

NO HONOUR AMONG THIEVES

THE FIRST ADVENTURE
IN THE PROPHECY OF NINE OMENS TRILOGY



Three magical orbstones have been linked to the disastrous Prophecy of Nine Omens that has foretold death and destruction.

The orbstones are located in a legendary vault under the Seven Keys Library.

You need to break in and steal the orbstones without getting caught.

But be careful, the vault is heavily protected, and there is no honour among thieves.

Gather your companions. Bring your sword. Choose your spells wisely.

Are you ready to pull off the heist of the century?



MIDNIGHT
TOWER

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Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

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EASTERN FARRAWAY

BASED ON THE ORIGINAL MAPS FROM AURORA GNAMTRIX'S TRAVEL CHRONICLES: EXPLORING EASTERN FARRAWAY REGION



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OVERVIEW

ABOUT THIS ADVENTURE

No Honour Among Thieves is an adventure for the world's greatest roleplaying game (5e). It is designed for a group of three to five 10th-level characters, but includes scalable encounters to suit any level from 1 to 20.

The adventure can be played as a one-shot or as part of *The Prophecy of Nine Omens Trilogy*. In addition, the adventure can also be used in any campaign that features a region with a larger town or city.

FEATURED CONTENT

- A classic fantasy heist adventure.
- New monster: Arcane sentinels.
- Detailed NPCs with background descriptions.
- New magic item: The Emerald Crown.
- Legend & Lore: The Prophecy of Nine Omens.
- Original full-colour maps and illustrations.

ADDITIONAL DOWNLOADS

Maps, VTT tokens, and handouts for the adventure can be downloaded here: <http://midnight-tower.com/additional-downloads-nhat/>

SYNOPSIS

The characters are in Northwind Gate together with their friend Bjorn Amberclan, a middle-aged dwarven scholar. Northwind Gate is a large town famous for the Seven Keys Library and its extensive range of rare tomes. Bjorn is researching three legendary orbstones with immense magical powers that have recently been found.

The orbstones are believed to be linked to the Prophecy of Nine Omens – a grave prophecy that predicts calamity throughout Eastern Farroway – and events that could spark the Third Winter War.

The adventure begins on an evening during a music festival when the characters discover that their belongings have been stolen. The trail leads to a den where the Thieves' Guild's leader, Rimvhan Lohurtz, offers the characters a job. He and his group plan to break into The Vault underneath the library and steal the famous *Emerald Crown*. The characters also get to prove their mettle by facing the other members of Rimvhan's group in individual challenges.

The following day, the characters meet the head librarian, Niniann Envindra, at the Seven Keys Library. Niniann explains that she has hired Rimvhan to steal the crown, but that the heist is a cover. She wants the characters to secretly replace the legendary orbstones in The Vault with duplicates. Niniann explains that the orbstones must be destroyed to avert the Prophecy of Nine Omens. However, her ultimate goal is to claim the orbstones for herself.

