

A merchant's stolen goods. The lion crest identifies the merchant; the lock keeps its secrets.



An ordinary morningstar. Useful equipment, recovered from a defeated foe.



A bargain betrayed. Proof is offered. The goblin claims power and casts the hostage aside.



The remaining goblins. Steel, positioning, and magic bring the rescue within reach.



Sildar, alive. One missing companion found. Another still beyond reach.



The fight on the porch. Three ruffians fall. One escapes toward the manor.



Three red cloaks. A possible disguise, with its success still untested.



A name behind the gang. One gold piece buys a lead to Tresendar Manor.



A night at Stonehill. The party rests before entering the hideout.



Beneath the ruined manor. Ruins above; a working cellar below.



The first room of Redbrands. Three guards stand between the party and the deeper passages.



The floor gives way. Vashra survives the fall and can climb back out.



Six skeletons in the crypt. The dead rise. The party clears the crypt.



A bracelet among the bones. Healing, an unappraised bracelet, and a peculiar souvenir.



Beyond the iron bars. Three more guards fall before the captives can be freed.



The Dendrar family, free. Three prisoners freed; a necklace’s hiding place revealed.