

Twilight Revolution

A One-Round Dungeons & Dragons® Living Greyhawk™ Principality of Naerie Regional Adventure

Version 1.0

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A noble house is threatened. Gornor's Cove is on the brink of rebellion. Can anything stem the tide? Part 1 of 2 in the Tides of Change series. A one-round regional adventure set in the Principality of Naerie for characters level 4-12 (APLs 6-10).

Resources for this adventure [and the authors of those works] include *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Complete Champion* [Ed Stark, et al], *Fiend Folio* [Eric Cagle, et al], *Ivied the Undying* [Carl Sargent], *Magic Item Compendium* [Andy Collins, et al], *Miniatures Handbook* [Mike Donais et al], *Monster Manual III* [Eric Cagle, et al], *Player's Handbook II* [David Noonan], *NAE5-01 When Nightingales Sing* [Sampo Haarlaa], *NAE6-03 Legacy of the Serpent* [Sampo Haarlaa], *NAE7-01 Like Love, Impatient* [Steven Zwanger], *NAE7-05 Trail of the Serpent* [Sampo Haarlaa], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Stormwrack* [Richard Baker, Joseph D. Carriker Jr., Jennifer Clarke Wilkes]

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

Gornor's Cove has long been a political powder keg. The reigning power, Baron Eberic of House Lyrthi, has aligned himself with the Ahlissans. Nuran, the head priestess of Osprem, and most of the common folk want the Ahlissans out of Naerie.

A third party, lead by Riven, has asserted itself to divide and conquer Gornor's Cove. This third party has aligned with the secret society, Midnight Darkness, an organisation of Nerull worshippers who target good aligned people in the areas of old Great Kingdom. The Midnight Darkness has provided its resources in order to have the freedom and safe haven to carry out its mission against good divine leaders.

Riven allied with Brymar (disgraced guard captain of Berik Oedil from NAE5-01 *When Nightingales Sing*), who was ordered to strike the first blow against the good churches in town. With the help of the Midnight Darkness, a band of shoal halfling assassins, calling

themselves Darkwater Assassins, were hired. Brymar and the assassins met at night by the docks.

For all his power, Baron Eberic is a weak ruler. He relies on the Ahlissans to back him up. With the majority of soldiers from Gornor's Cove in the south, he has little local support to protect him against the machinations of his enemies. It is the opportunity the Midnight Darkness was waiting for before launching its operation.

The Midnight Darkness' plan is to create a situation that causes Baron Eberic to restrict the freedoms of the citizens of his fief. Such an act causes the common folk to rebel against House Lyrthi. While both sides are focused on each other, a dual strike against Nuran and Baron Eberic by the Midnight Darkness hopefully removes all leaders from the town.

It is at this point where the Riven steps forward into the created power vacuum and take control. The clerics of the churches are turned over to the Midnight Darkness and the populace rigidly controlled. When the Ahlissans return, Riven plans to align with them, showing himself as the legitimate and true leader of the town.

RIVEN

Riven is member of House Devnor who escaped the fall of that house after their failed attempt to kill Yarleven, high priest of Zilchus, failed ten years ago.

He has arrived in Gornor's Cove under disguise of Tilvor Redu. The Redus were a minor noble house, which was wiped out. Riven brought the title shortly after escaping the Devnor holdings.

Acquiring the rulership of Gornor's Cove is one of his goals but his main goal is to have his revenge on House Arxx, who acquired Devnor lands after the Devnor's were declared traitor. After his revenge on House Arxx, he plans to focus on causing problems to Prince Barzhaan.

Riven is not met in this adventure, but he sends brainwashed priests and golems to wreak havoc. If PCs talk to workers in dumping-ground, it is possible to learn of Tilvor Redu and his connection with Brymar

ADVENTURE SUMMARY

Introduction: The PCs are asked to come to Gornor's Cove and help captain Saron with local disturbances. Upon arrival, they meet Grikor Saikon and learnt that things are quickly getting worse.

Encounter 1 [One Dead Body]: The PCs are asked to investigate the apparent poisoning of Baron Eberic's son, Endonius.

Encounter 2 [Investigating the Manor]: The PCs look for clues inside Lyrthi manor and into the disappearance of the food-taster Gorova

Encounter 3 [Investigating the Town]: More clues can be found in the town.

Encounter 4 [Lighthouse]: The investigation leads the PCs to the lighthouse where a group of assassins is hiding.

Encounter 5 [Dumping-ground]: The PCs follow the clues that lead to the town's dumping-ground. Here they confront Brymar Thoniadd.

Encounter 6 [Doomsayer]: After dealing with Brymar, things quickly take a wrong turn when a local priest threatens to explode himself and kill many people in the resulting blast.

Encounter 7 [Interlude]: PCs get to the scene of the second explosion and they can help to tend the wounded.

Encounter 8 [Golems]: Riven sends his golems to kill Nuran, high priestess of Osprem.

Encounter 9 [Defying the Curfew]: Tensions finally boil over and people take to the streets, demanding that Eberic Lyrthi steps down.

Conclusion: The PCs are given two notes letting them know that more is in store for them in Gornor's Cove.

PREPARATION FOR PLAY

This adventure is fourth part in a series, consisting NAE6-01, NAE6-02 and NAE7-05. Their summaries are in DM Aid 1 and should enable you to get up to speed with the plot.

Common People: The people of the area are tired of being hurt, killed, and cleaning up after each adventuring party is done with whatever task the aristocracy sends them to do. It has gotten to the point where they cannot sit idly by anymore. Every person says little, but what he or she says is with venom and under his or her breath. These are people on the verge of revolution.

The dialogues given in the adventure are examples as to what each would say, but feel free to improvise.

Influence Points: During the adventure the PCs can earn influence points with the common folk. Keep track of how many points are earned. This number must be entered on each player's AR.

Time: PCs arrive to Gornor's Cove in the morning. Riven sends out the priests as soon as Brymar's location is discovered or, when the PCs don't find Brymar and assassins, the morning after the PCs arrive. In this case the Brymar and the assassins leave town and the adventure proceeds with Encounter 6.

INTRODUCTION

No matter where they are in their adventures, the PCs are called by captain Saron of the Gornorites. Give Player Handout 1a to PCs native to Naerie and Player Handout 1b to other PCs. In addition, give Player Handout 5 for an overview of Gornor's Cove and read or paraphrase the following

You have trudged down many a road and visited many a town in your time as an adventurer. The common folk tend to focus on their work, trying to avoid drawing your attention. They know that involvement with adventurers probably gets them hurt or killed, especially since Ahlissan military presence is nowhere in sight.

Now as you are about to enter Gornor's Cove, you hear a beggar muttering, "Adventurers. Better find cover. Trouble follows them. That it does." He moves on into shadows.

The poor have the means to travel in the town without detection. A DC 20 Spot check is needed to follow the beggar. If he is caught, he first asks for money and then begs the PCs to let him go without hurting him.

A DC 10 Gather Information check reveals that the Ahlissan soldiers are in the south, dealing with a Scarlet Brotherhood incursion. If the PCs have not yet introduced themselves, now is a good time to do so. Once this is done, read or paraphrase the following:

A tall Gornorite sertern approaches you. "Greetings. My name is Grikor Saikon and I'm a sertern in local guard. Saron thanks you for your quick response. Things have taken a turn for the worse today. Please come with me. You are needed at the Baron's manor."

🗡 **Grikor Saikon:** male human (Oeridian) fighter 4 AL LN; see Appendix 1.

Appearance: Grikor is a tall and thin Oeridian man with a handlebar moustache and short brown hair. PCs, who have played NAE6-03 *Legacy of the Serpent*, recognize him as the guard who inspected the PCs caravan at the gate.

Personality: Loyal to Gornor's Cove and the priesthood of Osprem. He has been in the service since 591 CY.

Grikor can give answers to following topics:

- **What's happened:** Endonius, the Baron's son was found dead this morning. The Baron is somewhat unstable right now due to shock. I guess this was the last drop....
- **Other incidents:** A couple disturbing illusions and anti-Lyrthi slogans have appeared around the city. More importantly, several clerics of Osprem and Procan have disappeared. Captain Saron of the

Gornorites is looking up a few leads and he can probably be found in the temple of Osprem.

- **What are Gornorites doing:** Captain Saron is checking a few leads that surfaced and hopefully joins the PCs later.

If the PCs decide to follow Grikor, read or paraphrase the following.

As you approach the large manor, you notice a strange painting of sorts on the outside wall. It depicts a family with an older man seated in an ornate chair. Two young adult males stand on either side of the older man. One of the younger men holds the hand of a beautiful woman. Each person stares at you with stern, but slightly vacant eyes. The painting seems to be moving, and appears to be some kind of illusion.

The paint is brown; but as each character in the painting moves, the coloring turns to wet red. There is a pile of flaky brown material on the ground below the painting. Upon closer examination, the seated man has a stab wound through his chest that continuously leaks red "blood".

The woman has a thin line of bright red across her neck. The man holding her hand has flecks of oozing looking liquid around his mouth. The other man has a rope hanging around his neck.

As you near, each figure looks accusingly at each of you. A woman in cheap clothes comes through a side door of the manor with a broom and starts to clean up the brown flakes under the painting.

PCs, who have who played NAE7-01 *Like Love Impatient*, recognize Endonius (the Baron's son) and his new wife Arabella. The other man is Eberic's nephew, Odovacar. The cleaning woman is name Ranfa and knows recent events only vaguely.

A DC 13 Heal or Knowledge (nature) check reveals the flakes as dried blood. A DC 15 Spellcraft check confirms that the image is an illusion, but the used spell is probably a unique creation. Grikor knows that the image appeared a week ago. Baron attempted it dispelled couple of times but no luck. If PCs try it, DC is 19.

Development: If PCs have followed Grikor up to this point, move to Encounter 1. If they did not, move to Encounter 3 and run events in Gornors Cove.

1: ONE DEAD BODY

The PCs enter the Lyrthi manor and are guided to a grand parlor. Baron Eberic is slouched in a large, overstuffed chair, not in full control of his mind, which is not helped by helpful amounts of alcohol he has already consumed.

The grand parlor has a large, overstuffed chair in. One, older man has slumped into it, grasping a wine glass while another younger man tries to calm him down. Nearby, a waiter stands in attention.

"Let them all burn! To the Abyss with these ungrateful wretches!" As baron Eberic Lyrthi continues to shout accusations, Odovacar Lyrthi attempts to calm him down, without much success. "I know who did this! It was ..." the baron searches for someone, finally picking a waiter, "Him!"

Eberic takes out a hidden knife and throws it at the waiter who deftly avoids it and runs out of the room. Fortunately, Eberic's aim is miserable and the knife clatters harmlessly to the floor. Eberic collapses in his chair, sobbing loudly.

Odovacar turns to you "My apologies, as you can see, the Baron is not in full control of himself. Please sit down.

Some PCs might have dealt with Odovacar before in NAE7-01 *Like Love, Impatient*. Eberic did not send him off to Kalstrand regardless of the things said in that adventure. However, Odovacar stays confined within the manor and is unable to meet Yrytha, his lover (also met in NAE7-01). Odovacar is currently trying to calm his uncle and the PCs arrive into the middle of it.

Odovacar talks to PCs about recent events in Gornor's Cove. A servant, named Bertha, is nearby to act as a guide for the PCs. Odovacar and Bertha can talk about following topics:

- **The enemies of House Lyrthi:** The House has several enemies, but right now Odovacar believes only the Scarlet Brotherhood has the resources for this kind of action. Other potential candidates are the Idee Volunteers and members of House Oedil.

Two years ago there was an investigation into a possible presence of House Devnor (a noble house that sided with the Scarlet Brotherhood), but nothing was uncovered.

A few Nerull worshippers have also been exposed in the city in recent years, but Odovacar has no further information about them. If PCs go and ask Saron or clerics of Osprem about it, they can tell that these Nerullians were members of Midnight Darkness, an organization that murders good aligned clerics in Ahlissa. Attempts to interrogate the Nerulites were not successful and they all died under mysterious circumstances.

- **Guards:** Endonius' personal guard was doubled and food taster, an acolyte from Felten was used before each meal to detect poison but it did not help.

- **Anything else strange:** Odovacar remembers that a few clerics have disappeared in recent weeks. The Gornorites likely have more information.

- **Endonius:** He started complaining about the first symptoms a few weeks ago and he was bed ridden for

almost a week before his death. Cause of death appeared to be poisoning which is surprising even when *detect poison* was used. In the end however it's probably that food taster was part of the plot.

- **Who last saw him:** His wife Arabella was the last to see him alive as they got into bed. In addition a servant named Minerva brought him some water in the evening.
- **Minerva:** A junior maid. Odovacar put her in the dungeons for her own protection after Eberic started to act irrationally.
- **Endonius' health:** It was poor, but no one would admit it. He continually spoke of stomach pains.
- **Any suspects:** The kitchen staff was taken away to one wing of the manor after Endonius death. Two of them were not found though. The food taster/healer Gorova, and a kitchen boy, Tynas, have not been seen since last evening.
- **What should we do:** Odovacar wants the PCs to investigate the death of Endonius and if it is indeed a murder find the culprits responsible.

🔪 **Baron Eberic Lyrthi:** male human aristocrat 7/fighter 4; AL LN.

Appearance: An Oeridian man in his 50s. With rugged appearance, he has a short and un-groomed beard. He dresses in cheap but functional noble clothing.

Personality: Pro-Ahlissan in outlook, the Baron is a slightly uncertain leader who knows he is not well-liked in Gornor's Cove and only survived the Scarlet Brotherhood attack by a stroke of luck. This attack put him into a position for which he was not yet ready. His stern and controlled manner is showing signs of fraying.

🔪 **Odovacar Lyrthi:** male human fighter 4/ranger 1/dervish 3; AL CN.

Appearance: An Oeridian man that looks quite similar to how Eberic would have looked thirty years ago. He wears clean travelling clothes.

Personality: He is passionate, but this latest crisis has required him to be much more in control with his feelings. Odovacar is also a silent supporter of the Idee Volunteers.

🔪 **Bertha Jerganti:** female human commoner 3; AL LN.

Appearance: A short chubby Oeridian woman in her thirties. She takes impeccable care of her servant's uniform.

Personality: A no-nonsense woman that has risen through the ranks of house staff. She is utterly loyal to the House Lyrthi, but will not have her staff under undue harsh treatment.

Development: If the PCs want to investigate the manor proceed with Encounter 2. If they want to head out into town, move to Encounter 3.

2: INVESTIGATING THE MANOR

If PCs investigate the manor, Bertha takes the PCs anywhere they want to go. The following are the locations that offer clues into the murder.

Endonious' Room

This suite of rooms contains a sitting room, a bedchamber, a dressing room, and a powder room.

The pillow has some dried spittle. A DC 15 Heal check or *detect poison* reveals that poison was ingested.

A DC 15 Search check allows the PCs to find few wet stains on the rug next to the bed. If tasted, it is easily identified as salt water. [One assassin teleported here at one point to make sure the deed was done.] These marks appear in front of the window. The ground is 15 feet down, the wall is smooth and the window is locked from the inside.

If PCs are interested in *speaking with the dead*, improvise answers from Endonius based on common knowledge. Only significant thing he can tell is that he did see a small form, possibly a gnome or halfling, appear into the room moments before he fell asleep (and died) but he was too weak to do anything.

Endonius does not answer to attempts to *reincarnate* or *raise dead*.

Dungeon

The dark cellar has only three cells. One has been converted to a wine-cellar, one is empty and the third is used to hold Minerva. Read or paraphrase the following:

A small girl looks at you, with fear, through the open door. She huddles tighter in the corner. As Bertha enters the room, the girl visibly relaxes. "They are not here to kill me Bertha, aren't they?" she wimpers.

"Not today, Minerva but I recommend you answer their questions as well as you can."

🔪 **Minerva Thrushbeak:** female human commoner 1; AL NG

Appearance: A Suel girl in her teens. She wears a maid's outfit that is just slightly dirty.

Personality: She is very timid and likes to disappear into the background. When she speaks, though, it sounds like a bird. That is why much of the wait staff and Odovacar call her Thrushsong.

Minerva knows the following:

- **Poison:** Minerva did not know anything was wrong with the water. Endonius just wanted water to

calm his stomach. Minerva retrieved it from the manor's cistern.

