

NAEI7-01

Along the Coast

A One-Round D&D LIVING GREYHAWK®

Principality of Naerie Introduction Adventure

Version 0.3

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Sources: NAEI5-01 *In the Docks* [Nick Silverstone]

Looking for adventure, a motley group climbs aboard the White Lady to get to the town of Poelitz. But even during the journey, adventure has a way of crossing paths with them. And who knows what awaits at the end of the journey? A one-round Naerie introduction adventure for 1st level characters only. This module is a sequel to NAEI5-01 *In the Docks*.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn

in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in the Principality of Naerie. Characters native to the Principality of Naerie pay 1 Time Unit per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

TRAVEL IN THE UNITED KINGDOM OF AHLISSA

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM

should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favor with a high ranked Ahlissan NPC or powerful organization may be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he or she was caught.

ADVENTURE BACKGROUND

"Sure, we can do it. What's in it for us?"

Naerie proverb

In this adventure, the PCs have joined Captain Eryn and his ship "White Lady" on a trip to Poelitz. Unknown to Eryn or the PCs, a man named Stranol has bought some weapons that he is about to supply to the Idee Volunteers. When the ship reaches Poelitz, the PCs get mixed up in the smuggling affair, though even the journey offers them some interesting things to do...

Overview of Poelitz

Poelitz is a small coastal town that is the main settlement and trade center in the Barony of Foelt. The town was badly damaged during the occupation by the Scarlet Brotherhood. After the Brotherhood was defeated by the armies of South Province in 586 CY, rebuilding commenced in key parts of the town. Today, the principal exports from Poelitz are goods made from bronze and copper, grain, salt, fish, ships and shipbuilding supplies (mainly sail canvas and ropes), and some glassware. Imports include timber, iron, and precious metals.

House Heshun

When the County of Idee was invaded by the Scarlet Brotherhood, the leaders of House Heshun found refuge in the South Province and quickly allied themselves with Graf Reydrich. In 586 CY House Heshun recruited a warband of mercenaries (including orcs) and participated in the successful conquest of the County of Idee. Idee then became the Principality of Naerie, part of the United Kingdom of Ahlissa. Due to their loyalty during the Iron League rebellion and their contribution to the conquest, House Heshun earned the attention and respect of the new Prince of Naerie and was reinstated as the rulers of Foelt.

House Heshun is ruled by Baron Naudus Van Heshun (born 531 CY). Despite his years, Naudus is in good health, and he approaches the task of rebuilding Poelitz with a vigorous and shrewd mind.

It is quite fitting that in a town like Poelitz, the population have mixed feelings towards House Heshun. The mercantile class and the artisans regard the family with great respect. Commoners and those who loathe Ahlissan rule are suspicious or even resentful towards House Heshun.

Idee Volunteers

Prince Xavener was proclaimed the first Overking of the United Kingdom. From this point, the County of Idee ceased to exist, becoming instead the Principality of Naerie, a province of the United Kingdom of Ahlissa. Of course, some Ideeans never greeted the Ahlissan troops as liberators. A group calling themselves the "Idee Volunteers" staged attacks against the troops. These attacks posed little military threat to the Ahlissan forces and didn't increase the popularity of the Volunteers among the common people either. Most people were happy to see the Brotherhood gone and to continue their lives under Ahlissan rule. The founder of the organization, Staceus of Felten (a paladin of Heironeous), was killed at the battle of the Hollow Highlands in late 592 CY, along with large numbers of Volunteers. The current strength of the Volunteers is unknown.

Hidden cargo

Two large crates in the hold of the White Lady contain a total of 400lbs of iron (worth 40 gp) and fertilizer. Both have false bottoms, though, in which a variety of weapons has been hidden. These are intended for Idee Volunteers operating in Foelt as weapon shipments to the area are tightly controlled and House Heshun has a monopoly on all weapon production in the area.

Crate 1

4 longswords;
6 morningstars.
80 arrows
1 chain shirt

Crate 2

1 chain shirt
4 shortbows
8 battleaxes

The crates can be smashed open (hardness 5, 10 hp) or the lid, which has been nailed on, can be levered off (Break DC 18). To find the false bottoms, the iron must be removed and the searcher must succeed on a DC 18 Search check. These crates have no difficulty passing through checks on the quay front. The ship's inventory (kept by Captain Eryn) shows that the crates have been purchased by Ricard the Miller. However, they were actually bought in his name by Stranol. Captain Eryn knows that Stranol is the true owner of the crates, but he is unaware of the secret compartments or the weapons.

ADVENTURE SUMMARY

Introduction

Players start the module on board the White Lady, a merchant ship heading for Poelitz. For reasons, look to the "Ten reasons for traveling to Poelitz" in DM Aid 1.

Encounter 1

The "White Lady" moors for night at Quay House at the Jarlstun Estuary, halfway through their journey. From the proprietor of the house, Illem, they can learn that a nearby lighthouse was wrecked by a passing flying monster. Even though night is nearing, the PC are asked to go and fix it, so sailing is once more safe in the area.

Encounter 2

Upon the cliffs, the PCs can find the wrecked lighthouse. Two lacedons have also climbed up the cliffs and are waiting for a passing prey.

Encounter 3

Thorncloud, a young and partly tame griffon notices the ship the PCs are traveling in. They must deal with this ill-tempered creature, hopefully without provoking a combat.

Encounter 4

The White Lady encounters a coastal patrol ship of House Heshun and must pass by them without a fight.

Encounter 5

The PCs are asked to deliver a crossbow for Captain Eryn's partner Stranol. Stranol sees this as an opportunity and the PCs may find themselves smuggling weapons for the "Idee Volunteers".

Encounter 6-10

Depending on how they reacted to Stranol's request, the PCs might face combat with either the Heshun Guard or the Idee Volunteers. Alternatively, if the party is unable to agree on the faction, the temple of Wee Jas has a small problem on their hands.

INTRODUCTION:

This is a generic introduction if the DM does not wish to use DM Aid 1 to role-play one of several reasons for traveling. Make note of any PCs who have played the intro module NAEI5-01 *In the Docks* and have the **Favor of Captain Eryn** from it. They already know Eryn and he is friendly towards them.

The journey to the port of Naerie City has so far been without incident and, in a dawn mist, you board a merchant ship headed for Poelitz. The White Lady appears to be a well-kept vessel with a wholly human crew consisting of a dozen sailors, Grobo the cook, Captain Eryn and Rinnac, his first mate.

Whilst the ship is loaded, other travelers, who will share the ships modest accommodation, arrive as well.

The PCs may interact with the named persons onboard freely and learn things about Naerie. The sailors are generally too busy and cannot tell the PCs anything that

Captain Eryn or Rinnac would not know. As soon as the ship is ready, the White Lady heads to north-west and towards Poelitz.

☛ **Captain Eryn:** Male Suel cleric 3; hp 21; see Appendix 1.

Appearance: A well-dressed Suel man with grey eyes, Eryn keeps his red hair short and is clean-shaven. His leather armor has the image of a dragon turtle on it. A successful DC 12 Knowledge (religion) check identifies this as the holy symbol of Xerbo, the neutral deity of Sea, Sailing, Money & Business.

Personality: Captain Eryn has an indifferent outlook towards other people, some say he is even outright selfish.

Eryn can tell the PCs the following things:

- The White Lady is taking some Sunndian exports and other foreign items to Poelitz and will be returning later with local glassware, bronze works and other such locally-produced items.
- It will take about 10 days to reach Poelitz. In about 5-6 days they will get to the Jarlstun Estuary where they will take on board some more supplies and give the passengers a chance to rest.

☛ **Rinnac:** Male Suel expert 2; hp 12; AC 13; +3 to hit (1d6+1, club); Fort save +4.

Appearance: A plainly dressed Suel man with a flushed face, Rinnac has dirty blonde hair.

Personality: A straightforward man, loyal to Eryn.

☛ **Grobo the cook:** Male commoner 2; hp 5.

Appearance: Having lost his left hand in an accident aboard the White Lady, Grobo got the sailors' version of a pension, the job as cook on board.

Personality: A smiling and pleasant fellow, but don't trust his stories!

Sailors (12): Male Oeridian/Suel expert 1; hp 4 each.

Locations on board

See the map of the ship in **DM Aid 2**.

The statistics of the White Lady are largely irrelevant to this module, but if need be, you can use the stats of the Cog on p. 98 of Stormwrack. The White Lady is unarmed, its only defense being its crew. It is a relatively fast ship, mainly taking small cargo and passengers along the coast, and as such it is relatively well maintained and cleaned. The name "White Lady" is a reference to Annarin Heshun, who is one of the heirs of Heshun and a respected military commander. She is called "White Lady" because of her mithral armor. If asked, Eryn can tell this and a successful DC 12 Bardic Knowledge or Knowledge (nobility and royalty) check will do it as well.

Captain's Quarters: Eryn spends most of his time here. It is a relatively spartan room with a few sea charts showing coastal areas of Naerie, Irongate and Onnwal. A large picture of a Sea Dragon is on the wall, along with a small shrine to Xerbo.

