

DUNGEONS & DRAGONS®

Basic Game Adventure

The Veiled Society

by David Cook



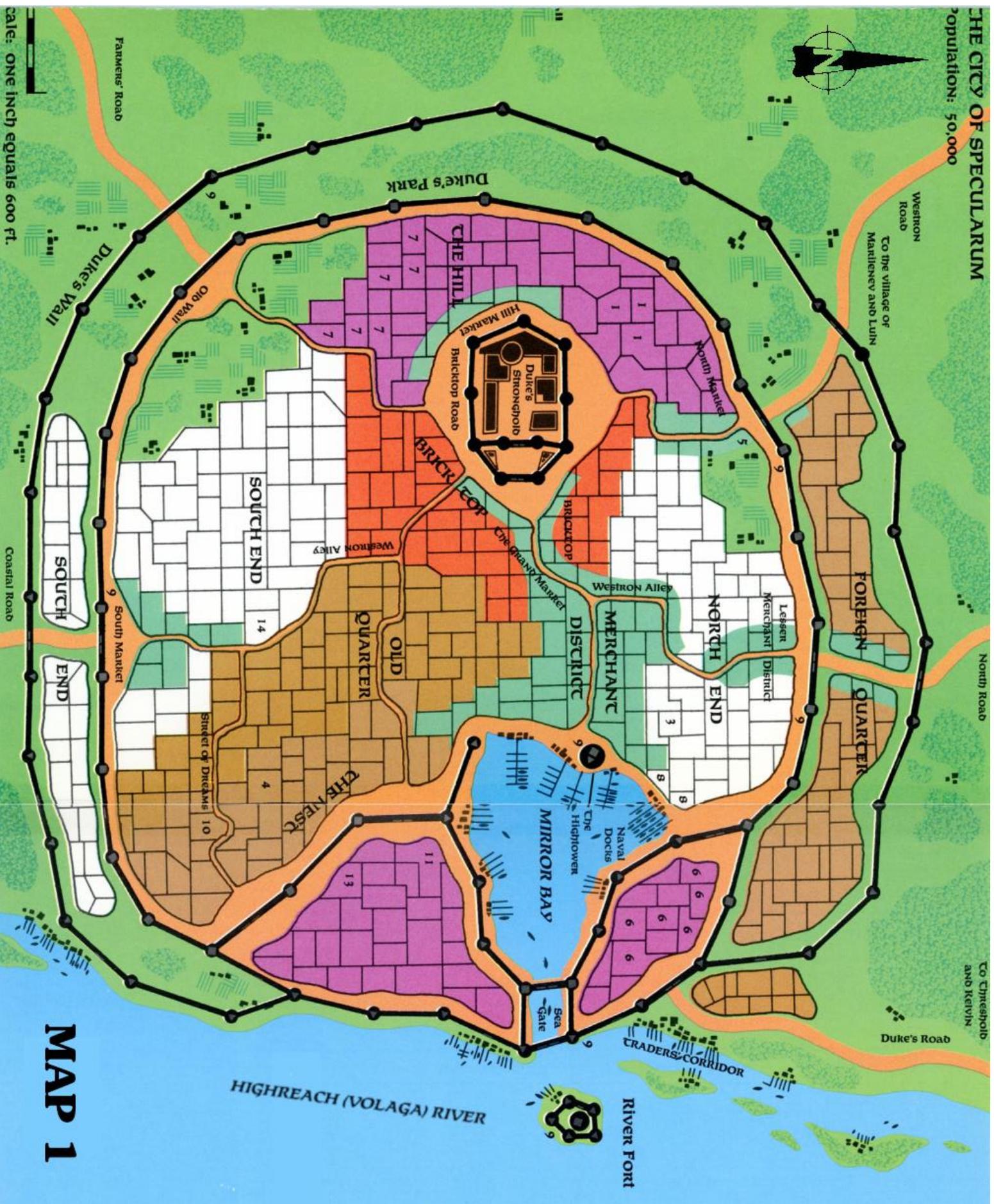
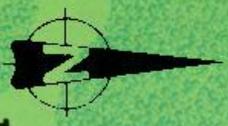
Specularum. Three warring factions, one murder. The Torenescu, Radu, or Vorloi – who is responsible? An adventure for character levels 1-3



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THE CITY OF SPECULARUM
Population: 50,000



MAP 1

Preparing for The Adventure

Dawn's light reached through the window to shine on the man who sat brooding in the chair. Cartha Radu, brother to Anton Radu (the leader of The Veiled Society) was thinking. "Today is the day," he said to himself. "Today is the day to bring my plan into action." He smiled.

Below his tower window, the city-folk slowly awoke. Today was the Festival of Lucor. The goodwives flung open their shutters to the morning. Fishmongers and hawkers heartened their cries. Actors and jugglers filled the streets, up from their beds of straw in the stables.

On a dusty road a few miles south outside of the city, a small group roused itself. Some stretched their cramped bones, pained by a night on the damp grass. Others polished their swords and armour. With little ado, they packed their small camp and set out on the road once more. The excitement tingled among them, for today they would reach the city of Specularum – home of their new fortunes!

The Paper Sculptures (Optional)

The "Veiled Society" includes paper sculpture buildings which will introduce a three-dimensional element into your campaign. Cut out and build the paper sculptures found at the end of this book. Your players may then see what the city looks like and where events occur.

In the centre of this module you will find several pages of drawings and diagrams to assemble and use during play. These sculptures are buildings and other features of the city that form scenery for the encounters.

Some encounters take place on the streets of the city. Maps provided in the adventure show how to place the paper sculpture buildings to form the scene. This set-up serves as a 3-dimensional map for the adventure.

You can continue to use these sculptures in other adventures for your own creation. Once you are done with play, simply store them carefully in a box until you need them again.

To build the sculpture, you need scissors, a ruler, glue, and coloured markers or pencils. The instructions for assembling the paper sculptures are on page 10. Read these instructions carefully before doing anything with the sculptures.

On the fold-in panel of the back cover are several characters to cut out and use during play. Many of the ADVANCED DUNGEONS & DRAGONS® Metal Miniatures are also suitable for use in this adventure.

Specularum

The Veiled Society is an adventure that takes place in the city of Specularum: the capital of the Grand Duchy of Karameikos. Both the city and the duchy are ruled by Duke Stefan Karameikos III. Specularum is the Duke's home and the trading centre of his duchy. In total, about 50,000 people live in, or very near, the city. They are farmers, craftsmen, sailors, and traders.

Specularum is located on the Highreach (Volga) River that flows out to the Sea of Dread. This river allows ships to carry cargo inland to a number of towns in the duchy.

The city is protected from attack by inner and outer walls that encircle it and the port. Each wall is dotted with towers manned by troops from the garrison of 500 men. The Duke's stronghold is located on a hill within the city, and has its own wall for extra protection. The stronghold houses the Duke's elite troops, the Elvenguard. The entire Elvenguard often patrol the forest lands to the north and sometimes act as the Duke's bodyguard.

Outside the city walls is the Estate of Marilenev, which consists of many farms. These farms surround the city.

Specularum is a crowded, noisy, and unsanitary place. It is like the medieval cities found in Germany and Italy. The streets are very narrow, twisting, and dark. There is no sewage system,

except for trenches in the centres of streets. Pigs, chickens, geese, and goats are not uncommon in the poorer sections of the city.

Most buildings stand one or two stories high, and are made from dried clay, brick, or mud and wattle, constructed on a wooden frame. A few buildings are made of stone or fired brick. Most businesses are on the ground floor, with the owner living upstairs. Water is drawn from public wells, or from the river when the tide is flowing out.

Crime and gangs are not uncommon. The gangs meet near the city walls and in the squalid sections late at night.

Three families are engaged in a struggle for power in Specularum. Each faction is identified by that family's name.

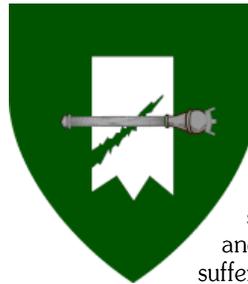
Radu



At a still-spritley 63 years, Anton Radu controls his family and organisation with an iron, but hidden hand. He is assisted by his brother Cartha, his sons Zweis and Antonito, and their sons Theodosius, Emil, and Pieter. They are also the leaders of the secret Veiled Society, which uses terror and crime against all enemies.

Only some members of the Society know them as its leaders. The Radu family has many contacts in the business and market areas of the city. Their strong control over the waterfront and wall districts of Specularum greatly influences the shipbuilding and import/export businesses. The Radu are attempting to gain control of the money-lending institutions and businesses of the city so they may dictate terms to the Duke.

Torenescu



Once a powerful faction controlling the everyday business of the city, the Torenescu family has been weakened by the death of its leader, Christoph Torenescu. It is currently headed by his son Aleksandar, a youth of 26. Because of Aleksandar's young age and internal squabbling (especially between Aleksandar and his uncle, Boris), the Torenescu family has suffered a loss of power and followers. The

family wants to return to its former glory. The Torenescu still have a great deal of political influence and discreet control on "The Hill", the noble district of town. Others siding with Torenescu include Lady Magda, Yaros (one of the Duke's Privy Councillors), the "Lord" Dimitros (the self-styled prince of beggars).

Vorloi



Considered by the other factions to be an upstart, the Vorloi family has refused to fit the political mould. The faction is openly controlled by Baron Vorloi. Drawing on his resources as a successful merchant, Baron Vorloi maintains a fleet of merchant ships in defiance of the Radu family. He resists all of their attempts to control his business (or the business of those who side with him). The Torenescu are no

more pleased with the Vorloi, since the Baron refuses to side with them simply because the Torenescu represent nobility.

Vorloi prefers that he, and those who side with him, be left alone. He has been able to maintain privacy through his influence in the military circles around the Duke. He hopes to gain more power to wring important trade concessions from the Duke. To reach this goal, he tries to prevent open strife and silence any bad news that might reach the Duke. Preventing any problems keeps other families from gaining favour from the Duke.