- **Cistern:** The cistern is linked to the roof and is used to store rainwater. Junior clerics occasionally come and cast *purify food and water* on it.
- **Who fixed his dinner:** The cooks in the kitchen make all the meals. However, she just now remembers that one of the food tasters, Gorova, drank something before leaving with Endonius' dinner. At the time Minerva thought it was just wine.
- **Gorova:** He has been working in the manor for a couple of years. Gorova is quite polite and good looking, but a bit too keen with the wine. He is of Suel stock. Everyone among the servant staff knew he stole wine from the cellars, but he rarely drank while working.
- **Minerva:** She has only been working three months in the manor.

Kitchen

The kitchen is empty, aside from cooking materials. When Endonius' died, the kitchen was sealed and the kitchen staff rounded up. However, Tynas has been locked inside a cabinet and can offer some details on what happened. He weakly calls for help once PCs enter. If PCs open the cabinet, read or paraphrase the following

A sandy haired youth is hiding in the cabinet. He is dressed in servant's clothes which are partly covered in flour. His pants have a large stain on them and faint bitter smell fills the cabinet.

🔪 **Tynas Hornbleet:** male human commoner 1; AL N.

Appearance: A Suel youth in his early teens. He works in the kitchen, so he is continually covered in flour, spices, and other cooking residue. When he is not working, he is covered in dirt.

Personality: A good boy that more often than not does what adults tell him to do.

Tynas is scared and a DC 15 Diplomacy check, *calm emotions* or other such spell or ability is needed before Tynas speaks with the PCs. He relates the following to PCs:

- **Where he was last night:** Tynas had brought a girl from town into the manor. He was looking for a quiet place and settled on Gorova's room. However, Gorova surprised them, threw the girl out and locked Tynas into cabinet as a lesson.
- **What happened then:** Gorova started packing his bags when a tall Suel man with menacing eyes entered. He was dressed in a Gornorite uniform. Gorova seemed to know the man and called him something like "Birnar" or "Burnar". As Tynas peered through cabinet, the Gornorite hit Gorova on the head, knocking him unconscious. The man then killed

Gorova's with his bare hands, grabbing the body and backpack before leaving.

Note: This person was Brymar. He placed Gorova's body in a *bag of holding* in the next room to avoid drawing attention while walking through town.

- **Gorova:** He was a food taster. He was okay most of the time, but drank a bit too much wine when not working.
- **Anything special to identify him with:** Well, he had some strange ring in his room. I saw it few times. It was sort of green-white-yellow with ships in it. A DC 15 Intelligence or DC 15 Knowledge (nobility and royalty) check allows PCs to realize this might have been a variant of the Ideeian symbol. If asked, Tynas can draw a crude copy, which allows *locate object* to be used.

Gorova's room

Gorova has a room for himself. While he packed most possessions, some were left behind. His room has a simple chest, which is not locked (Gorova did not have chance to lock it before Brymar killed him). Inside are several empty vials that can be identified as used antitoxins with a DC 15 Craft (alchemy) or Knowledge (arcana) check. In addition there is the manifesto, which is Player Handout 2. The letter left behind is a crude manifesto and intended as a hoax. Finding few official documents written by Gorova is possible and comparing them together allows PCs make a DC 10 Forgery check to learn that two different persons wrote it.

Guest rooms

This is a suite of three rooms. Arabella is residing in these rooms until the murderer is caught. She is dressed regally, but it is clear that she has been crying for a long time.

🔪 **Arabella Vilo:** female human (Suel) fighter 2; AL LN. Arabella first appeared in NAE7-01 *Like Love, Impatient*.

Appearance: Arabella is an athletic woman with blond hair, blue eyes, and pale skin. She wears a brightly colored dressing gown.

Personality: Arabella is confident but not arrogant. She expects situations to go the way she wants, and rather than sulk or complain, pragmatically takes action when they don't. She does not give up easily, but is practical enough to cut her losses if success is not possible. She always puts her own interests before anyone else's, and sheds no tears if someone else has to lose in order for her to win. Arabella appreciates the structure of a well-ordered society, and her primary goal in life is to improve her station in it.

She did not expect, however, to fall for Endonius. Caring for someone other than herself is new to her, as are her tears. The long hours of waiting for the adventurers have been spent trying to make sense of her broken heart.

What Arabella knows about the following topics

- **Endonius' sickness:** It happened gradually over time. He just got weaker over the past several days, but rarely complained. Gorova's magic only seemed to give temporary reprieve.
- **Food taster:** He must be in the plot since he did not die and Gorova has disappeared.
- **Gorova:** He is a healer acolyte from Felten (since local churches don't support House Lyrthi) and was recently made a food taster. Apparently has been in manor for quite some time.
- **Minerva:** A minor servant. She could not possibly have anything to do with this.
- **Anything strange:** She did feel like she was being watched last night and the smell of the ocean was unusually strong.
- **The people of Gornor's Cove:** The people do not know how good they have it. Without the Ahlissans, Naerie would fall to the Scarlet Brotherhood in a heartbeat. Whoever is casting those illusions and causing trouble deserves to be hung, drawn and quartered.

Development: Investigating the manor should give the PCs clues that Gorova was somehow involved and that there was a mysterious Suel man lurking about. Next clues can be found in the town in Encounter 3.

3: INVESTIGATING GORNOR'S COVE

The town offers various clues to the PCs as well as interesting locations to visit. Some of these are from NAE6-03 *Legacy of the Serpent* and some are new. The lighthouse (location 20) and the dumping-ground (location 11) are included in separate encounters.

If the PCs want to visit the location of warehouse in NAE6-03 where they found construct creatures, the authorities have torn it down. The place is now an open-air fish market.

In addition, now that the Ahlissan garrison has moved to south, local rebels have started to paint anti-Ahlissan and anti-Lyrthi slogans on walls. Make sure the PCs are aware of their presence.

GATHERING INFORMATION

The authorities help the PCs if they investigate rumors in town. This translates as +2 circumstance bonus to Gather Information checks.

You can also download rumors from 'Diplomacy Check' at the RPGA website and use them along with the list below.

DC Rumor

- All House Lyrthis are behind these attacks themselves so they have an excuse to react in force against the locals.
- 0 The Ahlissan garrison has left to the south of the Principality to deal with a Brotherhood naval base.
- 5 The sewers overflowed some time ago. The stench was pretty awful. I hope those blockades don't happen any more.
- 10 I've been told that a ship from Keoland is due to arrive in Gornor's Cove in few weeks time. What could it mean?
- 15 Speaking of Keoish ship, I hope old man Henlin is not as sloppy as he last week with the lights at the lighthouse. If asked, people tell that Henlin is an old man who tends the lighthouse outside Gornor's Cove.
- 20 Qita, the resident aaracokra, has lost something valuable. She seemed angry about it.
- 25 I've heard both temples of Osprem and Procan have recently lost one of their priests. This does not bode well.

Due to time reasons characters cannot take 20 with these checks.

LOOKING FOR GOROVA

To find specific information on where Gorova has been seen requires a successful DC 30 Gather Information check. Characters with the Urban Tracking feat receive a +4 circumstance bonus. Characters with the AR entry **Favor of Ludmila** from NAE6-03 *Legacy of the Serpent* gain a further +2 circumstance bonus to this check. Gold can be used to grant a cumulative +1 circumstance bonus for every 10 gp spent, to a maximum of +5.

On a successful check, the PCs discover that he has been spotted often in a low-quality tavern called "The Sickle" (location 13).

TEMPLE OF OSPREM

The Temple of Osprem (location 5) is a grand structure near the docks, decorated with glass paintings showing respected clerics of old. All damage done to temple in NAE6-03 has been repaired.

PCs can get spellcasting help in the temple if needed, up to 5th-level divine spells from high priestess Nuran.

PCs can learn following things here.

- **Missing priests:** Two priests of Osprem have disappeared. Their names are Dional (Flan-Suel male, tall with long black hair) and Ignale (Suel female, short and stocky with brown hair). In addition, a priest of Procan, named Akran, has disappeared.

- **How did they disappear:** They disappeared while on errands in town. Ignale vanished yesterday and her ornamental locket was found near the tavern called Sickle (location 13 on map).
- **Any clues on their whereabouts:** Not really. We tried magical detection on both Dional and Akran, a missing cleric of Procan, but they were blocked, obviously by means to counter such spells.
- **Could you try *locate object*?** If you know what to cast it on.

The PCs learn the same things at the temple of Procan if they go look for Akran.

☞ **Nuran, High Priestess of Osprem:** Female human (Suel) cleric 5/divine oracle 5/contemplative 2; AL LN.

Appearance: A stern looking Suel woman who dresses in traditional blue and white robes of Osprem.

Personality: Charismatic, ambitious. Loyal to Idee and Idee Volunteers.

ARCANE SPELLS

Qita's Emporium (location 24) is the best (and only) shop specializing in arcane items in Gornor's Cove.

This shop consists of only one large room, which itself is sparsely decorated with just two shelves. An open window in the domed ceiling illuminates the place and in the middle of the room is a large table with an empty book holder. A large brown bird-like humanoid sits next to it.

"Can I assist you land walkers?" it asks.

This creature is Qita, an aarakocra. A successful DC 19 Knowledge (nature) check learns that aarakocras are rare avian creatures, who can usually be found in the Griff and Corusk Mountains in the northern Flanaess. She tries to be courteous but has an obvious superiority complex towards 'land walkers'.

A successful DC 15 Knowledge (history) or Knowledge (the Splintered Suns) check reveals that she has a tower near Gornor's Cove. Succeeding by 5 or more tells that Qita was present before the Scarlet Brotherhood occupation but she evacuated to an unknown destination with all her valuable items when the invasion started. Success by 10 or more tells that an eyrie of giant eagles (5-12, exact numbers unknown) lives within the tower as well. A few enterprising hunters have tried to capture and kill them but they have always been killed by Qita and their remains fed to these giant birds of prey.

☞ **Qita:** Female aarakocra wizard 9.

Spell casting: The primary reason for the PCs to venture here is to acquire spellcasting such as a *locate object*. Qita charges full PHB price for all spells she

casts. If the PCs urge him to help the town for free so she is seen as more acceptable member of the community, reduce the cost of spellcasting by 50%. If this argument is backed up by a DC 15 Diplomacy check, Qita casts spell for free.

Buying items: Usually Qita has some rare magical items for sale but not this time. Despite her impressive magical protection, someone stole a valuable *necklace of fireballs* (she gladly tells this) and as result she moved most of her stock to her tower. She can still sell up to 10 magical scrolls and potions, none which can cost more than 750 gp apiece.

Scribing: While Qita does not have her spell books handy, she can arrange a meeting with a PC in a few days (after the adventure). Such an arrangement costs that character an extra Time Unit and gives him access to her spells. She has all 5th or lower level non-illegal arcane spells from the PHB, except Illusion and Necromancy spells, and charges [50 x spell level] gp for each spell. She is not interested in trading spells.

USING SPELLS

Spells can give PCs some clues on what has happened.

Locate object: If used on Gorova's ring, it can be discovered in the dumping-ground among a wagon with few of his other items. See Encounter 5 for more details.

Locate creature or scrying: If used on Ignale, the spell detects him in the lighthouse. This is the only time PCs can detect Ignale. Halflings kill her moments afterwards as she proves to be resistant to the brainwash techniques used successfully on Akran or Diona and thus becomes useless.

THE SICKLE

The Sickle is a place where Gorova met his contacts. It is a low quality tavern used by poor commoners. Its usual daily fare is vegetable soup with few bits of fish thrown in, served from large communal pot in the middle of the tavern.

This place is actually used as meeting place for Midnight Darkness and through proxies owned by Riven. Persons working in the tavern have no knowledge of this and all incriminating evidence has been removed. A man named Ranius runs the establishment and knows a few things about Gorova.

Without much encouragement Ranius can tell the following:

- Gorova has been here, usually to meet a person, less to eat.
- The person was a tall Suel man, dressed in a Gornorite uniform (or at least Ranius thinks it was).
- Gorova once mentioned that he needed to take some stuff to Henlin at the lighthouse. Ranius thinks

that was a bit weird since a food taster has little reason to go to the lighthouse, but since he is not in the habit of prying into the affairs of his customers he did not ask for reasons.

Ranius male human (Oeridian) expert 2; CN.

Appearance: Middle aged Oeridian man with short brown hair. Dresses in dirt and greasy apron.

Personality: "I just make the soup, that's all".

GORNORITES

The PCs can talk to the Gornorites who are tasked with keeping the peace in Gornor's Cove. Without the nearby Ahlissan military presence they are overworked, worsened by the inevitable crackdown, which results from the death of Endonius and the general anti-Ahlissan sentiment of the population.

Captain Saron: male human (Suel) warrior 9.

Appearance: Pleasant looking Suel man with blue eyes and blond hair.

Personality: Streetwise and efficient. His loyalties are more towards Nuran (High priestess of Osprem) and Gornor's Cove than House Lyrthi or Ahlissa.

Saron can tell the following:

- The Sickie is a place where a lot of disreputable business goes on.
- People report seeing strange activities at the lighthouse, but nothing specific. Since the light is being manned as normal, there are more important things to investigate.

In addition, anyone with **Favor of Saron** from NAE7-05 *Trail of the Serpent* or who has a rank of sertern in any Naerie law enforcement meta-org, can request aid from the Gornorites. In this case, Saron gives the PCs APL/2 number of basic Gornorites to command. See Appendix 1 for statistics.

These Gornorites prefer to hang at the back and use their bows against enemies.

LUDMILA'S COMPOUND

Those PCs who have played NAE6-03 *Legacy of the Serpent* might wish to visit Ludmila Uirten, a local merchant they helped. Ludmila is glad to receive the PCs, but she is leaving town for a couple of weeks since she thinks something bad is about to happen. She does not want to risk her child's life. Nothing important can be learned from her though.

🔮 **Ludmila:** Female Suel human fighter 2/rogue 3.

Appearance: Plump woman, dressed in merchant clothes. She has shoulder length brown hair, piercing blue eyes and a round, friendly face.

Personality: Resourceful, prone to bragging.

🔮 **Ludmila's Guards (2):** Male Oeridian human warrior 1.

🔮 **Korwil Zan:** Male Hepmonaland Suel human monk 4.

🔮 **Lugowir Uirten:** Male human 7 months old baby.

THE CURFEW

Early in the evening on the first day of the PCs' investigation, if things go this far, Eberic announces a curfew on Gornor's Cove. Groups of Gornorites start to walk around to proclaim this. Read or paraphrase the following:

A group of grim-looking Gornorites walk into view. One of them unrolls a parchment and loudly proclaims: "By order of Baron Eberic Lyrthi: All citizens are to be in their homes and visitors are to be in their chosen inn by sundown. Only exceptions are members of the local guard and special investigators appointed by Odovacar Lyrthi. Those who do not comply are immediately arrested."

The PCs can easily see that the population is none too pleased by this new decree.

Influence points: For visiting Gornorites, Ludmila, Qita and Temples of Osprem, the PCs earn 1 influence point each. Getting Qita to cast spells for free or enlisting the aid of the Gornorites, earns them 1 more influence points. All these are cumulative.

Development: There are several clues given out in this encounter and in the ideal situation the PCs should investigate the lighthouse in the harbor at some point (Encounter 4).

If the PCs have not visited the lighthouse by the end of the following day, you should proceed with Encounter 6. The PCs should not get xp of gold for Encounter 4 and 5 in this case.

4: LIGHTHOUSE

This encounter uses DM map 1.

If PCs decide to take a look at the lighthouse, they need to get a rowing boat from the harbor and sail to the small island where the lighthouse is located. The assassins, a group of Shoal halflings, have taken residence here and they are keeping the lighthouse keeper, Henlin, as a hostage. Henlin is scared, but has nonetheless attempted to raise peoples' attention by the occasional failures with the lights.

Henlin is watched by one assassin at all times, while two others are in room 3. If the PCs go to the lighthouse, Henlin meets them on the door. His guard is hiding in room 5, aiming a longbow at Henlin.

