

THE GUILD

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ADVENTURER

PUTTING ADVENTURES BACK INTO ROLEPLAYING

ISSUE 2

HUNTING SEASON

BY ROBERT J DEFENDI

THE ECHOES OF HISTORY

BY ROBERT J DEFENDI

ROSE PETALS AND SNOW LIONS

BY TERRY AMTHOR

VORLORI'S REST

BY ALLEN MAHER

THE SELKIE'S SECRET

BY BRENT KNORR



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VORLORI'S REST



BACKGROUND

The Gaol of the Black Mask, a feared center of incarceration and demise in generations past, has been here in some form for centuries. Nearly half a century ago the building complex burnt nearly entirely. A minor cell block with two wings escaped the conflagration. It was later purchased by a wealthy local merchant who restored it as an abbey of Vorlori the Aspect of the Body. The merchant later joined the order and became its abbot. His nephew also joined the order leaving behind a wife, child and successful business.

The first abbot has since passed away, and a new abbot was appointed. The nephew remains among the elder monks to this day. Most other monks are drawn from the local population; many of them are very unlikely candidates for monastic life. Men and women, who live normal lives one day, announce their intent to become order initiates the next. The order has nearly seventeen members, with five senior monks and the abbot supervising the eleven initiates.

The monks of Vorlori are committed to worship through respect for the needs of the body. They do not indulge the wants, merely the needs, and so an Inn and place of healing becomes an act of devotion for the monks of the order. The services close in the early evening and the monks retire for vespers. A few locals tend to the guests at night while the monks are sequestered.

Travelers and locals come here for healing and reasonably priced food and shelter from the small group of monks. The small kennel draws the ire of many locals but only occasionally when howls and nocturnal shenanigans interrupt the quiet neighborhood.

HUNTING SEASON

Hunting Season is a Spacemaster adventure for 7th level characters. This adventure is designed for a well-rounded privateering crew, but with a little tweaking it could be altered for a mercenary crew or perhaps even a group who works for the government (military or espionage, for instance).

This mission involves a daring raid in Jeronan territory, and an attempt to rescue a “pirate king” from Imperial clutches. This adventure has a little of everything, stealth, ground fighting, moral dilemmas, roleplaying, and space combat. There should be something for almost every kind of player.



Adventure Background

In the days since the beginning of the war, several privateers have risen to eminence. These “pirate kings” are powerful privateers, successful and with great influence among other crews. Some of them are powerful only because of their success and the loot they capture. Others are beloved and have earned their loyalty through daring and friendship.

“Mad J” Hawkins is one of these privateers.

Three days ago, Hawkins was captured by Jeronan troops. Privateers throughout the ISC have lamented and contacts in the ISC Domestic Security Agency have tracked the ship that took him.

But this isn’t the only prisoner taken of late. Unknown to all but ISC Intelligence, an Agency of Military Intelligence Lieutenant Colonel and his crew were taken prisoner behind enemy lines eight weeks ago. So far, the Jeronans have yet to figure out who they hold.

The AMI has been trying to plan a rescue for some time but they’ve yet to come up with anything

ROSE PETALS AND SNOW LIONS

This is an adventure set in the small city of Rapata in northwest Jaiman, where the characters are asked to investigate the disappearance of a man's wife, but their inquiries lead them into a much more complex situation where things—and people—are often not what they seem.

Note to the GM: read through the entire adventure to get a feel for the locations and personalities involved. The Encounters section references information later in the text and in the NPC chart. This adventure is more about investigation and interacting with NPCs than about combat.



GM OVERVIEW

This adventure can be played as a more isolated scenario, or it can be used to draw the players into the complex intrigue that is swirling just below the surface in Rapata. Besides various internal political and religious factions, there are the Alliance, the Unlife forces, agents of Lorgalis, and even spies from Rhakhaan seeking to advance their own agendas. Immigrants are still arriving from the south after the end of the war in what was U-Lyshak, so the population of Rapata is growing and constantly changing. Local merchants are happy about this on one level (with a continuous supply of new customers) but they are also wary of newcomers who might be competitors, or worse: criminals. While a very ancient town, Rapata is seeing a