

NAE6-03

Legacy of the Serpent

A One-Round D&D LIVING GREYHAWK® Principality of Naerie Regional Adventure

Version 2.2

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A trip to Gornor's Cove lets you see some old and new acquaintances. But is there something darker going on in the town than everyone knows? A one-round Principality of Naerie scenario for characters of level 1-11 (APL 2-8). This module is a follow-up to NAE6-02 *First Bite* and it is recommended that you have played that module first.

Meta-organizations: Idee Volunteer sympathisers, Church of Osprem.

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 proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.

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

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. 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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Naerie. Characters native to 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

TRAVEL IN THE UNITED KINGDOM OF AHLISSA

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

For the DM's convenience these are replicated below.

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

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

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

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

ADVENTURE BACKGROUND

Recently, a band of mercenaries-turned-bandits, called the Serpent Guard, were surrounded by the Felten Guard and a group of adventurers near Felten who broke their power (NAE6-02 *First Bite*). However, one of their leaders, a sorceress named Emeria, managed to escape. She was supposed to meet her contact in Jarlstun Estuary and go over some old tomes which contained information about the old Flan ruins in Jagged Hills. However, she was betrayed and her books and majority of equipment was stolen by her mysterious contact 'Riven', leaving Emeria with only few of her own scrolls & tomes. Emeria left them at Quay House tavern for safekeeping and fled towards Gornor's Cove. During her journey she came across a lone trade wagon which had just been attacked. However, before she could loot it, few intruders (PCs) come along and disturb her.

This is where the party encounters Emeria, posing as a damsel in distress. She wants to accompany the party to Gornor's Cove so she can take a ship out of Naerie or flee to Sunndi. The wagon's cargo is intended for Ludmila (first seen in NAE3-01 *Daughter of Idee*), a merchant in Gornor's Cove. It was sold to her by a half-elf named Darnus whom the PCs might have met more recently in NAE5-03 *Heart of the Wood*. In the town, characters learn of an attack against Osprems' temple. This attack was done by the assistant of an individual named Riven, whose agenda will be kept secret for future modules. The PCs may perhaps find one of Riven's secret stashes, though the trail leading to Riven will be long gone before PCs reach the warehouse. Emeria is also there - her eyes now on Ludmila's silver as this would enable her to establish herself a new base of operations in Sunndi (or elsewhere).

This module allows plenty of opportunities to leave the beaten path and characters should have plenty of opportunities to look around Gornor's Cove. Note that it is also quite open ended and without real structure as the goal of the module is to showcase the town, hint of future plots being hatched there and some developments which will happen once Riven's presence is known in Gornor's Cove.

Patrols: Use this as a standard watch patrol if needed. Fighting in the streets brings a patrol to the scene in 1d3 minutes (10-30 rounds), unless noted differently. Patrol has a sertern and 1d3+2 Gornorites. Any character who pays no upkeep or who "lives off the wild" suffers -2 penalty to all charisma based checks with Gornorites in this module.

GORNORITE PATROL

♣ **Gornorite Sertern:** Male/female Oeridian human Ftr2; hp 20; see Appendix 5.

♣ **Gornorite:** Male/female Oeridian human War1/Exp1; hp 10; see Appendix 5

A note on time: On the evening of the 2nd day of the adventure, the city watch and Saron manage to track down the warehouse of Riven, after which characters can no longer get experience from that encounter (Saron defeats cobras & golem). You may summarize this to characters when it happens. The full (expected) timeline of events is below.

Noon: Characters come across the wagon

13:30: Characters arrive at Gornor's Cove and meet Ludmila.

15:00: Lunch finishes.

01:00 (next day): Emeria attacks Ludmila's compound. Unless the PCs are present, two guards are killed and the ingots stolen. The bandits leave town immediately with the ingots in lead containers, which should prevent most magical detection and enable them to escape.

19:00 (next day): Gornorites find the warehouse of Riven and after a pitched battle, manage to take the constructs down.

Meetings with the Idee Volunteers, finding the warehouse of Riven, freeing Emeria, etc. may happen at anytime between 15:00-01:00. You should keep track of time. For example, if characters gather information late at night, it might be possible that they are away when Emeria attacks the compound. The encounters in Gornor's Cove don't follow any fixed track and as such you should take some care to prepare for any number of outcomes. Feel free to change encounters if you think it is suitable, such as if PCs try to send Idee Volunteers and Emerias Gang to attack each other. Think of NPC motivations and what they might do in these situations and run the situation according to that.

