

And All the Prince's Men...

A One-Round Dungeons & Dragons® Living Greyhawk™ Splintered Suns Meta-regional Adventure

Version 1.1

by Sampo Haarlaa

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Patriotic Knights, a group of Oeridian supremacist and rabble-rousers, and their allies have suffered blows in the past but are hardly a spent force. Now, yet more fuel is thrown into the flames that threaten to tear Naerie City apart. Riots, robbery and revelations, all within one hectic day in the city. Recommended for well-balanced parties who have had past dealings and no enmities with the Nasranite Watch. Closely connected to ESA6-05 *Point of View*, NAE6-05 *Sharafoon* and NAE7-03 *Incognito* and introduction to the year 8 meta-regional trilogy *Trouble Within*. A one-round Splintered Suns metaregional set in Principality of Naerie for Character levels 2-13 (APL 4 to 10).

Resources for this adventure [and the authors of those works] include *Dungeon Master's Guide II* [varies], *Dungeonscape* [Jason Buhlman & Rich Burlew], ESA6-05 *Point of View* [Sampo Haarlaa], *Fiendish Codex II* [Robin D. Laws & Robert J. Schwalb], *Ivied the Undying* [Carl Sargent], *Monster Manual II* [Ed Bonny, Skip Williams, Jeff Grubb, and Rich Redman], NAE3-01 *Daughter of Idee* [Steven Zwanger], NAE15-01 *In the Docks* [Nick Silverstone], NAE6-05 *Sharafoon* [Sampo Haarlaa, David Howard], NAE7-04 *Incognito* [Gordon Smith], NYR5-S03 *Swans of Duntide* [David Howard], TSS5-04 *The Sun & The Nightingale* [Sampo Haarlaa]. Damar Rocharion artwork by Petri Hiltunen.

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

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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 Principality of Naerie. All characters pay 1 Time Units per round.

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

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

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

PREPARATION FOR PLAY

The Nasranite Watch takes a central place in this adventure, Damar Rocharion (the Watch's second-in-command) in particular. Damar has appeared in the following adventures: NAE4-03 *The Apprentice*, NAE15-01 *In the Docks*, TSS5-01 *Ten Minutes*, NAE6-05 *Sharafon* and indirectly in ESA6-05 *Point of View*. Check whether the PCs played these before the game starts. In case of TSS5-01 *Ten Minutes* only those working for the Ahlissans met him. If a PC is wanted in Ahlissa there is no chance of being captured during the adventure since the Watch is simply too busy with the problems at hand to even bother looking. In fact, it is the chance to get rid of such a status

This adventure has couple of points where it is good for DM to be prepared. First is the hanging scene where crowd and other things can hinder PCs. Second is the encounter with Xorn in a trapped room which uses a new trap mechanism, where trap operates like a monster with it's own initiative, hit rolls and such.

In addition, there are several spots where PCs can waste time and fail to get to Damar on time. If this happens, refer to Conclusion C on what happens.

AFFILIATION POINTS

Naerie meta-organizations use an affiliation point system. Successfully retrieving Damar in this adventure counts as a succesful mission for the Nasranite Watch and the Brute Squads, giving +2 to the PC's affiliation score. If the

devil is banished or the sword destroyed it counts as succesful mission for the Church of Heironeous.

ADVENTURE BACKGROUND

*You can't see me; You can't hear me;
Yet you feel me; Deep down inside.*

- Kotipelto: Serenity

This adventure deals with Damar Rocharion, an established NPC in Naerie and second in command of Nasranite Watch. His history has been detailed below.

DAMAR ROCHARION

Damar Rocharion is the second-in-command of the Nasranite Watch (Naerie city guard). He is an Oeridian man with short black hair and (usually) short beard and is a "by-the-book" type officer. He



arrived to South Province during the Greyhawk Wars and took part in the liberation/annexation of Idee. His home was originally in the town of Roland where he served the Council of Five. He was tasked to scout out possible threats for the town and this took Damar and his four companions (Sintigard, Rolin, Ranert and Ermis) deep into the heartlands of Aerdy during the time the Great Kingdom was collapsing.

Damar's last mission in their service was a trip to Rauxes. The Council of Five was desperate to find out what was happening there and Damar was the man to give them this information. On this journey he met a young noble, Turms Deccas, who was gathering a mercenary army in preparation of a great upheaval that would certainly come. Seeing him as a valuable ally, Damar decided to band with him since he was going to Rauxes as well. Turms was operating under orders from his father; but to what end, Damar never knew.

Getting into Rauxes was easy. Using magical means, their entire band disguised as a Hextorite soldiers (Damar and Turms) and slaves (all others), gave a small bribe and entered Rauxes. The town was already on its way to destruction and desperate people in it knew the days of the Great Kingdom were numbered. Turms led them deeper into Rauxes, saying they must find a temple of Boccob. After travelling few streets, three riders, one wearing a symbol of Baalzephon (a great fiend which was allied with Overking Ivid V), approached them. The Rolandians ducked out to give way, knowing it was not wise to get attention of 'authorities' in Rauxes.

What happened in the next few moments are a vague memory in Damar's mind. A rider wearing a holy symbol to Baalzephons saw Turms and screamed "Traitor to the Aerdy!", before charging straight at the Rolandians.

Damar was knocked out by a charging horse, his sword flying from his hand and shattering against a wall. He would have died, right there, had Ranert's spear not

struck the horse in the neck, causing the rider to tumble down.

When Damar finally regained consciousness, neither his men nor Turms were to be seen. Damar was wielding an unknown sword and a dead man with a holy symbol of Baalzephon was at his feet. Damar quickly took the man's clothes, stole a horse and escaped from Rauxes; heading the only way that seemed clear, southwest. A day later, Rauxes would become a forsaken city.

Eventually Damar made his way to south province and seeing no other future, hired himself to Reydrich's army.

What Really Happened

In reality, Damar, Turms, Ranert and Ermis were captured while the other Rolandians were killed. An ally of Ivid V had been captured by clerics of Hextor and killed. To make sure his soul would not be open for resurrection, a *soul bind* spell was used. To fuel this ritual and the pay for the services of a powerful cornugon to safeguard the item, the Hextorites had to sacrifice numerous souls, including Ranert and Ermis while Turms and Damar were forced to watch. The gem used to bind the soul was then subjected to *polymorph any object* and turned into a sword. As Damar was more suitable to wield the sword than Turms, it was given to him to use for an unknown purpose. Damar was then subjected to a *programmed amnesia* spell, but the spell was botched when the Hextorites were attacked during the casting. Turms was being held captive elsewhere but the fighting enabled him to get free and he managed to rescue Damar as well. However, in the ensuing chaos Turms vanished, leaving Damar standing alone in the streets of Rauxes.

Damar in South Province

In South Province, Damar drifted between various nobles as sellsword, before finally joining the armies of South Province during the liberation of Idee. He became close with Amarisvil Belva, Idee refugee and eventually joined her in rebuilding the decimated Naerie City Watch as her second in command. Over the years Damar turned from his original neutral evil alignment to lawful evil and finally lawful neutral.

Devil Within

The cornugon that has been bound to the sword continues to fulfil its original obligation in keeping the sword safe (by nature, it perverted its original command since at no point was it specified that the sword would have to remain in Rauxes). It was paid in many souls and knows that when its (in devils' terms) brief duty is over, it can expect to gain more power in the hierarchy of the Nine Hells. For now it has acted as "rider" for Damar, aside from a few bad spots when Damar was unconscious and the demon used its "controller" aspect to control Damar's body (thus he did not become aware of it). One of these situations was when he defeated a killoren in Menowood, something Walennor might have mentioned to the PCs in *ESA6-05 Point of View*.

The Flight of Fiends (invoked with the *Crook of Rao*), however, limits the cornugon's abilities somewhat as if it would materialize fully, it would be banished.

Its fundamental interest is to keep Damar and the sword safe. If things become desperate, it is even willing to meld his soul with that of Damar since failure would certainly lead to lowering of rank in Nine Hells, something it is not willing to endure.

Current situation

In 594 CY, Naerie City was hit by the Richfest disaster when an apprentice of a powerful wizard caused several extraplanar creatures to appear in the streets, killing many people. The Nasranite Watch was in the forefront of fighting and Damar killed several of the outsiders. However, these energies caused something to happen within the sword and the soul in the sword has started to "wake up". The process has been slow and only several years later, it has become a problem for the devil within.

THE ADVENTURE

The Nasranite Watch is an organization that maintains order within Naerie City and protects all people within, including ex-Scarlet Brotherhood soldiers who have formed an underclass within the Naerie Society. This puts them at odds with the Patriotic Knights, a pro-Oeridian organization that hates all things related to the Scarlet Brotherhood. When the Patriotic Knights stir up trouble, the Nasranite Watch soon gets into the scene and tries to put a stop to their activities.

Recently, a group of a hardline Hextorites arrived to Naerie from the north, with a very specific thing in mind. They have allied with remnants of Patriotic Knights to kidnap the second in command of the Nasranite watch, Damar Rocharion or more accurately, Damar's sword, a relic from Rauxes that he recovered only a short while before the city was lost from Oerth.

These Hextorites still look on the Great Kingdom very favorably, unlike the more lawful than evil Hextorites in Naerie, whose loyalty usually lies with the Prince Barzhaan.

The Hextorites consider the Patriotic Knights as pawns to be used, much like Commander Wanworth of Derevent garrison has done in the past. The Patriotic Knights suffered a blow recently when a large number of them were arrested (*NAE7-03 Incognito*) but they are not yet defeated. In addition, the Nasranite Watch has decided to up the ante by accepting certain hand-picked former Brotherhood members into the ranks of the Nasranites as special officers.

This is in fact a plot by Barzhaan himself to lure out potential troublemakers and deal with them, as his agents have heard disturbing news from northern Ahlissa regarding the behavior of some resurgent Hextorites. As he had hoped, a few extremists took the bait and murdered several of the ex-Brotherhood soldiers who had been accepted to the ranks of the Nasranites. The friends of these Hextorites (who now face death sentences) are also coming to Naerie, with the intent to cause more

trouble. The work of the Nasranites is not helped by fact that Captain Belva (leader of the Watch) has been called out to Radoc with forged orders, leaving lesser ranking Sertern Embric to deal with the executions as Damar is still on a "leave of absence" in his own house.

Other Notable NPCs

Sertern Embric: This Hextor-worshiper has been within the ranks of Nasranite Watch for years. He is a somewhat short Oeridian man but extremely lawful and loyal to Damar Rocharion. He has appeared in NAEI5-01 *In the Docks*, NAE6-05 *Sharafof* and NAE7-03 *Incognito*.

Xharthan: This xorn was responsible for a series of burglaries near the Naerie waterfront that took place during NAEI5-01 *In the Docks*. He was apprehended by adventurers and given to Captain Eryn, whose warehouse was a target of robbery.

Eryn's attempts to domesticate the xorn failed and it managed to flee, ultimately making its lair below Naerie City.

Walennor: Walennor is an old friend of Damar, since his time in the Solnor Compact. He is a foul-mouthed mercenary who has in recent years mellowed down a bit and has entered the ranks of the Nasranites as Damar's personal agent. Walennor has appeared in adventures BNMI4-01 *Badlands*, TSS5-04 *The Sun & The Nightingale*, NAE6-05 *Sharafof* and ESA6-05 *A Point of View*.

Sargh: This man is a Hepmonalander pickpocket, who usually dwells in Ekehold. If PCs have his favor, they caught him stealing from them but let him go. He appeared in NAE5-01 *When Nightingales Sing*,

ADVENTURE SUMMARY

The adventure starts with PCs being given opportunity to attend the executions in the central square of Naerie City. Right after the executions, things go badly as Hextorites arrive and try to stir up the mob. Even if they are unsuccessful, the Nasranite Watch patrol elsewhere in the city unleashes a massive number of stirges that start to cause trouble in the town.

PCs are asked to fetch Damar since other commanders are not present. Unfortunately he has been kidnapped two hours before the adventure starts and PCs must find him. Tracks initially lead to an abandoned manor in noble quarter and from there, to sewers, where Xharthan guards the entrance to hideout.

Once past Xharthan, PCs find Damar and must decide what to do with him, devil and sword.

INTRODUCTION

Depending on the loyalties and origins of the PCs there are three introductions. These can be different for individual PCs. PCs who are members of the Naerie meta-organizations the Nasranite Watch or House

Heshun Brutes and the Splintered Suns meta-organization Royal Merchants of Ahlissa use the Nasranite Watch Introduction (B). PCs from Naerie use the Naerie Introduction (C). All other PCs use the Generic Introduction (A)

GENERIC INTRODUCTION (A)

The adventure starts with the PC en-route to Naerie City, most likely as a in between stop for merchants traversing the Azure Sea or while traveling from or to Sunndi. On their last stop before Naerie an unassuming man approaches them. He introduces himself as Arnan, a local merchant/peddler. Arnan noted that the PCs were on their way to Naerie City, and he wonders if they would be willing to deliver a package while there for a small reward of course. He can tell the following things:

- The package is for an expert brewer named Jarok Marrow. He is a kind, hard working man, with whom Arnan has had the pleasure of doing business with often.
- It is receipt for a new kind of brew, plus some of the more difficult to obtain ingredients and a couple of samples. The ingredients are not illegal, and the receipt has not been stolen.
- Arnan would have delivered the package by himself, but he is on the verge of a great deal and if he went now that would fail. On the other hand, the package contains items that spoil quickly and need to be delivered now. Hence his need to hire passerby's to deliver the package.
- Arnan is willing to pay 5 gp x APL for the service. Of course, he and Jarok would be most grateful and they might be able to provide the draught as an additional reward afterwards.
- Jarok was used in NAE7-03 *Incognito*, where he acted as a member of the Patriotic Knights, but more likely showed himself as a member of the Jade Mask spying on said organization. If a PC confronts him with this information, Arnan just shrugs, saying he knows nothing about that. This is a lie.

Most of the above is the truth, but Arnan is hiding the fact that both he and Jarok are agents of the Jade Mask. The package also contains a hidden report to be sent to Irongate or secret orders. Arnan is supposed to deliver them himself, but he finds other things more interesting. If people insist he is a member of the Jade Mask, he neither denies nor confirms it.

If a PC is a member of the Jade Mask, Arnan gives a secret sign announcing his allegiance. In this case he informs those PCs that there is a hidden message among the package and that its delivery is important.

☛ **Arnan:** Male human rogue 2 (AL CG; Bluff +9).

Appearance: Arnan is an unassuming Oeridian clean-shaven male with short curly brown hair. His skin is sun tanned, and he has a broad nose and hazel brown eyes.

He wears a practical traveler's outfit, but it is of excellent quality and in prime condition.

Personality: Arnan is a friendly charming fellow, always looking for a way to earn money. Gaining the gold is not his goal though, and he spends it just as quickly as that he earns it. Life is short, and it should be enjoyed. He despises bullies, and everything that prevents him from traveling.

Development: If the PCs refuse to deliver the package, you can still run the Naerie introduction. If they still do not bite the adventure is over. If the PCs accept the job, Arnan hands over the package, telling that Jarok has the gold. The package is a 1 by 1 foot chest locked with an average lock and it is sealed. Arnan provides the key, telling that the Naerie guards might want to search it.

Once in Naerie City, the PCs quickly hear that recent Nasranite Watch recruits, who were originally part of Scarlet Brotherhood forces, were attacked and killed by Hextorite fanatics. The murderers were tracked down and captured. Now their execution has been arranged to take place in central square of Naerie City that very evening. Apparently an example has to be made. Many people are flocking to watch the event, as public execution is well-respected entertainment. The PCs can either decide to travel there directly or they can go to Jarok first. Right when they arrive at Jarok place, Jarok closes the door to go to the execution. He does not have time to grab the money or else he will miss the execution, so he asks the PCs to come along. Regardless, if they get at the central square proceed with Encounter 1.

🔮 **Jarok Marrow:** Male human (Oeridian) expert 6 (AL NG); see Appendix 1.

Appearance: Average height (5 ft. 10 inch) and dressed in everyday work clothes. Smells of hops and barley and doesn't shave regularly.

Personality: Everyone's best friend.

Troubleshooting: It is possible the PCs open the package on their way to Naerie City. It contains exactly what Arnan said it would contain. A DC 30 Decipher Script check is needed to recognize and decipher the hidden message in the receipt and accompanying letter. It requires a DC 20 Forgery check to forge the seal in a way that fools Jarok. If the PCs try to convince Jarok the package was searched by the Watch, they need to succeed in a DC 25 Bluff check. If these checks fail, Jarok says nothing about it, but the PCs earn the **High Risk** item on the AR. If they deliver it to the Ahlissan authorities, they thank the PCs for the warning, but still ask them to deliver the package after verifying it does not contain anything directly harmful to the security of the state.

