

NAEI5-01

In the Docks

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

Version 1.3

Round 1

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It promises to be an easy job – stay awake one night to guard a warehouse for a pocketful of coin. In Naerie, however, things are never that straightforward... A one-round introduction scenario for 1st level characters.

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

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Introduction

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

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

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

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As

well, you cannot have more than six players participating in the game.

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

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

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

Scoring

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and

animals with different CRs are added separately.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Principality of Naerie. Characters native to the Principality of Naerie pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Adventure.

Background

Since the Greyhawk wars, trade has greatly increased along the Azure sea. In the docks of Naerie city there has been a spate of thefts of precious metals, the thieves somehow managing to get in and out of warehouses without leaving a trace. The harbour master has promised a reward of 300gp for anyone who can identify the thieves and 600gp for their capture.

One merchant to have suffered from these crimes is Captain Eryn Ostren, a cleric of Xerbo. Eryn is worried that the success of the thieves may be due to corruption within the local guard. He therefore intends to hire a group of fresh faces to help him lay a trap to catch the thieves.

Adventure Summary

Introduction: The PCs are hired by Rinnac (on behalf of Captain Eryn) to guard a warehouse.

Encounter 1 Planning the night's work: The party must plan how they will guard the warehouse.

Encounter 2 Meeting Captain Eryn: The captain may come to the party's rescue if needed.

Encounter 3 The warehouse: The party may investigate Eryn's warehouse.

Encounter 4 The evening stroll: At 7pm a couple of commoners pass the warehouse.

Encounter 5 Drinking in the Silver Eel: The party may gather useful information in the local inn.

Encounter 6 Disposing of the bodies: At various points in this adventure the party may need to dispose of corpses.

Encounter 7 The thugs: At 11pm three half-orc thugs raid the warehouse

Encounter 8 The thieves: At midnight three thieves try to break into the warehouse

Encounter 9 The flock of stirges: This encounter arises when someone opens a crate in the warehouse containing a nasty surprise.

Encounter 10 The real thief: The real thief, a juvenile Xorn, appears and tries to eat the electrum.

Conclusion: Having survived the night, the party is rewarded by Captain Eryn.

NOTE: When going around the docks, players might be something remotely illegal such as climbing into the roof of other warehouses, moving crates through the streets, etc. In that case, you can have Embric's patrol (see appendix 1) walk by and tell PCs to stop messing around with private property. Of course if they hide when doing it, everything should be ok and such minor activities should not bring extra trouble to players.

Embric's Patrol (EL 6)

Sertern Embric: Male human (Oeridian) War3; Hp 22; Appendix 1

Appearance: Relative ly 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 sacrifice I am willing to make.

Nasranite watch (5): Male/Female human (Oeridian-Suel) War2; Hp 15, Appendix 1

Introduction

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

“Ports are centres of trade, gossip and opportunities, both legal and not so legal. It is for these reasons that you have made your way to the bustling docks of Naerie City, the capital of the Principality of Naerie. It is drawing towards dusk and for the past hour you have been listening to news from both local ports and places that you have never heard of before. Amongst the gossip are tales that some warehouses in Naerie have been broken into recently. As the hour

passes, ships glide in and out of the harbour, each arrival and departure prompting a frenzy of activity along the quay.

‘Excuse me’ Your thoughts are disturbed by a plainly dressed human with a flushed face. He is armed only with a dagger. ‘I am Rinnac, first mate on the White Lady. If you fancy earning some money sitting around for a few hours then I have a job for you. My captain, a merchant called Eryn, needs guards for his warehouse, which contains his cargo of electrum ingots. If you want to earn 20 pieces of gold, all you have to do is make sure nothing is stolen from it during the night. If you want the job, follow me to the warehouse.’

Rinnac does not detect as evil (if anyone should cast *detect evil*) and a successful DC 11 Sense Motive check reveals that he needs to hire someone quickly. Rinnac's statistics can be found in appendix 1.

Characters follow Rinnac

Read the following for those players that have agreed to follow Rinnac.

“Rinnac takes you along the quay then past an inn called the Silver Eel into a square bordered with warehouses. He stops outside one of them where several individuals are already gathered.

‘Here we all are’ says Rinnac.”

The people gathered here are the PCs. Give players encounter map 2 and ask them to introduce their characters to each other.

“‘I can’t let you in because Captain Eryn has the key to the padlock. The Captain doesn’t want to lose his good reputation so don’t go exploring the other warehouses. If everything is in order when I return at dawn, you’ll be paid 20 gold pieces. Any questions before I go?’”

Rinnac can give the following answers:

- ☛ **What is in the warehouse?** The warehouse contains a cargo of electrum that was brought by wagon from Sunndi to Naerie and will be taken in the morning by ship to Poelitz.
- ☛ **Should we expect any trouble?** There have recently been some thefts of precious metals from nearby warehouses. There is a reward for the identification or capture of the thieves. Rinnac does not know any other details.
- ☛ **Where will you be?** Rinnac and Captain Eryn will be spending the evening aboard

the White Lady. Rinnac will return in the morning.

- ☛ **How should we guard the warehouse?** Rinnac does not particularly care how the characters perform their guard duty, as long as nothing is stolen and none of the surrounding warehouses are broken into. If situation so requires, PCs can enter the Eryn's warehouse (for example, to pursue a thief)

Once the characters stop asking questions, Rinnac walks off towards the docks and goes back to the ship.

Characters did not follow Rinnac

If any characters did not originally follow Rinnac read the following:

“You quickly realize that you will have to find some place to settle for the night. The nearest inn is the Silver Eel, a comfortable establishment built over three floors. You are given a room at the rear of the inn.”

The cost for this accommodation is included in the upkeep costs for the adventure. The characters should be asked whether they spend the evening in their rooms or the common room. They may be brought into the adventure later by the sounds of combat.

Development: The plot moves onto encounter 1.

Encounter 1: Planning the night's work

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

“Dusk is settling over Naerie. It is a balmy night and a waning moon does a poor effort of lighting the city. On the quayside, the large warehouses strangle what little natural illumination there is. However, the patrons of The Silver Eel Inn ensure that both light, music and noise are cast out into the darkness.”

To plan how they will guard the warehouse, the characters are likely to follow one or several of five possible courses of action:

- ☛ Wait outside the warehouse – move to encounter 4.
- ☛ Watch the warehouse from concealment – see below.
- ☛ Investigate Eryn's warehouse – move to encounter 3.
- ☛ Break into another warehouse – see below.

- ☛ Drinking in the Silver Eel – move to encounter 5.

Watch the warehouse from concealment

There are several hiding places:

- ☛ Four bedrooms at the rear of the inn overlook the warehouse. Only one of these is occupied (by Captain Eryn – see encounter 2).
- ☛ There is a 10 foot wide, litter-filled side alley running next to the warehouse (see encounter map 2);
- ☛ There is the entrance to another side alley across the road, 30 ft. to the south east of the warehouse doors (see encounter map 1).

Break into another warehouse

This should be discouraged by reminding players of the harsh punishments mentioned by Rinnac and his warning to the characters. If the characters persist then Captain Eryn, who is watching the party (see encounter 2), will see them in the act and alert Embric and his guards. This will end the adventure as PCs either spend few 2Tus in Nasranite Watch cell or run away from town if they kill Embric.

Encounter 2: Meeting Captain Eryn

The party may meet Captain Eryn during encounters 1, 5, 6, 7 or 8 and in the conclusion.

Captain Eryn is a human in his late 30's. He stands 6 feet tall and is quite a broad and imposing figure. His shoulder length, dark hair is flecked with grey, but otherwise he is pureblooded Suel. The image of a dragon turtle is engraved upon the chest of his studded leather armor. A successful DC 11 Knowledge (religion) check identifies this as a holy symbol of Xerbo, lesser deity (True Neutral) of sea, sailing, Money & Business. Eryn's details can be found in appendix 1.

The captain's plan

Captain Eryn decided to hire the party for a variety of reasons. He suspects that the recent success of the thieves may be due to assistance by corrupt, local dock workers, so he wants to hire fresh faces. The captain also wants some reliable guards for a sea journey to Poelitz, and is using this job to measure up the party. Finally, he hopes that the rather public display of hiring guards may actually attract the thieves to his warehouse so that he can catch them and claim the reward. The captain has laid some nasty surprises for the thieves (see encounter 3). Captain Eryn has rented a room on the first floor

at the rear of the Silver Eel Inn from which he can keep watch over his warehouse.

