirror* to fall into the hands of the PCs. He is crouched out of sight on the leeward side of the church roof, and waits for the “*do-gooders*” to approach. He will then ask them where **Alais** is (inside the church unless the PCs decide otherwise) and once he receives a reply he will say “*I have a message for her from my mother; the message of death!*” He then launches into battle, during which he will taunt the PCs, saying his mother will never allow that “*cookoo woman*” to marry “*her husband*”. He cannot enter the church, as it is hallowed ground and so will attempt to terrify **Alais** into fleeing the church. If he dies, his demonic aspect fades to leave a young, foolish looking boy (or an old weather-beaten tramp). He is carrying an odd looking bronze mirror in one pocket.

Map 7: the Village of Eltford. 1: Church, 2: King's Rest Inn, 3: Brewery, 4: Guild of Verderers 5: Maltings.



The priest insists that the PCs stay the night and they are treated to some revelry at the local inn,

(*location 2, map 7*) in thanks for battling the demon. Whilst they are there, **Quicksilver** slips into the village disguised as a wandering minstrel, to find out what has happened. If **Alais** was killed, the PCs lose 3 **Victory Points** but Drogo will prepare her body for burial, wrapping her in a shroud and asking God for mercy on her soul all through that night. In this case **Quicksilver** will order them to stick to **Cuthwen's** plan, this time returning her body to Lone Elm Hillfort, for burial. He also gives the PCs a cipher: a kind of code and tells them that he will use it to contact them if he cannot speak to them directly. The cipher marks look like scratches and would mean little to anyone else and so can be “hidden in plain sight.”

If **Alais** is still alive, then the PCs gain 2 **Victory Points** and her thanks, though she will be pale and shaken and will ask the PCs “*what that demon meant when he talked about his mother and my husband to be?*”

That night the *Soul mirror* will call to one of the PCs or to **Alais**. Once the moon is out (about 2 am) the mirror becomes active. All the PCs will experience vague nightmares but **Alais**, if she is alive, will sleep-walk, take the mirror from whoever has it and look into it and see **Lady Elaine**. The mirror will then trap her soul and allow **Lady Elaine** to possess her body, though there will be no outward sign of this change. The PCs are allowed a Perception roll to awaken and find **Alais** holding the mirror. If challenged, she will say she had a terrible dream where her face was scarred, and he had to see if it was true. If **Alais** is dead, then the mirror calls to the PC with the lowest Psychic Talent and attempts to possess them: they are subject to a **Magical Attack of 20**. If they are possessed, say nothing to the player except that they suddenly wake up to find themselves looking into the mirror. If that PC is not possessed then anyone else looking into the mirror is also attacked, until one PCs is possessed: do not let the players know this: the **Lady Elaine** hides at the back of the PC's mind and only acts at specified times (see **Lady Elaine at the Manor**). When this is happening, the PCs feels as if they have had a black out and can remember nothing.

Lone Elm Hill-fort (see *map 8*).

Lone Elm Hill-fort is not an easy place to approach, and as soon as the party enter **Lord Bracewell's** domain, they will encounter a mounted patrol of 8 warriors (equivalent to 4th rank Barbarians with standard stats and armed with two handed swords and lances and dressed in Chain hauberks). The leader of these men, a scarred and cheerless Cornumbrian by the name of **Caradoc**, will seek to take them prisoner unless they bear **Alais** with them, either alive or dead. In that case, the PCs will be given horses at the nearest village and taken straight to the heart of **Lord Bracewell's** demesne: the hill-fort. During the journey, **Caradoc** will treat the PCs gruffly but fairly, though he is by nature a suspicious and taciturn man. **Alais** now seems slightly remote (if she is possessed) and she will scarcely acknowledge her rescuers. The PCs will also notice how downtrodden the local peasants are and how they flinch and draw aside when **Caradoc** and his men come near.

Once they arrive at the heavily armed hill-fort, they will see a camp of knights at the base of the hill: these are **Lord Bracewell's** vassals, come to attend his wedding (*map 8, location 6*). **Lord Bracewell** himself is brooding inside the fort and is in a fury after **Wulfric** returned without his bride-to-be (if **Wulfric** did not survive then his body has been returned and has been raised up as an undead) . Galwain has turned his trusted assassin into a horse (or an undead horse) for failing him and has ridden him all day, using him to hunt **Wulfric's** own cousin, who was transformed into a stag and torn to pieces.

An Audience with Lord Bracewell.

When the PCs arrive with **Alais**, **Lord Bracewell** summons them to his audience hall (*location 3, map 9*). There is a line of ragged men in chains being taken out, guarded by a number of warriors, but **Caradoc** barges them aside and almost pushes the PCs into the room. Dominating the hall from the high seat is **Lord Bracewell**, wearing a full helm and hunting gear. A single shaft of sunlight falls in front of the throne and blinds all who stand in the hall, whilst the Lord himself is thrown into shadow. There is a dangerous silence as the PCs are disarmed by **Caradoc**, who then approaches the throne and whispers into Lord Bracewell's ear. The Lord gives a muffled and hollow laugh that chills all present to the marrow, and then he either wordlessly approaches the bier bearing his dead fiancée, or else motions for her to approach. If she is dead, then he regards her with the same curiosity that normal people would reserve for a dead beetle. If she is alive then he asks where she has been in a low, dangerous voice that suggests an icy fury. She answers in an uncharacteristically bold tone and calls **Lord Bracewell** “Frederick”, but says that she remembers little of her abduction. A Perception roll reveals that the Lord flinches at this name. **Lord Bracewell** orders her maids to take her to her quarters and guard her until the wedding and she is ushered from the room, somewhat roughly. **Lord Bracewell** then orders his servants to prepare for his wedding or for **Alais's** funeral, on the morrow.

Map 8: Lone Elm Hill-fort, the heart of Lord Bracewell's Domain. 1: Manor house, 2: Stables, 3: Barracks, 4: Guard-towers and gate, 5: Selentine Ruins 6: Camp of Laughing Lord's vassal-Knights.



He then strides towards the PCs and almost sarcastically asks them what reward they expect for bringing back **Alais**.

If they ask for nothing, he grows suspicious and remarks that all men act for profit. If they then ask for money then he becomes more comfortable because he is used to dealing with mercenaries and understands this kind of scum. He will seem amused and will toss them each a bag of 100 florins and then dismiss them, obviously no longer interested in the PCs, though he invites them to attend either the wedding or funeral the next day. They will then be shown up to their rooms, on the first floor of the west wing of the Manor. They will be given some food to eat and told to rest or to ring the bell if they have any needs. The maid then leaves, after reminding them that dinner will be at 7 pm. The door to their chambers will then be locked, for **Lord Bracewell** is no fool and will not allow them to wander his house unescorted. Proceed to "**Mice in the Walls**".

If the PCs refuse all offers of reward, then **Lord Bracewell** becomes convinced that they are spies: proceed to **Judge, Jury and Executioner** below.

Judge, Jury and Executioner.

Lord Bracewell decides to test the PCs, requiring them to stay and witness his "manor court" in session. **Caradoc** drags one of the wretches from the holding cell (see **Chamber of the damned**) into the audience hall and lists his crimes. The man, Alan of Troneford, is accused of trying to leave his village without permission. **Lord Bracewell** turns to the PCs and asks what punishment is fitting for "*one such as this?*" Whatever they say, the Lord gently places his hand on Alan's head and then suddenly breaks his neck with a terrifying display of strength. The limp body is dragged from the hall by **Caradoc**, leaving a smeared trail of blood on the floor.

The next man in walks proudly: Ragnar of Raven's Bluff is accused of stealing a horse from Lord Bracewell's stables. Ragnar, who is an enormous man with massive arms, quietly protests his innocence, stating that he found the horse and was re-shoeing it when the soldiers came for him. The Lord laughs hollowly again and throws the man a two-handed sword (d10, 5 points). He promises Ragnar that if he can cut his way out of the room, then he can have his freedom. The PCs are actually barring the way and so Ragnar approaches them and bows before squaring off against them (he has the standard stats for a 5th rank Barbarian).

Attack: 18

Defence: 10

Evasion: 6

Magical Defence: 7

Perception: 7

Stealth: 13 (15 if no armour)

HP: 18

If the PCs will not fight, then **Lord Bracewell** draws his sword and butchers Ragnar, accepting blows that would kill any ordinary man (if he is wounded, then the PCs hear a scream that comes from his dying soul-flesh in his study: see **Night-Screaming**). **Lord Bracewell** then asks **Caradoc** to "make our new guests comfortable": a euphemism for locking them into the dungeons below the manor. The only way for the PCs to impress the Lord and save Ragnar is for one PC to fight him but allow him to win and yield to him. Any PC doing so receives 2 extra **Victory points**. In this case the Lord is furious but will not show his weakness in front of his men and banishes Ragnar, then sends to PCs up to their rooms. If the PCs kill Ragnar, they lose **2 Victory Points** for this selfish act but the Lord is pleased and also sends them to their rooms, as detailed above. They lose nothing but **Lord Bracewell's** trust by refusing to fight and are thrown into his dungeons, which are at the bottom of the stairs depicted in the guard-room (*location 8, map 9*). The dungeons have solid doors and are below the manor. The cells are almost completely unlit and have only straw beds and a slop

bucket for furniture.



Map 9; Bracewell Manor. The map above shows a part of Bracewell Manor (the other floors are omitted because of space). Note the Secret passageways in the East wall (the top of the map faces south). The passageways lead down into the dungeons and also up into several rooms of the first floor via a ladder (marked **b**). Secret doors also lead to various locations on this floor (marked **a**). **1:** Holding cell (described in *Chamber of the Damned*), **2:** Guard-room, **3:** Audience Hall (see *Judge, Jury and Executioner* and *rumor tables*), **4:** Library, **5:** Study (see *Night screaming*), **6:** Chapel, **7:** Jakes (see *rumor tables*), **8:** Guard-room to dungeons, **9:** Dining Hall (see *After dinner entertainment*).

Mice in the Walls.

The PCs are now either in their locked chambers enjoying **Lord Bracewell's** “hospitality” or else they are in the dungeons, to much the same effect. Both doors are locked with good stout locks. In either case, the PCs should be given until nightfall to contrive an escape (about an hour). One

obvious way is to use **Oswin**'s cloak to fly out of the window: this is possible but if attempted in day light then there is a high chance (30%) of the PC being seen and attacked with 1d10 crossbows. If they do not find their own method of escape, then they find a willing ally who knows the Castle only too well. If **Alais** is still alive, she is possessed by the **Lady Elaine**. If not, then likely one of the PCs is possessed. The Lady knows a lot about the secrets of this Manor from her time spent spying on her husband. One secret is the extensive set of secret passages built into this house, including a tunnel that runs from the stables (*location 2, map 8*) to the Selentine ruins at the base of the hill (*location 5, map 8*).

If **Lady Elaine** is “present” at the manor, then the PCs see a note suddenly appear in the gap between two bricks in the wall of either their rooms or their cell in the dungeons. The PCs might also hear a slight rustling behind the wall as she leaves. The note reads “*This manor is riddled with tunnels. You can leave the room you are locked in by pressing the stone with the “W” on it. Beware, for Lord Bracewell knows of these tunnels!*” The stone in question is just a simple brick with a builder's mark embossed into it. Pressing the stone hard opens up a tiny secret door in the wall, that the PCs must squeeze into. The passage beyond is very narrow, cobwebbed and dusty, with signs of recent disturbance, though **Alais** is gone. The passageway is short and immediately comes to a ladder (this leads up or down to *location b, map 9* in the walls of the Manor). Note that travelling through these passageways in any armour with an AF greater than 3 is **impossible**: PCs wearing this type of armour will have to remove it.

If the Lady has possessed one of the PCs then she now acts: give the PC in question a note telling them about the passages and the fact that they can be entered using the W brick. If they ask how they know this, just say that the information suddenly appears in their head, as if they suddenly “remembered”. Do not explain further.

No matter how the PCs enter these passageways, they do not lead everywhere. There are four secret doors that lead to various places on the ground floor of the Manor, as shown (the four locations marked “a” on *map 9*). The only safe exit in the day-time is the Jakes (toilets: *location 7, map 9*) unless the audience hall is deserted. All of these secret doors can be accessed by pressing the W marked brick or stone. **Lord Bracewell** does not know about these passageways: they are supposed to be a secret known only to the Lord Bracewell himself, but **Lady Elaine** discovered them when she spied on her husband, Frederick. As **Lord Bracewell** did not come by his inheritance naturally, he was never told, even though he grew up in the house. Hence the passageways are not patrolled. The passages and secret doors also lead to 3 separate bedrooms on the first floor. These passages can be accessed by the ladder at *location b (map 9)*. One is occupied by the servants of a visiting Knight, Lord Roquefort, the second is inhabited by **Lord Bracewell's** soldiers and the third is/was to be allocated to the PCs themselves. A single passage also connects with the dungeons below the Manor, and there are secret doors into all three cells. These latter two floors are not mapped for reasons of space.