Henlin says that he cannot let anyone in unless they have orders from the dock administration,

Gornorites, house Lyrthi or Jeres Ilran. Henlin mentions the name of Jeres Ilran (who runs the town prison) hoping to alert the PCs to the fact that something is wrong. A DC 20 Knowledge (local: the Splintered Suns) allows the PCs to know who Jeres is and that he has no say on how lighthouse is run.

In addition, Henlin winks with eyes, making facial expressions to PCs. If the PCs succeed at a DC 15 Sense Motive check, they realize Henlin is trying to warn them. Succeeding at a DC 20 Sense Motive check allows the PCs to learn that there is at least one other individual in the room behind Henlin.

The assassin hides in northeast corner and takes 10 on his hide check for a total score of 13 + assassins hide modifier (including distance modifiers).

Terrain: All rooms in the lighthouse have small windows that allow light to come in. During twilight this only grants partial illumination, giving all combatants inside partial concealment unless they have darkvision or low-light vision.

The water starts about 50 ft. away from lighthouse walls.

1. Lookout loft: A door leads to the balcony that offers an open view across the bay. Ignale's body has been placed here, covered with a tarpaulin.

2. Henlin's room: This combined kitchen-bedroom functions as Henlin's living room. It is simply furnished.

3. Spare room: The Shoal halflings have put their bedrolls here.

4. Toilet and washing room: This room has washing facilities and a toilet (which empties to the bay). Right now it is rather dirty.

5. Storage room: This is where Henlin keeps his tools, such as back-up oil, lanterns and other such gear. The entrance to the lighthouse is here and the room also offers access to the central stairway that leads to top of the lighthouse (30 ft. up).

APL 6 (EL 7)

🦇 **Darkwater Assassin (2):** male shoal halfling rogue 4; hp 22 each; see Appendix 1.

🦇 **Darkwater Hunter:** male shoal halfling ranger 4; hp 31; see Appendix 1.

APL 8 (EL 9)

🦇 **Darkwater Assassin (2):** male shoal halfling rogue 4/fighter 2; hp 36 each; see Appendix 1.

🦇 **Darkwater Hunter:** male shoal halfling ranger 4/fighter 1/order of the bow initiate 1; hp 52; see Appendix 1.

APL 10 (EL 11)

🦇 **Darkwater Assassin (2):** male shoal halfling rogue 4/fighter 2/occult slayer 2; hp 64 each; see Appendix 1.

🦇 **Darkwater Hunter:** male shoal halfling ranger 4/fighter 1/order of the bow initiate 3; hp 68; see Appendix 1.

All APLs

🦇 **Henlin:** male human (flan-Suel) commoner 2; hp 6; AC 11 (+1 Dex), Fort +0, Ref +1, Will +2 Attack melee +2 (1d6+1, club).

Appearance: Old man with greying hair but still in fit condition for his age.

Personality: Calm and strong willed. Does not like to give up.

Tactics: The assassins prepare for a fight when they see PCs arriving. However, they don't necessarily expect trouble since a couple of Gornorites and other persons have visited and have not caused any problems. If combat starts they fight to best of their abilities by trying to flank enemies and denying them advantage of numbers in the cramped space of lighthouse. If cornered, they use their magical items to teleport outside the lighthouse.

Henlin grabs the nearest tool and joins the fight on the PCs' side, but he stops if PCs tell him to.

Treasure: The PCs gain the following treasure here:

APL 6: Loot 152 gp; Magic 2,258 gp; +1 aquatic longbow (225 gp), 3x anklet of translocation (117 gp each), 2x cloak of charisma +2 (334 gp each), 3x gloves of dexterity +2 (334 gp each), 6x scroll of distract assailant (2 gp each); Total 2,410 gp.

APL 8: Loot 27 gp; Magic 4,237 gp; 2x +1 aquatic longbow (225 gp each), +1 frost aquatic longbow (725 gp), 2x +1 rapier (193 gp), 2x +1 sharkskin armor (103 gp each), amulet of health +2 (334 gp), 3x anklet of translocation (117 gp each), 2x cloak of charisma +2 (334 gp each), 3x gloves of dexterity +2 (334 gp each), 6x scroll of distract assailant (2 gp each); Total 4,264 gp.

APL 10: Loot 27 gp; Magic 8,638 gp; 2x +1 corrosive aquatic longbow (725 gp each), +1 corrosive frost aquatic longbow (1,558 gp), 2x +1 corrosive rapier (693 gp), 3x +1 sharkskin armor (103 gp each), 3x amulet of health +2 (334 gp), 3x boots of swift passage (417 gp each), 2x cloak of charisma +2 (334 gp each), 3x gloves of dexterity +2 (334 gp each), 6x scroll of distract assailant (2 gp each); Total 8,665 gp.

Detect magic results: amulet of health +2 (faint transmutation), boots of swift passage (moderate conjuration), cloak of charisma +2 (faint transmutation), +1 corrosive aquatic longbow (faint evocation), +1 corrosive frost aquatic longbow (moderate evocation), +1 corrosive rapier (faint evocation), gloves of dexterity +2 (faint transmutation), scroll of distract assailant (faint enchantment) +1 sharkskin armor (faint abjuration),

Influence points: If Henlin is rescued alive, the PCs gain 2 influence points. If the PCs recover Ignale's body, award 3 influence points. If any halflings are captured alive, award 2 influence points.

Development: If the PCs capture any assassins alive, a successful Intimidate check is required to make them reveal what they know. Diplomacy also works, but is much harder. It requires a DC 35 Diplomacy check. Magical means such as *charm person* work as well.

The assassins tell that they are hired to capture the priests and bring them to dumping-ground for unknown purpose by a man named Brymar. The assassins also provided Gorova with poison, but they did not kill Endonius. However, they did kill Ignale after receiving word from their contact who is a man named Brymar.

If Henlin survives, he can also tell that the assassins mentioned that their associate is in the towns' dumping-ground. Otherwise a *speak with dead* spell reveals the same.

All this should enable PCs to get to Encounter 5. If not, they must wait for Encounter 6 to occur.

5 A: DUMPING-GROUND

This encounter uses DM map 2.

While lots of Gornor's trash is taken to fields outside the city, some of the unusable waste still ends up on the dumping-ground where it is somehow processed. As many people suspect, the dumping-ground does have an otyugh for this purpose.

🔧 **Workers:** (4) male human commoner 1; AL N.

The workers are shoveling trash down into a pit that leads underground. Ropes surround the hole and a sign warns not to enter. The workers are not aware of any wrongdoing going on. Workers don't try to stop PCs snooping around since they don't get paid enough to get in the way of heavily armed adventurers.

If PCs are looking for Gorova's ring as result of a *locate object* spell, they find it tossed in one of the trash carts (which is full with wood debris, barrels full of rotten fish and other unsavory content). Workers only know that cart came from the docks.

If asked about the Gornorites, the workers can say that one soldier has occasionally visited here, not that the workers cared much about it.

If asked about the pit, workers don't know what happens to the trash. The boss, Tilvor Redu, would know, but he is not here. There is a way down to the pit through one of the outlying buildings. The door is locked though and only Tilvor (and Brymar) has the key.

🔒 **Maintenance door:** 2 in. thick; hardness 5; hp 20; Open Lock DC 25.

Iron Door: 2 in. thick; hardness 10; hp 60;

If the PCs get into the building, they find a dusty room with a chair and table. There are a couple of ledgers with notes about payments gathered from the town as well as the occasional markings of "processors" (Otyughs) being sold.

A DC 15 Search check reveals a hidden door in the ground. There is a sloped floor down to two iron doors at the end. The doors are 20 ft. below the ground. Use the same door statistics as above.

Development: PCs can now proceed with Encounter 5B. If PCs go down the pit, you have to improvise on the following encounter using the information in Encounter 5C.

5 B: TRAPPED ENTRANCE

This encounter uses DM map 2.

Note: If the PCs defeated the assassins, there is no trap in these doors.

Trap: The trap triggers when someone opens the double iron door. A pit opens in the corridor, plunging anyone unfortunate to be adjacent to the door into spiked at the floor of a 20 ft. by 20 ft. room. To further complicate the issue, the pit covering then locks shut (hardness 8; hp 20; Break DC 23) and the room starts filling with sewage from the city sewers. At higher APLs a monster is summoned as well. Note that all spell traps are in the pit and those staying up are safe from them. The summoned monsters do not leave that room.

APL 6 (EL 7)

➦ **Spiked Pit Trap:** CR 5; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20.

➦ **Sewage-filled room:** CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note above); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds.

APL 8 (EL 9)

➦ **Spiked Pit Trap:** CR 5; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20.

➦ **Sewage-filled room:** CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note above); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds.

➦ **Summon Monster VII Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard. Summons a large water elemental), Search DC 31; Disable Device DC 31.

APL 10 (EL 11)

➤ **Spiked Pit Trap:** CR 5; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20.

➤ **Sewage filled room:** CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note above); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds.

➤ **Summon Monster VI Trap:** CR 7; magic device; proximity trigger (alarm); no reset; spell effect (summon monster VI, 11th-level wizard. Summons a large water elemental), Search DC 31; Disable Device DC 31.

Word of Chaos Trap: CR 8; magic device; proximity trigger (detect law); automatic reset; spell effect (word of chaos, 13th-level cleric); Search DC 32; Disable Device DC 32.

Development: A large room lies beyond the second set of iron doors and a tall Suel man is there. If PCs were silent, they might be able to catch Brymar by surprise. Proceed with Encounter 5C

5C: CONFRONTING BRYMAR

PCs who played NAE5-01 *When Nightingales Sing* recognize Brymar and he recognizes the PCs as well (having investigated them after his escape). In that case he immediately becomes hostile.

If the PCs do not sneak into room, Brymar spots them. Read aloud or paraphrase. If they are quiet, improvise.

This large room is filled with garbage. A stench that is nearly unbearable wafts up. There is a narrow walkway surrounding the mound of garbage. Sitting on a 20 foot long ledge fifteen feet above ground is a man. He looks at you coolly.

He says, "Greetings. My name is Brymar and I am the caretaker of this place."

PCs may ask the following:

- **Why are you here:** He was hired by Tilvor Redu to manage the waste.
- **Do you live here:** Yes.
- **Have you heard about the commotion:** Yes, but it does not concern him. His life is below ground.

Read or paraphrase:

"Your group seems to be a good one. It is strong. But one day someone is going to want that extra share of the treasure and you will learn how temporary bonds between people are. I have had bonds. Berik Oedil - now that was strong and it didn't last. The one down here certainly won't last. It'll probably eat me, one of these days."

He holds a severed forearm over the trash heap and tosses it aside.

"But it likes me while it gets food. The other was a good lad. But idealistic. They never live long. I hope the antitoxin doesn't upset that one's stomach."

A long tentacle rises out of the trash and snatches the severed arm.

Every so often he throws another appendage down to the Otyugh (still having 3 pieces to feed) until the PCs attack, at which point he uses his *potion of fly* and confronts the PCs on the ground. If PCs leave, he does not pursue. The appendages belong to Gorova.

Treat the garbage area as difficult terrain as if the PCs are standing in a shallow bog consisting of garbage. The otyugh(s) have lived here most of their life and know how to move effectively in the garbage and hence suffer no movement penalties. The ledge (not the one where Brymar starts) is 5 ft. above the garbage and anyone can climb up from the ledge with DC 10 Climb check. In addition, anyone who is among the garbage gains cover against attacks originating from 10 ft. or farther away and vice versa.

APL 6 (EL 9)

➤ **Brymar:** male human fighter 6; hp 52; see Appendix 1.

➤ **Lifeleech Otyugh:** hp 94; see Appendix 1.

APL 8 (EL 11)

➤ **Brymar:** male human fighter 8; hp 68; see Appendix 1.

➤ **Lifeleech Otyugh:** hp 94; see Appendix 1.

APL 10 (EL 13)

➤ **Brymar:** male human fighter 8/cleric 2; hp 82; see Appendix 1.

➤ **Lifeleech Otyugh (2):** hp 94 each; see Appendix 1.

Tactics: Brymar attempts to avoid being overrun by superior numbers by using his *potion of fly* and placing himself in corners. Brymar gladly uses healing spells on himself so that the otyugh is also cured. If reduced to 5 hit points or less, Brymar uses poison on himself (see Development).

If Brymar is taken out of combat, the otyughs can be reasoned with and they stop fighting if PCs do.

Treasure: Brymar is well equipped with magical items acquired over last three years.

APL 6: Loot: 1 gp; Coin: 9 gp; Magic: 1,094 gp; +1 full plate (208 gp), +1 guisarme (192 gp), cloak of elemental protection (83 gp), gauntlets of ogre power (333 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (25 gp), potion of fly (62 gp), vest of resistance +1 (83 gp)

APL 8: Loot: 1 gp; Coin: 9 gp; Magic: 1,690 gp; +1 full plate mail spell resistance 13 (887 gp), +1 guisarme (192

gp), cloak of elemental protection (83 gp), gauntlets of ogre power (333 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (25 gp), potion of fly (62 gp), vest of resistance +1 (83 gp)

APL 10: Loot: 1 gp; Coin: 9 gp; Magic: 2,273 gp; +1 bane (human) guisarme (692 gp), +1 full plate mail spell resistance 13 (887 gp), cloak of elemental protection (83 gp), gauntlets of ogre power (333 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (25 gp), potion of fly (62 gp), vest of resistance +1 (83 gp)

Detect magic results: +1 full plate (faint abjuration), +1 full plate spell resistance 13 (moderate enchantment), +1 guisarme (faint evocation), +1 bane (human) guisarme (moderate conjuration), cloak of elemental protection (faint abjuration), gauntlets of ogre power (faint transmutation), potion of fly (faint transmutation), vest of resistance +1 (faint abjuration).

Development: Brymar has two alchemical teeth in his mouth, filled with acid and poison. He uses these to kill himself to prevent capture.

The door on the ledge leads to Brymar's quarters and the place where he dealt with Dional and Akran. It also has an escape tunnel which leads behind the Sickie (location 13).

In addition, he has left behind a note for the PCs to find among his possessions. See Player Handout 3.

Once PCs head out of dumping-ground, they run into Dional once they enter the city again. Proceed with Encounter 6.

6: DOOMSAYER

See DM Map 4 for this encounter.

Once PCs have defeated Brymar, Riven sends out the brainwashed priests to cause havoc. As the PCs leave the dumping-ground, they soon come across a wide circle of people surrounding a male priest in robes. The priest holds a large golden bead above his head. Strapped across his chest is a strand of seven green pearls and in the opposite direction a strand of seven coils of copper wire. These strands are *strand of acid pearls* and *strand of lightning* respectively. He holds a 10d6 fireball bead from a necklace of fireballs (see DMG 263)

Grikor Saikon and three Gornorites are also at the scene. Saikon is 10 ft. away from Dional, trying to urge the crowds to leave. The other Gornorites are among the crowd, trying to push them back, not with much success. See Appendix 1 for their statistics.

Anybody in a 20 ft. radius from the priest is going to get killed (aside from the PCs who might survive). The PCs can try to convince the priest to stop, they can try to steal the bead and strands or they can try to disable the priest. Of course, if the PCs fail to disable the priest before his turn, he activates the bead, exploding, as described below.

All APLs

Dional: male human (Flan) bard 2/cleric 1 (hp 18; AC 12 (+2 Dex); Fort +3, Ref +5, Will +5; Diplomacy +11, Listen +5, Perform (oratory) +11, Spot +3; Initiative +2).

Appearance: Dional looks like a typical mad-prophet. He is bedraggled and wears a simple robe. His eyes are unfocused. Aside from the magical strands and a holy symbol of Osprem, he does not carry anything.

Personality: Brymar did his best to make Dional go crazy. Each night an agent of the Midnight Darkness used *mind fog* and *nightmare* to send horrific dreams to Dional.

Dional fully believes that the Leviathan is coming soon and that the monster will destroy the world. He also believes that death is the only salvation.

When the PCs arrive, Dional has been speaking for several minutes. Dional used his *fascinate* ability on the crowd and some stayed around after it ended. Currently he has used a *hypnotism* spell to hold few more people spellbound, which can be detected with DC 16 Spellcraft check. The rest are curious onlookers who don't realize the trouble they are in.