Tactics

Captain Eryn may leave the inn and help the party in the following circumstances;

- If the party is unable to decide what to do during or after any of the encounters, Captain Eryn will wander over, pretending to be a passing cleric (naming himself Nyren), and offer them advice.
- When the first character is disabled or dying, Captain Eryn casts *spiritual weapon* from his room and directs it to attack the nearest, visible enemy;
- If the party has no healer, and a character is disabled or dying, the captain will rush out and give up *bane* to spontaneously cast *cure light wounds* on them (healing 1d8+3 points of damage). If necessary he can also cast *cure light wounds* from the scroll he carries. From his room, Eryn can reach the doors of the warehouse in four full rounds.
- If the party are badly outclassed, Eryn will rush into the fray, and will cast *sanctuary* to give himself three rounds in which to first summon a celestial giant bombardier beetle (see MM 284) to attack the enemy, and then cast *cure* spells.

Captain Eryn will reveal his true identity in the morning (see conclusion).

Development: After assisting the party, Captain Eryn will return to the Silver Eel. The adventure should continue as if he had never appeared.

Encounter 3: The Warehouse

The characters arrive here from encounters 1, 5, 6, 7, 8. They may decide to investigate the warehouse as part of their preparations to guard it or following an encounter. Note that once the characters are inside, they should be asked to describe clearly where their characters are moving due to the trap at location 11.

1. The doors

“Entrance to the warehouse is via a pair of double doors at the front of the building. A padlock hangs upon the chain that is wrapped around the handles, securing the doors shut. There is a large, glazed window to the left of the doorway, the ledge is 15 feet above the street.”

The following information will be pertinent if anyone tries to break in through these doors.

Wooden doors: Hardness 5, hit points 15, break DC 18

Padlock: Hardness 10, hit points 10, break DC 26, Open Lock DC 20

Chain: Hardness 10, hit points 5, burst DC 26

Iron door handles: Hardness 10, hit points 10, break DC (to wrench them off the door) 18.

2. The warehouse

Once dusk falls it is pitch black inside the warehouse. A light source or darkvision is required to see the following:

“Inside, this stone warehouse is some 35 feet wide and 30 feet deep. The floor is packed dirt. Stored against the back and side-walls are chests and crates of all different shapes and sizes. What they all have in common, though, is a coating of dust and cobwebs. In the far, left hand corner of the warehouse, a steep flight of wooden steps leads up to a platform that stands beneath the rear window of the building, giving access to the wooden shutters. In the centre of the building are six crates, measuring five feet long and three-and-a-half feet in both width and height. These are not covered in dust and cobwebs. Two sets of cargo netting lie on the ground next to them.”

The crates piled along the walls are empty. Five crates in the centre of the warehouse are filled with nothing but fresh dirt. Cargo nettings could be used as nets if needed (see PHB for statistics). The crate marked as location 10 contains a surprise for any person opening it.

3. Entrance point

This location is relevant in encounters 5, 7 and 8 as NPCs enter at this point.

4. Side alley

“The 10 foot wide alley running along the side of the warehouse is choked with debris and a few overturned barrels, large enough for someone to shelter behind. You find movement along here quite difficult, as you have to pick your way with some care. This whole alleyway will be in near total darkness during the night making it even more treacherous.”

The highlighted squares on the DMs map count as difficult terrain (creatures pay double the amount of movement to enter such a square). Also, at night these squares are in near total darkness, providing 40% concealment and +10 to hide checks. Without light or darkvision the movement cost is quadrupled (i.e. a character would pay four square of movement to move into one of the highlighted squares).

5. Feffer the gnome

If the party makes a thorough search of the side alley ask for Search checks (DC 11). If they simply walk through the area, ask for Spot and

Listen checks (DC 16) when they pass location 5. Success allows the characters to notice the following:

“Tucked away in a large overturned barrel, concealed beneath a mass of tattered blankets, is a disheveled male gnome who is gently snoring.”

This location should be marked on encounter map 2. This is Feffer, the gnome ‘beggar’ (appendix 1). He is part of the gang who plan to break into Eryn’s warehouse. If he is disturbed read the following in a grumpy, sleepy voice.

“Can’t a fellow get no sleep? Bad enough that I got no job and nowhere nice to stay. Go away!”

With that the gnome pulls a blanket over his head and starts snoring again.

Feffer will depart if he is threatened with force but will defend himself with magic if attacked. If he is ‘evicted’, Feffer will accompany Tucmor in Encounter 8. If the PCs want to give him money (to let him sleep in proper inn or get himself a good meal), then mark that money as ‘other coin spent’ on the AR. 1 or 2 gp should suffice.

A successful DC 13 Sense motive check reveals that Feffer is actually nervous rather than angry. A successful opposed Intimidate check forces the truth from Feffer if prevented from leaving (PCs gain circumstance bonus +2 to their roll because they outnumber Feffer)

“I was forced to do it...a bad man said he would kill me if I didn’t help him raid this place at midnight’ the gnome points at Eryn’s warehouse. ‘All I had to do was keep watch until after the raid.’”

If Feffer is allowed to leave after questioning he will return with Tucmor in encounter 8. If he is reported to the Nasranite Watch, they thank the PCs and lock him away for the night but release him in the morning.

See encounter 8 for more details of Feffer’s tactics.

6. Entrance point

This location is relevant in encounter 8 as Tucmor, a thief, enters at this point.

7. The rear window

The party automatically spots the following:

“At the rear of the warehouse you find more barrels and notice a window, a couple of feet wide, some 12 feet above the street. A stout, two foot high barrel is positioned immediately beneath the window. There are wooden shutters on the inside of the window frame.”

This window should be marked on encounter map 2. A successful DC 10 survival check done by someone with track feat reveals that

someone appears to have moved the barrel in the last half hour.

It is possible to climb up to the window ledge. This requires the characters to either:

- ☛ **Climb the wall:** DC 25 Climb check
- ☛ **Jump up to the ledge:** DC 16 Jump check, for a medium sized character, and a DC 15 Climb check.
- ☛ **Climb onto the barrel then jump to the ledge:** DC 0 climb check, then a DC 8 Jump check (DC12 for small creatures) and a DC 15 Climb check (Tucmor will use this way to enter)
- ☛ **Use crates and other stuff to build a platform.** This will only take some time and the PCs get to the shutters without trouble. However, there is 25% chance that Embrics’ patrol passes and orders the PCs to stop.

A successful DC 18 Search check reveals that the shutters are secured on the inside with a simple latch. They can be opened relatively easily:

Shutters: Hardness 5, hit points 10, break DC 13.

Latch: DC 10 Open Locks check.

8. Platform

This simple wooden platform stands 8 ft. off the ground and is accessed by a steep wooden staircase. The platform gives access to the wooden shutters.

9. Treasure Crate

This crate contains 8 stirges and 12 electrum ingots. Eryn captured the stirges when he was docked near Quay house in Barony of Schwente. The stirges were causing trouble nearby so he threw a goat into an open crate and slashed it with a dagger. The bleats of distress and smell of blood attracted the stirges who dived upon the goat. He closed the crate, trapping the stirges. Holes were drilled in the crate as the plan was initially to dump it out at sea to drown the creatures. However, he decided to keep them as a nasty surprise for a thief. See encounter 9.

A successful DC 5 Search check on the crate reveals a number of small holes drilled in the top and a rotting smell coming from within. A character who wants to look into the crate must peer through a hole. For his trouble, he will get a stirge’s beak stuck in his eye. Treat this as a touch attack (+7) against a flat-footed character. A successful hit deals 1d6 points of subdual damage from the sheer pain and 1 point of real damage. The character must also make a successful DC12 fortitude save to avoid being *sickened* (-2 to every roll) for the next 10 minutes because of sudden loss of vision and sense of balance. Safest way of dealing with the stirges is to pour oil over the crate and set fire to

it or get enough water to fill it up so stirges drown. Both ways will kill the stirges without harming the electrum and PCs get maximum experience from the encounter.

Each electrum ingot weighs 1 lb and is worth 25 gp. If the characters steal any, however, Captain Eryn will report them to the town guard (see the conclusion).

Treasure:

APL2: Loot: (0gp); Coin: (50 gp); Magic: (0 gp).

11. Pit Trap

Captain Eryn had this rather simple trap hastily built to catch intruders. The dirt from the excavation has been hidden in some of the crates to prevent raising suspicions.

