

Knives in the Dark

Will the assassins have their revenge on Count Varto's descendant? Will they destroy the mining industry in and around the town of Affeldeen, bankrupting the governor? Will they once again spread terror across the land, offering to bring death in exchange for nothing more than money?

Yes, they will. Unless they are stopped.

Dangers

The Assassins

Each assassin who committed ritual suicide in the stronghold was transformed into a faceless, anonymous living shadow. How many there are is up to you—one per PC for a low-level adventure, up to double that for a high-level adventure—but the PCs should be able to count the bodies in the training room in order to know how many living shadows they have to contend with.

The assassins are an arcane cabal whose goals are to hoard wealth, maintain their privacy, and make regular offerings to the many gods of death they worship.

GRIM PORTENTS

- The assassins emerge and kill a few people.
- The wooden head from Kuna-Lii is removed from the stronghold (by the assassins or others, it makes no difference).
- The assassins possess some people close to the wooden head.
- The wooden head is used to summon the shadow dragon.
- The assassins murder Count Tristavelian Zann.
- The assassins locate and seize a new headquarters.

Impending Doom: The assassins impoverish the land and its peoples with their reign of terror, always retreating into their secret base when threatened.

Milo Stauffenbach

If the PCs get on the governor's bad side, he can cause a lot of problems for them. Metropolitrix Colcea should be able to protect them to some degree, but freebooters and scoundrels have little recourse. Milo's main goal is to make as much money as he possibly can, in whatever way he can, but he is a businessman first and foremost. He does not care about the PCs at all, or anyone else in this area, and will try to swindle them all.

GRIM PORTENTS

- Milo blames the PCs for problems in the mining camp and disturbances in town.
- Milo tries to get the PCs to pay for the financial losses he claims to have suffered.
- Milo tries to get the PCs to help him swindle Count Tristavelian out of the rest of his lands.

Impending Doom: The PCs are branded as criminals and warrants for their arrest are sent to the four corners of the kingdom.

The Shadow Dragon

Once the shadow dragon is summoned, it has its own agenda—to raise an army of slaves and conquer the surrounding provinces. This is the easiest way to obtain all the treasures this area has to offer, in its own opinion.

GRIM PORTENTS

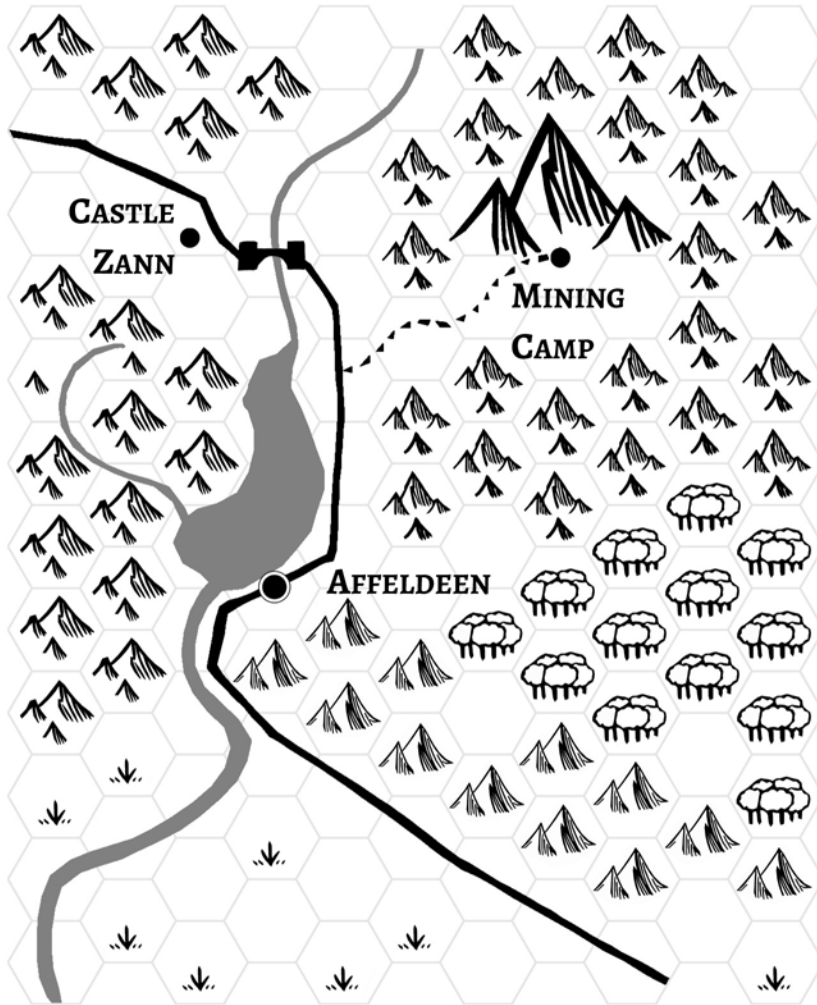
- The shadow dragon finds a castle, tower, or other tall residence to roost inside of.
- The shadow dragon kidnaps people from the surrounding area to obtain food and slaves.
- The shadow dragon attacks local authorities directly.
- The dragon's slaves become an army that marches across the land.