NASRANITE WATCH INTRODUCTION (B)

Naerie City has been abuzz recently with news that recent Nasranite Watch recruits, who were originally part of Scarlet Brotherhood forces, were attacked and killed by Hextorite fanatics.

They were tracked down and captured. Now their executions have been arranged to take place in the central square of Naerie City this evening. Apparently an example has to be made. Many people are flocking to watch the event, as public execution is well-respected entertainment. You got orders from your superiors to go to the Watch Compound a couple of hours before the execution, apparently you will be on duty during the festivities.

If a member of the Royal Merchants wonders what they have to do at a Watch Compound, point out that adventuring members are known to be tasked with covert operations or official guards in civilian clothes to keep an eye out for trouble makers during festivities and protests. It is likely this is such a request.

When you arrive at the compound you immediately hear loud voices echoing over the drilling area. "Who says I organized it!" Commander Wanworth screams. "Several witnesses, all of the watch and me" Sertern Embric answers back. "Those Hextorites will be hanged for something you unleashed and I swear you will pay the price one day". Wanworth answers back in insulting tone "Well, you know where I live. Sertern" and heads out.

If any PC has "Enmity of Commander Wanworth" from NAE7-03 Incognito, read the following:

Right before Wanworth steps out, he glances at [PCs names], his eyes full of hate.

Continue reading:

Embric turns and looks towards the watchmen who are present.

"Well then, let's get this thing done."

At this stage improvise dialogue where Embric addresses each PC by name and assigns him to either stand in front of the gallows (for Brute Squads) and to keep the commoners away or to stand on the gallows with the condemned men or at the various exits of the square for the Nasranite Watch. Royal Merchants are asked to mingle with the crowd in civilian clothes to keep an eye out for criminal activities. They can make a citizen arrest when they spot something, but Embric prefers them to get one of the officers for an arrest – less likely to cause a stir that way. Use DM Map 1 to assign various spots. Embric is open for suggestions. Embric is not expecting any trouble. See Encounter 1 for more information on the execution.

🔮 **Sertern Embric:** Male human (Oeridian) warrior 3; hp 22; see Appendix 1.

Appearance: Relatively short (5ft. 8inch) for a soldier but strongly built. Clean shaven.

Personality: I will do my job and keep the peace in this city, even if it kills you, but that is a sacrifice I'm willing to make.

Development: Proceed with Encounter 1 once the PCs are ready.

NAERIE INTRODUCTION (C)

Naerie City has been abuzz recently with news that recent Nasranite Watch recruits, who were originally part of Scarlet Brotherhood forces, were attacked and killed by Hextorite fanatics.

They were tracked down and captured. Now their executions have been arranged to take place in central square of Naerie City this evening. Apparently an example has to be made. Many people are flocking to watch the event, as public execution is well respected entertainment.

Ask PCs if they wish to attend. You may also inform them that the adventure does not fail if they don't.

Members of the Ex-Scarlet Brotherhood Soldier Meta-organization can be told who the recruits were (see Encounter 1) and that they had met Keliver Madi occasionally during meetings. He had recently been released from labor camps and was a priest of Bralm who preached assimilation with the northerners. Some within disagreed and in fact some of the more conservative voices accused all the recruits of "betraying the founding principles of Shar".

Development: It is assumed PCs go to this event, move to Encounter 1. However, even if PCs don't, see troubleshooting below.

TROUBLESHOOTING

If PCs don't go the execution, they won't earn experience for it. However, as they are spending the evening (wherever it might be), two stirges (see *Monster Manual* 236) crash through a window. One dies on impact but the other attacks. A single stirge is no match for an APL 4 PC so no experience is awarded for this fight but right after it, PCs can hear shouting of Nasranites in the streets and following them allows the PC to get into the adventure in Encounter 2, with stirges either attacking passerby's and Sertern Embric, though this requires you to improvise a map for street encounter where the fight takes place.

1: NICE DAY FOR A HANGING

This encounter uses DM Map 1. The box text that follows should be paraphrased and not necessarily read in a single uninterrupted scene. If the PCs for example wish to ask questions or do something while things go on allow them to do so. Remember to describe to House Heshun Brutes & Nasranite Watch members that they are placed near the gallows and are expected to stay there, guarding against possible unrest.

A large and noisy crowd has gathered to the central square of Naerie City, some with their children who

gleefully sit on their parents shoulders to witness the ongoing spectacle. A set of gallows has been erected in front of the Nasranite Watch compound. Ten or so orcs with tower shields have gathered around them to keep people behind. Nasranite Watch members stand in position elsewhere. Three Oeridian men stand up in the gallows, their hands bound but their faces filled with grim determination. They are accompanied by a towering half-orc wearing an executioner's hood and few guards, led by Nasranite Watch Sertern Embric.

Embric waves his hand and the crowd quiets down. He then steps forward and reads from official documents.

"Be it know that Olen of Hexpools, Relgon of Prymp and Strarel of Kalstrand have been found guilty of incitement to riot, damage to government property and the murders of Nasranite Watch members Fogaln Daveras, Keliver Madi and Pramash Zan. As punishment for these crimes, so ordered by his highness Barzhaan Haxx, the perpetrators shall be hung from the neck until dead. Their pleas for leniency have been heard by all concerned, including the church of the Herald of Hell and duly rejected."

Embric turns towards the men. "Do you have anything to say before sentence is carried out?"

One of the Oeridian men shouts "Yes! Scourge of Battle shall take his revenge on the corrupt servants of the moneycounter who associate freely with members of the accursed Scarlet Scum and whose greed weakens Ahlissa from within. We willingly shed our blood as martyrs for the sake of our beloved nation."

As two other men start singing praise to Hextor, the crowd starts to move restlessly. Embric waves his hand and the half-orc pulls a lever. The three men plunge through the trapdoor and their rapid descent is soon brought to an end by a sickening crunch from a rope. Their legs keep twitching for a moment and then stop.

At this stage crowd gives out a loud cheer and jeers at the hanged men. PCs may ask about the crimes and other things from the crowd. There are usual uneducated (and somewhat bloodthirsty) commoners, merchants and even ex-scarlet Brotherhood soldiers who are enjoying the retribution which is dealt out. Use the following bullet points to improvise discussions.

- Nothing like a good hanging. I like bringing my kids to watch them (commoner)
- It serves them right for killing those ex-prisoners of war who want to put the past behind them! (merchant, educated individual, Ex-Scarlet Brotherhood member)
- I don't think those Hextorites were necessarily wrong. I mean, they just killed some bloody hepmolander savages (commoner, soldier)

- Damn those Nasranites! Always being on the side of those Scarlet Scum! (commoner, soldier)
- I heard that ever since the affair with those Patriotic Knights and accusations against Commander Wanworth, these northerners have been flocking to Naerie (soldier, merchant. Note that this refers to events in NAE7-03 *Incognito*)

Terrain: The walls to the Nasranite Compound are 15 ft. tall and smooth stone. The gate is thick wood with a smaller door in it to allow individuals to pass through. Other features come into play in Encounter 2.

- Obstacles: These are viewing stands and other things that clutter the square. The crowd does not hamper anyone standing on one. They are difficult terrain and can be used as cover.
- Gallows: Gallows stand 10 ft. from the ground. Steep stairs (difficult terrain) lead up to them. By the time combat starts, the bodies will no longer hang in the ropes and can be slid down. Anyone standing below gallows gains +2 cover bonus to AC.
- Horse & cart: This horse and cart is used to carry away the bodies.

Creatures: The following individuals are present in addition to the PCs:

- ☛ **Sertern Embric:** Male human warrior 3; hp 22; see Introduction and Appendix 1.
- ☛ **Grullok, town executioner:** Male half-orc fighter 1/expert 4 (AL LN).
- ☛ **Nasranite Watch guards (20–number of PC Watch members):** Male and female human warrior 2 (AL LN).
- ☛ **House Heshun Brutes (20–number of PC Brute members):** Male orc fighter 1 (AL LE; Intimidate +3).
- ☛ **Commoners (200+):** Male and female human (class and alignment varies).
- ☛ **Heavy Horse:** hp 19; see *Monster Manual* 273.

The PCs may wish to talk to House Heshun brutes and Nasranite Watch members who guard the gallows and keep people away. However, they are not interested in discussions as their orders are to just keep people away. They are friendly to other Brute Squad or Nasranite Watch members. The people in the crowd are more talkative, but there is not much time for idle chitchat before the Hextorites arrive on the scene (see below). They can provide some background information on the execution if necessary.

HERE COMES TROUBLE

A short while after the hanging, a band of northern Hextorites rides into town and arrives on the square.

A group of eight horsemen appear from the main street, openly wearing symbols of Hextor. They appear ready to draw their weapons but as they see the gallows, they restrain their hands. The look of

disappointment and anger is clearly visible on their faces.

These Hextorites are from north Ahlissa who disagree with the power of the church of Zilchus and in their opinion, the overtly lenient government of Prince Barzhaan. The final straw for them was the acceptance of ex-Scarlet Brotherhood members to Nasranite Watch. They hoped to prevent the execution. However, they are too late and their arrival causes a bit of a stir.

The leader of the Hextorites, lady Nilrala, immediately sees that they cannot hope to help their comrades, but she sees a perfect opportunity to cause trouble for the in her eyes weak government. Nilrala tries to turn the crowd to her side by reminding people that these Hextorites were killed because they merely avenged the suffering of Idee. If PCs oppose Nilrala (instead of leaving things to Embric), they must oppose her on three opposed skill checks. If the PCs aid the Hextorites, they must also succeed in three opposed skill checks, but against Embric instead. Warn the players though that supporting the Hextorites is a crime (inciting a riot) and is likely to have negative repercussions.

The following bonuses apply to all three checks:

- Each favor with Nasranite Watch or Damar Rocharion: -1 when advocating the side of Hextorites. +1 when against Hextorites.
- Each favor with House Haxx: -1 when advocating side of Hextorites.
- No Mercy AR entry (NAE6-05 *Sharafon*): +2 when advocating the side of Hextorites.
- Each favor with the churches of Lydia, Osprem or Zilchus: +1 when advocating against Hextorites.
- Pointing out that the Church of Hextor in Naerie did not condone the actions of the hanged men: +2
- Won any prize in Nightingale Tournament (NAEM6-01 *Fun fair*): +1

The first skill check is Intimidate. Nilrala attempts to scare people with Hextor's revenge for this crime. The second skill check is Bluff. Nilrala softens his message by saying that the citizens of Naerie are not the enemy but the corrupt leadership of Prince Barzhaan and the church of Zilchus who are willing to tolerate members of Scarlet Brotherhood in society are. The final check is Diplomacy. Nilrala attempts to sway people to his side and to see the unselfish point of view of the Hextorites who merely wish to help.

If the PCs are against the Hextorites, they must defeat Nilrala on two out of three of these opposed skill checks. Her skill check modifiers are printed above. Unless the PCs take action, Embric has to do the talking. He has a Bluff +4, Diplomacy +4 and Intimidate +9 including the aid from other Nasranites. He tries to advocate with reason that lawful authority and order is better for Naerie but soon results to threatening behavior as he gets annoyed by the Hextorites (hence the high

Intimidate check modifier). PCs may also aid him if they want to, in case they are lacking in charisma-based skills. Embric fails if his total modifier is lower than that of Nilrala. On the other hand, if the PCs lead the talking, they gain a +2 circumstance bonus to their rolls as Nasranites aid them.

If PCs are advocating the side of Hextorites, have them make the check with an automatic +2 bonus for getting aid from the Hextorites. In this case they are rolling against Sertern Embric as discussed above.

Note that this is not supposed to be a combat encounter, as not even the Nasranites would look at it favorably with so many commoners present. As such, the Hextorites have not been detailed. If PCs wish to use spellcasting, such as *charm person*, against Nilrala, all her saving throws are [APL/2]+1.

☛ **Nilrala:** Female human cleric 5 of Hextor (AL LE; Bluff 2+APL, Diplomacy 4+APL, Intimidate 4+APL).

Appearance: A beautiful Oeridian woman with short black hair and hazel eyes. Wears a half-plate armor and carries a flail.

Personality: Manipulative, fanatical worshipper of Hextor. Originally from Trennenport.

☛ **Clerics of Hextor (5):** Male and female cleric 2 of Hextor (AL LE).

Development: If the Nasranite point of view wins, the crowd stays put and the Nasranites and Brutes jeer at the Hextorites as they turn and gallop away, helped by a few rotten vegetables thrown from the crowd. If the PCs advocated this course of action, they earn the **Favor of Naerie Authorities** to their AR.

If the Hextorite point of view wins, the crowd surges forth to retrieve the corpses of the Hextorites and carries them outside the city walls for proper burial. Brutes and Nasranites let them do it in interest of avoiding bloodshed. While doing this, the crowd yells anti Scarlet Brotherhood slogans and other insults towards Nasranites & Brutes.

Hextorites, their work done, gallop out of the town. If the PCs supported the Hextorites, they gain the **Favor of Hextor** to their AR, but only if their identity is known (so if they were disguised there is no favor).

If PCs advocated the side of Hextorites, ask them if they wish to leave the square with the mob. If they do, they won't be around when the stirges comes to cause trouble. Also, unless PCs were properly disguised when they supported Hextorites, they become wanted in Ahlissa for "Incitement to Riot" where punishment is 52 TU (26 if PCs have means to reduce sentence).

After this situation, move to Encounter 2A if the Nasranite point of view won or 2B if the Hextorite point of view won. The adventure is over if the PCs left with the mob, though if PCs tried to help Nasranites, you can have one of the guards asking PCs to stay as Embric would like to talk to them. Note that if the PCs are with

Jarok, he strongly urges the PCs against going with the mob.

Note: If the PCs ask, the statue of three smiths (a symbol of the Iron League) that stands on southern end of the square is currently covered in tarpaulin while it undergoes "maintenance". According to campaign consequences of NAE7-03 *Incognito*, adventurers trashed it.

2: EMBRIC'S LAST STAND?

See DM Map 1 and Encounter 1 for details of this location. There are two starts for this encounter, depending how Encounter 1 went (either 2A or 2B) but the monsters are the same in both cases. They attack Embric, either deliberately or by accident, along with few bystanders – one Jarok Marrow in specific.

2A) Nasranite Point of View Won

As the Hextorites are chased away and the carnival atmosphere slowly disappears, the Nasranites start taking down the bodies of the Hextorites. Embric asks people to disperse and brute squads start to direct people away from the central square. As this occurs, alarm bells ring across town and a large cloud of red, winged insect-like birds comes into view in the twilight sky. People still in the square start looking for safety, tripping over each other in panic.

On APL 8 and 10, read the following as well:

Behind the swarm, a mass of black smoke with bat-like wings and demonic visage is heading towards the square as well.

Neither side is surprised as the stirges just fly over the rooftops at the edge of the square. The stirges immediately descent on the crowd, making the use of area of effects spells more difficult. Roll initiative and proceed with the Fight below.

2B) Hextorite Point of View Won

The square is trashed by the mob's rampage through it and the gallows were badly damaged. Nasranites are clearing the damage while a few last stragglers remove themselves from the area. Other Nasranites have gone after the mob to make sure any damage is contained. Suddenly, alarm bell starts ringing in the distance as a cloud of red, winged insect-like creatures come to view in the twilight sky, some of them heading towards the square.

On APL 8 and 10, read the following as well:

Behind the swarm, a mass of black smoke with bat-like wings and demonic visage is heading towards the square as well.

Neither side is surprised as the stirges just fly over the rooftops at the edge of the square. The stirges immediately descend on the few people that remained behind including the PCs. Roll initiative and proceed with the Fight below.

The Fight

Terrain: See Encounter 1 for details on the terrain.

Watch and Brutes involvement: To keep things simple, Nasranite Watch members are not put on the map but they are accounted by three things happening every round on initiative 0. The rest of their actions are assumed to be against other stirges, which don't go after PCs. You should describe crossbow bolts being shot into the sky and stirges falling to their deaths. However, if the Hextorite point of view won, the watch is somewhat disorganized after a riot and does not operate on the first round.