HOW TO RUN THIS ADVENTURE

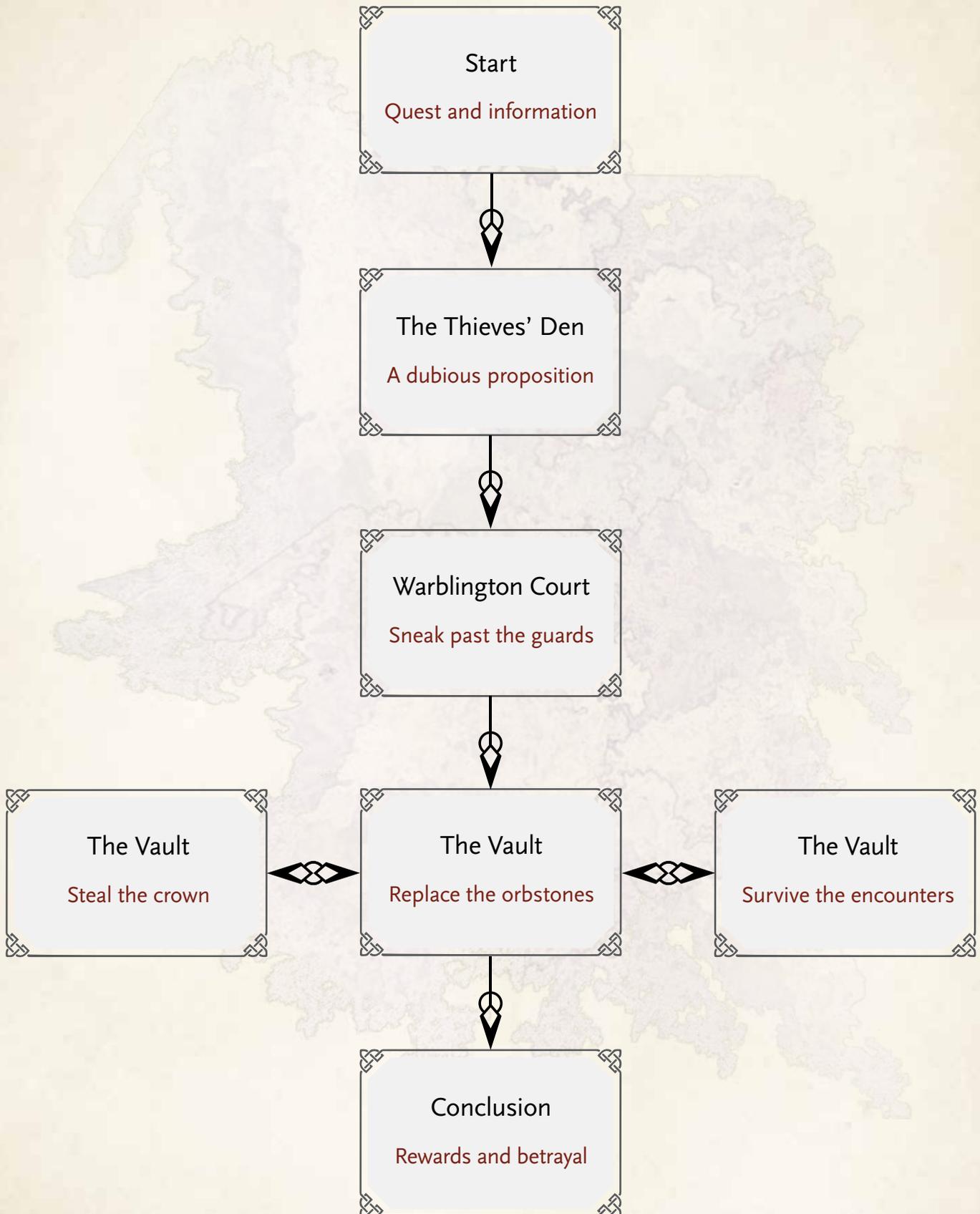
The main quest for the characters is to break into a highly secure vault, locate an incredibly valuable object, and steal it!

Much of the tension when playing the adventure arises from the risk of getting caught and time pressure. The DM is encouraged to increase the sense of suspense by making random hidden dice rolls, letting various NPCs look suspiciously at the characters, or reminding the characters that the clock is ticking.

IMPORTANT

The characters have only one hour to complete their mission and The Vault consists of eight different rooms filled with dangerous traps and monsters. Therefore, the characters aren't meant to go through all of the rooms, but have to choose wisely which room they want to loot. Nothing stops them from trying to steal everything in the vault, but greedy adventurers might face an unfortunate – but inevitable – total party kill situation.

ADVENTURE FLOWCHART



BEFORE THE ADVENTURE BEGINS



BJORN
AMBERCLAN

BACKGROUND

The Seven Keys Library in Northwind Gate is famous for its vast collection of books. However, the library hosts more than rare tomes and ancient scrolls. Situated deep underneath the library is The Vault, a heavily protected treasury. Initially, it was constructed to protect the library's most important books, but with time the security increased and became legendary. The Vault holds both rare books and magical items. Many are considered immensely valuable or too dangerous to be left unsupervised.

To this day, The Vault has never been looted. However, recently, a group of skilled thieves attempted to break in and almost succeeded.

It is believed that the thieves were planning to steal three legendary orbstones called *The Pledge*, *The Promise*, and *The Pact*. These orbstones are incredibly powerful and can be used to open and close permanent portals to other planes.

