

NAEI5-02

Under the Raven's Wing

A One-Round D&D LIVING GREYHAWK[®] Principality of Naerie Introduction Adventure

Version 1.3

Round 1

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When hired to find a merchant's missing son, the trail winds from city streets to haunted castles. Yet in Naerie, not everything is always as it seems. A one -round introduction scenario for 1st level characters.

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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Introduction

This is an RPGA[®] Network scenario for the Dungeons & Dragons[®] game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session

to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add

to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

characters, or try to enlist higher-level characters to play at that table.

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Principality of Naerie. Characters native to Principality of Naerie pay one Time Unit per round, all others pay two 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.

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

favour with a high ranked Ahlissan NPC or powerful organization might 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 was caught.

Adventure Background

An organization, known as the Idee Volunteers, is devoted to removing the Ahl issan presence from Idee through any means necessary, and returning Naerie to the Independent County of Idee. Since belonging to the organization is treason, their meetings are conducted in secrecy.

Castle Rishmar is where House Heshun rules the Barony of Foelt. Two-thirds of the castle is abandoned, and considered cursed. These ruined sections are inhabited by carrion birds and undead monsters.

A small band of Idee Volunteers has set up a meeting site within Castle Rishmar, believing it to be a good place to avoid notice and meet in privacy. While they are not meeting there, they have hired Jain, a down-on-his-luck actor, to guard their hideout and scare away anyone exploring the ruins.

Meanwhile, one such explorer has wandered into the ruins. Aerik Solan, a young man who aspires to be a seasoned adventurer, entered the ruins in search of treasure. Unfortunately, he only found the undead. Though he managed to hide away in a small chamber, with enough rations to last a short time, he has been trapped there for over a week, and time is running out.

His father, a merchant named Falrik, has grown concerned at his son's absence, and decided to hire adventurers to find out what happened to him. Unfortunately, the first group he approached turned out to be more interested in collecting the rewards than saving his son...

Adventure Summary

Introduction:

The players met up along the roads, and are entering the town of Poelitz, a small town in the Barony of Foelt.

Encounter 1: Heroes to the Rescue!

The party notices a mugging as they pass through town, and rescue Falrik, a merchant of reasonable wealth.

Encounter 2: Mission Accepted

Falrik hires the party to find his son Airek, who has been missing for over a week.

Encounter 3: Clues and Conspiracies

The party wanders the town, searching for clues as to Airek's disappearance.

Encounter 4: Black Wings of Doom

The party travels to Castle Rishmar in search of Airek. Sneaking into the South Wing, they fend off some maddened ravens and make it inside.

Encounter 5: Creepy Corridors

Following signs of Airek's passage, the party stumbles through the castle cellars, through creaky passages and booby-trapped halls.

Encounter 6: Ghost of the Ruins

The party encounters a 'ghost', but discovers him to be Jain, a down-on-his-luck actor, hired by the Idee Volunteers to scare away anyone who came exploring.

Encounter 7: In Darkness Lurks

With Jain's help, the party figures out where Airek went. Deeper in the cellars, they discover him trapped by several undead dire rats.

Encounter 8: Secrets and Strategies

After rescuing a grateful Airek, the party can investigate the Idee Volunteers Hideout, and ponder over the information they find.

Conclusion: Consequences and Rewards

Having returned with Airek, who now wants to join the Volunteers, the party gains Falrik's gratitude and a reward, and can also earn favors or disfavours depending on what they do with their newfound information.

Introduction

It is assumed that the characters do not know each other at the start of this adventure. The introduction is intended to bring the party together.

"Your travels have brought you to the Barony of Foelt, and the dawn brings with it warm weather and a gentle breeze. Ahead, the road leads on to the town of Poelitz, and travel thus far has been calm and uneventful.

Several other travellers have fallen in with you on the road, and are at your side as the

walls of Poelitz come into view. The port town is bustling in the morning light, and the Azure Sea shines in the morning sun."

Now is a good time for the party members to introduce and describe themselves.

For questions and details about Poelitz, refer to Appendix 4.

Development: The plot begins in encounter 1.

Encounter 1: Heroes to the Rescue!

The characters arrive at this encounter after the introduction. Read the following:

Even from the outskirts of Poelitz, it is easy to make out the towering buildings at the heart of it. Several stories high, the bronze roofs and minarets shimmer like flame in the day light, undeniable evidence of wealth and beauty.

The rest of the town is a startling contrast between distinguished town houses and ramshackle hovels. As you pass through the slums outlying the town, the alleys seem filled with far too many shadows for this fine a day. Shadows... and startled screams? A sudden sound draws your attention to a nearby alleyway, and then abruptly cuts off!

The characters have happened upon the mugging of Falrik the merchant. Read the following, if they hurry to investigate:

Peering down the alleyway reveals the dark deeds cloaked within. A tall man of Olman descent looks up in frustration, his eyes flashing with irritation. He drops the figure in his grasp to the ground – an unconscious middle-aged man in merchant's garb.

The scoundrel signals with a dagger, and two figures move out of the shadows around him. One is a small halfling, his face covered in scars, clad in armor. He carries a dented shield, and waves a rapier before him as he advances. Behind him lurks a massive half-orc in black, who wields a finely crafted quarterstaff and stares at the approaching heroes with penetrating eyes.

Tactics: Erilar and his lackeys were hoping to deal with Falrik quickly, before drawing attention, and are upset to encounter witnesses. They will toss aside

Falrik (who was just knocked unconscious), and move to deal with the heroes.

Mip will move up to the front of the alley, trying to draw attacks, while Braevin stands behind him (Either casting spells, or attacking with reach.)

Erilar will begin by throwing daggers at flat-footed opponents – after that, he will move to engage anyone that gets past Mip, attempting to get flanking.

Erilar is a cowardly sort, and will surrender if his men drop. Braevin and Mip, on the other hand, are made of sterner stuff, and will keep fighting as long as they can. Erilar occasionally taunts the PCs, while the others fight in silence.

See DM's Aid 1: Alleyway Map for a layout of the alley.

APL 2 (EL 2)

Erilar: male human Rog1; hp 7; See Appendix 1

Braevin: male half-orc Adp1; hp 6; See Appendix 1

Mip: male halfling War1; hp 6; See Appendix 1

Treasure: The thugs possess decent equipment, as well as a solid amount of coin from other recent robberies. Note that if the party doesn't loot the bodies quickly, their gear may be taken by the town guard when they arrive in Encounter 2.

APL2: Loot: (77 gp); Coin: (60 gp); Magic: (6 gp).

Development: Once the muggers are apprehended or killed, the party can see to Falrik in Encounter 2.

Encounter 2: Mission Accepted

Once the muggers have surrendered, been incapacitated, or killed, Falrik can be seen to. A successful DC 5 Heal check reveals that he is not truly injured. In fact, as soon as the PCs begin inspecting him, he will awake.

Falrik: male human Brd 1; hp 6, See Appendix 2.

With a groan, the mugger's victim slowly sits up. He is a balding man in fine attire, though the normal quality of his clothes has been ruined by his rough treatment. He gingerly rests a hand on the back of his head, and then looks around in befuddlement.

“Oh, my aching head. What... what just happened?”

Falrik was caught by surprise and dragged into the alleyway, and only managed a single scream before being knocked out. He answers the PCs questions to the best of his ability. The important questions are listed below: If the party does not ask them specifically, try to work the information into the conversation. Note that before Falrik gives too much detail about his situation, a brute squad (Poelitz law enforcers, in addition to human guards) arrives.

-What is your name?

“Oh, my apologies for not introducing myself to such brave rescuers! I am Falrik Solan, a traveling merchant and trader. And what should I call such fine individuals as yourselves?”

-Why were you robbed?

“Well, I imagine the brutes were after my money. I should know better than to walk alone through parts such as these, I suppose, but I was awfully distracted.”

-Why were you distracted?

The merchants face falls, and he stares down at his hands. “A sad tale that is my friends —”

He pauses, interrupted, as the sound of footsteps approaching echoes towards you. Half-a-dozen heavily armored half-orcs approach, weapons drawn as they survey the scene.

One of them, an orc carrying a heavy flail, looks about menacingly, “Wot’s goin on ere then?” Falrik quickly steps forward, and fills them in on what occurred.

The orc listens, and then glances at the party. “Anything the lot o’ you wanna add?”

The brute squad isn’t looking for a fight – they are simply trying to learn all they can about the mugging. Falrik strikes them as an honest victim, and a man of some importance, so they are taking the matter seriously.

Their manner, however, is inherently gruff. After the party tells them what has occurred, and they get as many details of the incident as possible, they’ll take the muggers away (either as prisoners or as corpses). Once they take a look at the muggers,

they recognize them as known thieves in the area, and are quite happy that somebody has saved them the trouble of dealing with them.

Brute Squad (EL 5)

Male half-orc Ftr1 (5); hp 14 (each); See Appendix 2.

Male orc Ftr1; hp 14; See Appendix 2.

As the last of the brute squad walks away, with what’s left of the muggers in tow, Falrik turns back to his saviors. “Well, I’m glad to see that is dealt with! I believe I was about to tell you about my troubles...”

He trails off, looking you over, and then his face brightens. “You know, some strong adventurers like yourselves may be the answer to my prayers! Why don’t I treat you to a mid-morning meal, and tell you all about the difficulties that life has handed me?”

If the party agrees, he leads them to a small café where he continues his story. Any attempts to get his story out of him along the way are met with a cautious smile, and a request to wait until he has some food in him.

If the party does not agree, for them, the adventure is over.

Falrik leads you out of the slums surrounding Poelitz, and the streets change from dirt pathways to paved roads. Instead of dilapidated buildings, distinguished houses cover the streets in shade from the morning light.

The merchant leads you to a small eatery in one of the nicer areas of town. Before entering, he whistles a short tune – and before your eyes, his torn cloak and tunic mend their tears, and return to their former state of luxury!

Spellcasters making a successful DC 15 Spellcraft check, recognise the casting of Mending (to fix the clothes), and Prestigation (to clean them).

Once inside, the party is treated to a hearty meal. Once they begin, Falrik explains his dilemma.

“My trade has been a good one, and I’ve made a tidy sum of wealth over many years. However, my greatest treasure is not my money or my jewels, but my boy, Airek.”

He pauses, and shakes his head, “Nay, I suppose I should call him a man rather than a boy. He is growing out of his youth, and already he eagerly speaks of the adventures he will undertake and the treasures he will find.”

A sigh escapes Falrik's lips, and he looks up at you beseechingly. "And yet, now he is gone! I came home a week ago to find only a note, stating that he had gone in search of some great treasure, and would return in a few days. Yet he hasn't returned! I am nearly at my wit's end, and desperate for someone to make sure that he hasn't gotten himself into trouble. Would you be willing to help me? I could make it more than worth your while!"