- A *hail of stone* spell (see Appendix 2) cast by a Nasranite warmage hits one of the swarms. This inflicts 1d4+2 damage (due to the warmage edge class ability). If no swarm is present, one regular stirge is attacked instead with a *magic missile* spell dealing 1d4+3 damage.
- One of the regular stirges is attacked by a crossbow shot by a Nasranite watch member. It targets a stirge which is not in melee if possible. If no stirges are present, he shoots at a swarm (note that locust swarms are immune).
- A passing brute squad member attacks one stirge attached to a PC. If no-one is suffering from stirges, a nearby brute attempts to aid a PC's armor class by taking aid another action.

Crowd: If the Nasranites won the argument, there still is a crowd and crowds tend to get in the way of things (see DMG II 58).

All squares, aside from the gallows and surrounding squares are considered difficult terrain. People in the crowd also have cover with all the benefits that this entails. A successful DC 20 Intimidate check, made as free action, removes the penalty of difficult terrain for one round. Half-orcs receive +2 circumstance bonus to this due to Brute Squads being nearby. People in the crowd take a -2 penalty on attack rolls, Reflex saving throws, and all skill checks that affected by armor check penalties, and he loses his Dexterity bonus to Armor Class. While the crowd is stationary, the character is considered to be in vigorous motion for the purposes of spellcasting (requiring a DC 10 + spell level Concentration check).

Once the combat starts the crowd flees towards the exits of the square. Crowd disperses enough after 5 rounds of combat to no longer affect movement. PCs in the crowd who do anything else but move along with crowd must make a DC 15 Reflex save. If they succeed, they can do what they want although spell casting requires a DC 15 + spell level Concentration check. If

they fail, they lose all actions for that round and they face a trip attack. The crowd has a +8 bonus on this check. If the character is knocked prone, he is trampled for 2d6 points of damage.

Jarok Merrow: One of the civilians at the square is the brewer Jarok. If he is with the PCs, he asks the PCs for help. He is brave, but of little use against these creatures. If the PCs keep him alive, he is very grateful. If Jarok is not with the PCs, you should provide them with the opportunity to rescue a couple of civilians, one of who is Jarok.

Horse and wagon: When combat starts, the horse is tethered to gallows and it starts to make frightened noises. If any stirge comes and attacks, the horse breaks free. In a panic, it heads straight toward the nearest PC who is not on or below the gallows and attempts to overrun him. Due to the heavy cart, the horse gets a +2 circumstance bonus to this roll. If the PC fails, he is knocked prone and is subjected to a hoof attack (-1 to hit, dmg 1d6+1). After this the horse moves away as fast as it can.

The horse can be calmed by DC 15 Handle Animal or Wild Empathy check (remember -10 for rushed action).

Creatures: Most of the monsters attacking the square are stirges of varying sizes. These stupid creatures are hungry and agitated because of some chemicals the Hextorites used.

The belker is sent by Commander Wanworth as revenge against the Nasranites for their meddling in NAE7-03 *Incognito* and the recent humiliation Embric arranged (see Introduction). It is under direct commands to do as much harm to the Nasranite Watch as possible, but it does not ignore a clear threat.

APL4 (EL 5)

☛ **Flock of juvenile stirges (bat swarm):** hp 13; see *Monster Manual* 237.

☛ **Stirges (8):** hp 5 each; see *Monster Manual* 236.

APL6 (EL 7)

☛ **Flock of juvenile stirges (bat swarm) (3):** hp 13 each; see *Monster Manual* 237.

☛ **Stirges (14):** hp 5 each; see *Monster Manual* 236.

APL8 (EL 9)

☛ **Flock of juvenile stirges (locust swarm) (3):** hp 21 each; see *Monster Manual* 239.

☛ **Stirges (12):** hp 5 each; *Monster Manual* 236.

☛ **Belker:** hp 38; see *Monster Manual* 27.

APL10 (EL 11)

☛ **Flock of juvenile stirges (locust swarm) (6):** hp 21 each; see *Monster Manual* 239.

☛ **Stirges (14):** hp 5 each; see *Monster Manual* 236.

🦋 **9HD Elite Belker:** hp 70; see Appendix 1.

Tactics: Stirges are confused and operate without specific tactics, aside from four on each APL who go after Embric (more out of coincidence than anything). Swarms simply move from one end of the square to another, leaving the map and dispersing.

The belker starts by attacking Embric. After that it moves to the compound where it kills a single Nasranite/round until PCs come and kill it or 5 rounds pass and a Nasranite wizard sends it away with a *dismissal* scroll. The belker also flees once reduced to 20% of its hit points.

Embric stands his ground and shoots at attackers, until he is attacked. He then attacks any attached stirges and try to make his way to the Nasranite compound.

Treasure: If the PCs were with Jarok and kept him alive they earn his favor as well as the payment as agreed upon in the Introduction. If the PCs were not, but rescued him nonetheless, he rewards them with a similar amount of gold as well as his favor.

APL 4: Coin 20 gp.

APL 6: Coin 30 gp.

APL 8: Coin 40 gp.

APL 10: Coin 50 gp.

DEVELOPMENT

After combat, the PCs are approached by Embric or if he is dead, junior Sertern Kalrar, provided that PCs supported Nasranite point of view (if they supported Hextorite point of View, see Troubleshooting). Read or paraphrase the following:

Embric looks at you. "Thank you for assistance. Without you things would have surely gone for the worse. Where in the name of Herald those things came fr..". Embric is cut short as another Sertern comes in, with a large gaping wound on his chest. "Sir, we have a problem."

The Sertern talks about what happened. Use the following bullet points to improvise the discussion.

- They were raiding a suspected safe house of Patriotic Knights near the docks, led by officer Walennor.
- Someone escaped from the house and the Nasranites were unable to catch him.
- The house was full of stirges, with someone's obvious intent to breed a massive colony.
- The Nasranites triggered a trap which caused some sort of spell to topple down cages and released most of the stirges.
- He was hit by a stirge but dragged to safety behind a door by his colleagues.
- Walennor and others went to hunt down the stirges.

Once the Sertern has finished talking, Embric wants the PCs to get Damar Rocharion. His house is in Fedorick

Alley 7, south of the abandoned temple of Wee Jas (location 25 in Naerie City map). If asked why the Nasranites won't go, Embric says that he must organize the watch to go after the stirges. A DC 10 Sense Motive reveals he holds back something.

If asked what is wrong, he reveals that Captain Belva is not present at the moment and in fact there are explicit orders not to have Damar on duty from someone really high on the hierarchy of entire Naerie.

The adventure assumes that the PCs go and get Damar as discussed in Encounter 3. If not, you can have Thanlok appear to the square and tell what he saw. Embric then asks if PCs could look into this while the Nasranites go after the stirges and fetch Damar.

Troubleshooting: Assuming PCs advocated Hextorite point of view and stick around the the central square, Nasranite Watch seeks to arrest them. Use statistics for Walennor and six Nasranites and six Brute Squad members (see Appendix 1).

However, the Nasranites do not ask their help in any case which means adventure if failed unless PCs can succeed in Disguise checks against Walennor and pass themselves off as different persons. Or they were under successful disguise when supporting the Hextorites.

3: DAMAR'S HOUSE

While on their way to Damar's house describe how town criers are running in the streets announcing everyone to stay inside and close their doors and windows. There is a general sense of panic on the streets. Once PCs get to Damar's house, read the following:

Fedorik Alley is a somewhat low-scale neighborhood near the north-west gate of Naerie City. Nonetheless, it is easy to get to as people have abandoned the street. Number 7 is much like other houses on this street, except that all windows have metal bars in front of them. The front door is slightly ajar.

A while ago, Damar was enjoying some ale before bed when three Hextorites arrived at his door disguised as Nasranite Watch officers, with further three Patriotic Knights hidden nearby to assist them.

Damar asked for the password, which the Hextorites couldn't deliver. A scuffle soon followed in which Damar was knocked out (he failed a save against a *hold person* spell). Meanwhile the Patriotic Knights dealt with Render, Damar's pet. Hextorites then stuffed Damar into a bag of holding with a bottle of air before leaving the house.

During the scuffle, one of the Patriotic Knight's masks got ripped off and thrown into the fireplace. Though the horned devil inside the sword could have possessed any one of Damar's attackers, it did not act here; instead it waited for a more suitable opportunity to strike.


Ask the PCs what they wish to do. If they decide to knock, then the door opens more. Damar was the only resident in this home and thus the home is empty.

When the PCs knock or go into the house, read or paraphrase the following.

Behind the door is a living room of sorts. In the middle, a strange green lizard lies in a pool of blood. Furniture and few paintings are spread about the floor, indicating some sort of attack occurred here recently. Some ashes from a fireplace have scattered across the floor.

The creature on the floor is "Render", a felldrake which Damar keeps as companion. It's stable at -8 hitpoints. A DC 12 Knowledge (arcana) check tells that they are usually good aligned lesser dragons who can form packs. They typically speak Draconic and Sylvan, though they are not overtly intelligent. Render on the other hand is neutral aligned and somewhat mouthy and bad tempered dragon that Damar acquired during a raid of a criminal's safehouse.

If healed, Render looks around in confusion and unless calmed by a DC 15 Diplomacy check by someone who speaks Draconic, Old Oeridian or Sylvan, runs outside to look for Damar. People in Nasranite Watch uniform receive -2 circumstance penalty to this check. If Diplomacy succeeded, Render tells that six humans came and attacked Damar. Three were Nasranites and three had masks. He was knocked out before Damar and does not know what happened. Render can come along to look for Damar and try to find tracks by using his scent ability and succeeding in DC 20 survival check. If the PCs figure out to use the burned hood for scent, Render gains a +2 bonus to this Track check.

 **Render:** Crested felldrake rogue 2; hp 39 (currently in -8); see Appendix 1.

Damar's house is quite barren. The front door opens to a living room with a shelf that has few books, a table and two chairs. The books are mainly about local history but few others such as "The decline and fall of Great Kingdom of Aerdy" by Maros the Learned (a well know sage in Naerie) and other books tell about the Solnor Compact. If the PCs have the means to quickly read through these books, such as with *scholars touch*, the PCs get +2 circumstance bonus to all knowledge checks for this adventure. In addition, there are two paintings which have fallen to the floor.

The first painting shows a town which is built on many levels above a tall cliff. Gulls fly across the sky and few merchant ships are approaching. They have blue sails with a motif of fish on them. DC 20 Bardic Knowledge or DC 15 Knowledge (local: Splintered Suns) or Knowledge (nobility & royalty) identifies the ships as those belonging to the Sea Barons. Succeeding by 5 or more identifies the town as Roland, one of the three towns forming the Solnor Compact near Rel Astra and the

hometown of Damar Rocharion. PCs who hail from the Splintered Suns gain +5 circumstance bonus to this check.

Reading the signature requires a DC 15 Decipher Script and tells that it was done by a painter named Reln Kassad (well known painter in Naerie). Having a bard in the group gives +2 circumstance bonus to this check.

The second painting is crude (made by Damar after one of his nightmares) and shows a group of six soldiers walking towards a diamond shaped building with a halo of light emanating from the top. DC 25 Bardic Knowledge, Knowledge (religion) or DC 30 knowledge (history) identifies this as the Temple of Boccob in Rauxes, where high priest Rillikandren was holed up during the fall of Rauxes, covered by *walls of force*. The temple had an artifact called *The Book of Hours* which apparently detailed the fall of House Naelax. The fate of the temple in current state of Rauxes is unknown. Worshippers of Boccob gain +5 circumstance bonus to this check.

The third painting is wrapped in linen and is stashed behind a shelf, requiring a DC 10 Spot check to notice. It shows a surreal image of a large arch where heads scream out towards a black sky. DC 25 Bardic Knowledge or DC 20 Knowledge (local: core) or Knowledge (history) identifies this as Oltary Park of Rauxes and Screaming Column, where "enemies of the state" were executed and their heads animated during reign of Ivid's. Those who have played *COR5-14 All Roads Lead to Rauxes* know all this automatically. This one was done by Reln Kassad as well.

If the PCs look into fireplace, a DC 10 Search check is enough to uncover a slightly burned hood. Anyone who has played *NAE6-05 Sharafon* or *NAE7-03 Incognito* identifies it as mask used by Patriotic Knights. Otherwise a DC 15 Knowledge (local: the Splintered Suns) check is needed (PCs with home region in Naerie gain +2 circumstance bonus to this check and can succeed in it, even if untrained).

A door at the other side of living room leads to a kitchen/pantry. The kitchen has a basic stove for cooking and some kindling. The pantry contains thick brown bread, almonds and olives (preserved in wine), dried porridge (left on the stove) and a few strips of salted meat. A bottle of wine and a keg of beer round up Damar's diet.

A set of stairs leads up from the living room to a small landing where another door leads to a bedroom which has a bed, desk, chest and a wardrobe. A metal beam extends from the wall (Damar hung his armor here).

The bedroom shows most of the signs of combat. Damar got this far and went for his weapons before finally falling to *hold person* spell. Some blood (still not fully dried) can be found. A chest holds three sets of Nasranite Watch uniforms. The wardrobe has two travelers outfits, one explorer outfit and somewhat worn courtyers outfit (along with bronze ceremonial breastplate). Two empty scabbards, one suitable for a long sword and another that is suitable for a bastard sword are also there. The desk has a quill pen, an ink bottle and a

half-drunk bottle of spirits. It also has locked drawers which can be opened by force, with a DC 15 Open Locks check or by finding the key which slipped under the bed during the fighting (DC 10 Search check). If PCs open it, give them Player Handout 1.

Talking to neighbors: If the PCs ask the neighbors, they learn that three Nasranites came to visit Damar about two hours ago. There was some loud shouting but neighbors are used to him doing that occasionally (usually when drinks enough alcohol to get drunk, mostly due to nightmares). Afterwards they left with three other persons, carrying a large bag and a sword. The neighbors also know that Damar has some sort of lizard as a pet.

Searching the immediate area outside the house: Ask for Listen checks if this occurs. Whoever rolls highest can hear something clattering to the ground on a side street nearby. Nothing can be seen unless the PCs investigate. If they do, they find three large alley cats (use statistics for badger, MM 268) eating a stirge.

Development: Once the PCs have searched around a bit or are leaving, Walennor arrives at Damar's house. Proceed to Encounter 4. If they chase after Render when he comes about, you can have Render run into Walennor and ask for help "against evil mean people". PCs can of course easily clear any misunderstanding without further problems.

4: WALENNOR'S ARRIVAL

Once the PCs leave Damar's place, read or paraphrase the following:

A cry of pain echoes from the street, followed by a shattering glass and shouted commands "Arkan, rip that thing off!" and "Stay sharp, there might be more of them around."

If the PCs investigate, they see a group of five Nasranite Watch members, a cleric wielding a flail and dressed in breastplate with Hextor's holy symbol and a rugged looking man in studded leather armor and bow. One of the Nasranites and the Hextorite cleric are in the process of ripping out a red, mosquito like creature from the belly of a commoner. They achieve this quickly and crush it against the cobblestones before PCs need to intervene.

Another stirge is dead on the ground, pierced by an arrow while on the other side of the street, a glass has shattered and a fat man (local merchant) is screaming at the watch for shooting at his window.

The leader of the group is Walennor, a member of Nasranite Watch who is leading the efforts to hunt down the stirges.

All APLs

☛ **Nasranites (5):** Male and female human warrior 2 (AL LN or LE).

☛ **Cleric of Hextor:** Male human cleric 1 (AL LE).

☛ **Commoner:** Female human commoner 1 (AL NG - currently at 1 hp due to CON loss)

☛ **Walennor:** Male human ranger 7/rogue 3 hp 43; see Appendix 1.

Appearance: Rugged-looking Oeridian man with a light brown mullet, three days worth of beard, green eyes and well-worn traveling clothes.

Personality: Walennor is an efficient but rude snitch, typically adding cuss words to his sentences. Some characters might have met him previously in TSS5-04 *The Sun & The Nightingale*, ESA6-05 *A Point of View* or NAE6-05 *Sharafon*.

Use the following questions and answers to run the discussions with Walennor:

Q: What's going on?

A: We got some reports of criminal activity near the docks. Once there, someone released a lot of these stirges that then flew into the city.

Q: How can we help?

A: Sure, try to kill as many of these buggers before they cause too many deaths.

Q: Damars been kidnapped!

A: What?! How?

Q: We just investigated his house!

A: Look, I will get to it right after these stirges are dealt with. We have people wounded by the riot, Belva is gone and things are not going well. I need to trust that Damar can survive on his own for a while. I hate to do it but what can you do?