Passengers' Quarters: The passengers' quarters have six hammocks hanging from the ceiling and there is further sleeping space on the floor if the passengers have their own bedrolls. Three communal chests have been placed here for passengers to store their items.

Cargo 1: This cargo space has several rolls of silks and luxury materials intended for Poelitz. The door is locked and only Eryn and Rinnac have the key for it, but the door can be broken down (Hardness 5, hp 15, Break DC 18 (Strength check), Open Locks DC 20). Stranol's crates are here.

Cargo 2: This cargo space has several crates of wine, dried fruit and cheap jewelry, imported from Sunndi. The door is locked (Eryn and Rinnac have the key for it), but can be broken down (Hardness 5, hp 15, Break DC 18 (Strength check), Open Locks DC 20).

Creature: One of the crates was infested with rats that now wander among the cargo (though they do not get into other crates). They make sounds during the night that might alert PCs sleeping above on their own quarter. Every night, the PCs should make a DC 20 Listen check to hear these sounds. How they proceed afterwards is up to them. If nothing else, they encounter the rat swarm when they get to Poelitz.

During the day, the rats sleep in their own crate. Careful players could surprise them at this stage and possibly throw the crate overboard, etc. Have the rats make an opposed Listen check (the swarm has a total modifier of -4) against the PCs.

If the PCs let Eryn or Rinnac know, they can open the cargo space for them and assist them in the battle against the rat swarm.

APL2 (EL 2):

☛ **Rat Swarm:** hp 18; see *Monster Manual* 239.

Tactics: As a mindless horde, the rats swarm as many targets as they can and fight to the death. Remember that some PCs might catch a disease, which at this APL could be deadly. These PCs are quarantined but other PCs can tend to their wounds.

Sleeping Quarters: Sailors sleep here in their own hammocks. A few storage chests are here as well, but most sailors tend to hang a backpack from their hammock. This is also easier to guard as it is hard to open it without disturbing the sleeping owner. In an emergency, this space can be used for cargo as well.

Anchor: The anchor and anchor chain are located in this room.

Kitchen: The ship's cook works and sleeps in this badly cramped space.

Storeroom: Additional sails, timber, tools, food and other such items are stored in this room. Eryn, Rinnac and Grobo have keys to the door but it can also be broken down (Hardness 5, hp 15, Break DC 18 (Strength check), Open Locks DC 20).

Pick-pocketing: If someone wants to go pickpocketing items in the ship, this is possible. Have PC make an opposed Sleight of Hand vs. sailors spot check (+2). If successful, PC gains the amount indicated. If caught, he is put in manacles for two days as a lesson. If caught after this, Eryn throws him overboard, with said manacles on...

APL 2: Loot: 0 gp; Coin: 20 gp; Magic 0 gp; Total 20 gp.

ENCOUNTER 1: QUAY HOUSE

Jarlstun Estuary comes closer. The cliffs on both sides loom over the estuary, forming a gateway for the river that flows from the north. Rinnac, the first mate, joins you and points to the estuary: "This is the Shimmering Stream and it goes all the way up to Lake Felten. Up there are the beacon towers." He indicates the cliff on the right. A bright light shines from the upper window of a large tower that overlooks the Shimmering Stream. "That's funny, though. It looks like the western light has gone out. That needs fixing..."

As the White Lady sails into the Shimmering Stream, the PCs can see the quay on the western bank, the Beacon Towers and some distance up the estuary. Eryn explains that the White Lady cannot sail into the Shimmering Stream so they will anchor next to Quay House which was designed for this purpose. It also offers sleeping quarters for travelers if they want a proper bed for the night.

Quay House was built upon a jumble of rocks at the base of a line of cliffs. It consists of a large wooden house and two jetties. An open area nearby is meant for cargo, though typically any cargo traveling up the Shimmering Stream is loaded straight onto barges. A path runs up the side of the cliff from the house to the cliff top. Once the PCs have taken in their surroundings and Rinnac might have explained a few things about Quay House, continue reading:

As the White Lady is moored by two men on the quay, Captain Eryn shouts down to them: "Do you know your western beacon lamp is out?"

"We feared as much - a terrible, flying monster came by two nights ago. It took a net full of fish and flew to the top of the cliffs. It probably

smashed the lamp. See Illem or Juna if you want to help out."

🔪 **Illem:** male human (Oeridian/Suel) expert 2; AL N.

🔪 **Juna:** female human (Oeridian/Suel) commoner 2; AL CN.

Illem and Juna are the proprietors, an aging, pleasant couple, who have been shaken by Thorncloud (the monster) and his passage. They offer a night's free lodgings and food to anyone agreeing to either upright the lamp or bring it back for repairs in the morning.

If asked about the monster, Illem says that he only saw a faint outline of a winged creature when it snatched the net. He cannot describe the monster further. A successful Knowledge (nature) DC 14 check enables the PCs to know that a few giant Sea Eagles live around the Jagged Hills. Succeeding by 5 or more reveals that a flock of them have actually been trained to defend the nearby town of Felten.

Most of the sailors go to their sleeping quarters, and some go to get a drink. Eryn asks the PCs if they would like to help Illem a bit with the beacon light. If they do, move to encounter 2. If not, Illem goes on his own at some point and does not return. Eryn then asks the PCs again at this stage. If they still don't go, he goes on his own and returns with an unconscious Illem. If the PCs go with him, they only get half experience for encounter 2.

ENCOUNTER 2: UP THE CLIFF

It is a steep climb to the top of the cliffs. The path runs up a narrow scar on the cliff face, and jagged rocks wait beneath to greet any who should stumble off the edge.

Characters should make DC 10 Balance checks to avoid stumbling or slipping. Although the characters will not fall, those who fail the Balance checks should make DC 10 Will saves. Failure means that this close brush of death makes them shaken until they are on the quay again (giving a -2 morale penalty on attack rolls, saving throws, skill checks and ability checks). Note that certain feats make characters immune to the shaken condition. It is half a mile to the pinnacle of rock that overlooks The Jarlstun estuary. The path then continues along the edge of the cliff, to one side is the treacherous drop, to the other is undulating, rough ground covered in thick, twisted gorse.

Finally the top is in sight. In the light of the setting sun, the Azure Sea stretches to the horizon. Seagulls drift lazily in the evening air and the sound of crashing waves echoes from hundreds of feet below. The beacon lamp, which appears battered but unbroken, lies face down on the

ground next to its tower in an area of thin soil and bare rock. Close to it are the shredded remains of a fish net and the remains of many fish. Despite the wind, their sickly, putrid stench can be smelled even from a distance.

Creature: Two lacedons (aquatic ghouls) have crawled up the cliff face in search of prey (since they are undead, the fact that aquatic creatures cannot breathe air is hardly a hindrance). Now they lurk behind the fish net, requiring a DC 16 Spot check to see it before it attacks. See DMs Aid 3.

APL2 (EL 2):

🦇 **Lacedon (2):** hp 15, 11; see *Monster Manual* 118 (except one has AC is 15, 13 & 13 due to ring of protection +1).

Treasure: Bigger Lacedon (one with 15 hitpoints) has two slightly dirty but obviously valuable rings in its fingers. One of them has symbol of a cresting wave, which can be identified as Procan with successful DC11 knowledge (religion) check. This lacedon was an unfortunate resident of Stormhaven, which is a community of Procan worshippers near Gornor's Cove, who was attacked by Lacedons while out in the sea and succumbed to ghoulish fever.

APL 2: Loot: 17 gp; Coin: 0 gp; Magic 83 gp; Ring of protection +1 (83gp); Total 100 gp.

Detect magic results: ring of protection +1 (faint abjuration)

Tactics: The lacedons try to ambush the PCs and attacks any PC who gets within 10ft. They then try to move into a position where they cannot be flanked by the PCs. If a chance presents itself, Lacedon tries to bull rush people down the cliff.

It is a DC 20 Climb check to catch oneself when falling. However, since the cliff is pretty rough and easily climbed, a PC bull rushed down only fall 20ft before stopping their fall. If they go unconscious by the fall, anything they were holding in their hands falls down into the sea and is lost. If a lacedon is successfully turned, it flees by leaping off the cliff, and ends up as broken heap of flesh at the bottom when it takes 20d6 points of damage from falling. In this case it takes a DC 20 search check to find the rings among the splattered remains (PCs probably noticed the rings at some point).

If Illem was captured by the lacedons, he is found unconscious behind the beacon tower where the lacedon left him while luring more prey.

Development: Fixing the beacon lamp is relatively easy but the PCs have a few obstacles on their way. The part with the *continual flame* was knocked down and has rolled down the cliff some 20ft. When the PCs are at the top, they can see a glow of light from a crack in the cliff face. It is a DC 5 Climb check to get to the crack but ropes and similar will also do. In addition, it requires a

DC 15 Escape Artist check for a medium creature to crawl into the crack where the lamp is (or it can be reached with a 10ft pole, *mage hand*, etc). PCs with *stonecunning* or ranks in an appropriate craft/profession can note that the cliff is in danger of collapsing if a medium-sized PC crawls into the crack, and this gives them a +2 circumstance bonus to their Escape Artist check.