However, the house is constantly patrolled, although the preparations for the wedding/funeral mean that there are many strangers wandering around the Manor and so the guards are easier to bluff. There are **always** 1d6 guards (3rd level barbarians with average stats, armed with swords (d8, 4 points) and dressed in mail hauberks AF 3) in the front guard-room (*location 2, map 9*) as well as 1 guard in the holding room (*location 1, map 9: see Chamber of the Damned*) and 1 in the room that controls access to the Dungeons (*location 8, map 9*).

Attack: 16

Magical Defence: 5

Defence: 8

Perception: 6

Evasion: 5

Stealth: 12 (14 if no armour)

HP: 15

There are also always 4 body guards in the Audience hall (*location 3, map 9*) or Dining room (*location 9, map 9*) whenever **Lord Bracewell** is present (his body guards are standard 4th Rank Barbarians armed with battle-axes (d8, 6 points) and wearing full mail, AF 4).

Attack: 17

Defence: 9

Evasion: 5

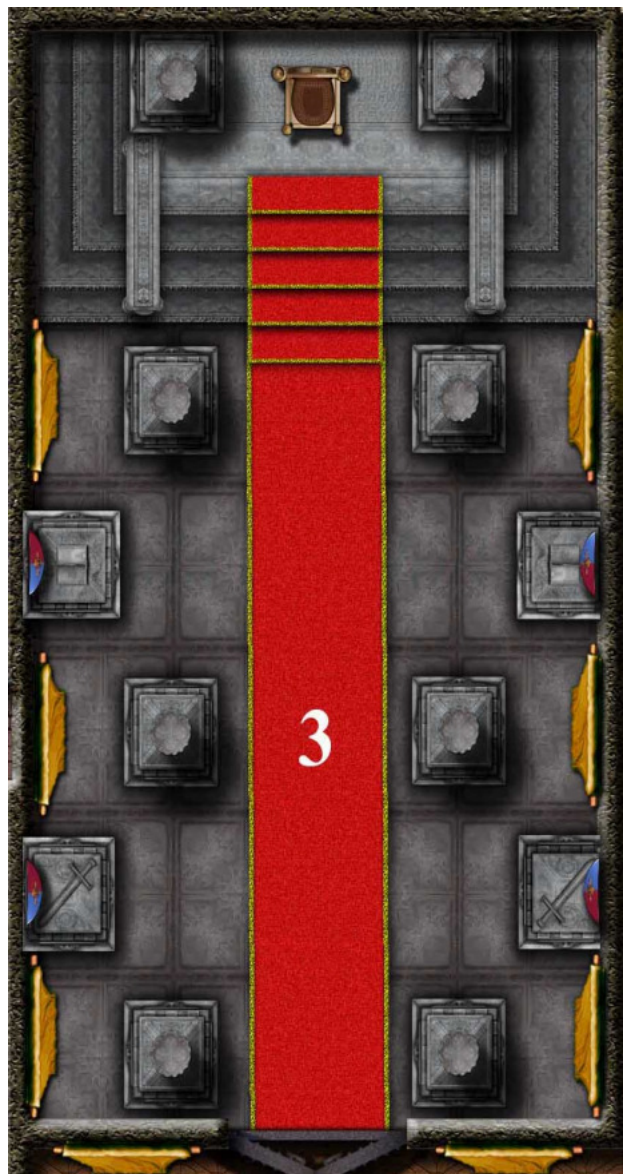
Magical Defence: 6

Perception: 6

Stealth: 12 (14 if no armour)

HP: 16

Once the PC's escape is discovered (20% chance every 10 minutes for the Dungeon or if they are in their rooms, then these are only checked once, at 7 pm when the PCs are asked down to dinner) then the Manor will go into a state of alert (see **Hue and Cry**). If the PCs are thinking sensibly, they might return to their room and play along (though returning to their cell is foolhardy). If they are in their rooms at 7 pm go to **After Dinner entertainment**.



Map 10: Lord Bracewell's Audience Chamber.

Mind your Manor's.

This part of the adventure is now very free-form, although a time-line of events is given below to give some structure. The GM should be careful to maintain a sense of tension and the approaching deadline tomorrow, otherwise this section could collapse into confusion. To facilitate this, a strict record of time must be kept or else the PCs will have too much opportunity to brood and second-guess themselves. The PCs themselves will always be aware of time because of the Manor bell, that tolls the hour and can be heard throughout the house: a guard in a tiny tower at the top of the house rings it. If the PCs stay in the secret-passages, there is little chance of capture, although any major NPCs near the walls may hear something odd if the companions move around whilst anyone is close to the walls (they are allowed a Perception roll). This is partly a device to increase the tension, but could be important if the PCs give **Lord Bracewell** reason to suspect there are secret-passages, by their actions. Note that moving in any armour with an AF higher than 3 is **impossible** in these narrow tunnels.

However, staying in the passages will not achieve their objectives: to open the way for an attack. They have only one night and a morning to carry-out **Cuthwen's** plan. Before they can do this, there are several things they need to consider: one is how to move about the Manor undetected. This is most easily achieved by stealing clothing from the servants' quarters, as one of the secret doors on the first floor opens into the communal sleeping area of some of the male servants of a visiting Knight. There are spare tabards of Lord Roquefort in several of the chests and his men all wear woollen cowls/coifs over their heads that will conceal a PC's features from casual inspection. Since the guards do not know these servants by sight, as they have just arrived, this offers one way to move around the manor undetected. Another alternative is to wait until after dark and only move around the house then, although this is risky.

Timeline of Events.

Day 1

3 pm: PCs arrive and are greeted by **Lord Bracewell**. As a result of this Meeting, they are either confined to their rooms or else sent to the dungeons. **Lord Bracewell** continues the "Manor Court" in the Audience Hall (*location 3, map 9*) until 6 pm, dispensing his own unique brand of "justice" to the populace (see **Judge, Jury and Executioner** for examples of his methods, if the PCs did not witness this before).

5 pm: The **Lady Elaine** allows the PCs to discover the hidden passageways if they haven't contrived their own escape (**Mice in the walls**). They are now free to wander the ground and first floors of the Manor exploring these tunnels (see **Eavesdropping**). If they spy on the audience hall, they will witness the Manor Court in session. There are also dejected prisoners awaiting judgment at the Manor Court in the holding room to which one secret door opens (*location 1, map 9*), though they are heavily guarded (see **Chamber of the Damned**).

6 pm: the "Manor court" ends as a sworn Knight of **Lord Bracewell**, Sir Hector, arrives with his retinue. **Lord Bracewell** and his body guard leave the audience chamber (*location 3, map 9*) to greet Sir Hector: if the PCs have escaped from the dungeon, their equipment (see **Missing Equipment**) is piled on the steps of the dais in the audience hall and can be retrieved (see **Out in the Open** for rules on how to deal with time outside the tunnels).

7 pm: If the PCs were shown up to their rooms, they will be invited to dinner. The PCs can decline the dinner invitation but if they accept, proceed to **After Dinner Entertainment**. The PCs can also observe these events if they choose to use the spy-hole in the secret door to the dining room. **Lord Bracewell** and most of his retinue will be dining in the main hall from now until 9 pm, whatever the PCs do. If the party are not in their rooms when the invite comes, an alarm will be sounded and the Manor searched (see **Hue and Cry**). **Lord Bracewell** and his sworn Knights do not participate in the search and continue with dinner, though **Caradoc** reports to him. The PCs may also hear talk of the “tunnel in the stables” amongst some of the guards searching for them (see **Hue and Cry**). Any equipment left in their rooms will be taken and locked in the store-rooms adjacent to the Dining Room (*location 9, map 9*).

9 pm: Dinner ends and **Lord Bracewell** returns to the Audience Hall, alone, whilst his Knights return to their tents or else to their rooms on the first floor. If the PCs were imprisoned and they haven't taken their equipment yet, he examines it.

9.30 pm: **Lord Bracewell** summons a prisoner from the dungeons to the audience chamber and binds him as a new soul-flesh (see **Evil Healing**). If the PCs are in the tunnels, they might hear some screams or witness the magic, but will most likely arrive too-late and will only overhear the two servants talking after **Lord Bracewell** leaves the audience hall (see **Evil Healing**).

10.00 pm: **Lord Bracewell** retires to his “bed,” as does the rest of the household. The chance of an encounter in the unguarded rooms in the house now drops to 2%, unless the PCs make noise.

11.00 pm: The Soul-Flesh victim in **Lord Bracewell**'s study begins screaming loudly, but no-one comes to investigate, indeed all the manor folk lock their doors at the sound and hide. The servants on the first floor also warn all the guests to ignore the noises and stop any going down to see what is happening. After 5 minutes the screaming subsides (see **Night Screaming**) but no member of the house of Bracewell will willingly leave any room until midnight, unless there is an obvious sound of disturbance: a 0% chance of an encounter, as long as there are no sounds of battle.

Day 2.

1.00 am: **Quicksilver** waits in the jakes for the PCs, unless there is a major **Hue and Cry**, see **Night Moves** for further details.

2.00 am: This event actually happens when the PCs sleep or, if they refuse to do so, will occur at about 2.00 am: the **Lady Elaine** decides to act, see **The Lady Elaine at the Manor**.

4.00 am: The house-servants get up and start the preparations for the day's celebrations/wake. The fires are lit and the food preparation started. A huge barrel is rolled out of the guard-room (*map 9, location 2*) and sits in a cart outside the front entrance to the house. It stays there for an hour. If the PCs convinced **Quicksilver** to give them more time (see **Night Moves**) then he will want to meet with them now somewhere.

5.00 am: The barrel is rolled out to the Guard's barracks (*location 3, map 8*) and the woodsman and his son leave the Manor to cut wood for the Manor fires.

9.00 am: All the preparations for the wedding/funeral are finished. There are trestle tables laid out, outside the Manor-house, covered in food and the remaining ale barrels in the guard-room are also wheeled out. If the PCs drugged the ale-barrel, there will be no sign it has worked yet: the guards have been told that they are not to drink until the ceremony begins.

10.00 am: The ceremony begins. If the PCs have been invited, see **The Final Chapter**. If they are at large in the Manor, then they will most likely be enacting their plan to take the Hill-fort. Note that the **Lady Elaine**, as either Morgan or **Alais**, will be trying to thwart any action of the PCs that is designed to take the Hill-fort.

10.30 am: The ceremony ends and the attack on the hill-fort begins (if it is still happening). If **Lord Bracewell** is killed, then either Morgan or **Alais** will declare themselves as the new leader of the Bracewell family. In either case, they will release the PCs unless the Manor falls to Cuthwen.

11.00 am; The Manor has either fallen or else Cuthwen has been driven off. The adventure ends in either case.

Out in the Open.

Once the PCs do leave the passageways, there is a chance of discovery. Every round they are out in plain sight undisguised, there is a chance someone will enter the room they are in, sounding the alarm unless they bluff their way out. In the daytime (between the hours of 6 am-10 pm) this chance is 1 in 20: roll 1d20, with an encounter occurring on a 1. At night it is only 2% (d100) but any encounters will certainly be with guards (**encounter 3** on the table below). If someone does enter by day, roll 1d6 on the table below to see who it might be:

1: Two maidservants enter the chamber to clean or prepare it for the morrow. They will be surprised but because of the many visitors to the Manor, they might be bluffed by a suitable story, as long as nothing obviously contradicts it.

2: A visiting Knight, Sir Roquesfort, enters the room and treats the PCs as if they are servants of the Manor he doesn't know (unless they are heavily armoured, in which case he demands to know who they are). He is a 4th Rank Knight with standard stats :

Attack: 16

Defence: 10

Evasion: 5

Magical Defence: 6

Perception: 6

Stealth: 12 (14 if no armour)

HP: 14

and armed with a sword (d8, 4 points) but is un-armoured and knows all **Lord Bracewell's** sworn men, being one himself. If the PCs are wearing his tabards, he will know they are not really from his retinue and will attack immediately.

3: Two of **Lord Bracewell's** guards enter: they will know the PCs by sight and must be silenced quickly. They have the same stats as 2rd Rank Knights and are dressed in chain hauberks (AF 3) and are armed with swords (d8, 4 points).

4: A servant (Brama) enters from a visiting Knight looking for something his Lord has mislaid: he will have no idea who the PCs might be and will ask for their help in finding it.

5: A pot-boy enters, called Nob. He has stolen a leg of chicken and wants to find a place to eat it in peace. He is intelligent but may be induced to keep quiet if the PCs give him money or are otherwise kind to him: he dislikes **Lord Bracewell** as he is regularly beaten by the staff here.

6: A servant (Athelstan) and his maidservant-lover (Maeve) enter, intent on a few stolen moments of passion. They are embarrassed and flustered and will be worried about discovery, but this will fade after a round and they will start asking questions. Both have the stats of a "normal man" and

are unarmed.

Missing Equipment.

