

Everyone loves a good party, especially Minister Caudecus. Ignore the violent rhetoric he uses that empowers groups like Separatists who wish to bring about war, and focus on the fact that he is having a party celebrating the peace between human and charr and Queen Jennah, an instrumental figure in shaping that. This may in fact be a great joining together, two political rivals able to bond over pleasant snacks and light conversation.

Logan Thackery, the Queen's personal bodyguard, doesn't quite see it that way. He has heard your tales of valor and made you his plus one. He mentioned in his invite that he wants some people he can trust there to back him up should things turn sour. What you should know, above all else, is that the wine will be flowing and there will be various assortments of cheeses, so have a glass and enjoy yourself!

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INTRO

Caudecus Manor is an adventure for new and experienced adventurers. It is a story of political intrigue as adventurers are caught in a plot with leaders and politicians far above them. It is impossible to succeed relying on pure brawn, but adventurers should be aware that there are many dangers that will come to them. Will the adventurers be able to save the Queen and the Minister? Will they be able to find out who really is in charge here? Only one way to find out.

PREPARING THE GAME

When you are ready to play, ask your players these questions:

- What do you do and who do you meet?
- What about Caudecus's Manor fills you with unease?
- What do you do when you realize no one can find the Queen and the Minister?

PLAYING THE GAME

It is a good idea to quickly cast suspicion on the characters the players described in your opening questions. You want to get to that first lead as soon as possible.

When the players get close to figuring out what happened (or if they are having trouble getting anywhere), have someone try to stop them. If they overcome them, reward them with lead, and repeat until they identify the location of Queen Jennah.

While you should be prepared for what players may find, let them and the flow of the story decide how the mystery resolves. If the player thinks they have figured it out and their rolls support them, let them decide what happened (and act like you planned it that way all along).

ENDING THE SESSION

After the players have found the location of Queen Jennah and Minister Caudecus, it is time to go rescue her. Queen Jennah herself is a powerful Mesmer, so wherever she is held up is sure to be well-guarded. Fill it with powerful enemies and dangerous traps. This adventure contains information for several types of Separatists, a likely enemy.

RESOURCES

The following additions are provided for ease of use. Add and use these when necessary during your adventure. Remember that the best Dungeon World games are acts of creation, so use what is helpful, ignore what is not, and add or change as necessary.

ALLY: CAPTAIN LOGAN THACKERAY

The Captain is the Queen's personal champion and loyal servant. As a Guardian, he shares a magical bond with the Queen that allows him to know if she were ever to come into danger. Regretably, him acting on this bond and abandoning his allies was one of the main reasons the group of heroes known as Destiny's Edge failed in their attack on the dragon Kralkatorrik, which resulted in the death of the great asuran hero, Snaff. Despite this failure, and despite the guilt that he carries constantly, Logan is still ever loyal to the Queen.

During this adventure, should the party maintain his trust and work with him, he may be considered a Hireling with the following stats.

Costs: Good Accomplished

Loyalty: 1

Protector: 3

Warrior: 2

Any Order Hirelings move used with Logan that directly contributes to the safety of the Queen cannot fail. Treat a 6- as a 7-9.



ENEMY: SEPARATIST

Sword swing, d6 damage | 6 HP

These men and women never accepted the ceasefire. Many are ex-soldiers or knew people lost in the war, and they continue to be driven by anger, fear, and xenophobia. They view charr as animals who are best put down. "No peace with beasts," they chant. They view all other races with skepticism, but they are especially disdainful toward charr. Queen Jennah's efforts have forced them to go into hiding, and so they largely operate out of the shadows, but they will come out to disrupt peace talks and raid vulnerable charr. There are many rumors that they have even infiltrated the Krytan government.

Instinct: to secure the interests of humans.

Tags: close, intelligent, organized, stealthy

- Prey on charr and charr sympathizers
- Ambush enemies with large numbers

ENEMY: SEPARTIST MARKSMAN

Rifle shot, d8 damage+1 piercing | 6 HP, 1 armor

Some of the Separatists never stopped being soldiers. Years of honing their skills and quiet dedication have made them deadly shots. When the anger in their eyes marks their prey, they do not miss.

Instinct: to kill old foes

Tags: near, far, reload, intelligent, organized, forceful, group, reload

- Attack an enemy from afar
- Retreat to a safe distance

ENEMY: SEPARATIST SABOTEUR

Bomb detonation, d8+4 damage | 6 HP

In order to maximize the terror they create, some Separatists have taken to creating and developing bombs. While they have no problem throwing them at enemies, their main goal is to destroy structures and defenses important to Kryta. These separatists tend to be less concerned about human casualties and more concerned with spiting the Queen and the people who support her.