APL 2 (EL 1)

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Development: The characters could investigate the warehouse at any point in the adventure. The plot should progress onto encounter 4, 7, 8 or 10 as appropriate. If the characters release the stirges, the adventure first moves onto encounter 9 before progressing further.

Encounter 4: The evening stroll

The party arrives at this encounter from encounters 1 or 3. If it is necessary, decide the order in which the characters are standing watch at the warehouse to assess who may be involved at the start of this encounter. Characters waiting near the warehouse making successful DC 8 Listen checks hear footsteps before two individuals arrive at location 3. These are commoners on their way home at 7pm – they walk up the quay then past the warehouses, heading for Cold Fin alley. The scene, as it appears from Eryn's warehouse, is as follows:

“It is a few hours after dusk when you see a light, and hear footsteps, approaching from the direction of the quay.”

The party should be asked what preparations they are making. They have the equivalent of one full round before they see the following:

“A male half elf and a female human come into view. The half elf is dressed in blue

robes, the woman in padded armor. Both have daggers in scabbards on their belts.”

If the pair can see any guards they will stop walking, clearly surprised, otherwise they continue towards Cold Fin Alley.

The party can take an action in the surprise round. Hopefully, they will not attack these two innocent commoners. Their statistics are in appendix 1. If the pair are challenged they will say they are returning home after an evening in a tavern and will continue their journey, unless intimidated (DC 5), towards Cold Fin alley. Note that the party receive experience in this encounter for not killing the commoners. Killing the commoners will result in PCs being apprehended by the guards (see encounter 6)

APL 2 (EL 1)

Commoners (2): Appendix 1.

Treasure: The only items of any value on the commoners are their daggers and this does not grant any treasure to PCs.

Development: If the party kill the commoners move to encounter 6 before progressing to encounter 7.

Encounter 5: Drinking in the Silver Eel

Following encounter 1, characters who spend the evening drinking in the inn will participate in this encounter. They have the opportunity to pick up two pieces of helpful information: information about the recent thefts and forewarning of a raid. They may also learn more about a human called Brendanon.

Information about the recent thefts

Any characters drinking in the inn making successful DC 10 Gather Information checks find out more about the local warehouses or the recent thefts. Success gives the following information:

“I did hear stories about raids on warehouses recently. The thieves somehow managed to get in and out without leaving a trace. They’ve gone straight for crates holding precious metals and ignored everything else. All seems a bit fishy like they’ve been tipped off which crates to go for and helped to get inside, or else the thieves really can walk through walls.”

Apparently there's some reward for catching them."

Learning about the half-orc raid

Characters who are drinking in the inn around 10pm making successful DC 20 Listen checks overhear snatches of words spoken in orc by a human to three drunk half-orcs:

"You...electrum...warehouse...easy."

If the characters make an effort to see these individuals, they may recognize them in encounters 7 and 8.

"One of the half-orcs, who appears unarmed, is dressed in leather armor. The other two wear studded leather. One of these has a table leg across his lap. The other has a quarterstaff resting against the wall. Although the human is also dressed in battered chainshirt, he appears well groomed, quite handsome in fact, and has a longsword at his side."

Characters who overhear the conversation could make Gather Information checks in the inn to identify the group. Check results of 10 or over identify the half-orcs as Darak, Irkis and Vendic - dock hands who are bullies. Results of 15 or better also identifies the human as Brenandon, a young Sunndian noble who arrived in Naerie a few weeks ago after running into some sort of trouble in Sunndi. No one knows where these individuals live.

The half-orcs stagger out of the back door of the Inn an hour before midnight. Brenandon waits half an hour before going into a back room for half a minute to speak to the bard (Nelsia, N Brd2) of the Silver Eel in private. He then leaves by the front door. If the bard is confronted by the party, she will say that Brenandon wished to thank her for her performance.

If the half-orcs are confronted by the party in the inn, a brawl is likely to break out. See encounter 7 for details of the Half Orc's EL, treasure and tactics.

If Brenandon is confronted he will deny involvement in any mischief but will defend himself if attacked.

The truth about Brenandon

Brenandon was a minor Sunndian noble who once governed an estate close to the Hollow Highlands. He allowed a group of smugglers to establish a base of operations on his land and provided them with useful information in return for a share of their profits. Brenandon fell from grace just one month ago after one of the

smugglers was caught and revealed the noble's duplicity. As the Sunndian guards rode into Brenandon's estate to arrest him and the other smugglers, the young noble fled and crossed the Hollow Highlands into Naerie. The news from Sunndi suggests that most of the smugglers escaped as well. Brenandon now plans to steal sufficient wealth to buy himself a comfortable life.

See encounter 8 for more details about Brenandon.

Development: The plot moves onto encounter 7.

Encounter 6: Disposing of the bodies

Characters may need to deal with the aftermath of a combat as they could have a few corpses or captives to deal with. Options include:

- ☛ Leaving the bodies in plain sight
- ☛ Hiding the bodies
- ☛ Informing the local guard

Leaving the bodies in plain sight

Captain Eryn (see encounter 2) will appear, saying that he was awoken by the sound of combat. He will advise the party to tell the local guard what happened if the party acted in self-defense, otherwise he recommends hiding the bodies in the side alley (crates, barrels and piles of trash will do nicely). He will arrange for the bodies to be collected in the morning by his crew then dumped out at sea (Captain Eryn knows that he could be held accountable for the crimes of his employees).

Hiding the bodies

Bodies could be dumped down a side alley or over the quay side into the sea. This should be allowed to happen without too much problem. Maybe give them a bit of a scare by having three or four Nasranite Watch members (See appendix 1) stopping nearby to catch up on some rumors or news such as,

"I've heard some people tried to set fire to the military barracks in Gornor's Cove' or 'I spent last week escorting new labor force to Adderstone castle. Damn boring I tell you!"

Informing the local guard

If the party involves the local guard they can find a patrol of five guards and one sertern (sergeant) on the quayside. The guards attend the scene immediately, ask for the characters' names and pick the most charismatic character to give a statement of what happened.

The characters killed the commoners (encounter 4): The characters are arrested as

murderers and must spend 26 TU doing forced labour, unless the party spokesperson can make a successful opposed Bluff-Sense motive check against Embric to convince the guards that the party was attacked by these two people. Embric receives +15 modifier to his roll (for a total of +17) if PCs have not disguised commoners and planted weapons near them as two commoners armed with daggers rarely attack armed adventurers.

The characters killed the half-orcs (encounter 7): The guards recognize the half-orcs as trouble makers and scoundrels. The sertern of the patrol, Embric (LE), will be unconcerned about their deaths if he believes that the half-orcs started the fight. If the character is lying that the half-orcs started the fight, an opposed Bluff - Sense motive check against Embric. The characters are allowed to keep any equipment on the bodies and the corpses are dragged onto the quay to be collected by a wagon later. If the guards believe that the party made an unprovoked attack on the half-orcs then they are arrested as murderers and must spend 26 TU doing forced labour.

The characters killed the thieves (encounter 8):

If all thieves are killed, it will be easy enough to dispose of them either by throwing them off the pier, into the trapdoor, or putting them into one of the boxes which currently has gravel inside. Any thief who escapes will not bother PCs in the future. The only problem comes if guards somehow find Brenandon's corpse. He is after all a minor noble and PCs must make successful DC 15 Diplomacy checks to convince them (or opposed Bluff - Sense motive with guards receiving +5 bonus) they were attacked first. If they fail, read the following:

The guards appear ready to put you in manacles when two people appear around a nearby corner. One is a woman with red hair with an imposing figure and other is an older man with short black hair and beard. Both are wearing Nasranite Watch uniforms. "Greetings Embric, what you caught this night?" Embric quickly turns towards the woman who asked the question.

These are Captain Belva (LN woman Ftr10) and lieutenant Damar Rocharion (LN Ftr6/Rng2) of Nasranite Watch.

Embric will give out a short report and point out that Brenandon was a noble. Belva seems intrigued until Damar interrupts her and says he remembers that the man is actually wanted in Sunndi - a message about him was received from New Keep a while ago. The watch collects the body and leaves the PCs alone, bidding them good night. It is up to DN how you roleplay this encounter.