After PCs have talked for a while, Thanlok, high priest of Heironeous arrives with information regarding a possible lead on Damar. Read or paraphrase the following:

An Oeridian man in a breastplate, wielding a battleaxe comes to the scene. "Ah Walennor, I know you are busy but a few residents are currently in the temple of the Archpaladin since there seems to be quite a few stirges about, when it's safe, can you send someone to bring a message? Also I think I saw three of your men hanging out with those Patriotic Knights near the temple."

Thanlok is here mainly to inform of the activities going on in other parts of town and also get the PCs to follow this lead. Thanlok can answer to few other questions if asked, including the fact that they did carry a bastard sword with them.

Thanlok: Male human paladin 6.

Appearance: Handsome Oeridian man with well groomed appearance. He has a breastplate which shows the blue & gold coat of arms of Great Kingdom.

Personality: Lawful, straightforward, loyal to current rulers of Naerie.

Q: How did you know they were Patriotic Knights?

A: Couple of weeks back I surprised few of them beating a Hepmonalander and I recognised one of them, a Oeridian woman with short black hair, among this group. (Thanlok also used *detect evil* on the group if asked).

Q: And the Nasranites?

A: Cannot say I recognized any of them. I do know quite a few Nasranites by sight. They were carrying a sack and a nice looking sword though.

If PCs ask Thanlok to describe them, he says they were Oeridian men of average height and had dark hairs. Walennor is unable to help with this kind of generic description either.

Q: Anything special about these Patriotic Knights?

A: Well, they seemed to carry a big sack and one of them had a nice looking sword on them. Better than your average thug would be using (if asked, the sword was a bastard sword).

Q: What did they look like?

A: There were six, three of them were Nasranites, others had leather armors and clubs. One had received couple of blows to the head. From the amount of bleeding, i'd say his nose was broken.

Q: Where did you see them?

A: They came from direction of the north-west gate and headed past my temple, towards the noble quarter.

Q: Can you help us?

A: Sure, if you need some healing but otherwise I need to get back to temple and keep the people there safe. (Thanlok has 10 hit points of lay on hands remaining and one *lesser restoration*.)

Development: From here, the adventure moves to Encounter 5. If the PCs wish to hunt down stirges, you can improvise a few encounters with them but unless the PCs quickly run after the Patriotic Knights and the Hextorites, the devil merges with Damar as outlined in the Conclusion. Note that when they reach the sewers, the Patriotic Knights split up from the Hextorites, leaving only the Hextorites going to the hideout. Hence only three are present in the final encounter.

5: AFTER THEM!

The PCs can follow Thanlok to the temple of Heironeous where the windows have been shuttered and the door is closed to prevent stirges from entering. Thanlok can

point the PCs to the right direction and then he heads into the temple. There are three ways to find the right place. A DC 25 Gather Information check that only takes a few minutes (this simulates a rushed attempt to find someone taking cover nearby, knocking on few doors, etc.), a DC 20 Search or a DC 20 Survival check done by someone with the Track feat enables the PCs to find the mansion. Note that Render (or any PC or animal companion with the *scent* ability and track trick) can also track if brought along and follows the scent of kidnappers to the mansion.

If the check is failed, a re-roll is possible but takes 1 hour and if there is a second failure, the PCs don't reach Damar on time and they fail in rescuing him on time. In addition, if any PC has the **favor of Sargh** from NAE5-01 *When Nightingales Sing*, this Hepmonalander pickpocket happens to be around to provide the right directions automatically. He was searching for a place to rob but was attacked at the manor house, forcing him to flee. He can describe that they had a big sword and a bag and lead the PCs to where he saw them but he does not help them otherwise.

☛ **Sargh:** Male human rogue 2; hp 11 (currently 4); see *Dungeon Masters Guide* 123 (AL NE).

Appearance: Hepmonalander Suel, addressed in studded leather armour and armed with a nasty curved dagger, shortbow & light mace.

Personality: Selfish, greedy thug though he returns a favor when he promises it.

THE MANSION

The mansion where the kidnappers took Damar is in the Noble Quarter of Naerie City. This particular mansion however, is abandoned. While still retaining some resemblance of past glory on the outside, it has been thoroughly looted. The only thing of interest here is a concealed trapdoor in one of the rooms which can be found on a DC 15 Search check or by following the tracks on DC 15 Survival check. If the initial Track check was successful, there is no need for further rolls.

The trapdoor leads to a concealed cellar, 20 x 15 ft. In the south wall is a hole which leads to a sewer. The hole is obvious from the cellar but the sewer's side is concealed by an *illusory wall*.

Development: Once PCs find their way to the sewers, move to Encounter 6.

6: THE LORD OF EARTH AND WATER

See DM Map 2 for map of this location.

The Hextorites have a hideout some distance away from the city walls of Naerie, in coastal caverns once used by smugglers. Ironically, Damar Rocharion was responsible for apprehending the smugglers but even he

is unaware that the cavern, once sealed away by a *stone shape* spell, has been excavated.

The PCs must identify tracks in the sewers to locate the hideout of the Hextorites. This is actually very easy (requiring no rolls) as parts of the sewers have been separated with solid iron portcullises, leaving only few routes available and there are several clear foot prints on the sewer walkways. However, the tracks have been well cleared away near the secret door that leads to their hideout. Finding the secret door requires either a DC 20 Track check (DC 30 if done by Scent) to spot some mark of passage to the door or a DC 20 Search check (or equivalent spell or racial ability). Taking 20 is possible for this check. If the check is failed, it may be re-rolled but if the PCs fail twice, they fail to rescue Damar as they don't get to him on time.

The only illumination in the sewers is an everburning torch thrown at the bottom of the stairs. This gives location B a shadowy illumination.

Location A: 5 ft. ledge trails beside a stream of sewage here. The sewage is 4 ft. deep. A secret door on the wall allows access to location B. Under the sewage, are a few closed holes which when open, allow sewage to flow under the stairs and power the spear gauntlet trap. See location C for more details.

Location B: This room is slightly below the sewage level. Two sets of low stairs lead to it. The floor is covered by a 1 foot deep layer of water which makes all, except the stairs, count as shallow bog. These squares are difficult terrain and increase the DC of Move Silently & Tumble checks by 2 in them. All squares have tiny holes from where the spear gauntlet trap strikes. The secret door on south wall can be found by a DC 20 Search check. The entrance to location C has been walled up but can be broken down (Hardness 8, Hp 90, Break DC 35). The ceiling here is 20 ft. high, allowing elementals and Xharthan enough room to operate.

Location C: This small room has small piles of treasure scattered about. It also has an iron wheel which is used to open and close the holes in location A to operate the spear gauntlet trap. At the start of the encounter it is secured by a switch and can be released as a move action. To stop the trap from activating requires a full-round action and a successful DC 15 Strength check to turn the wheel. Creatures with more than 2 hands receive +2 circumstance bonus to this check.

Creatures: The Patriotic Knights have enlisted the aid of a xorn named Xharthan, self styled "Lord of Earth and Water". This xorn was the same who made an appearance in NAEI5-01 *In the Docks*. Xharthan is next to the entrance to location C while the elemental(s) lurk in the water between the two stairs. However, Xharthan is not overtly bright and can be bypassed with a successful Bluff check (Xharthan receives +5 bonus on his Sense Motive check).

A Disguise check functions as well if at least one of the PCs dons the mask found in Damar's place or deliberately disguises as a Patriotic Knight or Hextorite. Xharthan is not too familiar with the Patriotic Knights or Hextorites so he does not get additional bonuses to his Spot vs. Disguise. Groups who have PCs that played NAE6-05 *Sharafo*n or NAE7-03 *Incognito* gain +2 circumstance bonus to all these checks due to experience with Patriotic Knights.

In addition, negotiation with Xharthan is possible. His starting attitude is Indifferent. Those PCs who have played NAEI5-01 *In the Docks* receive +2 circumstance bonus to this check as these PCs most likely handed Xharthan over to "nice human who fed him lots of gems, enabling him to grow big and strong".

This refers to captain Eryn who hired the PCs in that adventure. PCs can also Intimidate Xharthan. Those who have played NAEI5-01 *In the Docks* receive +2 circumstance to this check. . If Intimidate is failed, Xharthan turns hostile and howls at PCs for daring to oppose the "Lord of Earth and Water".

New Attitude:

- **Hostile:** Roll Initiative, combat starts. Rushed diplomacy during combat is still possible as long as Xharthan takes no damage (Elementals do not stop attacking)
- **Unfriendly:** Roll Initiative, combat starts.
- **Indifferent:** Xharthan asks the PCs to leave. If they refuse, roll initiative. Combat starts.
- **Friendly:** Xharthan agrees to let the PCs go through but only if the PCs pay him (preferably in gems) 50 gp x APL bribe (from the entire party, not per PC). Otherwise, roll initiative. Combat starts.
- **Helpful:** Xharthan agrees to let the PCs through and asks for compensation of 25 gp x APL. If the PCs refuse to pay, Xharthan demands more and his attitude moves to friendly.

APL4 (EL 5)

👉 **Xharthan, Advanced 5 HD Xorn:** hp 39; see Appendix 1.

↗ **Spear Gauntlet Trap:** see Appendix 1.

APL6 (EL 7)

👉 **Xharthan, Advanced 7 HD Xorn:** hp 54; see Appendix 1.

👉 **Large Water Elemental:** hp 68; see *Monster Manual* 100.

↗ **Spear Gauntlet Trap:** see Appendix 1.

APL8 (EL 9)

👉 **Xharthan, Elder Xorn:** hp 130; see *Monster Manual* 261. [Add: **Ranged Masterwork composite longbow** +15/+10/+5 (2d6+7/x3)]

👉 **Large Water Elemental:** hp 68; see *Monster Manual* 100.

↗ **Spear Gauntlet Trap:** see Appendix 1.

APL10 (EL 11)

☛ **Xharthan, Elder Xorn:** hp 130; see *Monster Manual* 261. [Add: Ranged Masterwork composite longbow +15/+10/+5 (2d6+7/x3)]

☛ **Huge Water Elemental (2):** hp 152 each; see *Monster Manual* 100.

↗ **Spear Gauntlet Trap:** see Appendix 1.

Tactics: If a fight starts, Xharthan's first action is to move through the wall to location C where he pulls the switch which activates the spear gauntlet trap. He then moves against targets in the main room, relying on his damage reduction to survive. Only if absolutely necessary, he uses bow on his opponents. If dropped to less than 10% of his hitpoints, Xharthan flees and does not return. The elementals fight to the death. Note that trap functions like a creature with it's own initiative, attack roll, AC and hitpoints. See Appendix 1 for more details and DM map 2 for squares which are affected by spear trap. If the trap in a square is destroyed, than a creature standing in said square is not targeted by the spear trap anymore.

Treasure: Xharthan has lot of treasure stashed in location C as payment for his services for stealing he has done in Naerie City, thanks to his ability to move through earth.

All APLs: Loot 300 gp; Coin 400 gp; Total 700 gp.

Development: Once PCs have secured passage past Xharthan, move to Encounter 7.

7: THE HIDEOUT

Use DM Map 3 for this encounter. This encounter happens when the PCs walk through the secret door and down the stairs. A successful DC 20 Listen check allows the PCs to hear a faint moan from the bottom as they move. The sound is that of one of the Hextorites succumbing to the poison.

The cornugon could not manifest physically so he first possessed a crossbow in the table and caused it to shoot at Hextorite. Another one was possessed and forced to stab his fellow with a poisoned dagger, who then returned the favor. In a short while, all three Hextorites were dead.

Once the PCs go down the stairs and open the door, read the following:

This large chamber is illuminated by a burning lantern that sits on a large table against the east wall. A small opening on the east wall leads further on. The sound of waves rolling into the beach is audible.

In the chamber are three bodies, dressed in Nasranite Watch uniforms. One is slumped by the north wall, a crossbow bolt stuck in his back. Another is at the bottom of the stairs, two bloodied

daggers next to him. The third is in front of the small opening. Apparently he was crawling to another room when he died.

In the middle of this carnage sits Damar, who is tied to a chair. His head hangs limp against his chest and an assortment of spit and blood has fallen to his uniform. Haphazardly thrown to the floor, is a bastard sword of exceptional craftsmanship.

Allow the PCs to react to the scene. A DC 10 Heal check tells that one of the men died due to a crossbow bolt while the two remaining men died due to poison. One of the Hextorites was crawling to the other room where he knew a *potion of neutralize poison* was but succumbed before getting there. The other room also has several holy symbols of Hextor and an *illusory wall* which hides a way to the beach. PCs fighting on the beach have a -2 penalty to Move Silently and Tumble checks.

Once the PCs have examined the surroundings or go for the sword, read the following.

A dull crimson glow envelopes the blade, illuminating the shadows dancing across Damar's face. A light shoots from the sword and into Damar's eyes, causing him to spasm heavily.

As quickly as it appeared, the light is gone and Damar raises his gaze to meet yours, but something is quite amiss. His expression is full of arrogance when an inhuman voice starts to speak. "Greetings mortals. I assume you are here for the one called Damar. Rest assured, I mean him no harm but I need something from you before you may take him. Shall we make a deal?"

This is the voice of the cornugon bound to the sword and now possessing Damar. The cornugon was bound to the sword and to Damar years ago by clerics of Hextor in Rauxes

This encounter should used to role-play with the cornugon that just re-possessed Damar from the sword.

If the PCs leave to get help, the adventure fails (see Conclusion C). If the PCs try to take Damar and the sword with them back, the cornugon tells them of the evil in the sword and if it has to, it releases the thing on PCs and melds with Damar rather than be taken away.

Should the PCs want to destroy the sword, it has hardness 14 and 25 hit points.

Use the following Q&A for the role-playing. The devil receives a +2 circumstance bonus to its Bluff check for a total bonus of +26 if the PCs wish to see if it speaks truly. The devil tries to make it apparent that the thing it was originally made to guard is within the sword and not in the pommel jewel.

- **Who are you?** I am called Cornugon by learned sages. My true name is of course not something for you to know. [True. A DC 25 Knowledge (Planes) check reveals the devil to be a horned devil.]
- **Why are you in the sword?** I was bound here long ago by priests of the Herald of Hell to retain one of

their enemies in this sword. The deal has been done and payment received, therefore it must be obeyed. [True.]

- **Why you were not banished by Crook of Rao?** I am more powerful than mere mortal magic. [Lie: The devil would be banished if it took physical form.]
- **What do you want us to do?** In 594 CY, this sword came into contact with several creatures summoned from the Infinite Layers of Abyss. Their essences were drawn in and formed a new creature, which has to be dealt with. To keep the terms simple, there are now three things within this sword and in Damar. The most recent one has to go. [True.]
- **Why would it pose a threat?** I have been bound to safeguard this sword and something in it but cannot take a physical form outside of the sword so I ask that you dispense of this creature. If not, the newly formed creature will eventually escape and perhaps destroy both Damar and this sword. [True.]
- **Why should we do this, what harm could be done to Damar?** He does not remember how he really came into possession of this sword and what really happened to him in a place you mortals call Rauxes. If you are not willing to do dispense with this creature, I have to take action which will be quite unfortunate, though not lethal for Damar. [True.]
- **How do we kill the thing?** I may expel it from this sword, to a short distance away and it can then be killed. [True.]
- **You're not going to help us?! I can certainly possess you and grant you a portion of my strength but you might find it distasteful.** [True.]
- **Can we use Damar's sword?** Yes you may but don't let it get destroyed. I also suggest none who follows the path of chaos to grasp it. [True.]
- **How can we be sure we can trust you?** My kind is known for honoring the deals we make, even if we try to twist them to our advantage. Also, I am sure you would prefer if I told you certain things about these people we're discussing before I killed them. [See Conclusion. True.]
- **What will come out of the sword?** I cannot say what creature will come out but it will be an extremely powerful one and you should prepare well for it, but hurry, for time is running out. [True.]
- **Do we have until tomorrow?** What part of "time is running out" don't you understand.
- **Why it was not destroyed to begin with but bound?** I do not know and I don't fully care. Perhaps it is that otherwise that enemy might be resurrected or perhaps it is all in vain with destruction of Rauxes. My pact is to keep it bound and that I shall do.

All APLs

☛ **Horned Devil (cornugon):** 172; see *Monster Manual* 55.

Treasure: The Hextorites have a bottle of air and bag of holding in their hideout, along with some other treasure.

All APLs: Loot 68 gp; Coin 100 gp; Magic 1132 gp; bag of holding type II (416 gp), bottle of air (604 gp), potion of cure moderate wounds (2) (25 gp each); potion of neutralize poison (62 gp); Total 1,300 gp.