If the Escape Artist check fails, the crack gives away and the beacon lamp rolls down the cliff, shattering to pieces on the way. PCs in the crack drop as well but only for 20ft. PCs falling down can also try to make a touch attack against AC 12, followed by a DC 20 Climb check to catch the falling lamp. Failure in either means the PC overextends herself and falls a further 10ft, while the lamp again rolls into the sea. In any case, any falling PC takes 1d6 damage per 10 feet fallen.

If the PCs look around for tracks, they can find signs of a clawed talon with a successful DC 21 Survival check. A DC 15 Knowledge (nature) check identifies the track as those of a griffon. Succeeding by 5 or more tells that this specimen is not fully grown.

Once the PCs return, Illem is grateful for their assistance, even if they failed to recover the lamp. The White Lady continues its journey the next day and the PCs can come along.

ENCOUNTER 3: THORNCLOUD

It will take three days to reach Poelitz from Quay House. The encounter with Thorncloud, the flying monster who destroyed the beacon lamp, takes place a few hours before PCs reach their destination.

A flock of birds above the shore of the mainland, about a mile away to starboard (the right), is being harassed by a beast as big as a pony with long, broad wings. The flock disperses as the creature flies in amongst them before it slowly turns towards the White Lady. A few beats from its wings send it forward at a tremendous speed, and it will probably not take more than few minutes for it to arrive at your ship.

After a minute (when Thorncloud is 10 rounds and 3200 feet away), the characters can make out the form of the creature. It has the body of a lion, with the head, wings and forelegs of an eagle. With a DC 15 Knowledge (nature) check a character knows that this beast is a griffon and realizes that this is not a particularly big or healthy specimen. A DC 15 Spot check allows any character to notice a glint from a hind leg.

When Thorncloud is 200 feet away make these same checks again. Success on the Spot check at this distance also allows a character to notice small tufts of grey feathers in the beast's tawny wings. If that PC has any ranks in Knowledge (nature), then he/she knows that the bird is probably quite young.

The glint comes from a golden band around Thorncloud's hind leg. If the party is ever able to inspect it more closely, they see an inscription: "Strength and Nobility" which is followed by a flamboyant "G". It also has a small coat of arms in it. This may be identified as the coat of arms of House Heshun with a DC 12 Knowledge (nobility) or Bardic Knowledge check. See player handout 1 for an image of the Heshun coat of arms.

APL2 (EL 3):

🐉 **Thorncloud:** female young griffon; hp 26; see *Monster Manual* 93.

Creature: The creature is Thorncloud, a young and partly tame griffon (using the statistics for a Giant Eagle). She has not learned how to hunt properly, so she is very hungry. Thorncloud recalls being taken by ship to Poelitz, imprisoned in a cage packed with food. Therefore, she hungrily flies in to investigate the White Lady.

The griffon should be played like a hungry child (remember that it understands, but does not speak Common) who thinks that throwing a tantrum will get it some food. The following options are possible:

1. If Thorncloud is attacked or threatened she fights, but withdraws and flies away when reduced to half hp (13) or less;
2. If allowed to land on the ship unharmed, Thorncloud puffs herself up and screeches at any character carrying weapons, until they drop their weapons or back away. She then sniffs amongst the ropes and rigging in search of food. The griffon flies off if the characters don't back down after 5 rounds;
3. If everyone hides below deck, Thorncloud searches around for 10 rounds before flying off;
4. If she is approached carefully and offered food (there are barrels of fish in the ship that can be given to her), Thorncloud eats it and flies away, unless successfully calmed with Handle Animal/Wild Empathy during this time (see below).
5. If the players calm her with a DC 15 Handle Animal/Wild Empathy check, Thorncloud settles down to sleep on the deck. There are ropes, spare canvas and nets to bind the griffon if she has been subdued. Once bound, Thorncloud does not attempt to escape.

Tactics: If combat ensues, Thorncloud concentrates on one target at the time. Since it is impractical to put all the sailors on the map, just have them make 3 ranged attacks against Thorncloud each round with light crossbows. All sailors have a +0 bonus to hit and inflict 1d8/19-20 damage per hit. Note that they do not have the Precise Shot feat and thus most likely suffer a -4 penalty to their rolls for shooting into melee.

Development: Captain Eryn carries 2 potions of *cure light wounds*. He offers them to any character who is badly wounded. If necessary, he gives one to a dying

Thorncloud. If Thorncloud ends up dead, Eryn instructs that the beast is dumped overboard and everyone pretends none of this ever happened. After this encounter, the module continues with encounter 4.

ENCOUNTER 4: MEETING THE COAST GUARD

As Poelitz draws closer, another ship is coming from that direction. Eventually the flag becomes visible: A shield with red stripes, light brown background and a griffon. A DC 12 Knowledge (nobility and royalty) identifies this as the coat of arms of House Heshun, the rulers of Poelitz and the Barony of Foelt. Captain Eryn summons the PCs to the deck and tells them that this is Sprayweaver, one of the ships owned by House Heshun.

Once Sprayweaver comes alongside, the PCs can see several orcs and humans aboard. The orcs are an especially imposing sight in their studded leather armors and bastard swords. The humans are dressed in studded leather as well, but they carry bows, along with an ample supply of "sailbreaker" arrows (serpents tongue arrows from *Races of the Wild*).

👤 **Captain Gresor:** male (Oeridian-Suel) Ftr5; AL LE, Sense Motive +3.

Appearance: A middle-aged man with dark hair still, blue eyes and a neatly trimmed beard, Gresor wears chainmail armor and a blue cloak.

Personality: Gresor is a no-nonsense captain, he likes giving orders and he expects them to be followed.

Gresor is looking for Thorncloud so he can take her back to Poelitz. If Thorncloud just flew away, Gresor bids the Eryn and the PCs a good day and leaves. If the PCs actually have Thorncloud with them, Gresor demands Eryn to hand her over, which he does, and Eryn also describes how the PCs helped bring her down. This earns the PCs a **Favor of House Heshun** on their AR. The captain hands a purse to Eryn and its contents are spread amongst the crew, including PCs.

If the PCs actually killed Thorncloud, every PC present must roll a successful Bluff check opposed by Gresor's Sense Motive (bonus +3) to hide that fact. If any PC fail, Gresor summons one of the Eryn's sailors and demands he tells the truth. The sailor does so, telling exactly how things went with Thorncloud. Gresor cannot do anything to the PCs since this was clearly self-defense. Still, this earns all the PCs a **Disfavor of House Heshun**. Any PC who stays below decks cannot earn either a Favor or a Disfavor as Gresor chooses to ignore anyone who pops out after he announces his business.

Treasure: The purse has quite a bit of money. While Eryn gives every sailor a bit, he hands most to the PCs as

a reward for their actions (though he keeps a good amount for himself).

APL 2: Loot: 0 gp; Coin: 40 gp; Magic 0 gp; Total 40 gp.

Combat: There should not be combat in this encounter. If any PC expresses the wish for it, you should warn them that Sprayweaver is clearly a much more powerful ship (with Gresor alone being a 5th level fighter). If they insist, then these PCs are all automatically captured by the coast guard, their money (but not their equipment) is taken as "evidence" by the orcs and they spend the next 6 TU in jail before being freed. Needless to say, this module is over for them.

ENCOUNTER 5: POELITZ

Poelitz is soon in sight. Even from this distance, it is easy to make out the towering buildings at the heart of the town. Several stories high, the bronze roofs and minarets shimmer like flame in the daylight, undeniable evidence of wealth and beauty. The rest of the town is a startling contrast between distinguished town houses and ramshackle hovels.

As the White Lady enters the small harbor, ropes are thrown down and the ship is secured against the wharf by a throng of dockhands, a fair proportion of which are burly half-orcs. Two wagons, each pulled by a pair of heavy horses, are led towards the ship. Standing a little apart from this crowd is a group of three armed men dressed in green sashes and wielding halberds. All of them dress in hide armor. A tall but thin elf stands with them with a rapier in his scabbard. One of the sailors stops for a moment to speak to you:

"Them with the green sashes are members of the Heshun guard. The elf is Sertern Aildolin, not one to mess about with."

A wide wooden plank is pushed out from the ship to serve as a gangway to. Captain Eryn approaches you: "Well, best you get ashore before we start unloading. If you change your mind about staying in Poelitz, I sail back to Naerie in two days."

"Oh, I nearly forgot. I am supposed to deliver a crossbow to a man called Stranol in the Ox & Yoke Inn. By the time I've finished going through my cargo with the Guard and then unloading it will be pretty late. Besides, I don't want to be seen carrying weapons as I've got a good reputation to keep, so I'd appreciate you saying it was yours if anyone asks. If you do this for me, I'll gladly pay you a few gold pieces. The innkeeper should be able to direct you to Stranol."

If asked why he does not wish to be seen with weapons, Eryn answers that House Heshun controls the manufacture of weapons in Foelt and do not look kindly

on competition.

