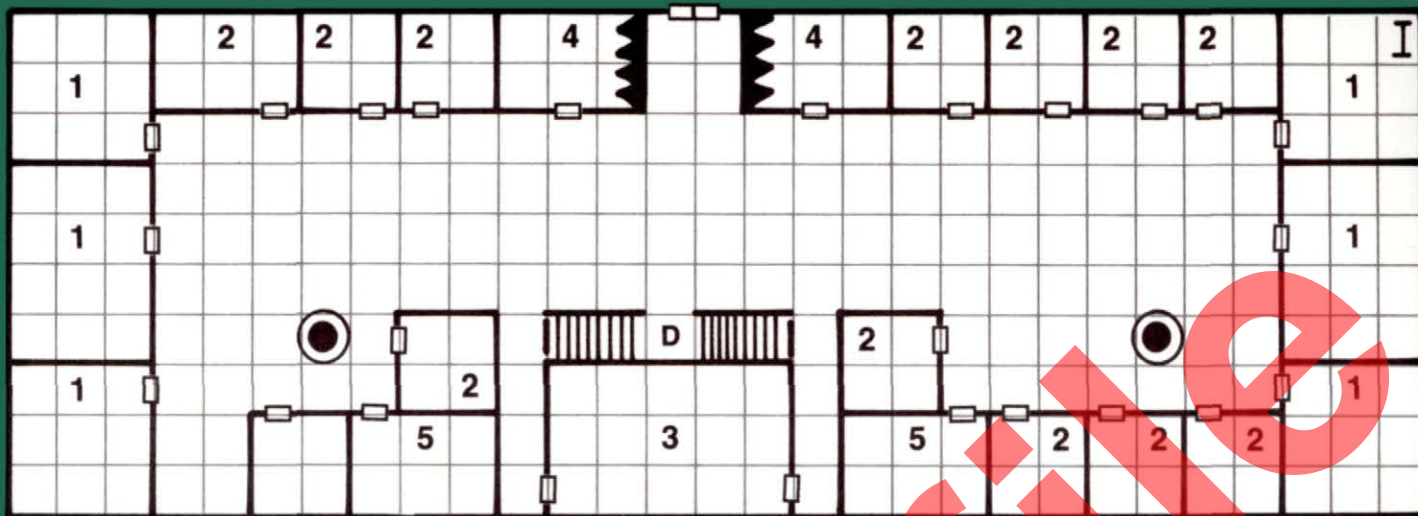


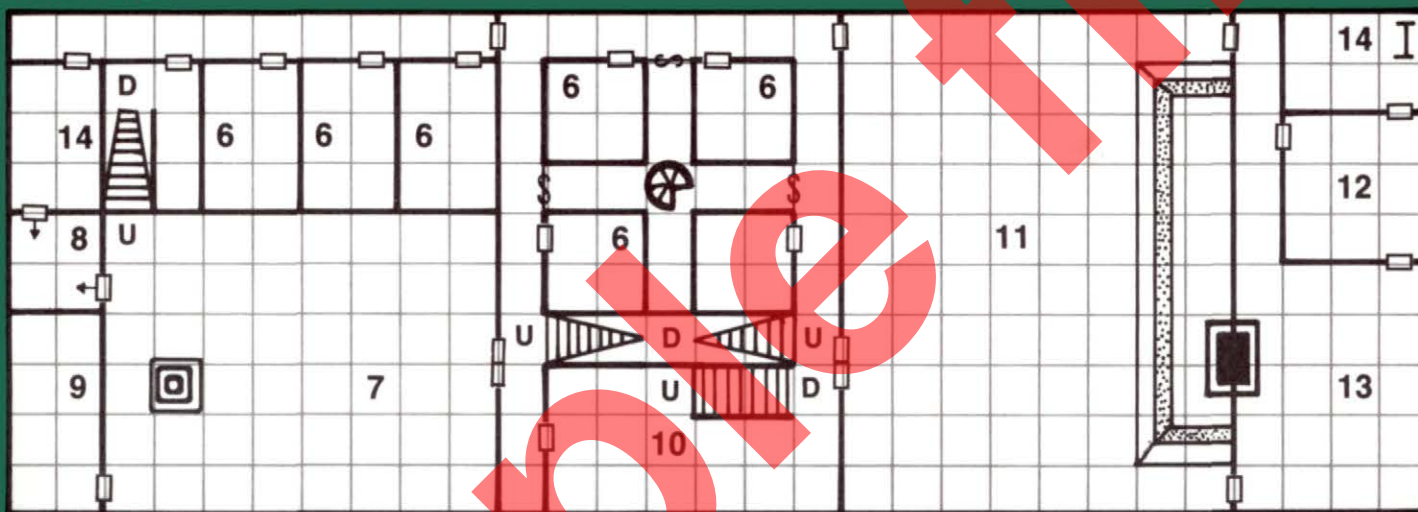
MAP II



# MAP III



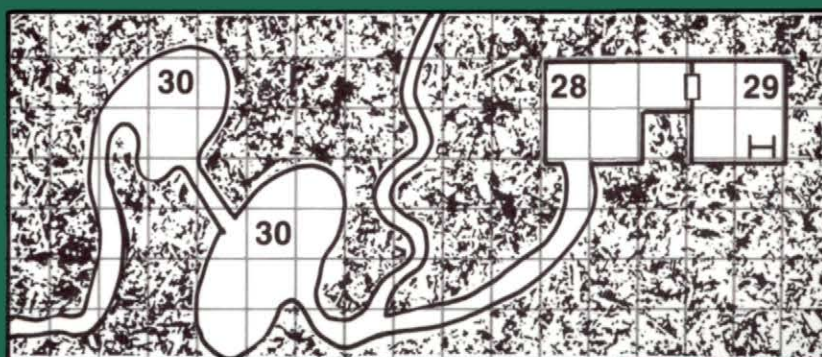
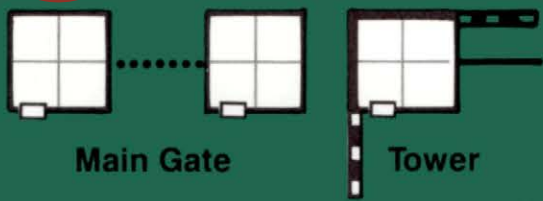
First Floor