The things Dional says, in no particular order are:

- The great sea serpent will rise to swallow the world whole.
- The nobles can't help us, neither will Osprem.
- Signs of the apocalypse are everywhere! Have you not heard how devils have returned to Medegia and elsewhere! With all this we cannot survive!
- Those alive after destruction of the world will have it the worst.
- He has the only easy way out – join him.
- The Idee / Ahlissa conflict no longer matters.
- Death is the only way out.
- He has seen the future by way of the gods.
- His blessing will reach all those close to him.

Diplomacy: There are 90 commoners (18 sets of 5) surrounding the priest just outside the 20 ft. range. All Diplomacy rolls are rushed (-10 penalty). The Gornorites assist the PCs with their checks, reducing Dional's Diplomacy score for this encounter (included in statistics already).

Dional: Starts with an attitude of Unfriendly. If he is brought to Indifferent, the PCs have bought 3 more rounds. Dional abandon his cause if he is made Friendly.

Saving commoners: The commoners start with an attitude of Indifferent and 5 leave for each Diplomacy check the PCs win against Dional.

Dooming commoners: Dional can have 10 commoners come within 10 feet by changing their attitudes from Indifferent to Friendly.

Special Note: If the PCs want to use Diplomacy on these commoners, they must change the attitude from

Unfriendly to Indifferent (the commoners move 20 ft out) or Friendly (the commoners flee).

Running the Encounter

This encounter is run in rounds with the PCs each taking their actions in initiative order, along with Dional.

The priest spouts a random line and makes a diplomacy check on his turn. The priest does not move from his spot unless he is forced. Killing Dional is not an evil act, nor do the Gornorites make it an issue. Dional drops the bead on his 10th round.

If things go badly, the bead is dropped and the surrounding area turns into an inferno of raging energies as Dional and his items explode, along with Grikor Saikon and many, many commoners.

- Any PC caught within 20 ft. of the priest must make a Reflex save against the *necklace of fireballs* bead (10d6 fire damage, DC 14 reflex), then make a single save against the *strand of acid pearls* (7d6 acid, reflex DC 19)
- *Strand of lighting* shoots two bolts to random direction, dealing 3d6 lightning damage each. Any PC caught in the 30 ft. line of the must make a DC 14 Reflex save.
- Any groups of commoners caught within 20 ft. of the priest automatically die. Any commoners 25 ft or further are unconscious at -2 hp.
- Dional's body is entirely consumed by the raging energies, leaving nothing behind.

Influence points: If the PCs prevent Dional from killing any commoners, they earn 5 influence points. They lose 2 influence points if Dional explodes. If the PCs manage to keep Dional alive, award further 2 influence points.

Development: If the PCs convince the priest to give up, the Gornorites take him into custody. The PCs may not keep the strands or necklace but various beads from necklace of fireballs are later made available to them (see AR). Soon after this encounter, another explosion is heard in lower town (location 9) and the adventure proceeds with Encounter 7. If they ignore the explosion proceed with the Conclusion.

7: INTERLUDE

After the explosion, the guards rush to the site to render aid. The explosion was directed at high priestess Nuran who was helping locals. She escaped largely unscathed, unlike her entourage and nearby commoners.

When the PCs arrive, they have 5 rounds to heal commoners and stabilize those who are still dying. Each healing spell or DC 15 Heal check done stabilizes one commoner or cleric and prevents him from dying.

Investigate the Explosion:

There is a 30 ft. wide radius of destruction. Buildings are burned, people lay in pieces, and nearby areas are full of commoners who died in the explosion or who were injured when nearby buildings caught flame.

Once PCs have done what they can, read or paraphrase the following:

A man limps by using a large stick as a crutch. He does not look up as he says, "Looks like you managed to save few people after all. Thank the gods that none of the nobles were around to be harmed..." the man says in mocking tone and walks on.

Influence points: For every commoner stabilized, the PCs earn 1/4 influence points, to a maximum of 5 points. If the PCs successfully help with the cleanup effort, they gain 2 influence points with the common folk.

Development: Soon after the PCs have healed the commoners, Riven sends the golems to deal with Nuran and they crash into the scene. Proceed with Encounter 8.

8: GOLEMS

This encounter uses DM map 4.

The map depicts a generic streets with debris littered alley and such. You should expand the map as needed. The map shows directions from where golems arrive.

The attack by Akran was supposed to be the last stage of plunging Gornor's Cove into chaos. However, since Akran fails to deal with Nuran, Riven is forced to send his golems to kill Nuran in an attempt to remove one of Naerie's strongest spellcasters for good.

APL 6 (EL 8)

☛ **Blood Golem of Hextor:** hp 85; see Appendix 1.

APL 8 (EL 10)

☛ **Blood Golem of Hextor (2):** hp 85 each; see Appendix 1.

APL 10 (EL 12)

☛ **Clay Golem:** hp 90; see *Monster Manual* 134.

☛ **Blood Golem of Hextor (2):** hp 85 each; see Appendix 1.

All APLs

☛ **Nuran:** Female human (Suel) cleric 5/divine oracle 5/contemplative 2 (hp 49 (out of 80); AC 21; Fort +6, Ref +5, Will +14; Full Atk +7/+2 melee (1d8+1+1d6 cold, trident); Concentration +7).

Prescient Sense (Ex): Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

Tactics: The golems try to kill Nuran. If the PCs get into their way, the golems switch targets. Nuran fights with PCs to best of her abilities, but she has already used a great deal of her spells and the remaining ones are useless against golems. Nuran can still cast three *cure moderate wounds* and one *cure critical wounds* spell at caster level 13th.

Treasure: None.

Influence points: If Nuran is saved, award 10 influence points to the PCs. If Nuran dies, the PCs lose 10 influence points.

Development: Nuran thanks the PCs for saving her and says that she must go and organize a few things in the temple of Osprem.

The rest of the day passes uneventfully until the citizens become restless and defy the curfew. Proceed to Encounter 9 unless the PCs want to ignore it totally, in which case proceed with the Conclusion A. Also, if Nuran died, then there is nobody to calm the crowd. Proceed with Conclusion B.

If PCs look where golems came, they can follow blood stains left by blood golem to depths of low-city where are collapsed remains of a building.

9: DEFYING THE CURFEW

This encounter occurs the first evening after the golem attack. Local people finally have enough and openly defy House Lyrthi and the curfew by gathering near the temple of Osprem. They demand House Lyrthi to step down as their rulers.

The PCs can hear a loud ruckus in the Central Square. If the PCs go investigate, they see a throng of people shouting about protection and people's rights, while holding lit torches

Read aloud or paraphrase:

Captain Saron of the Gornorites stands in front of the crowd and shouts at them to be quiet with no apparent effect. However, when high priestess Nuran walks to the front and levels her gaze at the crowd the crowd falls silent In a matter of seconds. She turns towards Saron.

"As you can see, the people are tired of the disasters House Lyrthi brings upon us, the occupation and lack of safety. They demand that Eberic steps down and the Ahlissan garrison leaves."

Captain Saron replies. "We have these incidents under control and experienced adventurers are hard at work solving the problems."

"Fine. Bring them here to tell us what is going on."

The PCs should have enough information to convince the city that this was a plot by Brymar to cause discord and suffering. If they have missed some of the clues, they should be able to convince that other factions than House Lyrthi or the Ahlissans caused this. Note that not even Idee Volunteers would be served by open rebellion in Gornor's Cove, especially when questionable factions were involved as well.

A DC 25 Diplomacy check is required to calm the crowd enough. Following bonuses apply to this check.

- Each favor with church of Osprem: +1.
- For each 4 influence points acquired during this adventure: +1.
- Favor of Ludmila from NAE6-03: +1.
- Speaker is a divine spellcaster of Osprem: +2.
- Gratitude of Saron from NAE7-05: +2.

If PCs are successful, read or paraphrase:

Saron whispers into Nuran's ear. She nods her head "Very well, if Lyrthi removes the curfew, then we will step down."

Saron looks at you and says "Done" and there is a noticeable lessening of tension in the crowd.

If PCs are not successful, read or paraphrase:

The crowd howls loudly and not even Nuran can get them to quiet down right now. Saron quickly looks at your direction and shakes his head. It seems the situation continues to get worse for the time being.

Development: A DC 15 Sense Motive check gives the PCs the feeling that they are being watched. There are loose ends, but for right now the adventurer's presence is complicating the political situation. This conflict is definitely not over as people still grumble over the unfair treatment by the Ahlissans. Go to Conclusion A if PCs were succesful in calming the crowd. If not, move to Conclusion B.

CONCLUSION

CONCLUSION A:

Read aloud or paraphrase:

A few of days after leaving the fragile political situation in Gornor's Cove, you receive a note inviting you to Endonius' funeral to be held in Gornor's Cove. A separate note arrives with the following message, "See you at the funeral." The signature is a stylized R.

The PCs receive the following to their AR:

- **Influence with the common folk:** This PC has earned _ influence points by showing heroism and compassion.
- **Favor with the Church of Osprem**
- **Favor with House Lyrthi**

CONCLUSION B:

Read aloud or paraphrase:

A few of days after leaving the fragile political situation in Gornor's Cove, which is not helped by Nuran's death at the hands of golems, you receive a note inviting you to Endonius' funeral to be held in Gornor's Cove. A separate note arrives with the following message, "See you at the funeral." The signature is a stylized R.

The PCs receive the following to their AR:

- **Influence with the common folk:** This PC has earned _ influence points by showing heroism and compassion.

The End

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.

4: Lighthouse

Defeat the assassins

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

5: Dumping-ground

Defeat Brymar and his companion(s)

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

7: Golems

Defeat the golems

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Story Award

Objective(s) met: Brymar revealed

APL 6	60 XP
APL 8	85 XP
APL 10	100 XP

Discretionary roleplaying award

APL 6	120 XP
APL 8	140 XP
APL 10	170 XP

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are

there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

4: Lighthouse

APL 6: Loot 152 gp; Magic 2,258 gp; 3x anklet of translocation (117 gp each), +1 aquatic longbow (225 gp), 2x cloak of charisma +2 (334 gp each), 3x gloves of dexterity +2 (334 gp each), 6x scroll of distract assailant (2 gp each); Total 2,410 gp.

APL 8: Loot 27 gp; Magic 4,237 gp; amulet of health +2 (334 gp), 3x anklet of translocation (117 gp each), 2x +1 aquatic longbow (225 gp each), 2x cloak of charisma +2 (334 gp each), 3x gloves of dexterity +2 (334 gp each), +1 frost aquatic longbow (725 gp), 2x +1 rapier (193 gp), 6x scroll of distract assailant (2 gp each), 2x +1 sharkskin armor (103 gp each); Total 4,264 gp.

APL 10: Loot 27 gp; Magic 8,638 gp; 3x amulet of health +2 (334 gp), 3x boots of swift passage (417 gp each), 2x cloak of charisma +2 (334 gp each), 2x +1 corrosive aquatic longbow (725 gp each), +1 corrosive frost aquatic longbow (1,558 gp), 2x +1 corrosive rapier (693 gp), 3x gloves of dexterity +2 (334 gp each), 6x scroll of distract assailant (2 gp each), 3x +1 sharkskin armor (103 gp each); Total 8,665 gp.

5: Dumping-ground

APL 6: Loot: 1 gp; Coin: 9 gp; Magic: 1,094 gp; +1 full plate (208 gp), +1 guisarme (192 gp), cloak of elemental protection (83 gp), gauntlets of ogre power (333 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (25 gp), potion of fly (62 gp), vest of resistance +1 (83 gp)

APL 8: Loot: 1 gp; Coin: 9 gp; Magic: 1,690 gp; +1 full plate mail spell resistance 13 (887 gp), +1 guisarme (192 gp), cloak of elemental protection (83 gp), gauntlets of ogre power (333 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (25 gp), potion of fly (62 gp), vest of resistance +1 (83 gp)

APL 10: Loot: 1 gp; Coin: 9 gp; Magic: 2,273 gp; +1 bane (human) guisarme (692 gp), +1 full plate mail spell resistance 13 (887 gp), cloak of elemental protection (83 gp), gauntlets of ogre power (333 gp), potion of cure moderate wounds (25 gp), potion of enlarge person (25 gp), potion of fly (62 gp), vest of resistance +1 (83 gp)

Treasure Cap

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

Total Possible Treasure

APL 6: 3,514 gp

APL 8: 6,043 gp

APL 10: 10,948 gp

- 6d6 bead from *necklace of fireballs* (Adventure; 900 gp; DMG)

APL 10 (all of APLs 6-8 plus the following):

- +1 bane (human) guisarme (Adventure; DMG)
- +1 corrosive longbow (Adventure; MIC)
- +1 corrosive frost longbow (Adventure; DMG/MIC)
- +1 corrosive rapier (Adventure; DMG)
- Boots of swift passage (Adventure; MIC; 5,000 gp)
- 9d6 bead from *necklace of fireballs* (Adventure; 1200 gp; DMG)

ADVENTURE RECORD ITEMS

Influence with the common folk: This PC has earned __ influence points by showing heroism and compassion.

Favor with the Church of Osprem: Once in any future adventure set in Gornor's Cove, you may have Nuran cast any healing spell on you for free (CL 11th).

Alternatively you may have a *raise dead* spell cast on you or someone else for half-price, including material components after any Naerie regional

If you are member of Church of Osprem, your affiliation score increases by 2 and is now

Favor with House Lyrthi: Using connections to House Lyrthi, you gain access to one of the following items from MIC: *anklet of translocation*, *belt of ultimate athleticism*, *bracers of arcane freedom*, *counterstrike bracers*, *dragon mask*, *formless vest*. Once an item is bought, cross off this favor.

ITEM ACCESS

APL 6:

- *Anklet of translocation* (Adventure; MIC; 1,400 gp)
- *Cloak of elemental protection* (Adventure; MIC; 1,000 gp)
- *Scroll of distract assailant* (Adventure; SC; 25 gp)
- 4d6 bead from *necklace of fireballs* (Adventure; 600 gp; DMG)

APL 8 (all of APL 6):

- +1 frost longbow (Adventure; DMG)
- +1 full plate of spell resistance 13 (Adventure; DMG)

APPENDIX 1: APL 6

4: LIGHTHOUSE

DARKWATER ASSASSIN CR 4

Male halfling (shoal)* rogue 4

*Stormwrack 45

NE Small humanoid (halfling, aquatic)

Init +9; **Senses** Listen +8, Spot +6

Languages Common, Elven, Halfling

AC 19, touch 16, flat-footed 19

(+5 Dex, +3 armor, +1 size)

hp 22 (4 HD);

Fort +3, **Ref** +10, **Will** +1

Speed base movement 20 ft., swim 20 ft.;

Melee masterwork rapier +6 (1d4 + 1 / 18-20)

Ranged masterwork aquatic longbow +6 (1d6 / x3)

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

Base Atk +3; **Grp** +0

Atk Options sneak attack (2d6)

Combat Gear *anklet of translocation*, 3x *scroll of distract assailant*

Abilities Str 12, Dex 20, Con 13, Int 12, Wis 8, Cha 12

SQ Amphibious, Evasion, Uncanny Dodge

Feats Improved Initiative, Magical Aptitude

Skills Bluff +3, Hide +16, Knowledge (arcane) +4, Move Silently +12, Spellcraft +6, Swim +16, Tumble +12, Use Magic Device +10

Possessions combat plus *cloak of charisma* +2, *gloves of dexterity* +2, masterwork aquatic longbow, masterwork rapier, masterwork sharkskin armor

Amphibious (Ex): A shoal halfling can breathe air and water equally well.

DARKWATER HUNTER CR 4

Male halfling (shoal)* ranger 4

*Stormwrack pg. 45

NE Small humanoid (halfling, aquatic)

Init +5; **Senses** Listen +9, Spot +7

Languages Common, Elven, Halfling

AC 19, touch 16, flat-footed 14

(+5 Dex, +3 armor, +1 size)

hp 31 (4 HD);

Fort +7, **Ref** +10, **Will** +2; endurance

Speed base movement 20 ft., swim 20 ft.;

Melee masterwork rapier +6 (1d4 / 18-20)

Ranged +1 *aquatic longbow* +12 (1d6 + 1 / x3) or

Ranged +1 *aquatic longbow* (rapid shot) +10 / +10 (1d6 + 1 / x3)

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

Base Atk +4; **Grp** +0

Atk Options point blank shot, rapid shot

Combat Gear *anklet of translocation*

Abilities Str 10, Dex 20, Con 14, Int 13, Wis 10, Cha 8

SQ Amphibious, Distracting Attack, Favored Enemy (human)

Feats Point Blank Shot, Track, Rapid Shot, Weapon

Focus (aquatic longbow), Endurance, Precise Shot

Skills Craft (bowmaking) +8, Heal +3, Hide +16, Knowledge (religion) +3, Move Silently +12, Swim +15

Possessions combat gear plus +1 *aquatic longbow*, *gloves of dexterity* +2, masterwork rapier, masterwork sharkskin armor

Amphibious (Ex): A shoal halfling can breathe air and water equally well.