If the PCs were disarmed, they will need to find their equipment. This will all be left in the audience chamber (*location 3, map 9*), at the foot of the dais, whilst **Lord Bracewell** finishes examining it. It can be seen from the peep hole in the secret door behind the wall hanging (*location 3a, map 9*). He will leave it unattended when word of the PCs escape comes or when one of his guests arrives and this is an ideal time to try and get it. The equipment will be gathered up by the end of the day (10 pm) if not before and then placed in one of the store-rooms, close to the Dining Hall (*location 9, map 9*). If a **Hue and Cry** has occurred, then the equipment will be locked away at the same location within a few minutes of the alarm being raised. Any equipment left in the PCs' room will also be locked here if they have been found to have escaped. Other options for obtaining weapons and armour are a) to steal swords and chain hauberks from the soldier's quarters on the first floor (see **Mice in the walls**) or they could even steal the two handed swords from the suits of armour out in the main hallway, although this is risky and they are blunt (d10-1, 4 points) until sharpened.

Hue and Cry.

If the PCs are discovered to have escaped from either their room on the first floor, or their cell, then an alarm is raised. This also occurs if the PCs are later seen prowling around the house, but evade capture. A bell will sound from the top of the Manor house and all the guardsmen in the Barracks (*location 3, map 8*) will rush to into the house in 1d10 rounds. All doors into every room in the manor will then be guarded by pairs of 3rd Rank Barbarians armed with crossbows (d10, 4 points) and swords (d8, 4 points) and dressed in chain-mail hauberks (AF 3).

Attack: 16

Defence: 8

Evasion: 5

Magical Defence: 5

Perception: 6

Stealth: 12 (14 if no armour)

HP: 15

This level of vigilance will persist for 1d4 hours before the guards are ordered to stand down. In that time, every room in the Manor will be searched, as will the stables. This is the time when the PCs are most likely (1-10 on a d20) to hear one of the Sargents-at-arms ordering his men to "*Search the siege-tunnel from the stables, to the ruins.*" This refers to the secret tunnel that runs from *location 2, map 8* to *location 5, map 8*. A team of 6 guards (3rd rank barbarians, armed with swords and wearing chain hauberks, AF 3, stats as above) will be sent into this siege-tunnel to search it. These guards will have dogs to try and track the PCs, as it is assumed they have escaped out into the night. The guards do NOT search the secret passageways the PCs are in, since neither they nor **Lord Bracewell** know these passages exist. After the search has concluded then **Caradoc**, the Master at Arms, will report the results of the search to **Lord Bracewell** himself.

Two guards ((3rd rank barbarians, armed with swords and wearing chain hauberks, AF 3) will also be posted at either end of the siege tunnel until next morning.

Attack: 16

Defence: 8

Evasion: 5

Magical Defence: 5

Perception: 6

Stealth: 12 (14 if no armour)

HP: 15

If the PCs equipment is being held, then it will be locked in one of the store-rooms close to the Dining hall (*map 9, location 9*) 1d10 minutes after the alarm has been raised .

Eavesdropping.

The PCs may spend some time spying from the tunnels and there are a number of good places to eavesdrop, especially the audience hall and first floor. If they do decide to listen in, then the GM can determine who is in the room and what the PCs might overhear by rolling on the **Random rumor/minor event tables** to discover what the PCs overhear or see. Do not use the same rumor twice.

Random rumor/minor event tables: roll 1d20 or pick an appropriate rumor on the correct location table (pick a rumor if the PCs eavesdrop whilst on the first floor). The GM should embellish these minor encounters with more casual conversation to “window-dress” them and make them seem less contrived. **Do not** use this table if major events are occurring at the location where the PCs are eavesdropping: in that case refer to the section detailing the event, as rumors that can be overheard during major events are specified in the event description.

Audience Hall/Dining Hall Rumors/Minor Events (*location 3, map 9*).

<i>Roll (d20)</i>	<i>Rumor number/Occupants</i>	<i>Rumor or Event detail</i>
1-2	1) Maidservants	The maids are dusting and cleaning the carpets and can be overheard chatting about Lord Bracewell . One asks the other “... <i>why the Master has changed so much in recent years?</i> ” The other looks fearful but replies conspiratorially that “ <i>It all stems from when his first wife died!</i> ”
3-4	2) Guards	Two of Lord Bracewell 's body guards are talking when he is out of the hall. One is telling the other about a girl he is seeing, from a nearby village, whilst the other teases him that “ <i>if the Master catches you using the siege-tunnel for trysts then he'll have your guts for a necklace!</i> ” This refers to the secret tunnel that runs from the stables to the ruins at the base of the hill (see Assault on Lone Elm Hill-fort).
5-6	3) Laughing Lord	Lord Bracewell is alone and his pet wizard Reynard enters the audience hall and says “ <i>This fragment is difficult to translate my Lord, without seeing the original and the context.</i> ” Lord Bracewell laughs his hollow, terrible laugh and says “ <i>Oh yes, you would like that, wouldn't you, serpent? If I gave you sight of the Book you would slip away like a viper as soon as I turned my back, with the book in tow. I know why you entered my service Wizard!</i> ” This conversation refers to the <i>Libram Noctales</i> , a magical tome found by Frederick that is the source of Lord Bracewell 's power and his return to life (see Night Screaming for details).
7-8	4) Servants	A manservant and a boy are cleaning the shields in the audience hall. The boy asks “ <i>Have you ever seen what is in the Master's study?</i> ” and the frightened manservant replies “ <i>No I haven't and nor do I ever wish to: all who enter are never seen again, so hold your tongue fool!</i> ” This refers to the Laughing Lord's study: the location of a magical circle (see Night

Screaming).

9-10	5) Serving Girls	These two maids are discussing the preparations for the tomorrow. One asks “ <i>What time is the feast tomorrow?</i> ” to which the other replies “ <i>It will not start until eleven bells, after the ceremony: the Lord has invited many low-born people to the feast: They are even to be admitted to the Manor grounds.</i> ” This refers to the wedding/funeral of Alais and is a hint for how the PCs might smuggle some men in or get the gates opened if all else fails.
11-14	6) Soldiers	Two soldiers are loitering, whilst guarding the audience hall and one points to the Monument to Galwain and says “ <i>He weren't half the twin of the Master, weren't he?</i> ” The other yawns and says “ <i>They were like two peas in a pod, though this one was the stronger. Mind you the Master picked himself up after his wife died and now he is as strong as his brother ever was!</i> ”. The refers to the fact that Galwain took the place of his brother, Frederick, who was almost a twin to him, although they were born years apart (see Story within a story).
15-20	7) Laughing Lord	Lord Bracewell is alone in the audience chamber when Reynard enters and says “ <i>My Lord, you look weak after the trials of today: perhaps you should bind another prisoner to your flesh.</i> ” To which Lord Bracewell says “ <i>I am not too weak to kill you if you ever speak of that out loud again!</i> ” This refers again to the Soul-Flesh (see Night Screaming for details).

Jakes Rumor/Minor Events (location 7, map 9).

Roll (d20)	Rumor number/Occupants	Rumor or Event detail
1-5	8) A soldier on the jakes	The soldier is relieving himself when a voice orders him back to his post. The soldier then jokes that he would “ <i>.....rather guard the fire in the Library.</i> ” This is a gentle hint about the location of a fireplace for when the PCs need to burn the wood, given to them by Quicksilver , that will signal Sir Hugo to start the attack.
6-10	9) Two guest retainers	The retainers of a visiting Knight discuss the ale barrels in the Guard room whilst relieving themselves (location 1, map 9). One says “ <i>Have you had any luck with those barrels of ale in the guard-room yet Tomas? My throat is as parched as a desert!</i> ” to which the other replies “ <i>Those tight-fisted buggers haven't given me a drop yet: they said it is only for Bracewell's guards for tomorrow, but I shall drink my fill soon enough, don't you worry.</i> ” The purpose of this rumor is to give the PCs an idea for using their sleeping

draught.

- 11-15 10) Woodcutter and his son The son asks his father about the morrow and the woodcutter tells him they will have to be up before the sun to get the wood for the kitchen fires ready. This is a reminder to the PCs that the house will be awake early tomorrow because of the feast and the wedding/funeral.
- 15-17 11) Soldiers Two guardsmen from the front holding area talk about a prisoner: “*Slippery as an eel they say this one is! I tell you, Geard says this bugger can pick any lock like that, that's why we have him tied up in the front cell!*” This rumor refers to **Magpie**, the thief, who was once an operative of **Quicksilver's** and is now locked in the holding cell of this manor (**Location 2, map 9**), after being apprehended for stealing his way into the **Laughing Lord's** private vault in Graveshead (see **Chamber of the Damned**).
- 18-20 12) Soldiers Two body guards talk as they relieve themselves: One says “*Did you hear: the Lord has said that a barrel of ale is to be sent to the barracks tomorrow morning in celebration/commemoration of the wedding/funeral! I hope I am not on duty tomorrow so that I can get my share.*” To which the second replies “*Well that's rotten luck my old mucker, since I have just seen the roster and you are on all day.*” The first guard then begins cursing. This refers to the ale-dole that the Laughing Lord has ordered for his men at the wedding/funeral.

Chamber of the Damned.

The “holding area” at the front of the house (**location 1, map 9 and location 1, map 11**), is where prisoners are kept for **Lord Bracewell's** amusement, during the day. These poor wretches have to face judgment in the audience hall, and so many will end up dead or maimed. The cell is spartan, with only slits for windows and a slop bucket on the rush strewn stone floor. There are heavy bars between the prisoners and the door and a brazier is smoldering away in this room, as it is cold and damp. There is usually only one guard in here, a drunkard by the name of Torkwen (3rd Rank Barbarian, hauberk (AF 3) and battle-axe (d8, 6 points)

Attack: 16

Defence: 8

Evasion: 5

Magical Defence: 5

Perception: 10

Stealth: 12 (14 if no armour)

HP: 15



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t to third parties

Map 11: The front of Bracewell Manor. 1: Holding cell, 2: Guard room, a: secret door to hidden passages.

He will be asleep 20% of the time although he will awaken at the slightest sound (Perception 10). When the PCs first arrive, the cells have Ragnar the blacksmith, Alan of Troneford, Robert of Leaford and **Magpie** the “peddler” locked inside. The latter is tied up with rope because of his particular “talents” (see **NPC section**) Ragnar and Alan are gone after the events detailed in **Judge, Jury and Executioner** and Robert is fated to become **Lord Bracewell's** latest soul-flesh at 9.30 pm (see **Evil Healing**). This leaves only **Magpie** in this room: he is not transferred to the dungeons as the guards want to keep a close eye on him. Note that there is a secret door into this room from the passageways (see **Mice in the Walls**).

After Dinner entertainment.

If the PCs are in their room at 7 pm, when the dinner invitation comes up, then they can see **Lord Bracewell's** court at first hand (though they may not go armed or armoured). They can also decline the invitation and watch proceedings through the secret door. If they decide to attend, a servant shows them down to the Dining Hall (*map 9, location 9* and *map 12*). and they take their places at the low tables, whilst **Lord Bracewell**, **Alais** (if she is alive), Sir Roquefort and Sir Hector are seated on the High Table, up on a raised dais. **Reynard** also lurks close by although he does not eat. There are minstrels playing in the corner, and if the PCs look closely, they will see that **Quicksilver** is amongst them, though he will on no account talk to them. They will also see that the hall is lined with **Lord Bracewell's** most trusted men because he is expecting “trouble” tonight (6, 4th Rank Barbarians armed with battle-axes (d8, 6 points) and wearing chain armour AF 4).

Attack: 17

Defence:9

Evasion: 5

Magical Defence: 6

Perception: 6

Stealth: 12 (14 if no armour)

HP: 17

Seated besides the PCs, are the lesser Knights who owe allegiance to Lord Bracewell, most of whom are not lodged in the house and have camped in their pavilions at the base of the hill-fort (*location 6, map 8*). They are all merry with the flowing mead and wild boar on offer, even if this is the night before **Alais's** funeral: only her Father and Brothers, the Cabots, will behave with the required restraint.

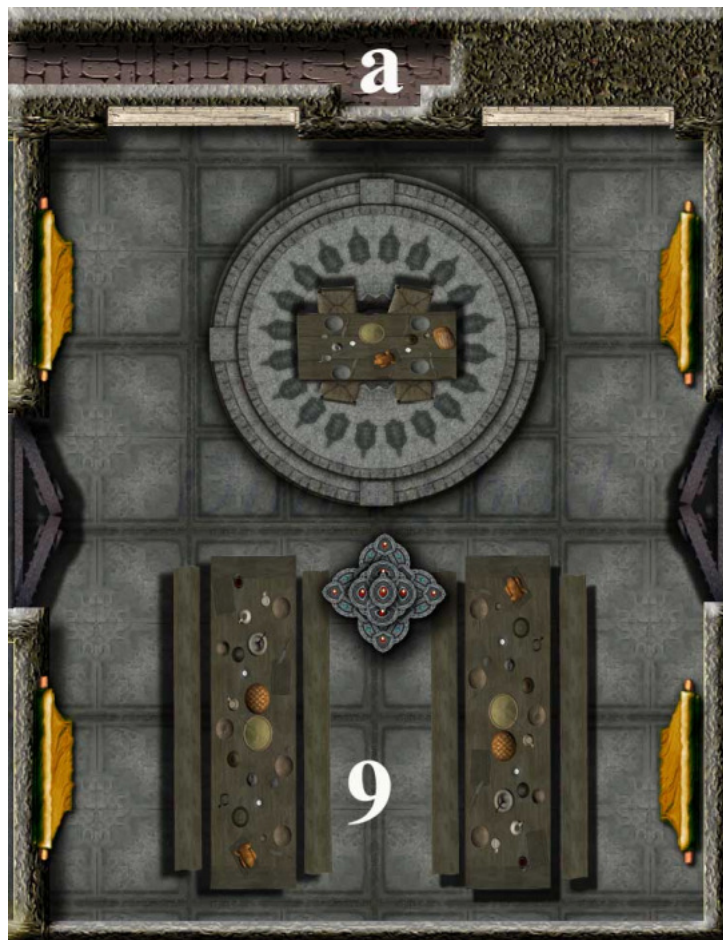
The PCs are seated opposite the Cabots, and Sir Agremon, Sir Varen and Sir Gers: three impoverished knights who are very reluctant supporters of **Lord Bracewell** and who have resolved to try and kill him tonight. Little do they realise, that they have already been poisoned, because Sir Gers has betrayed the other two to Galwain. The PCs have been placed near them quite deliberately, to see how they react when the Knights attack: if they support them, then by the end of the meal the PCs will find themselves in the Dungeons. Agremon and Varen keep casting murderous looks at **Lord Bracewell** and speaking together in low whispers during the meal, whilst Gers keeps smiling secretly whilst pretending to collude. A perception roll reveals that both the genuine Knights have a very tight grip on their feasting daggers and are very tense. They are also both wearing light armour under their feasting doublets.