Detect magic results: bag of holding type II (moderate conjuration), bottle of air (moderate transmutation), potion of cure moderate wounds (faint conjuration), potion of neutralize poison (moderate conjuration)

Development: The PCs have time to buff (but the DM should keep it reasonable. For example, resting to fill up unused spell slots is not possible). Proceed to Encounter 8. If they wish to sunder the sword, proceed to Encounter 8 as well. Note that the PCs could take the sword to room with the spear gauntlet trap. This is fully acceptable, though monsters damage reduction might mean it takes little, if any damage. If Xharthan is still present he does not help but will command the elementals to do so.

Cornugon may possess one willing PC. This gives the PC a +4 profane bonus to any ability score for the duration of this adventure but also leaves them with **Fiendish Aura** AR entry.

Note that the devil is not banished by casting *protection from evil* on Damar though it makes it unable to speak with the PCs as it cannot affect Damar while the spell is active. The same applies if the PCs prepare for combat with *magic circle against evil*. Possessed PCs within the area cannot gain the bonus. Note that *protection from chaos* causes no ill effects on devil while hindering the creature within the sword but *protection from law* of course causes problems.

8: EVIL INSIDE THE SWORD

In this encounter, the PCs deal with the sword and the creature within. If they merely let the sword be, the devil has no choice than to meld with Damar. If they sunder it, the creature still gets out while Cornugon has to meld with Damar. Perhaps unexpectedly, there is no big visual effect when sword is sundered. If PCs banish the devil, the end result is pretty much the same, except that PCs have Damar's sword to use against the creature that comes out. During all these proceedings, Damar stays unconscious and cannot be awakened.

PCs agree to destroy the creature within

Once PCs have chosen where they wish to fight, the devil releases the creature. Let the PCs choose a square 20 ft. away from the sword where the devil "aims". Roll 1d20. On 11-20, devil hits the target. On 1-10 roll for scatter, moving the target two squares to appropriate direction.

At least one square of the creature must be in this square. If the square would hit a wall or land on top of a PC, adjust the position accordingly (PCs get pushed out of the way without harm).

With preparations made, the sword glows a deep crimson. Glowing brighter and brighter, the red light shoots out into the cavern and mass soon takes on a form, developing details as the light fades.

(At APLs 4, read the following) *The creature that appears is a nightmarish mound of black flesh, covered by dozens of eyes and mouths that emit a constant wailing sound.*

(At APL6, read the following) *The creature that appears is a 15 feet tall misshapen spider, whose legs end in wicked barbs while foul goo drips from its fanged mouth.*

(At APL8, read the following) *The creature that appears is a hideous 15 feet tall, muscled, bull-headed monstrosity with cloven feet. A steel helmet has been bolted to its head while a breastplate offers further cover to thing's body.*

(At APL10, read the following) *The creature that appears is a grotesque blending of an ape and boar. It stands on hind legs, rising to more than three times the height of man. A pair of ridiculously small feathered wings flutter in its back.*

APL4 (EL 8)

🔥 Advanced 7 HD Large Fiendish Gibbering Moulder: hp 87; see Appendix 1.

APL6 (EL 10)

🔥 Bebilith: hp 150; see *Monster Manual* 42. No plane shift ability.

APL8 (EL 12)

🔥 Advanced 17 HD Kastighur: hp 198; see Appendix 1.

APL10 (EL 14)

🔥 Nalfesnee: hp 175; see *Monster Manual* 175.

Tactics: The creature doesn't have specific tactics, aside from causing as much mayhem as possible. It fights to the death. The PCs receive a surprise round against it. The creature can be banished but protection from evil does not prevent it from attacking, though it of course gives the usual benefits to armor class.

Note that the hideout is high enough to accommodate even a huge creature.

Note that if the PCs happen to own a portable hole, they can use bag of holding they find in hideout to collapse both on each other while the devil shoots the creature into it, destroying hole, bag and creature immediately.

Treasure: The creature has no treasure. In case of Kastighur, its helmet and breastplate fall to ground and rot away immediately once the creature is dead.

PCs destroy the sword

If the PCs destroy the sword, the release of energy forms the creature, forcing PCs to fight it. Read the following:

As the sword shatters, a black cloud shoots out and an infernal howl echoes around you. As the voice fades, part of the black cloud forms into a creature.

See "PCs agree to destroy the creature above" for description, tactics and treasure. Like there, PCs gain a surprise round against the creature.

PCs attempt to banish the demon

If PCs decide to cast banishment, dismissal, dispel evil or exorcism on Damar to drive the devil away.

As you cast the spell, Damar's body spasms and loud howl of rage escapes from his lips. A black cloud shoots out from the sword and forms into a creature.

See "PCs agree to destroy the creature above" for description, tactics and treasure. Like there, PCs gain a surprise round against the creature.

Development

Move to Conclusion and choose appropriate ending: If PCs destroyed the creature, move to "Devil talks" in conclusion section. If PCs destroyed the sword, move to "Destroyed the Sword" section. If PCs banished the devil, move to "Damar awakes" section. If PCs did nothing or failed to reach Damar in time, move to "Devil melds with Damar".

CONCLUSION

This is the conclusion if PCs destroyed the creature in the sword.

THE DEVIL TALKS

As the creature is destroyed, the devil continues talking. "Thank you mortals, for you have enabled me to fulfill the pact I agreed to. I may not reward you but I can perhaps guide Damar to do it for you. I would ask you not to go into details with what happened here, for it is not for him to know. And as for these three humans, they talked about this sword a great deal. They are not mere thugs but rather, they wanted this sword for a very particular purpose. They wished to see the return of Ivid and the Great Kingdom. Great turmoil is indeed coming."

"But fear not, I will protect this mortal until the time has passed. Whether or not you live to see it, remains to be seen". With a mocking laughter the devils voice fades. A few seconds later, Damar groans as he starts to wake up.

PCs receive **Favor of Damar Rocharion/Nasranite Watch**. If any PC was possessed by devil during combat, they end up with the **Fiendish Aura** to their AR. In addition, the PCs may have earned **Favor of Naerie Authorities** (Encounter 1), **Favor of Hextor** (Encounter 1), **Favor of Jarak Merrow** (Encounter 2) or **High Risk** (Introduction) due to their actions earlier in the adventure

DESTROYED THE SWORD

This is the conclusion if the PCs destroyed the sword.

After the combat, the area is silent and the remains of the monstrosity fade away. The head of Damar rises, his face full of hatred. "You have made me fail in my task but I shall not be sent back to Nine Hells and turned to some miserable abomination. Congratulate yourselves mortals, for your friend shall become much more powerful now!"

With those words, all bindings holding Damar shatter and he rolls to the ground. He starts to scream as his limbs start growing bigger. While this is going on his skin turns into a dark color and massive rain of blood starts from his back as pair of bat-like wings force themselves out, ripping the backside of his uniform to pieces..

Damar receives a half-fiend template though retains most of his personality, aside from becoming LE permanently. PCs do receive **Favor of Church of Heironeous** after they learn about their activities in destroying the sword and creature within and thus a potential threat to stability of Naerie. If PCs want, they can coup de grace Damar here without facing repercussions as he is effectively stabilised at -9 hitpoints. In addition, the PCs may have earned **Favor of Naerie Authorities** (Encounter 1), **Favor of Hextor** (Encounter 1), **Favor of Jarak Merrow** (Encounter 2) or **High Risk** (Introduction) due to their actions earlier in the adventure.

If PCs don't coup de grace Damar, read the following as well.

Not soon after Damar recovers from his ordeal, it is clear that he cannot stay in Naerie City anymore. Guard members shun him and he cannot walk anywhere without people being terrified. He soon takes his modest possessions and leaves the town. Walennor, is the only one he says something to and he reveals that Damar is going north, perhaps back to Rauxes itself.

A few days pass without further incident but then a grisly discovery is made. Commander Wanworth of Derevendt Garrison is found dead. Information which leaks out seems to indicate that he was horribly mutilated and a Nasranite Watch tabard was stuffed down his throat. Of the perpetrator, there is no sign.

With the Derevendt garrison's leader dead, Captain Belva becomes the new commander and the search for new watch commander is underway.

Any PC who is member of Nasranite Watch or Brute Squad gets **Fast Track Promotion?** to their AR.

DAMAR AWAKENS

This is the conclusion if the PCs banished the devil. With the devil gone, the *programmed amnesia* spell disappears and Damar remembers everything.

After the combat, Damar suddenly starts laughing and mutters something about "all these years" and "I never knew it happened" before starting to cry hysterically and finally collapsing in catatonic state.

You take him to Nasranite Watch compound to recover. It takes many days before some news come out. Apparently Damar regularly screamed that he must return to Rauxes and that he now remembered everything.

He is finally allowed out and he quickly leaves Naerie, leaving behind a note saying that "I must try and rescue Turms and see if I can avenge the others. I owe it to them. Perhaps I return one day, perhaps not."

The Nasranite Watch starts looking for a new second in command, with Walennor standing in as one for now. Then news come out that Commander Wanworth of Derevendt Garrison has died. He was found murdered in his house and whoever did it, was very thorough in completely mutilating his body and clerics of Hextor did not even bother to attempt raise dead.

With the Derevendt garrison now being without a leader, Captain Belva becomes the new commander and the search for new watch captain is underway.

All PCs get **Favor of Damar Rocharion/Nasranite Watch**. Any PC who is member of Nasranite Watch or Brute Squad gets **Fast Track Promotion?** to their AR. In addition, the PCs may have earned **Favor of Naerie Authorities** (Encounter 1), **Favor of Hextor** (Encounter 1), **Favor of Jarak Merrow** (Encounter 2) or **High Risk** (Introduction) due to their actions earlier in the adventure.

DEVIL MELTS WITH DAMAR

If the PCs arrive to late to help Damar as discussed earlier in the adventure. In this case, the devil has no choice but to meld with Damar for extra power. However, the other creature still escapes. When or if the PCs reach the sewers, they encounter the trapped creature who is trying to escape. Fighting through xorn (who ran away) and elementals (which are dead) it has lost 5 x APL amount of hit points. Note that on APL 6-10 the creature is squeezing in the tunnels, giving the PCs a significant

advantage over it. Note that in this case the PCs may still go and loot the hideout, something which is now easily found. See previous encounters for more details.

Once the PCs have destroyed the creature, read the following.

As the hideous creature finally dies, another form walks out from the darkness. It is dressed in a tattered Nasranite Watch uniform. In his hand is an exceptionally crafted bastard sword bearing the old symbol of Great Kingdom and Hextor. Two bat wings extend from his back and two straight horns protrude from his head. The creature smiles and nods at you, with its red eyes gleaming.

As the creature utters a magical word and fades from sight, it is hard to not worry about the fact that whatever the creature was right now, it had once been Damar Rocharion.

A DC 22 Spellcraft identifies the magical word as *greater teleport* spell.

PCs receive no favors or disavors on their ARs, aside from. In addition, the PCs may have earned **Favor of Naerie Authorities** (Encounter 1), **Favor of Hextor** (Encounter 1), **Favor of Jarak Merrow** (Encounter 2) or **High Risk** (Introduction) due to their actions earlier in the adventure.

CAMPAIGN CONSEQUENCES

Campaign consequences should be sent to sampohaarlai@gmail.com.

- 1: What conclusion happened in the adventure?
- 2: Did anything unforeseen happen?
- 3: Did the PCs kill Damar?
- 4: Was Embric killed?

EXPERIENCE POINT SUMMARY

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

Encounter 2: Embric's Last Stand?

Defeat the stirges.

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp

Encounter 6: Lord of Earth & Water

By-pass Xharthan & elementals.

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp

Encounter 7: The Evil in the Sword

Defeat the thing in the sword.

APL 4	240 xp
APL 6	300 xp
APL 8	360 xp
APL 10	400 xp

Story award

Embric survives and PCs get to Damar on time.

APL 4	55 xp
APL 6	80 xp
APL 8	100 xp
APL 10	120 xp

Discretionary roleplaying award

APL 4	70 xp
APL 6	100 xp
APL 8	125 xp
APL 10	150 xp

Maximum possible experience:

APL 4	675 xp
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.

2: Embric's Last Stand

Reward for rescuing Jarok, or for delivering the package:

APL 4: Coin 20 gp.

APL 6: Coin 30 gp.

APL 8: Coin 40 gp.

APL 10: Coin 50 gp.

6: Lord of Earth & Water

All APLs: Loot 300 gp; Coin 400 gp; Total 700 gp.

7: The Hideout

All APLs: Loot 68 gp; Coin 100 gp; Magic 1132 gp; *bag of holding type II* (416 gp), *bottle of air* (604 gp), *potion of cure moderate wounds* (2) (25 gp each); *potion of neutralize poison* (62gp); Total 1,300 gp.

Treasure Cap

APL 4: 675 gp

APL 6: 900 gp

APL 8: 1,125 gp

APL 10: 1,300 gp

Total Possible Treasure

All APLs: 2,000 gp

ADVENTURE RECORD ITEMS

Fast Track Promotion? The Nasranite Watch is without a leader! Can you fill the shoes of Captain Belva? Email Triad at sampohaarlaa@gmail.com with details of your PC. Announcement is made at the end of 2008 when Living Greyhawk ends.

Favor of Damar Rocharion/Favor Church of Heironous: [Scratch what is not applicable.] You may use this favor to gain one-time access to one of the following: *axiomatic* or *bane (human)* weapon enchantment upgrade, *spell resistance* or *twilight* (MIC) armor enchantment upgrade or a *lesser clasp of energy protection (fire)* (MIC), a *gauntlets of the blazing arc* (MIC) or a *medal of gallantry* (MIC).

Members of the Nasranite Watch & Brute Squads may use this favor twice if it is the favor with Damar.

Fiendish Aura: This aura grants you a +2 circumstance bonus to all charisma based checks with evil outsiders but also makes you detect as evil. This AR entry lasts until the end of 2008.

Favor of Naerie Authorities: You helped Nasranites with their little problem. This enables you to a one time re-roll when rolling "Wanted In Ahlissa" result.

Favor of Hextor: For next three adventurers, you gain the smite ability from the Destruction domain, except that you can only use it 1/adventure, the damage equals the APL of this adventure and it can also be applied to a single target of a ranged attack or spell as long as the attack deals damage and requires to hit roll.

High Risk: The PC is considered risky to hire, and will not be hired again by the Iron League until the PC has spent a favor with the Iron League to better his reputation.

Favor of Jarak Merrow: Unless you also gained the High Risk item, this counts as a regular favor with the Jade Mask (and it can be spent to remove another High Risk disfavor). In addition you gain access to the items marked with an *.

ITEM ACCESS

APL 4-10:

- Bag of Holding - Type II (Regional; DMG)
- Beetle elixir (Meta-regional; 1,350 gp; MIC)*
- Bottle of Air (Regional; DMG)
- Electric Eel Elixir (Meta-regional; 400 gp; MIC)*
- Elixir of flaming fists (Meta-regional; 300 gp; MIC)*
- Porcupine elixir (Meta-regional; 800 gp; MIC)*
- Rhino elixir (Meta-regional; 1,600 gp; MIC)*

APPENDIX 1: ALL APLS

SERTERN EMBRIC

CR 2

Male human warrior 3

LE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +3

Languages Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +4 armor, +1 shield)

hp 22 (3 HD)

Fort +4 **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)

Melee masterwork longsword +7 (1d8+2/19-20) or

Melee sap +5 (1d6+2) or

Ranged light crossbow +4 (1d8/19-20)

Base Atk +3; **Grp** +5

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 11

Feats Alertness, Toughness, Weapon Focus (longsword)

Skills Climb +4 (+2 in armor), Handle Animal +2, Intimidate +6, Jump +3 (+1 in armor), Listen +3, Profession (watchman) +2, Ride +2, Sense Motive +2, Spot +3, Swim +2 (-2 in armor)

Possessions masterwork longsword, dagger, spiked gauntlet, light crossbow, 10 bolts, sap, chain shirt, small steel shield, signal whistle, bull's eye lantern.

WALENNOR

CR 7

Male human ranger 4/rogue 3

N Medium humanoid (human)

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

Languages Ancient Suloise, Common, Old Oeridian

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 43 (7 HD)

Resistance Endurance, Evasion

Fort +6 **Ref** +10, **Will** +4

Speed 30 ft. (6 squares)

Melee masterwork shortsword +9/+4 (1d6+2/19-20) or

Melee masterwork shortsword +7/+2 (1d6+2/19-20) and masterwork shortsword +7 (1d6+1/19-20)

Ranged +1 *mighty composite longbow* +10/+5(1d8+3/x3)

Base Atk +6; **Grp** +8

Atk Options favored enemy (human) +2, sneak attack +2d6, Rapid Shot

Special Actions Point Blank Shot, Precise Shot

Combat gear 2 alchemist fire, 2 *potions of cure moderate wounds*

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

Feats Endurance, Point Blank Shot, Precise shot, Rapid Shot, Self-Sufficient, Two Weapon Fighting.

