

# ~WORLD OF BRANDES~

## THE SHACKLED CITY

### PART 1: LIFE'S BAZAAR

#### INTRODUCTION

The characters begin in the town of Redgorge. They are friends and have lived in Redgorge for a considerable time. Ideally they will have grown up there and have only recently come of age.

#### SIDE TREK: THE BURNING PLAGUE

##### Problems in Redgorge

The party comes of age amid the rampaging plague. The outbreak of plague is a new development and has been ravaging the town for the summer months and the time is now approaching fall. The situation has become dire and the recent slaughter at the mines have made things much more dire.

The local Church of Solanis is over-tasked and the Redgorge Guard have been crippled by the plague. Few strong and capable individuals remain in the small town to go cleanse the kobold infestation in the mines

The elven priestess Daughter Gulana Falanis, follower of Solanis and the way of Yulana, Daughter of the Sun and patron saint of Redgorge, sends out a call to any capable individuals among the citizenry. She has communed with the Blessed Womb and has learned from her life bringing deity that the death in Redgorge comes from the mine. She cannot go into the mines herself so she needs the few capable individuals left to do it for her and do her god's will.

The party will hear rumor of this call for heroes and presumably will report to the church of Solanis to speak with Daughter Gulana. She is polite and explains her visions of death spewing from the mouth of the mine and states how she cannot go cleanse the infestation and the party must do it. She is very insistent on this matter.

Presumably they will accept the challenge and depart for the mine. If they choose to gear up they will be able to make any purchases of basic gear (DM fiat) for 50% of the listed cost. The party begins infected with the Burning Plague but do not show any symptoms.

##### Mines of Redgorge

###### 1. At the Entrance

This encounter begins when the party arrives at the mouth of the mine. Descriptions should reflect the tropical rainforest environment instead of a cold climate.

###### 2. The Greeting Room [EL 1]

The body under the cart is Chief Engineer Jarvis Ulthan.

###### 3. The Mess Hall [EL 1]

This room contains only 6 kobolds and the leader carries a bloodstone worth 66 suns (gp) instead of an amethyst worth 150 suns (gp).

**4. The Larder [EL 3 or 4]**

The 6 kobolds in this room are stationed to guard along with their trained dire weasel. If the kobolds are forced into melee combat they will order their badger to attack as well.

**5. Chutes and Ladders [EL 4]**

The lichen in this room provides enough illumination that the party needs no light source. The party is aware of this lichen and how it was planted by the miners years ago to provide much needed light.

The trap at the cavern's entrance is a tripwire that sends rocky debris raining down on the party. The rocks are held in place by a painted canvas flap and it is all very well hidden.

The party will get full experience if they parlay with M'dok. They will also gain the additional experience of an EL 1 if they allow the kobold camp to evacuate peacefully.

**Rock Trap:** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) for half damage; Search (DC 20); Disable Device (DC 20).

**5a. Kobold Camp [EL 0]**

There is no cloak of resistance in this area. If the kobolds are allowed to evacuate they will take all treasure with them.

**6. Charnel Pit [EL 3]**

The stench of the rotting bodies will meet the party before they reach the room. The pit of bodies is uncomfortably warm but not as hot as described. The rats swarm around the area and will dart away from the party if threatened or approached too closely.

If the party approaches the pit and disturbs it in any way the zombies will rise from the pile of corpses and engage the party.

A detect magic spell will reveal an aura of magic radiating from the pile of corpses.

**7. The Wellspring [EL 5]**

A Knowledge (religion) check (DC 15) will tell a character that the glyphs are vile symbols of Thennis, Lord of Bloodshed. Jakk possesses a *masterwork heavy mace* of orcish design instead of a *+1 mace*. When the fight begins he downs both his potion of *bane* and his potion of *invisibility*. He will attempt to attack the party flat-footed if possible.

If the party somehow captures and interrogates Jakk they will learn that he was acting on orders of beautiful warrior priestess of Balach, named Triel. He knows that Triel is operating in Caldera but knows nothing about her plans or operations. The truth is Triel has recently joined forces with the Crimson Triad and the plague in Redgorge was just a testing ground for their newfound power. The cult now has set its sights on Caldera and a new plan is underway.