Falrik is eager to hire the party, and offers them 200 gold apiece to search for his son. This is all that he is immediately able to afford, as much of his wealth is tied up in business ventures. Still, if the party is insistent on more money, he can go up to as much as 300 gold apiece.

Once the party accepts the mission, they can proceed to Encounter 3 and begin searching for Airek. Falrik gives them an address where they can find him to report the success of their mission.

If the party does not accept his offer, then for them, the adventure is over.

Treasure: Falrik pays the party half of their reward up front, and promises the other half after they have completed their mission.

APL2:Loot: (0 gp); Coin: (100-150 gp); Magic: (0 gp)

Development: The party now has a goal for the adventure, though they have little to go on at this point. However, the search for clues begins in Encounter 3.

Encounter 3: Clues and Conspiracies

Having agreed to go in search of Airek Solan, the party has a good deal of investigation to do.

Falrik can tell them the following about his son, if they ask:

-Airek is of average height, but skinny, with curly black hair and dark eyes.

-Airek has only a few friends, and they often hang out at the Bronze Man Tavern.

-Airek is 16.

-Airek is a smart young man, and has a tendency to plan ahead.

-Airek has been training himself in swordfighting, and is proficient, if not good.

Falrik will also let the party look at the note that Airek left behind – See Player's Handout 1.

There are a number of things the PCs can try in their investigation, as listed below. Ideally, at least one of the clues points them towards the Nockmottin Adventuring Company, who can reveal more about Airek's departure.

1. Information

The party can attempt basic Gather Information checks throughout town, in order to be pointed in the right direction. This can be done once per day, though there are consequences later in the module if the PCs dally.

If the party attempts this, have them make Gather Information checks. Each character can make their own attempt, or attempt to assist another character.

They can attempt to learn information about specific topics, or simply events in general:

Gather Information: General Information

DC:	Information:
5	<p><i>-"Dem Onnwaiians are preparin' fer a big push against th' Strawheads, ya know. That's what mi brotha', a sailor in th' navy so ya know, told me th' other day."</i></p> <p><i>-"Ever see a weapon forged by the dwarves of the Iron Hills? I saw an adventurer with one once, and it could cut through anything!"</i></p> <p><i>-"Have you heard about the carnival in Felten! It's supposed to be amazing. I'm really looking forward to it – this year I can actually afford to go!"</i></p>
10	<p><i>-"My cousin told me he saw some walking bushes near one of the hamlets. Ha! He must have been drunk!"</i></p> <p><i>-"I tried to be an adventurer once. Didn't last very long – saw my pals get torn up by a troll in the Sarwych. I managed to get away, and ain't ever left Poelitz since!"</i></p> <p><i>-"One of the Sunndians stopping here said that back home he's fighting with man-sized frogs. Who would believe that?"</i></p>

Gather Information: Airek Solan:

DC:	Information:
5	<p><i>"Airek Solan, eh? I heard o' that kid – just another spoiled brat, if ya ask me. All</i></p>

	<i>merchant's sons are, ya know!"</i>
10	<i>"I've seen that kid hanging out with some others at a tavern down the street – the Bronze Man, I think. Not a bad crew – less rowdy than most. Good lads, the lot of 'em."</i>
15	<i>"Hmm. Haven't seen the kid in a bit – last I saw him, he was walking out of some supply store, loaded up with ropes and packs and such. Musta been plannin' on some sorta trip."</i>
20	<i>"Ah yes, young Airek. He left the city a week ago, did he not? I saw him traveling out through the northwest gate, loaded down with supplies."</i>

The party, should they gain this information, might pursue it immediately. If they ask where the road from the Northwest Gate leads, have them make a Knowledge (Local-Splintered Sun) check, or if they wish to spend the time, they can gain the knowledge through another Gather Information check. Higher checks also reveal the information at the lower DCs.

Knowledge (Local-Splintered Sun): Northwest Gate or Gather Information: Northwest Gate

DC:	Information:
10	Castle Rishmar lies ahead. It is the locale from which House Heshun rules the Barony of Foelt.
15	Much of the castle still lies in ruins, especially the infamous South Wing, which is said to be haunted.
20	Many rumors circulate about the South Wing. It is rumored to hold many treasures, and flocks of ravens nest within. Many secrets of House Heshun also lie buried there – and they don't look kindly on those digging them up.

2. The Bronze Man Tavern

The party can go to the tavern in search of Airek's friends.

The Bronze Man Tavern is obviously a quality establishment, as evidenced by the sturdy walls and quiet atmosphere. At the entrance hangs a sign over the door, with the depiction of the Tavern's namesake emblazoned upon it.

Inside, there aren't many customers about. Several citizens are sitting and drinking alone,

save for a small group of young men sitting and playing cards.

The young men – Jeral (LN Com1), Arsdale (NG Ari1), and Marven (N Exp1) – are, indeed, Airek's friends. The three of them are friendly and willing to chat.

They don't actually know anything about where Airek has gone to – only that, about a week ago, he up and decided it was time to get out of town and do something. They do remember him mentioning getting supplies from some crazy gnomes in the marketplace.

He had talked about it many times before, but this was the first time he actually went ahead with his plan.

They can talk a bit about Airek's character – he was eager to be out on his own. He cared for his father, but wanted to establish himself as his own man.

Though younger than the rest of them, he was the smartest of the lot, and had a tendency to make a lot of preparations before doing anything. His quick departure was somewhat surprising because of this, but they all guess that he must have been planning the trip for a while.

They don't, however, know where he has gone.

3. Nockmottin Adventure and Exploration Company!

The Nockmottin Adventure and Exploration Company is a small establishment catering to those who pursue a life of danger and excitement. It can be found in the Poelitz Marketplace, and is commonly known to be a good shop to find adventurer's equipment and gear.

If the party asks about any locations for which Airek might have gained supplies for his trip, they can easily learn about this place.

At first glance, the small store at the edge of the Poelitz Marketplace looks unremarkable. On the outside are several posters showing basic supplies and adventuring gear. The only thing flashy about the store is the title overhead, in large and looming letters – The Nockmottin Adventure and Exploration Company!

Within, the store is a mass of mayhem. Shelves line every wall, cluttered with every imaginable device and ornamentation. One wall is covered in maps, some of which are immaculately hand drawn, while others are maddeningly illegible.

A counter sits in the center of the room, behind which two gnomes sit. On the wall next

to the gnomes is a large sign, titled “Tips of the Trade.” As one, the gnomes look up and proclaim, “Welcome, customers! What can we do for you today!?”

Micker (N Exp3, Craft – Alchemy +10, Craft – woodworking +10, Profession – merchant +7) and Nicker Nockmottin (N Exp3, Craft – Alchemy +10, Craft – Metalworking +10, Profession – merchant +7) are two enterprising young gnomes who are eager to outfit and equip the adventuring community. They will sell any items normally available from the PHB.

They also hire out non-disposable items (such as ladders, ropes, etc.) for half price, but the PCs can only use them for the duration of this adventure.

The two gnomes are quite excitable. They are brothers, and tend to either talk in unison, or have rapid back-and-forth exchanges. They have high voices, and a tendency to ramble.

Most importantly, they know a good bit about Airek’s plans, and state that they will gladly share the information with any customer (ie, anyone that buys something from the store.) Once a party member has made a purchase (no matter how small), they will talk about Airek:

“Ah yes!” says Micker. “Young Airek!” says Nicker.

As one, they say, “He purchased from our establishment quite recently, he did!”

“A week ago,” says Micker. “Many things,” says Nicker.

Together, “Some rations and rope, a map and a mirror, a blanket and bags, a crowbar and caltrops, a lantern and a lock!”

“A very good customer,” says Micker. “We’d welcome him back,” says Nicker.

If questioned further, they can reveal the following:

Where did Airek go?

“To the north,” says Micker.

“To the west,” says Nicker.

Together they say: “To the South Wing of Castle Rishmar, to seek out treasure and trouble and traditional adventuring things!”

Why did he leave home?

“Ah,” says Micker. “Yout h,” says Nicker.

They chant: “He left to pursue dreams and drama. He sought to make more of his life, and no youthful heart can deny that urge for long.”

How long did he plan to be gone?

“Not long, not long,” says Micker. “A few days at most,” says Nicker.

As one: “We sold him rations for at least nine days, though he planned to use less than half that.”

What is this map you sold him?

“A valuable thing,” says Micker. “A treasure map,” says Nicker.

In unison: “Not too complicated, not too complex, just right for a young one out and about.”

They don’t have any copies of the map, but make it clear that it was a map showing part of the South Wing of Castle Rishmar.

They’ll provide further information to the best of their ability, though they do not know a great deal more. They offer to sell the party any goods, as described above.

They are genuinely concerned about Airek’s absence and delay in returning, and wish the party success in finding him.

If the party wishes to look at the sign besides the gnomes, “Tips of the Trade,” it is a list of tips and suggestions for starting adventurers. See Player’s Handout 2.

In some fashion or another, the party should now know where to go looking for Airek. It is half a day’s travel away, so they may or may not wish to rest before heading out of the Poelitz.

Development: The party has learned that Airek has journeyed to the South Wing of Castle Rishmar. In Encounter 4, they can begin their own explorations of the place.

Encounter 4: Black Wings of Doom

It is approximately a four-hour hike to Castle Rishmar from Poelitz. There are no real difficulties along the way, though they receive some friendly (whispered) advice from the gate guard when they leave town:

“I’d be careful heading out that way. Don’t go hastling the Heshuns without good reason – they don’t like folks who poke their noses into their business, if you know what I mean?”

The trip is eventful, and eventually Castle Rishmar comes into sight:

Poelitz was a strange contrast in extremes between wealth and decay, but Castle Rishmar takes it to an entirely new level. The main entrance is massively built, polished and gleaming. Beyond it are a handful of soaring towers – jagged spires that reach towards the sky...

Yet, surrounding the intact battle ments are festering ruins. The remains sprawl around the undamaged towers in a swamp of collapsed walls, winding corridors – and strange black clouds that flit through the sky above the ruins.

A successful DC 20 Spot check reveals the 'black clouds' to be flocks of ravens.

If the party tries to approach the main entrance (which should already seem like a bad idea) they will be met with hostility, and denied entrance. The more of their situation they explain, the more anger the guards will display, and it should be made clear to the party that they should leave the gate while they still can.

The ruins that surround the castle are much easier to enter. The party can easily circle around to an area out of sight of the gate, and approach the South Wing without difficulty.