The Cabots will speak to the PCs, thanking them for bringing back **Alais** (alive or dead) and asking them to visit their Manor at Troneford when they are next passing. Sir **WilOswin** Cabot, **Alais's** father, is an aging “war-hound” of a Knight who clearly detests **Lord Bracewell** but is too cowed to say anything. He is already a little deep in his cups when the PCs arrive. His sons: Gearic and

Urien, are young and eager, but both are only squires. If **Alais** is alive, they will ask the PCs for details of their quests and deeds and want stories of battle. If **Alais** is dead, they look hollow and angry and seek details of how she died and who was responsible. Whilst they are talking and eating, the minstrels come amongst the crowd and perform sleight-of-hand tricks whilst playing their tunes: **Quicksilver** uses this opportunity to signal to the PCs, using the cipher: “*meet me in the Jakes after the first bell this morning.*”

Lord Roquefort then presents **Lord Bracewell** with his cousin, Morgan Bracewell, who is currently living as page in his household. Morgan is important as he is the next in line to the title of Lord Bracewell after **Lord Bracewell** and **Alais** (if she marries Galwain).

Half-way through the meal, Agremon, Varen and Gers stand and beg **Lord Bracewell** for leave



Map 12: The Dining Hall. The High Table (a) and Low tables (b) are indicated.

to toast him. Galwain, fore-warned, laughs hollowly and motions for them to approach. The PCs will notice that two of them (Agremon and Varen) do so slightly unsteadily, and that when they get up on the dais and suddenly attack, both are easily knocked down by Hector, Roquefort and Gers: the poison has already compromised them and Galwain's men were ready.

Lord Bracewell orders them placed upon the high table where he tells them of the poison and mocks them both for their foolishness as they die. He then reminds all in the hall of the penalties for defying him. When they are dead, he orders their bodies thrown to the dogs and he then gifts Sir Gers with a bag of coins and the evil knight leaves the hall, smiling smugly to himself. If the PCs tried to help these Knights, they are subdued and tied up, though the Lord does not order them taken

away just yet (Roquefort and Hector are 4th Rank Knights who have padded armour on (AF 2) and swords, whilst **Lord Bracewell's** bodyguards are detailed above).

Attack: 16

Defence:10

Evasion: 5

Magical Defence: 6

Perception: 6

Stealth: 12 (14 if no armour)

HP: 14, 16

Once any fighting is done Galwain dismays all in the room by stating that he has a further demonstration of what happens to those who displease or betray him. A horse is then lead into the room by a guard. If **Wulfric** was killed by the PCs, then the horse looks undead: with torn skin and bones showing though on the precise place on the horse that the PCs inflicted wounds on the assassin: **Lord Bracewell** recovered the body of his servant and brought him back to a state of undeath as a punishment for his failure. If **Wulfric** escaped from the PCs, then the horse is normal. As the horse enters, it rears up with its front legs at the PCs, as if it wants to trample them, though the guard holding it pulls it back. **Lord Bracewell's** eyes narrow and he waves to **Reynard**, whereupon, the horse's form swims until **Wulfric** stands before the silent dining hall, either as an undead or as a beaten man. He glowers with obvious hatred at the PCs.....

What happens next depends upon previous events:

If the PCs are already tied up: **Wulfric** looks straight at the PCs and cries out that they are the ones who attacked him. They are immediately dragged away to the dungeons.

If the PCs are still free and **Alais** is alive: The **Lady Elaine**, possessing **Alais**, goes over to **Wulfric** as soon as he transforms, as if comforting the poor man. In fact she orders him not to reveal the PCs identity. Roll 1d6, on a 1 he will unmask them anyway because he is so angry.

If the PCs are still free and **Alais** is dead: the eyes of any PC possessed by **Lady Elaine** suddenly flare for a moment (Perception roll by the other PCs to notice this) and **Wulfric** looks stunned and says nothing, even when **Lord Bracewell** asks him “*if there is something he would like to tell him?*”

Lord Bracewell then flies into a rage and declares that he can devise other, worse punishments for those that disobey or displease him. He then says that he wants no disturbances tomorrow and that the meal is over. He stalks out leaving his stunned followers to stand and silently leave. If the PCs were captured, they are disarmed and thrown into the dungeons, though they should know about the passageways out by now (see **Mice in the walls**). **Wulfric** is also thrown into the cells alongside them. The time is now ~ 9 pm..

Reunion

If the PCs talk to **Wulfric**, either whilst imprisoned in the cell next to his after dinner, or later, by breaking into his cell through the secret passages, then he at first refuses to speak to them. The guards lock them into the dungeons and will disappear after putting them into the cells; hence the PCs can talk without being overheard. If the PCs killed **Wulfric** at **Hulton**, then the undead creature will snarl and be full of hatred and will try to betray them, unless they offer to destroy him, releasing him from the curse of undeath. He will also hint that “*My mistress is here and she will see you all dead before long!*” If the PCs have not yet worked out that **Wulfric** serves the **Lady Elaine**, then he refuses to elaborate. He will only tell them that **Lord Bracewell's** agents recovered his body and brought it back here to be the Lord's plaything (if he died). If the PCs did not kill

Wulfric, he will be more co-operative, though still sullen, and will not say much apart from to gloat. If a PC is possessed by **Lady Elaine**, she will act to prevent **Wulfric** being harmed by the other PCs. The PCs can easily escape by using the secret passages, once they are done.

Evil Healing.

After the meal (see above, **After dinner entertainment**) at about 9.30 pm on the night the PCs arrive with **Alais**, **Lord Bracewell** is in the Audience Chamber (*location 3, map 9*: see *map 10* for detail) brooding. Now is an excellent time to have **Reynard** enter and for rumor #7 to be enacted (see **rumor tables** above). Once the wizard has left, **Lord Bracewell** calls for **Caradoc** to bring him a prisoner. **Caradoc** drags in Robert of Leaford and **Lord Bracewell** touches his palm to the man's head and something dark flows into the serf, who moans and turns a faint bluish colour. A mystic using any kind of magical sense can see a tendril of dark power linking the Lord with the serf now. Then the Lord tells **Caradoc** to “*put him outside my study.*” This is **Lord Bracewell's** way of invigorating himself: by binding a “soul-flesh” and draining the victim until they die. When **Lord Bracewell** has a soul-flesh bound, his Health Points are 35, without the link, they drop to 16. To maintain the link, the victim must be placed in a magical circle that Galwain created. For this he used a variant of the spell translated by his late brother from a Selentine manuscript called the *Libram Noctales*. It was this spell that restored life to Galwain, albeit at the cost of his brother, Frederick's life. This circle is inscribed on the floor of the study (*location 5, map 9*) and after this ritual, **Lord Bracewell** proceeds there and puts the bound serf into it. He then retires to his bed, as the ritual causes him to enter a period of hibernation. If the PCs seize their chance to investigate, proceed to **Night-Screaming** below. If they are watching from the passages behind the Audience Hall (*location 3a, map 9*), they will witness the event described in rumor #4 (see **rumor tables**) after Galwain leaves.

Night-Screaming (see map 9, location 5 and map 13).

Reynard is eager to steal the *Libram Noctales*, indeed **Lord Bracewell** is growing tired of his constant requests to see the book and will likely soon slay the overambitious mage. **Reynard** knows this because he is extremely sharp minded. If the PC's escape (from their rooms or the dungeon) have been discovered, he will wait under the stairs, suspecting that they will soon investigate the study. Indeed, **Reynard** knows that a soul-flesh experiences great pain a few hours after the binding ritual and will often scream out. He reasons that this sound might draw out the PCs, if they are still in the house. He also knows that no-one else in the house dares come near: **Lord Bracewell** has forbidden anyone to enter or even talk about his study.

Sure enough, the soul-flesh serf begins screaming loudly at about 11.00 pm. As soon as he begins all the guards and all the servants lock the doors to the rooms they are in, and cover their ears, cowering with fear. This even happens if the house is in the midst of a **Hue and Cry**. The guests are not used to this commotion and if the PCs are spying on the first floor quarters when the screaming starts, then they see the following scene: a servant and a visiting Knight begin arguing: “*What the devil is going on? It sounds as though someone is being murdered!*” To which the servant says “*My Lord, if you go to answer that sound your life will be in peril from my Lord Bracewell, as he has ordered that no-one enter or pay heed to noises coming from his study, on pain of death.*” Hearing this, the Knight goes back into his room, muttering darkly.

Lord Bracewell does not investigate the screaming, as it is an a common sound around this manor and he expects it: he has also entered a state of hibernation after the binding ritual. For about an hour after the screaming stops, no-one dares leave the rooms they are in: except perhaps the PCs

and **Reynard** that is. If the PCs investigate, then **Reynard** is waiting. He knows there is something in the study, guarding the soul-flesh, and he is not eager to face it. Hence he will offer to help the PCs if they will help him. He wants the book inside the study and will give the PCs the copy of the key he has made. In return he says he wants protection from **Lord Bracewell**: in fact he wants them to fight the creature within. If the PCs refuse, he reminds them that he has only to call out, and they will be instantly captured. **Reynard** has a crystal that prevents sound travelling and so will stop the nearby guards hearing any battle.

If the PCs have played along and not caused a **Hue and Cry**, then **Reynard** has no reason to suspect them and hence will not be waiting. In this case, there are several alternative ways in:

- 1) If one of the PCs is an assassin and can pick the lock then they can enter the study easily: the lock is average as no-one has ever been mad enough to try and get into this chamber.
- 2) If they have freed **Magpie** the master lock-picker (see **Chamber of the Damned**) or heard the rumor about him (see **rumor 11**) then they might rescue him, in which case he will make short work of the lock, though he will not enter the room under any circumstances, lurking under the stairs instead.
- 3) Roll 1d6: on a roll of 1-3, **Reynard** decides that **Lord Bracewell** will likely kill him if he waits around any longer and *Commands* one of the guards to help him steal the book and flee tonight, whilst everyone is distracted with the preparations for the wedding/funeral. When the PCs arrive, the door to the study is unlocked and **Reynard** and the guard have gone inside, but things are going badly and **Reynard** stands alone against the guardian demon: the guard is already dead.

Once the PCs open the door, they see a plush study in which the Robert, the serf from **Evil Healing** is bound into a magic circle. The serf is in agony but if the PCs move across the threshold to help him, then a demon boils out of thin air and begins attacking them. The demon is bound to the room by **Lord Bracewell's** spell and is tasked to prevent anyone tampering with the circle. If **Reynard** is in the room, he is already fighting it and calls for their aid, promising to help them defeat **Lord Bracewell** if they will help him fight the demon. If **Reynard** is here, they notice that no sound leaves the room and that before they step across the threshold, the sounds of battle are absent. This is the effect of **Reynard's** magical crystal.

Demon Guardian

ATTACK 20	2 claws (d10, 6 points)
DEFENCE 10	Armour Factor 4
MAGICAL DEFENCE 19	
EVASION 10	
18 Health Points	
STEALTH 20	
PERCEPTION 17	

Once the demon is slain, roll 1d20 (and 1d10 if **Reynard** is not with the PCs): The first is the number of rounds before **Lord Bracewell** arrives, and the second, the number of rounds before the guards from the guard-room (*location 2, map 9*) arrive (see below).