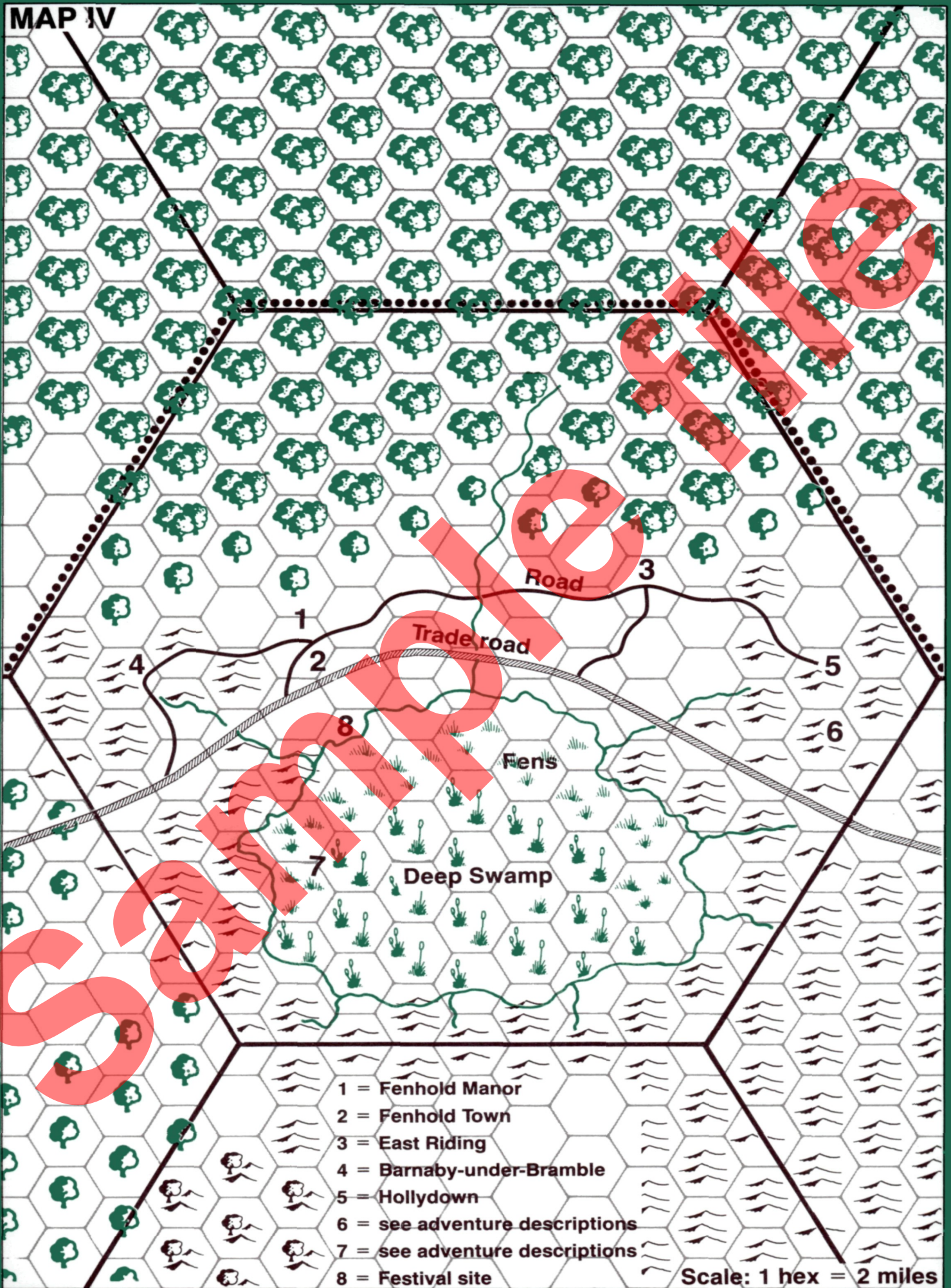
Second Floor



Third Floor

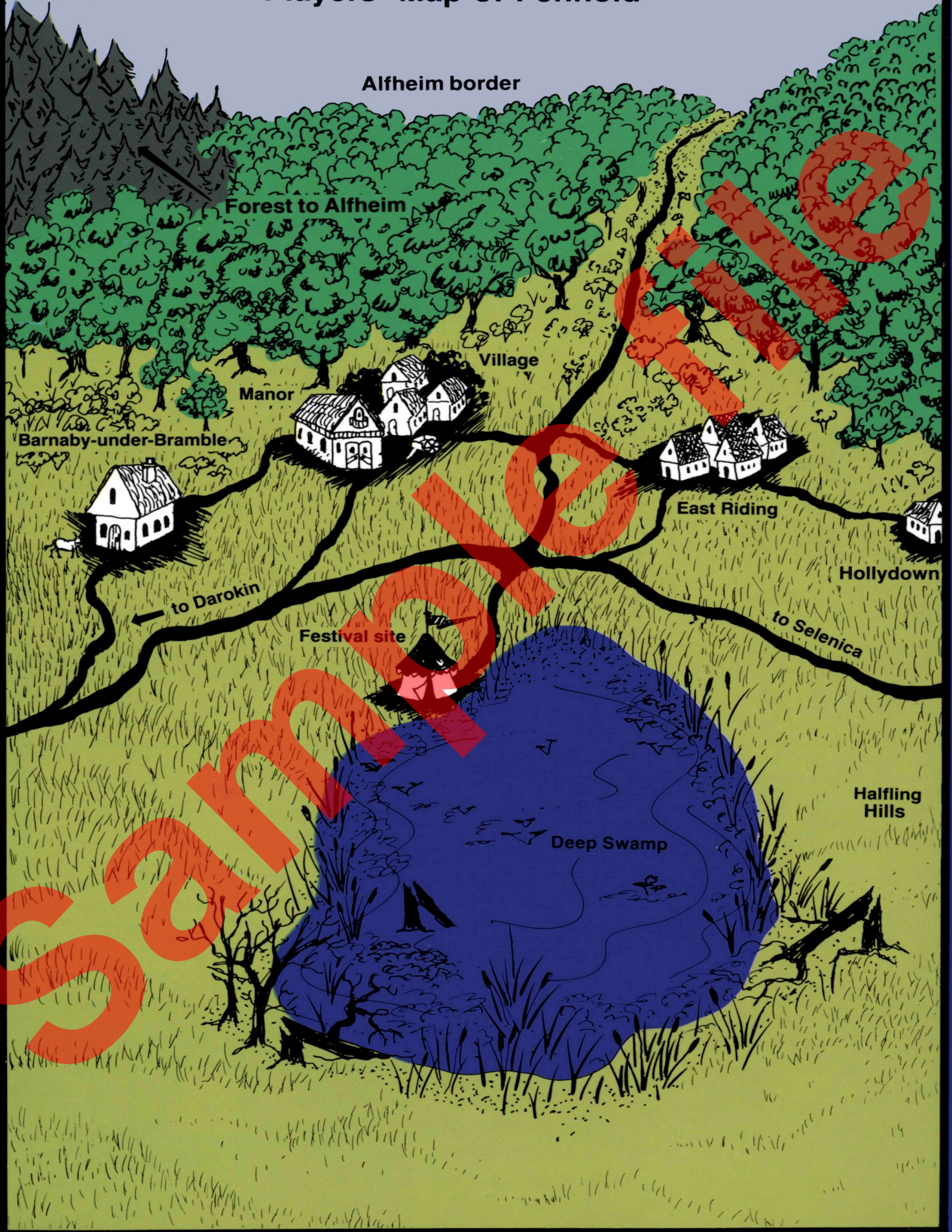


# MAP IV



MAP I

Players' Map of Fenhold



# DUNGEONS & DRAGONS®

Companion-Level Module

## Legacy of Blood

by Steve Perrin and Katherine Kerr



### Credits:

Editing: Heike Kubasch  
 Cover Art: Clyde Caldwell  
 Interior Art: Eric A. Gehlin  
 Typesetting: Betty Elmore  
 Cartography: Stephanie Tabat, Sue Myers,  
 Gloria Habriga, and Dave Sutherland  
 Thanks to Playtesters:  
 Alan Cohn, Douglas Friedman, Dawn  
 Friedman, Steve Henderson, Barbara  
 Huguley, Howard Kerr, Heather Mace,  
 Devin McKinney  
 Original Maps by Jon Jacobsen

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### TABLE OF CONTENTS

<b>HOW TO RUN THIS ADVENTURE</b> .....	2
<b>DM BACKGROUND</b> .....	2
Fenhold .....	2
DM Notes .....	3
On Darokin .....	3
<b>THE NEW HEIR</b> .....	4
Starting the Adventure .....	4
Traveling to the Capitol .....	4
In Darokin .....	4