Entering the South Wing is as unpleasant an experience as expected. A broken side-door allows easy access into what must have once been a kitchen – but is now filled with the smell of mildew and rot.

Ahead, a larger corridor winds its way through the ruins, and despite the presence of rubble and dust covering the ground, it looks like it is mostly passable.

From here, the party can begin exploring through the castle. There are numerous dead ends and useless passageways, but after some searching, they should find their way to some evidence of Airek's passage.

If they look for tracks, they are relatively easy to find – the only places the dust has been disturbed in some time. A successful DC 10 Survival check will confirm that the path they are on is the correct one.

The long, slow haul through the ruins has yielded few clues thus far, but the cavernous chamber you have just entered may prove more fruitful. It was once, perhaps, a dining hall, before the passage of time reduced the furniture to trash upon the floor.

At the far end of the room comes a bright glimmering, sudden and unexpected in this barren and dismal place.

Whatever the shining object is, it is currently being zealously battered about by a single raven as black as mid night – though the sudden sound of flapping wings, and a quick look into the shadows above, reveals the presence of many more...

The ravens have been continuously pestered and plagued by the actor Jain. He has kept them in this state precisely so that they will attack – and hopefully drive away – any intruders.

Unfortunately for the party, Jain's plan works perfectly, and the birds are eager to take out their anger on the new targets that have just appeared. Airek bypassed them by distracting them with his mirror, and hurrying past.

Skillful PCs may be able to avert the attack in the following ways:

-A successful DC 25 Handle Animal or Wild Empathy check can be made to prevent the attack. Tossing out rations (or a similar amount of food) will give a +2 circumstance modifier to the check. Multiple rations can be used, gaining up to a +12 bonus.

-If a character can *Speak with Animals* (either through the spell or similar means), then they can offer the flock a bribe of food – at least 6 rations will calm the ravens down.

If the ravens are calmed, the party can easily claim the mirror and find the way onwards. If the party was not capable of calming the birds, then their attack continues.

The raven's attack as a flock, and will focus their attacks as much as possible. Beyond that, they are no more than basic animals and will flee when half of them are dead or incapacitated.

Note that the ravens are tiny creatures and must enter a character's square in order to attack. Up to four of them can enter a character's square at any time, and will provoke attacks of opportunity when doing so. They cannot themselves take attacks of opportunity, and cannot flank enemies.

See DM's Aid 2: Dining Room Map for a diagram of this encounter.

APL 2 (EL 2)

Ravens (8): hp 1 (each), See Monster Manual page 278.

When the last of the birds is dealt with, silence suddenly descends upon the dining

chamber-turned-battlefield. With this small flock of ravens dealt with, their prize is now easy to recognize – a small silver mirror, startlingly new in this ancient place.

It lies at the back of the room, not far from a cellar door, which leads deeper into the depths of Castle Rishmar.

The party might recognize the mirror as one of the items Airek was mentioned as having bought. During his own encounter with the ravenous ravens (whom he fled from as quickly as possible), he dropped the item before fleeing into the cellar.

The party can continue to explore this floor of the ruins, but will have little success. Only once they descend into the cellar will they be on the trail of Airek Solan, and able to proceed to Encounter 5.

Treasure: In addition to the mirror, the ravens have some other shiny goodies scattered about the room, which the PCs can find and collect. These are primarily coins and a number of low quality gems.

APL2: Loot: (30 gp); Coin: (20 gp); Magic: (0 gp).

Development: The party has received their first confirmation as to Airek's path. With the raven's dealt with, they can proceed more directly in search of the missing explorer.

Encounter 5: Creepy Corridors

The long and winding corridors beneath Castle Rishmar are filled with peril and traps, some manmade, some simply the byproduct of centuries of neglect.

The rooms the party pass through were once storage areas for the kitchens above. They are filled with the remnants of the food and drink stored here, though all of it has gone bad – the food is rotten and partially eaten by rats, the wine has turned to sour vinegar, and so forth.

See DM's Aid 3: Cellar Map for a layout of the traps the party will come across as they wander through the dungeon. There are 4 locations of interest. The rest of the area is filled with storage rooms and dusty halls, and can be described as such as the PCs move through them.

It is much more difficult to follow Airek's tracks through here, as Jain keeps the floor clear of the dust that elsewhere fills the ruins. As such, in order to use Track to learn that Airek's trail ends at

location 4, it requires a successful DC 27 Survival check.

1) Poison Needle Trap

One of Jain's measures taken to deter intruders was to place a poison needle on a door to prevent people from continuing down that path. Airek managed to notice the trap, and find the secret trigger that allowed him to bypass it.

The party can bypass it either by finding the trigger as well, or simply setting off the trap – it will have no further effect once triggered until manually repaired.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; hidden switch bypass (Search DC 25); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

2) Ghostly Sounds

Another set-up of Jain's was to rig a variety of hollow stones in the walls. Whenever a door to one of these rooms is opened, air rushes in and blows through the stones, producing a ghostly noise, designed to scare intruders away.

For the first such room encountered:

As the cellar door opens, a sudden sound rises all around you, echoing upwards – a ghostly moaning that could easily chill the bones. Moments later, it fades away.

For future rooms encountered:

Another moan fills this chamber, hauntingly echoing through the dismal stone corridors before dwindling to nothing.

These sounds are only intended to create a spooky atmosphere, and prepare the party for when Jain makes his entrance in Encounter 6.

3) Weakened Floor

In one of the winding passages between the storage rooms, the floor has grown weak and unstable. An observant eye can notice the weakness of the terrain, and simply jump over the structurally unsound location (as Jain often does, and Airek did on his trip through here.)

Weakened Floor: CR 1; mechanical; location trigger; repair reset; DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in

each of four adjacent 5-ft. squares); Search DC 15 (or DC 20 Spot check) ; Disable Device DC 15.

However, if not noticed in time, the floor crumbles away, setting off a chain reaction that destroys a large section of the hallway – making it especially difficult to avoid falling, and possibly affecting multiple PCs.

The ground abruptly collapses beneath your feet as the structurally unsound floor deteriorates into rubble. The hallway shakes as more earth shifts beneath the hardened stone floor, and more of the corridor begins to disintegrate and fall apart.

Characters that are at the outer edges of the collapsing floor receive a +5 bonus on their Reflex saves to avoid falling.

Once triggered, however, it is easy enough to climb out of the hole due to it having collapsed inward, leaving jagged ridges back up to either end of the corridor. This counts as a rough natural surface, and only requires a successful DC 15 Climb check in order to climb. In addition, those up top can potentially lower ropes or take other measures to assist those who fell.

4) Sealed Trap Door

This area is currently impassable. It was here that Airek continued deeper into the catacombs beneath the castle, entering the dungeon proper. Unfortunately, after going through the trap door, collapsing rubble sealed it behind him.

The trap door is currently very difficult to be found, and will remain so until after the party meets Jain (in Encounter 6.) A successful DC 30 Search check reveals the secret door.

If Encounter 6 has occurred, and the party has Jain's assistance, they can find the trap door automatically. Even without him, some of the rubble will have shifted, reducing the Search DC to 20.

Assuming the party successfully deals with all of the obstacles along the way, they continue onto the location where Jain is lurking, and proceed to Encounter 6. If they have managed to find the trap door (which should be unlikely), and choose to follow it directly, they proceed directly to Encounter 7.

Development: Having bypassed some of the hazards of Castle Rishmar, the party is able to proceed onward. They will return to this area briefly after meeting Jain, once they know where to look for Airek.

Encounter 6: Ghost of the Ruins

The party enters into the domain of Jain, who is masquerading as a ghost – and attempts to scare the party away.

The dusty cellars beneath Castle Rishmar open up into a wider room – a large hall far grander than the other underground chambers. This area is also a storage space, but while previously you saw nothing but the ancient remnants of food and drink, within this chamber are stored items that were once far more valuable – books, heavy wooden furniture, and large tapestries.

Time has also taken its toll on them, for the books look as though they will crumble to the touch, the furniture is termite-infested, and the tapestries are yellowing and faded.

The room has only one other exit – a large door leading off into an area in slightly better repair than the rest of the ruins.

Unfortunately that exit isn't empty, as drifting into the chamber is a pale figure wrapped in wispy rags – a small gnome whose hair and tattered garments flow about him in an unseen wind.

"Begooone," moans the figure, its pupil-less eyes staring forlornly in your direction. "Deaath to alll mortals who trespasss. Deaath!"

See DM's Aid 4: Ghost Map for the layout of this encounter.

Jain plays the part of a ghost well. Most of those he has encountered before have been wandering the ruins in idle curiosity, and were easily driven off by his appearance alone.

His disguise is good, but can be seen through with a successful DC 21 Spot check. A successful DC 19 Sense Motive check also reveals that something is amiss. Note that these checks are based off of Jain's Disguise and Bluff skills. Allow the PCs to make these checks only if they are actively looking for anything strange or unusual about the 'ghost'.

Jain is not expecting the PCs to stand and fight, and will be startled when his ruse is met with force. His turns consist of him using his spell-like abilities to try and scare off the party, muttering dire warnings at them if they do not flee. Note that since they are spell-like abilities, Spellcraft cannot be

used to recognize him casting them – but it can be used to recognize the effects of the spells once cast, with a successful DC 20 Spellcraft check.

As soon as Jain takes actual damage, he realizes the PCs mean business, and surrender. Additionally, if any PCs see through his disguise and proclaim it out loud, he realizes the jig is up, and stops fighting. All it takes to ‘win’ the encounter is to get Jain to surrender, and for the PCs to avoid killing him once he has done so.

APL 2 (EL 2)

Jain Nockmottin: hp 23, See Appendix 1.

Once Jain has been captured, he tells his tale.

“Ack!” cries the ‘ghostly’ gnome, surprise evident on his face. “I surrender! I’m not really a ghost! Please don’t hurt me!”

Assuming the PCs let him live, he introduces himself and explains what he was doing.

The gnome dusts himself off, and a fine coat of white powder falls to the ground. Though still covered in enough to make his skin pale and stark, it becomes quite obvious that this merely a normal gnome, and no ghost.

He gives a sketchy bow, and then sighs. “Well, I suppose you are wondering exactly what I was up to with my little routine? And given how you’ve done me the courtesy of not letting me discover what it truly feels like to be dead, I suppose I owe you something of an explanation.”

“My name’s Jain Nockmottin, and I’m one of the finest thespians in all of Naerie! Unfortunately, due to circumstances beyond my control, I found myself down on my luck, and in need of an odd job or two to make ends meet. A certain organization was in need of a watchman to keep this area of the cellars secure, and I figured that I was the best gnome for the job!”