To make things worse, Bjorn Amberclan and his colleague Ian von Boulderstock have recently discovered that the orbstones are linked to the Prophecy of Nine Omens. If the prophecy is fulfilled, Eastern Faraway will suffer death and destruction – and it could trigger events that could lead to the Third Winter War. (See chapter 10 for more information about the Prophecy of Nine Omens.)

This ill news prompted the council of Winterhold and the leaders of Northwind Gate to decide that the orbstones must be destroyed. Only two people voted against the decision: The leader of the Five, Edna Hellmund, who wants to learn more about the prophecy before deciding the fate of the orbstones, and the head of the Seven Keys Library, Niniann Envindra, who always has been in favour of studying the orbs.

The leaders of Winterhold and Northwind Gate are currently discussing the best way to destroy the orbstones. Already, powerful and mighty individuals have tried to claim the orbstones for their own nefarious purposes.

BUT THEY WERE, ALL OF THEM, DECEIVED

Niniann Envindra has her own secret agenda. She plays a shrewd double game, and her treachery runs deep. In fact, it was Niniann who hired the first group of burglars who attempted to steal the orbstones. Her plan is to replace the orbstones in The Vault during a heist.

Niniann is unconvinced that destroying the orbstones will avert the Prophecy of Nine Omens, and she wants to use the orbstones to unlock their powers. Her plan is to get hold of the orbstones for herself – and she won't let anyone stand in her way.

IF THE CHARACTERS HAVEN'T PLAYED THE RISE OF THE ICE DRAGONS TRILOGY

If you haven't played the previous trilogy, or if you are playing this adventure as a one-shot adventure, the following information can be used to introduce the characters to the adventure:

The characters have met up with the dwarven scholar Bjorn Amberclan, who is a cousin (or childhood friend) of one of the characters. Bjorn

has asked them to accompany him the following day to a meeting with the head of the Seven Keys Library, Niniann Envindra, who urgently needs experienced adventurers for a secret quest.

HOOKS

The following hooks can be used to motivate characters to accept Rimvhan's and Niniann's quests.

BARBARIANS, FIGHTERS

Bravery and brawn will be needed to defeat The Vault's defences and you have the possibility to be part of saving the realm! When the dust has settled, your name will be respected in every tavern. That means plenty of fame and free pints of mead.

BARDS, ROGUES

Few people are more skilled than you are in the arts of discretion and subtlety. Clearly, this quest requires someone with your expertise! And if there happens to be a few treasures in the treasure chamber that no one will miss, then all the better.

CLERICS, PALADINS, MONKS

You have recently had vivid dreams about a catastrophe that shakes Eastern Faraway to its foundations. Every time, an underground vault filled with magical treasures has featured in the terrible visions. By accepting the quest, you will help save the realm.

DRUIDS, RANGERS

The cataclysm described in the Prophecy of Nine Omens would bring chaos to Eastern Faraway. Its beautiful wilderness and natural wildlife would be reduced to a barren wasteland. Such a disaster must be averted at any cost.

SORCERERS, WARLOCKS, WIZARDS

The orbstones are obviously dangerous – but they could also hide great arcane secrets and powers. Perhaps this quest will offer you a unique chance to study them up close?

AN IMMORAL QUEST

This adventure includes associating with criminals and breaking into a vault. If one or more of the characters are lawful, the DM can emphasise that carrying out the mission will lead to the orbstones being able to be destroyed, which in turn will avert death and destruction throughout the realm. The DM can also foreshadow the event and add personal incentives, such as religious visions about how noble goals justify unconventional means.

In addition, the DM can let Niniann describe the mission as more noble and lawful than it is.



CHAPTER 1: IN NORTHWIND GATE

The characters are currently in Northwind Gate, a town in the northern part of Eastern Faraway. The town is strategically located between Winterhold and Whiteport and has a population of approximately 4,000 people. Northwind Gate is famous for its vast library, Seven Keys Library, and its mild climate, which is due to its proximity to a hot spring that is connected to Riversnake, a wide river that meanders through the town that is said to have healing powers.

At present, spring has arrived in Northwind Gate. The cool skies are clear, and the massive oak near the Academy of Alchemy, which is said to be blessed by Silvanus (god of nature), has sprouted its first leaves. People have tied new strips of braided cloth in yellow, green, and pink to the branches while making a wish. Spring flowers are shyly peeking up in gardens, flower beds, and hanging baskets in front of shops and homes. (See the appendix for more information about Northwind Gate.)