Skills Climb +5, Escape Artist +10, Gather Information +6, Heal +5, Hide +5, Jump +5, Knowledge (local: the Splintered Suns) +6, Listen

+8, Move Silently +6, Open Locks +8, Ride +6, Search +7, Spot +5, Survival +12, Swim +8, Tumble +11, Use Magic Device +8

Possessions Combat gear plus 2 masterwork cold iron shortsword, +1 *mighty composite longbow* (Str +2), 2 daggers, 20 cold iron arrows, +1 *studded leather armor*, backpack, bedroll, lantern, oil, masterwork thieves' tools.

NASRANITE WATCH MEMBER

CR 1

Male human warrior 2

LN Medium humanoid

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

Languages Common

AC 16, touch 11, flat-footed 15

(+4 armor, +1 shield, +1 dex)

hp 15 (2 HD)

Fort +4, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)

Melee Longsword +5 (1d8+1/19-20)

Range Crossbow +3 (1d8/19-20)

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

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha 11

Feats Toughness, Weapon Focus (longsword)

Skills Climb +4, Handle Animal +2, Intimidate +4, Jump +3, Profession (Watchman) +1, Ride +3, Swim +0

Possessions combat gear plus longsword, light crossbow, dagger, sap, 10 bolts, chainshirt, small steel shield, signal whistle, bull's eye lantern

HOUSE HESHUN BRUTES

CR 1

Male orc fighter 1

LE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 20, touch 11, flat-footed 19

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

hp 13 (1 HD);

Fort +4, **Ref** +1, **Will** -1

Weakness light sensitivity

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

Melee sap +3 (1d6+4 nonlethal) or

Melee flail +3 (1d8+4)

Base Atk +1; **Grp** +5

Combat Gear *potion of cure light wounds*

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

Feats Alertness, Toughness

Skills Climb -8, Intimidate +2, Swim +6 (-22 in armor)

Possessions combat gear plus sap, flail, dagger, tower shield, breastplate.

RENDER**CR 3**

Male crested felldrake* rogue 2

* *Monster Manual II* 98

N small dragon

Init +3; **Senses** darkvision 60ft, low-light vision, scent;

Listen +8, Spot +8

Languages Draconic, Sylvan, Old Oeridian

AC 18, touch 14, flat-footed 15

(+1 size, +3 Dex, +4 natural); 5 ranks in Balance

hp 39 (4 HD);

Immune sleep, paralysis

Resistance Evasion

Fort +6, **Ref** +9, **Will** +4;

Speed 40 ft. (8 squares) base movement

Melee Bite +6 (1d8+3)

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

Atk Options: Sneak Attack +1d6 **Abilities** Str 14, Dex

16, Con 17, Int 8, Wis 12, Cha 6

Feats Alertness, Track.

Skills Balance +10, Climb +5, Hide +10, Jump +9,

Listen +8, Spot +8, Speak language, Survival +4

Tumble +10

JAROK MARROW**CR 5**

Male human expert 6

CN Medium humanoid (human)

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

Languages Common, Dwarven, Elven, Gnome,

Halfling, Orc, Terran, Undercommon

AC 13, touch 11, flat-footed 13

(+2 armor, +1 deflection)

hp 38 (6 HD)

Fort +5, **Ref** +3, **Will** +7

Speed 30 ft. (60 squares)

Melee +1 dagger +4 (1d4)

Base Atk +4; **Grp** +3

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

Feats Deceitful, Investigator, Negotiator, Skill Focus (sense motive)

Skills Bluff +12, Diplomacy +18, Disguise +7, Forgery

+6, Gather Information +14, Intimidate +12,

Knowledge (local: the Splintered Suns) +4,

Profession (brewing) +10, Sense Motive +15

Possessions +1 dagger, +1 *ring of protection*, +1

cloak of resistance, leather armor

5: LORD OF EARTH & WATER

XHARTHAN, ADVANCED XORN CR 4

N Small outsider (extraplanar, earth)

Init +0; **Senses** darkvision 60. ft, tremorsense 60. ft;
Listen +7, Spot +9

Languages Common, Terran

AC 23, touch 11, flat-footed 23

(+12 natural armor, +1 size)

hp 39 (5 HD); **DR**/5 bludgeoning

Immune cold, fire

Resist electricity 10

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

Speed 20 ft., burrow 20 ft, earth glide

Melee Bite +8 (2d8+2) and

claws +6/+6/+6 (1d3+1)

Ranged Mwk composite shortbow +7 (1d4+2/x3)

Base Atk +5; **Grp** +7

Abilities Str 15, Dex 10, Con 16, Int 10, Wis 11, Cha 10

Feats Multiattack, Toughness

Skills Escape artist +4, Hide +11, Intimidate +4,
Knowledge (dungeoneering) +7, Listen +7, Move
Silently +4, Search +7, Spot +9, Survival +7 (+9
following tracks or underground)

SPEAR GAUNTLET TRAP CR 2

40-foot-by-40-foot room with two entrances. Just inside one door is a pressure plate that activates the trap. Once the trap is activated, a spear shoots up from each 5-foot square of the floor every round.

Search DC 17; **Type** Mechanical

Trigger location; **Init** +1

(+1 Dex, +8 armor, +2 shield)

Effect melee +4 spear (1d8+1/x3) (Each square each round)

Duration 5 rounds

Destruction AC 12, Hardness 5, 10 Hp (per square)

Disarm Disable Device DC 17 (Each square)

6: EVIL IN THE SWORD

7HD ADVANCED FIENDISH LARGE GIBBERING MOUTHER CR 8

CE large aberration (extraplanar, evil)

Init +4; **Senses** darkvision 60. ft; Listen +6, Spot +10

Aura gibbering (60-foot spread)

Languages Common

AC 19, touch 9, flat-footed 19

(+10 natural armor, -1 size)

hp 87 (7 HD); **DR**/5 magic and bludgeoning

Immune Criticals, Flanking

Resist cold 5, fire 5, **SR** 12

Fort +10, **Ref** +4, **Will** +6

Speed 10 ft. (2 squares), swim 20 ft,

Melee bites +8/+8/+8/+8/+8/+8 melee (1d2+4)

Ranged spittle +6 touch (1d4 acid plus blindness)

Base Atk +5; **Grp** +13

Atk Options smite good (+7 dmg) 1/day

Abilities Str 18, Dex 11, Con 26, Int 4, Wis 13, Cha 13

Feats Improved Initiative, Lightning Reflexes, Weapon Finesse.

Skills Listen +6, Spot +10, Swim +8

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot spread must succeed on a DC 14 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours.

Spittle (Ex): As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 21 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage.

Improved Grab (Ex): To use this ability, a gibbering moulder must hit a medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): The gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (same AC). The gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

Blood Drain (Ex): A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering moulder is not subject to critical hits. It cannot be flanked.

Skills A gibbering moulder has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

5: LORD OF EARTH & WATER

XHARTHAN, ADVANCED XORN CR 5

N Small outsider (extraplanar, earth)

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Listen +9, Spot +11

Languages Common, Terran

AC 23, touch 11, flat-footed 23

(+12 natural armor, +1 size)

hp 54 (7 HD); **DR**/5 bludgeoning

Immune cold, fire

Resist electricity 10

Fort +8, **Ref** +5, **Will** +5

Speed 20 ft. (4 squares), burrow 20 ft, earth glide

Melee Bite +10 (2d8+2) and

claws +8/+8/+8 (1d4+1)

Ranged mwk composite shortbow +9/+4 (1d4+2/x3)

Base Atk +7; **Grp** +9

Abilities Str 15, Dex 10, Con 16, Int 10, Wis 11, Cha 10

Feats Improved Natural Attack (Claw), Multiattack, Toughness

Skills Escape artist +6, Hide +13, Intimidate +6, Knowledge (dungeoneering) +9, Listen +9, Move Silently +4, Search +9, Spot +11, Survival +7 (+9 following tracks or underground)

SPEAR GAUNTLET TRAP CR 2

40-foot-by-40-foot room with two entrances. Just inside one door is a pressure plate that activates the trap. Once the trap is activated, a spear shoots up from each 5-foot square of the floor every round.

Search DC 17; **Type** Mechanical

Trigger location; **Init** +1

(+1 Dex, +8 armor, +2 shield)

Effect melee +4 spear (1d8+1/x3) (Each square each round)

Duration 5 rounds

Destruction AC 12, Hardness 5, 10 Hp (per square)

Disarm Disable Device DC 17 (Each square)

5: LORD OF EARTH & WATER

SPEAR GAUNTLET TRAP CR 3

40-foot-by-40-foot room with two entrances. Just inside one door is a pressure plate that activates the trap. Once the trap is activated, a spear shoots up from each 5-foot square of the floor every round.

Search DC 17; **Type** Mechanical

Trigger location; **Init** +1

(+1 Dex, +8 armor, +2 shield)

Effect melee +8 spear (1d8+1/x3) (Each square each round)

Duration 5 rounds

Destruction AC 12, Hardness 5, 10 Hp (per square)

Disarm Disable Device DC 17 (Each square)

6: EVIL IN THE SWORD

17 HD KASTIGHUR* CR 12

CE Huge outsider (chaotic, extraplanar, evil, tanar'ri)

* *Monster Manual IV* 42

Init -1; **Senses** Darkvision 60. ft; scent; Listen +20; Spot +20

Languages Abyssal, Celestial, Draconic, Telepathy 100 ft.

AC 23, touch 7, flat-footed 23

(-2 size, -1 Dex, +7 armor, +9 natural)

Hp 198 (17 HD); **DR** 10/cold iron or good

Immune acid, electricity, poison

Resist cold 10, fire 10; **SR** 17

Fort +17, **Ref** +9, **Will** +11

Speed 30 ft. (6 squares) in breastplate, base speed 40 ft;

Melee Gore +24 (2d6+9) and
slams +22/+22 each (1d8+4)

Space 15. ft; **Reach** 15 ft.

Base Atk +17; **Grp** +34

Atk Options Improved Bull Rush, Improved Overrun, Power Attack, Powerful Charge, Quicken Spell-Like Ability (*teleport*), aligned strike (chaotic, evil), fear bolstered, stunning charge 5d6+12

Spell-Like Abilities (CL 18th):

3/day—quicken *teleport* (self only)

At will - *feather fall*, *teleport* (self only)

Abilities Str 28, Dex 8, Con 25, Int 8, Wis 12, Cha 8

Feats Ability Focus (frightful presence), Improved Bull Rush, Improved Overrun, Multiattack, Power Attack, Powerful Charge, Quicken Spell-Like Ability (*teleport*), Track.

Skills Concentration +17, Diplomacy +2, Intimidate +19, Knowledge (dungeoneering) +5, Knowledge (nature) +7, Knowledge (planes) +6, Listen +20, Seaftch +9, Sense Motive +14, Spellcraft +9, Spot +20, Survival +20 (+22 on other planes, following tracks, aboveground or underground)

Frightful Presence (Su) A kastighur can inspire terror by charging or attacking. Affected creatures

must succeed on DC 18 Will save or become shaken, remaining in that condition as long as they remain with 60ft of the kastighur. The save DC is Charisma-based and includes the bonus from Ability Focus fear.

Fear Bolstered (Ex) A kastighur delights in attacking terrified opponents and gains +2 bonus on attack rolls against shaken, frightened or panicked creatures.

Stunning Charge (Ex) A kastighur typically beings the battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows kastighur to make a single gore attack with a +23 attack bonus that deals 5d6+12 points of damage. The struck creature must succeed on DC 25 Fortitude save or be stunned for 1 round. The save DC is strength based.

2: EMBRIC'S LAST STAND?

9HD ADVANCED ELITE BELKER CR 8

NE large elemental (air, extraplanar)

Init +8; **Senses** Darkvision 60. ft; Listen +9, Spot +9

Languages Auran

AC 26, touch 17, flat-footed 18

(-1 size, +8 dex, +9 natural)

hp 70 (7 HD)

Immune Critical hits, sneak attack

Resist Elemental traits

Fort +6, **Ref** +14, **Will** +4

Speed 30 ft., fly 50 ft (perfect)

Melee wings +13/+13 melee (1d6+4) and

bite +7 melee (1d4+2) and

claws +7/+7 melee (1d3+2)

Base Atk +6; **Grp** +14

Abilities Str 18, Dex 26, Con 16, Int 6, Wis 12, Cha 8

Feats Alertness, Improved Natural Armor, Multiattack, Weapon Finesse

Skills Listen +9, Move Silently +12, Spot +9

Smoke Claws (Ex) A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 16 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su) Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

5: LORD OF EARTH & WATER

SPEAR GAUNTLET TRAP CR 4

40-foot-by-40-foot room with two entrances. Just inside one door is a pressure plate that activates the trap. Once the trap is activated, a spear shoots up from each 5-foot square of the floor every round.

Search DC 17; **Type** Mechanical

Trigger location; **Init** +1

(+1 Dex, +8 armor, +2 shield)

Effect melee +8 spear (1d8+5/x3) (Each square each round)

Duration 5 rounds

Destruction AC 12, Hardness 5, 10 Hp (per square)

Disarm Disable Device DC 17 (Each square)

APPENDIX 2: NEW RULES ITEMS

FEATS

Powerful Charge [General]

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Source: *Miniatures Handbook* 27.

MAGIC ITEMS

Sword of Damar

Damar's sword is of exceptional craftsmanship. It's most distinct feature is a pommel stone showing the symbol of Hextor and Great Kingdom. In game terms it is a +1 *axiomatic bane (human)* bastard sword, meaning it inflicts 2d6 extra damage against chaotic enemies and further 2d6+2 vs. humans. Any non-lawful creature wielding it gains a negative level which remains until sword is no longer held in hand.