His exuberant greeting trails off, and he flops down and takes a seat on the ground. “But it looks as though you were too much for me, and have bested me fair and square. So much for Jain, Guard Extraordinaire – finished, before my career had scarcely begun!”

Jain gladly answers the PCs’ questions on a variety of subjects. The PCs may think that he is part of some conspiracy with the Nockmottin gnomes running the adventuring company, but the

truth of the matter is that he is actually working for the Idee Volunteers.

He knows the Nockmottin brothers, though he isn’t close with them – they are merely somewhat distant and slightly eccentric relatives that he visits occasionally.

Some possible answers that he can give, which can be worked into conversation as appropriate:

Who are you guarding this area for?

– “A fine group of individuals known as the Idee Volunteers – you may have heard of them? I’m not a member of the organization myself, though I sympathize with their cause. In any case, they figured that these abandoned ruins would be a good location for clandestine meetings and the like, and hired me to keep prying eyes from discovering their hide-out.”

Where is their hide-out?

– “Oh, back down that way. I can show you the place, if you like. There isn’t much there – some notes, some equipment, and that’s about it. They haven’t been by for a few weeks – can’t have regular meetings, you understand, or they might get caught.”

Who are the Idee Volunteers?

– “A rebel group, I suppose. Out to claim independence for the region, and to free us all from Aerdy influence. Not very popular with the authorities, as you can imagine.

-Note that Appendix 3 also includes information on the Idee Volunteers, and Jain can discuss that material a bit in depth.

Who is in this group of Volunteers?

– “Well, I don’t know that all too well. I only really meet them when they come to the meetings, and other than a friendly nod from one or two, we don’t really chat. I keep the place safe and secure, and they don’t get me involved in dangerous politics – that’s how I like the matter!”

How come you are telling us all this, if the Idee Volunteers hired you to keep quiet?

– “Like I said, you beat me fair and square. I owe you a debt for not just killing me, don’t ya know?”

What troubles left you down on your luck?

– “Ah, a sad story that is. I was a member of the Aerdi Re-enactment Company, and a fine

performer if I do say so myself. Unfortunately, I'd been doing some research into House Heshun – and this very castle, in fact – as preparation for a play I intended to write. Unfortunately, I came across some information that the nobles didn't exactly want... spread around." He sighs, and forlornly stares at the ground.

"They put out the word, and I was booted from the Company, and black-listed from any other honest work. Thus I found myself here, trying to make a living alone in these vermin-infested ruins."

"Could be worse, I suppose. Never thought I'd end up with the Volunteers – they've got an ill reputation in some groups. The Aerdi Re-enactment Company was pro-Ahlissa, but I guess I see things differently since they kicked me out. I'm willing to support the volunteers – after all, they keep me clothed and fed, eh?"

With a shrug, he tries to give a half-hearted smile. "No sense crying over the past, though, is there?"

What secret did you discover?

- "Ah, I'd rather not say. You saw how bad thing s went for me, and that was with me promising not to talk about it. I suspect if I did tell you, I'd be dead all too shortly. No sir – not worth losing my life over."

Jain simply refuses to talk about it. He will hint that it wasn't anything truly important, but merely embarrassing – but nothing he will risk his life over.

Have you seen a young man named Airek in the last week?

- "I haven't seen another soul in weeks, my friends. Are you sure he is here? Yes? Ah... well, he may be lost somewhere in this laby rinth of hallways. I can certainly help you look for him, if you'd like."

Jain will be glad to help the party find Airek – when they are ready for his assistance, they can move on to Encounter 7.

They may also wish, either now or later, to investigate the Idee Volunteers hide-out. Jain can take them there – it is a small collection of rooms kept in decent condition. There are a few beds (one of which appears to be the gnomes.)

There is a variety of basic equipment scattered about (writing tools, mapping equipment, and similar supplies.) There are also four *potions of cure light wounds*, and a small pile of gold (25 gp per PC).

In addition, there are several notes discussing possible plans by the Volunteers – see Player's Handout 3 for details.

Jain will point out that while the PCs can probably take the healing potions to help with any injuries, the Volunteers won't be very happy with anyone who loots their equipment and gold.

Jain himself has three *potions of cure light wounds* – he'll use one on him self, if he is wounded (or keep it, if he is not), and give the other two to the party.

The PCs can also forcefully strip Jain of the rest of his gear (worth an additional 110 gp beyond what is listed below), but doing so will cause him to be unwilling to help them, and he will avoid giving them any assistance finding Airek unless they intimidate him into cooperation. They would also have to make a successful Sense Motive check (against his Bluff) in order to even know that he was lying when he says he can't help them.

Later in the module, the party will have to decide what to do with the knowledge gained about the Volunteers – but for now, they have a much more pressing matter: Rescuing Airek.

Treasure: The PCs will get two *potions of cure light wounds*, at the least, from Jain. The remaining items can be looted from the Volunteers Hide-out, though that will have specific consequences later in the module.

APL2: Loot: (10 gp); Coin: (25 gp); Magic: (25 gp).

Development: Having exposed the truth of this 'ghost' of the ruins, the party is free to continue in search of Airek. Jain has a good idea as to where he might have gone, and will lead the party there in Encounter 7.

Encounter 7: In Darkness Lurks

Jain has decided to help the party find Airek – which is fortunate, as the gnome knows his way around the cellars like only an expert can.

Jain thinks about the matter of the missing merchant's son for several moments. "Well, you say you found signs that Airek came this way, but he seems to have vanis hed before reaching my little hidey-hole. A puzzling mystery to be sure, but I might just have the answer..."

He heads back down the way you came, avoiding the hazards along the way, and grinning at the ghostly moans that fill the tunnel. "A little bit of ingenuity, if I do say so myself. In any case, look over here."

He ducks into one of the smaller side rooms, nearly empty save for the large pile of rubble covering one corner.

Pointing at it, he says, "Now, beneath that pile there used to be a trap -door leading down... below. I noticed that it had gotten covered up some time this last week. I didn't think much of it, since the walls around here collapse quite often... and to be honest, I thought it was for the best. There's stuff down there that I don't want no part of!"

With a frown, he glances back at the rubble. "But if it happened while your friend had gone venturing down below, he might have found himself trapped down there. And that's bad business all around..."

Now that the party has evidence of where Airek has likely gone, they can begin clearing the rubble away. There are some rather large chunks of debris, so it isn't easy work.

It requires a successful DC 20 Strength check to clear. Because the room is small, only two people can attempt at any one time. If they fail, they can make a new check every 10 minutes. Even a failed check, however, makes some progress, and the subsequent DC is lowered by 2. (So the DC is 18 after 10 minutes, 16 after 20 minutes, etc.)

Eventually they clear away the rubble, and have access to the trap door. Opening it reveals a stairway leading deeper beneath the Castle – leading, in fact, not just into broken down cellars, but into the castle dungeons themselves.

The stairs continue down into deeper, danker areas of the dungeons. The skittering of vermin echoes up the stairwell, and spiderwebs cover the walls. It looks as though they covered the stairs as well, until something recently cut them down to make a path.

The stairs end in a shattered wooden doorway. The room beyond it looks like the entrance to the prison chambers. A long hallway continues off into the darkness, and several cell doors swing open, revealing empty chambers housing only skeletons.

One of the cells remains closed, and you can see numerous claw marks against it. Moments later, it is easy to figure out what

caused them, as the sounds of bone scratching against stone echo down the long corridor ahead.

Out of the darkness appears a massive skeletal rat larger than most dogs. A red glow fills the cavities of its eyes, and a strange snickering seems to resonate from behind its bared fangs. It is accompanied by several smaller skeletal rats – all of which prowl forwards in search of new victims.

APL 2 (EL 3)

The Beast: hp 32, See Appendix 1.

Dire Rat Skeletons (3): hp 6 (each), See Appendix 1.

See DM's Aid 5: Dungeon Map, for the layout of this encounter.

The rats have kept Aerik trapped in the lone cell for days, and have been frustratingly unable to reach him. With new prey standing before them, they rush forward, eager to slay the newcomers.

They employ no real tactics, and attack the PCs in a mindless fashion. They fight until completely destroyed.

Jain stays back on the stairs, watching, but without any real skills that would help. He'll offer suggestions and advice (such as to use bludgeoning weapons to hurt the skeletons), but not be otherwise able to contribute.

Airek hears the sounds of combat, but is too afraid to see what is happening. Once the rats have been dealt with, however, he plucks up the nerve to leave his cell. If more than a week has passed since the PCs started the module, his supply of water has run out, and he has died of thirst.

In that case, the party can break down the door (with Jain's assistance), and discover his body. They can return to town, but will only be able to hand over his corpse, and nothing more. Ignore the remaining sections that depend upon Airek being successfully rescued.

As the sounds of combat fade away, a voice speaks from behind the closed cell door. "Is... is it safe? Are the m-monsters dead?"

The cell door slowly creaks open, and a young man pokes his head out. It is obviously Airek Solan, though he looks quite the worse for wear, with disheveled clothes, an injured arm, and obvious signs of being hungry and tired.

Seeing the remnants of the skeletal rats upon the floor, he breathes a sigh of relief. "Oh, thank Zilchus! I was afraid... I was afraid I would never be able to escape!"

Airek is very grateful to his rescuers. He had stumbled down into the dungeons, and begun exploring them. After several hours of traveling deeper within the depths he roused the rats, and fled back towards the exit. Unfortunately, he discovered the trap door blocked off, and the rats nearly had him.

He managed to fight them off, and escape into one of the cells, sealing the door behind him. He was safe – but trapped. He had some rations, but his supplies were getting low after a week trapped there, and his morale was on the verge of breaking.

He did find a few treasures before encountering the undead rats, and he offers them to the party in gratitude.

He will be adamant about not going any farther into the dungeons. Nothing good lurks there, and the rats are the least dangerous of the monsters prowling the dungeons depths. Jain shares the same opinion.

Once the party is ready, they can climb back up the stairs, and make a few decisions about how to end the mod in Encounter 8.

Treasure: The PCs gain some treasures from Airek, primarily non-magical trinkets that can be sold in town.

APL2: Loot: (100 gp); Coin: (0 gp); Magic: (0 gp).

Development: The party has rescued Airek, their primary goal complete. Now they must decide what to do with the information learned about the Idee Volunteers.

Encounter 8: Secrets and Strategies

The party has successfully rescued Airek from the depths of Castle Rishmar, as well as discovered the secret hideout of a band of Idee Volunteers. Now they must decide what to do about all this.

As the stairs are once more ascended, and the cellars (a slight improvement over the dungeons) are reached, Jain fills Airek in on his own reasons for being in the ruins.

The young man's face grows excited at the discussion, and he bursts forth, "Volunteers, hiding here in this very castle? That's so exciting – I've always dreamed of meeting some

of them, but I never imagined it might happen like this."

