

# CORE5~9 EVENT SUMMARY

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/CORE0509LFR>

The survey period closes on **01 August 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**Question 1: Did the PCs discover that the assassin was possibly a Harper?**

- a. Yes.
- b. No
- c. Never talked to the right people to find out
- d. Ran out of time to discover it.

**Question 2: Who did they tell the Watch Captain was behind the assassination?**

- a. Cormyr
- b. Resistance groups in the city
- c. Harpers
- d. Someone did it for personal reasons (not politically motivated)
- e. Rebel forces within the Netherese army
- f. Lord Thamalon
- g. Other

**Question 3: Who did they believe was behind the assassination?**

- a. Cormyr
- b. Resistance groups in the city
- c. Harpers.
- d. Lord Thamalon
- e. Two or more of the above groups working together.
- f. Netherese Army
- g. Other

**Question 4: Did the PCs tell anyone about the movement of troops in the Shadowfell?**

- a. Yes, they told the Harpers.
- b. Yes they told people they knew in Cormyr (or other nation opposed to Netheril).
- c. All of the above.
- d. No, they did not tell anyone.
- e. No. They did not have time to finish the adventure
- f. No. They did not survive the adventure

**Question 5: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

**Question 6: How do you, the DM, rate this adventure, using the same 5-point scale?**

# PLAYER'S HANDOUT 1: MEETING WITH A FRIEND

Because of your standing within the Harpers (either as a member or a friend), a contact you know arranges a private meeting.

After exchanging a few pleasantries, your contact, Muriel a female human, proceeds to tell you the following:

- The Lord High Governor of Sembia, Thamalon Uskevern II, was assassinated recently.
- Apparently you along with a few others (She names the other PCs in your group) are beneficiaries of a sort in his will.
- According to his last will and testament the group of you is to investigate his death to determine the party responsible.
- You get your “inheritance” upon completion of this task.
- The Netherese seem strangely eager to have you look into this—we fear a trap of some kind.
- She expects the Shadovar to contact you very soon.
- She does not know how much you are to receive.
- She also has no idea who assassinated Lord Thamalon.

General information about Thamalon II:

- Thamalon Uskevern II was the Lord High Governor of Sembia. He had served in that post for over a century.
- He was the first of the merchant princes of Sembia to ally with the Netherese.
- They rewarded his service and adoption of their way of life by transforming him into a shade, hence his long reign.

# PLAYER'S HANDOUT 2: STARTING INFORMATION

## Who was Thamalon?

- Thamalon Uskevern II was the Lord High Governor of Sembia. He had served in that post for over a century.
- The first of the merchant princes of Sembia to ally with the Netherese.
- They rewarded his service and adoption of their way of life by transforming him into a shade-hence his long reign.
- He died in Urmlaspyr, once a free city but recently (at whose request) placed under the control of the Netherese.
- He was in the city to help with the transfer of government

## Basic information regarding his murder

- Thamalon was killed in the early evening 3 days ago
- Attempts to return him to life have failed (this is not unusual-Shar may have decided to reward him).
- He was in his study at the time.
- The servants saw someone enter but no one saw anyone leave.
- The butler did not get a name; he believed the person was a messenger. The man worn grey and was about 5'10".
- The guards were dealing with a rowdy group of drunks who insisted the building was a festhall and they wanted to be entertained.
- He was found dead afterwards.
- The corpse has been transported to Selgaunt for the state funeral.
- His request for your involvement into the investigation was not immediately known.
- Sgt. Hakan did most of the investigating done before the Will was read.
- Sgt. Casele was promoted after the prince questioned Sgt. Mabro regarding how the Sgt. let this happen. The Prince was not impressed by his answers and the Sgt. did not survive the questioning. (Casele's squad was off duty when the murder occurred).
- The weapon used was left in the body. The weapon is at the residence.
- There guards were not aware of any recent threats against the Governor.

## RESULTS FROM SPEAK WITH DEAD RITUAL:

Before sending the body on for the funeral an attempt at Speak with Dead was made. The questions they asked and the answers are below.

Who killed you?

*I knew him as Marco Autric.*

How well did you know him?

*He was a recent acquaintance.*

Why did he kill you?

*For money and political reasons.*

Sergeant Hakan has not yet been able to determine who Marco Autric is.

## PLAYER'S HANDOUT 3: JOURNAL ENTRIES

Lord Thamalon's Journal is a collection of thoughts about issues or problems at hand rather than a day-to-day recounting of what was to be done. After studying the Journal and his appointment book the following entries may be helpful in discovering leads:

*Not all here are happy with the decision-need to find replacements for current guildmasters*

*Regretfully number of incidences is not decreasing-this is not making the situation any easier*

*Not happy with supply routes, perhaps trip to Saerloon will show alternatives (shortly before first Shadow Caravan trip)*

*Stop in Fellkirk was informative. Madam Meltan agrees but the way ahead is murky*

*Increasing my visibility in Trade Quarter - respect shall be granted I am not afraid of them*

*Need to find a solution-too many innocents die-no matter how long they have been separate they are still Sembians.*

*Threats are every where-but not unexpected*

*Conditions near quarantine area worsening-do we need more troops or more competent priests? How many military losses before the Prince becomes involved?*

*Not so sure of friends at Lock & Key-think I was followed after leaving there...guard need to be more alert*

*Council now stable...but danger seems increasing*

*Before second trip: Another shadow incident on the harbor already fewer ships are docking -must explore more routes with Shadow Caravan how can we avoid rationing?*

*Confided in Claut Meltan regarding death threats her council helpful (post second trip with a Shadow Caravan).*

*Rumors of a resistance group are growing Old Keep Inn-can that be the center of the brewing rebellion?*

*Trust is difficult-history makes fools of us all.*

*Found like minded patriot-R. M.*

*Claut has helped, but it might not be enough, the numbers are still increasing---Duty can be a hard taskmaster (after third trip).*

*Situation has not been resolved. How can I help the people? Belief and trust do not mix well with politics.*

*R. M. found the perfect tool. Transport arranged bargain worth it. Time to do what must be done.*

*My work here is almost done, must consider suggestions for City Governor.*