Other members of the Vorloi faction include the Baron's daughter Marianna, Mikel (the Commander of the Guard Phorsis),

and Admiral Hyraskos. He also has a son, Grygori. Unfortunately, the boy is simple-minded and foolish, much to his father's disgust.

Running a City Adventure

Most adventures occur in dungeons, but this adventure is very different. The action takes place in a city. Players will often surprise you with their decisions and actions. As they become involved in the events of this adventure, their characters will go to places and do things that are not explained here.

Allow the characters to visit places not shown on the maps. Have the player write down the name of the place, its location, and any important facts about it. If the character returns to this place, have the player remind you about the important details. This makes your job easier and encourages the players to pay attention and remember details.

Characters will also deal with NPCs that are not detailed in the adventure. Do not panic! Have fun with your duties at DM – take the role of the NPC and play it like an actor. Give these people character and emotions. Give the players reason for remembering NPCs. Again, if the NPC is important, have the player note facts about him – where he can be found, what he is like, and what he knows.

Encounters

This adventure is divided into a series of separate encounters. All encounters, when linked together and played in order, make a complete adventure. The encounters are unlike many other D&D® adventures. In these encounters, it is likely that the players will not always act as a group. Some of the characters may side with one family, while others may be drawn to another. If this happens, characters may find themselves in conflict with each other. This is allowable; however, do not force the player characters into situations where they must kill each other. Allow them to escape the situation, but do not make it easy for them.

There are no random encounters in this adventure.

If the characters need to find a fairly common person (a street urchin, beggar, merchant, etc.), they will not have much trouble. If they want to find an unusual type of person (a cleric, fighter, magic-user, noble, etc.), they must go to a place where that person can be found (a temple, for example) or spend time and money visiting inns, markets, and taverns asking questions. If the characters want to find or speak to a particularly powerful or important person, their chances are almost non-existent unless they have important information or reason.

The city has several churches, mostly for Lawful clerics. There are a few Neutral churches, but not many people attend. There are even Chaotic churches; these are very secret and do not advertise their existence in any way. If the characters need healing or similar help, they may obtain it if their cleric goes to his church. Of course, the player characters are required to make some type of offering (anything from flowers to magic items) and may be required to do some service for the church.

NOTE: NPCs listed as Normal Humans have a -1 chance to hit and a -1 on saving throws. They save as a 1st level fighter. Characters heal 1 hit point per day of rest. Rest means no fighting, magic using, or travel more than within an inn (upstairs, downstairs, etc.).

The Festival of Lucor

Anton Radu leaned forward, resting his bony arms on the table. He looked carefully at the others – Zweis, Antonito, and Cartha – trying to guess their hidden doubts. “Is it true that Lady Magda will be in the festival?”

“Yes, father,” Zweis replied. “She is to lead the Parade of Maidens from the castle.”

“The members have been informed. All will be ready,” Cartha softly rumbled.

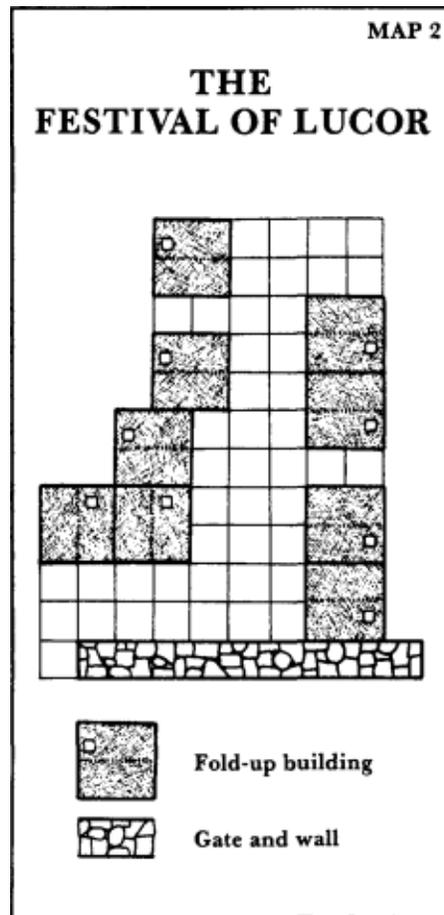
“And our friends, Antonito, do they suspect?”

“My spies report nothing, father. No one suspects.” Antonito quickly dropped his gaze from his father's eyes.

“Very good. Then, at the Festival of Lucor, we will proceed.”

Entering Specularum

MAP 2, below, shows how to place the fold-up buildings for this encounter. Place all but the character pieces as shown.



This encounter will acquaint the players with the city and how things are one here. It also encourages the players to join different sides of the power struggle. Allow the players to ask questions and learn about their surroundings as they play. Be ready to create answers to common questions: Is there an inn nearby? How much does it cost? What time of day is it?

Into The City

The player characters enter the city for the first time. The players should place their figures outside the city gate.

The gate is open. A few soldiers with spears lounge near the entrance. They wear tabards of red and blue with a device of a ship on the front. Beyond the gate is a narrow muddy street. It is choked with people. Most dress in their best clothes and many wear brightly-coloured outfits. Jugglers and fire-eaters are scattered throughout the crowd. The noise from whistles, drums, singing, and happy chatter makes talking normally difficult.

“Halt! Do you wish to enter Specularum?” shouts a guard inside the gate. “The tax is 8 silver pieces, each of you. All but daggers must be bound with cloth. Unbound weapons are fined. Murder by unbound weapon is punished by confiscation of property, or death for the landless. Interference with the Duke's men gets you prison. Treasonous activity is especially nice – it gets you one day of slow torture and then we draw and quarter you. So enjoy yourselves.”

The guard appears quite bored. He tries to watch the festival out of the corner of his eye as the characters talk to him.

He recites his speech from memory, becoming interested only when he begins talking about the punishments doled out for crimes.

The guard collects the tax from the player characters (3 of the 8sp goes to his pocket). He checks all weapons to see that they are secured. He lashes swords with thongs and wraps spears and the like with rags. It will take characters one round to remove the bindings from their weapons. After binding the weapons, the guard forgets about the characters and turns his attention back to the festival. The guard has lived here all of his life and can answer most questions asked about the city and what is going on.

Beyond the gate swirls a crowd of people. Mud churned up by stumbling dancers cakes on the crowd's boots. People jostle each other, straining for a look at acrobats, knife-throwers, dancing bears, and minstrels. The smells of sweat, sewage, grilled meat, bread, and wine mingle in a strange, but offensive odour.

Suddenly, the crowd sways to the sides of the street. The music fades and changes to bells and chanting. Statues carried by several men seem to float above the heads of the crowd. A sedan chair, borne on the shoulders of clerics follows.

"The Procession is coming!" shouts a young boy.

Advancing toward the gate is The Procession of Lucor. The Procession is a religious celebration honouring a legendary local cleric named Lucor. It winds through the streets of the city to the harbour, where a statue of Lucor is floated out to sea. Each year a woman of notable rank and importance leads the procession. This year Lady Magda, a member of the of the Torenescu faction, has this honour.

The festival is of great importance. This fact well suits the Radu. If the festival has problems – problems that look like they were caused by the Torenescu supporters – the Torenescu would be disgraced.

The Procession stops. Something is happening at its front: three men are arguing. A general hush falls over the crowd as everyone moves back from The Procession. Two men – one small, plump and pock-marked and the other tall and lean – are arguing with the lead bearer of the sedan chair.

Angrily, the small plump man says to the lead bearer, "Bald-headed fool, do you Torenescu think you own the street? There's space for all of us, without your ape-like behaviour!"

The lead bearer contemptuously waves a rod in the small man's face. "Out of the way of The Procession of Lucor, Radu rubble!"

The tall lean man, spitting on the statue of Lucor, says "That old fool? You make me laugh!"

The lead bearer strikes the tall man, knocking him into the filth. The smaller man tenses, ready to lunge.

If the player characters act, they can prevent violence. If they favour the two men, the Radu seek their following. If they side with the bearer, they are sought by Torenescu supporters. Stories of the incident circulate the city. If the characters continue to watch without becoming involved, two men in green livery break up the argument and pacify both sides. These men are Vorloi servants.

After the scene, the characters can learn more about the families by asking any of the people there. Some will reply neutrally, while others fiercely support one faction or the other. Once the incident is over, The Procession moves on.

Finding a Room

When the characters decide to get rooms (remind them by asking where they intend to sleep), they find all inns very crowded. Wherever they ask, only one room is available, a tiny thing that cannot hold more than 3 people. If they want it, they may have the room for 1gp per person. Point out that other characters might be able to get a room at the inn across the street. There are rooms for everyone, but it means that several characters must sleep at another inn. If the characters refuse to take any rooms, they must spend the night sleeping in the mud of the streets.

When the characters pay for their rooms, tell one of the characters that some of his money is missing. He has had his pocket picked. Not much should be missing, only enough to remind the characters to be careful.

During the evening, one of the following events will happen to each player character or group of characters. If possible, do not have the same event happen to all the characters. The first event should be used for fighters or other strong-looking characters, the second for thieves or a character standing outside the inn.

First Event

Read the following to strong-looking characters as they relax inside an inn.

The citizens have finally slowed their celebration of The Festival, although it has taken much time, food, and strong drink. From nearby, in this smoky common room, comes a loud tipsy voice.

A scarred man points. "Hey! You there! Want some work? Here, sit and drink. I need strong bodies. Theo is my name. You look brave. Do you want to earn some money?"

Theo explains that he is looking for trustworthy people to perform occasional duties for him. None of the missions involve doing anything illegal, but there may be danger involved. He will press very hard to get the player characters to seal the bargain. If they do, as a sign of good faith, Theo gives each player character who agrees 3gp. He will get in contact with them when they are needed. (Theo will attempt to contact the players in the "Employment" section.)