Impending Doom: The shadow dragon gains control of this area and surrounding provinces, sending its slave army against its neighbours on a regular basis.

Module RK1

Map of the Region

1 hex = 2 miles.



Key



BRIDGE



HOLLOW MOUNTAINS



FOREST



SERPENTINE MOUNTAINS



GRASS



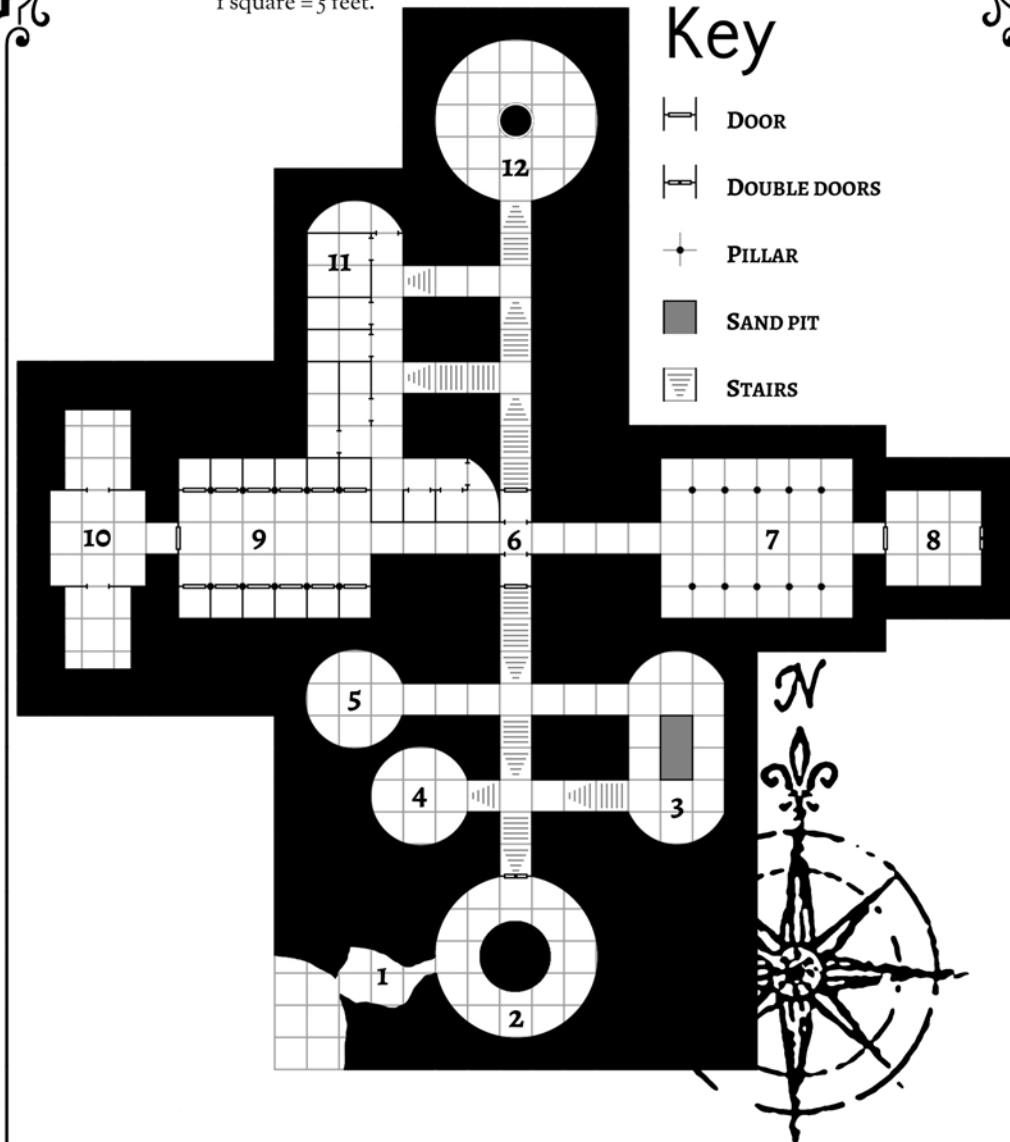
SWORDRIDGE MOUNTAINS



Module RK1

Map of the Stronghold

1 square = 5 feet.