THERE'S MUSIC IN THE AIR

A traditional music festival called "Spelenatten" is currently in full swing. Revellers are wandering from tavern to tavern, and songs and tunes mingle throughout the night. The Royal Guild of Bards and Minstrels has travelled all the way from Hammersong to scout for suitable apprentices. Consequently, hopeful entertainers have flocked to the town to fill every inn, tavern, and hayloft. (See the sidebar for more information about Spelenatten.)

CROWDED COMFORT

The characters are staying at The Wanderer's Wand, a cosy and comfortable inn. Because of the many visitors, the characters are staying together in a single spacious room with several beds.

The innkeeper, Vadena, and her wife, Mirrelion Ljung, are busy serving food and drinks. The inn's common room is packed, and the stage has been booked throughout the evening with bards and entertainers.

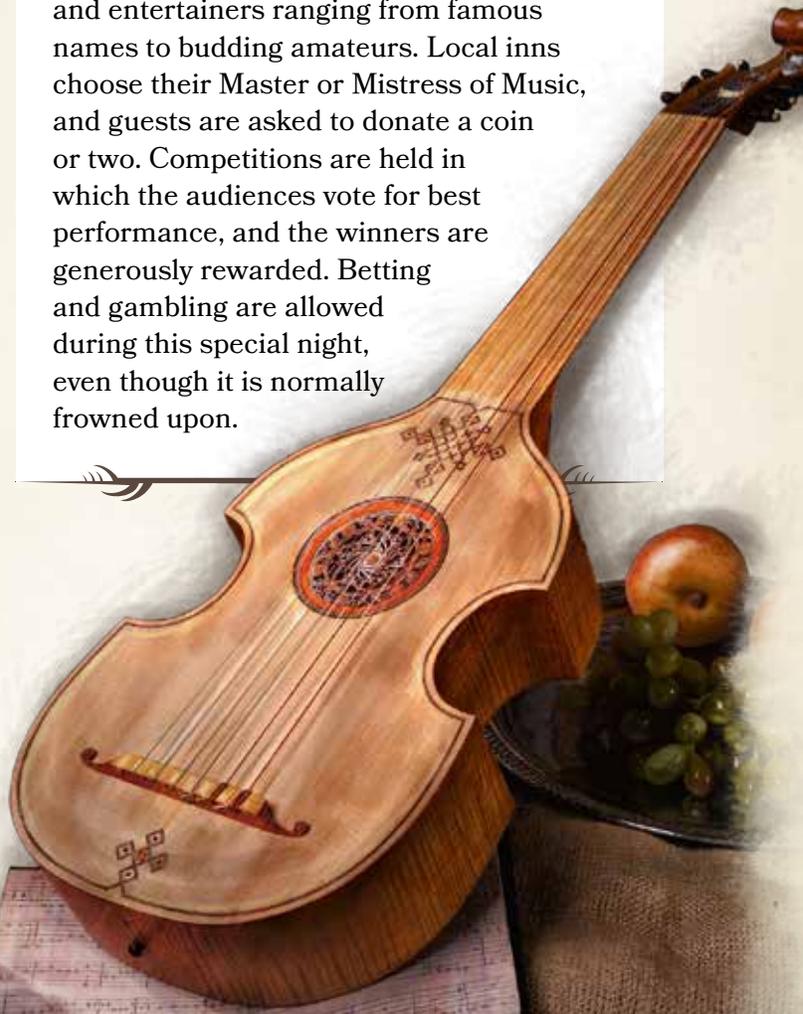
SPELENATTEN

Spelenatten (also known as "Music Nights" or "Musikaften") is a traditional festival celebrated in Northwind Gate annually in springtime.

On this night, the streets are lit by colourful paper lanterns and decorated with bunting. Most people wear home-made conical hats in different colours that feature illustrations of various musical instruments.

Musicians, visitors, and travelling tradesfolk fill up the inns and taverns, which serve apple and pear cider brewed specially for the occasion. Meanwhile, the town's aristocracy and invited guests gather at lavish balls and flamboyant masquerades, where they are entertained by some of the realm's finest musicians.