Note: Before the game starts you should hand all players a part of the DM's Aid 1 and ask them to fill this information. It is especially important to note all possible favors or disavors the PCs might have with the Idee Volunteers for Encounter 5.

ADVENTURE SUMMARY

NAE6-03 *Legacy of the Serpent* is a 1-round regional set in Gornor's Cove. It is a relatively free flow adventure although if the PCs are too slow, they might be unable to finish the adventure.

Introduction [The Wagon]: The characters come across a wagon that was attacked by bandits. In the wagon, they find a survivor, Emeria (who names herself Ellisir).

Encounter 1 [Gornor's Cove]: The PCs arrive at Gornor's Cove where they meet a merchant named Ludmila, originally seen in NAE3-01 *Daughter of Idee*.

Encounter 2 [Ludmila's Compound]: The PCs come to Ludmila's Warehouse, where they have lunch and can get to know her better, and perhaps pick up some rumors of the town.

Encounter 3 [The Temple of Osprem]: In the temple of Osprem, the PCs can meet up with the high priestess and some nobles, as well as pick up some clues.

Encounter 4 [Exploring the town]: The PCs can explore the town or perhaps hunt for clues regarding the whereabouts of Emeria.

Encounter 5 [Idee Volunteers]: A cell of Idee Volunteers meets the PCs, either asking for help or to settle old scores.

Encounter 6 [Attack on Ludmila's Compound]: Emeria leads her gang in an attack on Ludmila's compound.

Encounter 7 ["Damsel in Distress"]: Emeria begs for help if captured and still alive.

Encounter 8 [Warehouse of Riven]: Characters investigate the warehouse of the mysterious 'Riven', encountering some constructs and possibly a golem.

Conclusion: Having found the warehouse of Riven and thwarted the robbery on Ludmila's compound, the adventure ends.

INTRODUCTION: THE WAGON

Read or paraphrase the following:

News from Felten is that the hideout of a bandit group Serpent Guard was recently discovered and destroyed by local soldiers and adventurers. The remaining bandits have dispersed into the countryside and are being hunted down - this includes the areas around Coast Road. Ahlissan soldiers have been seen in large numbers in surrounding areas, yet you have banded together for a journey down the coast - there is, after all, safety in numbers.

Allow characters to introduce themselves. After this, read the following.

A thin cloud of smoke is briefly visible ahead, before being dispersed by the winds blowing in from the Azure Sea. The source is not visible as a small rise in the road obscures vision.

When the characters go over the rise or send familiars to investigate, they can see remains of a battle. A wagon is abandoned in the middle of the road and there are six bodies around it: four humans in studded leather armor, armed with bastard swords, and with tattoos of vipers on various parts of their bodies; two dwarves, one dressed in chain mail and wielding a battleaxe and one wearing a wizard's robes. All bodies also have traveling clothes, backpacks and other assorted items. PCs who have played NAE6-02 *First Bite* remember that viper tattoos same used by Serpent Guard. An area of grass nearby is scorched and thin wisps of smoke rise from it.

A heavy horse (see *Monster Manual* page 273) is harnessed to the wagon. It currently stands inactive, wondering the aftermath of the battle.

Creatures: Present at the wagon is Emeria. She has been forewarned of approaching people by her familiar and is *invisible* when the characters arrive (assume two minutes of the spell are left when the characters first see the wagon). She moves into the wagon when the PCs come in sight. When the characters come closer, Emeria comes out of hiding to pose as a poor passenger on her way to Naerie city. Note that because of the *undetectable alignment* she has cast earlier today from scroll, she is immune to *detect evil*. Note that there is lingering aura nonetheless which can be detected as normal with *detect magic*.

Characters may roll initiative at this stage if they feel like attacking her.

Emeria (refer to her as Ellisir when you use a name) has loose fitting clothing that complements her figure quite nicely.

Encounter map: If combat ensues, the map should be pretty much featureless except for a 25 ft. wide road and the 20 ft. by 10 ft. wagon. Some scrub bushes and elevation differences should be nearby as well.

APL 2 (EL2)

☛ **Emeria:** Female Suel Rog1/Sor1; hp 10; Bluff +7; See Appendix 1.

☛ **Breeze:** Emeria's seagull familiar (raven); hp 5; See Appendix 1.

APL 4 (EL4)

☛ **Emeria:** Female Suel Rog2/Sor2; hp 19; Bluff +13; See Appendix 2.