**After the Plague**

The party is herald as heroes and will go down in the history of Redgorge as saviors, a reputation they will cement in the coming months and will never have to pay

for lodging or food again. The symptoms of the plague will begin to clear almost immediately and the healing begins.

Gulana thanks them for restoring life to Redgorge and immediately casts *cure disease* on all of them. Given the massive number of wounded she would like to request aid from the Temple of Solanis in Caldera and thinks the heroes should be the ones to request such aid. She drafts a letter of introduction to the High Priest in Caldera, Sarcem Delasharn, and gives it to the party. The letter also requests any clerics he can spare for the healing of Redgorge, the more clerics on the scene the quicker the town can recover.

## Off to the City [EL 2]

The party is free to arrange their transportation to Caldera however they choose. The trip is not a long one and the road is relatively safe so they will not need much in the way of provisions. However, there is a steady rain that turns the road to mud and makes their trip take longer than expected. With the rain and other distractions, the party does not arrive in Caldera until after dark.

While on the road the party is set upon by a rabid ape. The beast swings from a tree onto the cart path with a roar and attacks viciously. The beast cries and wails and foams at the mouth.

Ape: CR 2; SZ L Animal; HD 4d8+11; hp 31; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; BAB/Grap +3/+12; Atk +7 melee, claw (1d6+5); Full Atk +7 melee, 2 claws (1d6+5) and +2 melee, bite (1d6+2); Space/Reach 10'/10'; SA –; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

*Skills:* Climb +14, Listen +6, Spot +6; *Feats:* Alertness, Toughness

*Special:* *Skills:* Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## Meet the Stormblades [EL 1]

As the sun is setting the party is passing Tercival owned rice fields, with the city in the distance. Kobolds rush them from the patties but seem more intent on running away than fighting. Following closely on their heels are the Stormblades. If the party engages and kills the kobolds the Stormblades will taunt them for stealing their kill. If the party allows the kobolds to pass the Stormblades will taunt them for allowing the bests to escape.

The altercation will likely not come to blows but animosity is seeded. Eventually the Stormblades leave the party behind and return to the plantation.

Kobold (4): CR 1/4; SZ S Humanoid (Reptilian); HD 1d8; hp 7, 8, 3, 7; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14; BAB/Grap +1/-4; Atk +1 melee, spear (1d6-1/x3) or +3 ranged, sling (1d3); Full Atk +1 melee, spear (1d6-1/x3) or +3 ranged, sling (1d3); Space/Reach 5'/5'; SA –; SQ Darkvision 60', light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

*Skills:* Craft (trapmaking +2), Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; *Feats:* Alertness

Special: *Light Sensitivity (Ex)*: Kobolds are dazzled in bright sunlight or within the radius of a daylight spell. *Skills*: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Arriving at the Caldera gates at sunset the party must pay the toll and get inside before the guards close the gate for the night. Gate tolls are as follows: nobles – free, gentry – 1 star (cp), peasants and freepeople – 1 moon (sp). Tolls are only collected from people entering, exiting the city is free. Merchants pay a flat rate depending on the number of buffalo or carts they are entering with.

If any party members wish to avoid the toll, or cannot afford it, they can wait until dark and scale the wall. The wall has a Climb DC of 25. The climbing character must also succeed at a Hide check, DC 10, or be spotted by the Calderan Guard. Being caught sneaking into the city and arrest is punishable by a night in the stockade and a fine of 2 suns (gp). If a character cannot afford the fine they will be punished to a labor team and work off the fine at a rate of 1 moon (sp) per day.

## CHAPTER 1: GONE IN THE NIGHT

### Level Up!

The party advances to level 2.

### The Accosted Cleric [EL3]

If any members of the party are openly clerics of Solanis then the thugs will ambush the party and make threats about the investigations into the kidnappings. If there are no characters in priest's vestments with holy symbols of Solanis then they will discover the attack on Ruphus mid-battle.