Attacking the local guard

If the characters decide to attack the local guard then changes are they will all be killed here as Embrics patrol outclasses a typical group of 1st level characters quite significantly. Nonetheless, even if they win, alarm will be raised and PCs are forced to flee unless they want to face Belva or Damar in combat (this should not be rolled, they defeat PCs easily) Players need to learn some restraint if they are to successfully adventure in Naerie.

Development: As long as the characters remain on guard, the adventure progresses to the next encounter that the party has to face.

Encounter 7: The thugs

The party arrives here following Encounter 1. This encounter uses encounter maps 1 and 2.

An hour before midnight, three half-orc thugs stagger out of the Silver Eel Inn via the back door. They have been encouraged by Brenandon to raid the warehouse. Brenandon hopes to use them to weaken the characters on guard. The thugs are not trying to hide. Successful DC 8 Listen checks allow anyone standing by the warehouse to hear the thugs before Darak appears at location 3 on the DMs map. This is the scene, as it appears from the warehouse:

"The sound of uneven footsteps precedes the appearance of three half orcs who stagger into view. One carries what looks like a table leg, the second one leans upon a quarterstaff for support, and the last one holds a small, leather sack in his hand. All of them wear varieties of dirty, leather armor."

APL 2 (EL 3)

Darak: Male Half-orc Bbn1; hp 13; Appendix 1

Irkis: Male Half-orc Rog1; hp 10; Appendix 1

Vendic: Male Half-orc Ftr1; hp 11; Appendix 1

Treasure: The only items of any value on the thugs are their paltry equipment and each few gold coins in their purses (as mixture of copper, silver and gold)

APL2: Loot: (6 gp); Coin: (6 gp); Magic: (0 gp).

Tactics: Characters who were aware of the half-orcs' approach can act in the surprise round. The thugs cannot act in the surprise round. The half-orcs arrive in the following order: Darak (Barbarian), Vendic (Fighter) and Irkis (Rogue). Irkis also carries a crowbar with which to break open the warehouse doors.

In the first full round of combat Darak will use his faster movement to move to the far

side of the closest guard, allowing Irkis to move into a flanking position and make a sneak attack. Initially all the thugs try to deal subdual damage (this has not been taken into account in their statblocks). Darak and Vendic therefore suffer -4 to their attack rolls (Irkis uses a sap). They start dealing lethal damage once any one of them suffers lethal damage. Darak will also rage if he personally suffers lethal damage. If Darak is defeated his accomplices flee. Though half-orcs appear a bit ragged, they are still not yet in state where their combat powers would be reduced because of alcohol.

Characters staying in the Silver Eel inn

After the opening round of combat, characters sleeping in a rear room at the Silver Eel making successful DC 1 Listen checks are woken by the sound of the fight. They should roll initiative to determine when they can act in the second round.

Characters in the common room require successful DC 6 Listen checks to hear the combat. Few patrons appear to notice but simply shrug and say:

“It sounds like them half-orcs are scrapping on their way home again.”

Development:

There are 3 possible paths in which the adventure can now go:

- ☛ Assuming the characters remain on guard, they may need to deal with the bodies (encounter 6) and then the adventure moves to encounter 8.
- ☛ If the half-orcs gain access to the warehouse (e.g. by defeating the party or the party remain in hiding) then they break open the doors in one round and rush in. Either randomly decide which half-orc **automatically** falls in the trap (see location 11 in encounter 3), or, if the trap has already been activated, after another 3 full rounds the half-orcs open a crate and find it is full of dirt. Believing they have been tricked, the remaining half-orcs run away before the guards arrive. The plot progresses onto encounter 8.
- ☛ If the characters are badly injured, Captain Eryn may come to their assistance (see encounter 2) and then the adventure moves to encounter 8.

Encounter 8: The thieves

The party arrives here after Encounter 6. Three thieves, led by Brenandon, plan to break into the warehouse. They would prefer to break

in without drawing blood, but are prepared to kill if necessary. Events begin when it is close to midnight. The planned sequence is as follows, although the actions and locations of the party may determine a different course of action:

Rounds 1 and 2:

- ☛ Tucmor moves silently along the back of the warehouses, keeping to the shadows, intending to arrive at location 7 on the DMs map. Feffer will be with him if he was evicted from the barrel in encounter 2.
- ☛ Brenandon walks along the quay, past the Silver Eel Inn and arrives at location 3 on the DMs map. Read the following for any characters waiting near the warehouse:
“You hear footsteps and the sound of someone whistling a tune. A human male, dressed in a chain shirt and carrying a flaming torch appears around the corner of a nearby warehouse. A longsword swings in a scabbard upon his belt.”

Location 3 should be marked on encounter map 2 for the benefit of the players. The party should be asked what they are doing. Party members with ranks in Perform (Sing) can make a DC 15 Perform (Sing) check to identify the tune as a Sunndian lullaby.

Rounds 3 to 5:

- ☛ If the characters are not visible when Brenandon arrives, he simply stands outside the warehouse doors. He pretends to be on guard but in reality is keeping watch.
- ☛ If the party are visible when Brenandon arrives, he addresses them:
[Read this in a loud, confident voice – Brenandon wants to distract the party and alert Tucmor to take up his position].

“Good! Rinnac said you looked reliable. I’m Othwal one of the crew of the White Lady. I just got released from the cells and Captain Eryn said I had to take over from you as my punishment. Here is a platinum piece each, half your payment. Rinnac says you can call it a night and get the rest from him at the White Lady in the morning.”

The man reaches into his pocket and holds out [X] platinum pieces.

X = the number of visible characters.

- ☛ The platinum pieces are actually copper coins that were changed to a platinum colour by the Silver Eel bard half an hour before this encounter using a *prestidigitation* spell. The coins detect as magical (of the universal school) and characters who check the coins that make a successful DC 15 Appraise check realise that they actually have the markings of Sunndian copper

coins. Brenandon has a total of 10 such coins in his pocket. A *detect magic* spell will also reveal that the torch is magical and there is a potion bottle (of the conjuration school) in Brenandon's belt pouch.

- ☛ A successful DC 18 Sense Motive check reveals that Brenandon is far too confident for someone who is serving a punishment and it seems suspicious that prisoners should be released at this time of night. If PCs ask about Eryn to confirm he is a crew member, he can answer almost any question about him. However, he does not know that Eryn serves Xerbo, so he answers Zilchus instead.
- ☛ Some party members may recognize Brenandon from encounter 5 – this may immediately lead to combat.
- ☛ If PCs want to go to Eryn to confirm things, Brenandon readily agrees but will stab PCs at the back at first opportunity.

Round 4: Tucmor (with or without Feffer) takes up a position at location 7 and glances over the alleyway. If characters are hiding in the alley then opposed Hide and Spot checks by Tucmor and the party will be required to decide whether the characters can see Tucmor and vice versa. The DC to Spot Tucmor is 18 (as he is taking 10). Anyone paying attention to the conversation with Brenandon suffers a -5 penalty to their Spot check and every character suffers a further -1 for every 10 feet of distance between them and location 6.

Round 5: Tucmor moves silently to position 8, beneath the rear window ledge on the DMs map. Listen checks should be called for from the party (DC 17). The DC is increased by 5 for party members involved in the conversation with Brenandon and a further 1 for every 10 feet the listener is away from Tucmor.

Round 6:

- ☛ Tucmor climbs up to the ledge and examines the window.
- ☛ If Brenandon is challenged about his story or the characters refuse to leave, then his likely response is:

“There are some of the other crew keeping watch on me from a back room in the Silver Eel inn’ he gestures towards the rear of the inn ‘so I know I’ll be alright. If I mess up again I’m off the ship so I got to prove myself by doing this punishment by myself.”

- ☛ A successful DC 18 Sense Motive check reveals that the man is unusually keen for the characters to go away, seems overly eager to draw their attention to the rear of the inn and does not believe he is being watched by crewmates.

Round 7-9:

Tucmor enters the warehouse and pries open the first crate he encounters.

Round 10: Tucmor opens the lid and is attacked by the Stirges (see encounter 9).

Round 11: Tucmor runs to and opens the window then dies screaming. The party will automatically hear this and know that it comes from the back of the warehouse. Assume each Stirge has sucked 2 points of Constitution if Tucmor is killed.

Round 12:

- ☛ Roll for initiative
- ☛ Feffer, who is either at location 5 or 6 casts *reduce person* on himself.
- ☛ The stirges fly out the open window searching for more blood – they will find the characters.

APL 2 (EL 2)

Tucmor: Male Dwarf Exp1; hp 7; Appendix 1.