If the characters accept the task, the Captain hands them a heavy crossbow. With a DC 12 Appraise check, the PCs can notice that the heavy crossbow is a masterwork weapon (worth 350 gp). Not only is the Captain avoiding a 10% tax (35 gp) payable on "gifts and goods", the crossbow is also a signal to Stranol to collect his crate. The Captain is not aware that Stranol is looking to recruit some eager adventurers-to-be to do that job for him. Stranol will consider the delivery of the crossbow to be a passed test of their reliability.

Treasure: The PCs can steal the crossbow if they want. Otherwise, they merely get the coins.

APL 2: Loot: 30gp; Coin: 2 gp; Total 32 gp.

Creatures: On the quay front, the characters are stopped by the Heshun Guard. The PCs may be forced to fight them later if they decide to side with the Idee Volunteers.

The elf comes forward when you approach from the White Lady.

"I am Sertern Aildolin of the Heshun Guard. We have made Poelitz one of the safest places for honest folk to work and trade. We don't tolerate any troublemakers but you can keep your weapons, just don't draw them in anger or they'll be removed from you. I hope you understand this."

Aidolin asks the characters what they will do in Poelitz (any reason works) or if they have any items they intend to sell. Even if they don't, he urges the PCs to visit the weekly market of Poelitz, the next one will happen in two days. As an afterthought he reminds the PCs of the taxes: Any PC who is not a member of the Royal Guild of Merchants of Aerdy, the Church of Zilchus (see meta-organizations) or has the Celestial Scion feat, is subjected to a tax of 10% of any item's monetary value when selling it in Poelitz.

If there are any half-orcs in the party, the characters should all make either a DC 9 Sense Motive or a DC 9 Spot check to notice that the Sertern focuses his attention on the half-orc(s) more than any other character.

After this interlude, the party may enter the city of Poelitz.

Development: If the PCs take the crossbow to Stranol, move to encounter 6. If PCs ask about possibly criminal activity going on in Poelitz or if the town has need for sell swords, Aidolin asks them to come to his office (encounter 9). If the PCs just want to go and look around, move to encounter 8.

Troubleshooting: It is possible that some PCs might wish to tell about tax evasion while others want to take the crossbow to Stranol. Aildolin will instruct PCs to headquarters of Royal Guild of Merchants to talk about such things. In these, a clerk named Hyrlan (LN male

Exp3) will ask the details and then send a squad of brutes to apprehend Stranol. Other PCs may interact with Stranol but he will run away once a passing commoner who runs into Ox & Yoke warns about approaching Brutes. Those PCs visiting Royal Guild can run into priestess of Wee Jas at this stage as either option (going after or against Idee Volunteers) has been lost as Royal Guild confiscates crates from White Lady and Idee Volunteers lay low for a while.

ENCOUNTER 6: OX & YOKE INN

The Ox & Yoke Inn, a large inn near the east gate, is popular among the soldiers and common laborers. It is run by an Oeridian man named Resh (N rogue 4) and his Suel-wife Eoneus (NG expert 2). Occasionally things can get out of hand, especially when orcs are on a pub-crawl, but so far House Heshun has always compensated for any damage. When PCs arrive, it is mainly empty as laborers and soldiers are still at work. Stranol is in his room and the PCs can ask the innkeeper about him. The innkeeper tells the PCs to sit down while he fetches Stranol. Read or paraphrase the following.

A well-dressed Suel man with shoulder length brown hair approaches your table.

"Greetings gentlefolk, I believe you wanted to see me."

☛ **Stranol:** male human ranger 2/fighter 4; hp 43; see Appendix 1.

Assuming the PCs hand over the crossbow, continue with the following. If not, Stranol quickly excuses himself as the PCs are merely wasting his time.

"Splendid, splendid. And have you found a way yet to make money in this fair town? No wait, I can see that you would not turn down a chance to earn more, am I correct? I'd have a small business suggestion for you, if you have some spare time."

Stranol won't go straight to the point; Instead he finds whomever has the best Charisma score or Diplomacy, by chatting about the PCs life, how their journey to Poelitz was and so on. If someone mentions the war and burning of Poelitz, they can make a DC 15 Sense Motive check to notice Stranol's friendly behavior changes slightly. In fact he worked in the Idee resistance movement and took part in the battle that culminated with the burning of Poelitz. All this gave Stranol some fame and respect, but not much cash and now he is using his connections to supply weapons to the Idee Volunteers. When you think they have had enough roleplay, Stranol will give the business proposal to the most suitable PC.

"Now, about that job. I am a simple merchant, delivering goods around Foelt. My regular workers got themselves drunk and arrested by the Heshun Guard. I have already received payment for my cargo. It would put me into a difficult position if delivery of the goods is delayed. Could you do a little run for me? Just a couple of crates to the thorp of Fenross, west of Poelitz, for a sum of 10 Ahlissan gold crowns to each of you. Interested?"

What Stranol really wants the PCs to do is to smuggle weapons to the Idee Volunteers. The PCs most likely have some questions for Stranol about the cargo. Stranol says that he is delivering some iron ore for farming implements but he is willing to pay so much for delivery as the crates have a few sacks of alchemical fertilizer from Naerie City that will be tried out on local farms. It is not known how long it will stay potent and thus the hurry. The local cleric of Phytton (CG Suel deity of Nature, Beauty and Farming) paid good money for it. Of course this is quite a blatant lie and PCs can detect it with opposed Bluff/Sense Motive checks.

If PCs say yes to this offer, read the following.

"My clients name is Uldansy but since she does not know you are coming, keep this visible and she will recognize you. Stranol pushes his hand over the table towards you, revealing a red arrowhead, hanging from piece of string. 'But enough of talk,' Stranol says and gets up from the table. 'You can find the crates aboard the White Lady. I am sure Eryn will show them to you.'"

If they decline, Stranol moves away. If the PCs try to stop him, he warns them not to try anything as they don't have a chance against him.

Development: The PCs can accept the deal in which case you should move to encounter 7. They can decline, in which case go to encounter 8.

Troubleshooting: If the PCs want to attack Stranol in the tavern, remind them that this will probably not go down well with the bar owner plus at best the PCs have very flimsy evidence of possible wrong doing if they suspect it. If a fight nonetheless ensues, the Heshun guard arrives in 12 rounds to apprehend anyone present. Stranol tries to flee, but if forced to fight, is not afraid to put the PCs down with non-lethal damage. The PCs receive the **"Hatred of Stranol"** (they will also earn it if they were insulting towards Stranol) to their AR no matter what. If they actually kill Stranol here, then they become wanted for murder as per the rules on the **"Wanted in Ahlissa"** AR. If the Heshun Guard captures the PCs, they most likely execute the PCs for murder.

ENCOUNTER 7: ON THE ROAD AGAIN...

The PCs are delivering the weapons to the Ideeans. On the way there they get stopped by Sertern Aildolin and his guards who want to investigate their cargo. The PCs are riding in a 15 ft. x 10 ft. wagon drawn by a light horse. The Heshun guard stand in the middle of the road, behind a small barrier, keeping their crossbows ready and demanding that the PCs surrender their cargo for inspection.

Unless PCs do some swift talking to distract Aildolin, which requires a DC 15 Diplomacy or Bluff check, he takes 20 on his search roll and finds the false bottom. If successful, Aildolin merely takes 10 and does not find the cargo.

This enables the PCs to bypass this encounter. The inspection is here merely to see if they can keep their calm under tight situations.

It is possible that combat ensues. If Aildolin actually finds the bottom, then the Heshun guard demand the PCs to surrender. Failure to comply leads to a fight. If the PCs say they are not aware of any contraband and surrender, they only lose 1TU when Aildolin interrogates the PCs for a bit about Stranol and then releases them. Stranol is not caught however.

APL2 (EL 3)

👉 **Sertern Aildolin:** male elf (high elf) swashbuckler 1; hp 11; see Appendix 1.

👉 **Heshun Guard (3):** male human warrior 1; hp 5 each; see Appendix 1.

👉 **Light horse:** hp 19; see *Monster Manual* 273.

Tactics: Aildolin will assume the Heshun guard to give supporting fire from their crossbows. Therefore, he maintains his position to avoid being flanked and ready to attack anyone who attacks the guards.

If the Heshun guards are engaged in melee, they initially take 5ft steps backwards (as part of their reload action, which is a move equivalent action) and keep shooting.

After this they resort to melee attacks with halberds. All of them flee if they lose 2/3 of their hit points. The battle map for this encounter should be blank to simulate the road, obstacle (counts as light cover and difficult terrain) and it's immediate surroundings. A few bushes and rocks can be placed around if need be.

Treasure: The guards have some equipment and coin pouches with silver coins, their meager pay. Aildolin has masterwork weapon and even a magical armor.

APL 2: Loot: 46 gp; Coin: 13 gp; Magic 101 gp; *Potion of cure light wound* (4gp), *studded leather armor* +1 (97); Total 160 gp.

Detect magic results: *potion of cure light wounds* (faint conjuration), *studded leather armor* +1 (faint

enchantment)

Development: If the PCs defeat the guards, proceed to conclusion A. If the PCs leave any witnesses behind, they get wanted for smuggling and possibly murder (see the Wanted in Ahlissa AR).