The festival attracts hundreds of bards and entertainers ranging from famous names to budding amateurs. Local inns choose their Master or Mistress of Music, and guests are asked to donate a coin or two. Competitions are held in which the audiences vote for best performance, and the winners are generously rewarded. Betting and gambling are allowed during this special night, even though it is normally frowned upon.



A MERRY BATTLE OF BARDS

Characters who are proficient with musical instruments can compete against other musicians during the evening. The audiences vote on the best performers, and the competition becomes tougher as it goes along.

Each character who wishes to compete can make up to five Charisma (Performance) checks. On each successful check, the character may choose to stop after their performance and keep their coin, or continue. On a failed check, the character has lost the competition as well as all the coin that they have made.

The DC of the first check is 10, and the character wins 5 gp if they are successful. For each subsequent check, the DC increases by 3, and the reward doubles. After five successful checks in a row, the character is proclaimed the winner and is roundly cheered.

THE ADVENTURE BEGINS

The characters have spent a delightful evening at The Wanderer's Wand filled with song, dance, good food, cider, and wild applause. The night is getting late, and some of the other guests are returning to their rooms.

When one or more characters return to their lodgings, read the following out loud:

You stumble up the stairs and quietly thank the wooden railing that is decorated with carved ivy for its sympathetic support.

However, when you reach your room, you realise immediately that something is amiss: All of your equipment is gone!

Stranger still, a burning candle is left on the emptied chest of drawers. Its flickering light shines on a crumpled note next to the candle.

A single word is written on the note. It reads "Cauliflower".

There is no sign of forced entry. The door was locked, and the windows are closed. All keys can be accounted for, and Vadena, the innkeeper, carries the only spare key.



TEASING TRACES

If the group investigates the room, the character with the highest passive Perception finds a small rune carved into the threshold. Characters who can read Thieves' Cant recognise the symbol. It means "follow".

A similar rune is carved into the floor just outside the room. Near the bottom of the newel post by the stairs is another rune, and yet another rune is carved by the front door.

A DEN WELL HIDDEN

If the characters follow the runes, the trail leads through the winding streets of Northwind Gate.

You follow the mysterious runes through the chilly night. A light rain sets in, and the streets are getting darker.

Finally you arrive to a dead-end alley in the rougher part of Northwind Gate. A broad-shouldered man stands in front of a door at the end of the alley. The man is a human in his late twenties, with long blond hair tied back sloppily. He wears studded leather armour, and a glance reveals at least a dozen daggers on his person.

He crosses his massive arms over his chest and stares hard at you.

"Password?" he says in a deep voice without moving his lips.

If any character replies "Cauliflower", the man grunts, swings the door open, and lets the character pass without any more comments.

The man is Jorgen, a local ruffian employed as a lookout by the local Thieves' Guild. He uses the statistics of a **gladiator**, but fights unarmed or with daggers. If the characters cause any trouble, Jorgen opens the door and calls for Rimvhan Lohurtz to come up and deal with them.

CHAPTER 2: THE THIEVES' DEN

A creaking staircase leads down to a low basement. Brick pillars carry the weight of the ceiling that has been reinforced with sturdy oaken beams. The basement was once used for storing salted fish and imported spices, and the air still smells strongly of the odd combination of pickled herring, cinnamon, and mildew. Several oil lanterns that provide dim light are placed upon half-broken crates and barrels around the basement.

A MOTLEY WELCOME COMMITTEE

In the middle of the basement stands an elegant mahogany desk filled with parchments, well-used quills, and an elaborate inkwell shaped like a pair of prancing griffons.

A handsome, dark-haired human man in his mid-forties sits behind the desk on a chair with burgundy velvet upholstery.

Behind him stands a group of five adventurers. Judging by their relaxed postures, numerous scars, battered armour, and assorted weapons, they are highly experienced.

UNDERGROUND AND UNLAWFUL

The man introduces himself as Mr Rimvhan Lohurtz, leader of the Thieves' Guild in Northwind Gate, and the other five people as the members of The Crimson Blade, an infamous mercenary group.

Rimvhan knows the characters' names and graciously apologises for taking temporary custody of their personal belongings. He explains that it was only a harmless game to bring them to the den, and praises the characters' deductive skills.

All of the characters' items are placed on a low makeshift table near the mahogany desk, and Rimvhan makes a hand gesture for them to reclaim their things.