Strong necromancy, moderate conjuration & evocation; CL 18th^h; Price: ———

SPELLS

Hail of Stones

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

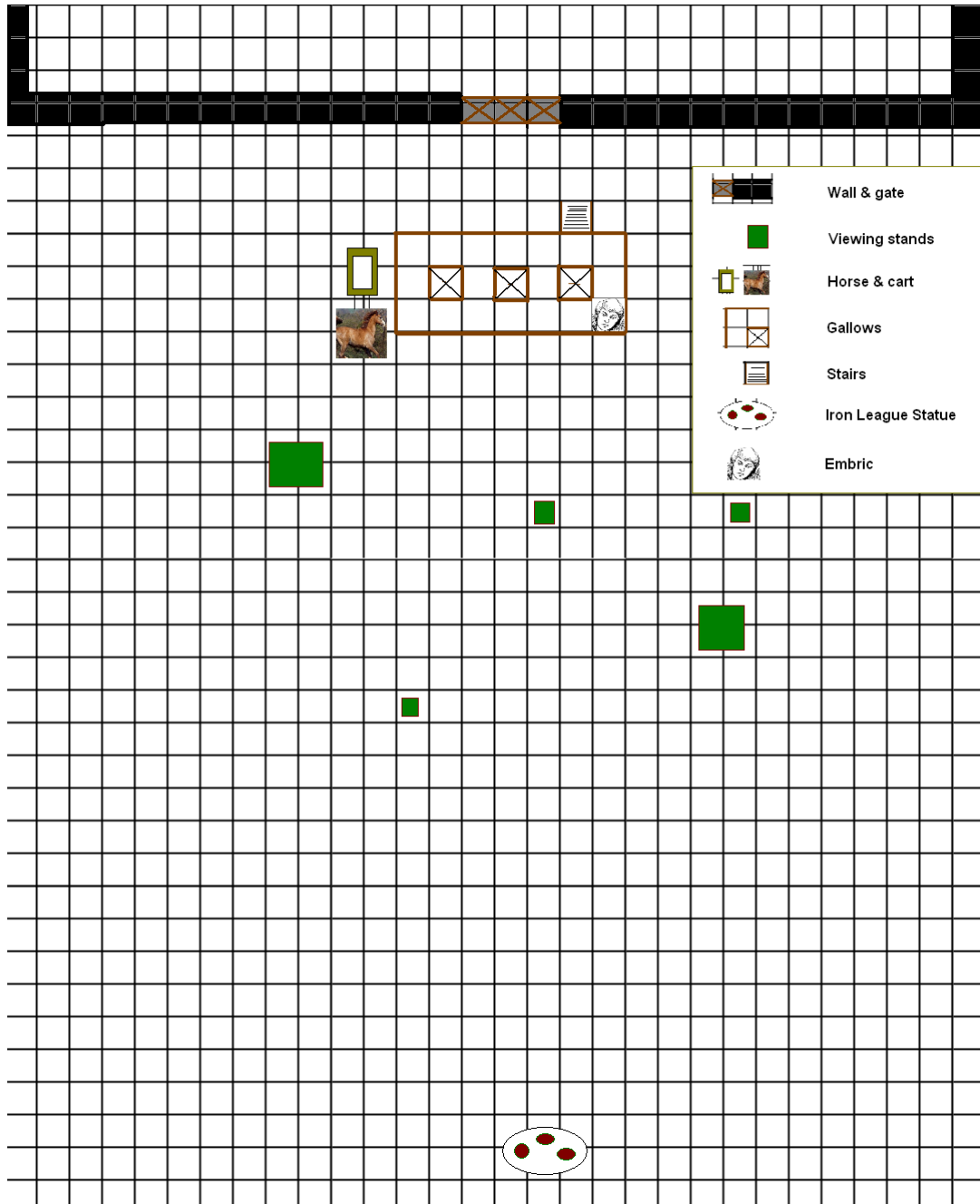
Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

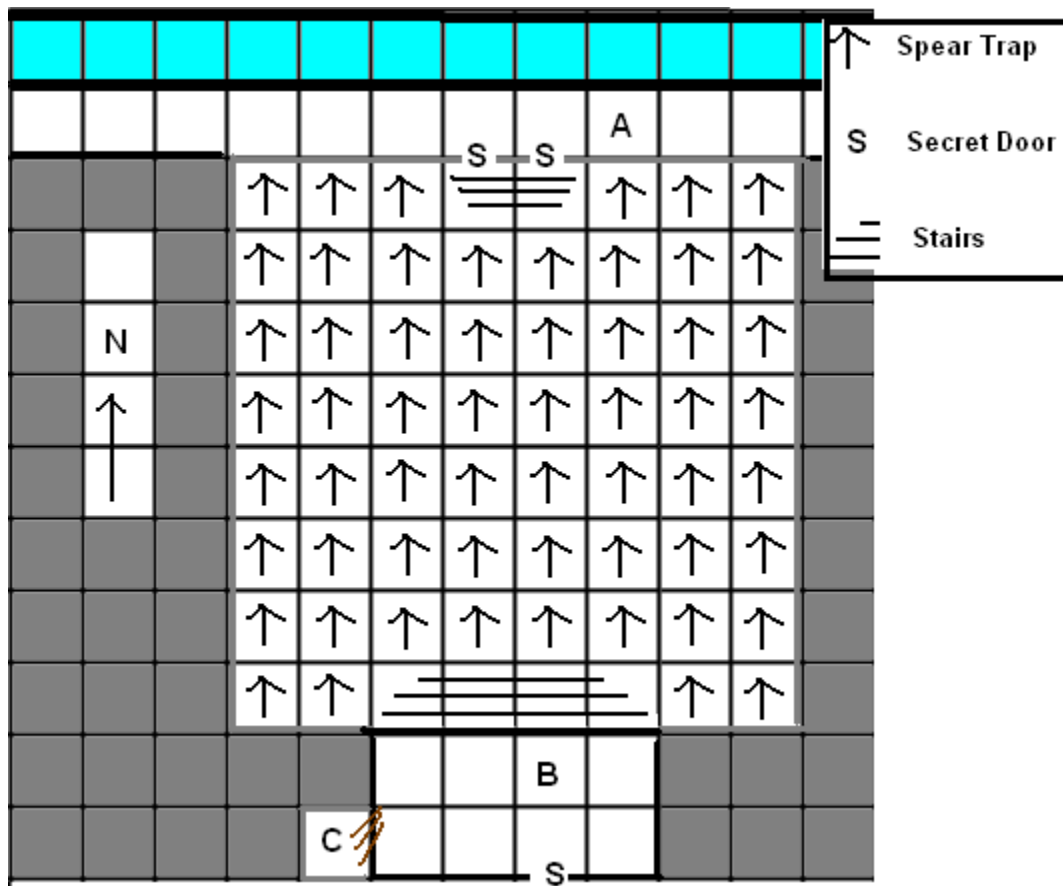
Source: *Spell Compendium* 108.

DM MAP #1 – PUBLIC HANGING



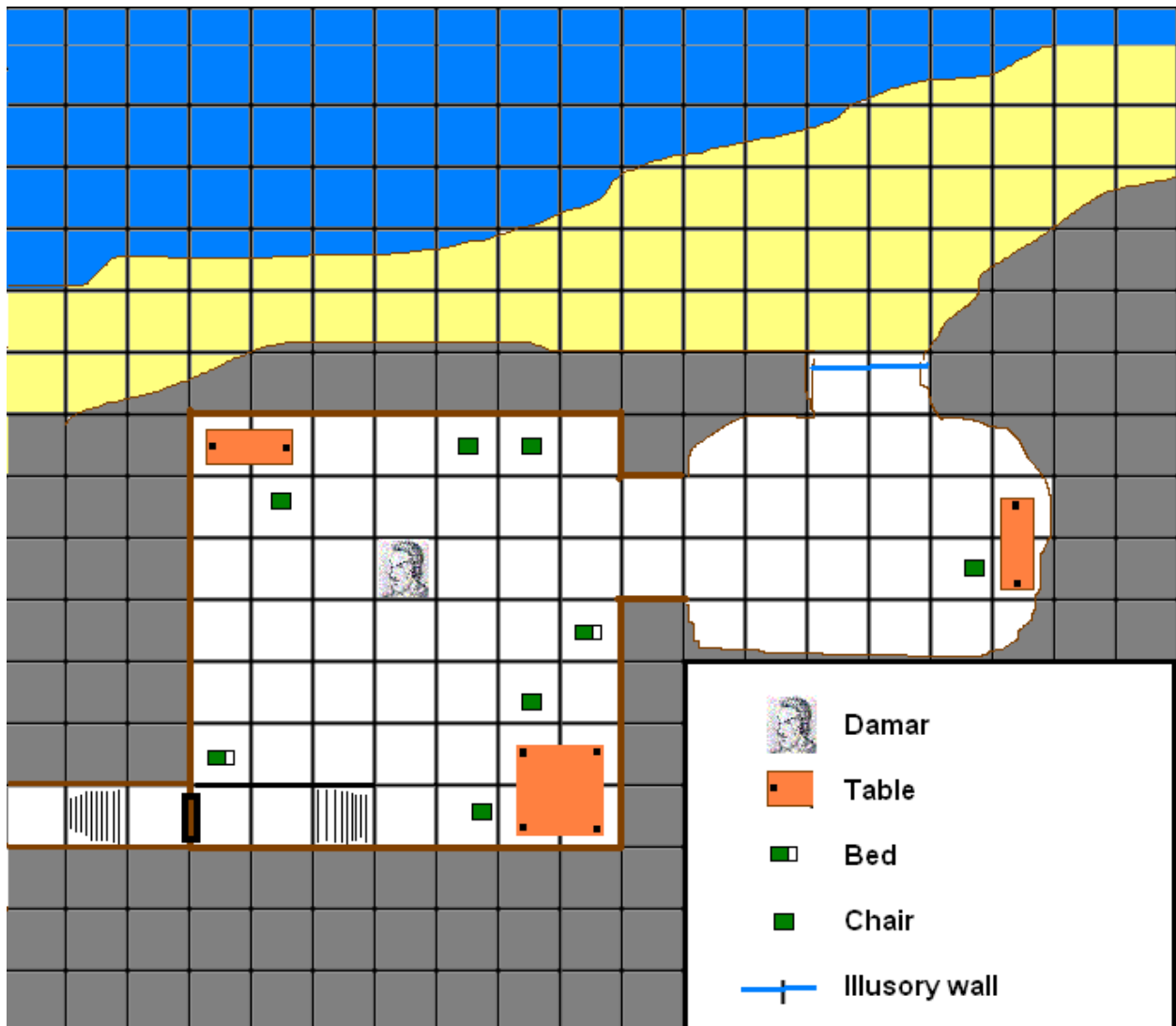
1 SQUARE = 5FT

DM MAP #2 – LORD OF EARTH & WATER



1 Square = 5ft

DM MAP #3 – HEXTORITE HIDEOUT



1 Square = 5ft

DM AID 1: WHAT HAS HAPPENED IN THE PAST?

This is what has happened in earlier adventures set in Naerie that have relevance to this adventure.

NAE4-03 *The Apprentice*: A richfest in Naerie is interrupted by magical disturbance which causes monsters to appear out of thin air and attack the people. Adventurers were needed to go to the source of the problem while Nasranite Watch cleared the surrounding areas. An apprentice of wizard Eurynumos was the source of the trouble, after meddling with strange gem that opened a portal for fiendish creatures. Apprentice was defeated and order restored. This was the adventure where Damar's sword came into contact with fiendish creatures.

Notable NPCs Met:

- Damar Rocharion, second-in command of Nasranite Watch. Still in his job.
- Apprentice Cawyr, servant of Eurynumos. Still alive, location unknown. either Naerie City or Irongate.
- Fogaln Daveras, a 'Follower of the Wave' (monk) (one of the murdered Scarlet Brotherhood nasranites)
- Eurynumos, a powerful wizard. Still has a house in Naerie city.

NAE6-05 *Sharafon*: PCs were tasked in patrolling fringes of Menowood againsts Scarlet Brotherhood raiders and get involved in an ongoing political upheaval regarding Hepmonalander suels in Naerie. Patriotic Knights made an appearance as an organisation fighting against Brotherhood presence. Finally, PCs were asked by Nasranites to go and investigate a potential weapon smuggling operation. This turned out to be crates of religious artifacts. Several factions were interested in them and PCs had to choose their sides

Official Results: PCs handed the materials to representative of House Arxx & Idee Volunteers. Remaining Olman population was evicted from a ghetto of Nahuatl and it was renamed Shar Hesiyeve by remaining Brotherhood prisoners. Temples for Bralm & Llerg established into Shar Hesiyeve, closely monitored by Ahlissans.

Notable NPCs Met:

- Commander Tamnis. commander of Okalasna labor camp
- Sertern Embric, well known Hextorite worshipper & member of Nasranite Watch
- Bogtruus, Fickrel & Morjana, rabble rousers and members of Patriotic Knights
- Walennor, agent in service of Nasranite Watch & Damar Rocharion
- Captain Belva, commander of Nasranite Watch.
- Damar Rocharion, second in command of Nasranite Watch.

NAE7-03 *Incognito*: PCs are asked to infiltrate Patriotic Knights and gather evidence against Commander Wanworth, suspected of running them. They hire themselves to army, instead of a group of saboteurs coming from outside Naerie and set out to do various questionable missions for Patriotic Knights, until finally being deemed trustworthy enough and allowed to take part in important meeting. Wanworth has plans to kill remaining prisoners in Okalasna labor camp but PCs sabotage this attempt and alerted garrison repels Patriotic Knight attack.

Official Results: Wanworths and Patriotic Knights attempts foiled. Iron League statue in Naerie City trashed.

Notable NPCs Met:

- Sertern Embric, well known Hextorite worshipper & member of Nasranite Watch
- Magtruus, brother of Bogtruus (see NAE6-05 *Sharafon*) and member of Patriotic Knights
- Captain Belva, female Suel human, commander of Nasranite Watch.
- Commander Wanworth, commander of army units stationed in Naerie City. Hates captain Belva.
- Jarak Merrow, Jade Mask operative.

In addition, Xharthan appeared in NAEI5-01 In the Docks where PCs were asked to guard a merchants warehouse. Sertern Embric also made an appearance there. In ESA6-05 Point of View, Walennor might have talked to PCs about Damar "appearing out of some sort of black cloud" before ripping a Killoren to pieces.

DM AID 2: NAERIE CITY

This is a brief article about Naerie City. Larger article is available on Naerie website at www.naerie.net

👑 Naerie City (Small City): Conventional (Prince Barzhaan and his Advisory Council. The priesthood of Zilchus wields strong influence in the city as well); AL LN; 15,000gp limit; Assets 4,875,000gp; Population 6500; Mixed (Humans O/S (5681), Halfling (282), Elf (174, grey/wood), Dwur (156), Half-Orc/Orc (131), Gnome (68), "others" (8).

Authority figures: Prince Barzhaan, leader of House Haxx (LN male Ftr14). Yarleven, High Priest of Zilchus (LN male Clr13).

Important characters: Wanworth of House Oedil (LE male Ari4/War6), Commander of the Naerie City Garrison; Admiral Aente (NG female Ftr1/Rog2/Clr6 of Osprem), Navy Commander; General Morres of House Oedil (LE male Ftr12), Commander of the Army; Captain Belva (LN female Ftr10), leader of the Nasranite Watch; Darvander of House Haxx, cousin of Barzhaan (NG male Brd8). Damar Rocharion (LN male Ftr8/Ran2), second-in-command of the Nasranite Watch. Taryl Silverwing (CG female elf Clr8 of Corellon Larethian), leader of the Olven community. Aromund (NG male Clr9 of Sotillion), High Priest of the Velaeri. Frulhen (NG female Clr8), High Priestess of Osprem in Naerie City. Towrin Ghan (LN male Ftr5/Exp3), Head of the Royal Guild of Merchants of Aerdy in Naerie; Arem (LE male Clr7/Ftr1/Blackguard1), leader of Hextor's Temple in Naerie City. Diordis (NG female Clr6), head of Lydia's Temple in Naerie City.

Temples: Zilchus (god of Power, Prestige, Money, Business & Influence), Heironeous (god of Chivalry, Justice, Honor, War, Daring and Valor), Hextor (God of War, Discord, Massacres, Conflict, Fitness and Tyranny), Lydia (goddess of Music, Knowledge and Daylight) Osprem (goddess of Ships, Sea Voyages and Sailors), Procan (God of Seas, Sea life, Salt, Sea Weather and Navigation), Sotillion* (goddess of Summer, South Wind, Ease and Comfort), Xerbo (god of Sea, Sailing, Money and Business), Corellon Larethian (Elves, Music, Craft, Arts & War) *Temple of Winds is dedicated to other Velaeri as well (Atroa, Telchur, Velnius & Wenta) but Sotillion is most popular.

Overview

Naerie City is the largest town in the whole Principality and thus functions as the center of trade and seat of power for the ruling House Haxx. It has a population of some 6,500 individuals, Oeridian and Suel being the most numerous human groups with occasional Flan. Some Hepmonaland Suel arrived to Principality as a result of the war and now form an underclass of the society.

Naerie city is divided to several districts though the exact borders of these districts are unclear. Not much effort was ever made to separate them from each other with walls and these days people accept the fact that, for example, the Trade district is around the central square. Many places in the city are brand new, built using the Brotherhood troopers as labor force.

The Principality of Naerie differs much from other areas of the United Kingdom. Foremost, it was once a part of County of Idee, a bitter enemy of the Great Kingdom. As such, its ruler Prince Barzhaan has made sure that certain unsavory traits of the kingdoms heartlands do not become common in Naerie. So far he has been successful and the population has been content, not the least for the gratitude it still feels for its liberation from the Scarlet Sign.

Rulership and Law

Power in the city of Naerie rests firmly in the grasp of the prince. However, the Royal Guild of Merchants of Aerdy, along with Advisory Council holds limited power in the internal affairs of the principality.

Prince Barzhaan is the head of House Haxx, a rising star within the United Kingdom of Ahlissa. Originally a vassal of the Chelors of the South Province and Prince Reydrich, House Haxx began its rise to power when Great Kingdom was nearing its end during reign of Ivid V. Their first stroke of luck was when the Rachern Haxx, daughter of Darsem Haxx (Previous ruler of House Haxx) married a then relatively minor noble Xavener of Darmen. The other was when Graf Reydrich was assassinated. Darsem Haxx was the leader of Oligarchy that took control after this.

Scarlet Brotherhood managed to assassinate him but his son and heir, Barzhaan, assumed control and oversaw the conquest of Idee. When Xavener was made an overking, House Haxx was granted rulership of Idee, now known as principality of Naerie.