If the PCs surrender, they are imprisoned for smuggling and lose 12 TU. If they are defeated by the guards, they are imprisoned for 26TU unless said PC killed any guards. In that case they are executed and later animated as zombies by the church of Hextor.

ENCOUNTER 8: LOOKING AROUND...

If the PCs have come to this encounter from encounter 5, read the following:

A wide street leads from the docks towards the centre of Poeliz. A large watchtower guards the walls build around it. Several members of the Heshun guard are present, ready to act on any cause of disturbance. Beyond the watchtower stands a large building dedicated to Hextor, Scourge of Battle. A woman in priestly robes is talking to two hulking orcs who seem to be preventing her entry into the temple. Defeated, the woman turns away and walks toward the watchtower.

A DC 11 Bardic Knowledge or Knowledge (religion) check identifies the woman's robes as those of Wee Jas (LN Suel deity of Magic, Death, Vanity and Law).

Succeeding in this check allows a further DC 11 Bardic Knowledge, Knowledge (religion) or Knowledge (history) check to allow the PCs to know that Poelitz has the only church of Wee Jas in Naerie. Succeeding by 5 or more lets PCs know that the church of Wee Jas was the only church that sided with the Scarlet Brotherhood during the occupation and was actively purged by the Ahlissans after the war. People do not like the church much as a result.

👉 **Niella:** Female Suel human cleric 1; LN.

Appearance: Beautiful Suel woman (Cha 12) in her 20s with platinum blond hair. Dresses in purple robes.

Personality: A friendly young girl who eagerly embraces the followings of Wee Jas as the guardian of departed Suel. Her mother is named Aroran.

If the PCs stop the woman to ask questions, she introduces herself as Niella, an acolyte of Wee Jas and tell the following things:

- She is from the Church of Wee Jas
- She has been sent here by priestess Aroran to seek help from more martial deities or the watch.

- Someone broke into one of the crypts in the graveyard and when Aroran tried to go and get them out, she was stabbed by a monster lurking within and poisoned. Aroran is not in a condition to go back yet.
- The Hextorites just laughed at her, because most people hate the church of Wee Jas and would gladly see them suffer.
- If the PCs need a reward, they must talk to Aroran for that.

If the PCs decide not to talk to her, they can learn the troubles that Wee Jas is going through right now from the two orcs guarding the temple of Hextor. If they show no interest at all, the module is over for them.

If the PCs have come to this encounter from encounter 6, read the following:

Leaving the Ox & Yoke inn, you head towards one of the main streets of Poelitz which leads towards the center of the town.

Common people who are heading the same way suddenly switch near the walls while others quicken their pace. The reason appears to be a heavily armored patrol of five orcs walking up the street.

APL 2 (EL 5)

👉 **Brutes** (5); hp 15 each; see Appendix 1.

The PCs might be expecting a fight now but this is merely a red herring. In fact these orcs are looking for some sell-swords that they could bring to Sertern Aildolin.

If a fight ensues, it is likely that the Brute Squad quickly overwhelm the PCs but if not, reinforcements in the form of the Heshun Guard (Aidolin plus 9 guards) soon arrive. If the PCs do not kill anyone, they are jailed for 12 TU but if they did kill someone, they are quickly executed.

The leader of the Brutes, a massive half-orc named Hungin asks PCs bluntly if they are "sell-swords" and then explains "Sertern Aildolin be needing you. Come with us, it might be worth your while". If the PCs are not interested, the Brutes do not press the issue and the adventure is most likely over. If the PCs say something about Stranol, the Brutes go "an' check it out" but Stranol is gone by then.

If time permits, the DM can improvise various encounters in Poelitz based on information of the Poelitz town article which is available from the Naerie website or in NAE15-02 *Under the Raven's Wing* (such as buying stuff at Jockmottins)

Development: From here the PCs should either proceed to encounter 9 with the rebels or encounter 10 with the temple of Wee Jas.

ENCOUNTER 9: CATCHING THE REBELS

The PCs meet Sertern Aildolin (see encounter 5) in a watch house next to the east gate of Poelitz. He tells the PCs the following things:

- The Heshun Guard has heard of a possible smuggling operation taking place in Poelitz where weapons are being taken to a group of rebels.
- Aildolin needs some sell swords for this operation as it might give him a change to intercept the shipment without arousing much suspicion.
- With a successful completion of the mission, which includes bringing contraband to Aildolin (people responsible being alive is not too important), he offers his thanks and 10 Ahlissan gold crowns to each.

The shipment is going to the thorp of Fenross which is a few miles west of Poelitz. They should stop any suspicious wagons and investigate them (Aildolin gives documents that prove that PCs have authority).

If the PCs agree, they can go on the mission. They are supposed to intercept a wagon with Idee Volunteers and their cargo. You can run an encounter with an innocent commoner who is bringing bales of wool to Poelitz market before bringing in the Ideeans. Note that killing a commoner is grounds for murder – let the PCs be aware of this before they go on the mission.

The Ideeans eventually come down the road in a 15x10ft caravan drawn by a light horse. Note that the PCs must still succeed in a DC 20 search check to find the contraband. The PCs can take 20 on this.

The PCs may take a DC 15 spot check to notice the Ideeans hiding bows and arrows under blankets and drivers seat. This is not too typical, though carrying melee weapons is generally acceptable (which they are doing as well) (remember to add penalties for distance to this roll).

APL2 (EL 3)

👉 **Idee Volunteers** (3): male human warrior 2; hp 9 each; see Appendix 1.

👉 **Driver:** male human commoner 1; hp 3; non-combatant AC 10, Ride +4.

👉 **Light horse:** hp 19; see *Monster Manual* 273.

Tactics: The Idee Volunteers stay aboard the wagon and let the PCs investigate their cargo. If exposed, they bull rush their opponents away and then shoot with bows while the driver turns the wagon around and tries to flee with double speed.

If the driver is dropped, an Idee Volunteer takes over and keeps on driving. If the horse drops, the Ideeans stand their ground, protecting each others'

flanks and flanking their enemies in return if possible. They fight to the death.

The battle map for this encounter should be blank to simulate the road and it's immediate surroundings. A few bushes and rocks can be placed around if need be.

Treasure: The Ideeans have some equipment which can be looted.

APL 2: Loot: 120gp; Coin: 48 gp; Magic 12 gp; *potion of cure light wounds* (4gp each); Total 160 gp.

Detect magic results: *potion of cure light wounds* (faint conjuration)

Development: If the PCs defeat the Ideeans, move to conclusion B. If the PCs are defeated, the Ideeans rob their equipment and leave them naked by the road unless they killed any Ideeans, in which case they quickly slit their throats and dump the bodies in a ditch. If the PCs fail to catch the Ideeans, Aildolin is disappointed and dismisses the PCs without further incident.

The PCs may opt to rob the wagon. In that case you can skip conclusion B and just allow the PCs to fence the goods as they see fit, awarding them the full value of the cargo.

ENCOUNTER 10: THE GRAVEYARD OF WEE JAS

The temple of Wee Jas is a medium sized building that stands at the centre of the graveyard. It is obvious to anyone that the building is not well tended as the roof has a hole in it, one of the windows has been boarded up and paint has been splashed on the walls, apparently covering some sort of rude markings.

If the PCs go and look at these markings, they can find a reference to the temple of Wee Jas aiding the occupation. Depending on the maturity of your players you can describe this as a blunt message or as A drawing where sexual innuendo is used to refer to the "Stern Lady's submission" to the Father of Obedience (the mysterious ruler of the Scarlet Brotherhood).

When the PCs enter the church, only Niella, Aroran and Olriell are present.

☞ **Aroran:** Female Suel human Clr3; LN.

Appearance: Older, somewhat wrinkled Suel woman of 50 years. Has greying hair and blue eyes. Dresses in red a priestly vestment that has a large ruby skull (the holy symbol of Wee Jas) on both front and back.

Personality: Like her deity, Aroran is a stern lady of the church, trying to atone for the crimes of her church.

Aroran can tell the following things:

- Someone broke into one of the crypts. This is rarely a problem as Aroran and gravediggers who, despite being commoners, are relatively adept in dealing with small-scale disturbances.
- In the antechamber a multi-legged vermin that stung her surprised her. The poison was relatively potent so Aroran and the gravedigger Olriell fled to get help rather than going on by themselves.
- Olriell has kept watch to the crypt entrance and the thief has not come out.
- Aroran does not know whose crypt it is in question as it's one of the older ones with faded markings (many records were lost during the war so there is no way of knowing) but she can describe the entry corridor and the antechamber.

As reward for this task, the PCs can keep whatever the tomb robber was carrying and she can also give them a promise of free spellcasting in the future.

☞ **Olriell:** N male Suel human Com4; Hp 15; AC 12; to hit +1 (1d6+3, shovel).

Appearance: A fit Suel man in his 30s. Dresses in heavy leather clothing.

Personality: No-nonsense worker, has actually encountered a couple of zombies in combat right after the occupation when a Brotherhood agent tried to raise a mob of zombies from the graveyard. As a result Olriell can tell everything about cutting, piercing and bludgeoning uses of a shovel with it).