Distracting Attack (Ex): Whenever a ranger hits an opponent, he is considered flanked for one round.

5: DUMPING-GROUND

BRYMAR CR 6

Male human fighter 6

CN Medium humanoid (human)

Init: +5

Senses Listen +1, Spot +1

Languages Common

AC 20, touch 11, flat-footed 19; Combat Expertise, Dodge, Mobility

hp 52 (6 HD)

Fort +8; **Ref** +4, **Will** +4

Spd 20 ft. (4 squares)

Melee +1 *guisarme* +10/+5 (2d4+5/x3) or longsword +10/+5 (1d8+4/19-20) or spiked gauntlet +9/+4 (1d4+3)

Base Atk +6; **Grp** +9

Attack Options Power Attack, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack

Combat Gear *potion of cure moderate wounds*, *potion of enlarge person*, *potion of fly*.

Abilities Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 13

Feats Combat Expertise, Improved Initiative, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack

Skills Bluff +1, Climb +3, Handle Animal +1, Intimidate +3, Ride +1, Swim +3, Tumble +5

Possessions combat gear plus +1 *guisarme*, +1 *full plate*, *cloak of elemental protection*, gauntlets of ogre power, *vest of resistance* +1, spiked gauntlet, locked gauntlet, masterwork longsword

LIFEELECH OTYUGH CR 8

NE Large aberration

Init +3; **Senses** darkvision 60 ft, Listen +10, Spot +10

Aura lifeleech aura 60 ft.

AC 21, touch 16, flat-footed 18;

(-1 size, +3 Dex, +5 natural, +4 deflection)

hp 94 (9 HD); Fast healing 5

Fort +9, **Ref** +6, **Will** +12

Speed base movement 40 ft.;

Melee tentacles +14/+14/+14/+14 (1d8+8) and bite +8 (1d6+4)

Space 10 ft.; **Reach** 10 ft. (15 with a tentacle)
Base Atk +6; **Grp** +18
Atk Options Combat Reflexes
Special Actions Constrict 1d8+8, Improved Grab
Abilities Str 27, Dex 16, Con 23, Int 7, Wis 18, Cha 8
Feats Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle)
Skills Hide +3 (+11 in lair), Jump +12, Listen +10, Spot +10
Possessions combat gear plus none

Constrict (Ex) An Otyugh deals automatic tentacle damage with a successful grapple check
Lifefeech Aura (Su) Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 ft of a lifefeech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 ft of a lifefeech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifefeech otyugh can't have more temporary hit points from its life leech aura than its full normal hit point total. Temporary hit points gained in this manner last for 1 hour.
This ability affects spell completion and spell trigger items (such as scrolls, staves, and wands), but not other magic items.
Improved Grab (Ex) To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.
Spell-Strengthened Hide (Su): The sickly gray skin of a life-leech otyugh has been infused by magical energy. This strange energy grants it +4 deflection bonus to armor class.

7: GOLEMS

BLOOD GOLEM OF HEXTOR* **CR 8**
**Fiend Folio 84*
LE Large construct
Init -1; **Senses** Listen +0, Spot +0
Languages –

AC 26, touch 8, flat-footed 26
(-1 size, -1 Dex, +9 natural, +9 +1 full plate)
hp 85 (10 HD); **DR** 10/adamantine
Immune magic
Fort +3, **Ref** +2, **Will** +3
Weakness rust vulnerability

Speed 20 ft. (4 squares), (can't run)
Melee mwk heavy flails +13/+13 (1d10+6/19-20)
Melee slams +12/+12 (1d8+6 (see text))
Space 10 ft; **Reach** 10 ft.
Base Atk +7; **Grp** +17
Special Actions blood siphon, whirlwind of death

Abilities Str 22, Dex 8, Con --, Int --, Wis 10, Cha 1
SQ blood dependency, blood reservoir, construct traits, magic armor
Feats –
Skills –

Possessions combat gear plus none

Magic immunity: A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points. Both the golem and the victim must remain motionless.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood Dependency: Because a blood golem constantly leaks its own vial fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

4: LIGHTHOUSE

DARKWATER ASSASSIN

CR 6

Male halfling (shoal)* rogue 4 / fighter 2

*Stormwrack 45

NE Small humanoid (halfling, aquatic)

Init +9; Senses Listen +8, Spot +6

Languages Common, Elven, Halfling

AC 20, touch 16, flat-footed 20

(+5 Dex, +4 armor, +1 size)

hp 36 (6 HD);

Fort +6, Ref +10, Will +1

Speed base movement 20 ft., swim 20 ft.;

Melee +1 rapier +12 (1d4 + 2 / 18-20)

Ranged +1 aquatic longbow +13 (1d6 + 1 / x3)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +2

Atk Options sneak attack (2d6)

Combat Gear *anklet of translocation*, 3x *scroll of distract assailant*

Abilities Str 12, Dex 20, Con 13, Int 12, Wis 8, Cha 12

SQ Amphibious, Evasion, Uncanny Dodge

Feats Improved Initiative, Magical Aptitude, Skill Focus(Use Magic Device)^B, Weapon Finesse, Weapon Focus(aquatic longbow)^B

Skills Bluff +3, Hide +16, Knowledge(arcane) +5, Move Silently +12, Spellcraft +6, Swim +16, Tumble +12, Use Magic Device +15

Possessions combat gear plus +1 *aquatic longbow*, *cloak of charisma* +2, *gloves of dexterity* +2, +1 *rapier*, +1 *sharkskin armor*

Amphibious (Ex): A shoal halfling can breathe air and water equally well.

DARKWATER HUNTER

CR 6

Male halfling (shoal)* ranger 4/fighter 1/order of the bow initiate** 1

*Stormwrack 45

**Complete Warrior 68

NE Small humanoid (halfling, aquatic)

Init +9; Senses Listen +10, Spot +7

Languages Common, Elven, Halfling

AC 20, touch 16, flat-footed 15

(+5 Dex, +4 armor, +1 size)

hp 52 (6 HD);

Fort +10, Ref +12, Will +4; Endurance

Speed base movement 20 ft., swim 40 ft.;

Melee masterwork rapier +8/ 3 (1d4/18-20)

Ranged +1 *frost aquatic longbow* +14/+9 (1d6+1 plus 1d6 cold/ x3) or

Ranged +1 *frost aquatic longbow* (rapid shot) +12/+12/+7 (1d6+1 plus 1d6 cold/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +2

Atk Options point blank shot, ranged precision shot (1d8), rapid shot

Combat Gear *anklet of translocation*

Abilities Str 10, Dex 20, Con 16, Int 13, Wis 10, Cha 8

SQ Amphibious, Distracting Attack, Favored Enemy (human)

Feats Point Blank Shot, Track, Rapid Shot, Weapon Focus (aquatic longbow), Endurance, Precise Shot, Improved Initiative, Rapid Swimming

Skills Craft (bowmaking) +8, Heal +3, Hide +16, Knowledge (religion) +5, Move Silently +12, Swim +17

Possessions combat gear plus *amulet of health* +2, +1 *frost aquatic longbow*, *gloves of dexterity* +2, masterwork rapier, +1 *sharkskin armor*

Amphibious (Ex): A shoal halfling can breathe air and water equally well.

Distracting Attack (Ex): Whenever a ranger hits an opponent, he is considered flanked for one round.

Ranged Precision Attack: An order of the bow initiate that strikes a target with a discernable anatomy within 30 ft. deals an extra 1d8 damage. Creatures immune to critical hits are immune to this attack. This attack may only be used with a weapon that he has chosen for the weapon focus feat.

5: DUMPING—GROUND

BRYMAR

CR 8

Male human fighter 8

CN Medium humanoid (human)

Init +5; Senses Listen +1, Spot +1

Languages Common

AC 21, touch 11, flat-footed 19; Combat Expertise, Dodge, Mobility

hp 68 (8 HD)

SR 13

Fort +9; Ref +4, Will +4

Spd 20 ft. (4 squares)

Melee +1 *guisarme* +14/+9 (2d4+7/x3) or longsword +13/+8 (1d8+6/19-20) or spiked gauntlet +12/+7 (1d4+4)

Base Atk +8; Grp +12

Attack Options Combat Expertise, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack

Combat Gear *potion of cure moderate wounds*, *potion of enlarge person*, *potion of fly*.

Abilities Str 18, Dex 13, Con 15, Int 10, Wis 12, Cha 13

Feats Combat Expertise, Improved Initiative, Improved Trip, Power Attack, Spring Attack, Weapon Focus (guisarme), Whirlwind Attack

Skills Bluff +2, Climb +3, Handle Animal +1, Intimidate +4, Ride +1, Swim +3, Tumble +7

Possessions combat gear plus +1 *guisarme*, +1 *full plate of spell resistance* (13), *cloak of elemental protection*, *gauntlets of ogre power*, *vest of resistance* +1, spiked gauntlet, locked gauntlet, longsword

LIFEELEECH OTYUGH	CR 8
NE Large aberration	
Init +3; Senses darkvision 60 ft, Listen +10, Spot +10	
Aura lifeleech aura	
AC 21, touch 16, flat-footed 18; (-1 size, +3 Dex, +5 natural, +4 deflection)	
hp 94 (9 HD); Fast healing 5	
Fort +9, Ref +6, Will +12	
Speed base movement 40 ft.;	
Melee tentacles +14/+14/+14/+17 (1d8+8) and bite +8 (1d6+4)	
Space 10 ft.; Reach 10 ft. (15 with a tentacle)	
Base Atk +6; Grp +18	
Atk Options Combat Reflexes	
Special Actions Constrict 1d8+8, Improved Grab	
Abilities Str 27, Dex 16, Con 23, Int 7, Wis 18, Cha 8	
Feats Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle)	
Skills Hide +3 (+11 in lair), Jump +12, Listen +10, Spot +10	
Constrict (Ex) An Otyugh deals automatic tentacle damage with a successful grapple check	
Lifeleech Aura (Su) Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 ft of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 ft of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its life leech aura than its full normal hit point total. Temporary hit points gained in this manner last for 1 hour.	
This ability affects spell completion and spell trigger items (such as scrolls, staves, and wands), but not other magic items.	
Improved Grab (Ex) To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.	
Spell-Strengthened Hide (Su): The sickly gray skin of a life-leech otyugh has been infused by magical energy. This strange energy grants it +4 deflection bonus to armor class.	

7: GOLEMS

BLOOD GOLEM OF HEXTOR*	CR 8
*Fiend Folio 84	
LE Large construct	
Init -1; Senses Listen +0, Spot +0	
Languages –	
AC 26, touch 8, flat-footed 26 (-1 size, -1 Dex, +9 natural, +9 +1 full plate)	
hp 85 (10 HD); DR 10/adamantine	
Immune magic	
Fort +3, Ref +2, Will +3	
Weakness rust vulnerability	

Speed 20 ft. (4 squares), (can't run)
Melee mwk heavy flails +13/+13 (1d10+6/19-20)
Melee slams +12/+12 (1d8+6 (see text))
Space 10 ft; **Reach** 10 ft.
Base Atk +7; **Grp** +17
Special Actions blood siphon, whirlwind of death
Abilities Str 22, Dex 8, Con --, Int --, Wis 10, Cha 1
SQ blood dependency, blood reservoir, construct
traits, magic armor

Magic Immunity: A blood golem is immune to all
spells, spell-like abilities, and supernatural effects,
except as follows. A *gentle repose* spell acts as a
slow spell for 3 rounds with no saving throw.
Regenerate restores 1 hit point of damage per
caster level. *Horrid wilting* does half or one-quarter
damage if the golem fails or succeeds on its saving
throw, respectively.

Rust Vulnerability: A blood golem's armor is
vulnerable to rust attacks, such as from a rust
monster or the *rusting grasp* spell. If its armor is
destroyed in this manner, the golem's AC drops
and it makes slam attacks instead of flail attacks.
Once its armor is gone, the golem loses its blood
reservoir, and it loses hit points to blood leakage at
the rate of 10 hit points per day instead of 5 per
day.

Blood Siphon (Su): A blood golem can suck the
blood out of a helpless creature or a body that has
died within the past hour, dealing Constitution
damage at the rate of 1 point per full round. Every
Constitution point lost in this fashion heals the
golem 5 hit points. Both the golem and the victim
must remain motionless.

Whirlwind of Death (Ex): A blood golem can spin its
upper body and cause its flails to rotate at high
speed. This ability allows it to attack all creatures
within its reach as if it had the Whirlwind Attack
feat. In the round after the golem performs this
maneuver, it can take only a single attack or move
action.

Blood Dependency: Because a blood golem
constantly leaks its own vital fluid, it must absorb
blood from other creatures to continue functioning.
The golem loses 5 hit points per day, regardless
whether it is engaged in physical activity or merely
stands motionless for the entire day. If the golem's
armor is removed or destroyed, this loss increases
to 10 hit points per day. If the golem reaches 0 hit
points from blood leakage, it is destroyed, leaving
only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's
armor hold blood equivalent to 20 points of
Constitution, which is about as much as the
capacity of two average human bodies. The golem
normally draws 1 point of Constitution from the
reservoir every day to sate its blood dependency. It
can draw blood from its reservoirs as a free action,
and it often does so during combat.

4: LIGHTHOUSE

DARKWATER ASSASSIN

CR 8

Male halfling (shoal)* rogue 4/fighter 2/Occult Slayer** 2

*Stormwrack 45

**Complete Warrior 66

NE Small humanoid (halfling, aquatic)

Init +9; Senses Listen +9, Spot +6

Languages Common, Elven, Halfling

AC 20, touch 16, flat-footed 20

(+5 Dex, +4 armor, +1 size)

hp 64 (8 HD);

Fort +8 (+9 vs. spells and spell-like abilities), Ref +10 (+11 vs. spells and spell-like abilities), Will +4 (+5 vs. spells and spell-like abilities)

Speed base movement 20 ft., swim 20 ft.;

Melee +1 rapier +14/+9 (1d4+2/18-20)

Ranged +1 corrosive aquatic longbow +15/+11 (1d6+1 plus 1d6 acid/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +4

Atk Options sneak attack (2d6), weapon bond (aquatic longbow) (1d6), vicious strike

Special Actions mind over magic (1/day)

Combat Gear boots of swift passage, 3x scroll of distract assailant

Abilities Str 12, Dex 20, Con 16, Int 12, Wis 8, Cha 12

SQ Amphibious, Evasion, Magical Defense, Uncanny Dodge

Feats Improved Initiative, Magical Aptitude, Skill Focus(Use Magic Device)^B, Weapon Finesse, Weapon Focus(aquatic longbow)^B

Skills Bluff +3, Hide +16, Knowledge(arcane) +5, Move Silently +12, Spellcraft +6, Swim +16, Tumble +12, Use Magic Device +17

Possessions combat gear plus cloak of charisma +2, +1 corrosive aquatic longbow, gloves of dexterity +2, +1 rapier, +1 sharkskin armor

Amphibious (Ex): A shoal halfling can breathe air and water equally well.

Magical Defense (Ex): An occult slayer gains +1 bonus to saving throws against spells and spell-like abilities.

Weapon Bond (Su): An occult slayer must make a bond with a weapon that he has weapon focus. Any successful strike against a spellcaster or creature with spell-like abilities using this weapon deals an extra 1d6 damage.

Mind over Magic (Su): 1/day an occult slayer can reflect a spell or spell-like ability targeted against him to rebound to the originator as a free action. This ability functions like the spell turning spell (CL 7).

Vicious Strike (Ex): An occult slayer that readies an action to disrupt a spellcaster deals double damage, if the attack hits.