Reynard, if present, will try to take the *Libram Noctales* once the demon is dead, explaining that they must use holy water to wash off the marks of the magical circle, to break the serf's connection to **Lord Bracewell**. He also explains that it will take Lord Bracewell at least a week to perform the ritual required to recreate the circle. In that time he will “*as naked to blows as any other man.*”

Reynard will then attempt to leave with the book, reminding them of the holy water in the font, next door (*location 6, map 9*). **Reynard** gives this information because he is about to try and leave using the secret tunnel out of the hill-fort and wants a distraction whilst he makes his escape. Since he knows that **Lord Bracewell** has already sensed the death of his demon, he wants the PCs to act as that distraction. **Reynard** will not tarry under any circumstances because of this. If the PCs allow him to leave, he runs out to the stables with the Book and leaves via the tunnel, slaying any guards posted there and the PCs lose **3 Victory Points**. This could make a nice lead-in to an future adventure (see **Further adventures**). If they try to prevent him, he will try *Transfixing* them or *Banishing* someone and will even try getting out of the window if things are going really badly.



Map 13: Lord Bracewell's study.

If the PCs battle the Demon when **Reynard** is not present, the four guards in the front guard-room will come to check what is going on, but it will take them 1d10 rounds to arrive because they have to pluck up the courage: the sounds are unusual but **Lord Bracewell** has “impressed” upon them the “consequences” of disturbing his researches. If the PCs have closed the door to the study (they can make a Perception roll to hear the guards coming), there is **NO** way the guards will open it, although they may knock to ask if all is well with their Lord. They will not open the door, even if there is no answer: none of them feel suicidal tonight! The guards are standard 3rd Rank Barbarians with swords and chain hauberks (AF 3).

Lord Bracewell is actually in a state of “hibernation” and will take 1d20 rounds to arrive after the demon is slain. The circle can be destroyed permanently if the PCs use holy water or a *dispel magic* spell (no roll required). If they destroy the circle, remove the serf from the circle or kill the serf, then **Lord Bracewell** is reduced to only 16 health points. In this case, he will not come down stairs and will instead ring the manor bell (*map 8, location 3*) fearing to test himself in his weakened state against an attacker who could slay his demon. Ringing the bell will cause the Manor to go into the same heightened state as described in **Hue and Cry**, although it will take another 1d10 rounds for this state to be reached. If the PCs do not destroy the circle, **Lord Bracewell** will immediately bind another soul-flesh this night, using a guard if the PCs have released all the prisoners in the front holding cell (*location 1, map 9*). The study will also be guarded at all times after the PC's entry (by 4 of his body guards: 4th rank barbarians). If the book has gone then Galwain will order the hounds released into the tunnel, but **Reynard** will be far away by then.

Other features of note in the study (see *map 13 locations*).

Location a: The magical circle with the soul-flesh bound serf in. It can be permanently destroyed by dispel magic or holy water. Any Sorcerer, Mystic or Elementalist in the party can determine this if they study the circle for 1d6 rounds.

Location b: A coffin ready to receive the soul-flesh once he is dead.

Location c: The Lords' table: on it is a chess set but also the *Libram Noctales*, a dangerous tome of ritual magic that is based on blood and necromancy. The book is written in an ancient dialect of Bachille and is also partially encoded in a cipher. The details of the magic in the book are left to the individual GM's imaginations, although anyone using the magic will quickly become so corrupt that they will become an NPC villain.

Location d: A chest containing Frederick Bracewell's diary detailing his experiments and his mad quest to bring back his brother Galwain. From this the PCs can piece together some of the story detailed in **Story within a story**. This diary also has mocking writing written at the end, penned by **Lord Bracewell** himself, that proves that he is Galwain and not Frederick. This has important implications for the end of this adventure (see **Lady Elaine at the Manor**). There are also 200 florins and 4 potions of healing in the chest: it is not locked

Night Moves

At 8 pm, **Quicksilver** enters the Manor, posing as a part of a minstrel troupe, to ascertain what progress has been made by the PCs. **Cuthwen** and his allies have managed to get into **Lord Bracewell's** domain under cover of dark, using rafts. They are now camped in the woods opposite the hill-fort, ready to attack at the PC's signal tomorrow. **Quicksilver** attends the dinner (see **After**

Dinner Entertainment), in the hopes of seeing the PCs. If they are there, he passes them a message to meet him in the Jakes at 1 am, but if they are arrested then this may be difficult (see **Mice in the walls**). If the PCs are not at dinner, then **Quicksilver** uses his cipher to good effect and scratches messages on the wall of the Jakes and also arranges some forks on one of the tables in the dining hall in a pattern that the PCs will recognise but no one else will understand. If the PCs enter or spy on any of these rooms, then they will get the message if they make an intelligence check. If the PCs have a room, upstairs, then **Quicksilver** will also slip a coded note under the door. If they have escaped from the dungeons, then he will try to find their equipment and slip a coded note into one of their items. Failing this, he will prowl around the house and try to find them when they break cover: note that **Quicksilver** is extremely adept at this sort of thing and his cloak makes him very difficult to apprehend.

If they arrive for the meeting, at 1 am, then **Quicksilver** asks what the PCs have discovered. Hearing their story he asks them how they found the tunnels and seems intrigued by the explanation. To determine how **Quicksilver** reacts to the rest of their information, score each gain the PCs have made as follows.

- a) If the PCs have discovered that there is a siege tunnel give them **2 recce points** (3 if they have been inside).
- b) If the PCs have destroyed **Lord Bracewell's** circle in his study, give them **3 recce points**.
- c) If the PCs have a sound plan to drug the guards, give them **2-3 recce points**.
- d) If the PCs have not so far been arrested and are hence free to move around the Manor tomorrow openly, give them **2 recce points**: deduct **1 recce point** if they have been arrested.
- e) If the PCs know of a fireplace where the green wood can be burned (or have thought of a better signal) add **1 recce point**.
- f) If the PCs have read the diary and know that **Lord Bracewell** is not Frederick, then add **3 recce points**.

Also add **1-4 recce points** depending upon the soundness of any other plans the PCs might have formed.

If the total is less than **6 recce points**, then **Quicksilver** tells the PCs that he is going to have to call off the attack. He explains that it is too risky to allow **Cuthwen's** men to attack the hill-fort under these conditions, although the PCs could ask for more time: he will only agree if they have 5 or more Renown but states that he needs to see them again at 4.00 am. If not, then he will counsel the PCs to leave with him now, (using the siege tunnel if discovered). If this is the outcome, then no attack will occur on the morrow and the PCs are on their own if they stay. Proceed to **Blood and Ashes** when tomorrow comes, if **Quicksilver** has called off the attack.

If the PCs have **6 or more recce points**, then **Quicksilver** thanks them and tells them that they have paved the way for a successful attack but reminds them that it must still be executed successfully. The PCs gain **2 victory points** immediately. He says it is essential that they signal once the wedding/funeral ceremony is underway tomorrow and that they somehow drug the guards and make sure the siege tunnel can be opened, as he will send in some of **Cuthwen's** men that way. Proceed to **Assault on Lone Elm Hill-fort** when tomorrow comes. **Quicksilver** now leaves, to return to **Sir Hugo** with the news (using the siege tunnel if the PCs informed him of it or climbing the turf ramparts if not).

If **Quicksilver** does not manage to contact them, then one of the PCs could fly out using **Oswin's** cloak and try to find the camp: the dim glow of campfires will give **Cuthwen's** men away from the air.

The Lady Elaine at the Manor.

The **Lady Elaine** is present at the manor in one form or another: as **Alais** or a PC. She only acts when required (see **Mice in the Walls** and **After Dinner Entertainment**) and has decided to watch and observe, to avoid revealing herself. Her goals when she arrives are to kill her “husband” and take over the Bracewell family. Her initial plan is to marry **Lord Bracewell** as **Alais** and then rule through this woman. To this end, she will use the PCs as pawns and try to manipulate them, but under no circumstances will she permit the PCs to interrupt the wedding if she is acting through **Alais**, nor will she reveal herself unnecessarily. If she has possessed a PC, then she will try to find a suitable host who can allow her to control the Bracewell family (unless the PCs tell her about **Lord Bracewell** not being her husband: see later). If she is looking for a host, the person she will then latch onto is Morgan Bracewell, a young page in Lord Roquefort’s retinue who is actually the young cousin of Galwain (see **After Dinner Entertainment**) and the next in line to the title “Lord Bracewell” should **Lord Bracewell** be killed: the **Lady Elaine** knows him and will recognise him moving about the manor.

If the PCs begin to suspect that one of their own number is possessed, then the Lady will try to find another host as soon as possible, using some sort of distraction to get the PCs attention somewhere else. If worse comes to worse, then the Lady, speaking through the PC, will state that she will kill the person she has possessed unless they let him/her go: of course this is a bluff but the PCs might not guess this. Assuming the PCs do not detect the **Lady Elaine**, then what happens after **Quicksilver** leaves at 1 am depends upon whether **Alais** or a PC is possessed.

If Alais is possessed.

The Lady now decides to rescue **Wulfric**. “**Alais**” escapes from her room and goes down to the dungeons, using the secret passages. She will try and avoid contact with the PCs at this point, until she has rescued her servant. If the PCs are blocking her way down, then she will arrange some sort of distraction to move them. Once she has rescued **Wulfric**, then she will confront the PCs and warn them not to disrupt the wedding, promising them that she will help them deal with **Lord Bracewell** once she is married. She will admit to helping them discover the passages, but will lie and say that **Wulfric** told her about them. The PCs may notice that **Wulfric** did not seem to know how to get out of his own cell earlier if they were imprisoned next to him after dinner (see **Reunion**) as he did not know about these passages: the **Lady Elaine** is now lying badly to cover herself. They may also notice that **Alais** seems to have a very different personality and is now authoritative and dominant, whereas before she was carefree and naive. She will pass this off as “*having to grow up quickly*” but a successful Perception roll will reveal the fear **Wulfric** feels when she looks at him. As GM, be subtle and do not make any of this obvious and just let the PCs accept her word if they are foolish enough to do so, but also reward them if they ask the right questions.

If the PCs hear “**Alais**” out, then she can indeed help them, for she wants **Lord Bracewell** dead as surely as they do, lying by saying that he has recently threatened her father. She will suggest that they help her slay **Lord Bracewell** after the ceremony: she will be very angry about any plan that involves disrupting the ceremony itself. She will offer to disguise the PCs, if they have raised a **Hue and Cry**, so that they can attend the ceremony. Once there she promises to ensure that the PCs get to fight **Lord Bracewell** without interference. If the PCs are foolish enough to mention **Sir Hugo**, or the attack on the Hillfort, then the Lady will be furious unless they also reveal that **Lord**

Bracewell is not Frederick, but is in fact his brother, Galwain (see **Night Screaming**). This is because the Lady intends to rule the Bracewells herself and will not want another power taking the Hill-fort. She will only abandon this plan once she knows her husband was faithful and is already dead and waiting for her in the next world. If the PCs reveal the diary contents to her (from the Study: see **Night screaming**), then she will immediately confess to being the **Lady Elaine** and stop trying to follow her own agenda.

If the PCs reveal that the hillfort is to be attacked but do not reveal (or don't know) that **Lord Bracewell** is Galwain and not Frederick, then the Lady becomes determined to use the PCs to destroy **Lord Bracewell**, but makes plans to prevent the taking of Lone Elm Hillfort, so that she can rule the Bracewell family. She will find out as much as possible about the PCs plan's so that she can stop the fort falling into **Cuthwen's** hands: e.g. if the PCs reveal how they will signal **Cuthwen**, the Lady will make sure **Alais's** father and brothers are waiting to stop them. If they reveal about drugging the wine barrels, she will send **Wulfric** or a servant to smash the barrel "accidentally." Since an adventure of this kind cannot anticipate every plan of the PCs, it is sufficient to say that anything the PCs tell the Lady, as **Alais**, she will attempt to thwart, except the part where they plan to kill **Lord Bracewell**. The Lady will not use guards to thwart them: she would be taking too great a risk this way. She will use either **Alais's** relatives (her brothers and father) or servants who have to do what she says.

If a PC is possessed.

If a PCs is possessed, what happens now depends upon whether the PCs have read Frederick's diary from **Lord Bracewell's** study (see **Night Screaming**).

If they have read it, then the Lady knows her husband is already dead and now seeks only revenge and the death of **Lord Bracewell**. In this case she possesses the PC and speaks directly to the players, explaining who she is, how she came into this body and what she proposes to do. In this case, the Lady will remain in the PCs body but her only action will be to erect the wall of force at the ceremony tomorrow, so that the PCs can slay **Lord Bracewell** (see **The Final Chapter**). She will promise to release the PC after she has done her work. Alternatively, the PCs could capture a member of the house-hold and Lady **Elaine** could possess this person using the mirror.

If the PCs have not yet read the diary, then the Lady has a different plan: she wants **Lord Bracewell** dead, but also wants to rule the Bracewells. She knows about the PC's plan to take the hillfort and is opposed to it. The GM should now discreetly pass a note to the PC who has been possessed to say "*You feel a power take over you, and you are compelled to suggest to your companions that you all need sleep and you will be the first on guard.*" Once the others are asleep, the **Lady Elaine** steals the mirror and goes to possess young Morgan in Lord Roquefort's chambers upstairs, but do not tell the players this. They are allowed a Perception roll at +5 on the dice to awaken. The Lady, in the PC's body meanwhile, will have gone over to Morgan Bracewell and will then leave the PC's body, entering the boy. Tell the PC that he/she suddenly comes awake to find him/herself kneeling beside a young boy sleeping in Lord Roquefort's servant's chamber and they do not know how they got there. If the PCs were not at dinner, they do not know this boy is Morgan Bracewell.