Theo works for the Torenescu and so do any player characters working for him. If the player characters ask about him, they learn that Theo is a respected wood sculptor and craftsman in the city. It is known that he does a great deal of work for the nobles of the city, and it is rumoured he has a small horde of money.

Second Event

Read the following to a thief or a character standing just outside the inn.

Outside the inn, a man walks by. He lurches drunkenly along. He smiles and nods as he passes. Suddenly, three hooded men step out of the shadows and the drunken man turns around. None of the men carries a weapon openly.

"So, new to town, eh?" asks the drunken man, who now appears to be quite sober. "You look like you need some work. Now, we have some things that need to be done, and you look fairly smart. I'm sure you'd want to help us. Are you staying here?" he asks, pointing to the inn. "Be a really good idea if you didn't leave for a while. We'll see you tomorrow night. Here, catch," he says, and throws a small bag.

With that, the men slip into the shadows and run away. The bag holds 20gp.

The men are members of the Veiled Society of the Radu. If attacked, they immediately run. However, the Veiled Society will treat the player characters as enemies from then on. If the characters ask about these men, NPCs answer evasively. The people do not like talking about the hooded men. If they ask the innkeeper, he explains that he has a quiet business and likes the idea of it staying quiet. He doesn't create trouble, and no one creates trouble for him.

If the characters attempt to go to the authorities, it does not help them. City officials will shuttle the player characters to different officials – the magistrate sends them to the warden, the warden to the constabulary, the constabulary to the bailiff, the bailiff to the magistrate, etc. The PCs will not find help – not because of fear, but because of bureaucracy, protection, and bribes. None of the officials is evil.

After meeting the members of the Veiled Society, the player characters are watched discreetly by the innkeepers, merchants, and members of The Society. If a player wishes to determine if the

party is being watched, have him roll 1d6 and add all wisdom bonuses. He notices someone watching if the result is 5 or higher. The player characters can attempt to lose anybody trailing them, but will not know if they succeed. They will not succeed.

Under The Floors

Zweis nervously looked at the others around the table. Antonito casually studied his fingernails. Anton, hunched beside a candle, flipped through papers. "Zweis looks a bit uncomfortable," thought Cartha. "Good."

"So, it didn't work as you planned," Anton said, fixing a sharp eye on Zweis. "A feeble plan and it didn't work. What do we do now?"

"Make a statement," Antonito said, grinning. "A knife in the night would teach the Vorloi peace-makes a lot. The members are impatient. They want to act, no more little work."

Anton looked at him calmly, "I then assume you would lead them? We must be cautious. There will be no more mistakes. Cartha, what do you say?"

"We cannot act so long as the Vorloi are about. Use Antonito's demonstration to deal with them."

"No, we cannot," said Anton finally. "It is too soon. There is no more to say. Goodnight, see yourselves out." Anton stood and held out a trembling arm to Zweis, who took it, and both shuffled out of the room.

Cartha looked at Antonito. "Well, what do you feel in your heart, Antonito?" he asked, "The merchant Fortunato is where I would start."

Antonito looked at the closed door, then turned to Cartha and said, "I agree. When shall it be done?"

At the Inn

If the characters gather at one inn the next morning, read the following. If the group does not gather in one place, read the following to either group.

It is morning at the Inn. The innkeeper's daughter is sweeping last night's dinner off the floor, while a cat stalks something in the corner. Suddenly, the door to the street swings open, and an elderly lady frantically looks about.

"Please! Some kind sir come quickly to help me!" she pleads with panic overcoming her. She looks about for anyone to answer her. "Oh, save me! There are demons in my cellar! I hear them at night, talking to each other. They want to catch me. Please!" she says, falling to her knees.

The Innkeeper runs in, kneels beside the old woman, and tries to comfort her.

"Goodwife Thanato," he says, sounding concerned, "What are you doing? Sit down properly." He turns, saying "Could anyone help this poor old woman? Could anyone look in her cellar to find the problem?"

If the party does not ignore the hysterical woman, she clings

to them, telling her story. Something, she swears, is in her root cellar. She can hear it moving about – sometimes during the day, but mostly at night. Things are moved and food is missing. Just minutes ago was the worst. This time she heard voices and they were calling to her. She begs for the party's help. Behind her, the innkeeper quietly holds up a gold piece and points to it.

If the party still refuses to help, the innkeeper leads one character aside. "I'll throw you into the street, heartless dogs, and spread your names as debtors to all the inns in the city, if you don't calm this old lady's nerves! Don't think my guild can't make you miserable."

The old woman leads the characters to a house a few feet away from the Inn. She shows them the entrance to her root cellar. It has a trapdoor at the back of the kitchen, beside the brick and plaster oven. She refuses to go any further.

1. Goodwife Thanato's Cellar

A ladder leads to a dry, dirty cellar. Bags are piled against the walls, and cobwebs fill the corners. A sack of dried apples lies spilled across the floor. A squeaking and scratching noise comes from near the southeast corner.

If the party turns to look, they see a big rat run along the south wall and scuttle through a crude doorway. If the characters follow into the next room, they will see a shadow move in the southwest corner of that room. Careful investigation of that corner will reveal a hidden entrance to a narrow passage. Characters taller than a halfling must stoop to use the passage.

If the characters stay in (or move back to) the original room:

You then hear a clattering noise, and whispering sounds fill the room, but there is no apparent source.

If the characters listen carefully while moving about, they find it is loudest in the northwest corner of the cellar. Careful examination of that corner reveals a small passage behind a sack of grain. Characters taller than a halfling must stoop to use the passage.

2. Refuse Pit

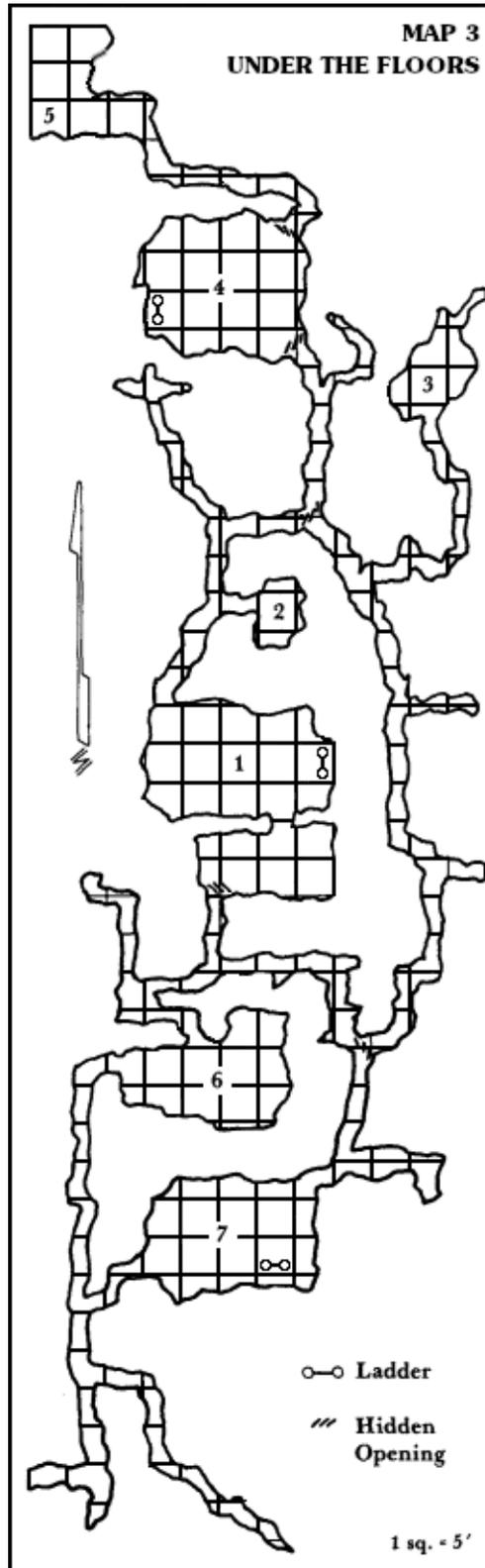
This small side-passage reeks of rotten eggs. The walls are oozing with slime. A sudden scraping noise is followed by a loud, wet plop as runny garbage falls through a hole in the ceiling.

The characters find themselves knee-deep in rotting, runny garbage from an Inn. An old cistern above the room has collapsed leaving a hole in the ceiling.

3. Kobold Exploration Party

You see dim, flickering torch light coming from a cave ahead. From the cave also

comes the sound of several creatures. As you approach, you see a group of 10 kobolds, in the middle of the room, struggling to place a wooden support beam. One turns and notices you, then begins to jibber. The beam slips a few inches and a small hail of dirt falls over the room and the kobolds.



The tunnel to the room collapses in billows of choking dust. One of the kobolds hisses, "Come and help us, or we will all be trapped!"

If the characters assist, the kobolds (AC 7; HD 1/2; hp 2 each; MV 60' (20'); #AT 1; D 1-4; Save NM; M 6; AL C) will let go of the beam when the character approach. A successful initiative roll allows the characters to grab the falling beam. If they are unable to grab it, the ceiling collapses and does 1hp of damage to each PC. It will take the characters one round to free themselves from the rubble. In that time, the kobolds will attack while the characters cannot fight back.

The cave-in behind the characters can be dug clear in one turn. Near the beam are several kobold-sized tools, a bag of spoiled food, and a small pouch containing 5gp.

4. Fortunato's Cellar

Ahead you see a dim light. As you move closer, the air takes on a dry and musky smell and you begin to hear muffled noises. As you enter what is clearly a cellar, you see cured hams and sausages hanging from the beams. Also, in the centre of the room, you see two hooded men busily digging up the floor. A large bundle lies nearby.

"Come on," says one man, "I think this is deep enough. Let's get it buried and go."

"No," says the second man, "It needs to be deeper. Nobody can ever find this but us."