Feffer: Male Gnome Sor1; hp 9; Appendix 1.

Brenandon: Male Human Ari1; hp 8; Appendix 1.

Treasure:

As well as their equipment, the thieves each carry gems and jewelry that they have stolen in the past few days as well as bracers of armor and other valuable gear.

APL2: Loot: (56gp); Coin: (50 gp); Magic: . *Potion of cure light wounds (4 gp), bracers of armor +1 (83gp)*

Detect magic results: Potion of cure light wounds (faint conjuration), bracers of armor (faint abjuration)

Tactics

The plan is for Brenandon to distract the guards while Tucmor breaks in to the warehouse. They will meet up later to share the treasure. Feffer stands by to blast any interfering guards with *color spray*. The thieves are selfish and feel little loyalty towards each other, so will withdraw and escape if they lose more than 50% of their hit points. They would also prefer to make off with the treasure rather than aiding each other in a fight. All of them know, however, that they will be harshly treated if handed over to the guards and will fight to the death if they are unable to escape. They will **not** coup de grace PCs but might kick them for more subdual damage to make sure they stay unconscious, but if they take down all PCs, they won't hesitate to rob all their stuff.

Development: The characters may need to deal with the bodies of the thieves, in which case the adventure moves to encounter 6 before progressing to encounter 10. If any thieves are

handed over to guards, they will be sentenced to forced labor for years.

Encounter 9: The flock of stirges

There are four possibilities about who will release the stirges and when:

- The party during encounter 3
- Tucmor during encounter 8
- The Xorn during encounter 10

Tactics: The hungry stirges are waiting quietly in the crate. They use Listen checks (+4) to notice anyone approaching the crate. If it is opened they will act in the surprise round, taking 5 foot 'hops' to attach themselves to anyone nearby.

APL 2 (EL 3)

Stirges (6): hp 5; *Monster Manual* p. 237 or Appendix 1.

Encounter 10: The real thief

The party arrives at this encounter following encounter 7. Read the following to the party:

“The sky is slowly lightening. Dawn is approaching and your job is nearly at an end. Suddenly you hear a crunching noise, like wood being shredded, coming from the centre of Eryn’s warehouse.”

Anyone inside the warehouse will see the following:

“A peculiar, ugly creature emerges from the ground. It’s stout, one-and-a-half foot high body is covered in skin that resembles pebbles and is supported upon three legs. It also has three arms and, between each of them, an eye. In a voice that sounds like rocks being ground together it utters a word in a language that is as peculiar as the creatures’ appearance. Creatures unnaturally largemouth is filled with teeth.”

Any player making a successful DC 13 Knowledge (the planes) check, can identify the creature as an juvenileXorn, a creature from the plane of earth that has a taste for precious metal. The word it uttered was 'food' in Terran (the only language it currently understands). For every 5 points that PCs score over 13, you can reveal useful information about Xorns such as their damage reduction, energy resistances and so on.

Tactics: After reading the introduction, initiative should be rolled. The Xorn has broken open the

crate marked as location 10 on the DMs map. This releases the stirges (see encounter 9) unless they have already been released. If so, the Xorn disappears into the earth and waits to ambush the guards after they have dealt with the stirges. If the stirges have already been released then the Xorn devours one electrum ingot a round until they are all gone. There are 12 in total. If there are guards already hiding in the warehouse, the Xorn will detect them using his Tremorsense ability and try to avoid their line of sight. Should someone speak Terran, they can convince the Xorn to leave by making a successful DC 15 Diplomacy or Intimidate check **and** offering it 2 pounds of precious metal to eat (the Xorn may make an offer as well). If the Xorn is reduced to 7 hp or less then it withdraws into the ground and will not reappear. The Xorn is not really looking for a fight but it's still eager to get a couple of tasty electrum ingots as snack. 1st level characters may have difficulties in actually hitting the Xorn because of it's high AC. Grappling or throwing nets might be much better solution (two sets of cargo netting could be used as improvised nets). If the Xorn is ever successfully grappled, it uses it's bite and tries to escape by disappearing into the ground. Once it escapes, it does not return. If actually captured (by net, tanglefoot bag, etc.), the juvenile Xorn is actually quite a pathetic creature, whimpering that it only wanted something to eat. Eryn will take it as a pet if it is alive.

APL 2: (EL 2)

Lesser Xorn: Hp 22; Appendix 1.

Conclusion: The reward

The party arrives at the conclusion following encounter 10.

“As dawn arrives, life starts to return to the docks. Seagulls circle the quay and greet the day with their raucous cries. Yawning workers pass you on their journey to work and call greetings to one another. The sound of clopping hooves and the squeaking of wheels can soon be heard over the other noises. A wagon trundles into sight. Walking beside the wagon is Rinnac and a number of dockhands. Sitting beside the driver is a well dressed human.”

This 'well dressed human' is Captain Eryn. The party will recognize him if they encountered him during the night (see encounter 2).

“As he clammers down from the wagon, the smartly dressed individual smiles at you.”

'I am Captain Eryn. Let me start by congratulating you for surviving the night. Now, tell me about your evening while I check my wares.'

Within minutes, Captain Eryn has taken stock of the situation."

Only 1 or 2 pieces of electrum were lost

"My wares are [almost] intact. You have proven yourselves reliable and competent individuals. Here are the 20 pieces of gold that was promised to each of you. I may have another job that you would be interested in."

Treasure:

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

In addition the character's earn **The Respect of Captain Eryn** to their Adventure Record.

3 or more pieces of electrum were lost

"I am disappointed that my goods are not intact. Nonetheless, you have proven that you have some abilities that will be of use to me so I am minded to pay you half of what was promised. I may have another job for you in the future if you are interested."

Treasure:

APL2: Loot: (0gp); Coin: (10 gp); Magic: (0 gp).

The characters identified the Xorn

'The news of that subterranean creature is welcome indeed. My plan almost worked. I will divide with you the reward that I have earned for identifying this troublesome thief.'

Treasure:

APL2: Loot: (0gp); Coin: (25 gp); Magic: (0 gp).

The characters killed/captured the Xorn

"Congratulations on killing/capturing this thief and fulfilling my plan. I shall divide with you the reward that I have earned."

Treasure:

APL2: Loot: (0gp); Coin: (50 gp); Magic: (0 gp).

In addition the character's earn **The Respect of Captain Eryn** to their adventure record.

The characters may be disgruntled about being 'set up' by Eryn or having to share the reward for the identification or killing of the Xorn. Captain Eryn can explain his actions to the characters but the authorities will side with Eryn in relation to the payment: It was his plan and the characters were his employees. They are lucky to get a share at all.

If PCs have done silly things such as stealing the ingots or attacked members of Nasranite Watch, DM should give each of them a "Wanted in Ahlissa AR" which is available from Naerie website and mark the appropriate crime to it.

The End

Experience Point Summary

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

Encounter 3: Eryn's Warehouse

Surviving the trap

APL2 30 XP

Encounter 4: The evening stroll

Letting the commoners pass unmolested

APL2 30 XP

Encounter 7: The thugs

Defeating the three half-orc thugs

APL2 90 XP

Encounter 8: The thieves

Defeating the three thieves

APL2 60 XP

Encounter 9: The stirges

Defeating the stirges

APL2 90XP

Encounter 10: The real thief

Defeating the Xorn
APL2 60 XP

Discretionary roleplaying award

Awarded by DM for good roleplaying to those who play their characters and avoid meta-gaming.
APL 2 90 XP

Total Possible Experience:

APL2 450 XP

Treasure Summary

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

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

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

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

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

Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items. 30 XP

Encounter 3: The warehouse

APL2: Loot 0 gp; Coin: 50 gp; Magic: 0 gp

Encounter 7: The thugs

APL2: Loot: (6 gp); Coin: (6 gp); Magic: (0 gp).

Encounter 8: The thieves

APL2: Loot: (56gp); Coin: (50 gp); Magic: *Potion of cure light wounds (4 gp), bracers of armor +1 (83gp)*

Conclusion:

Either: 1 or 2 pieces of electrum lost

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

Or: 3 or more pieces of electrum lost

APL 2: Loot: 0 gp; Coin 10 gp; Magic 0 gp

And either: Xorn identified

APL 2: Loot: 0 gp; Coin 25 gp; Magic 0 gp

Or: Xorn killed/captured

APL 2: Loot: 0 gp; Coin 50 gp; Magic 0 gp

Total Possible Treasure

APL 2: Loot: 62 gp ; Coin: 126 gp; Magic: 87 gp - Total: 275 gp

Campaign Consequences

1: Did the party kill Brenandon or did he escape?