Once the Lady controls Morgan, she will want the PCs neutralized as soon after killing **Lord Bracewell** as possible: after all, she knows about the attack on the Hillfort they have planned. She will want to stop this at all costs and so will spy on them to learn their plan. She will enter the tunnels as Morgan at about 2.30 am and talk to the PCs, trying to get them to trust the boy and involve him. If they ask how Morgan knows about the tunnels, he will lie and say that he once

followed **Wulfric** through them (see **if Alais is possessed** for details). The Lady, as Morgan, will then attempt to thwart every plan of the PCs designed to get the hill-fort to fall: only those parts of the plan required to kill **Lord Bracewell** will be left untouched. Of course, the PCs may not fall for Morgan's story, but that is part of the fun. If the PCs have failed to convince **Quicksilver**, (see **Night Moves** and **Blood and Ashes**) and are only trying to kill **Lord Bracewell**, then "Morgan" agrees to help them: indeed it will be his pleasure!

Blood and Ashes.

The PCs have failed and the attack has been called off. If they decide to stay and try and slay **Lord Bracewell** themselves, then it does not make much difference whether the **Lady Elaine** is **Alais** or Morgan Bracewell. If the PCs have wandered around the Manor so-far without having been discovered, then they will be invited to the wedding/funeral at ten bells, but confined to their room otherwise. There is no need to signal **Cuthwen** or drug the guards (unless the PCs are seeking an easier escape afterwards) and so it is better to gloss over the events of the day until the ceremony. Go to **The Final Chapter**. If the PCs are being searched for, because of a previous escape, then the **Lady Elaine**, as either Morgan or **Alais** will find them disguises, as coffin bearers/man-servants to allow them to attend. She will then ask them to attack at her pre-arranged signal (after the wedding if **Alais** or as **Lord Bracewell** is paying his last respects to **Alais**'s body, if she died). If the PCs ask how she and **Lord Bracewell** can enter hallowed ground, she replies that she does not know but that the chapel does not repel her: only the font radiates power that makes her uncomfortable (see **The Final Chapter**).

If a PC was possessed, the Lady suggests they try capturing one of **Lord Bracewell's** body guards and allowing her to possess him. Once this is done, she can get them disguises as body guards.

Assault on Lone Elm Hill-fort.

If the PCs have convinced **Quicksilver** to go through with the attack, then they have many preparations to make. They may know about the ale-barrel that will go to the Guard's barracks at 5.00 am (see **Timeline**), and may wish to poison it with sleeping draught. If so, then roll for an encounter as detailed under **Out in the open**. They may also want to open the secret tunnel into the stables for **Quicksilver** and his men: if so then it will not be guarded unless a **Hue and Cry** has been raised, in which case, see that section for details of possible guards: if **Reynard** killed the ones from last night, they will have been replaced.

There are many visiting knights and their retainers wandering about on the morning of the wedding/funeral and if the PCs disguise themselves then they should have few problems blending in. Once the ceremony is underway, some or all of the PCs may also want to open the gates and signal the attack. If so, then each gate-tower (*map 8, location 4*) is manned by 4 men (3rd rank barbarians with axes and bows wearing Chain Hauberks, AF 3). If the PCs managed to drug the ale, then as soon as the ceremony bell rings, then the guards will drink the ale and become insensible 1 minute later. The PCs can then just open the gates. If they did not drug the guards, then a fight could start. Note that there are 20 more guards in the Barracks nearby, and so the PCs had best be very careful because they could easily be killed here. A kind DM will just have them captured and thrown into the holding cell of something goes wrong, though they will then lose **4 Victory Points**.

The ease with which the PCs can achieve any of their objectives will depend upon whether the **Lady Elaine** knows of their plans and if she opposes them (see **Lady Elaine at the Manor**). If she

opposes them then she will use whatever resources she can muster to prevent them taking the hillfort, though note that she will not alert the guards because this might result in **Lord Bracewell** being warned and calling off the ceremony.

The attack on the hillfort is an important element of the plot, but will be modeled as follows because it is impossible to role-play: for every one of the conditions (below) the PCs achieve, give them the number of **Siege points** indicated. If they get **8 Siege points**, then the attack is a success and **Sir Hugo** will take the Manor by 11.00 am: award the PCs **3 extra Victory Points!** Note that any of the PC's plans can be upset by the **Lady Elaine**. If the PCs fail to get **8 Siege points**, then **Sir Hugo** will be driven off and forced to retreat at about 11.00 am: the PCs are then on their own, though **Quicksilver** may also be in the Manor if the PCs got either the gates or the secret tunnel open (PCs **lose 3 Victory Points** and **2 Renown**).

- 1) PCs signal the attack using green-wood or other agreed signal at the moment the ceremony starts (**2 Siege Points**).
- 2) The Manor is not at a state of readiness when the signal to attack is given i.e no **Hue and cry** (**3 Siege Points**).
- 3) The escape-tunnel is open and any guards dealt with (**4 Siege points**).
- 4) The PCs have drugged the ale-barrel destined for the Guard's barracks and the guards have drunk it (**4 Siege Points**).
- 5) PCs manage to open the gates (**4 Siege Points**).
- 6) Any other plans the PCs have which succeed and make a material contribution to the fall of the hillfort (**1-4 Siege points**).

Whatever happens after the calculation of siege points, **DO NOT** let the players know what the outcome of this section is until the end of the adventure, after the next scene.

The Final Chapter.

This next section takes place in the Manor chapel: if the GM or Players later wonder how undead can enter this holy place, it is because **Lord Bracewell** long ago had the altar desecrated: only the font in this chapel is still holy and he and **Lady Elaine** stay well away from it. This was necessary since the even **Lord Bracewell's** followers would turn away from him if he did not at least pay lip service to the True Faith.

The wedding/funeral is set for 10.00 am and the Manor bell will toll at the appointed hour. Once the bell tolls, the guards will begin drinking the ale sent to them by their Lord. If the PCs managed to drug it, then they will all fall asleep 1 minute later, though note that **Lord Bracewell's** bodyguards will not have drunk anything and so will be alert. Lines of villeins, "invited" to the feast will be lining up outside the gates of the hillfort once the bell sounds, though they will only open after the ceremony, at about 11.00 am. If the PCs failed to find a plan to forcibly open the gates, they could just wait until the gates open at 11.00 to admit these peasants and then signal the attack.

If the PCs are working with Morgan/**Alais/Lady Elaine**, then they will probably be at the ceremony. This will take place in the Manor Chapel (*location 6, map 9*) and the PCs will be invited unless any of their night-time activities came to light and they hid (**Hue and Cry**). In this case, the Lady will have arranged disguises. There are 4 bodyguards at the ceremony (4th Rank Barbarians in Chain armour AF 4 and holding battle-axes: unless the PCs have replaced them). There are also 6, 4th Rank Knights in full armour (Hector and Roquefort amongst them) armed with swords.

Lady Elaine wants the PCs at the ceremony because she intends to claim power after they have killed **Lord Bracewell** (unless she knows about the diary, in which case she is here solely to help the PCs kill **Lord Bracewell** and to ensure that all of his vassals witness it). The Lady knows that she must claim power publicly, with all the vassals of the Bracewell's present, for her to be accepted as leader. She also knows that she cannot kill **Lord Bracewell** in her current form, because then she cannot take power after acting as an assassin. When the ceremony is at its height, she will signal the PCs, who are dressed as either coffin bearers or as men-in-waiting, holding the train of her wedding dress or even body guards. She will then erect her magical barrier, keeping everyone else back and forcing **Lord Bracewell** to fight the PCs. She will not help the PCs kill Galwain, unless she knows who he really is: then she will reveal herself to him and will actively fight him. Once he is dead, the PCs gain **3 Victory Points** and lose **1 Renown**.

Aftermath: the Lady is Morgan/Alais and doesn't know Galwain was Lord Bracewell. If the PCs kill **Lord Bracewell**, and the **Lady Elaine** is still pretending to be **Alais** or **Morgan**, then she will assume the Leadership of the Bracewells. She will order the assembled vassals to swear fealty to her and will explain her actions by saying that **Lord Bracewell** was a monster who had to be destroyed. The vassals will accept this, as **Lord Bracewell** was an object of fear to most of them. Only Sir Hector will object and he will be thrown into the dungeons at her order. If asked about her Magic, she bluffs and says it was an item that she stole from **Reynard**. The PCs lose **4 Victory points** if the **Lady Elaine** remains on the earth and in command of the Bracewell family (see **Further adventures**).

Aftermath: the Lady is a PC.

If the Lady is possessing a PC, then they have a serious problem: they are now trapped in the chapel with a hoard of Bracewells between them and escape and the Lady is not in a form to intercede for them. If the hillfort falls then they will be saved by **Cuthwen** anyway, since he will stride into the chapel at 11.00 am. If not then they are trapped, though once the attack starts, the body guards and most of the Knights will leave. At 11.00 am the **Lady Elaine** disappears, vanishing forever, to be with her dead husband. At this point, the barrier falls. The only hope for the PCs is to climb out of the windows of the chapel before the barrier fails. Once outside, they will be in a melee with the guards and will have to fight their way to the tunnel, if they know about it. A kind GM should allow them to get out using this or should stage the gate being broken down, to give them some chance to escape.. Alternatively, they could use the mirror to get **Lady Elaine** possess someone beyond the barrier (e.g. **Morgan**) and he could then save them by ordering the Bracewells not to attack. The PCs gain another **4 Victory Points** for this ending, assuming they survive.

Aftermath: The Lady possesses Morgan or Alais and knows about Galwain.

In this case, the Lady orders all the Bracewells to follow **Morgan** or **Alais** (whomever she possesses) and not to harm the PCs, but then fades away to be with her husband. The PCs gain another **4 Victory Points** for this ending.

If the assault was a success, then **Cuthwen** will arrive about 11.00 am and will be furious that **Lord Bracewell** is dead, though **Quicksilver** will take full responsibility and say that he ordered the PCs to do it. **Quicksilver** will be dismissed from **Cuthwen's** service for this, and he (and **Magpie** if still alive) will leave together, possibly popping up in another adventure later (see **Further adventures**). **Sir Hugo** will try to take the Manor as his own but if the **Lady Elaine** is in control then this will be difficult, and if she is not, then the young **Morgan Bracewell** convinces him that it would be unlawful to take his lands by force. Eventually, he and **Cuthwen** will come to an arrangement that will guarantee peace. **Cuthwen** then turns to rewarding the PCs.

Final Rewards.

The Renown score and the number of Victory Points determine the rewards the PCs enjoy after this adventure, should they survive and succeed in taking Lone Elm Hillfort and/or killing **Lord Bracewell**. All PCs receive a number of extra experience points equal to the party Victory Point total, divided by four (round up). They also receive more material benefits from **Sir Hugo**, (or his son **Robert** if the old Knight fell in battle) that depend upon their current Renown score (note that rewards for Renown are handed out individually to each PC dependent upon their individual score).

Renown

- 0-3 No additional rewards beyond those promised by **Sir Hugo** in silver (300 or 400 florins each).
- 4-6 **Sir Hugo** gifts any PCs with this **Renown**, with a fine horse from the Bracewell stables. These are riding horses (and associated tack) and are good quality animals.
- 7-9 Their liege-knight gives each PC with this **Renown** with a share of the yearly profits from the “Wagon and Horses” Inn he owns in Hulton. Each PC thus receives 1d4 x 100 florins per year as a guaranteed income (roll each year).
- 10+ Any PC with this Renown score is given a great boon: **Sir Hugo** or his son might gift them with a merchant cog, or the deeds to the “Waggon and Horses” in Hulton. In any of these cases, the PCs gain 2d6+2 x 100 florins per year (roll each year) as an income from their new possessions. A Sorcerer or magic-user might be gifted a tower instead, whilst a mystic might be granted his own forest.

Further Adventures.

There are a number of possible adventures leading off from this one, as follows:

If **Reynard** escaped with the *Libram Noctales*, then this dark work remains a potential source of future evil. **Reynard** will return to the north and his village of pagans, deep in the Helfax Woods. There his conflict with the *Merelords* may prove a danger to more than one village.

If **Reynard** did not escape with the *Libram Noctales*, then getting rid of it could prove a serious problem: the book can only be unmade by Dragon's fire and it also radiates an unseen signal that attracts evil to it.

If the **Lady Elaine** has not been banished, and continues as leader of the Bracewells, either through **Alais** or **Morgan**, then **Sir Hugo** may find that she is worse than **Lord Bracewell**. Removing her may also not prove to be so easy either.

If the PCs discovered the peasant uprising, known as “*The Great Community of the Realm*” (see **Hulton**) then they may wish to discover more about the shadowy figures behind it. This may be the subject of a future adventure, to be published in *Ordo Draconis*.

Finally, now that **Quicksilver** is no longer working for **Sir Hugo**, he is free to return to his former calling. He may have “job” or two for the PCs in the future, if he trusts them: especially if the PCs

discovered and informed him about “*The Great Community of the Realm*” (see **Hulton**).