If the men are not disturbed, they dig a little more and load the bundle into the hole. They fill the hole with dirt, move some items over the spot, and then leave the cellar. If the players reveal themselves, the two men attempt to flee. In the bundle is the body of a young woman, Lucia Vorloi, recently murdered - see **The Investigation** for more information.

If captured, the men (AC 7; T3; hp 8, 7; MV 120' (40'); #AT 1; D 1-8; M 6, 10 during questioning; AL C) advise the characters to release them. Otherwise, they say, members of The Veiled Society will harm them. Lawful characters should not allow the men to be murdered. They must turn them over to the relevant authorities, or suffer an alignment change to Chaotic. If a character is at 1st level when this happens, it take the character 3 times as many Experience Points to reach 2nd level.

5. Under a Garden

This large earthen cavern is covered with a pool of ankle-deep mud. The room is criss-crossed with supporting beams, and planks cover the roof. Large blobs of mud seep down between the cracks. Across the chamber, three thin and naked men shovel by the light of a feeble lantern. Three ugly, armoured creatures watch them work.

If the characters enter the chamber, one of the workers drops his shovel and runs toward them. The 3 hobgoblins (AC 5; HD 1+1; hp 7 each; MV 90' (30'); #AT 1; D 1-8; Save F1; M 8; AL C) shout foul curses at the characters and charge.

If the characters defeat the hobgoblins, the naked men rush forward and fall at the characters' feet thanking them profusely. The men were captured almost a year ago and have been digging tunnels under the city ever since. The naked men do not fight, but do not leave the characters until the party goes to the surface.

6. The Unburied Dead

This chamber was once the cellar of a house. It is now choked with rubble, burned beams, and dirt. Several paths can be carefully picked across the room.

A chuckling sound continually echoes throughout the room. A glowing light, taking the vague form of a person, floats about the room, passing through beams. The sound seems to come from it. The form passes through a wall and disappears from sight.

If the characters search the rubble, they find pieces of bone -

perhaps once a person. As soon as the bone is found, the glowing light and laughter comes again. Whether the characters strike at the light or not, it does not harm them. Hidden under a loose beam in a charred box are 3 pieces of half-melted jewellery worth 600gp each.

A faint sliding sound follows a loud snapping.

The legs of three characters (determined randomly) are grasped. Roll for surprise. The gripped characters are thrown to the floor as 3 Zombies (AC 8; HD 2; hp 5 each; MV 120' (40'); #AT 1; D 1-8; Save F1; M 12; AL N) burst up from the rubble-covered floor.

7. Turano's Guest House Cellar

Along the south wall of this cellar is a large pile of dirt. Near the open tunnel mouth is a small wheelbarrow. It is loaded with shovels and picks. Wooden beams are piled neatly in the centre of the room. In the southeast corner is a ladder leading to a trapdoor in the ceiling.

There is a scraping of wood on wood, and a ray of light shines into the cellar from a crack in the ceiling. Someone is opening the cellar door.

A hooded man (AC 5; F2; hp 12; MV 120' (40'); #AT 1; D 1-8; Save F2; M 8; AL C) begins to come down the ladder. He is not expecting anyone, but will notice the characters if they are in plain sight. If he sees them, he flees. If not, he takes a shovel from the wheelbarrow, and goes up the north-east tunnel to room 4. The man is a member of The Veiled Society. He knows the tunnels are being dug to enter the houses of their enemies. See **The Investigation** for more information.

The Investigation

If the characters discover the murdered woman (see **4. Fortunato's Cellar**) and report it to the authorities, they are held for questioning. The characters have no difficulty proving their innocence if they agree to an examination by a clerical tribunal. If the characters do not agree, they are considered guilty and hanged within a week.

If the murder is not reported, a servant of the Vorloi house discovers it the same day. He finds the tunnel leading to the Goodwife's cellar. She tells him about having the characters investigate and their descriptions are circulated. If the characters do nothing special, they are arrested immediately. They can prove their innocence as explained above. If the characters hide, they are contacted by members of The Veiled Society, who offer them food, shelter, and safety in return for service.

The murdered woman is Lucia Vorloi, a niece of Baron Vorloi. It is said she spurned the advances of Stephanos Torenescu, rudely insulting him for his pompous and conceited behaviour. Examining the body shows **the woman was strangled** from behind, possibly with a rope or thick cord. She has **no other injuries** on her body. Under her fingernails are a few strands of red hair. Lucia Vorloi is blond. Stephanos has light brown hair. On her right cheek and the palm of her right hand, is dried blood.

After proving their innocence, the characters are ordered to accompany a tribune (a high level fighter) to the scene of the crime. With them are two important clerics of the city. They start by going to the Vorloi House.

Fortunato's House

A well-to-do merchant, Fortunato Vorloi, and his daughter Lucia live here. Fortunato has been at sea for several weeks, and the house is empty. Inside there are signs of violence: a dagger and bloodstains on the floor, broken dishes and furniture, and torn clothing.

Several drops of a brownish liquid are scattered amongst the

bloodstains. If the liquid is tasted, it proves to be a particularly strong type of wine. Several items of value (jewellery, money, etc.) are missing, none of which is traceable.

If the characters carefully examine the bloodstains, they find a small section where the stain seems to have been rubbed away. Something may have been written there. It is hard to tell, but the letters could be BAD..., BAO..., RAD..., RAO... The message is incomplete.

The dagger is crusted with dried blood, and a few strands of red hair have dried in the blood.



Near the entrance to the cellar is a signet ring of the Torenescu Family. A short length of blood-stained hemp rope lies near the trapdoor. Careful examination by a character looking for clues reveals small bits of pitch stuck to the rungs of the ladder.

Turano's Guest House

This house is deserted, although someone was living here recently. It is a small building at the rear of a larger house owned by Turano, a butcher. He rented the house to a man named Skevlos, a black-haired, portly young man who was a travelling blacksmith. Skevlos left the house the day before.

The small house has no furnishings other than an old bed, a desk, and one chair. On the desk is a near-empty bottle containing a thick brownish, sweet, strong wine. There is no label on the bottle, but near the top is the remains of a wax seal. The seal still clearly bears the imprint of the Trousan Estates. Anyone in the city can identify the seal, even though the Trousan Estate is not local. All wines from there are sold to a few waterfront inns. In the desk is a black leather hood. Strands of red hair can be found inside the hood.

Muddy tracks on the floor lead to a trap door. The trap door leads to a cellar (see **7. Turano's Guest House Cellar**). Digging implements, beams, and piles of dirt cover the cellar floor. In one corner of the cellar is a mound of bloody bandages. Slipped down between the beams is a roll of parchment. It is a map of this area of the city. Several buildings have crosses marked on them. Marked are: this house, Fortunato's house, the Rattlebone Inn, Zweis Radu's house, and Baron Vorloi's Guest house. A careful search of these places shows that no tunnels exist other than those already found by the PCs.

The Actual Events

Lucia Fortunato was alone in her father's house. Late at night, two members of The Veiled Society, acting under Antonito's orders, entered the house through the cellar to kill Lucia. The noise they made while moving about the first floor awakened Lucia. She came down to investigate and discovered the men. Seeing them, she attempted to escape and get help. The men caught her. She slashed one (Pyrrhus the Shipwright) with a dagger she carried. While she was fighting him, the other (Dolophons Schoiniou) got behind her and strangled her with the hemp rope. The two men

fled in panic, leaving her lifeless body on the floor. Antonito, on hearing their report, ordered them to return to the house and dispose of the body.

The two men were recruited from the wharf area of the city. One man was a shipbuilder and left faint traces of pitch on the ladder. The red hairs were from the man Lucia slashed.

Riot

Cartha looked hard at Antonito, who sat smiling confidently. "It'll be all right," Cartha thought, "so long as that worthless rat of a nephew keeps his mouth shut. The little fool doesn't even realise the trouble he's in. I do not need to concern myself with Zweis for now."

Cartha watched as Anton leaned back in his chair. "My God," thought Cartha, "He's smiling. Does he approve of Antonito? What's he up to? Well, I best find out," Cartha glared at Anton and finally said, "So brother, you called us here. Please explain. I'm very busy."

"I will get to you in due time, Cartha," Anton said pleasantly, "First, I would like to talk about Antonito."

"Antonito is still smiling," thought Cartha, "What is he up to?"

At the mention of his name, Antonito's smile wavered a little. "Ah, now he's worried," Cartha decided. "Good. Maybe brother dear will crush him. That would suit me well."

"Antonito, there was a killing a few nights ago. Did you know that?" Anton leaned forward.

"Yes, father, I heard."

"Ah, you heard. Indeed, I'm sure you did. Are you such a fool to think that I would not know? Only because you are my son do you sit here! Only because you are my son will you walk out of here today! You have ruined our plans. Now we must fix your mess."

Anton turned to Cartha. "What about you?" Cartha flinched, thinking he was doomed. "Can you correct my headstrong son's error?"

"He doesn't suspect me. Maybe I can convince him to do what I want," Cartha thought.

"Anton, there may be those who will talk," said Cartha. "They must be found and dealt with. Then there are others, asking questions. The authorities we can satisfy, but others may dig too deeply. This must be prevented. And attention must be diverted from The Society. Let us do what we can to stir up trouble for the Torenescu."

Anton leaned back, the tension slowly leaving his face. "Good," thought Cartha, "He's thinking about it. Go with it, Anton, do what I want you to." He forced a small smile. "Now with Zweis and Antonito in shame, you will depend more and more on me," he said to himself.

"Yes, Cartha," agreed Anton, "Antonito, try to redeem yourself. Find the killers and deal with them. Zweis, the public must be made aware of the threat the Torenescu poses to their safety. Spread the word to them. Cartha, you will deal with those who ask too many questions. I want no more inquisitive noses." Anton stood and padded slowly out of the room.

Across the table, Antonito glared at Cartha, his eyes showing his hate.