### The Church of Solanis

Walking back to the church allows the party to learn 4 of the rumors listed on the Cauldron Rumors chart from Ruphus. If Ruphus is not with the party they will not learn this information until they speak with Jenya.

If the party comes alone they will be informed that High Son Sarcem Delasharn is on business in Sanguine and they can take their business up with acting High Daughter Jenya Urikas. Whether they come with Ruphus or not the party will still be offered blankets, tea and a place by the fire while they wait for an audience with Jenya. During their wait they will be greeted by Sir Alek Tercival. Sir Alek will be polite and friendly and will be interested in the plague that has struck Redgorge. Unless the party is explicitly rude to him he will try his best to make a good impression and consider the party allies by the time Jenya arrives to speak with them.

When Jenya arrives Sir Alek will excuse himself. Jenya introduces herself and is saddened to hear of what has befallen Redgorge. She explains of the kidnappings in Caldera and states that the church is testing its limits already but will send some healers to aid Daughter Gulana. Before she begins with the proposal for the party to investigate she provides them with rooms within the church for them to utilize while in Caldera. She

considers the deeds performed by the party in Redgorge ample proof of their dedication to the tenets of her goddess.

After the party has rested she will come to them in the morning with her proposal. The rain has stopped the next and remains dry for the remainder of the chapter.

### **The Lantern Street Orphanage [EL 1]**

In order for the party prove to Gretchyn that they are working for the church of Solanis they can display a holy symbol if they have one. Also if a member of the party is a cleric of Solanis and wears the vestments of a priest she will not demand proof. Patch, the janitor is an orc, not a half orc. Gretchyn, when she describes Fario and Fellian she will state they were elves, not half elves and when she speaks of Keygan Ghelve she will say he was a dwarf, not a gnome.

### **The Striders of Shrelana [EL 3]**

Once again, Fario and Fellian are elves.

## **CHAPTER 2: GHELVE'S LOCKS**

Keygan Ghelve's merchandise and cost is as follows.

| <b>Item</b>                 | <b>Cost</b>   |
|-----------------------------|---------------|
| Lock, Simple                | 20 suns (gp)  |
| Lock, Average               | 40 suns (gp)  |
| Lock, Good                  | 80 suns (gp)  |
| Lock, Amazing               | 150 suns (gp) |
| Lock, Masterwork            | 200 suns (gp) |
| Locksmith's Kit             | 30 suns (gp)  |
| Locksmith's Kit, Masterwork | 100 suns (gp) |
| Magnifying Glass            | 100 suns (gp) |

### **Meeting Keygan [EL 3]**

Keygan Ghelve is still a dwarf, not a gnome. If he is convinced to tell his story he will state that the skulks came to him one night as he was closing and managed to overpower him. They took his familiar and demanded his cooperation. Keygan does not wear stilts and, thus, none can be found in his shop or home.

### **Key to Ghelve's Locks**

#### **G1. Store Front**

This encounter is unchanged.

#### **G2. Workroom**

The furniture and tools are sized to fit a dwarf. They are slightly lower and sturdier than what the party will be conventionally used to.

#### **G3. Lock Display and Storage [EL 2]**

The party will recognize a grandfather clock when they see one. The treasure is sized for Keygan, a dwarf and is medium sized, not small. There is no secret door but there is closet space under the stairs.

**G4. Kitchen and Pantry**

This area has furniture sized like Area G3.

**G5. Keygan's Bedroom [EL 1]**

Keygan does not lock the door to this room when he sleeps.

**CHAPTER 3: VANISHING IN JZADIRUNE**

Jzadirune is not accessed via a stairway in Ghelve's Locks. Instead he has a rough map of the ruins and can direct the party to the sewer access. Jzadirune was a goblin enclave beneath the streets of the city, not gnomes, but they all died out over 70 years ago from the vanishing. The disease came from tampering with forces outside their control and attempting to bind demonic essence into magic items. It would cause the sick to fly into murderous rages before growing weak and fading away.