DARKWATER HUNTER

CR 8

Male halfling (shoal)* ranger 4/fighter 1/order of the bow initiate** 3

*Stormwrack 45

**Complete Warrior 68

NE Small humanoid (halfling, aquatic)

Init +9; Senses Listen +12, Spot +7

Languages Common, Elven, Halfling

AC 20, touch 16, flat-footed 15

(+5 Dex, +4 armor, +1 size)

hp 68 (8 HD);

Fort +11, Ref +13, Will +5; Endurance

Speed base movement 20 ft., swim 40 ft.;

Melee masterwork rapier +10/+5 (1d4/18-20)

Ranged +1 corrosive frost aquatic longbow +16/+11 (1d6+1 plus 1d6 acid and 1d6 cold/x3) or

Ranged +1 corrosive frost aquatic longbow (rapid shot) +14/+14/+9 (1d6+1 plus 1d6 acid and 1d6 cold/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +4

Atk Options point blank shot, ranged precision shot (2d8), rapid shot

Combat Gear boots of swift passage

Abilities Str 10, Dex 20, Con 16, Int 14, Wis 10, Cha 8

SQ Amphibious, Close Combat Shot, Distracting Attack, Favored Enemy (human)

Feats Point Blank Shot, Track^B, Rapid Shot^B, Weapon Focus(aquatic longbow), Endurance^B, Precise Shot^B, Improved Initiative^B, Rapid Swimming

Skills Craft(bowmaking) +9, Heal +3, Hide +16, Knowledge(religion) +7, Move Silently +12, Swim +19

Possessions combat gear plus amulet of health +2, +1 corrosive frost aquatic longbow, gloves of dexterity +2, masterwork rapier, +1 sharkskin armor

Amphibious (Ex): A shoal halfling can breathe air and water equally well.

Close Combat Shot: An order of the bow initiative does not provoke an attack of opportunity when firing a bow in a threatened area.

Distracting Attack (Ex): Whenever a ranger hits an opponent, he is considered flanked for one round.

Ranged Precision Attack: An order of the bow initiate that strikes a target with a discernable anatomy within 30 ft. deals an extra 1d8 damage. Creatures immune to critical hits are immune to this attack. This attack may only be used with a weapon that he has chosen for the weapon focus feat.

5: DUMPING-GROUND

BRYMAR

CR 10

Male human fighter 8/cleric 2

CN Medium humanoid (human)

Init: +5

Senses Listen +1, Spot +1

Languages Common

AC 23, touch 13, flat-footed 21; **Combat Expertise**, Dodge, Mobility

hp 82 (10 HD)

SR 13

Fort +12; **Ref** +4, **Will** +7

Spd 20 ft. (4 squares)

Melee +1 *humanbane guisarme* +15/+10 (2d4+9/x3, +2d6 against humans) or
longsword +13/+9 (1d8+4/19-20) or
spiked gauntlet +13/+9 (1d4+4)

Base Atk +9; **Grp** +12

Special Actions spontaneous inflict spells, rebuke undead 4/day (+1, 2d6+3, 2nd)

Attack Options **Combat Expertise**, **Improved Trip**, **Power Attack**, smite 1/day (+4 to attack, +2 to damage), **Spring Attack**, **Whirlwind Attack**

Combat Gear *potion of cure moderate wounds*, *potion of enlarge person*, *potion of fly*.

Class Spells Prepared (CL 2nd):

1st—*bless*, *cure light wounds*, *entropic shield*^D

0—*cure minor wounds* (2), *create water*, *detect magic*

D: Domain spell. Deity: Ralishaz. Domains: Destruction, Luck

Abilities Str 18, Dex 13, Con 15, Int 10, Wis 12, Cha 13

Special Qualities Luck domain (reroll 1/day)

Feats **Combat Expertise**, **Improved Initiative**, **Improved Trip**, **Power Attack**, **Spring Attack**, **Weapon Focus** (guisarme), **Weapon Specialization** (guisarme), **Whirlwind Attack**

Skills Bluff +2, Climb +3, Handle Animal +1, Intimidate +4, Ride +1, Swim +3, Tumble +8

Possessions combat gear plus +1 *humanbane guisarme*, +1 *full plate of spell resistance* (13), *cloak of elemental protection*, *gauntlets of ogre power*, *vest of resistance*+1, spiked gauntlet, locked gauntlet, masterwork longsword

LIFEELEECH OTYUGH **CR 8**

NE Large aberration

Init +3; **Senses** darkvision 60 ft, Listen +10, Spot +10

Aura lifeleech aura

AC 21, touch 16, flat-footed 18;

(-1 size, +3 Dex, +5 natural, +4 deflection)

hp 94 (9 HD); Fast healing 5

Fort +9, **Ref** +6, **Will** +12

Speed base movement 40 ft.;

Melee tentacles +14/+14/+14/+14 (1d8+8) and bite +8 (1d6+4)

Space 10 ft.; **Reach** 10 ft. (15 with a tentacle)

Base Atk +6; **Grp** +18

Atk Options **Combat Reflexes**

Special Actions **Constrict** 1d8+8, **Improved Grab**

Abilities Str 27, Dex 16, Con 23, Int 7, Wis 18, Cha 8

Feats **Alertness**, **Combat Reflexes**, **Iron Will**, **Weapon Focus** (tentacle)

Skills Hide +3 (+11 in lair), Jump +12, Listen +10, Spot +10

Constrict (Ex) An Otyugh deals automatic tentacle damage with a successful grapple check

Lifeleech Aura (Su) Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 ft of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 ft of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its life leech aura than its full normal hit point total. Temporary hit points gained in this manner last for 1 hour.

This ability affects spell completion and spell trigger items (such as scrolls, staves, and wands), but not other magic items.

Improved Grab (Ex) To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Strengthened Hide (Su): The sickly gray skin of a life-leech otyugh has been infused by magical energy. This strange energy grants it +4 deflection bonus to armor class.

7: GOLEMS

BLOOD GOLEM OF HEXTOR* **CR 8**

**Fiend Folio* 84

LE Large construct

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

Languages –

AC 26, touch 8, flat-footed 26

(-1 size, -1 Dex, +9 natural, +9 +1 full plate)

hp 85 (10 HD); **DR** 10/adamantine

Immune magic

Fort +3, **Ref** +2, **Will** +3

Weakness rust vulnerability

Speed 20 ft. (4 squares), (can't run)

Melee 2 masterwork heavy flails +13 (1d10+6)

Melee 2 slams +12 (1d8+6 (see text))

Space 10 ft; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Special Actions blood siphon, whirlwind of death

Abilities Str 22, Dex 8, Con --, Int --, Wis 10, Cha 1

SQ blood dependency, blood reservoir, construct traits, magic armor

Magic Immunity: A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability: A blood golem's armor is vulnerable to rust attacks, such as from a rust

monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Blood Siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points. Both the golem and the victim must remain motionless.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood Dependency: Because a blood golem constantly leaks its own vial fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood Reservoir (Ex): The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

GRIKOR SAIKON **CR 4**
 Male human fighter 4
 LN Medium humanoid
Init +1; **Senses** Listen +0, Spot +4
Languages Common

AC 15, touch, 11, flat-footed 14
 (+3 armor, +1 shield, +1 dex)
hp 37 (4 HD)
Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. (4 squares)
Melee Masterwork longsword +9 (1d10+5/19-20)
Range Masterwork light crossbow +6 (1d8/19-20)
Base Atk +4; **Grp** +7
Combat gear *Potion of bear's endurance, potion of bull's strength*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Negotiator, Skill Focus (Diplomacy), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Climb +4, Diplomacy +4, Jump -2, Sense Motive +1, Spot +4
Possessions combat gear plus masterwork long sword, light crossbow, 20 bolts, masterwork studded leather armor, masterwork light steel shield

GORNORITE **CR 1**
 Male/female human warrior 1/expert 1
 LN Medium humanoid
Init +1; **Senses** Listen +3, Spot +4
Languages Common

AC 14, touch, 10, flat-footed 14 (+3 armor, +1 shield)
hp 10 (2 HD)
Fort +3, **Ref** +0 **Will** +2

Speed 30 ft. (4 squares)
Melee longsword +2 (1d8+1/19-20) or sap +2 /1d6+1, subdual)
Ranged shortbow +1 (1d6/x3)
Base Atk +1; **Grp** +2

Abilities Str 12, Dex 11, Con 12, Int 10, Wis 11, Cha 12
Feats Alertness, Skill Focus (Diplomacy)
Skills Diplomacy +7, Gather Information +3, Intimidate +4, Knowledge (the Splintered Suns) +2, Listen +3, Profession (soldier) +1, Spot +4; Alertness, Skill Focus (Diplomacy).
Possessions Studded leather armor, longsword, sap, dagger, small wooden shield, lantern, signal whistle, shortbow, 20 arrows.

APPENDIX 2: NEW RULES ITEM

ALTERNATE CLASS FEATURES

Champion of the Wild

Class: Ranger.

Level: 1st.

Replaces: If you select this alternative class feature, you must sacrifice your spellcasting ability.

Benefit: You no longer gain spells as a ranger, but you can now select a bonus feat at 4th, 8th, 11th, and 14th levels. You can choose any feat from the following list for which you meet the prerequisites: Blind-Fight, Combat Expertise, Eyes in the Back of Your Head (*Complete Warrior*), Improved Disarm, Improved Favored Enemy (*Complete Warrior*), Improved Feint, and Improved Trip, as well as from one of the following lists, depending on your combat style.

Archery: Far Shot, Improved Precise Shot, Improved Rapid Shot (*Complete Warrior*), Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm (*Complete Warrior*), Ranged Pin (*Complete Warrior*), Ranged Sunder (*Complete Warrior*), Sharp-Shooting (*Complete Warrior*), and Shot on the Run.

Two-Weapon Combat: Greater Two-Weapon Defense (*Complete Warrior*), Greater Two-Weapon Fighting, Improved Two-Weapon Defense (*Complete Warrior*), Improved Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse.

Special: A ranger who selects this path can no longer use scrolls, wands, or other magic items that require access to a spell list, unless he has another spellcasting class that grants access to the appropriate spells.

Source: *Complete Champion* 50

Distracting Attack

Class: Ranger.

Level: 4th.

Replaces: If you select this alternative class feature, you do not gain an animal companion.

Benefit: Beginning at 4th level, whenever you hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by you for the purpose of adjudicating your allies' attacks. For example, if your rogue ally attacked that enemy, not only would she gain a +2 bonus on her melee attack roll but she could also add her sneak attack damage to a successful melee attack.

This flanked condition lasts until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first. This is an extraordinary ability. This ability has no effect on creatures that can't be flanked.

Source: *Player's Handbook II* 55

FEATS

Rapid Swimming

You are one with the water.

Prerequisite: Natural swim speed, base Fortitude save +2.

Benefit: Your swim speed increases by 20 feet.

Source: *Stormwrack* 93.

WEAPONS AND ARMOR

Aquatic Longbow

Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If you have the Aquatic Shot feat, the aquatic longbow's range increment improves to 30 feet underwater. Aquatic longbows are favored by aquatic elves.

Source: *Stormwrack* 107

Sharkskin Armor

Similar to leather armor in appearance, sharkskin is treated so that the sharp tooth-like scales covering the skin remain attached to the outside of the armor. Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes. Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with rope or similar easily cut bindings.

Source: *Stormwrack* 107

MAGIC ITEMS

Anklet of Translocation

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift(command)

Weight: –

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 71.

Boots of Landing

Price (Item Level): 500 gp (3rd)

Body Slot: Feet

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: -

Weight: 1 lb.

While wearing *boots of landing*, you land on your feet no matter how far you fall, and you take 2 fewer dice of damage from the fall than normal (thus, a fall of 20 feet or less deals you no damage).

Prerequisites: Craft Wondrous Item, *feather fall*.

Cost to Create: 250 gp, 20 XP, 1 day.

Source: *Magic Item Compendium* 77.

Boots of Swift Passage

Price (Item Level): 5,000 gp (9th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Move(command)

Weight: 1 lb.

When activated, *boots of swift passage* teleport you up to 20 feet in any direction (with no chance of error).

You must have line of sight and line of effect to your destination to use the boots. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the boots' activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

Boots of swift passage function five times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Source: *Magic Item Compendium* 78.

Corrosive

Price: +1 bonus

Property: Weapon

Caster Level: 10th

Aura: Moderate; (DC 20) conjuration

Activation: Standard(command)

When activated, a corrosive weapon is sheathed in acid. The acid does not harm you as long as you have the weapon in hand. The effect persists until you speak a second command word. A weapon that has this property deals an extra 1d6 points of acid damage on a successful hit.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *acid fog*, *acid storm* (*Spell Compendium* pg 7), *Melf's acid arrow*, or *storm of vengeance*.

Cost to Create: Varies

Source: *Magic Item Compendium* 31.

Cloak of Elemental Protection: This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer may activate the cloak and gain resistance 10 against a type of energy of the wearers choice (acid, cold, electricity, fire or sonic). The wearer can activate

the cloak even when it's not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing energy type. The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for full 24 hours.

Source: *Miniatures Handbook*, page 43.

SPELLS

Blade of Blood

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Source: *Player's Handbook II* 103

Distract Assailant

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

A creature affected by this spell is flat-footed until the beginning of its next turn.

Arcane Material Component: The dried wing of a fly.

Source: *Spell Compendium* 69

Mark of the Outcast

Necromancy

Level: Blackguard 1, cleric 2, druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an indelible mark on the subject's face (or other upper body part, if the subject doesn't have a head). The mark is visible to normal vision, low-light vision, and darkvision. The wearer of such a mark takes a -5 circumstance penalty on Bluff and Diplomacy checks and a -2 penalty to Armor Class.

The mark cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Source: *Spell Compendium* 138

Wave of Grief

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast take a -3 penalty on attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Source: *Spell Compendium* 236

DM AID 1: WHAT HAS HAPPENDED BEFORE

NAE6-02 FIRST BITE

During the aftermath of the yearly Carnival in Felten, PCs have an encounter with warriors from 'Serpent Guard', one time mercenaries (now bandits) who were in service of Mendaos Radoc. This leads PCs and Felten guard on the trail of the bandits. Eventually adventurers discover plans of their next raid and manage to get the warning out in time. 3rd army of Naerie rushes to battle and destroys the Serpent Guard. However, their associate Emeria is not to be found and Keln Vriss, mage of the serpent guard escapes.

NPCs met:

- Commander Ottolon: leader of the Felten Guard
- Raustus 'Fang' Dolchemi: Commander of Serpent Guard. (Killed in battle)
- Keln Vriss: Serpent mage (escaped). Originally human, changed to Troglodyte in magical mishap.
- Merkis Telath: Bodyguard of Raustus (killed in battle)
Pehren: A local flan guide (survived)
- Uloth, Xam, Garik, & Lenert: Members of Aerpent Guard (Captured, convicted and hanged)

NAE6-03 LEGACY OF THE SERPENT

Military presence increases in Felten and remaining bandits are rooted out. Despite this, it is best to travel in groups as there is safety in numbers after all. Characters come across a wagon which has been attacked. Several bandits lay around and only one survivor is present. She is actually Emeria, associate of the Serpent Guard. She travels to Gornor's Cove with them and has his eye on silver shipment, going to one Ludmila Uirten. Somebody has also attacked temple of Osprem and investigations are going on with the case.

Ludmila's attack is foiled eventually but her clues lead to a warehouse of a person named 'Riven'. Several constructs are present and symbol of House Devnor found, but of Riven there is no trace. The person who is supposedly an owner of the warehouse, has also disappeared. Gornorites keep investigating the matter.