If asked if he saw anything when he was guarding the entrance, he did hear the thief closing the entrance but for why, he does not know.

Once the PCs are done asking questions, Olriell shows them the crypt entrance but does not accompany them further.

1: ENTRANCE

The thief has rigged a small trap to the entrance in anticipation that someone will come to apprehend him to give him some measure of warning.

APL2 (EL1)

☞ **Poison dart trap;** mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

2: ANTECHAMBER

A medium monstrous scorpion was brought here by the thief in case he would need a distraction when he escaped or as additional muscle (the thief brought it from Hardby originally and then nurtured it to full size).

APL2 (EL 1)

🦂 **Medium Monstrous Scorpion:** hp 13; see *Monster Manual* 287.

Tactics: The scorpion has no finesse, it merely attacks the first thing it sees. If it loses more than half of its hit points, it tries to flee outside if possible (where Olriell takes an opportunistic whack at it with his shovel).

3: THE TRUE TOMB

The tomb robber met his end here when he opened the stone sarcophagus which was actually used by the Scarlet Brotherhood to entomb three of the rebels captured during the "Burning of Poelitz" alive. While two others died, one's anger over his fate and hatred toward the Scarlet Brotherhood turned him undead. It still wears a tattered Ideean military uniform and rusted chainmail while its badly decomposed mouth continues to curse the Scarlet Brotherhood.

APL2 (EL 1)

🧟 **Tomb Resident:** hp 29; see *Monster Manual* 266.

This creature follows the rules for a troglodyte zombie. It uses a piece of stone pillar as its greatclub.

Tactics: This zombie will relentlessly attack everything living that it sees until destroyed.

Treasure: The tomb robber has a masterwork shortsword and thieves tools, along with some coins and gathered loot from other places. PCs can keep them all.

APL 2: Loot: 148 gp; Coin: 12 gp; Total 160 gp.

Development: If the PCs examine other tombs, they can find remains of two other soldiers. The open sarcophagi where the zombie woke up has some crude writing that the soldier managed to do with his iron ring (now worthless) on the lid. With successful DC 12 Decipher Script (taking 10 is possible) these can be read. In it the soldier (Elracun) curses the traitor who betrayed the Ideeans in Poelitz and wishes that their sacrifice will not be in vain and that Coriell Eddri one day returns to rule Idee.

If Aroran is told about this she agrees to leave the tomb undisturbed and sealed as a monument to all those who died fighting the Scarlet Brotherhood in Idee/Naerie.

CONCLUSION A: HELPED THE IDEEANS

You reach the thorp of Fenross quickly and are soon met by a group of three humans, whose leader, a Suel woman in her 40s, presents herself as Uldansy. She sees the red arrowhead you are carrying and hands you a purse of counts as payment from Stranol. Uldansy says you have

done a good job. She shall put a good word out about you.

The PCs earn the favor of the Idee Volunteers.

Treasure: The PCs earn a 40 gp reward from the Idee Volunteers. If the PCs killed the guards, the Idee Volunteers scold them for being careless. If the PCs managed to bluff their way past the guards, the Ideeans pay them 80 gp more for being "cautious".

APL 2: Coin: 40 (120) gp.

CONCLUSION B: HELPED THE HESHUN GUARD

You confiscate the shipment of weapons the Heshun Guard was so interested in and give it to authorities.

Aildolin is pleased with you. If you need help in the future, he may be able to help out.

The PCs earn the favor of the Heshun Guard.

Treasure: PCs earn a reward from Aildolin.

APL 2: Coin: 40 gp.

CONCLUSION C: HELPED THE TEMPLE OF WEE JAS

After you have dealt with the undead monstrosity prowling in the crypt, Oerill helps you to seal the entrance once more.

Aroran thanks you for a job well done and promises to offer her services for you in the future. With the day turning towards the evening, you can rest before your next adventure, knowing that you have a friend in Poelitz.

The PCs earn the favor of Wee Jas.

Treasure: PCs earn a reward from the church

APL 2: Coin: 40 gp.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1: The White Lady

Defeating the rat swarm

APL2 60 XP

Encounter 3: Up the Cliffs

Defeating the Lacedons

APL2 60 XP

Encounter 4: Thorncloud

Surviving the meeting with Thorncloud

APL2 90 XP

Encounter 4: Thorncloud

Capturing Thorncloud alive

APL2 45 XP

Encounter 6: Poelitz

Interacting with Stranol/Aidolin/Niella

APL2 60 XP

Encounter 7/9/10: On the Road Again/ Catching the Rebels/Temple of Wee Jas

Defeating the Heshun guards/Idee Volunteers/clearing the tomb in graveyard

APL2 90 XP

Discretionary Role-playing Award

APL2 45 XP

Total Possible Experience:

APL2 450 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters

may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Introduction

APL 2: Loot: 0 gp; Coin: 20 gp; Magic 0 gp; Total 20 gp.

Encounter 2: Up the Cliff

APL 2: Loot: 17 gp; Coin: 0 gp; Magic 83 gp; Ring of protection +1 (83gp); Total 100 gp.

Encounter 4: Meeting the Coast Guard

APL 2: Loot: 0 gp; Coin: 40 gp; Magic 0 gp; Total 40 gp.

Encounter 5: Poelitz

APL 2: Loot: 30gp; Coin: 2 gp; Total 32 gp.

Encounter 7: On the Road Again

APL 2: Loot: 46 gp; Coin: 13 gp; Magic 101 gp; *Potion of cure light wound* (4gp), *studded leather armor* +1 (97); Total 160 gp.

Encounter 9: Catching the Rebels

APL 2: Loot: 120gp; Coin: 48 gp; Magic 12 gp; *potion of cure light wounds* (4gp each); Total 160 gp.

Encounter 10: The Graveyard of Wee Jas

APL 2: Loot: 148 gp; Coin: 12 gp; Total 160 gp.

Conclusion A/B/C

Reward from Idee Volunteers/Aidolin/Church of Wee Jas

APL 2: Coin: 40gp; (Idee Volunteers can give out 160gp)

Treasure Cap

APL 2: 400 gp

Total Possible Treasure

APL 2: 392 gp

ADVENTURE RECORD ITEMS

Favor of House Heshun: The effects of this favor are detailed in Principality of Naerie meta-gaming book, available on Naerie website.

Disfavor of House Heshun: The effect of this disfavor are detailed in the Principality of Naerie meta-gaming book, available on the Naerie website.

Favor of Idee Volunteers: This favor can be used as detailed in the Principality of Naerie meta-gaming book, available on the Naerie website. In addition, you receive a +1 circumstance bonus to future Gather Information checks done in Poelitz. If you ever join the Idee Volunteer Sympathizer organization, your affiliation score increases by +1.

Favor of the Heshun Guard: You helped the Heshun guard. You receive a +1 circumstance bonus to future Gather Information checks done in Poelitz. If you ever join the House Heshun Brute Squads organization, your affiliation increases by +1.

Favor of Wee Jas: This might have effects in future adventures. If you ever join the Church of Wee Jas, your affiliation increases by +1.

Hatred of Stranol: You have crossed paths with Stranol. He will remember your actions and payback will surely come in the future.

APPENDIX 1:

APL 2

INTRODUCTION

CAPTAIN ERYN

CR 3

male human cleric 3

N medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 15, touch 11, flat-footed 14

(+0 size, +1 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 21 (3 HD);

Fort +3 (+3 against poison), **Ref** +2, **Will** +5

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.

Melee trident +5 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Special Actions Turn Undead 4/day (1d20+3, damage 2d6+4)

Combat Gear *potion of cure light wounds (2)*, *quaal's feather token (fan)*,

Cleric Spells Prepared (CL 3th):

2nd— *fog cloud D*, *spiritual weapon (melee +4, 1d8+1)*, *summon monster II*

1st— *bane (DC 13)*, *calm animals D (DC 13)*, *command (DC 13)*, *sanctuary (DC 13)*

0— *0-detect magic*, *guidance*, *light (2)*

D: Domain spell. Deity: Xerbo. Domains: Animal, Water

Abilities Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 12

Feats Combat Casting, Martial Weapon Proficiency (trident), Skill Focus (Concentration),

Skills Concentration +10 (+14 when casting defensively), Profession (merchant) +8, Profession (Navigator) +8

Possessions combat gear plus masterwork trident, +1 studded leather armor, silver holy symbol

6: OX & YOKE INN

STRANOL

CR 6

Male human ranger 2/Fighter4

CG medium humanoid (human)

Init +3; **Senses** Listen +8, Spot +8

Languages Common, Feral

AC 16, touch 13, flat-footed 13

(+0 size, +3 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural); Dodge, Mobility

hp 30 (6 HD);

Fort +8 (+8 against poison), **Ref** +7, **Will** +4

Speed 30 ft. in chainshirt (6 squares), base movement 30 ft.