The Mood in The Streets

If the characters proceed with their investigation, they will notice a growing mood in the city – hotheads speak out against the actions of the Torenescu family. They are quick to blame the Torenescu for the murder of Lucia Vorloi. Some even accuse the Torenescu of being the masterminds behind The Veiled Society.

These hotheads become bolder as time passes. They start by talking among friends in inns and taverns, and proceed to gather small groups of people. Their voices become louder and stronger

as more people listen to them.

By the end of the day, the speakers become quite bold. Not only do they connect the Torenescu with the murder, they also play on the common folk's dislike of the nobility, which the Torenescu represent.

As the characters cross a marketplace to return to their inns sometime before nightfall, read the following:

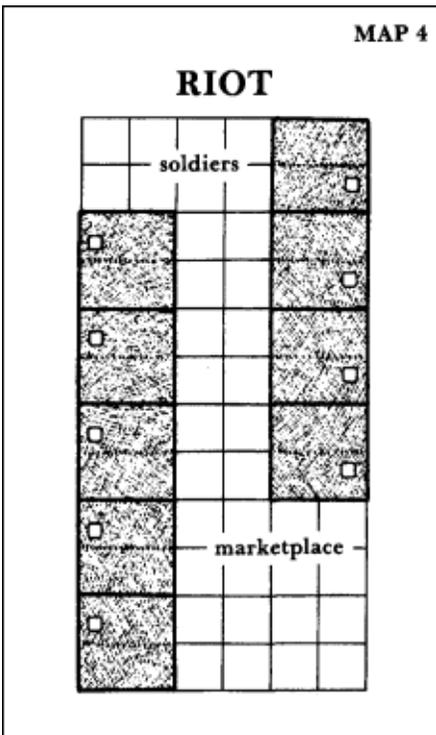
It is late in the afternoon. Most of the stalls have closed for the day, but many people are still in the market. An orator stands on the edge of the central fountain. The crowd gathers around him.

The Orator shouts, "And I will tell you, these Torenescu are dangerous. Do they care for you? Do they care for the safety of common workers? Who declares the taxes? Who steals food from your children's mouths to fatten themselves in luxury?"

The crowd is getting restless. Several men shout cries of agreement. Men raise their fists and their voices grow in number. The speaker attracts more and more people: some merely curious and others in agreement with him.

The clatter of horse hooves makes the crowd turn. Ringing the outer edges of the marketplace are 30 of the Duke's horsemen. The Orator and the crowd go silent. Three riders slowly bring their mounts toward the centre of the crowd. Suddenly, a hoarse cry erupts from the crowd and something flashes through the air. The lead rider falls, struck by a rock.

Allow the player characters to move to the edge of the crowd, if they wish. They are not allowed to cross the line of horsemen. After the rider falls, there is total silence for a second. Then, the crowd surges at the riders. The riders respond by drawing swords and charging. As soon as they charge, their line is broken and the characters can attempt to escape.



The commoners take up poles, rocks, rotten fruit, and daggers. A vicious riot breaks out. The horsemen hit the crowd, blindly slashing with their sabres. The people respond, swinging sticks and hurling stones. Horses, dragged down by the weight of clinging peasants, fall with frightened screams. Women, children, and men run in panic from the charging riders.

If a character attempts to escape without fighting, there is a 30% chance a horseman attacks him. The character can continue to move and escape even if hit.

If the character stays to fight, two more horsemen (AC 6; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-8; Save NM; M 9; AL L) arrive in the next two rounds to assist. The horses have 9 hp and move at 240' (80'). Six characters working together can pull down one horse and rider. If these horsemen are defeated, the characters and the crowd are not bothered by any other riders. After defeating the horsemen, the characters are swept up by the commoners and hailed as heroes of the common people. The characters must think and speak quickly to avoid becoming the leaders of the rioters.

Escape

If the characters break free of the horsemen and the riot, they can run down any street they wish. All public buildings (inns, shops, etc.) on the market square are closed and shuttered. The characters see the Orator running down a side street. No matter what street they go down, set out the paper sculpture buildings according to the diagram below.

If the characters do not follow the Orator, they encounter a line of 15 soldiers (AC 6; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-10; Save NM; M 8; AL L) with pull-arms and an officer, halfway down the street. The soldiers advance in an even line, turning back any who try to pass. The same thing happens on all streets leading to the market.

A young woman lets the characters in if they pound on a door. She hides them until they soldiers pass. While they are hiding, the characters hear shouting, screams, the occasional noises of fighting, and the harsh cries of orders. The air is stale and smoky. After several hours, Coelina (the young woman) tells the characters that all is clear. They can then move on the streets again without fear of soldiers. The area of the riot is very still. The dim glow of fire rises from that area.

The soldiers fight whoever tries to break through their line. If the characters follow the Orator, he ducks into a small hovel halfway down the street. The door slams behind him. Ahead, the characters can see the 15 soldiers with pull-arms advancing.

The door is barred, but any two characters can break it down. Inside is a bare room (no map required) with a trapdoor in the centre of the floor. The trapdoor opens easily. It drops down 10' and becomes a passage running roughly northwest. Far down the passage, a bobbing glimmer of light disappears. The tunnel extends for 300' before ending in a ladder leading up. The ladder leads to a room similar to the other entrance. If the characters pursue quickly, they catch the Orator (AC 9; T2; hp 6; MV 120' (40'); #AT 1; D 1-4; M 6; AL C) in this room attempting to drag a large chest over the trap door. If the characters try to capture him he resists, but if they wound him he immediately surrenders. Totally panicked, he tells the characters everything he knows, if they ask.

He is a member of The Veiled Society. He was to stir up trouble for the Torenescu by making speeches against them. He does not know who leads The Veiled Society. The Veiled Society meets in an underground chamber. There is a secret entrance in the Blue Water Mead Hall near the waterfront. This is the only entrance he knows, but he is sure there are others.

There are normally 20 members present at the meetings he attends. All members are hooded and robed with clothing provided shortly after entering. He provides the characters with a rough map of the layout but, unknown to them, it is incorrect. Use the Chambers section of **Map 5** to prepare a rough sketch for the players, but leave out some key details (secret doors, passages, etc.)

He knows there is a meeting tomorrow night. He also knows the names of Lucia's murderers: Pyrrhus the Shipwright and Dolophons Schoiniou. If asked, he tells the characters to look for them at the Blue Water Mead Hall. The Orator carries 200gp (his pay for rabble-rousing).

Leading The Riot

If the characters stay with the rioters, the commoners make them

the military leaders of the riot. In the initial fight, the 30 horsemen were defeated. The commoners loot their bodies. The characters may commandeer the horses if they wish.

Meanwhile, other commoners gather stones, throw bricks at nearby buildings, and collect wood for fires. If the characters attempt to impose order on the crowd, a large vicious-looking thug (AC 7; F3; hp 14; MV 120' (40'); #AT 1; D 1-8+2; M 12; AL C) challenges them. Waving his sabre, he demands a fight with one of the characters. The longer the characters let him talk, the more support he gets from the crowd.

He does not fight fairly and uses any dirty trick in the book he can get away with. During the fight, the crowd starts several fires in the marketplace and breaks into and loots some of the buildings on the square. If the characters defeat the thug, they are able to organise the crowd.

Fifteen rounds after the characters defeat the horsemen, 60 armed soldiers with pull-arms arrive at the square. They have orders to stop the revolt by capturing or killing those involved. The characters have 100 poorly armed rioters on their side. If anyone is captured (including the characters), they are treated as traitors. They will be tortured slowly, and then drawn and quartered. There is no appeal.

However, the characters do have a chance to fight their way out of the situation. If they decide to make an attack on the soldiers, do not try to fight the entire combat. Instead, use this system:

1. Have the characters describe how they want the commoners to attack and the order of events;
2. The character with the highest Charisma should roll 1-3 and add or subtract his Charisma adjustment. This is the number of commands followed by the commoners.
3. Let the characters decide where they will be. If they are in the front ranks, each will be attacked by 2 soldiers. If they are in the rear, they are not attacked but the commoners do not fight as effectively.
4. Have the players roll dice for a morale check of the commoners (ML 9).
5. Roll 2d6 and:
 - a. If the characters fight in the front rank, add 2. Otherwise, subtract 1.
 - b. If the characters made a plan:
 - i. the commoners follow all of it, add 2.
 - ii. the commoners follow part of it, add 1.
 - c. If the characters did not make a plan, subtract 3.
 - d. If the commoners fail the morale check, subtract 2.

If the modified die roll is 5 or greater, the commoners have won the fight, there are no surviving soldiers present, and only 20 commoners remain.

If the commoners lose the fight, the characters can still escape by fighting. The characters must defeat 10 soldiers before an escape route is opened and they may flee. However, vague descriptions of them are sent throughout the city by criers.

After The Riot

If the characters decide to leave the marketplace after defeating the soldiers, they can leave in the general confusion. If they want to continue as leaders, they must flee as quickly as possible. Each turn, ten more soldiers arrive. The characters can recruit five commoners each turn, up to a total of 1,000. No more than 400

soldiers arrive. However, the player characters can never command more than 100 rioters. The others run rampant, looting, burning buildings, and causing mayhem. The soldiers stay organised and fight savagely. They protect the Duke's castle at all costs. The Duke also has access to higher level magic.

Describe the scene as general confusion – fireballs, screaming, buildings burning, etc. Allow the players to continue as long as they like, but make it clear they will not win in the long run. Other rioters challenge their authority and the players will have little control.

The Duke immediately begins gathering troops from the surrounding area. By the next day, he has 1,000 men ready to enter the city. Anyone still rioting or suspected of rioting is killed.

Employment

As the second day wears on, the tensions of the riot slowly subside. The tensions have not gone. They are only hidden and waiting for a new spark. The mood in the city that evening is grim.

Read the following section to player characters hired by Theo (of the Torenescu faction) when they return to their inn.