☛ **Breeze:** Emeria's seagull familiar (raven); hp 9; See Appendix 2.

APL 6 (EL6)

☛ **Emeria:** Female Suel Rog2/Sor4; hp 27; Bluff +15; See Appendix 3.

☛ **Breeze:** Emeria's seagull familiar (raven); hp 13; See Appendix 3.

APL 8 (EL 8)

☛ **Emeria:** Female Suel Rog2/Sor6; hp 39; Bluff +17; see Appendix 4.

☛ **Breeze:** Emerias seagull familiar (raven); hp 19; see Appendix 4.

Treasure: If PCs defeat Emeria here, they can get her equipment.

Note: The equipment of bandits and dwarves is heavily damaged and is assumed that it is worthless to PCs and/or confiscated by authorities at the gate.

APL 2-8: Loot: (40 gp); Coin (2 gp); Magic: *dust of tracelessness* (20gp), *potion of invisibility* (25gp)

Detect Magic Results: *Dust of tracelessness* (Faint Transmutation), *potion of invisibility* (Faint Illusion).

Development: Emeria tries to use her appearance to shift male attitudes to friendly as well as appears to be a naive and scared girl. If any characters try to hit on her, she appears embarrassed and tries to wriggle free of the situation. If any characters ask if she is lying, you should make Bluff vs. Sense Motive rolls in secret. Emeria/Ellisir tells the following things as cover story if asked:

- She is from Minetha and is going to Gornor's Cove to meet some friends.
- She asked for a lift in the wagon at Felten and the dwarf agreed to let her on for the price of four coppers.
- Her name is Ellisir. Her father (Tren) works as a miller in Felten and her mother (Lenne) is a seamstress. (These are lies, as PCs may know the name Emeria. Please remember to use Emeria's false name when referring to her during the scenario).
- The bandits were waiting in nearby scrub bushes. They and the dwarves killed each other. (Anyone with the Track feat can verify that several persons spent some time near the bushes). Emeria/Ellisir does not actually know this for sure but she makes a lucky guess if asked.
- If characters confront her as liar, she sobs down and confesses that she saw the fight and thought she might find something valuable but she only only did it because she is poor.

Emeria/Ellisir is very keen to get to Gornor's Cove and would be extremely grateful if the characters could help her out by escorting her there along with wagon. She engages in some discussion with PCs, asking about their adventuring careers and so on, so she can learn about PCs abilities. If the characters tell her to get lost, she hops down from the wagon and starts to walk towards Gornor's Cove. If the party attacks her, she reaches into her clothes, pulls out a *potion of invisibility* and drinks it before fleeing. She also uses *dust of tracelessness* to increase the DC for tracking her by 20 (to a total DC of 35). If able, she goes to Gornor's Cove and joins her gang in the Bird's Nest tavern, and attacks Ludmila's compound

later. If she is killed, there is no attack on Ludmila's Compound.

When investigating the cargo, characters who have played NAE5-03 *Heart of the Wood* (where they escorted Darnus to the Iron Hills) or who make a successful DC 15 Knowledge (Splintered Sun), DC 20 Knowledge (nobility and royalty) or a DC 10 Profession (merchant) skill check recognize the symbol on these crates as belonging to Darnus, a half-elf trader from Poelitz. The dwarves have a ledger that records details of the trade (see Player's Handout 1).

Speak with dead: Both dwarves are LN in alignment. Their will save to resist the spell (if the alignment of the caster is different) is +5.

The dwarves can tell their names (Rahul/Gemil) and that a group of human bandits attacked them. Gemil was the last to fall and used a scroll of *fireball* to kill the bandits but a staggered bandit killed him after that. They were in the service of Darnus from Poelitz and on their way to Gornor's Cove, taking cargo to Ludmila Uirten. They are from the Iron Hills and wish their remains returned to their clan (giving bodies to Ahlissan authorities is sufficient). They did not take any passengers along them.

The bandits are NE in alignment. Their Will save to resist the spell is +2.

They can tell that they were members of the Serpent Guard, driven off from Schwente by local guards. They were looking for easy pickings so they could get away from Naerie. A successful DC 12 Heal check reveals that the bandits died from a combination of slashing weapons and fire damage, while the dwarves died from slashing weapons.

If the party takes the wagon to Gornor's Cove, go to Encounter 1.