NPCs met:

- Saron: leader of the Gornorites
- Nuran: high priestess of Osprem
- Erun Feldur: Minor noble in Gornor's Cove
- Tilvor Redu: Minor noble in Gornor's Cove
- Qita: Aaracokra wizard
- Grigor Saikon: Gornorite Sergeant
- Ludmila Uirten: merchant
- Korwil Zan: Ludmila's bodyguard. Now a prominent member of Ex-Scarlet Brotherhood soldiers

- Emeria: leader of the Serpent Guard (captured, tried and hanged for her crimes)

NAE7-05 TRAIL OF THE SERPENT

PCs are sent to Radoc by Captain Saron to investigate the original stomping grounds of Serpent Guard. They soon learned that place is hotbed of criminal activity. What's worse was that Gowre Haxx, envoy of Prince Barzhaan had disappeared. During their investigation, the PCs learn that two factions of smugglers are fighting each other in Radoc. One of them is allied with Keln Vriss, Serpent Guard mage, who survived their destruction. Eventually adventures find Keln Vriss and his humanoid allies in the hills and take him down. Keln can reveal that he works for individual only known as "Riven". What's more worrying, Keln reveals that some of his associates retrieved Blood Golems from an abandoned mine nearby, where prince Barzhaan had ordered them to be buried after the war.

PCs bring this information to Captain Saron who is worried and asks PCs to come to his aid in future if need arises.

None of the NPCs from NAE7-05 make an appearance in "Twilight Revolution".

NAE7-01 LIKE LOVE, IMPATIENT

In this adventures, PCs helped Endonius Lyrthi get married to an enterprising merchants daughter named Arabella by apprehending a known bandit Achila, finding a lost shrine in a swamp and answering riddles, as well as retrieving Eberics relative from clutches of vile "sorceress", who was in fact his mistress.

NPCs met:

- Endonius Lyrthi
- Eberic Lyrthi
- Arabella Vilo
- Odovacar Lyrthi.

DM AID 2: GORNOR'S COVE

👑 **Gornor's Cove** (Small Town): Conventional (House Lyrthi and Nuran both wield strong influence in town); AL LN/N/CG/CN; 800gp limit; Assets 68,000gp; Population 1700; Mixed (Humans o/s 82% (1396), Halflings 9% (155), Elves 7% (118), Half-Orcs 1% (16), Gnome 1% (14)).

Authority figures: Eberic of House Lyrthi (LN male Ari7/Ftr4), local ruler and Head of House Lyrthi. Nuran (NG female Clr12), Overseer of Saint Idee's burial site and leader and High Priestess of Osprem's faith in Naerie.

Important characters: Thriendril of Prymp (LE female Ft7/Marshall4), Commander of the Ahlissan garrison. Mudoric (LN male Clr8), priest of Zilchus. Captain Saron (N male War9), leader of the City Watch. Qita (CN Aarakocra female Wiz9). Harbormaster Tedin (LN male Exp9). Ordog (N male Clr8), High Priest of Xerbo in Naerie. Kalkat (N male Com13), leader of the Fishermen's Guild.

Temples: Osprem (goddess of Ships, Sea Voyages and Sailors), Procan (God of Seas, Sea life, Salt, Sea Weather and Navigation), Xerbo (god of Sea, Sailing, Money and Business), Lydia (goddess of Music, Knowledge and Daylight).

Overview

Gornor's Cove is a small town, located in a sheltered cove that lends the town its name. The town is most famous for being a pilgrimage site for worshippers of

A Brief History of Gornor's Cove

-252 CY: A shrine for Saint Idee is build near a small village of Gornor's Cove.

300 CY: Strange lizard cult tries to establish itself in Monne. Gillax of House Lyrthi destroys it.

584 CY: Scarlet Brotherhood attacks Idee. Fighting in Gornor's Cove lasts for two days until forces of Idee are destroyed. Much of the city is damaged, along with burial site of Saint Idee.

586 CY: Troops from South Province storm Gornor's Cove. Fighting further damages the city.

596 CY: Current Year

Osprem. Other sea gods are also worshipped here, though interestingly enough Zilchus does not have a temple in this town (which does not mean prayers for him are not uttered here). Gornor's Cove can look like a peaceful town but under the surface disapproval towards the Ahlissans is barely kept under control. Residents don't like their new masters or even Count Fedorik's heir, Coriell, that much, thinking he abandoned Idee much too easily. As locals like to say

'what good has he done for us, hiding in Irongate like that.' Eberic of House Lyrthi rules here and has his hands full, trying to keep the resentment in check.

After the signing of the Naerie Compact, Gornor's Cove has received its share of traders from surrounding lands, and many goods pass through it, diverting funds from Naerie City which is still the most popular place for foreigners to trade. The barony is quite low on other resources, though, relying on farming and fishing mainly. A couple of nearby ore mines supplement these resources. In addition Eberic deliberately keeps the prices on ship repairs 3-8% cheaper than elsewhere in the principality, attracting many ship captains to its dry dock. A large scale salt works has also recently been build, inspired by House Heshun's work in Poelitz. These bring much needed capital into the town.

Rulership and Law



Eberic of House Lyrthi rules here, like his family has for centuries, though unlike his glorious predecessors such as Gillax Lyrthi, he is slightly unsuited for being a ruler. Situation is not helped by the fact that he fled Gornor's

Cove when defenses failed and was in hiding Hollow Highlands with his household troops until Ahlissans arrived, at which point he enthusiastically joined them and had no qualms with Ahlissan annexing whole of Idee. He also occasionally sends an outburst of harsh language to direction of Berik Oedil over their centuries old grudge. Still, he does the best he can and certainly isn't the worst ruler one can find in Ahlissa. He has a way of finding capable underlings who can be trusted with day to day running of affairs and tries to keep people happy by supporting temples and with more mundane means.

By far the most popular individual in Gornor's Cove is Nuran, High Priestess of Osprem in Naerie. She is a beautiful Suel woman in her 40s and was in Gornor's Cove when it fell to Scarlet Sign. After two years in captivity, Ahlissan troops rescued her when town was taken.

She is on good terms with worshippers of other sea gods, especially Xerbo, and a yearly ritual is held in Gornor's Cove every Richfest where servants of both deities celebrate together and ask their deities to bless sailors and merchants of the town. Traditionally a large group of worshippers walks across Gornor's Cove with wooden statues of Osprem & Xerbo, before placing them into water near the harbor and setting them free as offerings.

In addition to this, Nuran has the control of Eye of Osprem, a mystical artifact that is said to be able to

reveal secrets of both past, present and future. How this artifact came into possession of temple of Osprem is unknown. Most people seem to think that it was given for safekeeping by worshippers of Lendor who arrived here along other Suel refugees after twin cataclysm. However, it should be noted that there is no evidence of there ever being an established temple of Lendor within the lands of Idee.

Gornor's Cove follows normal Ahlissan legal code and town guards and soldiers here are known as Gornorites, who are drawn among the local people and who have experience in keeping situations under control. A relatively new recruit, perhaps with year or two of working experience is detailed below.

Naturally Gornorites also have a number of more experienced officers and sergeants. Commanding officer is a Suel man named Saron.

In addition to Gornorites, a garrison of Ahlissan soldiers is nearby, commanded by Thriendril of Prymp. Their presence is multi-functional. They keep city under control, preventing rioting and also enforcing the still ongoing edict of not letting public to visit the burial site of Saint Idee. Soldiers don't come to Gornor's Cove often and if they do, either in disguise or in large groups. In 591CY few soldiers who were drinking in town late at night met with surprising



Coat of Arms of Lyrthi

Religion

Osprem, goddess of Ships, Sea Voyages and Sailors, was

very popular in the Old Idee and her worship is perhaps the most populous in Naerie. Nowhere else is it more evident than in Gornor's Cove with a holy shrine of Saint Idee, large temple and population who is largely loyal to her high priestess. In recent times a sect of Osprem worshippers has started preaching about the return of the Saint and independence of Naerie (though no clergy member belongs to it, at least officially). Xerbo is favoured by those who make their trade in the sea and temple of the Sea Dragon is located in the harbour, along with an impressive statue, ironically built by Scarlet Brotherhood. Procan rounds up the trinity of sea Gods as large number of people believe that Osprem is the husband of Procan and soothes his wrath with her song. This belief originated from the storm coast of Onnwal and in Ahlissan towns near Relmor Bay. In addition, there is a minor shrine to Lydia, which operates as school that is free to all people (though usually people donate few coins if able to do so). Junior priests usually teach there and as such they don't stay for long, moving on to other missions while others take over.

Unlike in other towns in Naerie, Zilchus or Velaeri do not have temple in Gornor's Cove. Neither has a temple for any martial deity been established here. A temple of Wee Jas existed here until 584 CY when it was razed to ground by Ahlissan troops and priests executed as punishment for siding with Scarlet Sign.

Food and water supply

Large number of town's actual population lives outside the walls, working as farmers. In addition, town has lots of fishers who take their rowing beats some distance away from town and try their luck with nets and fishing rods. Water supply of the town is done through various rainwater collection points and wells located to northern side of the town. All residents are free to use these spots and junior clerics of all faiths are tasked in casting at least one *purify food and drink* to them every day to keep possible diseases in check. Gornor's Cove has sewers but it mainly relies to rainwater to keep it flowing. Occasionally a separate pipe leading to the Azure Sea is opened to let sea water run through the sewers but this is not done often as careless handling can lead to overflowing. It should be mentioned that both Scarlet Brotherhood (against Ideeans) and Ahlissans (against Scarlet Brotherhood) did this when battle for the town raged so that defenders using them to reach various parts of the town were forced to get out or drown.

Locations

1. Lyrthi Manor: This old manor house functions as home for House Lyrthi and their servants. It is built above a small rise that enables a view over the town and into the azure sea.
2. Gornorite Compound: This is the headquarters of the Gornorites and includes workshops where their equipment is maintained and kept, as well as small number of holding cells for minor offenders. Those guilty of more serious crimes are either sent into town prison (10), to labor outside the town or executed within this compound.
3. Throughout the town are a number of small watchhouses that are constantly manned between 6-12 gornorites. They tasked in keeping their part of the town clear of disturbances.
4. Upper town. Eastern side of Gornor's Cove rises above the rest of the town and this location is known for its well of residents. Several large city houses, owned by minor nobles or successful merchants are here.
5. Temple of Osprem. The most popular deity of Gornor's Cove also has the largest temple. It has been repaired after damage it sustained during occupation and beautiful stained glass

- windows have been inserted, showing works of various saints and martyrs.
6. Central Square. This place is usually filled with farmers and fishermen selling off those goods which are not needed by their own family or don't have to paid as feudal obligations. In other times it is used as festival ground or for religious ceremonies. Despite its name it is not actually a central point of Gornor's Cove but when locals talk of 'city center', they always mean this square.
 7. Oleg's town: Much like Upper Town, this place is for well-off people, though it is favored more by mercantile class and priests. The name of this section is said to honor the founder of Gornor's Cove. A large number of halflings live here.
 8. Brown Bird: This tavern is owned by a halfling named Marpo (Rog3, said to be rude and inpolite individual). It is not really an inn, only having a single extra room which is rented for special occasions. The food is good however and Marpo brews his own ale.
 9. Lower town: This residential area is for common laborers and fishermen of the town.
 10. Town Prison: This walled compound has several wooden buildings where those sentenced to imprisonment are kept. A unit of Gornorites keeps watch here, led by jailer Eres Hilran (Exp4/Ftr1).
 11. Dumping-ground: House Redu, a minor noble house, has a deal with street cleaners, butchers and fishermen that they can bring all their horse dung, offal, etc. into this place for a reasonable cost. Lots of stuff comes in but nobody has ever seen it processed in anyway, expect being dumped down a chute leading underground. Rumors indicate that house Redu probably has an Otyugh or two that eat all the waste but where they have actually gotten it/them is a mystery. A woman named Ursas Elneron (Exp3) works here with few handymans (Com1). Unsurprisingly, the houses next to it tend to be cheapest ones in Gornor's Cove.
 12. Ludmila's Compound: A succesful merchant from Naerie City, Ludmila Uirten (Ftr2/Rog3) has recently bought this for expanding her import business into Gornor's Cove.
 13. The Sickel: This low quality tavern serves the needs of common laborers and fishers. To this effect, 'daily menu' usually consists of a soup (made of fish & vegetables usually) in a large cauldron, supplemented by thick brown bread and low quality ale. It is said that this was place was originally meant as place of worship for Scarlet Brotherhood but Ahlissan invasion put an end to these plans and it was instead turned into tavern.
 14. Temple of Procan: Temple of Procan located by the water front. It is a simple stone building with very modest furnishings. A salt work has been build adjacent to a temple and is administered by clerics of Procan. Profits go mostly to House Lyrthi.
 15. School of Lydia. This modest house functions as school for residents of Gornor's Cove and also as shrine for Lydia. Junior priests from Minetha usually work here in six month periods, before moving on to other missions. While worship of Lydia is still small in Gornor's Cove, things might change in the future.
 16. Dock Quarter. This area consists of warehouses and workshops that serve the merchant ship stopping here. Many shops are located here.
 17. Shrine of Xerbo: This grandione building houses the temple of Xerbo. A big stone statue of a sea dragon faces towards the harbor and people say it acts as eternal guardian of the town (never mind the fact that it's a normal statue or that is was build only few years ago).
 18. Fishermens guild: The guild is responsible for protecting the rights of local fishers, lending money and collecting a percent of the profits for House Lyrthi. A priest of Zilchus named Mudoric has recently become part of the guilds organisation by the orders of the royal guild of merchants. Leader of the guild, Kalkat, is still wary of him.
 19. Docks: Six large piers form the dock area for the ships. Around 20 ships can be kept docked here at any given time. A wall that covers most of the harbor was constructed on 542 CY by dumping lots of earth into the harbor. A watchtower stands at the end, armed with 6 ballistas that cover the approach to harbor. In the event of a serious attack, it's hard to know how effective this defense would be. Several *everburning torches* are at the top to make sure ships steer well away from the wall.
 20. Lighthouse: This small stone tower is only 20ft tall. Half-a-dozen *everburning torches* are on top of it, showing a corridor for ships to navigate into the harbor. An old man named Henlin (Com2) lives here and receives a token sum each year for tending the lighthouse.
 21. Dry Dock: This is a relatively new addition to town. To attract ship captain, the repair and construction prices are kept deliberately low. There is enough space for three ships to be docked here at any given time. A man named Westapoul (Exp6) runs the docks.
 22. Saltwater Inn: This inn is popular stop for sailors and merchants. It is three story

building with over a dozen rooms available. An old captain Tresun (Exp5/Clr1 of Xerbo) runs this establishment.

23. Halfling quarter: Majority of Gornor's Coves demi-humans live in this quarter, along with a sizable human population.
24. Qita's Emporium: Aarakocra wizard Qita has recently opened this shop to halfling quarter. There aren't many customers to be had and it is said that Qita has opened the shop only so she can get to know 'land dwellers' as he calls anyone who cannot fly.
25. Irlen's arms: The biggest store for weapons and armor is Irlen's arms, run by a half-orc of the same name (Ftr2/Exp5). He has a large collection of weapons amassed as war booty and he imports items from Onnwal, though with war now over, he might need to find new contacts.
26. Town gates: The town wall is simple stone wall and has not been build to withstand sieges. However, there are several towers around Gornor's Cove which can accommodate large numbers of soldiers and archers if need be. All of the gates leading into the town can be closed with thick wooden doors and iron portcullis, at least slightly delaying the attacker.
27. Burial Site of Saint Idee of the Sails: See below.
28. Ahlissan military garrison: The Ahlissan garrison is stationed here. At any given time there are 200-300 soldiers in this camp, ready to put down any disturbance in Gornor's Cove.

HINTERLANDS

Bird Tower: Bird Tower lies atop a tall hill and is the home of the wizard Qita, who is an Aarakocra, a race of avians usually found in Griff and Corusk Mountains. Large bird flocks nest by the tower, and some giant varieties act as guards and scouts. Originally the tower was an old abandoned guard post, but Qita acquired it a few years before the Brotherhood invasion. During the invasion she took her possessions and teleported herself away, returning only during the closing phases of the invasion.


Burial Site of Saint Idee of the Sails: The body of the Saint is not actually here, resting instead somewhere in the Azure Sea. Nonetheless, this place is a popular pilgrimage site for worshipers of Osprem, and it is overseen by the priesthood of Osprem. Many previous rulers of Idee are buried here, including Fedorik Eddri, the last Count of Idee (whose body was hidden during the occupation). During the Brotherhood occupation, the burial site was razed (though the graves themselves were left undisturbed). Prince Barzhaan had the burial site restored and

reinstated Osprem's priesthood as caretakers. However, the public were (and still is) no longer allowed to visit the burial site of the Saint. After several occasions of rioting in CY 591, Ahlissan guards were permanently posted in Gornor's Cove to enforce this unpopular edict.