Back at the inn, the innkeeper calls out, "Excuse me, but a gentleman called for you while you were out. He gave me a message...let's see...Ah. Yes. You were to go to...it was to go someplace and get a package, that I know. The Senator Eipistlo's house. That's where you're to take it. Ah, from the Jade Sea – a boat down at the wharf. And there was a warning, too, gentlemen! He said there were those who would try to take what you carried."

Characters contacted by The Veiled Society receive the following message as they are out on the streets.

From somewhere along the street comes a whistling noise and a loud thunk. Quivering in the wall nearby is a dagger. A shadowy figure slips into the crowd and disappears. A note tied to the dagger reads:

Be at Vinter's Lane tonight before the second bell. Go to the wine shop on the corner. Be ready. Do not fail. The next message will be more pointed.

The following encounter is for the characters headed for the "Jade Sea".

The "Jade Sea" is finally visible ahead. The hour is late. The sun has set and the remaining dusk light is filtering out of the sky. The sea wall and the city are behind. The deckhand, a wizened old man, does not look friendly.

He snaps in a screechy voice, "What do you want? Who sent you here?"

Whether the party answers him honestly or not, his mood changes and he becomes very helpful.

The old man scampers off. In a few minutes, he returns with another man. The deckhand grins and nods.

"Here's your package, mateys! Hee-hee, have fun, y'ubbers!"

"I am Simion Torenescu," says the other man. "I am a statesman. It is important that I reach the Senator's house in secrecy. Since you are new to town, you will not draw the attention the Senator's bodyguards would. Will you help?"

Suddenly, a number of ragged-looking men approach the base of the gangplank. The men carry swords and clubs, but do not raise them. One man steps forward and kneels on one knee.

In a slightly mocking tone, he says, "Oh Lord Simion, our sovereign master Prince Dimitrios, Ruler of The Beggars, sends us as his solemn oath of homage to the Torenescu. Receive us into your service."

At this, Simion laughs uproariously, clapping his hands and stamping his feet. "Well said, dog of a beggar," says Simion. "And so you shall join my bodyguard!"

If the characters try to advise Simion against taking these

men on, he does not listen to them. Statistics for these men follow **The Ambush** section.

The party may recommend any route through the city they wish. Simion wishes to reach the Senator's house as quickly as possible but settles for a reasonable compromise. He has a map of the city. Allow the players to see the city map printed on the inside of the module screen. To cross the sea wall, the group must take one of three roads. There are Veiled Society spies on each road.

Veiled Society Men

When the characters contacted by The Veiled Society reach Vinter's Lane, read the following encounter.

Vinter's Lane is a dark and lonely place this late at night. The lane is narrow and foul, like most of the smaller streets of the city. Small tented booths and little shops line both sides. The air smells heavy of yeast and wine. Ahead, a lantern shines outside a small booth. It is the only place that is open. The banner along the side says, "Aristo, Wine Merchant."

The only person in the booth is a fat, sweaty old man of about 60. Around him are bottles and jugs of wine.

"Gentlemen, you have chosen well to come to me," says the man in the booth, "I, Aristo, am the finest dealer of wines in the city! What would you..." He stops in a fit of coughing and hacking.

Before he can continue, 10 men appear: 5 at each end of the street. They all wear black hoods. They stop 10' away from the booth.

If the characters do nothing, one approaches.

"Here," says the hooded man, holding something out. "Take these and put them on. You are armed? Then come with us quickly."

The men wait for the characters to join them and then lead them through many twisting alleys to a dark street corner. Here, a hooded man turns to the characters.

"You are now one of us," says the man. "If they catch you, they kill you. If you betray us, we kill you. Act in our name but without our blessing, we kill you. Work hard for us and you will prosper. Once with us, you cannot leave us."

A boy runs up to the group and speaks to one of the men. At his word, the group runs through the twisting alleys. The group arrives at a section of a street. They throw hoods over the street lamps. The leader of the group motions the men into three different positions.

The Ambush

Set up the paper sculpture buildings according to Map 5 below. The points marked by an "X" are the three points where The Veiled Society men are located.

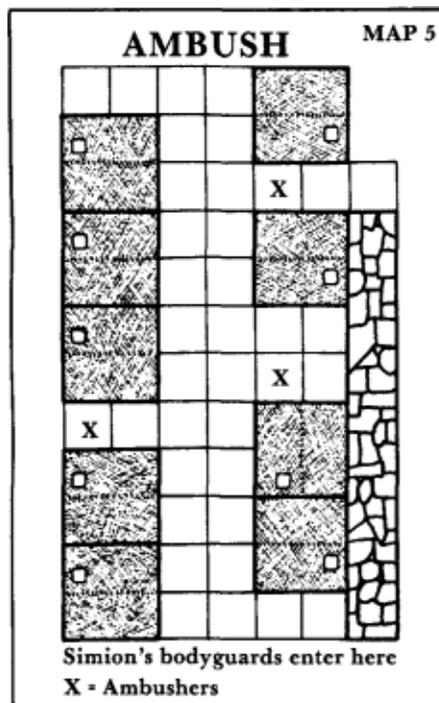
Allow the characters involved with The Veiled Society to select where they will place themselves. With them are five other members of The Veiled Society.

Play this part of the encounter in two separate groups --- one group of characters acting as bodyguards and the other group as Veiled Society men. Each group should not be allowed to hear what is said to the other or to know what its members are doing. If this is not possible, do not allow player characters on one side of the fight to take actions based on information known only to the other side.

Simion (AC 9; HD 1; hp 5; MV 120' (40'); #AT 1; D 1-4; Save NM; M 9; AL L), the 10 beggars (AC 7; T1; hp 3; MV 120' (40'); #AT 1; D 1-4 or 1-8; ML 6; AL N), and the player character bodyguards enter the street from the north end. The group may be arranged however the players want, just as long as Simion is protected.

The Veiled Society player characters receive orders to be ready to attack on the leader's signal. They must attempt to capture or kill Simion. He must not be allowed to try to make peace among the factions. A good description is given of Simion.

He is the only one that matters. The characters may deal with the others as they see fit.



When the bodyguard reaches the middle of the street, The Veiled Society attacks. All attacks made by the 15 Society members (AC 4; F1; hp 5 each; MV 120' (40'); #AT 1; D 1-4 or 1-8; M 9; AL C) are intended to reach and kill Simion. If possible, they avoid fighting other characters (NPC or player). Unless the characters have made preparations, it takes them one round to remove their bindings. All NPCs use fake bindings that can be removed without loss of a round.

If the characters capture any of the men, they have one chance to break his morale. If they are successful, the member says that a red-haired man hired them. No one knows this man.

If captured, this man (AC 3; C3; hp 13; MV 120' (40'); #AT 1 +3 to hit; D 1-6+3; M 10; AL C) makes a show of resisting and then apparently breaks down. His name is Flaviare. He has red hair. He "confesses" that the Torenescu hired him to kill Lucia, and that they control The Veiled Society. But he is not the murderer. He has no wounds other than those he may have obtained struggling with the PCs.

At the end of the fight, if Simion is still alive, he continues to the Senator's house. The characters escorting Simion are paid 500gp each and sent away.

If the Veiled Society kills Simion, those characters will be paid only 200gp each. They are told they will be contacted as needed.

Further Investigation

After the ambush, the characters can continue the investigation into Lucia Vorloi's murder. They should have several clues to work with. Each clue and where it leads is listed below.

Red Hair

Red hair was found under Lucia's fingernails, in the dried blood of the dagger she used against her murderer, and in the black hood lying in Turano's Guest House.

These are hairs from one of the two attackers. As a clue, it does not provide much information to the characters, but it will help them identify one of the men. No one in the Torenescu family has red hair. No one in the Radu or Vorloi families has red hair.

Pitch

Some pitch was found on the rungs of the ladder leading to the cellar.

Pitch is used in sealing boats to make them water-tight. The characters can check for places that have or sell pitch. There are 4 major suppliers, all down on the waterfront. All have seen, at some point, a red-haired man. They all sell pitch to anyone who wants it – fishermen, boatbuilders, housewives, etc.

Blood

As learnt previously, Lucia Vorloi was strangled with no wounds to her body. The characters should be able to deduce the blood at the murder scene is that of her murderer. Furthermore, they should be able to deduce the hairs mingled with the blood must be from her murderer. In short: her murderer has red hair and has been wounded.

Ring

The ring is a false clue, planted by the attackers when they returned. If presented to the Torenescu, it take them a day to determine to whom it belongs. It is the property of Stephanos Torenescu, cousin of Aleksandar Torenescu. Stephanos was the young man spurned by Lucia Vorloi not long ago. Stephanos claims the ring has been missing for nearly a month. He does not have red hair, of course, and he also has an alibi for the time of the murder.

Writing

The three letters written in blood (BAD, BAO, RAD, or RAO) were Lucia's dying attempt to identify her attackers: the Radu, since she recognised one of her attackers when she tore off his hood.

Wine

Wine was found dribbled by the bloodstains in the Vorloi house. The wine is brought into the city on Radu ships and is sold mostly in small inns in the wharf area. Aristo, the Wine Merchant on Vinter's Lane, also sells this type of wine. If confronted, he gives the characters the names of those buyers he can remember. The names are:

Heranthes the Cobbler (innocent)
Goodman Christos (innocent)
Theodoric Angulsta (innocent)
Seraphim the Minstrel (innocent)
Pyrrhus the Shipwright (red-haired and guilty)

He says there are undoubtedly others, but he cannot remember everyone who buys his wine.

Rope

The rope was the murder weapon. It is a type of rope used in ships and other heavy lifting situations.

Do not give the above information to the characters unless they are unable to deduce it. For example, the clues concerning the Pitch and the Rope may be difficult to interpret for younger players. Ideally, the PCs will discover the meaning of the clues for themselves. Confirm obvious information (Is this the type of rope used on boats?); however, do not tell the characters they are correct if their questions are vague.