A distraught look grows in his eyes, and he turns to Jain. "It seems like I'm not entirely ready to go exploring on my own yet, but... maybe I should try and join the Volunteers? I've always admired their goals, and it would give me the excitement I've been looking for – and purpose as well!"

He pauses in his speech, as though wrestling with himself. "Still, my father wouldn't like it, and I don't know how much I really know about them..."

He glances towards the gnome, who just shrugs, and says, "They pay me on time, but that's all I know. Why don't you ask these gents here? They seem to have done well thus far, and they did save your life, after all."

Aerik nods, and turns to the party. "What do you think? Should I try and join the Volunteers?"

The party can now decide amongst themselves as to what advice to give. Airek will go along with whatever advice the majority gives. Whatever they decide, Aerik comes away happy, and profoundly grateful to the party.

Once that discussion is done, Jain has his own comments for the party.

"Well, looks like you guys do quite well at this adventuring thing. I may not have been the best at keeping secrets, but I recommend you think hard about whether to tell anyone about this place or not. The authorities might pay you a few pennies for telling 'em about it, but the Volunteers might not be too happy with people that go tattling on 'em. On the other hand, you keep their secret safe, and they'll probably count you as a friend."

He pauses, and then pats his pockets down, and his face droops. "I'd hoped I might be able to offer you a little something to not mention my name, whatever decision you make. But it looks like I'm still just as broke as I feared. So all I can ask is to appeal to your merciful nature, and keep the matter quiet."

He'll lead the party out of the ruins safely, avoiding any obstacles left along the way. From there, it is easy to return to Poelitz.

Once back in town, they can return Aerik to his father, and they must decide whether or not to tell the authorities about the Idee Volunteers. They can

also turn in Jain, though he will be able to talk his way out of trouble safely.

Development: This Encounter primarily deals with having the party make some decisions regarding the Volunteers. Their choices will affect exactly what conclusion they receive.

Conclusion: Consequences and Rewards

There are several different conclusions, depending on how things ended.

1) Aerik's fate:

If Aerik was not rescued:

You return to Falrik the merchant, but can offer little more than disappointing news. You can see his face shrivel up in sorrow, and he turns away without a second glance, the rest of his rewards firmly clutched within his hands.

If Aerik was rescued, and decided to join the Volunteers:

You successfully return Aerik to his father, and Falrik is overcome with joy at your success. When his son explains what happened – as well as what he plans to do now – Falrik simply nods in understanding, though concern lingers in his gaze.

He thanks the party profusely, and gladly hands over the remainder of your payment.

APL2: Loot: (0gp); Coin: (100–150 gp); Magic: (0 gp)

In addition the character's earn 'The Gratitude of Falrik Solan' (see the Adventure Record).

If Aerik was rescued, but decided not to join the Volunteers:

You successfully return Aerik to his father, and Falrik is overcome with joy at your success. Aerik explains what happened, and pledges to stay home and learn his father's trade.

Falrik smiles, and gushes his thanks over the party, gladly handing over the remainder of your payment.

APL2: Loot: (0gp); Coin: (100–150 gp); Magic: (0 gp)

In addition the character's earn 'The Gratitude of Falrik Solan' (see the Adventure Record).

2) The Volunteer's Secret

Information on the Volunteers was given to authorities:

When the authorities learn of the Idee Volunteers secret hide-out and plans, they are quite impressed with your information gathering skills, and the gleam in their eyes promises that they plan to deal with the problem swiftly.

Days later, you hear of the sudden assault and the brutal capture and killing of several members of the rebel organization. And you have a sneaking suspicion that they won't be pleased when they learn who ratted them out...

The characters earn 'The Respect of the Authorities', as well as the 'Hatred of the Idee Volunteers' (See the Adventure Record).

Information on the Volunteers was kept secret:

The Volunteer's secret is safe, and word passes to you that they are grateful for your discretion on their behalf.

The characters earn 'The Favor of the Rishmar Cell' (See the Adventure Record).

Regardless of their other actions, the adventure draws to a close:

With the ordeal of Castle Rishmar complete, and matters taken care of back in Poelitz, the day slowly fades away into night. Lights shine throughout the city, from the well-lit mansions in the center of town, to the crude street fires burning in the slums.

Obstacles have been overcome, and enemies defeated, and who knows what adventures the next day may hold?

The End

Campaign Consequences

1: Did Aerik survive?

2: Did Aerik join the Volunteers?

3: Was information about the Volunteers or Jain reported to the authorities?

Send answers to mathrons@yahoo.com

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.

[To award XP for an encounter the DM should award 30xp per EL defeated in the encounter. So at APL2 the party defeats a monster at EL4 and gets 120xp, while at APL 4 the monster is EL6 awarding the party 180xp. Each APL will be written for no more than 5 times the APL in EL's, so at APL4, the highest possible XP awarded would be 600 (4*5*30 xp.) Up to 20% of the total xp may be used for story and/or role-playing awards. So in the APL 4 example, there could be 480xp for specific encounters, 60xp for a story award and 60xp for role-playing.]

Encounter 1: Heroes to the Rescue

Defeating the muggers
APL2 60 XP

Encounter 4: Black Wings of Doom

Finding the trap
APL2 60 XP

Encounter 5: Creepy Corridors

Surviving the Poison Trap
APL2 60 XP

Surviving the Collapsing Floor
APL2 30 XP

Encounter 6: The Ghost of the Ruins

Defeating Jain without killing him
APL2 60 XP

Encounter 7: In Darkness Lurks

Defeating the skeletal rats
APL2 90 XP

Discretionary roleplaying award

Awarded by DM for good roleplaying to those who play their characters and avoid meta-gaming.
APL 2 90 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 1: Heroes to the Rescue

APL2: Loot 77 gp; Coin: 60 gp; Magic: *Potion of Cure Light Wounds*, *Scroll of Cure Light Wounds*, 6 gp

Encounter 2: Mission Accepted

APL2: Loot 0 gp; Coin: 150 gp; Magic: 0 gp.

Encounter 4: Black Wings of Doom

APL 2: Loot: 30 gp; Coin: 20 gp; Magic: 0 gp

Encounter 6: Ghost of the Ruins

APL 2: Loot: 10 gp; Coin: 25 gp; Magic: 6

Potions of Cure Light Wounds, 25 gp

Encounter 7: In Darkness Lurks

APL 2: Loot: 100 gp; Coin: 0 gp; Magic: 0 gp

Conclusion:

APL 2: Loot: 0 gp; Coin 150 gp; Magic 0 gp

Total Possible Treasure

APL 2: Loot: 287 gp; Coin: 405 gp; Magic: 31 gp

- Total: 450 gp (723 gp)

Items for the Adventure Record

The Gratitude of Falrik Solan: Falrik is profoundly grateful for having rescued his son, and will arrange for you to have good accommodations throughout Naerie for some time. On your next 3 adventures in Naerie, you receive Standard Upkeep for free.

The Respect of the Authorities: The authorities are pleased with your assistance in capturing some Idee Volunteers, and will overlook trouble you might find yourself in. You can use this favour at any time to cancel a single disfavour with any faction.

The Hatred of the Idee Volunteers: You have directly caused the death and capture of numerous Idee Volunteers, and they have learned of your involvement. All Idee Volunteers you meet begin with an attitude towards you of unfriendly.

The Favour of the Idee Volunteers (Rishmar Cell): You have kept the secrets of the Rishmar Cell of Idee Volunteers, despite stumbling upon them. In gratitude, they will assist you in the future. You may use this favour once, in a future Naerie regional module, to receive a +5 bonus on any Knowledge (Local-Splintered Sun) or Gather Information roll.

Item Access

None

Appendix 1: APL 2

Encounter 1: Heroes to the Rescue

Erilar: Human (Olmán) Rog 1; CR 1; medium humanoid; HD 1d6+1; hp 5; Init +6; Spd 30 ft; AC 16 (+2 dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +0; Grp +2; Atk: +2 melee (1d6+2, 18-20/x2, rapier) or +2 ranged (1d4+2, 19-20/x2, dagger); Full Atk: +2 melee (1d6, 18-20/x2, rapier) or +2 ranged (1d4, 19-20/x2, dagger); Space/Reach 5ft./5ft.; SA Sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will -1; Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12.

Skills and Feats: Hide +5, Intimidate +7, Listen +3, Move Silently +5, Open Locks +6, Search +4, Sleight of Hand +5, Spot +3, Tumble +5; Improved Initiative, Raider's Spirit (see Appendix 5, new rules items.)

Possessions: dagger (4), rapier, sap, mw chain shirt, masterwork thieves' tools, *potion of cure light wounds*

Braevin: Half-orc Adp 1; CR ½; medium humanoid (orc); HD 1d6+2+3; hp 9; Init +1; Spd 20 ft; AC 14 (+1 dex, +3 studded leather), touch 11, flat-footed 13; Base Atk +0; Grp +3; Atk: +4 melee (1d6+4, x2, masterwork quarterstaff) or +1 ranged (1d4+3, 19-20/x2, dagger); Full Atk: +4 melee (1d6+4, x2, masterwork quarterstaff) or +1 ranged (1d4+3, 19-20/x2, dagger); Space/Reach 5ft./5ft.; SA spells; SQ darkvision 60'; AL N; SV Fort +2, Ref +1, Will +3; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Concentration +6; Toughness

Spells Prepared (3/2; save DC 11 + spell level): 0 – *Cure Minor Wounds, Ghost Sound, Guidance*; 1st – *Burning Hands, Cause Fear*

Possessions: MW quarterstaff, dagger (2), *scroll of cure light wounds*

Mip: Halfling War 1; CR ½; small humanoid (Halfling); HD 1d8+1; hp 6; Init +3; Spd 20 ft; AC 19 (+3 dex, +5 breastplate, +1 size), touch 14, flat-footed 16; Base Atk +1; Grp -2; Atk: +5 melee (1d4+1, 18-20/x2, rapier) or +5 ranged (1d3+1, 19-20/x2, dagger); Full Atk: +5 melee (1d4+1, 18-20/x2, rapier) or +5 ranged (1d3+1, 19-20/x2, dagger); Space/Reach 5ft./5ft.; AL N; SV Fort +4, Ref +4, Will +2; Str 12, Dex 17, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +3, Intimidate +3; Weapon Finesse

Possessions: dagger (2), rapier, heavy steel shield, breastplate

Falrik Solan: Human Bard 1; CR 1; medium humanoid (human); HD 1d6; hp 4; Init +1; Spd 30 ft; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk +0; Grp -1; Atk: -1 melee (1d3-1, improvised cane); Full Atk: -1 melee (1d3-1, improvised cane); Space/Reach 5ft./5ft.; SA bardic music, spells; SQ Bardic Knowledge; AL NG; SV Fort +0, Ref +3, Will +3; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15.