2: What happened to the Xorn?

Send answers to sampo@haarlaa.fi

Items for the Adventure Record

The respect of Captain Eryn: You impressed Captain Eryn with your abilities while guarding his warehouse. As well as being keen to hire you again, Captain Eryn's enthusiastic praise of your abilities gives you a +2 bonus to Gather Information and Diplomacy checks during your next Naerie regional.

Appendix 1: Encounters

Introduction

Rinnac: Human Exp2; CR 1; medium humanoid; HD 2d6+2; hp 10; Init +1; Spd 30 ft; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 dex]; Base Atk +1; Grp +2; Atk: +3 melee (1d4+2/19-20, +1 dagger) or +2 ranged (1d4+1/19-20, dagger); Full Atk: +3 melee (1d4+2/19-20, +1 dagger) or +2 ranged (1d4+1/19-20, dagger); AL N; SV Fort +1, Ref +1, Will +3; Str 13, Dex 12, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +6, Diplomacy +6, Intimidate +6, Jump +6, Knowledge (Nature) +5, Profession (Sailor) +8, Spot +5, Swim +6; Endurance, Skill Focus (Profession)

Possessions: +1 dagger, dagger, leather armor, *potion of cure light wounds*

Encounter 2: Meeting Captain Eryn

Captain Eryn: Human Clr3 of Xerbo; CR 3; medium humanoid; HD 3d8+3; hp 21; Init +1; Spd 20 ft; AC 15 (touch 11, flat-footed 14) [+4 armor, +1 dex]; Base Atk +2; Grp +4; Atk: +5 melee (1d8+3, masterwork trident); Full Atk +4 melee (1d8+3, masterwork trident); AL N; SV Fort +3, Ref +2, Will +5; Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +10 (+14 when casting defensively), Profession (Merchant) +8, Profession (Navigator) +8; Combat Casting, Martial weapon prof. (Trident), Skill Focus (Concentration).

Cleric Spells Prepared (4/4/3); (DC 12 + spell level): 0 – *detect magic, guidance, light (2)*; 1st – *bane, calm animals*, command, sanctuary 2nd – fog cloud*, spiritual weapon, summon monster II,*

*Domain spell. *Domains:* Animal (*Speak with animals* 1/day), Water (turn fire creatures, rebuke water creatures).

Possessions: Masterwork trident, +1 studded leather armor, *quaal's feather token (fan)*, silver holy symbol, *scroll of cure light wounds*.

Encounter 4 (EL 1): The evening stroll

Rinswallis: Half-Elf Com1; CR ½; medium humanoid (elf); HD 1d4; hp 3; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp -1; Atk: -1 melee (1d4-1/19-20, dagger) or

+0 ranged (1d4-1/19-20, dagger); Full Atk -1 melee (1d4-1/19-20, dagger) or +0 ranged (1d4-1/19-20, dagger); SQ Low-light vision; AL N; SV Fort +0, Ref +0, Will +1; Str 9, Dex 11, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Profession (Scribe) +7, Listen +6; Skill Focus (Profession)

Possessions: Dagger, torch

Eleena: Human Com1; CR ½; medium humanoid (human); HD 1d4; hp 3; Init +0; Spd 30 ft; AC 11, touch 10, flat-footed 11 [+1 armor]; Base Atk +0; Grp +0; Atk: +0 melee (1d4/19-20, dagger) or +0 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger) or +0 ranged (1d4/19-20, dagger); AL NG; SV Fort +0, Ref +0, Will +2; Str 10, Dex 11, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +7, Ride +4, Profession (Groom) +4; Iron Will, Skill Focus (Handle animal)

Possessions: Dagger, padded armor.

Encounter 6 (EL 6): Disposing of the bodies

Sertern Embric: Male human (Oeridian) War3; CR 2; medium humanoid (human); HD 3d8+6; hp 22; Init +1; Spd 30 ft; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 shield, +1 dex]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, masterwork longsword) or +5 melee (1d6+2 subdual, sap) or +4 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +5 melee (1d6+2 subdual, sap) or +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +2, Will +2; Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +4 (+2 in armor), Handle Animal +2, Intimidate +5, Jump +4 (+2 in armor), Listen +3, Profession (watchman) +2, Ride+2, Spot +3, Sense Motive +2, Swim+4 (+0 in armor); Alertness, Toughness, Weapon focus (Longsword)

Possessions: Masterwork longsword,, dagger, spiked gauntlet, light crossbow, 10 bolts, sap, chainshirt, small steel shield, signal whistle, bull's eye lantern.

Nasranite watch member (8): Male/Female human (Oeridian-Suel) War2; CR 1; medium humanoid (human); HD 2d8+5; hp 15; Init +1; Spd 30 ft; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 shield, +1 dex]; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword) or +4 melee (1d6+2 subdual, sap) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee

(1d8+2/19-20, longsword) or +4 melee (1d6+2 subdual, sap) +3 ranged (1d8/19-20, light crossbow); SA -; SQ human traits; AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha 11.

Skills and Feats: Climb +4, Handle Animal +2, Intimidate +4, Jump +3, Profession (watchman) +1, Ride+3, Swim+4 (+0 in armor); Toughness, Weapon Focus (Longs word)

Possessions: Longsword, dagger, spiked gauntlet, light crossbow, 10 bolts, sap, chainshirt, small steel shield, , signal whistle, bull's eye lantern.

Encounter 7 (EL 3): The Raid

Darak: Male Half-orc Bbn1; CR 1; medium humanoid (orc); HD 1d12+21; hp 13; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 1 [+3 armor, +1 shield, +2 dex]; Base Atk +1; Grp +4; Atk: +4 melee (1d6+3, club); Full Atk +4 melee (1d6+36, club); SA Rage; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +2, Will -2; Str 17, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +4, Intimidate +2, Profession (dockhand), Swim +4; Endurance

Possessions: Club, dagger, studded leather armor, buckler.

Irkis: Male Half-orc Rog1; CR 1; medium humanoid (orc); HD 1d6+4; hp 10; Init +3; Spd 30 ft; AC 15, (touch 13, flat-footed 12) [+2 armor, +2 dex]; Base Atk +0; Grp +3; Atk: +3 melee (1d6+3 subdual, sap) or +2 ranged (1d4+2/19-20, dagger); Full Atk: +3 melee (1d6+3 subdual, sap) or +2 ranged (1d4+2/19-20, dagger); SA Sneak Attack +1d6; SQ Darkvision 60 ft.; AL CN; SV Fort +2, Ref +4, Will -1; Str 16, Dex 15, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Appraise +2, Escape Artist +4, Hide +4, Listen +1, Move Silently +4, Sleight of Hand +4, Spot +1, Use Rope +4; Toughness

Possessions: sap, dagger, leather armor,

Vedic: Half-Orc Ftr1; CR 1; medium humanoid (orc); HD 1d10+1; hp 11; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 1) [+3 armor, +1 two-weapon defense, +2 dex]; Base Atk +1; Grp +5; Atk: +5 melee (1d6+4, quarterstaff) Full Atk +2/+2 melee (1d6+4/1d6+2, quarterstaff); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +2,

Will -1; Str 18, Dex 15, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +6, Intimidate +2, Swim +6; Two-Weapon Defense, Two-Weapon Fighting

Possessions: , quarterstaff, dagger, studded leather armor

Encounter 8 (EL 2): The thieves

Tucmor: Dwarf Exp1; CR ½; medium humanoid (dwarf); HD 1d6+3; hp 7; Init +1; Spd 20 ft; AC 15 (touch 13, flat-footed 15) [+3 armor, +1 dex]; Base Atk +0; Grp +0; Atk: +0 melee (1d8, heavy mace) or +1 ranged (1d4/19-20, dagger); Full Atk: +0 melee (1d8, heavy mace) or +1 ranged (1d4/19-20, dagger); SQ darkvision 60ft; AL N; SV Fort +2, Ref +1, Will +1; Str 11, Dex 13, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Climb +4, Jump +4, Open Locks +5, Disable Device +5, Move Silently +7, Hide +7; Stealthy.