Instinct: to destroy important structures

Tags: close, group, near, forceful, dangerous, reload, intelligent

- Set a bomb on an important structure
- Recklessly endanger lives

ENEMY: CAPTAIN DELANA

Ebon Vanguard bow, b(2d8) damage+2 piercing | 6 HP, 2 armor

Delana was once a prominent member of the Ebonhawke defense. She and her husband were proud to protect the stronghold from charr invaders. Her hatred of them was only solidified when they slaughtered her husband right in front of her. Her anger and skills allowed her to rise through the ranks of the Separatists, though she keeps her Captain rank a secret from those who do not sympathize with her cause.

Instinct: to enact revenge

Tags: close, near, far, stealthy, intelligent, organized, group

- Plan a trap for charr and their sympathizers
- Hide her intentions with a coy smile

ALLY: QUEEN JENNAH

Queen Jennah is the Queen of Kryta, the human kingdom, and she is an incredibly popular queen. This is partly due to her victory at securing a peace between the human and the charr after a bloody series of conflicts. Her popularity has drawn enemies, primarily political opponents within her own kingdom who wish to steal her power for themselves. Her suspicions do fall on Minister Caudecus, a person many wish would rule instead of her, and she attended this party partly to learn more about him and find out if there can be a peaceful end to their conflicts.



She is also a powerful Mesmer, and those who wish to combat her should take extra precaution.

Being a queen, she may not become a Hireling no matter what the party does for she takes orders from no one. However, those who fall under her good graces may find many doors opened for them.

ALLY: ZOJJA

As one of Tyria's most famous asura, Zojja is highly regarded for her intellect and courage. She was also a member of Destiny's Edge with her mentor Snaff. His death severely affected her, and she has a short temper when talking of him. Logan's failure weighs heavily on her, though she is kinder than her demeanor, tone, and actions might seem. She has a golem named Mr. Sparkles.

She arrived at this party as an asura ambassador.

If the party can befriend Zojja and earn her trust, then she and her golem may become hirelings with the following stats.

Costs: Uncovered Knowledge

Loyalty: 0

Intellect*: 2

Protector (Mr. Sparkles): 2

Warrior (Mr. Sparkles): 2

*When a Hireling has time to carefully study a situation, you may ask them questions from the Discern Realities list equal to their Intellect, and they will answer to the best of their ability. Gain +1 forward when acting on the answers.



"ALLY": MINISTER CAUDECUS

While he is now most known as a politician, Caudecus was once a general in the War of Ascalon Independence. It is this experience that led him to be Legate Minister of the Krytan Ministry, which places him next to the Queen in power and overseer of the Ministry Guard, the martial unit dedicated to keeping ministers safe. His criticisms of Queen Jennah's peaceful approach to the charr have earned him many supporters, especially considering she has so many troubles with centaurs and bandits. There have been accusations that he has been funding those bandits, but nothing substantial has come of it.

Minister Caudecus's greatest strength lies in who he knows and who likes him. He is highly unlikely to aid the party as he has more important things to do than adventuring.

PLACE: CAUDECUS MANOR

The Minister's home, and filled with amenities fit for... well, a minister, but a wealthy and powerful one. There is a lovely garden in the middle of the estate where the Minister likes to center his parties. Guests can enjoy the open air while dining on h'orderves. There are many lounges within the manor itself, and it is quite easy to get lost wandering the halls, though this is not an unpleasant experience. Servants can be seen bustling around the manor preparing dishes and getting wine from the cellars. Rumor has it that there are secret passages around the manor, but these are mostly unfounded, and why would the Minister need secret passages?

PLACE: SHIRE OF BEETLETUN

Tags: Rich, growing, garrison, safe, resource: fish, market

The place where the Minister calls home, the Shire of Beetletun is a prospering and safe town of Kryta. Unlike many other human settlements, it is rarely attacked by centaurs, and even then, usually only the farms at the outskirts of town are in danger. The woes here are few, and the few that are present are usually solved by visiting the carnival. The Minister has blamed the town's safety and prosperity on his actions, including the decision to bring his carnival there, which everyone loves, and the expanded presence of the Seraph and the Ministry Guard, both of which are funded by revenue brought in thanks to the aforementioned carnival.

CONTINUING THE CAMPAIGN

If you wish to make this the beginning of a campaign, add some lead that the adventurers find on the kidnappers. It could be some orders, an enemy squealing about a more dangerous foe, or something else. Players may doubt Minister Caudecus as well, and may want to explore his doings. The information about the Shire of Beetletun may not come up during the session but may be of great import when players attempt to learn more.



CAUDECUS'S MANOR

Player Notes

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THE CAST



CAPTAIN LOGAN THACKERY

Champion of the Queen

The Captain is the Queen's personal champion and loyal servant. He is an excellent soldier and defender of the peace. He can be a powerful ally to those who share his convictions.



MINISTER CAUDECUS

Speaker to the Queen

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QUEEN JENNAH

Ruler of Kryta

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ZOJJA

Asura Ambassador

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