When the characters are at this stage of the investigation, it is impossible to know where they will want to go in the city. Do not try to restrict them. Allow the characters to go where they wish, within reason. The only place the characters cannot go is the Duke's castle. Furthermore, except for minor assistance, the characters cannot get any help from the city officials. Remember, the characters have no official title and are conducting the investigation on their own.

The Chase

This encounter occurs as the characters make their investigations. As they move about, they are identified by agents of The Veiled Society. Following the instructions of the Radu, The Society prepares an ambush for the characters. During the encounter, the characters are not able to get help from the constabulary or soldiers. All are currently occupied in preventing a new riot. If the characters try to get such help, make it clear that this will be of no use.

The PCs may decide to chase their attackers, if not killed immediately. It is important that you know how fast the player characters can move in a round. During the chase, if both sides move at the same rate, there is only a slight chance the pursuers will catch the pursued. Each third round of the chase, roll 1d10. On a roll of 1-2, the space between the two groups closes by one round's worth of movement. Keep track of the distance between the two sides. There are delays in the encounter that expand the distance and could allow the NPCs to escape.

Characters may possibly capture NPCs before they reach the secret entrance at E on Map 6. If this happens, the characters can still learn the location of this entrance by questioning their captives. If all the NPCs are killed, the characters will find a message on one of the bodies. The message says, "Be at the Blue Water Mead Hall tonight."

Read the following encounter as the characters head for the Blue Water Mead Hall. For the beginning of this encounter, set out the paper buildings according to the area marked "start" on Map 6.

The sounds of shouting and screaming fade. The scene of pandemonium seems far behind you. The streets are deserted here. Suddenly, an arrow flashes past you. A hooded man is standing on a side street and furiously cranks his crossbow for another shot.

Because of the suddenness of the attack, the player characters must roll for surprise. If the party is surprised, the man (AC 4; F1; hp 7; MV running 90'; #AT 1; D 1-6; M 7: AL C) fires another shot at the group. He continues to do this until the characters attack or charge him. He then runs in the direction shown on Map 6.

A. Arrow Ambush

If the characters run after the man, have the group roll normally for surprise as they round the corner. If the characters advance with caution, they notice 3 hooded bowmen (AC 7; HD 1; hp 5 each; MV running 90'; #AT 1; D 1-6; Save NM; M 6 AL N), one at each of the positions marked by an "X" on Map 6. These men are waiting for the crossbowman to lead the player characters around the corner.

The bowmen shoot once and flee. They do not melee with the characters unless forced. They run in the direction shown on the map.

B. Booth

As the last fleeing bowman passes this booth, he grabs one of the poles and pulls the fabric down. The booth collapses in a billowing heap that blocks the path for two rounds. The vendor stands next to his booth, screaming curses and angrily trying to stop anyone around him.

C. Crowd

The street is very busy. People are fleeing the area of the new riot clog the thoroughfare. All characters (pursued and pursuing) are only able to move at half their normal running speed while on this street.

D. Cart

This street has a slight incline. At the top of the incline is a fishmonger's cart. The fleeing men stop at this cart and spend one round pushing it down the slope. The cart moves at 30' per round.

The cart strikes a character on a die roll of 20. All player characters can be struck, unless the character takes specific action to avoid the cart. Characters struck by the cart take no damage, but spend two rounds being knocked down and standing up. If the characters do not stop the cart, it rolls into the busy thoroughfare and plows into the crowd. Several people are badly injured.

E. Guard

Around the corner is a dead end alley. Your quarry is not there, but there is nowhere they could have gone. Standing at the far end of the alley is a huge, half-naked man holding a two-handed sword.

The man is the guard from Room 6 of the **Chambers of The Veiled Ones**. He (AC 6; F3; hp 19; MV 120' (40'); #AT 1; D 1-10+3; M 12; AL C) is guarding the secret entrance at the end of the alley. If the characters do not advance or attack the man, he stand immobile. Otherwise he fights to the death.

The Chambers of the Veiled Ones

This is the final encounter. If the players handle the encounter correctly, they learn who murdered Lucia Vorloi and who is in charge of The Veiled Society. Less successful play will only give part of this answer.

There are several ways characters can enter this encounter. If they have pursued the ambushers, they may find the secret entrance to Room 6. If they have captured the orator or the ambushers, they have information to go to the Blue Water Mead Hall. Careful observation here allows them to find the entrance to The Society's chambers.

1. The Blue Water Mead Hall

The Blue Water Mead Hall is a bright, clean building. Inside, several sailors in the centre of the room strike up a rousing, but badly off-key, chorus of a sea shanty. One plays a simple bagpipe at a furious pace. Near them, several men link arms and begin a noisy stepdance. Their stomps punctuate the ribald words of their song. There is much clatter of mugs and talk. The tavern keeper and several potboys whisk through the crowd, slamming down drinks, and catching thrown coins. Near the back are two curtained doorways.

A red-haired man sits near the back of the room. If the characters have a description of Pyrrhus, they recognise him. If it is near evening, the man leaves the room and goes through one of the curtained doorways. If the characters approach the man, he springs to his feet and runs for the curtained doorway. He holds is right arm close to his side.

If the party catches the man and accuses him of murdering Lucia, he attempts to bluff. If the party presents any reasonable proof (true or not) or threatens torture, make a morale check for Pyrrhus (AC 9; HD 1; hp 4; MV 120' (40'); #AT 1; D 1-4; Save NM; M 6; AL N). If he fails the check, he talks, saying The Veiled Society ordered him to murder Lucia. He tells about the secret entrance to the chambers from the Blue Water Mead Hall.

If the party does not catch the man, he escapes behind the curtain.

2. Beyond The Curtain

Two men sit on the floor, near the curtain, playing dice. Both men look up curiously. Behind the curtain is a short hallway that ends in a Dutch door. The top half is open and is showing the street beyond.

If the party asks about Pyrrhus, the men point to the back door. On the street, there is no sign of him. The men try to prevent the characters from searching the hallway that hides the secret passage. One of the men is a cleric (AC 5; C3; hp 14; MV 90' (30'); #AT 1; D 1-6; M 10; AL C; Spells: silence, light, cure

light wounds) who casts a **silence** spell to cover any noise of fighting. The other is a fighter (AC 5; F3; hp 17; MV 120' (40'); #AT 1; D 1-8+1; M 9; AL C; +1 to hit, **potion of invisibility**) who tries to make his first attack when the characters turn their backs. After this, he fights normally.

3. Robing Chamber

This chamber is barely large enough for two people to stand in. On one wall is a shelf piled with red robes and black leather hoods. Otherwise, the room is bare.

The doors to this room are designed to preserve the secrecy of anyone robing in the chamber. Each door automatically locks when closed and cannot open again until the other door in the room is opened and closed. This effectively prevents more than one person or group from using the room.

4. Sirenflower Passage

The passage forks. From one passage comes the faint smell of incense and a faint glow of light. The other passage is black.

The dark passage leads to Room 5. The passage that smells of incense and shines with light leads to a Sirenflower (AC 9; HD 5; hp 24; MV Nil; #AT 0; D 1-4; Save F5; M 12; AL N). Halfway down the passage, the first tendrils of the plant grow on the wall. When the characters reach the end of the passage, the Sirenflower closes behind them. In the roots of the Sirenflower are a few bonds and rusted items. Searching among these reveals 500gp and a **potion of diminution**.

5. Meeting Chamber

If the characters have not made noise from chopping down doors, loud fighting, arguing noisily amongst themselves, etc., and they are cautious, read the following description to them.

The glow of light and a droning sound comes from down the passage. Ahead is an archway with a red light.

A large room is gloomily lit by smouldering fires. Standing along the walls of the room are 20 men, all dressed in red robes and black hoods. At the far side of the room is a man wearing a red and gold robe and a large wooden mask. His face does not show under the mask. He is speaking to the crowd in a hollow echoing voice. Behind him is a large bronze gong.

The masked leader booms, "And now is our time! The city will lie helpless before us! The people will side with us. Our enemies can be crushed. The Duke will feel our power, will hear only our voice. Those who oppose us are weak. Those who betray us are traitors." Shouts of agreement fill the air.

"Then take him, take the traitor!" he shouts, and points to one of the robed men. "He will suffer for disobeying our orders. The woman should not have been killed!"

At this, the other masked men spring toward the accused with inarticulate growls of rage in their throats. His screams of panic rise above all.

If the characters do nothing but watch, they witness the horrible death of one of the members of The Veiled Society. However, Lawful characters will not suffer an alignment change. Unless one character watches the leader, he has gone when they look for him again. After the traitor is dead, the members turn to leave, one at a time. The secret meeting is obviously over. Half the members leave by the passage to the Blue Water Mead Hall. The others leave by the secret entrance that leads to the blind alley.

If the characters act during the confusion, the 20 Society members (AC 9; HD 1; hp 7 each; MV 120' (40'); #AT 1; D 1-4; Save NM; M 9; AL C) attack them. If any member of the party watches the leader during the commotion, he see the leader slip behind the gong and disappear.

The traitor slain by the members was the man who assisted Pyrrhus with the murder of Lucia, ie. Dolophous Schoiniou. If the characters check his body, they find nothing of interest. Searching the room reveals nothing of use or value.

The leader is Antonito Radu (AC 8; M3; hp 7; MV 120' (40'); #AT 1; D 1-4+1; ML 8; AL C; Spells charm person, sleep, invisibility, **ring of protection +1, dagger +1**). If captured, he tries to place the blame for all events on Zweis Radu.

If the characters did not defeat the guard in the alley in the previous encounter (see **E. Guard** in The Chase), he is in this chamber. He is mute and attacks anyone he does not recognise. He does not recognise the player characters. He is lavishly loyal to the Radu and does not reveal anything about them willingly.

7. Cell

The room is unlit and foul-smelling. Straw crackles underfoot. There is a shuffling of chains from one corner.