**Gear Doors [EL 1/door]**

The runes on the doors, and other writing from the original complex, are Ancient Yewlian, the language spoken by the people of the Yew Lands in the years after the war and adopted by the goblins of Jzadirune.

**Secret Doors**

This encounter is unchanged.

**The Vanishing [EL 2]**

This encounter is unchanged.

**Other Dungeon Features**

This encounter is unchanged.

**Key to Jzadirune****J1. Descending Stairs**

This area is unchanged.

**J2. Well-Hidden Secret Door [EL 1]**

The noises heard in this area are the sounds of a forge, not a forest glade.

**J3. Giggling Masks**

The masks in this room depict the faces of goblins, not gnomes.

**J4. Lurking in Shadows [EL 4]**

This area is unchanged.

**J5. Dusty Barracks**

This area is unchanged.

**J6. Secret Hall with Spiked Pit [EL 2]**

The trap here is replaced with the tilt-a-pit trap.

**J7. Secret Armory**

The 3 gnome hooked hammers in the treasure are replaced with 3 short swords instead.

**J8. Sleeping Quarters**

This area is unchanged.

**J9. Nursery**

This area is unchanged.

**J10. Wrecked Quarters**

This area is unchanged.

**J11. Secret Treasury and Pit Lever**

This area is unchanged.

**J12. Spiked Pit [EL 2]**

The trap here is replaced with the tilt-a-pit trap.

**J13. Captain's Room and Pit Lever**

This area is unchanged.

**J14. Spiked Pit [EL 2]**

The trap here is replaced with the tilt-a-pit trap.

**J15. Skulk Den [EL 2]**

This area is unchanged.

**J16. Map Room**

This area is unchanged.

**J17. Hall of Dancing Lights [EL 4]**

The pillars in this room are carved to resemble goblins instead of gnomes.

**J18. Storage**

This area is unchanged.

**J19. Guest Quarters**

This area is unchanged.

**J20. Costume and Prop Storage**

This area is unchanged.

**J21. Vanishing Skulk [EL 2]**

This area is unchanged.

**J22. Theater [EL 2]**

The illusionary play contains goblins instead of gnomes.

**J23. Empty Gallery**

This area is unchanged.

**J24. Secret Art Vault**

This area is unchanged.

**J25. King's Hall [EL 2]**

The sleeping king illusion is of a goblin.

**J26. Automaton Factory [EL 4]**

This area is unchanged.

**J27. Gearworks [EL 3]**

The command words on the automaton are written in Ancient Yewlian.

**J28. Generators**

This area is unchanged.

**J29. Secret Library [EL 1]**

This area is unchanged.

**J30. Scroll Storage**

The programmed illusion in this room is of a goblin.

**J31. Alchemy Lab [EL 3]**

This area is unchanged.

**J32. Secret Potion Storage**

The labels on the potion bottles are all written in Sanguine Standard.

**J33. Sleeping Quarters**

This area is unchanged.

**J34. Pit Lever and Rubble**

This area is unchanged.

**J35. Foyer and Iron Doors**

This area is unchanged.

**J36. Great Factory [EL 3]**

This area is unchanged.

**J37. Classroom**

This area is unchanged.

**J38. Weaver's Workshop**

This area is unchanged.

**J39. Makeshift Wall**

This area is unchanged.

**J40. Woodshop [EL 3]**

This area is unchanged.

**J41. Forge**

This area is unchanged.

**J42. Secret Hallway [EL 2]**

This area is unchanged.

**J43. Secret Vault**

This area is unchanged.

**J44. Hidden Foes [EL 4]**

This area is unchanged.

**J45. Glassblowing Workshop [EL 4]**

Yuathyb also speaks a halting and heavily accented Sanguine Standard. He can also tell the whereabouts of the Malachite Fortress in the docks district of Caldera. If killed his personal affects have correspondences from Kazmojen explaining that Yuathyb was to bring kidnap victims to the Malachite Fortress on the docks.

**J46. Jeweler's Workshop**

This area is unchanged.

**J47. Secret Treasury**

The plate mail is sized to fit goblins. The wand in the treasure is a wand of *cure light wounds*.