Possessions: Heavy mace, dagger (2), leather armor, masterwork thieves' tools

Brenandon: Human Ari1; CR ½; medium humanoid; HD 1d6+2; hp 8; Init +1; Spd 30 ft; AC 15, (touch 11, flat-footed 14) [+4 armor, +1 dex]; Base Atk +0; Grp +2; Atk: +3 melee (1d8+2/19-20, masterwork longsword) or +1 ranged (1d4+2/19-20, dagger); Full Atk: +3 melee (1d8+2/19-20, masterwork longsword) or +1 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +2, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Appraise +4, Bluff +8, Gather Information +4, Intimidate +8; Spot +2; Dodge, Persuasive

Possessions: Masterwork longsword, dagger, chain shirt, everburning torch, *potion of cure light wounds*

Feffer: Gnome Sor1; CR 1; small humanoid (gnome); HD 1d4+5; hp 9; Init +2; Spd 20 ft; AC 14, (touch 13, flat-footed 12) [+1 size, +2 dex, +1 bracers]; Base Atk +0; Grp -5; Atk: +0 melee (1d6-1, small morningstar) or +3 ranged (1d3-1/19-20, dagger); Full Atk: +0 melee (1d6-1, small morningstar) or +3 ranged (1d3-1/19-20, dagger); SA spells; SQ low-light vision; AL CN; SV Fort +3, Ref +2, Will +3 (+5 vs illusions); Str 8, Dex 14, Con 15, Int 10, Wis 12, Cha 15.

Skills and Feats: Hide +11, Listen +4, Spot +4; Skill focus (Hide).

Toad Familiar: Grants +3 hp, uses the better of its own or its masters saves

Alertness: The familiar grants Feffer the Alertness feat when within arm's reach.

Improved evasion (Ex): When subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage on a successful save and half damage if it fails.

Sorcerer spells known (6/5) (DC = 12 + spell level): 0 – *daze* (DC 12), *detect magic*, *mage hand*, *open/close*, *read magic*; 1 – *color spray* (DC 14), *reduce person*.

Gnome Spells (Ex): 1/day – *dancing lights*, *ghost sound*, *prestidigitation*

Possessions: Morningstar, 2 daggers, bracers of armor +1

Feffer (after *reduce person* spell): Gnome Sor 1; CR 1; tiny humanoid (gnome); HD 1d4+9; hp 13; Init +3; Spd 20 ft; AC 15, (touch 14, flat-footed 13) [+2 size, +2 dex, +1 bracers]; Base Atk +0; Grp -9; Atk: +1 melee (1d4-2, morningstar) or +4 ranged (1d2-2/19-20, dagger); Atk: +1 melee (1d4-2, morningstar) or +4 ranged (1d2-2/19-20, dagger); Space/Reach 2½ ft./0 ft.; SA spells; SQ low-light vision; AL CN; SV Fort +3, Ref +2, Will +3 (+5 vs illusions); Str 6, Dex 16, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Hide +16, Listen +4, Spot +4; Skill focus (Hide).

Toad Familiar (Ex): CR -; Diminutive magical beast; HD ¼d8; hp 4; Init +1; Spd 5 ft; AC 15 (+4 size, +1 dex), (touch 15, flat-footed 14) [+4 size, +1 dex]; Base Atk +0; Grp -17; Atk: -; Full Atk -; Space/Reach 1 ft./0 ft.; SQ Amphibious, low-light vision; AL CN; SV Fort +3, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Encounter 9: Flock of Stirges

Stirge (6): CR 1/2; tiny magical beast: HD 1d10; hp 5; Init +4; Spd 10 ft, fly 40ft (average); AC 16, (touch 16, flat-footed 12) [+2 size, +4 dex]; Base Atk +1; Grp -11 (+1 when attached); Atk: Touch +7 melee (attach): Full Atk Touch +7 melee (attach); Space/Reach 2½ ft./0 ft.; SA attach, blood drain; SQ Darkvision 60ft, low-light vision; AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse.

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is

effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above). An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Encounter 10: The real thief

Lesser Xorn: CR 2; tiny outsider (Extraplanar, Earth); HD 3d8+9; hp 22; Init +0; Spd 20 ft., burrow 20 ft.; AC 25 (touch 13, flat-footed 24) [+2 size, +12 natural, +1 dex]; Base Atk +3; Grp -4; Atk: +5 melee (1d10, bite); Full Atk +5 melee (1d10, bite) and -2 melee (1d2, 3 claws); SQ: All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity, tremorsense 60 ft.; Space/Reach 2½ft./0ft.; AL N; SV Fort +4, Ref +0, Will +2; Str 11, Dex 12, Con 15, Int 10, Wis 11, Cha 10.

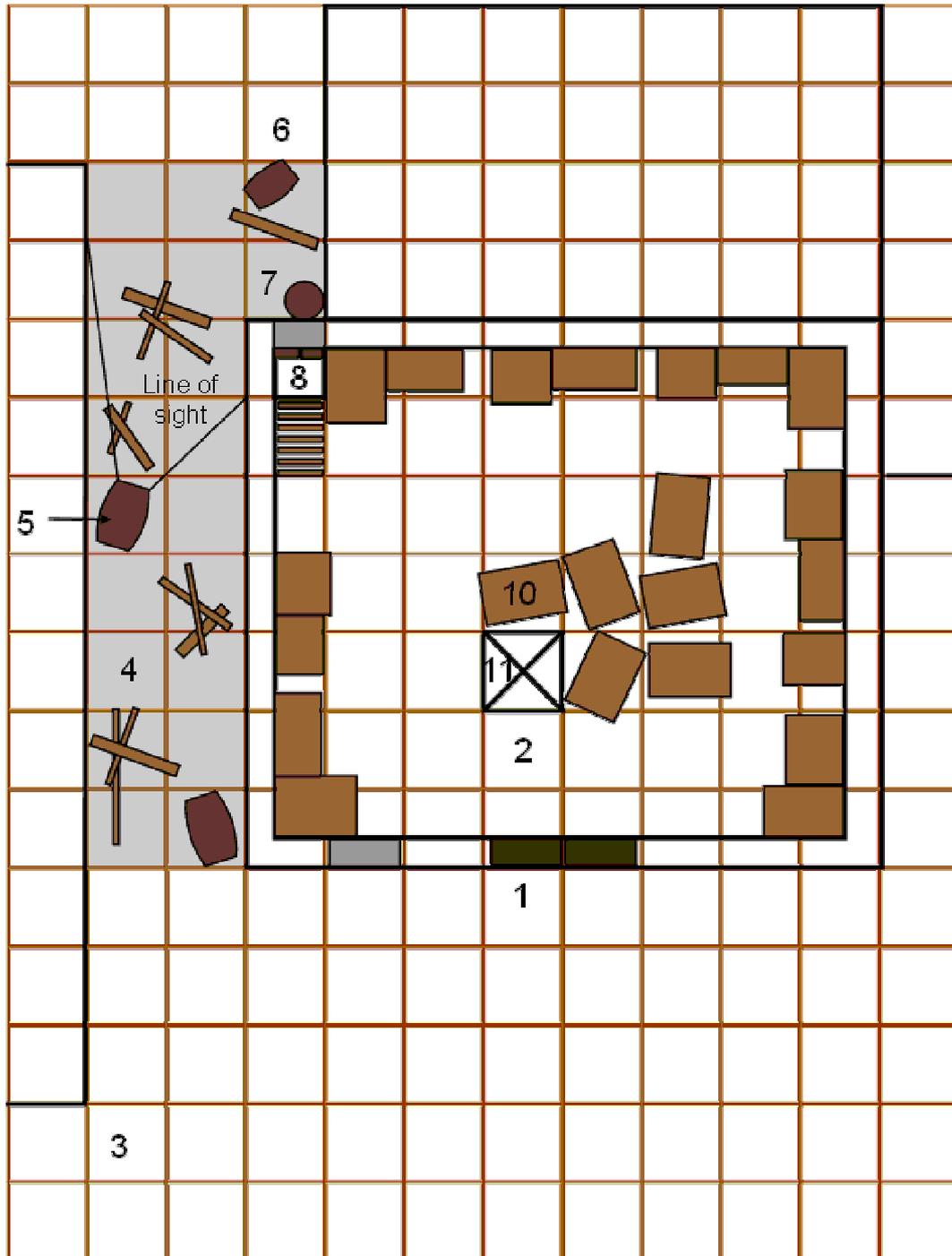
Skills and Feats: Hide +11, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move silently +4, Search +6, Spot +8, Survival +6 (+8 when following tracks underground); Multi-Attack, Toughness

Possessions: None

Earth Glide (Ex): Moves through earth, soil and stone without leaving a tunnel or sign of its passage.