Skills and Feats: Bluff +6, Diplomacy +8, Knowledge (Nobility and Royalty) +6, Knowledge (Local) +6, Listen +5, Perform (Oratory) +6, Profession (Merchant) +8, Sense Motive +5, Use Rope +5; Negotiator, Skill Focus (Profession: Merchant)

Bardic Music 1/day: Countersong (Su), Fascinate (Sp), Inspire Courage (Su)

Bardic Knowledge: +3

Spells Known (2; save DC 12 + spell level): 0 – *Mage Hand, Message, Read Magic*

Possessions: Walking Cane, 500 gp, Courtier's Outfit

Brute Squad member (orc): Ftr1; CR 1; medium humanoid (orc); HD 1d10+1+3; hp 14; Init +0; Spd 30 ft (20ft in armor); AC 19 (+5 breastplate, +4 shield), touch 10, flat-footed 19; Base Atk +1; Grp +4; Atk +2 melee (1d6+3 subdual, 'stick') or +2 melee (1d8+3, flail); Full Atk +2 melee (1d6+3 subdual, 'stick') or +2 melee (1d8+3, flail); SA; SQ Darkvision 60ft, light sensitivity; AL N; SV Fort +3, Ref +0, Will -1; Str 17, Dex 11, Con 12, Int 8, Wis 8, Cha 6.

Skills and Feats: Intimidate +2, Listen +1, Spot +1; Alertness, Toughness.

Possessions: Breastplate, tower shield*, 'stick' (counts as sap), flail.

*Attack penalty of -2 included above.

Brute Squad member (half - orc): Ftr1; CR 1; medium humanoid (orc); HD 1d10+4; hp 14; Init +0; Spd 30 ft (20ft in armor); AC 19 (touch 10, flat-footed 19); Base Atk +1; Grp +3; Atk +1 melee (1d6+2 subdual, 'stick') or +1 melee (1d8+2, flail); Full Atk +1 melee (1d6+2 subdual, 'stick') or +1 melee (1d8+2, flail); SA; SQ Darkvision 60ft; AL N; SV Fort +3, Ref +0, Will -1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +2, Spot +2; Alertness, Toughness.

Possessions: Breastplate, tower shield*, 'stick' (counts as sap), flail.

*Attack penalty of -2 included above.

Encounter 6: Ghost of the Ruins

Jain Nockmottin: Gnome Exp 3; CR 2; small humanoid (gnome); HD 3d6+6+3; hp 21; Init +1; Spd 20 ft; AC 13 (+1 dex, +1 size, +1 *bracers of armor* +1), touch 12, flat-footed 12; Base Atk +2; Grp -4; Atk: +2 melee (1d3-2, 19-20/x2, masterwork dagger) or +5 ranged (1d3-2, 19-20/x2, dagger); Full Atk: +2 melee (1d3-2, 19-20/x2, masterwork dagger) or +5 ranged (1d3-2, 19-20/x2, dagger); Space/Reach 5ft./5ft.; SA spell-like abilities; SQ low-light vision; AL NG; SV Fort +2, Ref +1, Will +3; Str 6, Dex 12, Con 15, Int 14, Wis 10, Cha 15.

Skills and Feats: Bluff +8, Disguise +8 (+10 when acting in character), Gather Information +6, Hide +11, Knowledge (History) +8, Knowledge (Local) +8, Move Silently +7, Perform (Acting) +8, Search +10; Investigator, Toughness

Gnome Spell-like Abilities (Sp): 1/day – *dancing lights, ghost sound, prestidigitation*

Possessions: Disguise kit, masterwork dagger, *bracers of armor* +1, *three potions of cure light wounds*

Encounter 7: In Darkness Lurks

“The Beast” – Advanced (5 HD) Dire Rat

Skeleton: CR 2; Medium undead; HD 5d12; hp 32; Init +9; Spd 40 ft.; AC 17 (+2 natural, +5 dex), touch 15, flat-footed 12; Base Atk +2; Grp +4; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2); Space/Reach 5ft./5ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +6, Will +4; Str 14, Dex 20, Con –; Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Dire Rat Skeleton (3): CR 1/3; Small undead; HD 1d12; hp 7, 7, 7; Init +8; Spd 40 ft.; AC 16 (+1 size, +1 natural, +4 dex), touch 15, flat-footed 12; Base Atk +0; Grp -4; Atk +1 melee (1d4, bite); Full Atk +1 melee (1d4); Space/Reach 5ft./5ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +4, Will +2; Str 10, Dex 19, Con –; Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Aerik Solan: Human Rogue 1; CR 1; medium humanoid (human); HD 1d6+1; hp 7; Init +1; Spd 30 ft; AC 16 (+3 armor, +1 shield, +2 dex), touch 12, flat-footed 14; Base Atk +0; Grp +1; Atk: +1

melee (1d6+1, 18-20/x2, rapier) or +2 ranged (1d8, 19-20/x2, light crossbow); Full Atk: +1 melee (1d6+1, 18-20/x2, rapier) or +2 ranged (1d8, 19-20/x2, light crossbow); Space/Reach 5ft./5ft.; SA Sneak Attack +1d6; SQ Trapfinding; AL CG; SV Fort +1, Ref +6, Will -1; Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 15.

Skills and Feats: Balance +6, Climb +5, Decipher Script +4, Escape Artist +6, Hide +6, Jump +5, Move Silently +6, Search +4, Tumble +6; Lightning Reflexes, Run

Possessions: MW Studded Leather, MW Buckler, Rapier, Light Crossbow, 20 Bolts, 100' of Silk Rope, 7 Rations, Bedroll, Caltrops, 10 Candles, 5 Map Cases, 10' of Chain, Crowbar, Flint and Steel, Grappling Hook, Hooded Lantern, Signet Ring, Waterskin, Whetstone.

Appendix 3:

Background Information on the Idee Volunteers

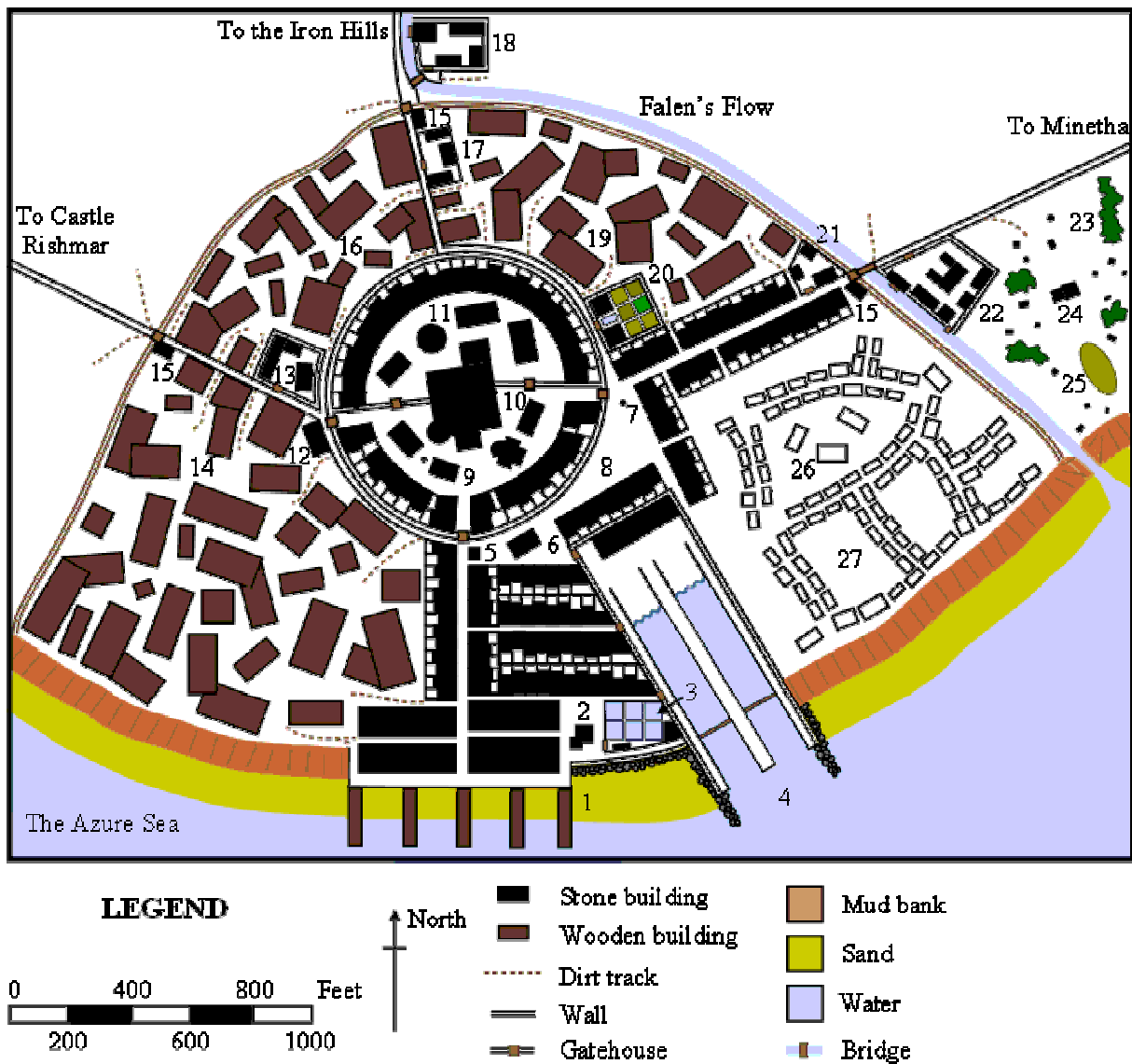
The Idee Volunteers:

Established by Staceus of Felten, they became an active force in Naerie politics in 589 CY. Their goal is to remove Ahlissan presence from Idee with any means necessary, and subsequently a rebirth of the Independent County of Idee and the Iron League. After a successful start they suffered several setbacks such as the death of Staceus and the loss of support by Sunndi & Onnwal after the signing of the Naerie compact.

Their current strength and leadership are unknown. House Eddri has officially severed all ties to them, but many suspect they retain contacts unofficially. People's attitudes towards the Idee Volunteers range from hostile to supportive. Several smugglers and Sunndians are in league with them, and even some members of the Ahlissan military (those of Ideean descent) are suspected of helping them.

Though belonging to Idee Volunteers is considered treason under Ahlissan law, Prince Barzhaan has instructed courts to give them prison or labor sentences instead of death because the last thing he wants is martyrs. Only leaders tend to receive death sentences, and these are carried out efficiently and away from public eye.