Held prisoner in this room is Estaish (AC 9; E1; hp 3; M 12; AL L; Spells none), a member of the Duke's Elvanguard. He is chained to the wall. The manacles are locked around his feet and hands. No key is in sight. He is weak and has been tortured. He can barely talk.

If rescued, he shows the party all secret doors out of the room. He comes with the party, but cannot fight and can only walk with support. If the characters succeed in getting him outside, he accompanies the player characters as an NPC on future adventures. There is no question of this loyalty, although he does not accept unreasonable orders. He serves the characters in the best and wisest manner.

He has no equipment with him other than clothing. His remaining equipment (chain armour, sword, and bow) is in Room 8.

Estaish learnt a great deal about The Veiled Society during his imprisonment. He can identify the murderer of Lucia Vorloi and knows the murder was done on the orders of The Veiled Society. He knows that the Radu family is involved in The Veiled Society and is responsible for inciting the riots in the city. If used as a witness to the Duke concerning the Radu and the Society, he can destroy the Radu as a power faction forever.

8. The Secret Chamber

The chamber is brightly lit by hundreds of sputtering candles that give the room a warm, yellow glow. In the centre of the room is a table piled with books and papers. On the floor is an old man. He lies face down in a small pool of blood. Standing over him is a middle-aged swarthy man holding a sword to a younger man's chest.

The younger man shouts, "Stop him! He has slain our father! He is a murderer!"

"Get back you fools or die now!" says the man. "I've had enough meddling and foolishness." He leaps forward to attack you.

The younger man is Zweis Radu (AC 3; F3; hp 21; MV 120' (40'); #AT 1; D 1-8+1; M 9; AL C; **Sword +1**). The older man is Cartha Radu (AC 1; F6; hp 39; MV 120' (40'); #AT 1; D 1-8+2; M 11; AL C; **ring of protection +1, Sword +2**). Cartha will attempt to kill the player characters, then escape. If he is severely wounded, he attempts to fight his way past the characters and flee. During this fight, Zweis assists the characters.

If Zweis is still alive after the fight, he thanks the characters and offers them a reward. The reward is a position within the organisation – The Veiled Society. If the characters accept, those of Lawful alignment will change to Chaotic. If the characters refuse, Zweis tries to bribe them. He offers each character 500gp in jewels from a small box in the desk. If the characters still refuse, Zweis lets them go and immediately makes plans to flee the city.

If the characters search this room, they find 3,000gp worth of gems in a small box and Estaish's equipment. The dead man on the floor is Anton Radu.

If the characters try to examine the papers or take them with them, Zweis attacks. The papers are a complete account of the Radu family's actions and The Veiled Society.

If the papers are placed in the hands of the Duke or any other family, all members of The Veiled Society and Radu faction are declared traitors and sentenced to death.

Not all members of The Veiled Society are captured. Those that escape learn of the characters' involvement in the family downfall. This can be a starting point for adventures as the Radu faction tries to take revenge on the player characters.

After The Adventure

This adventure is only a small sample of the life in such a large and varied city as Specularum. Within the walls live thousands of people. There is an endless variety of what can happen. This adventure gives your players a starting place: a knowledge of the city and its politics. The politics are not over with the destruction of the Radu. As the characters increase in level and importance, they can become more involved in the affairs and intrigue of the city and the Duke's court. These adventures are left to your imagination. Use the city as a base and build your own world around it.

New Monster

Sirenflower

Armour Class:	9	No. Appearing:	1-2 (1-6)
Hit Dice:	5	Save As:	Fighter: 5
Move:	0'	Morale:	12
Attacks:	0	Treasure:	V
Damage:	Special	Alignment:	N

The Sirenflower is a large carnivorous fungus that has developed the disguise of a normal-looking plant. It captures its prey by luring creatures toward its centre. To do this, the plant emits scents and lights. The scents are similar to those near the plant, particularly fragrant flowers or rotting meats. The light is a pale glow that is no brighter than a candle.

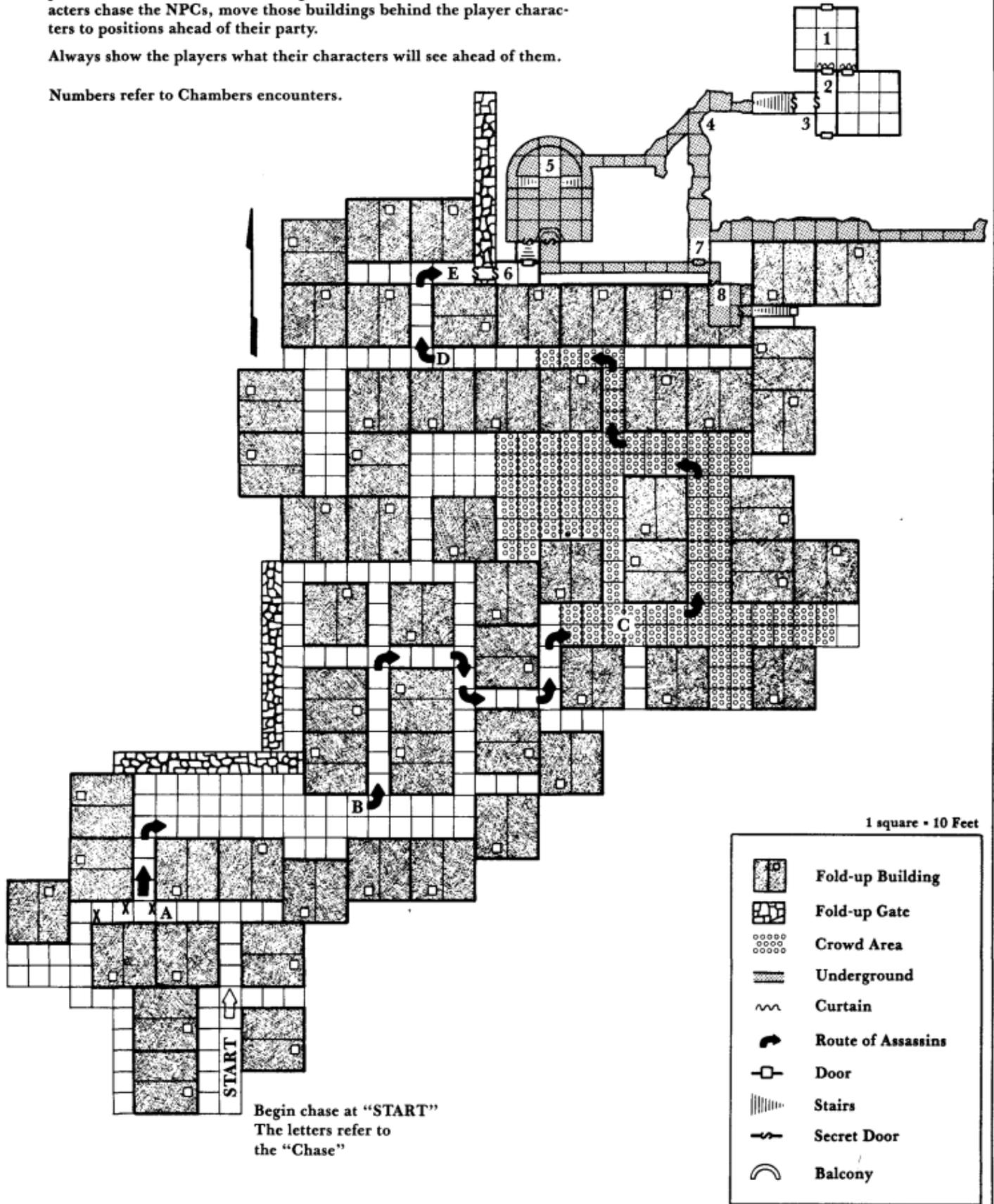
Once a creature reaches the centre of the plant, a web of branching arms close in, trapping the creature, and slowly crushing it. These branches squeeze with great force causing 1-4 points of damage per round. In addition, the branches ooze an enzyme that dissolves flesh. The enzyme acts slowly and does 1-10 point of damage each turn (not round). Creatures trapped by the Sirenflower can still fight, but they have a -4 penalty on all hit rolls.

When the Sirenflower reaches 0 hit points, all of the branches will have been chopped away, but it is not dead. The creature will grow back at the same rate as a normal plant. The only way to kill a Sirenflower is to dig up the root and burn it.

To use the fold-up buildings with this map, place the buildings in the positions shown near the start. Begin the Chase encounter. As the characters chase the NPCs, move those buildings behind the player characters to positions ahead of their party.

Always show the players what their characters will see ahead of them.

Numbers refer to Chambers encounters.



Begin chase at "START"
The letters refer to
the "Chase"

1 square = 10 Feet

	Fold-up Building
	Fold-up Gate
	Crowd Area
	Underground
	Curtain
	Route of Assassins
	Door
	Stairs
	Secret Door
	Balcony



Basic Game Adventure

The Veiled Society

by David Cook

The widow insists there are demons in her house. She hears them at night in her cellar, and now they call out to her. But she is old and nervous and her mind often plays tricks on her.

* * *

Two men, their heads fully sheathed in large black hoods, dig quickly in the darkness of the cellar. The hole grows deeper as their shovels bite into the earth.

“This will teach those meddlers their place,” laughs the tall, hefty figure.

“But it’s too bad this was an accident,” the shorter, slim figure says haltingly.

“But don’t you see the advantage?” snapped the tall man, “They will fear us now. They will fear for their lives.”

Grunting, they heave a sailcloth bundle into the hole. As it falls, a woman’s hand dangles lifelessly from the folds.

Who is the woman? Why will her death trigger riot and unrest in the city of Specularum?

And the assassins: Are they Torenescu, Radu, or Vorloi? Or, curses of curses, the Veiled Society?

This special game adventure provides a section of paper buildings and figures to cut out and use, giving you three dimensions to your game play!

This module is for use with the DUNGEONS & DRAGONS® Basic Set, and cannot be played without the D&D® Basic rules produced by TSR, Inc.

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