Melee shortsword +10/+5 (1d6+4/19-20) or shortsword +8/+3 (1d6+4/19-20) and shortsword +8 (1d6+2/19-20)

Ranged dagger +9 (1d4+2/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8 **Atk Options** Two-Weapon Fighting

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8

Feats Alertness, Dodge Iron Will, Mobility Profession (smuggler), Track Two-Weapon Fighting, Weapon Focus (shortsword) Weapon Specialization (shortsword)

Skills Climb +4, Hide +5, Intimidate

+4, Jump +4, Listen +8, Move Silently +5,

Profession (smuggler)+5, Ride +8, Spot

+8Survival+6, Swim +4, Tumble

+4**Possessions** Masterwork shortsword (2), sap, dagger (2), +1 studded leather armor.

7: ON THE ROAD AGAIN

ETHUEL AILDOLIN

CR 1

Male elf swashbuckler 1

LN medium humanoid (elf)

Init +4; **Senses** low-light vision; Listen +2, Spot +2

Languages Common, Draconic, Elf

AC 18, touch 14, flat-footed 14

(+0 size, +4 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 11 (1 HD);

Fort +3 (+3 against poison), **Ref** +5, **Will** +0

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.

Melee rapier +6 (1d6+2/18-20) or rapier +4 and dagger +3 (1d4+1/19-20) (1d6+2/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Atk Options Two-Weapon Fighting

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 12

Feats Two-Weapon Fighting, Weapon Finesse

Skills Balance +8, Climb +6, Jump +6, Tumble +8,

Use Rope +8**Possessions** combat gear plus

masterwork rapier, dagger (2), shortbow, 10

arrows, +1 studded leather armor, signal whistle, lantern.

HESHUN GUARD

CR 1/2

Male human warrior 1

LN medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 14, touch 11, flat-footed 13

(+0 size, +1 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 6 (1 HD);

Fort +2 (+2 against poison), **Ref** +1, **Will** -1

Speed 30 ft. in hide armor (6 squares), base movement 30 ft.

Melee halberd +3 (1d10+1/x3)

Ranged light crossbow +2 (1d10+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Feats Alertness, Weapon Focus (halberd)

Skills Climb +0, Handle animal +1, Intimidate +3, Listen +2, Spot +2
Possessions combat gear plus halberd, handaxe, light crossbow, 10 bolts, hide armor, lantern, signal whistle.

+2**Possessions** longsword, dagger, masterwork shortbow, 20 arrows, chainshirt.

8: LOOKING AROUND

BRUTES

CR 1

Male orc fighter 1

LN, NE, LE, N medium humanoid (orc)

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Orc

AC 20, touch 11, flat-footed 19

(+0 size, +1 Dex, +0 class, +5 armor, +4 shield, +0 deflection, +0 insight, +0 natural)

hp 13 (1 HD);

Fort +4 (+4 against poison), **Ref** +1, **Will** -1

Speed 20 ft. in breastplate (6 squares), base movement 30 ft.

Melee "stick" +3 (1d6+4) nonlethal

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +5 **Combat Gear** *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 10, Wis 8, Cha 6

Feats Alertness, Toughness

Skills Climb -8, Intimidate +2, Swim 28 **Possessions** "Stick" (sap), light fail, tower shield, breastplate.

9: CATCHING THE REBELS

IDEE VOLUNTEERS

CR 1

Male human warrior 2

CN medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common, Feral

AC 14, touch 10, flat-footed 14

(+0 size, +0 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 14 (2 HD);

Fort +3 (+3 against poison), **Ref** +0, **Will** -1

Speed 30 ft. in chainshirt (6 squares), base movement 30 ft.

Melee longsword +3 (1d8+1/19-20)

Ranged shortbow +3 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +3 **Atk Options** Point Blank Shot

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 11, Con 10, Int 12, Wis 9, Cha 8

Feats Alertness, Point Blank Shot

Skills Climb +3, Gather Information +1, Handle animal +4, Jump +4, Ride +6, Listen +2, Spot

10 REASONS FOR TRAVELING TO POELITZ

1. The PCs were recently in the service of Captain Eryn, either in NAE5-01 In the Docks or as dockhands, warehouse guards or so on. They are asked to accompany the White Lady to Poelitz.

2. It is widely rumored that rebels shelter in the Iron Hills that form the northern border of the barony of Foelt. These rebels call themselves the "Idee Volunteers" and they oppose the Ahlissan rule of the principality of Naerie, which was once the County of Idee. Rebel sympathizers and contacts can be found in Poelitz.

3. House Heshun has let it be known that they will soon be hiring adventurers to reclaim a section of the half-ruined Castle Rishmar from the present occupants - undead creatures.

4. The Aerdy Re-enactment Company has established strong ties with Poelitz. An entertainer can, some say, quickly earn money and notoriety in the town and perhaps meet with members of the troupe.

5. Guards are needed to protect a copper mine and stone quarry at the edge of the Iron Hills.

6. The Heshun Guard, the soldiery of House Heshun, is growing in force and influence. Applications are welcomed at their headquarters in Poelitz, especially from half-orcs

7. The earth of the Barony of Foelt is seeped in the blood of those that died during the war. Many lost relatives and friends during the burning of Poelitz in 584 at the hands of the Scarlet Brotherhood. Many travel to Poelitz so they can pay their respects.

8. The town of Poelitz is being rebuilt and by all accounts will one day become "The Jewel of the Azure Sea" (though cities such as Irongate and Gradsul probably disagree). Many travel to the town to marvel at the work being done to transform this half-ruined backwater into a centre of commerce and culture.

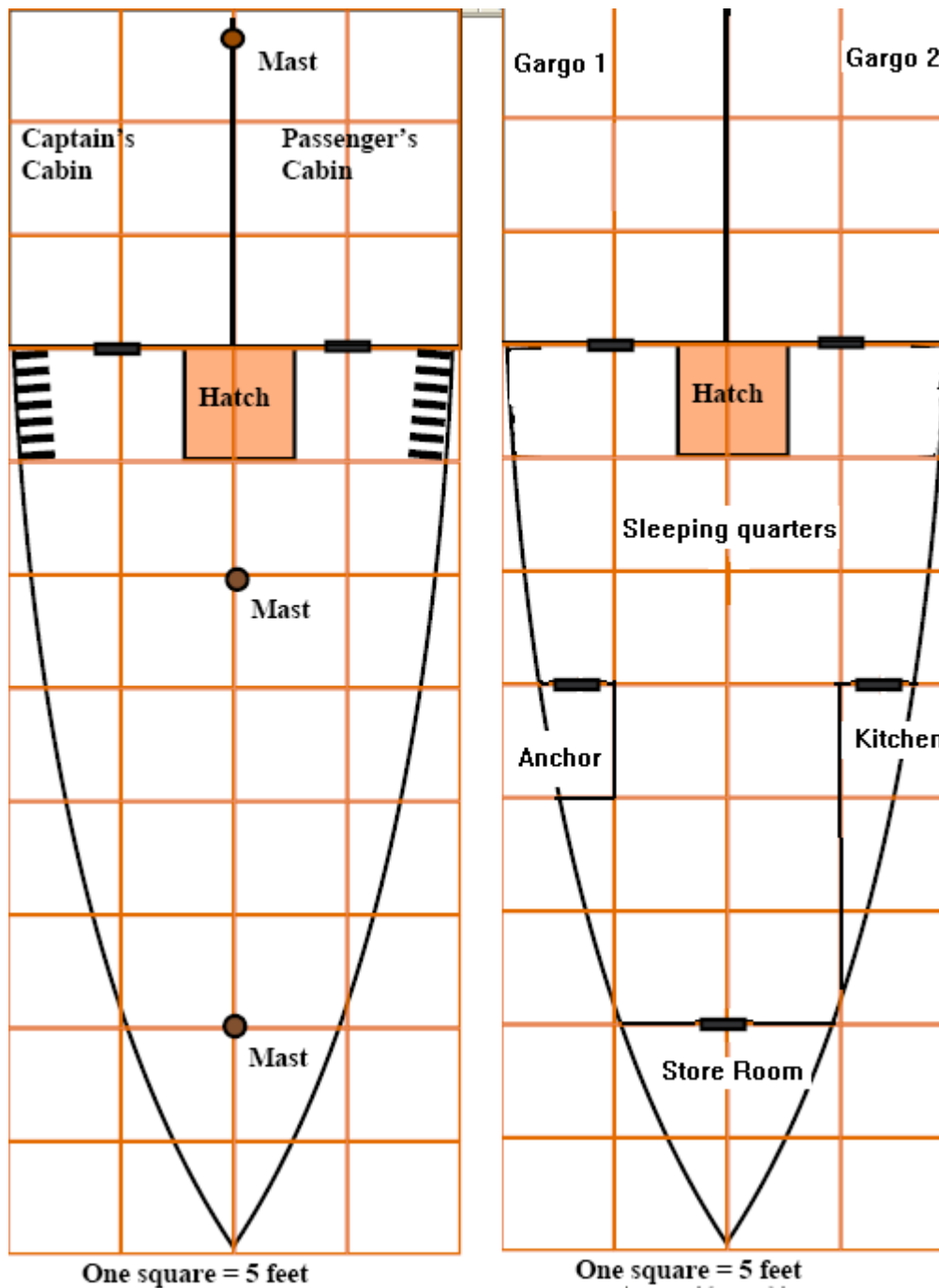
9. The Royal Guild of Merchants has shown increasing interest in Poelitz, largely due to the new port and dry dock. The merchants are known to seek individuals with the skills to protect their shipments. A few items that were apparently stolen in Poelitz have been turning up in Naerie. Some speculate that a group of thieves may have established themselves in the town.