Appendix #4: Map of Poelitz



Locations in Poelitz

1. Port: The port of Poelitz has five large piers for ocean going vessels. Coastal barges and Knarrs are usually anchored on a beach and off-loaded during low-tide. Piers are currently being improved and there are plans to build more because of increased traffic. The harbormaster here is a half-orc named Girash (N Com12). The walled promenade to the East of the Port is lined with bronze statues of dragons, mermaids and other such creatures. After they were set here to promote the wares of the bronzeworks, locals began suggesting that the statues are actually enchanted to 'come to life' if the harbour is attacked by sea. The Poelitz sewer discharges into the sea at the Port, leading to some complaints about the resultant odour.

2. Chapel of Osprem: This small stone building is located next to the port. It is the only shrine to Osprem in Poelitz and it is run by an old Suel cleric, Darfin (NG Clr6), who was imprisoned by the Scarlet Brotherhood during the occupation.

3. Saltworks: This small saltwork is run by a half-elf named Sildoran (N Exp6). It consists of large tanks where saline water is loaded and left to evaporate away, leaving behind only salt. The technique is quite slow but nonetheless enables Sildoran to make a small fortune with his business. House Heshun helped him to set up the enterprise and takes a percentage of Sildoran's products for their own use.

4. Docks: Poelitz has a small dock area with enough space for two large ships to be built, or repaired side by side. Currently, only one vessel is being built, *Glory of Heshun*, which will become the flagship of Heshun fleet once it's completed (estimated late 596CY or early 597CY). The leader of the docks is an Oeridian man named Telbran (LE Exp9), a loyal servant of House Heshun.

5. Church of Hextor: This relatively new building was once a temple of Velaeri until the Brotherhood turned it into a temple of Llerg. Afterwards Ahlissan soldiers converted it into a temple of Hextor. At the moment it is the main temple of Hextor in the Principality of Naerie and has been extensively adorned with symbols of the Scourge of Battle. High priest Dermenes (LE Clr7 of Hextor/Warpriest4) is the overseer of this place of worship, accompanied by numerous acolytes, usually dressed for full combat. Many Brute squads receive training from Hextorites while normal city watch members are generally considered too 'untalented' for their attention. It is common knowledge that the Church maintains a squadron of undead warriors to bolster the town's defences. They are created from the corpses of any executed traitors and the fear of joining their ranks helps to maintain order in town.

6. Watch tower. This was originally constructed by the forced labor of the Scarlet Brotherhood and was intended to be part of a larger structure. When Ahlissan's liberated Idee, House Heshun tore down the unfinished parts, leaving only the watchtower standing as it was in a good location to guard the docks, marketplace and southern gate leading to walled area of Poelitz. This watchtower is always manned by a single full strength squad of Heshun Guard (9 soldiers plus 1 officer). Rumors say that there is a chamber underneath the tower (part of whatever construct Brotherhood was building) which was sealed by House Heshun after Poelitz was liberated.

7. Gallow's Tree: This is a place where public executions are organised. The name comes (naturally) from the large gallows that have been built around a big oak tree standing in the corner of the marketplace. Though some nobles abhor public executions as unnecessary rabble-raising, House Heshun has no qualms about it. Indeed, Oerin Heshun was once overheard saying that "We are only giving the population what they really want." The "hangman" (and beheader, burner, etc) of Poelitz is a man named Fenk Manaran (LE Rog3/Ftr2) who serves Aroran, the Priestess of Wee Jas, and lives with her in the Temple of Wee Jas. Due to his work, he lives a solitary existence.

8. Marketplace: This large square is where the local merchants gather to sell their goods. It is also a popular place for adventurers who are looking for a change to hire themselves as caravan guards to many merchants who continue to Minetha, the Iron Hills or even further away.

9 & 11. Artisan & Merchant court: In the large walled area in the middle Poelitz, stand two distinctive compounds; Artisan and Merchant courts. This is where the artisans & merchants of Poelitz run their shops.

Many high quality products are available from glass bottles to bronze artifacts to more mundane armor and weapons. Many buildings are brand new with expensive glass windows and bronze-tiled roofs. Many statues of great Ahlissans (including Naudus Heshun, Prince Barzhaan & Overking Xavener) decorate the area.

10: Poelitz fort. This opulent building is the seat of power for House Heshun. It has been extensively decorated (some say unnecessarily) with Baklunish style architecture and boasts impressive walls. Some sections of the wall have been enchanted with *alarm* spells (because no moat can be constructed) and anyone deliberately activating it is severely fined, a custom that had to be heavily enforced after it became a hobby for local children to activate the alarm and run away. The fort also incorporates the highest construction in all of Naerie. Said construct is the southwest tower, which is nearly 100ft tall and built in the old Flan style. Surrounding parts of the fort also incorporate old Flan architecture. The garrison here is under direct command of Annarin Heshun (LN female Ftr2/Ran1/Clr3 of Hextor/Pious Templar3 of Hextor) though most of the time Standeu Shalworth (LN male Ftr7) or one of his underlings commands it on a day-to-day basis.

12. Path of Stone inn. This high quality establishment is run by the dwarf Ovan Dorfison (LN male Dwarf Exp3/Ftr3). Although most of the clientele are dwarfs, gnomes and halflings, some humans are admitted in as well. Naturally half-orcs/orcs have no hope of gaining entrance whatsoever. Elves and half-elves generally choose to ignore the place, stating that it is not 'refined' enough for their taste while in reality they probably would not be even allowed inside.

13. The 'Dwarf Halls'. This is a walled compound where almost all dwarfs of Poelitz live. It has residences, workshops and storage for the Dwarven artisans who work in the town. Derren Darakson (LN male dwarf Exp9) is the leader here and unofficial 'Ambassador' of the Iron Hills Dwarf King dom.

14/16/19. Slums: Accommodation in the slums range from old cottages to newly built shacks. Most of the common labourers and farm hands live in the slums, waiting for the town to be rebuilt. A few bars offer them the chance to let off steam. It is generally accepted that the quality of the slum is directly related to its proximity to the town centre, with areas close to the wall being quite decrepit and inhabited by low-life. During the day Heshun guard patrol the streets, replaced with Brute Squads during the night. Of course there are not many Brute Squads so the streets are less safe at night than during the day.

15: There is a large guardhouse in each gate. Each has enough space for two full squads of Heshun Guard though during the hours of darkness one of these is replaced by a Brute Squad.

17. Bronze Man Inn: This better than average inn is run by a man called Elrald (CN Com5/Rog1) who says he is a retired adventurer, though this is probably just a marketing trick. The Bronze man is favored by sons and daughters of the town's well-off population, and many of them can be found here.

18. Bronze foundry: This foundry is run by the Oldelin family, headed by Irado Odelin (LN male Exp6), though much of it is owned by House Heshun. The foundry supplies much of the bronze for Poelitz and as the years have passed, it has expanded quite a lot and nowadays supplies/imports material as far as Naerie City. Lots of their raw material comes from mines in the Iron Hills which are run by House Heshun. Ownership of the land in which the mines are located is a point of contention between the Principality and the Dwarves of the Iron Hills.

20. Nockmottin compound: The Nockmottin's are a gnomish family of alchemists who relocated here from the Gnomish town of Hornrock. Their compound contains gardens full of herbs and medicinal plants and a pond covered with lilies. The family also produce mushrooms and other varieties of fungi in an extensive cellar. These products, grown principally by Yerryanna Nockmottin (NG Clr3), are used in the preparation of potions and magical inks. The families' alchemical preparations are utilised by a vast array of other businesses in the town, from the acids used in the etching of glass to simple tindertwigs for quickly lighting fires. The Nockmottin's pay well for monstrous body parts and consequently are seen as potential patrons and sources of information for adventuring parties. The shop itself is run by the brothers Mickert (N Exp3) and Nickert (N Exp3), whilst Yerryanna stays out of their way.

21. Ox & Yoke Inn. This large inn near the east gate is popular among the soldiers and common laborers. It is run by a man named Resh (N Rog4) and his wife Eoneus (NG Exp2). Occasionally things can get out of hand, especially when orcs happen to have a pub crawl, but so far House Heshun has always compensated for any damage.

22. Miller's Yard. This large area is where local farmers bring their grain to be ground into flour, the large mill-wheel being powered by the Falen's Flow. The facility is owned and run by Tanund (LE male Com9). Due to the location of the Yard to the graveyard, a number of funerary functions are performed in the Miller's Yard. Within the walls are a coffin maker, a baker which makes a speciality bread ('bone bread') that is only eaten at funerals, the inn ('The Last Ferry') is a popular location for wakes to be held and the staff also serve as paid mourners during funerals. A small coach house accommodates a grand, black coach and its' team of black horses. The driver, Karrold (NE Rgr 4) sometimes takes passengers up and down the Minetha road. However, he earns most of his money from transporting bodies through the town to the graveyard in a solemn, melodramatic parade.

23. Graveyard. This large barren area has been burial area of Poelitz for long time now. Occasionally, when Falen's Flow floods or tides are especially bad, parts of the surrounding land roll into the river, along with burial remains. Some nobles have their own crypts a bit further away.

24. Temple of Wee Jas. This small temple is the only one of its kind in Naerie, as it is dedicated to the Suel goddess Wee Jas. It is run by the head priestess Aroran (LN Clr3), two of her acolytes (LN/LEClr1) and a few assistants (N Com3) who also work as gravediggers. Aroran officiates at the execution of criminals. House Heshun, in their Machiavellian wisdom, have left the 'dirty work' to a figure against whom it would be easy to direct the anger and suspicions of the townsfolk should the need arise.

25. Scarlet Barrow: This is the location of the mass grave where victims of brotherhood reprisal were buried in CY 584. The area around it has a bad reputation (largely undeserved) and the small chapel of Wee Jas is responsible making sure no-one tries to interfere with the bodies magically.

26. Burnt Church: This was once a temple of Heironeous but it was destroyed in the burning of Poelitz in 584CY when the Brotherhood subjected Poelitz to collective punishment. Many terrified townsfolk had barricaded themselves into the church and the Brotherhood promptly set fire to it and killing anyone who tried to flee. It is said that the vengeful spirit of the head priest Abelan still haunts these ruins. House Heshun does not want anything to do with this place as it is a constant reminder of Brotherhood atrocities.

27. "Old Town": This area was destroyed by the Brotherhood in 584CY. It consists of burnt out ruins, stone shells that are infested with rats and haunted by memories. Not even low-life scum try to make their homes here as squatters have a tendency to 'disappear'. Self-respecting citizen ventures nowhere near the place and local authorities only walk the outskirts of it. Although there have been petitions for House Heshun to rebuild this area, there has been no improvements. Many believe that it is kept as a reminder of what happens when a population opposes its rulers.