The Prince has been married to Isabella of House Darmen (N female human Ari7) for over two decades, further tying the two houses together. Unlike Overking Xavener, Barzhaan has been blessed with two male heirs; Garen (Born 576CY) and Heitius (Born 579CY). To reduce tensions within the principality, Barzhaan has assigned members of all noble houses to important duties to avoid being accused of favoritism.

Locations

1. Palace of the Prince: Prince Barzhaan of House Haxx maintains his court in this massive mansion, surrounded by extensive walls and gardens. It is the original building used by Eddri rules and subsequently, Elder Brother Vasiliek, but has been recently expanded and improved with magical defenses. Two new statues (massive stone statues of Oeridian warriors) are actually said to be stone golems or animated constructs, under the command of Prince Barzhaan. Further information on the nature of magical defenses is a closely guarded state secret but it is suspected that precautions against *teleport*, *scrying* and other such spells have been taken.

The area around the palace is called the Noble Quarter. As the name indicates, this the area where the upper class of the society lives. Most houses here are large and more often than not have gardens surrounding them. Individuals such as Darvander Haxx, Yarleven & General Morres live here

2 Chapel of Heironeous: This is the only chapel of Heironeous in Naerie City. It is quite small but has a large number of worshippers among local population, Nasranite Watch and garrison. It is currently tended by Thanlok (LG male Pal6), replacing the previous priest Remismund (LG male Clr7) who was killed mysteriously in 593CY. After his death, it was revealed that Remismund had been supporter of Idee Volunteers who used chapel as a meeting place. It is unknown if this practice continues..

3. The Bathhouse of Ranet: This place is named after the long dead Suloise goddess of fire, though very few of the clients know this. It functions as a public bath for the town. The water comes from an underground spring and is circulated through heated pipes in the boiler room. A Suel man Avrat Mogor (LE male Wiz5/Bonded Summoner3) is the owner of the place and well respected in social circles. It is actually speculated that Avrat uses skills learned from his master (location 24) to run this place and that he has some sort of magical items helping him. Some people argue that there is no underground springs anywhere near the town, at least for operating a bath and that Avrat is using some sort of magical device for his water needs.

4. Star of Aerdy: One of the best taverns in the town is the Star of Aerdy. The building has stood in this spot for half a century and has always been a tavern. When Idee was independent, it was owned by a family of dwarves and called Iron Flagon. When the Scarlet Brotherhood took over it became a mess hall for worshippers of Bralm and was called the Beehive. The latest owner, Ideean soldier named Wulfric (LN male War2/Exp4), took possession of the place after the occupation (as its previous owners had been killed) and renamed it the Star of Aerdy in honour of the Ahlissan army. Wulfric celebrates the anniversary by offering a special drink called the 'Iron Bee' for his customers. This mixture is a combination of powerful dwarven ale, Ahlissan mead and lots of honey and it is of course drunk from an iron flagon. Interestingly enough, Wulfrics most loyal customers seem to be among Nasranite Watch.

5: Nasranite Watch Compound: The main Nasranite Watch compound is surrounded by 10ft high stone wall and accessed through two large gates. Several smaller guard houses are located throughout the city but this is the one where one can talk to the Nasranite Watch leaders, Captain Belva and Damar Rocharion (LN male Ran2/Ftr8).

After the disaster during Richfest 594CY the Nasranite Watch has recruited several clerics and battlemages to combat any further magical disturbances and guard members underwent further training to tackle such problems.

6. Marketplace: This large square is also known as central square. It is a place where many local farmers and traveling merchants gather to sell their goods. It is also a popular place for sell swords who are looking for a change to hire themselves as caravan guards to merchants who continue to Sunndi or further up the Coast Road. In the square is also a large statue, which shows three blacksmiths (human, elf and dwarf), forging a weapon. It was originally put up by House Eddri to symbolize the Iron League and had many symbols dedicated to member states. The Scarlet Brotherhood defaced the statue but Prince Barzhaan had it restored, but without any Iron League symbols.

The area around market place is called Trade Quarter.

7. Temple of Zilchus: The grand temple for the Moneycounter looks over the proceedings of the market place. Yarleven, the high priest of Zilchus can be found here most of the time.

8. Headquarters of the Royal Guild of Merchants of Aerdy: This house stores much information about shipping routes, local merchants and their activities. Towrin Ghan, guild representative in Naerie can be found here.

9. Temple of the Winds: This large temple has always been dedicated to the Velaeri except the time Scarlet Brotherhood controlled Naerie when it had shrines to Beltar, Pyremius, Llerg and Syrul. Nowadays it has been restored to its original glory and Velaeri are once again worshipped. All faiths have their own sections dedicated in the temple but high priests cooperate in practical matters concerning the temple, with one priest functioning as 'head of temple' for 3 year period. Currently the title is held by Aromund (NG male Clr9 of Sotillon) who was elected in the early 596CY.

10: Chapel of Procan: This slightly dilapidated building houses the local temple of Procan. A priest named Gardienko (CN Clr7 of Procan) can be found here.

11. Harbor: Dozens of ship can be anchored to piers at any given time. Most of the waterfront consists of warehouses and stowers are kept busy as ships from as far as Keoland arrive, bringing cargoes from exotic lands. In recent time, with a help

of Brotherhood slave labor, several watchtowers have been build across the harbor. They are topped by ballistas and catapults and form the first line of defence in case of an attack. Master Pilot here is Jave Norntag (N male Com10). A small shrine dedicated to Xerbo is here as well. It is tended by Suel man named Dorelan (Clr5).

12. Chapel of Osprem: This large temple stands near the harbor and is (naturally) very popular with sailors. High Priestess Frulhen (NG female Clr8) maintains the temple and assigns her acolytes for duties at merchant vessels when requested and many times offers free healing to those who need it.

13. Military docks: The elite Azure Squadron is based on this section of the town. It also houses the navy headquarters and office of Admiral Aente. At least one squadron of three caravels is always present. A stonewall was recently build, again using slave labor, to separate this area from rest of the city. Two guarded gates allow access into this area.

14. Breakwater: Using the Brotherhood slave labor, a massive breakwater was constructed further away from the harbor to protect the fleet from attack. It also shelters vessels from storms. If need be, breakwater can be turned into fortified military position.

15. Silver Eel Inn: This inn is one of the many in the waterfront. It is a three-story building and can offer modest accommodation to those who need it but mainly it is just a drinking hole for sailors, stowers and other commoners.

16. Dog Alley: This area is a red-light district - an area of narrow, lantern-lit passages where women cater to the jaded tastes of men named "wild dogs" in an old Oeridian euphemism. Law enforcement is generally left to the hired fists of the brothel owners and thieves guilds. "The code of silence" applies and Nasranite Watch rarely interferes, except in more severe cases. An infamous case in 592CY saw a raid by Nasranite Watch where two well-known merchants were caught with child slaves. They were subsequently dragged to the street, guilt confirmed with magical means by a cleric of Hextor and then executed on the spot.

17. Burrow & Fey Circle: The demi-humans of Naerie City live in their own area. Halfling & gnome residents call it Burrow while elves call the area Fey Circle. This is purely figure of speech as houses here are pretty much like elsewhere in the town. Few Halfling holes have been built though. Small shrines to Yondalla & Corellon Larethian exist here.

18: Foreigners Enclave: The Foreigners' Enclave is where outlanders with no friends, family, or business contacts in Naerie are assigned living quarters. This usually means refugees and emigrants, though recently elements of Sunndian 11th army where stationed there as well, while waiting for transport to Onnwal. Elsar Irtuva (N female Exp5), refugee from Lordship of the Isles, has established herself as unofficial 'point of contact' to all foreigners arriving here.

19: Temple of Lydia: This temple is painted in bright colors and kept impeccably clean. This temple is the main educational institution in the city and many people send their children here to learn valuable skills. The area outside the temple serves as a ground for each years Richfest celebrations.

20: Breddol the Sage: This old house in Luna Way is the home of Breddol Fhals, aka 'The Sage' (LN male Rog7/Exp2), scholar of great repute and collector of exotic items. Statues are especially close to his heart and he maintains perhaps the finest collection in the entire Principality. Some suspect that quite a few of these statues are actually petrified creatures. Rhengott Fhals (LN male Rog4), who is a nephew of Breddol is responsible for hiring outsiders who work for Breddol.

21. Temple of Hextor: This foreboding building was originally dedicated to Kord when the Scarlet Brotherhood took over. Clerics of Hextor captured it during the fight for the city and summarily executed many captured brotherhood members on its stairs afterwards. These days the banners showing the gauntleted fist of Hextor fly proudly from its pennants.

22. Street of Smiths: This long street starts from the temple of Hextor and extends almost up to south gate. It is the home of for most of artisans of Naerie City. As the name suggests, high quality iron products are available here. However, it also has many specialized shops that sell anything from glass products to high quality artwork. A statue for Fedorik Eddri stood here before the occupation but Scarlet Brotherhood destroyed it.

23: City administration: This building functions as administration centre for city. Of interest is a the city architect Olphan Vinn (LN male Exp6) who is said to have in his possession the most accurate maps of the city, including sewer maps and future building plans for city defences. Treasurer Faal (LN Female Ftr5), leader of tax collectors (perhaps the most hated person of the city) also works here.

24: Home of Eurynymos: This large house is a residence of wizard Eurynymos (CN male Wiz5/Bonded Summoner7) who is well known for his research of elemental planes. His apprentice Cawyr was responsible for Richfest disaster of 594CY.

25. Chapel of Wee Jas: This chapel has been empty for years now, ever since Ahlissan forced killed its priests.



PLAYER HANDOUT 1: JOURNAL OF DAMAR ROCHARION

Journal consists of thick manuscript with various notes made for each year. The following catch your attention.

28th of Harvester, 588 CY

I am Damar Rocharion. At least I think so. I am writing this down for future as I don't know what is going on. Two days ago I was finally released from the "care" of the Moneycounter. Yarleven had me tied to a torturing rack while he went through all kinds of magical rituals. He told me I had rampaged through Devnor mansion, killing numerous people. By the Herald of Hell, I don't recall any such thing. Now house Devnor is gone, declared traitors and heathens and put to the sword. For three days Yarleven insisted on knowing if I remember anything I saw or did there. I could not give him an answer. There is mark on my back now. Yarleven, the bastard, says it is just a precaution should I talk to strangers. It does not seem to prevent writing so here I am...

8th-12th of Coldeven, 593 CY

Remismund is dead. A few local sell-swords discovered his body as it was being savaged by infernal beasts. Xerden and I found some tracks near the window but they did not show much. I transferred the body to the watch compound so that our resident priest Aromund could talk to the body. Belva told me drop the matter and leave the rest of the investigation to clergy of the Archpaladin. A few days later they cremated Remismund and said the matter was solved. The new priest, Thanlok, informed that Remismund had embezzled large sums of money from the church and channeled them to the rebels. As far as they are concerned he was merely a common criminal, not member of the clergy. I heard his family was driven to the street soon afterward. I gave them some money but I fear they will not survive long.

Wealsun, 4th (Richfest), 594 CY

I am writing this few days after Richfest. A disaster struck when some bloody apprentice screwed up with his master's items and sent summoned creatures into the streets. We are still sorting out the mess and counting the dead. Thanks to helpful adventurers, they restrained the apprentice, Cawyr by his name. I will make sure the apprentice pays with his life once things are sorted out.

(Other addendums indicate that Cawyr was then spared because of a large sum of money. Damar also contemplates whether or not someone called "Malcha" would mind doing him a favor and killing Cawyr anyway).

13th of Harvester, 594 CY

I've now suffered from nightmares for several months. It is always the same. I stand in an open plain with a city in the distance. I know I must go there but my legs will not move. At the same time, the road and plain are slowly being engulfed by a darkness until everything around me is gone. Then the darkness engulfs me and I feel how I fall, ever the deeper. I also know something is waiting me at the end but I always wake up before that.

(Note indicates that the nightmares continue, changing slightly in appearance but mostly staying the same).

25th of Sunsebb, 594 CY

Good news. It seems that Spannek, a notorious war criminal has been caught in Sunndi and will be sent to trial here. I will send my best men to get him when the time comes.

(Later notes indicate that group of Hollow Highland rebels attacked and took Spannek with them as he was transported from Sunndi to Naerie in early 595 CY)

19th of Coldeven, 595 CY

This time the nightmare returned in different form. The city which I had seen in the plains was in front of him. Up close it was decrepit and full of malice and I knew the place, for it was Rauxes. I walked through its gates and no-one barred my way. The streets were empty but I could hear a clash of swords and shouts some distance away. I picked a shovel as my weapon as I saw nothing else and crept closer.

Around the corner I saw a small group of footmen being defeated by larger group of horsemen, wearing the colors of Great Kingdom. Some of the footmen were dead but others were taken away to an unknown fate. I was one of them. I tried to follow but I could not as the darkness returned once again.

I was attacked in Rauxes and lost consciousness, that much is certain and I never found Turms, Ermis or others. I dare not think what this dream means.

6th of Harvester, 595 CY

Aromund took me to see Reln Kassad today, a painter. He thought I should have my portrait made. I reluctantly agreed but I also commissioned him to paint me a picture of Roland. I still miss the place. I hope Walekith is fine.

10th of Patchwall, 595 CY

I saw another nightmare. I was in a park where a giant arch stood. The sun was covered by dark clouds. What was even more worrying was the fact that this arch had numerous heads stuck to it and that they screamed in pain.

I rushed onward to help them but I was always stopped by a gigantic golem, whose hands ended in massive flails. I was finally defeated and walked away from the arch, screams of pain in my ears. As I exited the park, I saw myself walking outside, grasping the sword which I had found in Rauxes after waking up. At this stage the darkness returned and I woke up.

Next day I went to see Kassad and paid him in advanced to paint a good picture. He was quite reluctant after I described it but he paid it anyway and then told me to bugger off and not come back until I have some normal stuff to paint.

(note indicates that Damar has started acquiring books about Great Kingdom and Rauxes)

18th of Fireseek, 595 CY

Today, my past caught up with me. Walennor arrived to Naerie. I had a vague image of him from my days in Roland when he worked for one of the merchant families. Apparently he had spent several years in a labor camp in North Kingdom before escaping first to Bone March and then on to Nyrond. He heard about me in Prymp, from a merchant Arbusian Tanvakal and came to Naerie. He seems less crazy than he was before the wars. I will hire him for the watch.

2nd of Readyng, 596 CY

The Lydians came to Nasranite Compound today. They wanted to know if we could consider allowing some of the old Brotherhood Soldiers into our ranks. Belva was quite polite in my opinion when we told them that official policy in Naerie is that Brotherhood soldiers will never be equals with others.

9th of Wealsun, 596 CY

We had a riot today in Naerie. Patriotic Knights tried to attack a public gathering. Fortunately it was stopped by Embric's quick actions and certain adventurers. I think commander Wanworth has something to do with those Patriotic Knights. I must ask Walennor to dig up more information.

(notes below indicate that a shipment of weapons arrived near Naerie and Nasranites were unable to stop it. Couple of weeks later temples to Bralm & Llerg were established to Nahuatl, later to be known as Shar Hesiyeve).

7th of Harvester, 596 CY

Belva asked me to meet her today. Yarleven was also waiting for me. Apparently I had gone to Wanworth's place and threatened to, according to Wanworth, impale him on a post fence and ram a morningstar down his throat if he did not stop causing trouble. I must say I have no recollection of such thing, though I do say I would not object to doing something like that to Wanworth. Yarleven said if I act strange one more time, he will ask me to be suspended from duty.

10th of Sunnebb, 596 CY

I was in Menowood with Walennor and few others. Apparently I did...something again. I recall seeing some fey and getting shot by an arrow. Then I lost consciousness. Walennor on the other hand told me that I had appeared from cloud of darkness and ripped a big fey creature to pieces. I told him not to tell Belva and Walennor agreed. I am not so sure about the others though.

21th of Fireseek, 597 CY

Today I saw another nightmare. I was in Rauxes and sky was overcast. Turms, myself and the others were walking towards a building which emitted light. I think it was something where Turms wanted to go and he was endlessly quoting about "Book of Hours". Sintigard, Rolin, Ranert, Ermis and I knew that to enter would be our death but yet we continued onwards.

I remember seeing many things, yet they quickly fled my mind. I saw a man arriving in triumph across the great sea, riding a black lion, yet being struck down immediately once he set foot on the land. Another vision saw a great reversal and lands of Ahlissa engulfed by blood and darkness.

Immediately upon waking up, I set to work to paint the picture.

(note below says: I think it's pretty bad)

7th of Readying, 597 CY

Belva said that until further notice, I am not fit for duty.

(notes end after this)