**J48. Secret Vault [EL 2]**

The dread guard appears to be a suit of goblin armor and wields a goblin crafted short sword. The chessboard contains goblin shaped pieces.

**J49. Secret Vault**

This area is unchanged.

**J50. False Forest**

This room appears to be an underground fungal forest.

**J51. Dining Hall**

The sounds in this room reflect the changes made to Area 50.



**J52. Kitchen [EL 5 and 1]**

This area is unchanged.

**J53. Pantry**

This area is unchanged.

**J54. Sleeping Quarters**

This area is unchanged.

**J55. Latrine**

This area is unchanged.

**J56. Skulk's Treasure Room**

This area is unchanged.

**J57. Floor Trap [EL 1]**

This area is unchanged.

**J58. Bathroom [EL 2]**

This area is unchanged.

**J59. Secret Closet**

The skulk in this area will offer the location of the Malachite Fortress in the docks district of Caldera. If pressed it will even accompany the party to the surface and show them the way.

**J60. The Caged Rat [EL 4]**

The mimic in this room speaks Sanguine Standard.

**J61. Secret Room with Slime [EL 2]**

This area is unchanged.

**J62. Hidden Slime Pit Lever**

This area is unchanged.

**J63. Elevator Shaft [EL 1]**

This room is not an elevator but merely another room. The hobgoblins that rest here are agents of Kazmojen's sent to make sure the skulks deal fairly and uphold their end of the bargain. If a hobgoblin is charmed he can not only tell the party the location of the Malachite Fortress but lead them there and even take them to meet with Kazmojen personally.

**CHAPTER 4: KAZMOJEN'S BAZAAR**

The Malachite Fortress is relocated to a warehouse on the docks in Low City. Kazmojen and his gang of thugs came to Caldera and staked a claim on the warehouses when they discovered the Underdark access they desired. Kazmojen has been in operation at the Malachite Fortress enclave for over a year and has made arrangements with Lord Vhalantru to continue his kidnappings and slave trade.

**Level Up!**

The party advances to level 3.

**The Malachite Fortress**

The ground level of the Malachite Fortress is constructed of sturdy wood on a flagstone foundation. The basement level is constructed of stone. With the exception of

the wide, main stairs between Area 22 and Area 6, the stairways are iron spiral stairs just large enough for an ogre to climb and descend comfortably.

## **Captured!**

This encounter is unchanged.

## **Key to the Fortress**

### **M1. Elevator Shaft**

This is the gatehouse of the facility. The floor is cobblestoned and well worn. At all times, for security purposes, both gate doors are kept closed and the area is guarded by two guards. If combat erupts in this room Major Domo can make a DC 15 Listen check to hear it. If alerted he will rush out to see what is going on. The guards will also attempt to raise an alarm by ringing a bell hanging nearby.

### **M2. Secret Lever**

This area has been removed.

### **M3. Stony Greetings**

This area is filled with barding for horses and sacks of grain and such. The fire beetle cages are stacked to the left of the main entrance and the group's horses, 6 of them, are stabled to the right. The stone spike is removed.

### **M4. Major Domo's Quarters [EL 4]**

Major Domo is just an ogre with some odious personal habits. Thinking himself invincible Domo will not raise an alarm but will ready himself for combat if he is alerted.

### **M5. Secret Corridor**

This area is unchanged.

### **M6. Zenith's Hall [EL 2 or 3]**

The hobgoblins in this area are replaced with two orcs, one human and one elf.

### **M7. Arched Stone Bridge**

This area has been removed.

### **M8. To the Underdark [EL 1]**

Two orcs stand guard here but can easily be caught off guard as they are tasked at guarding the entrance from the Underdark. Characters wishing to sneak up on them must succeed at an opposed Move Silently and Listen check.

### **M9. Guard Barracks [EL 2]**

The four hobgoblins here are replaced with three humans and a dwarf.

### **M10. Kazmojen's Quarters**

The dragon skull is replaced with a frost giant skull.

### **M11. Secret Vault [EL 4 and 2]**

This area is unchanged.