The story within this story:

Lord Bracewell is Galwain, the eldest son of the Bracewells. He was killed at Wooldock Moor and his body and possessions lost during the battle when he drowned in a bog after being unhorsed in full armour. Ten years later, peat-cutters unearthed his body, and transported it to the family estate where his youngest brother, Fredrick was now Lord Bracewell. Fredrick had been a sickly child in his youth and had worshipped his older brother: time had neither healed his body nor lessened his love for Galwain. He had married, out of duty, to the fiery **Lady Elaine** but they were childless. Over time, Frederick's thoughts slowly turned to finding ways to bring his brother back from the grave and saving his family name from oblivion.

So Fredrick began seeking old and forbidden books and talking to shadowy figures who wandered the roads after dark and still knew the names of the Old Gods. Eventually his traffic with these powers bore fruit, albeit a poisoned one: a spirit he had summoned up told him of an ancient book belonging to the dark Selentine priests of Pluto. This book was hidden in the ruins not a hundred yards from his own house, at the base of the mound upon which Lone Elm Hillfort was built. So one moonless night, Frederick began digging in the ruins and after a month of fruitless searching unearthed a stone casket bearing a dreadful tome.

Meanwhile, his wife, the **Lady Elaine**, was growing increasingly impatient and concerned at his behaviour. For Frederick would lock himself away in his rooms for weeks on end, with only strange old men, who arrived after dark and left before morning, as his companions. She eventually became incensed and demanded to know what he was up to. When he refused to explain, she locked herself and her staff away in her chambers, and refused to come out.

Then one fateful night in Midwinter, Fredrick weaved the final spell, but he did not live to see its end. For Galwain's stained and twisted body, warped from its time in the bog, grasped Fredrick and drew his life-force out in order to sustain itself. When Galwain's mind awoke once more, his brother already lay dead and withered on the stones and he was alone. Galwain spent the night piecing together what had happened from his brother's notes.

Eventually he resolved to become Fredrick as the two had had always been of a likeness. So Galwain wrapped his brother's withered body in his cloak and dressed himself in thick clothes as there was still something of the bog about his form. Emerging from the chambers, he set about familiarizing himself with his brother's household and he was pleased by what he found. He buried Frederick in the catacomb destined for him and set about bringing his family to the fore once again, often consulting the tome that Frederick had found: for the fell book described other spells in addition to that which had brought some semblance of life back to Galwain. In time, Galwain learned to bind part of himself into other living beings, so that he grew unnaturally strong and resistant to wounds as long as his “soul-flesh” was alive. Of course, his soul-flesh had to be constantly renewed, leading to some disquieting rumors.

Lady Elaine was not sure what to make of this new husband who claimed to have been damaged by the terrible vapours involved in his ‘family research’ yet who, apart from a raspy voice and strange hollowness to his laugh, appeared more hale and well than he had ever been: though he kept the house in shadows at all times, claiming that the accident had made him sensitive to light.

Over the months that followed, **Lady Elaine** employed her maidservants to try and discover exactly what had happened to her husband.

Yet Galwain was not a man to be spied upon and he eventually ordered **Wulfric** to remove **Lady Elaine** permanently. Now **Wulfric** was ever a cold-hearted man, but even he was taken aback by this request. At first he tried to convince his mistress to stop meddling and let sleeping bears lie, but she would have none of it. And so at last and with heavy heart, did **Wulfric** poison the **Lady Elaine**'s nightly flask of mulled wine. Unbeknownst to him, **Lady Elaine** was in the habit of sharing her evening drink with her maidservants and when **Wulfric** returned later that evening, all seven women lay dead and discoloured from the poison.

Distraught, he went to his lord, but Galwain was as cold as ice and merely seemed amused that the deed was finally done and laughed: a shrill and unearthly sound. He bade **Wulfric** dump the bodies in an old cave in the woods some miles away, for he knew the spirit in the cave would keep away prying eyes. **Wulfric** and two young kitchen boys journeyed all that night and were just placing the bodies in the **Unhallowed Caves**, when the **Lady Elaine** began to stir. **Wulfric** was dumbstruck with horror when she opened her eyes and he fearfully swore himself to his Lady's service, despite the vileness of her form, once he discovered that she was now caught between life and death. The kitchen boys made to run and **Wulfric** knew he would have to silence them, but fate took the task from his hands: for out of the darkness loomed the ethereal forms of the maidservants, grotesquely transformed into malevolent spirits by the trauma of their death. They tore the life from the eldest boy and would have done the same to the younger, but **Lady Elaine** raised her terrible hand and pushed the boy's head under the waters of the dark cave pool she was standing beside and the boy was possessed by a Fey spirit that the Lady had sensed stirring in the pool. **Lady Elaine** named him **Oswin** and adopted him as her son.

Wulfric was at once relieved and horror struck as he stared at his mistress, the wan forms of the spectral women and the two boys; one damned and the other destroyed. **Lady Elaine** bade **Wulfric** return to her husband's service and to act as her eyes and hands in his household.

Some years then passed, until the present day.

Sir Hugo and his fellow nobles decide that **Lord Bracewell**'s actions are intolerable and began to lay their plans against him. **Sir Hugo** has already vowed to bring down the Bracewells, in payment for the death of his own father. He meets and recruits a cunning and resourceful spy known as **Quicksilver**.

Galwain, meanwhile, recruits the dark wizard **Reynard** to help him translate the remaining spells from the *Libram Noctales*, but is careful never to show the devious mage the actual book. From this Galwain discovers that if he can have an undead child with a living woman, then he will be become invulnerable to mortal weapons as long as the child exists, provided he sacrifices the mother and keeps the child where it can never be harmed. He sets his sights upon a **Alais**: the daughter of a minor local landholder, who is young and too full of innocence to sense the danger. When **Wulfric** reports Galwain's intentions to **Lady Elaine**, she sends the Charcoal-Burners to kidnap the girl, for these strange folk have come to worship "*The Lady*". Indeed, rumor of her power is now so great, that the people of Hulton have renamed the Forest of Ashes, calling it "The Lady's Wood" instead. **Alais** is taken by a group of charcoal burners, whilst out riding one morning. They are led by Old Maggie, a worshipper of **Lady Elaine**. **Alais** is held within the **Unhallowed Caves**, whilst the Lady plots her revenge.

Lord Bracewell unknowingly sends **Wulfric** out to find out what became of his fiancée, for though there is no love for her in his dead heart, still he has laid spells on **Alais** that would take months to weave around another. Indeed Galwain conjures a spirit who swore his fiancée was in the Forest of Ashes, so he orders **Wulfric** to go there and seek what has become of her. He also orders him to plunder the Hudrin tomb whilst passing through Hulton, as the town is on the way. **Wulfric** is very afraid, for he guesses the price of failing his master and yet knows very well what has befallen **Alais**. So when the PCs present him with a chance to capture **Robert**, the son of his master's hated enemy, he immediately abducts the boy hoping to have good news for his master to temper his "failure" to recover **Alais**. By chance he takes **Robert** to the **Unhallowed Caves**, because the PCs have wounded him and he needs healing. But **Lady Elaine** sees **Robert** and has a vision: of a group of strangers who would be her "husband's" downfall and so she makes **Wulfric** give **Robert** to her, knowing that the PCs will then be drawn to seek her cave. When the PCs take **Alais** back to Lone Elm Hillfort, they have begun to enact the final chapter in **Lady Elaine's** revenge. So she gives **Oswin** a mirror and orders him to destroy **Alais**, knowing he will die and the mirror will fall into the hands of the PCs. Once the mirror is in their hands, she knows she will be able to finally return home, through the mirror, and participate in the demise of her traitorous "husband".

Major Non-Player Characters.

Sir Hugo Cuthwen

Knight 5th Rank.

Attributes: Strength 14, Reflexes 13, Looks 13, Intelligence 13, Psychic Talent 12

ATT- 18 (Sword of St Grimas, d8+1, 5 points)

DEF- 12 (Plate armour AF 5)

MD- 6

EVA- 5

Perception- 15

Stealth- 9

Health Points 17

Rank Eq: 5

Equipment:- Plate Mail, Sword, Deeds of Title, Family Crest Dagger, Pepper pouch, Family Crest, 2 Vials of Medium Poison. Loses the holy sword of St. Grimas at the Unhallowed Caves.

Appearance: **Sir Hugo** is in his early '40s. He has pale skin, dark gray hair and green eyes. He stands 6'3". He wears gold chains and a charcoal-gray tabard, depicting the device of one of the orders of Crusader-Knights.

Notes: **Cuthwen** is haughty and arrogant but ultimately a man of honour. He wants to avenge the death of his father at Wooldock Moor and has vowed to crush the Bracewells.

History: **Cuthwen's** ancestors were stalwart supporters of the Old Nobility, who ruled before Hadric's father seized control of Albion. They lost much influence and power as a result and have been reduced to the status of minor nobles. **Cuthwen** himself is driven by the events of Wooldock Moor and can be a little blind in his pursuit of the Bracewells. He served during the last Crusade in Ta'ashim as a compatriot and friend of Baron Aldred. There he established himself as a capable and competent commander and siege-breaker.

Robert Cuthwen

2nd Rank Knight.

Attributes: Strength 12, Reflexes 15, Looks 14, Intelligence 14, Psychic Talent 15.

ATT- 14

DEF- 4

EVA- 4

MD- 5

Perception- 14

Stealth- 8

Health- 12

Rank Eq- 2

Equipment: Mad-Fang (d6+1, 3) A strange and baleful looking short blade, its metal has a sickly greenish hue. Those struck with the weapon are afflicted with a random madness until the wound is healed. Unknown to **Robert** this is a sacred blade of Rimfax. However the northern demon is little known in southern parts and **Robert** gained the blade from a fallen foe many years past, Steel breast plate.

Image: **Robert** is a handsome young gentleman with light blue eyes and blond hair. He always smiles politely, and apologetically, as if he really has no desire to cause anyone any sort of harm, but feels obligated to do so given his position. Even in the darkest, dankest places, **Robert** insists on being dressed in his finest clothes. He is a bit of a Lady's man and often gets into trouble because of "dalliances."

History: **Robert** has been his father's right hand for many years now and follows him without question.

Lady Elaine

Attributes: Strength 14, Reflexes 15, Looks 15, Intelligence 13, Psychic talent 12.

Unique Undead

ATT- 20

DEF- 13

MD- 8

EVA- 5

Perception- 14

Stealth- 7

Health: 32

Rank Eq: 7

Claws (d8, 6 points)

AF: 6. (Undead Flesh: only AF 2 versus magical weapons)

Notes: Since her demise, the Lady has discovered that she possesses a link to energies of life and death and over the years she has worked at manipulating these powers. She has been aided by strange inscriptions found on the walls of the **Unhallowed Caves** and by odd dreams she has when she 'sleeps'. She currently possesses the ability to project an ethereal illusion of herself, to heal humans of injury, to control the Spectres of her "handmaidens", to summon an impenetrable barrier of force (lasts ~2 hours) and to put humans into a form of stasis in which they are removed from the physical world after a half hour ritual said over their bodies: the ritual must be refreshed each day.

She can also possess a human indefinitely through the *Soul Mirror* that she found at the bottom of the Fey Pool.

Appearance: *One moment:*-**Lady Elaine** is tall and lean woman in her early 30s; she wears simple jewelry and has short, cropped hair (quite unusual in a noble woman). She wears a lustrous cloak of dark brown bear fur and she has hazel eyes. *The next:* **Lady Elaine** is a twisted, swollen corpse, her flesh purple and black from toxins and her limbs are painfully gnarled, she stares at the companions with bloodshot eyes and a swollen tongue makes her speech as wet and loathsome as her form.

History: **Lady Elaine** became Fredrick's wife at the age of 16, and was not at all pleased by it. Though she came to care for her husband over the years, she never really felt as if she knew him. When he became reclusive she became obsessed with discovering his secrets. When he emerged from seclusion and ignored her she became bitter. When he had **Wulfric** poison her and dump her body in the forest.....she became angry....very angry. **Elaine** is unaware that it was not her husband who ordered her death and that he indeed died a year before her at the hands of his risen brother Galwain. She thus seeks revenge for her murder but will be put to rest once she knows her husband is already dead and Galwain is defeated. If she does not discover this, she will try to rule the Bracewells family with an iron grip that could see them become a real power (see **Further Adventures**).

Quicksilver. (Rank 7 Assassin).

Attributes: Strength 14, Reflexes 18, Looks 12, Intelligence 18, Psychic talent 13.

ATT- 23 (short-sword, Noctern, d8+2, 4 points)

DEF- 11 (Magical Chain Hauberk, AF 3).

EVA- 8

MDF- 11

Perception- 26

Stealth- .17

Health: 15

Rank Eq 7

Equipment: 3 smoke jars, 2 doses of assassin's lotion and 2 flash pellets. **Quicksilver** also wears a Fey Cloak that makes him appear to be someone else for 1 hour per day. The cloak can only mimic a type of person, not someone specific. Noctern is a magical +1short-sword that can extinguish torches and lanterns if the sword is pointed at them and the command word "*Noth*" uttered.

Quicksilver's chain Hauberk is also silent and does not impede his stealth in any way.