Nuran, High Priestess of Osprem, spends most of her time here and guards the sacred *Eye of Osprem* (which was taken to safe location during the occupation)

The burial site also has its own defenders, called the 'Followers of the Wave'. This is a group of monks who train themselves for unarmed combat in the vicinity of the burial site. They are led by Ranshek (Mnk10), originally a member of Scarlet Brotherhood who converted to faith of Osprem in 590 CY.

Coast Road Inn: More like a thorp, Coast Road Inn is a very popular tavern about 15 miles east of Gornor's Cove. It is run by a man named Butor (N male Exp7), and it is a popular place of rest for merchants and adventurers travelling along the coast. It has large areas for horses, wagons and so forth, and Butor employs over 20 people in his Inn.

 **Stormhaven** (Hamlet): Conventional (Braiqem); AL CN; 100gp limit; Assets 540gp; Population 108; Isolated (Humans o/s 98 (104), Half-orc (2), Half-elf 2 (2)).

Authority Figures: Braiqem (CN male Rng13), leader of the Stormseekers.

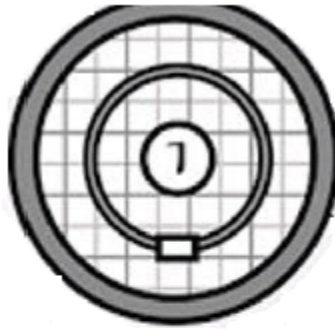
Stormhaven is a strange place. Located in a natural cove much like Monne's capital, it is composed entirely of Procan worshippers. They have formed a special community and believe that to feel close to their deity, they must be able to feel his anger. Therefore, whenever a storm blows in the Azure Sea, they set sail as an act of worship. This community is led by a man named Braiqem, a ranger from Onnwal who brought this strange practice to Naerie.

The community trades very little with outside world, lacking resources or people to compete with surrounding areas. However, the cove is a popular breeding ground of sea crabs, considered a great delicacy by nobles of Naerie, and this resource allows the community to continue its existence. A community of Aquatic Elves dwells nearby in Eilean Isles.

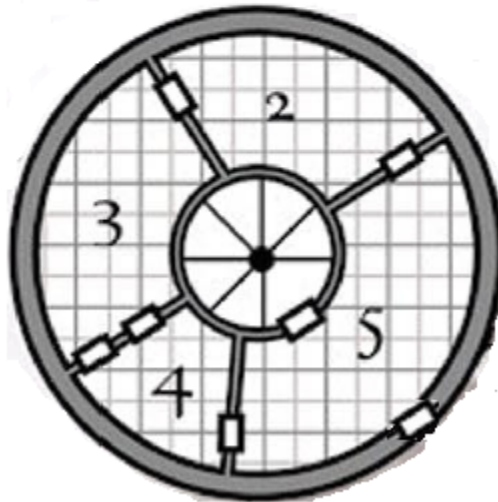


DM MAP 1: LIGHTHOUSE

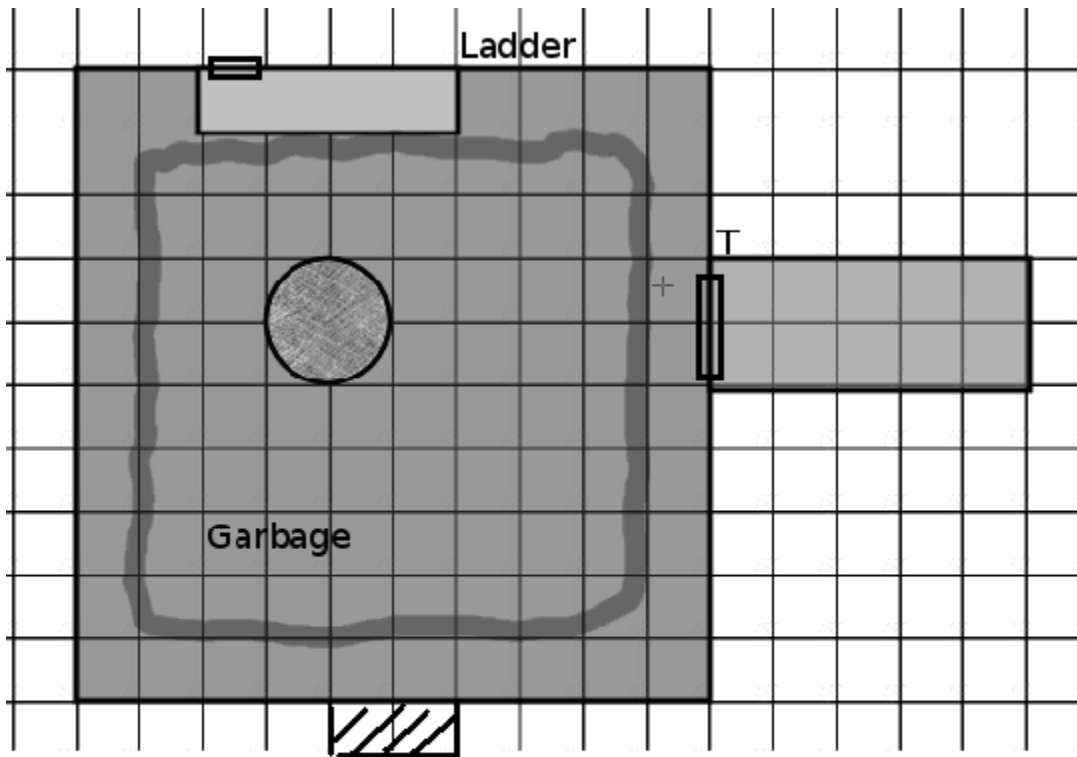
Henlins lighthouse



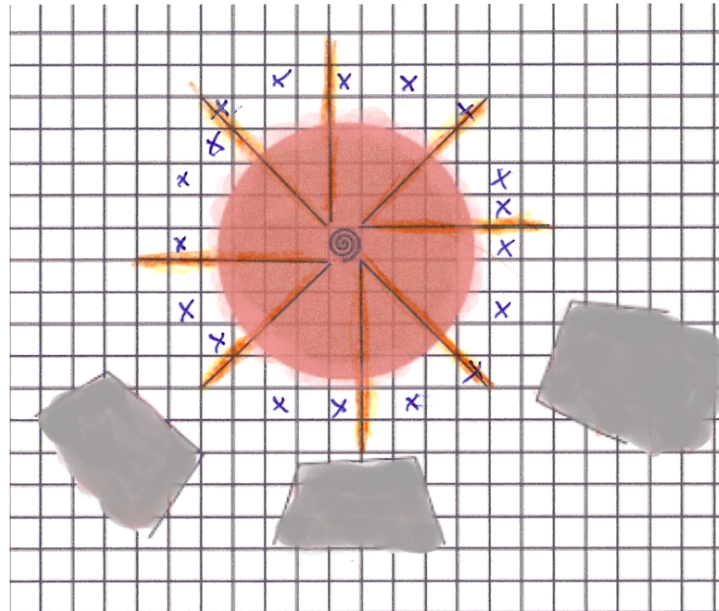
One Square = 5 ft



DM MAP 2: DUMPING-GROUND



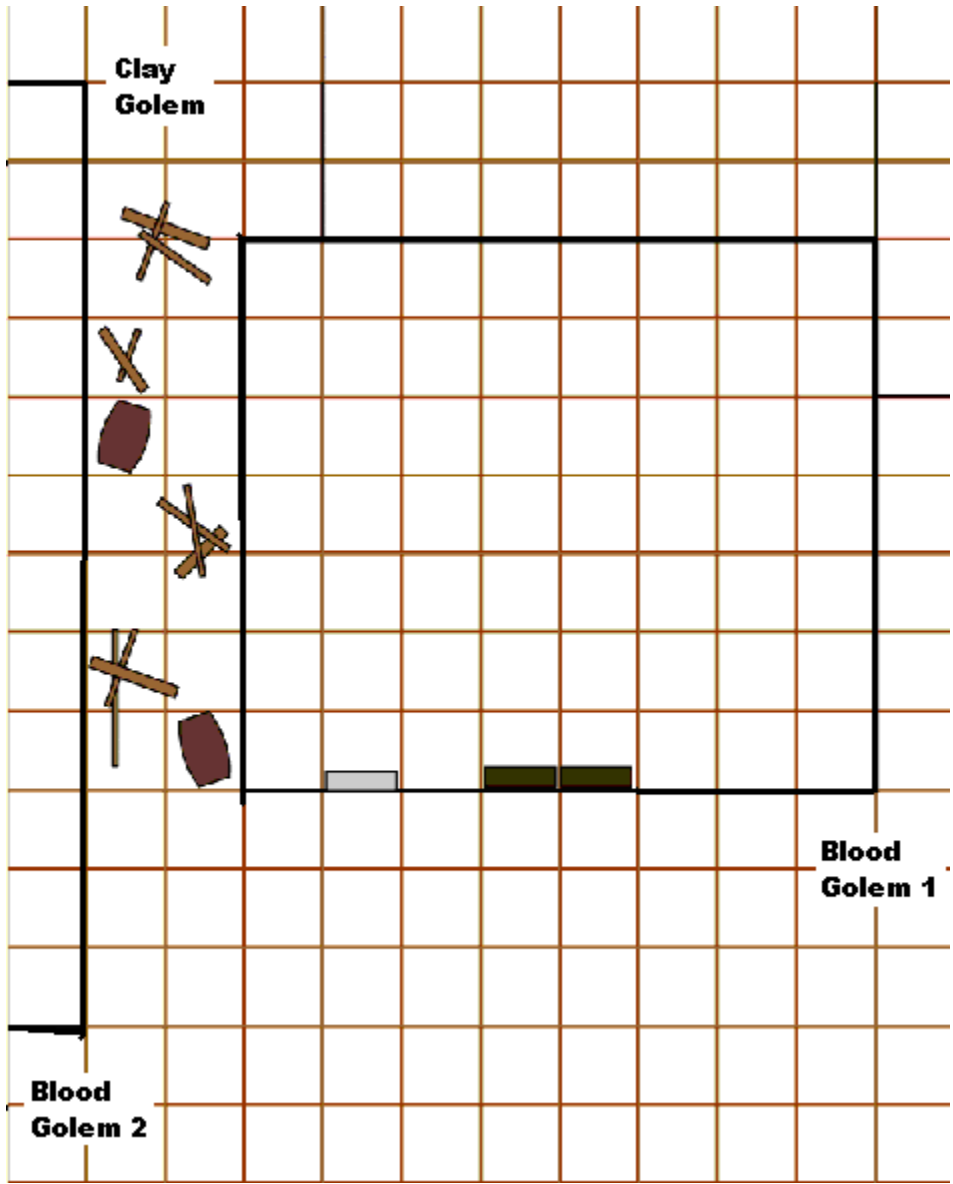
DM MAP 3: DOOMSAYER



X: 5 commoners

Set of Commoners	Towards Priest	25 Feet Away	Escap e
1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DM MAP 4: GOLEMS



PLAYER HANDOUT 1A

Dear adventurer,

It is with great hope that this letter finds you well. You may know of the brewing storm in Gornor's Cove. The goddess of the sea has hinted that this storm may manifest soon. What may seem like political distress could be the seed of darker forces. These forces should concern both those loyal to Ahlissa and those loyal to the old Naerie. Please help in any way you can.

Respectfully,
Captain Saron

PLAYER HANDOUT 1B

Dear adventurer,

It is with great hope that this letter finds you well and enjoying our fair country. The goddess of the seas has foreseen great turbulence in the city of Gornor's Cove. What may seem like political distress could be the seed of darker forces. Please help in any way you can.

Respectfully,
Captain Saron

If you are reading this, then all has gone according to plan. Endonius is dead and soon all the tyrants will be gone too. I struck a blow for freedom and no one will ever catch me. You will soon see what power we, the people, wield.

PLAYER HANDOUT 3

Dear adventurers,

If you are reading this, then you have somehow defeated me and the pet. So I am either captured (being prepared to be executed) or killed. You, on the other hand, are probably going through my worldly possessions and divvying them amongst each other. Bravo! You caught the bad man. I would applaud if I could.

Not everything in the past couple of days was my fault. But there are some allegiances you don't betray, even in death (or eventual death). Let's just assume I am going to die for the rest of this letter.

The death of Endonius was my fault. I hired the two members of the rebellion to kill Endonius and then fed them to my pet.

The priests were also my doing. Warping thier minds was time consuming, but useful. Hopefully by now the entire city is in full rebellion.

I have heard about other events happening; and those things, my friends you best leave alone. As soon as the rebellion cools down, those other things will back off into the shadows again.

That is all for now. I wish you the best of luck as I head off to the Abyss or a layer of Hell.

Sincerely Yours,
Brymar Thoniadd

PLAYER HANDOUT 5

(From the Naerie Gazetteer, by Anders Lindborg, Nick Bell & Naerie Triad)

👑 **Gornor's Cove** (Small Town): Conventional (House Lyrthi and Nuran both wield strong influence in town); AL LN/N/CG/CN; 800gp limit; Assets 68,000gp; Population 1700; Mixed (Humans o/s 82% (1396), Halflings 9% (155), Elves 7% (118), Half-Orcs 1% (16), Gnome 1% (14)).

Authority figures: Eberic of House Lyrthi (LN male Ari7/Ftr4), local ruler and Head of House Lyrthi. Thriendrill of Prymp (LE female Ft7/Marshall4), Commander of the Ahlissan garrison. Mudoric (LN male Clr8), priest of Zilchus. Captain Saron (N male War9), leader of the City Watch. Nuran (NG female Clr12), Overseer of Saint Idee's burial site and leader and High Priestess of Osprems faith in Naerie.

Important characters: Qita (CN Aarakocra female Wiz9). Harbormaster Tedin (LN male Exp9). Ordog (N male Clr8), High Priest of Xerbo in Naerie.

The Priesthood of Osprems is strong in Monne and has a shrine in Gornor's Cove. Nearby, the burial site of Saint Idee of the Sails is a popular pilgrimage site for worshipers of Osprems. The High Priestess of Osprems faith, Nuran, lives in the burial site and is much more popular than the current rulers.

Other large temples in Gornor's Cove are for Procan and Xerbo, along with Zilchus, which is not very popular in town as local merchants prefer Xerbo.

Gornor's Cove is a busy town when it comes to commerce, but under the surface the disapproval towards the Ahlissans is barely kept under control. Residents don't like Count Fedorik's heir, Coriell, that much, either, thinking he abandoned Idee much too easily. Eberic has his hands full, trying to keep the resentment in check.

Law enforcement: Law is enforced by local constables called Gornorites who are lightly equipped and not highly trained, but who know how to deal with the local population and keep the situation under control. The Ahlissan garrison likes to stay outside the walls of the town, except for those who guard the temple of Osprems within the town.

Burial site of Saint Idee of the Sails: The body of the Saint is not actually here, resting instead somewhere in the Azure Sea. Nonetheless, this place is a popular pilgrimage site for worshipers of Osprems, and it is overseen by the priesthood of Osprems. Many previous rulers of Idee is buried here, including Fedorik Eddri, the last Count of Idee (whose body was hidden during the occupation). During the Brotherhood occupation, the burial site was razed (though the graves themselves were left undisturbed). Prince Barzhaan had the burial site restored and reinstated Osprems priesthood as caretakers. However, the public were (and still is) no longer allowed to visit the burial site of the Saint. After several occasions of rioting in CY 591, a force of Ahlissan guards were permanently posted in Gornor's Cove to enforce this unpopular edict.

Nuran, High Priestess of Osprems, spends most of her time here, actually having living quarters in the burial site itself.

The burial site also has its own defenders, called the 'Followers of the Wave'. This is a group of monks who train themselves for unarmed combat in the vicinity of the burial site. They are led by Ranshek, a Suel who learned his skills from Brotherhood monks in an Ahlissan labor camp before he converted to the faith of Osprems in 590 CY.

The high priestess Nuran also keeps a magical artifact Eye of Osprems in the burial site. It is said to be important object for the faith and that those who are worthy may glimpse into it and possibly see into the future.