### **M12. Trapped Room [EL 2]**

This area is unchanged.

### **M13. Arched Bridge and Statues [EL 2]**

This area is now the courtyard. The area is dusty and bare. Lantern posts are placed around the area to provide nighttime illumination and is always guarded by three guards. The guards tend to linger under the awnings near the main doors to the main building when it is raining or uneventful. Randomly they will wander off to check the wall at night.

**M14. Automaton Guards [EL 5]**

The levers in this room drop iron portcullises in Area 15. The room contains no illusionary walls.

**M15. Sliding Blocks**

Iron portcullises block these corridors.

**M16. Empty Cellblock**

This area is unchanged.

**M17. Empty Cellblock**

This area is unchanged.

**M18. Cellblock**

Jasper Drundlesport is a halfling. He has decorated the interior of his cell with elaborate carvings of fields and forests.

**M19. Prisoner Gear**

This area is unchanged.

**M20. Jailer's Quarters [EL 1]**

The slabs in this room are replaced with simple cots. This room also contains a lever that will drop a portcullis over the door to Area 18 like the ones in Area 14. The two hobgoblins here are replaced with two humans.

**M21. Torture Chamber [EL 2]**

The hobgoblins here are replaced with a goblin and a human. Zarkad is changed to an orc.

**M22. Main Hall [EL 2+]**

One of the hobgoblins here is replaced with a human.

**M23. Guest Quarters**

The cage containing the fire beetle is empty.

**M24. Guest Quarters**

This area has been removed.

**M25. Pyllrack's Quarters [EL 2]**

This area is unchanged.

**M26. Main Barracks [EL 2]**

The four hobgoblins here are replaced with one human, one orcs, one halfling and one elf.

**M27. Forge [EL 3]**

The fire beetles are trained and will join in attacking foes that the guards engage. The four hobgoblins are replaced with two dwarves, one human and one orc.

**M28. Secret Armory**

This area is unchanged.

**M29. Dining Hall**

This area is unchanged.

**M30. Cook's Quarters**

This area is unchanged.

**M31. Larder**

This area is unchanged.

**M32. Pantry**

This area is unchanged.

**M33. Kitchen [EL 1]**

This area is unchanged.

**M34. Slave Bazaar [EL 6+]**

The hobgoblins are replaced with one human and one orc. Kazmojen is a dwarf with the Feindish template instead of the half-Troll template.

**Vhalantru's Offer [EL 18]**

Vhalantru is not a beholder but a vroek demon with several class levels in sorcerer. His arrival at the fortress is with a tremendous thunderclap as he teleports into the courtyard. Moments later he comes stomping into the room. The party hears him coming and smells the sulfur stench of his demonic aura before he appears.

**INTERLUDE: THE END IS THE BEGINNING**

The party is welcome to stay in the Church of Solanis, and Jenya encourages them to do so. She explains that the annual Flood Festival is coming soon and she thinks they should stay and attend. She states that she has sent two acolytes, Ruphus and Charles, to Redgorge to assist Daughter Gulana in the recovery from the plague. Sir Alek offered to accompany them and the trio sent word that they arrived safely and are helping purge the last of the disease and offer counseling to the survivors. Slowly but surely, Redgorge is rebuilding.

From this point forward if the party has not chosen a name for themselves they will be called The Redgorge Four (or however many there are). Any attempt at naming their group will prove unsuccessful, as the given name will have stuck. The party may not be immediately aware that the public has dubbed them such and will likely find out after it is too late to name themselves.

## CALDERA KIDNAP VICTIMS

**Tiervan Wispwort** (male goblin, age 91)

A local alchemist, Tiervan lived with two cats and ran a marginally successful business. He disappeared 88 nights ago.

**Jorl Seerkin** (male orc, age 72)

A law clerk who worked for a local barrister named Aeryk Gylbar, he disappeared from his home 83 nights ago.

**Azmi Dresker** (female human, age 19)

She worked at a local brothel and disappeared from her residence 81 nights ago. She and a coworker, Shellen Rycah, rented the house from an old woman named Martira Hathaway, who was asleep in the house that night and didn't hear or see anything.