Player Information .....	5
The Dominion Statistics .....	5
Staying in Darokin .....	6
On To Fenhold .....	7
Arriving in Fenhold .....	8
The Manor House of Fenhold .....	9
<b>FENHOLD</b> .....	11
Player Notes .....	11
DM Notes .....	11
The Dominion .....	11
<b>ADVENTURES IN FENHOLD</b> .....	17
DM Notes .....	17
The Annoyances .....	17
The Dragon .....	17
The Kidnapping .....	18
The Festival of the Fens .....	20
<b>INTO THE GREAT SWAMP</b> .....	21
Finding Barzan .....	21
Traveling Through the Swamp .....	21
Barzan's Lair .....	21
Barzan's Tactics .....	24
<b>ENDING THE ADVENTURE</b> .....	25
Totaling the Points .....	25
Further Adventures .....	25
Uneasy Alfheim .....	25
The Sunken City .....	26
Clearing the Swamp .....	26
<b>NEW MONSTERS</b> .....	27
Giant Swamp Eel .....	27
Giant Freshwater Slug .....	27
Swamp Velya .....	27
Swamp Snapping Turtle .....	28
Nekrozon .....	28
<b>NPC STATS</b> .....	29
Pre-Generated Player Characters .....	29
Friendly NPCs .....	30
Barzan and his Allies .....	30

# HOW TO RUN THIS ADVENTURE

*Legacy of Blood* is designed for a party of lawful adventurers, 15th to 19th level, who do not already rule dominions of their own. The party should have a combined experience level of at least 90 and a good selection of magical items. It is also important that the party include a high level magic-user. The DM can look at the ready-to-use characters in the NPC section and use them as a guide to the proper party strength.

This module is an example of how a small area may be developed in detail to provide many opportunities for role playing. *Legacy of Blood* contains a detailed description of a dominion, complete with important NPCs, location descriptions, and internal politics. In addition, the module includes a mystery for the players to solve.

It is especially important that the DM read through the entire module before beginning play. You must be thoroughly familiar with the villains in order to run their evil schemes properly.