History: **Quicksilver** (real name Phillip Rawlins) has a very checkered history, having been recruited by King Hadric's spymaster Valien, because of his incredible facility for languages and his background. **Quicksilver's** parents were part of a traveling acting troupe and he lived in a wagon, moving from place to place, all his young life. The young man became a consummate actor and had learned half a dozen tongues by the time he was 16, as well as a talent for blending in without drawing attention to himself. Valien sent **Quicksilver** onto the mainland and there he played the role of traveling Jongleur and troubadour whilst entering, mapping and spying out weaknesses for most of the great fortresses and cities on the continent. He also recruited a number of important spies to Hadric's cause and was eventually called home and given a private audience with the King himself. Hadric made an immediate "impression" on **Quicksilver**, who left the King's service that same night, vowing never to work for such a man again. He has since found employ with one local

lord after another, but always his conscience ends up getting the better of him. **Sir Hugo** suits him well as a liege lord because **Quicksilver** believes in his cause, though the time to move on is fast approaching. **Quicksilver** is also aware that **Cuthwen** is inadvertently maintaining a fragile alliance that is bringing peace to the eastern part of Albion and moderating Hadric's excesses, and hence he will try and keep the old Knight alive.

Yet neither Valien nor Hadric have forgotten **Quicksilver**, and men are quietly combing the length and breadth of Ellesland, looking for him. What they will do when they find him is not so clear, for he knows too many secrets to be allowed to live unmolested....

Quicksilver would make the perfect NPC as an entry point into a DW campaign based around intrigue as he is mobile, known to many in power and likely to turn up in the oddest and most unexpected places, time and time again.

Lord Galwain Bracewell aka The Laughing Lord

Rank 4 Knight/Undead.

Attributes: Strength 18, Reflexes 13, Looks 9, Intelligence 16, Psychic talent 14

ATTACK- 20 (Brailwath, Longsword +2, d8+3 7 points).

DEFENCE- 12 (Armour: Moon's Maille AF 5)

EVA SION- 6

MAGICAL DEFENCE- 9

Perception- 6

Stealth- 14 (actually 12 if in armour)

Health: 35 (or **16**: see below)

Rank Eq 5

Weapon: +2 Longsword. (Brailwrath; this weapon was once a family heirloom of the **Cuthwen** family, and is greatly sought by them. It will shatter before killing any one of that lineage.

Equipment: Moons Maille (Once a family Heirloom of the Huntford family, this +1 armour is inscribed with hundreds of tiny prayers to the Cornumbrian goddess of the Moon, it must be left exposed under the light of the full moon for 1 night every month or it will lose its enchantment), Holy Books, Legal documents, 2x Daggers (These twin weapons once belonged to Robert of Lund who fell at Wooldock; they glow with a baleful light in the presence of lycanthropes).

Image: Galwain is the image of his brother Fredrick, but taller and more barrel chested. Being undead, he does not need to eat or breathe but has learned to fake this in order to avoid unsettling his retainers. His flesh is somewhat grey of cast but otherwise there is little outward sign of his undead state; he is bothered by bright light but is in no way injured. Once per year he must drain the life from a human being in order to continue his existence. The desiccated corpses rise as zombies and he has taken to placing these grisly watchmen about his lands in the form of scarecrows. He can also bind an living human to him and drink their vitality, so that wounds he takes, appear on the bound human "soul-flesh" that must stay in a magical circle inscribed on the floor of his study (*location 5, map 9*). For a few hours after the binding ritual, Galwain goes into a kind of stasis and so locks himself in his room, at the top of the house. Without a bonded "soul-flesh" human, his health points are 16.

Oswin Fisher (a.k.a The Water Wierd): 6th Rank Water Elementalist

Attributes: Strength 15, Reflexes 17, Looks 15, Intelligence 15, Psychic talent 15

ATTACK 16
DEFENCE 8
MAGICALATTACK 22
Magic Points 12
MAGICALDEFENCE 11
EVA SION 3
Health Points 14
STEALTH 16
PERCEPTION 7

Sword (d8, 4)
Armour Factor 2.

Equipment: Ring of Evaporation (Functions once per day; recharges at midnight), Healing Potion, Cloak of the Harpy (Allows flight- transforms into a pair of great vulture-like wings during the hours of darkness, wearer may bear one other person of equal weight; use of the cloak is accompanied by a foul but not overpowering stench).

Appearance: **Oswin** appears to be a pale and wan looking boy, smeared with dirt and dressed in ragged clothes. When initially encountered, he will feign friendliness and pretend to direct the PCs after **Wulfric**, if he escaped into the **Lady's Wood**. If **Wulfric** does not escape, the boy will try to use his powers to steal the gold in the Hudrin tomb, distracting the PCs somehow by creating a diversion. When using his powers, the boy's eyes blaze with a bluish fire, for **Oswin** is just the latest host of a Water Weird, that was bound into the pool in the **Unhallowed Caves**, along with other Fey spirits, long ago. The **Lady Elaine** instantly sensed the power of this creature as soon as she entered the cave and offered it a frightened kitchen boy, **Oswin**, as a host. If **Oswin** dies, the Weird returns to the pool and **Lady Elaine** will find it a new host. If **Lady Elaine** is slain or dismissed, the Weird will be bound into the water again forever.

In combat, **Oswin** likes to use an elemental burst to inflict damage (*Speed 10 + magic points expended, damage 2d6 per magic point expended, range 10m per magic point expended (see DW rulebook, pg 37)*) as well as an Ice-wall to trap a powerful PC and delay the others.

Caradoc (4th Rank Barbarian).

Attributes: Strength 18, Reflexes 13, Looks 7, Intelligence 11, Psychic talent 9

ATTACK 20
DEFENCE 12
MAGICALDEFENCE 7
EVA SION 6
Health Points 16
STEALTH 14
PERCEPTION 6

(Two handed Sword (d10+1, 6 points)
(Chain Armour AF 4)

Equipment: None of any note apart from weapons and armour (see above) and 200 florins.

Appearance: **Caradoc** is a loyal follower of **Lord Bracewell**, who entered the Bracewell's service after years as a soldier in Hadric's army. He is a hard, brutal man who has little time for pity or

compassion. His wife and family were murdered by the Marcher Lords whilst he was away on campaign and this transformed him into the person he is today: bitter and twisted. **Caradoc** experiences uncontrollable urges to kill and he is working with **Lord Bracewell** since Master Bracewell offers him a “legitimate” outlet for his rage at the world, whilst also protecting him from the consequences of his crimes. After leaving the army, he committed a series of unprovoked murders in Cornumbria, though he was never caught. **Caradoc** knows he is damned and that there is no-where left to go after service with **Lord Bracewell** is done.

Outwardly, **Caradoc** appears to be a hard-bitten and taciturn man who gives little sign of his inner rage: the quintessential Master at Arms, experienced and controlled.

Roger Talbot aka “Magpie” (4th Rank Assassin).

Attributes: Strength 8, Reflexes 18, Looks 14, Intelligence 15, Psychic talent 9

ATTACK 17	Short sword (d6, 3 points)
DEFENCE 8	Armour factor 2 (Leather)
MAGICAL DEFENCE 7	
EVASION 7	
Health Points 12	
STEALTH 23	
PERCEPTION 12	

Equipment: Lockpick (hidden in armpit),

Appearance: **Magpie** is a very deliberate and cultured looking man who is small but well dressed. He enjoys a challenge and will risk much to pick a lock but doesn't fight, declaring haughtily that *“Fighting ain't what an artiste like myself does!”*

Background: **Magpie** is quite simply a genius with locks, and can unpick anything, given enough time (90% chance). He was once imprisoned by Hadric, for an outrageous attempt to steal one of his sceptres, when Valien, the King's spy master offered him a deal: work for the King or go to the gallows. **Magpie** took the deal and worked with many of the King's most trusted agents over the years, including **Quicksilver**. His job was to get them into places that were supposed to be impenetrable and he was very good at it. Eventually, the little man got bored and greedy and stole something whilst on a job for Valien. He then disappeared into the runnels of Ongus and now travels Ellesland, never staying anywhere long, so that his crimes will not catch him up. Valien would like to know the whereabouts of this little sneak, but **Magpie** learned a few tricks from people like **Quicksilver** and knows how to keep a low profile. He is in **Lord Bracewell's** dungeons for trying to break into his personal vault in Graveshead.

Reynard (5th Rank Sorcerer).

Attributes: Strength 9, Reflexes 9, Looks 11, Intelligence 18, Psychic talent 16

ATTACK 13	Short sword (d6, 3 points)
DEFENCE 7	Armour factor 1 (robes)
MAGICAL ATTACK 23	
MAGICAL DEFENCE 11	

Magic Points 19
EVASION 4
Health Points 10
STEALTH 15
PERCEPTION 7
Rank Eq 5

Equipment: Crystal of sound shaping: this cone-shaped crystal radiates an invisible barrier that traps sound. The barrier is about 15 feet in diameter (although the wielder can alter the barrier to enclose any shape of about the same volume) and no sound emanating from one side of the barrier can be heard by anyone on the other side. Sounds created inside are completely contained, no matter how loud, whilst anyone inside is unable to hear sound that is created outside the barrier. Only a Sorcerer or elementalist can use it.

Appearance: Reynard is a thin and austere looking man, who is almost bald and usually wears an expression of amused disdain, even when addressing **Lord Bracewell**. He is tall and agile and usually well dressed in ermine-lined cloaks, for he is descended from the nobility of Ereworn and retains a slightly regal air.

Background: Reynard is a Sorcerer of some power, who lives high in the moors of Northern Albion, deep in the Helfax Wood. His family migrated here from Ereworn a century ago and have never accepted the True Faith. Hence he still worships the shadowy deities of the Old Religion. When **Reynard** was a boy, he was stolen away by a Fey race, known as the *Merefolk*, who live at the bottom of a lake. They taught him the ways of power so that they could use him, for the *Merefolk* wanted revenge on mankind for stealing the land and crafted **Reynard** to be their instrument. But their plan failed because **Reynard** used his powers to escape and he seeks to oppose these creatures. **Reynard** is ambitious and heard tell of the *Libram Noctales* via divination spells. He entered **Lord Bracewell's** service to gain access to the book but quickly grew to despise his “master” guessing many of Galwain's secrets. **Lord Bracewell** needs **Reynard** because he cannot translate or decode the Book, yet the mage grows impatient because he only sees the scraps of text that Galwain gives him: never the actual book, which is locked in Galwain's study. **Reynard** tells himself that he will use the power of the book against his enemies, the *Merefolk*, but does not realize the corrupting influence of the tome and is also secretly in love with power.

Combat: Reynard does not really like killing and so prefers to use spells like Transfix to take out his enemies, or Banish to “take a hostage”, He will attack with a Shadowbolt if threatened by a rival spellcaster.

Wulfric (6th Rank Assassin)

Attributes: Strength 14, Reflexes 18, Looks 12, Intelligence 14, Psychic talent 9

ATTACK 21
DEFENCE 9
MAGICAL DEFENCE 9
EVASION 8
Health Points 16
STEALTH 24
PERCEPTION 14
Rank Eq 6

Morning Star (d6, 6 points)
Armour, Hauberk, AF 3

Equipment: Dust of transformation (Giant Hawk), 3 Smoke Jars, 2 Flash Pellets, 200 gold crowns (when first encountered in the Hudrin tomb).

Appearance: **Wulfric** is a lean-faced gangly man with red hair who looks like any ordinary labourer and is unremarkable and unkempt. He dresses in ragged clothes that will hide any weapons he carries and tries to conceal armour, because he likes to catch people unawares.

Background: **Wulfric** is a cold-hearted killer who only ever had one weakness: he was in love with the **Lady Elaine**. Poisoning her was the only time he ever regretted killing anyone, and it was only once he had done it that he realised how much he had cared for his mistress. After this, he became the willing servant of her undead form and now works against his former master, **Lord Bracewell**. **Wulfric** is a cunning and ruthless man who will stop at nothing to try to atone for his past transgression against the Lady. He will always try to manipulate the party with lies and deceit, never telling the truth when bluff will suffice.

Alais Cabot (Normal woman)

Attributes: Strength 8, Reflexes 13, Looks 17, Intelligence 8, Psychic talent 5

ATTACK 10	Dagger (d4, 3 points)
DEFENCE 4	Armour, none AF 0
MAGICAL DEFENCE 2	
EVASION 3	
Health Points 6	
STEALTH 12	
PERCEPTION 5	
Rank Eq 0.5	

Equipment: Cosmetics and a set of ornate combs.

Appearance: **Alais** is a blonde and very comely young girl, who is spoiled and used to being pampered. She is a little empty-headed and tactless, but innocent enough.

Background: **Alais** has lived a sheltered life in the village of Troneford, with her Father and brothers, all her life. She is naive, overly optimistic and annoyingly cheerful: convinced that life will always turn-out alright, because so far, it has. She is unaware that her father needed her to marry **Lord Bracewell** because of debts he has run up with Galwain. **Alais'** head is just full of the idea of being “Lady of the Manor” and of wedding dresses and she little realises what her fate would be if she ever does marry **Lord Bracewell**.