**Shellen Rycah** (female human, age 20)

She worked at a local brothel and shared a house with coworker Azmi Dresker and their landlord. Shellen vanished 81 nights ago.

**Krylskar Endercott** (male human, age 24)

Kicked out of the local militia for drunk and disorderly conduct, Krylskar vanished from his parents' home 74 nights ago. Neither parent heard or saw anything suspicious, but they believe Krylskar may have robbed them and fled town in disgrace.

**Callum Sunnyrush** (male halfling, age 37)

He groomed horses and ponies for the Thantari noble family. He vanished from his room at a cozy local inn 69 nights ago.

**Gryffon Malek** (male hobgoblin, age 33)

He worked as a barkeep at The Tipped Tankard tavern. He disappeared 66 days ago, three days before his planned wedding to a tavern barmaid.

**Szordra Callagher** (female human, age 35)

A self-proclaimed sage, she ran her own small bookstore. She was last seen 60 nights ago by her 18-year-old son Leagan, a mason's apprentice.

**Tembor Kalavan** (male human, age 25)

A local minstrel of some repute, he vanished 52 nights ago from his room in The Laughing Horse Inn.

**Irruth Mercadi** (female human, age 36)

A local chandler who disappeared from the apartment above her shop 47 nights ago.

**Deven Myrzal** (male orc, age 18)

A lamplighter who vanished 45 nights ago. Guards found the pole Deven used to

unhook hanging lanterns in the street a few blocks from his home (which was not robbed).

**Jeneer Everdawn** (female halfling, age 42)

A jeweler's apprentice who did volunteer work at local schools, she disappeared 40 nights ago.

**Lorthan Ironfold** (male dwarf, age 125)

A skilled cartwright. He and his wife, Sondor, vanished from their home 35 nights ago.

**Sondor Ironfold** (female dwarf, age 127)

Wife of Lorthan Ironfold, she and her husband disappeared 35 nights ago.

**Rikaldo Veskar** (male human, age 34)

His ransacked home contained blood droplets and blood encrusted knives—not surprising, since Rikaldo worked as a skinner. He disappeared 31 nights ago.

**Lestor Coldwater** (male human, age 22)

A trained scribe and struggling poet. He and his girlfriend, Jelluth, vanished from her home 26 nights ago.

**Jelluth Sirlana** (female elf, age 163)

A struggling shoemaker who inherited her father's failing business, she vanished (along with her boyfriend, Lestor) 26 nights ago.

**Elethor Ashstaff** (male elf, age 198)

A wizard and trickster who occasionally performed minor feats of prestidigitation at birthday parties for upper-class children. A dead rat—possibly Elethor's familiar—was found in his home. He vanished 22 nights ago.

**Maple** (female halfling, age 32)

Last name unknown, Maple was rumored to be associated with one or more of the local thieves' guilds. She disappeared 18 nights ago.

**Corystan Pike** (female human, age 35)

A retired adventurer who was living on stolen loot, she walked with a cane. She disappeared from her modest abode 16 days ago.

**Jasper Drundlesput** (male halfling, age 74)

A reclusive and eccentric mathematician, he is believed to have vanished 9 days ago. Pieces of parchment covered with numbers and symbols littered the floor of his ransacked house.

**Deakon Stormshield** (male dwarf, age 12)

A bright dwarf, Deakon was taken from the Lantern Street Orphanage 3 nights

ago. The orphanage took him in when he was six years old, after his parents failed to return from an adventure.