## DM BACKGROUND

Over the years, the Republic of Darokin has been expanding into the empty lands on its borders. Many of these new dominions are in a circle around the nation and forest of Alfheim. By treaty with the reclusive elves, Darokin may colonize these dominions and act as a buffer between Alfheim and the other nations of the continent.

One of these buffer dominions, Fenhold, came under the rule of *Lord Rolph*, who in his day was a famous adventurer. A good ruler despite his oddities, Lord Rolph was obsessed with making improvements in his dominion.

Fenhold takes its name from the swamp occupying its southern half. The origins of the Fen are shrouded in mystery, unlike those of the Malpheggi swamp, which occupies much of southern Darokin. Lord Rolph was fascinated with the notion of draining part of the swamp and/or building a causeway, to facilitate commerce between the capital, Darokin, and Selenica in the east. This plan earned him the hatred of the people living in the swamp, while draining his treasury.

Lord Rolph never married. Thus, when he died a few months before the start of this module, he left no direct heir to take over his dominion.

Each chapter presents two kinds of material. On the one hand, there are key encounters and encounter areas, with scripted text at important points in the action. (As always, read only the text in boxes to your players.) On the other hand, there are descriptions of basic situations and NPCs. Do not dismiss this background as "local color" only. It can easily be developed in greater detail to provide you with many dramatic opportunities. For example, the module only sketches in the capital city of Darokin. The DM could easily map the city and add political intrigue, encounters with thieves, and other dangers.

There are notes and background material for the DM at the beginning of each chapter. Always read these before beginning play in that chapter. Make notes of the ways to expand the material and bring it to life by adding details or small problems for the characters to solve.

Feel free to add color to the bare bones of the tables. If you roll a farmer on an encounter table,

give him a touch of personality. He might talk on and on about his ailments while the characters are trying to extract important information from him, or he might be a backbiting gossip. His ailments or gossip might be a vital clue to the mystery that the characters must solve.

Although *Legacy of Blood* is set in the ongoing D&D® campaign world, it can be adapted for use in any other universe. Place the swamp in a logical relationship to the rest of your world's terrain, but remember that, since its origin is magical, it should be larger than normal geography would allow. Second, note that the ruling government in the module is a republic. If you wish the dominion to be part of a feudal government, change the titles of the various officials and important persons. In this case, the peasants would be much more timid than the free farmers and fishers of the module. Finally, some of the villains are fugitives from justice. Change their countries of origin to places in your world.

In his will, Rolph left Fenhold to a distant cousin. If the players are running the ready-to-use characters in the module, the heir is *Lord Hugh of Redlands*. If the players are using their own characters, the DM should give the dominion to the highest level fighter who has no lands of his own. The module thus provides one character with a dominion, but the DM can rest assured that this inheritance is not an easy gift. Keeping Fenhold will take all of the character's resources and a great deal of help from his friends.

The players of the other party members might wonder why their characters should risk life and limb to help the new heir. Thanks to its ongoing expansion, the republic needs friendly and powerful characters on its borders. If the other party members perform well, they may be rewarded with their own lands.

### Fenhold

Fenhold has fallen on hard times. Rolph's scheme drained his cash reserves, and Fenhold is a poor dominion even in good times. Second, the Confidence Level is very low. Not only did the lord's project anger many of the inhabitants, but after his death tempo-

rary stewardship passed to *Lord Geraint*, a loyal but incompetent man whose poor judgement has demoralized everybody. Almost all of Rolph's retainers and officials have left in disgust, and his subjects constantly grumble about his misrule.

Worst of all, an insane chaotic magic-user covets the dominion. *Barzan of the Black Hand* was briefly employed by Rolph to cast spells for the swamp project (mostly lower water and wall of stone). As he explored the fringes of the Great Swamp, he discovered a vast Elemental gate to the Plane of Water made permanent by the wish of some long-forgotten wizard, whose stronghold lay in the ruins of an ancient city, now drowned in the swamp.

Barzan is convinced that possessing this gate is his first step on the path to Immortality, and is determined to keep it for his use alone. He has planned a campaign of terror to frighten the inhabitants. With the dominion in chaos, none will be able to hinder his ambitions.

If he succeeds, he will go to the Darokinian ruling council, denounce the current lord of the dominion, and offer his services to correct the problem in return for the dominion's overlordship. Naturally, the disturbances would stop in a short time and Fenhold be his forever.