All-Around Vision (Ex): A Xorn cannot be flanked.

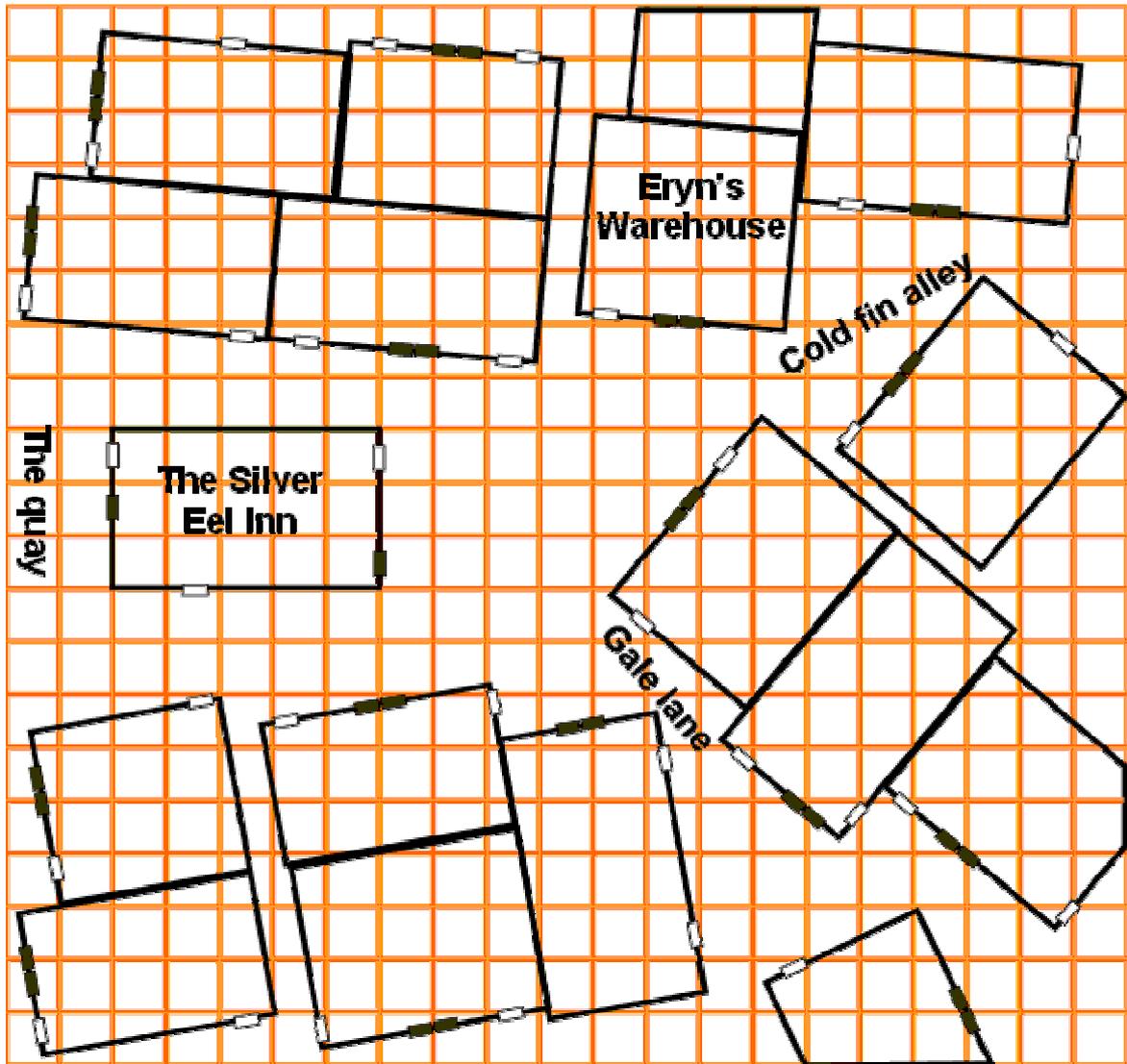
DM Aid: DM's maps of Eryn's Warehouse



One square = 5 feet

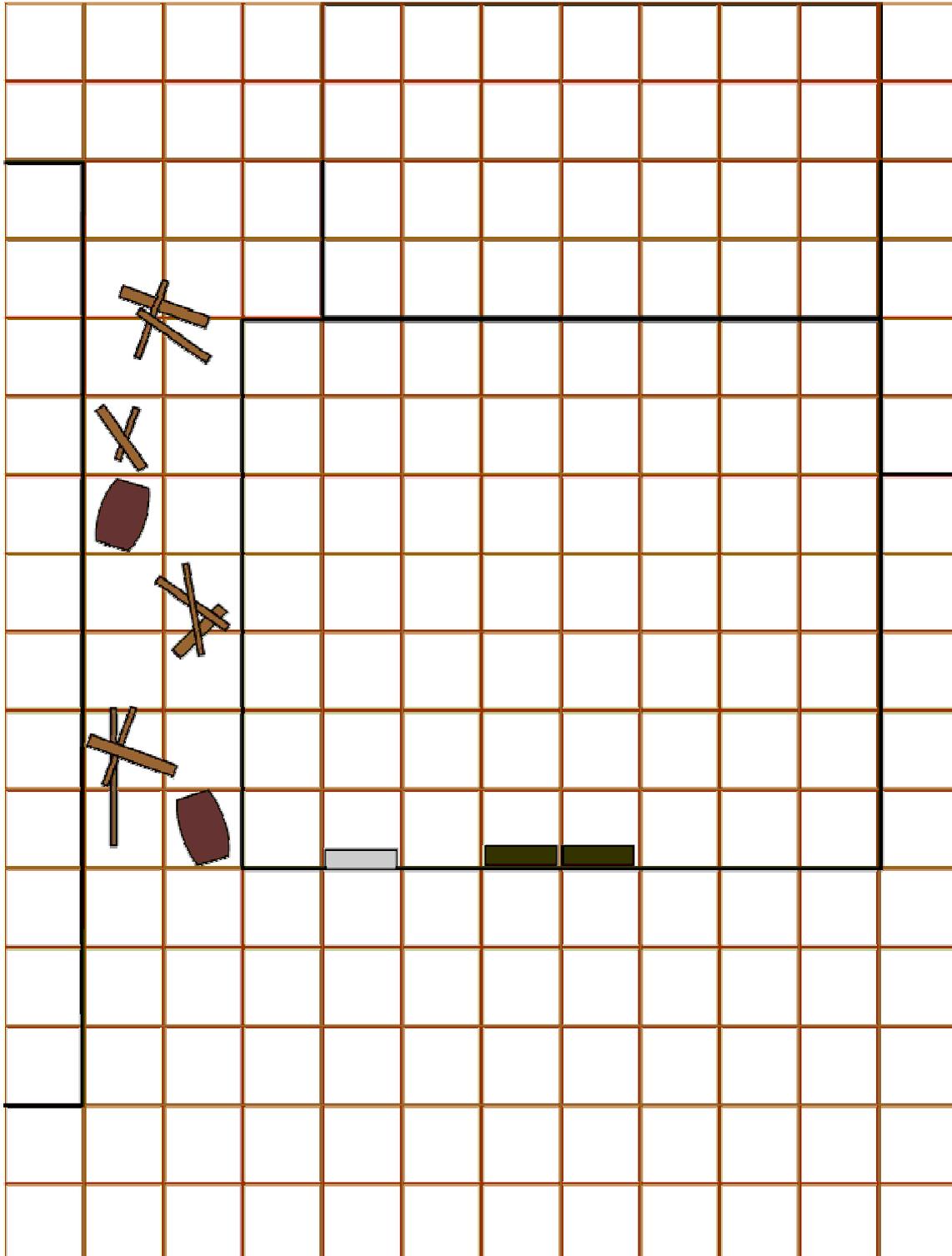
- Difficult terrain (costing double movement to enter). Also, at night this square is in near total darkness. Without darkvision or artificial light, this square provides 40% concealment and +10 to hide checks and it costs double movement to enter this square: i.e. four times normal movement in total.

Encounter Map 1: The warehouse district



One square = 10 feet

Encounter Map 2: Eryn's warehouse



One square = 5 feet