Appendix 5: New Rules Items

FEATS:

Raider's Spirit (General)

You are a fearless raider.

Benefit: You get a +4 bonus on saves against fear effects and a +2 bonus on all intimidate checks.

Availability: Half-Orc, Human (Olman)

Player Handout #1: Airek's Note

A short note on fresh parchment, which says the following:

"Father ~ At last has come my chance for glory! I have acquired a map of the finest quality, which shall lead me to treasure and adventure alike. Do not fear for me, for I shall return within a few days, and you shall see for yourself the wealth that can be gained by the life of an adventurer!"

*Your loving son,
Airek"*

Players Handout #2: The Nockmottin 'Tips of the Trade'

A sign posted in the Nickmottin Adventuring and Exploration Company:

TIPS OF THE TRADE!

Being an easy and altogether handy list
of advice for those of the adventuring
persuasion:

- Bring Lots of Weapons*
- Take Everything that Isn't Nailed Down
 - Turn Early, and Turn Often
 - Always Have A Ranged Weapon
 - Protect thy Mage
 - Protect thy Cleric
- Make Sure thy Rogue Goes First
- Always Have a Way to Heal thy Healer
 - Don't Split thy Party
 - DON'T Split thy Party
 - We Mean It
- It's Just Asking for Ye Trouble
- Always Remember: Buy Gear From
Nockmottin's!

*Note: Today's Special Only! Free Wooden
Club with Every Purchase!

Player Handout #3: Idee Volunteer Plans

A number of well-kept parchments, which detail the following:

Document 1) Ambush of Building Materials:

-Baron Heshun has ordered a shipment to be sent with supplies for an expansion to the Poelitz Church of Hextor. The shipment will be arriving on the following dates, and the supplies can be 'redistributed' to those in need after a successful interception of the goods.

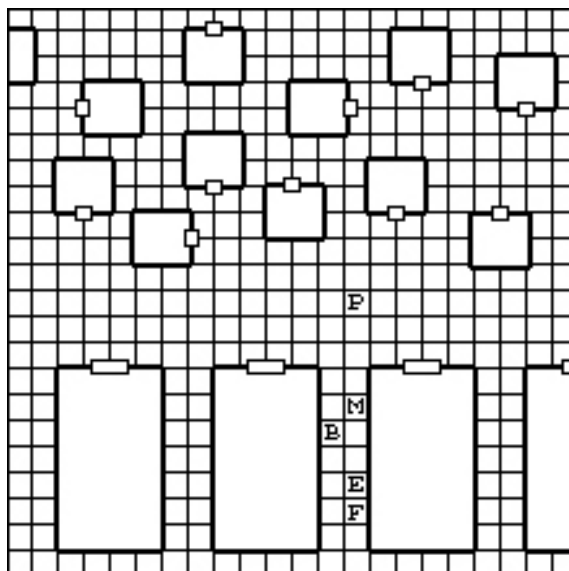
A series of several dates follow, along with a small map of the Foelt countryside.

Document 2) Spy Found:

-A spy serving the Ahlissan dogs was discovered attempting to infiltrate the Iron Hills and our contacts with the dwarves. We have removed the spy, and are planning on replacing him with one of our own agents, who will feed the enemy misinformation. Someone appropriate needs to be found and sent in.

This is followed by several specifications for the replacement spy, primarily dealing with appearance and areas of expertise.

DM Aid 1: Map 1: Alleyway Map



Legend:

P = Party Starting Position

M = Mip Starting Position

B = Braevin Starting Position

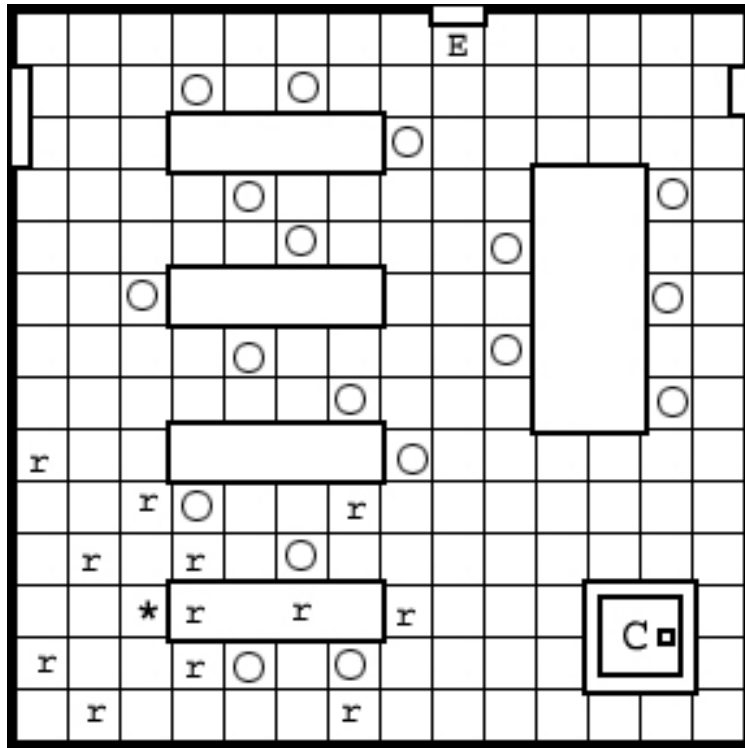
E = Erilar Starting Position

F = Falrik Starting Position

Large Buildings = Warehouses

Small Buildings = Small Houses and Huts

DM Aid 2: Map 2: Dining Room Map



Legend:

E = Door where party enters.

r = Ravens

C = Cellar Door

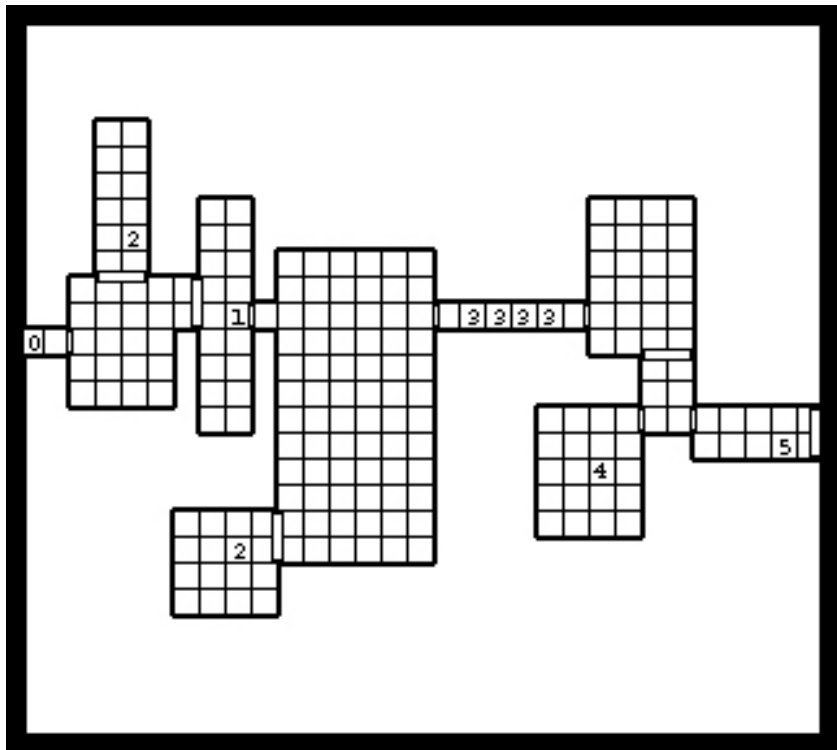
* = Mirror

Left and Right Doors = Lead off into more ruins, with nothing of interest.

Large Rectangles = Ancient tables

Small Circles = Dusty, broken chairs

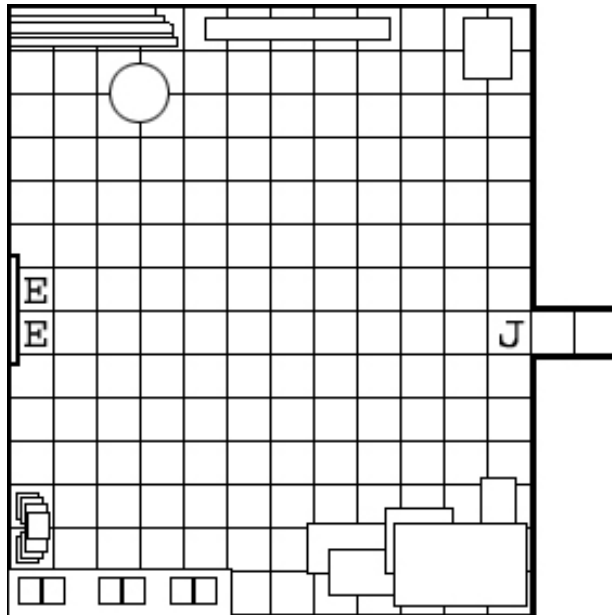
DM Aid 3: Map 3: Cellar Map



Legend:

- 0 = Where the party enters the cellars.
- 1 = Location 1 (Poison Needle on Door)
- 2 = Location 2 (Rooms with Ghostly Sounds)
- 3 = Location 3 (Weakened Floor. 3rd square from the left is the trigger)
- 4 = Location 4 (Room with sealed trap door)
- 5 = Exit to Jain's lair.

DM Aid 4: Map 4: Ghost Map



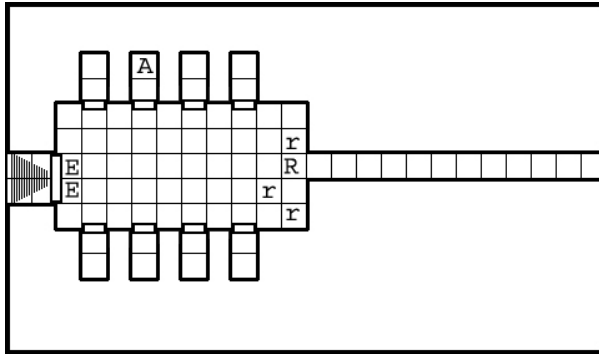
Legend:

E = Where the party enters

J = Where Jain begins

The rest of the items about the room are assorted ruined desks, tables, books, tapestries and various other pieces of furniture.

DM Aid 5: Map 5: Dungeon Map



Legend:

E = Where the party enters

R = The Beast (Advanced Dire Rat Skeleton)

r = The Beast's minions (Dire Rat Skeletons)

A = Airek's cell (the only cell with a closed door)