10. A few years ago a ship belonging to the Scarlet Brotherhood ran aground upon the rugged coastline where the Azure Sea meets the Iron Hills. The scene of the wreck was apparently a two day overland journey

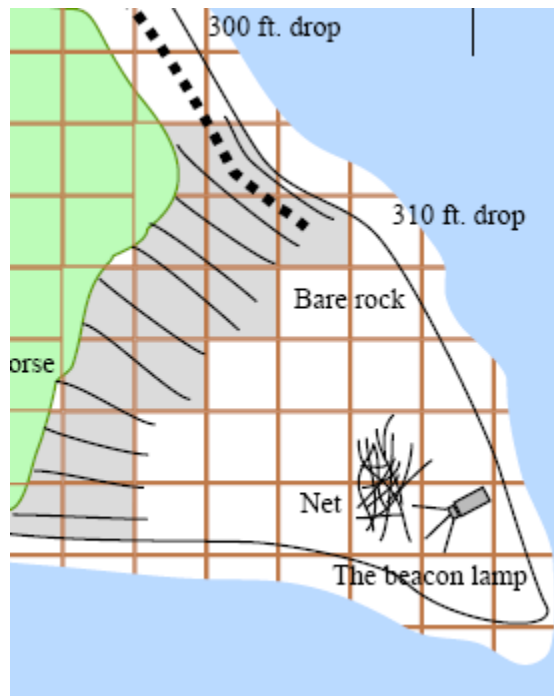
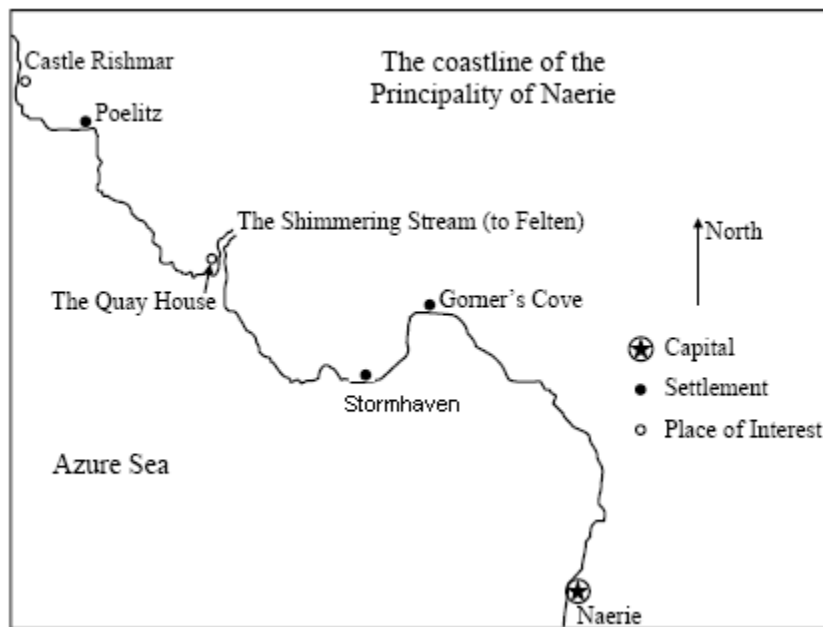
from Poelitz. If the tales are true, then the ship contained a fortune of looted treasure which the Scarlet Brotherhood was taking back to their homeland.

It is thought that some survivors managed to salvage and hide much of their treasure before being slain somewhere in the Iron Hills.

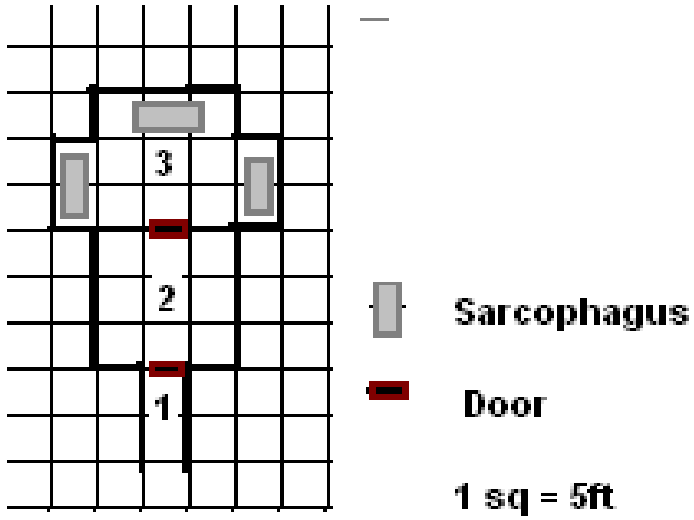
DM AID 2:
THE WHITE LADY



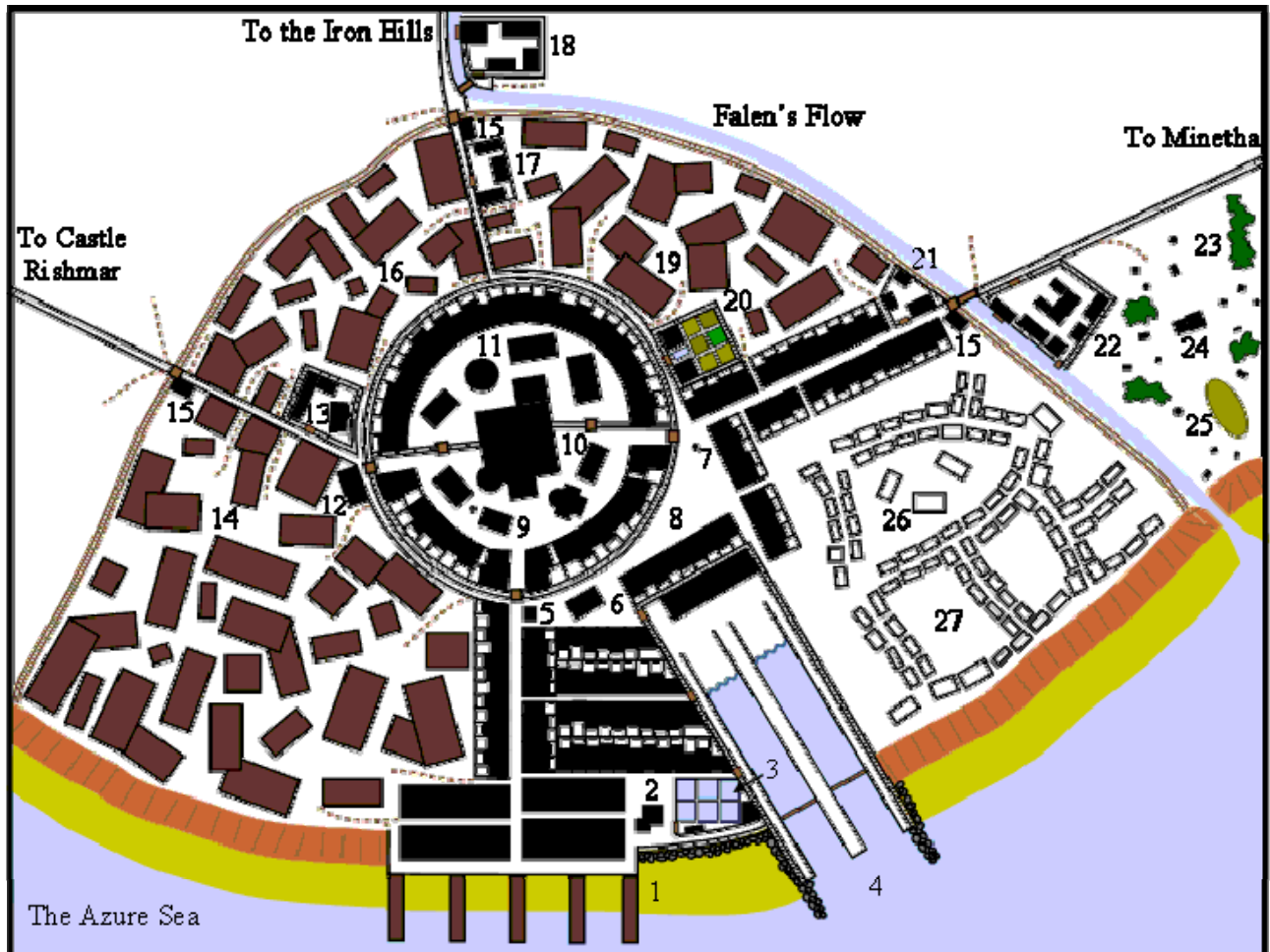
Map of the Coast / Encounter 2: Up the Cliff



DM AID 4: CRYPT OF WEE JAS



DM AID 5:
POELITZ



PLAYER HANDOUT 1:
COAT OF ARMS OF HOUSE HESHUN