**Evelyn Radavec** (female human, age 9)

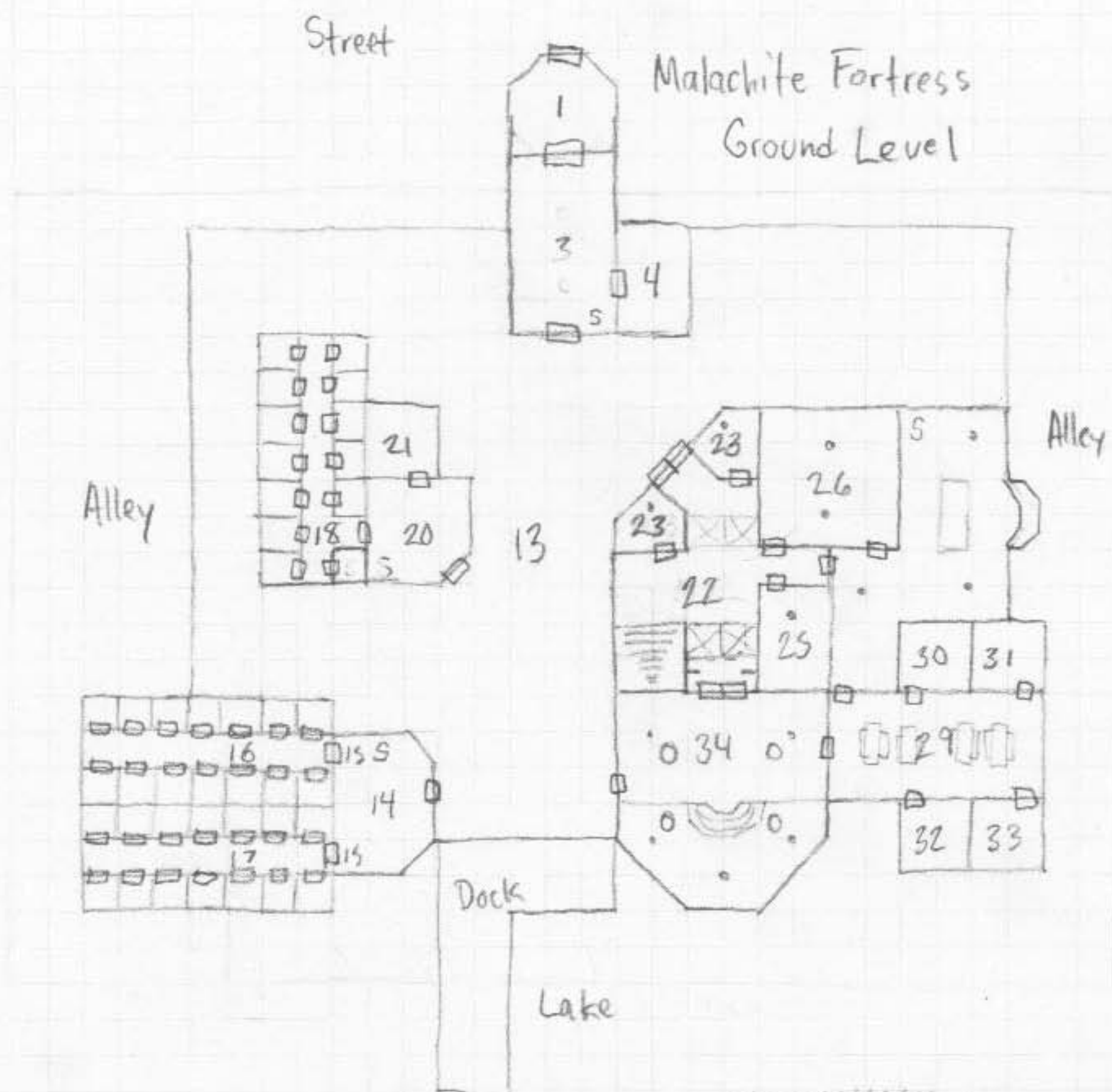
A quiet, sullen girl, she was taken from the Lantern Street Orphanage 3 nights ago. Her father and mother succumbed to filth fever, which spread through Cauldron seven years ago.

**Lucinda Aldreen** (female human, age 8)

A gregarious but superstitious child given to the Lantern Street Orphanage at age four by her poverty-stricken mother, Lucinda was abducted from the orphanage 3 nights ago.

**Terrem Kharatys** (male human, age 9)

This orphan, taken from the Lantern Street Orphanage 3 nights ago, is a dour and temperamental lad. His parents died shortly after his birth (circumstances unknown).



Basement Level