Key

DOOR

DOUBLE DOORS

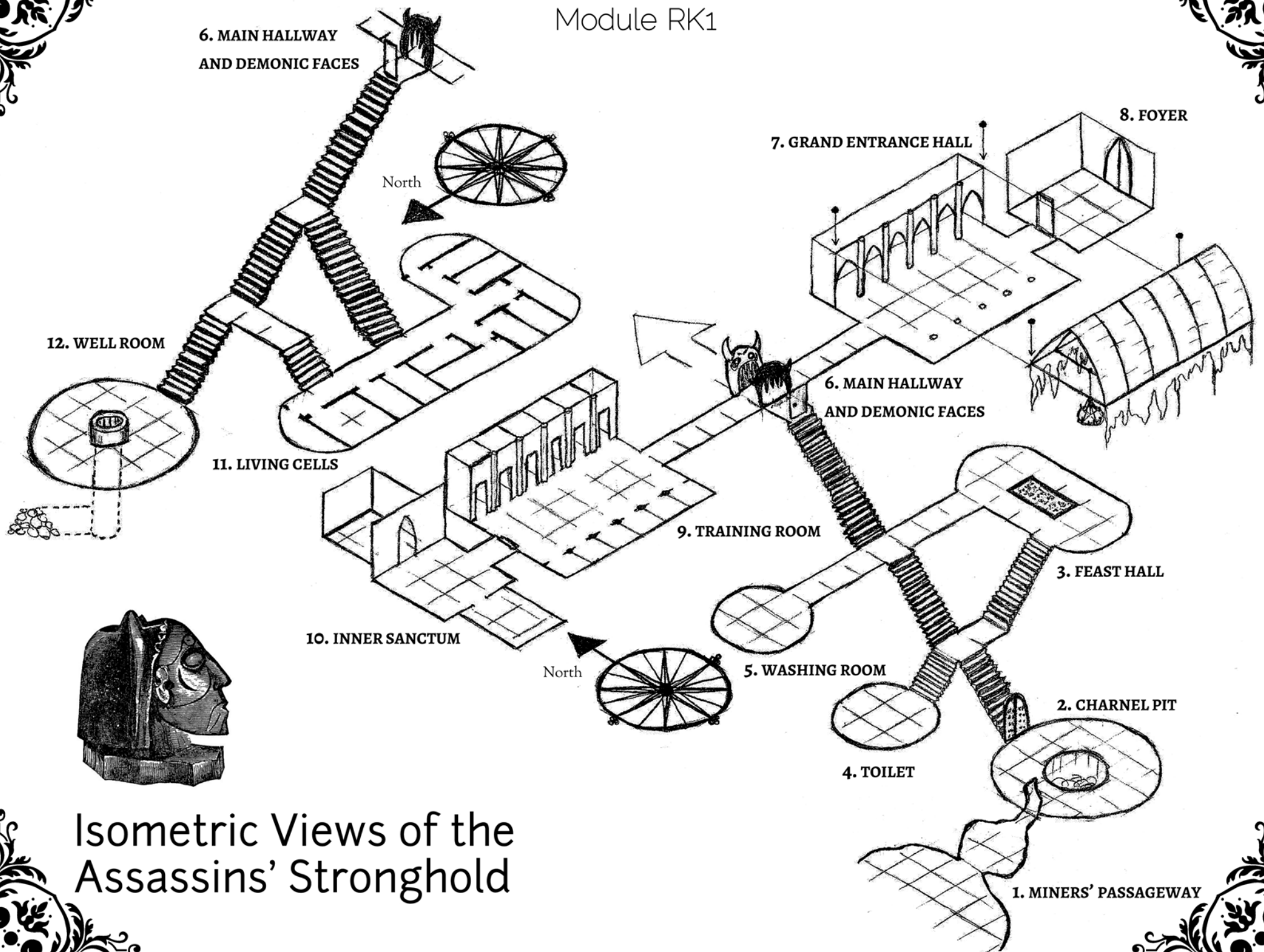
PILLAR

SAND PIT

STAIRS

Notes:

Module RK1



Isometric Views of the
Assassins' Stronghold