If the party decides to loot the silver ingots, and flee the region (go anywhere else but Gornor's Cove) the adventure is over. Go to Conclusion B.

Troubleshooting: If characters arrest Emeria as a possible looter and hand her over to the authorities at the gate, she manages to run away (if unconscious because of damage, a cleric cures her) later and makes her way to her gang and proceeds with her original plan of attack (she manages to replace her dagger, spell component pouch and other equipment before the attack and is thus equipped as her stat block indicates).

ENCOUNTER 1: GORNOR'S COVE

Read aloud or paraphrase the following once the PCs arrive at Gornor's Cove, 1 hour after coming across the ambush site.

Gornor's Cove is one of the towns on the shore of the Azure Sea, being halfway between Naerie City and Felten. The town has been built in a sheltered natural harbor. On a hilltop above the town is the burial place of Saint Idee of the Sails. Its walls stand proud, overlooking Gornor's Cove and the Azure Sea. However, the Nightingale banner of Ahlissa hangs over one wall, ever reminding this town who is in control. When your wagon comes near the gate a soldier steps in front of you: "Halt, by the order of Eberic Lyrthi, all cargo arriving into town will be inspected". Several other soldiers stand nearby, all dressed in leather armor, overlaid with green and grey tabards. They have long swords and bows as their weapons.

Give Player's Handout 2 to the players.

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

Authority figures: Eberic of House Lyrthi (LN male Ari7/Ftr4), local ruler and Head of House Lyrthi; Thriendril of Prymp (LE female Ft7/Marshall4), Commander of the Ahlissan garrison; Mudoric (LN male Clr8), priest of Zilchus; Captain Saron (N male War9), leader of the City Watch; Nuran (NG female Clr5/Divine Oracle5/Contemplative2), Overseer of Saint Idee's burial site and leader and High Priestess of Osprem's faith in Naerie.

Important persons: Qita (CN Aarakocra female Wiz9); Harbormaster Tedin (LN male Exp9); Ordog (N male Clr8), High Priest of Xerbo in Naerie; Kelez (CN male Clr5), priest of Procan. Kalkat (N male Com13), leader of the Fishermen's Guild.

Creatures: The Sertern, named Grigor Saikon, is a tall and thin Oeridian man with a moustache and short brown hair. Members of Nasranite Watch with home area as Monne recognise him and know he has been in service since 591CY. He is accompanied by 8 gornorites and cleric of Xerbo. He wants to know following things from PCs:

- Their names and business in Gornor's Cove.
- The ledgers for the cargo.
- How long they plan on staying in Gornor's Cove.
- If they have bodies with them, why?

In addition a nearby cleric uses *detect magic* on characters to survey their equipment and if he detects anything harmful (items described in metabook), such as *scrolls of animate dead*, *bag of tricks*, etc. These are confiscated and destroyed on the spot (however, since Emeria looks so unimpressive the cleric ignores her and misses her *undetected alignment*). Gornorites will try to arrest those who resist. Anyone protesting is also denied access to the city and must find alternative way in or the module is over for those characters.

As long as the PCs give meaningful answers to questions, everything will be ok. The gate charge (1 gp instead of 1 cp for wealthy individuals such as adventurers) is assumed to have been covered by upkeep cost. Those living of the wild must pay 1gp for entry. If PCs refuse, they cannot enter the town unless they somehow scale the walls (DC 25 Climb check for 30 ft. high walls). This can garner attention from Gornorites who try to arrest character. Opposed Hide & Spot skill check against Gornorite patrol is a good rule of thumb but exact details are left for DM to decide.

While the questioning goes on, two Gornorites open one of the crates to look into its contents and apply an Ahlissan seal to it to show nothing has been taken. Another Gornorite writes the PCs answers down with a quill pen.

If the characters ask about the reason for this kind of investigation, Grigor explains that the temple of Osprem (Location 5) was attacked with some sort of alchemical or magical substance last night. No casualties were suffered, material damage was limited and the fire was put out by clerics using *create water* spells. An investigation is currently ongoing. He does not know more.

When the PCs have answered all questions and seem to be ready to move on, read the following:

"Grigor, what are these people doing with my wagon? And where is Rahul?"

A plump woman, dressed in merchant clothes arrives. She has shoulder length brown hair, piercing blue eyes and a round, friendly face. She is flanked by two guards dressed in well-worn leather armor, carrying short spears, as well as simply dressed Suel man, who has freckles in his face."

Any character that has played NAE3-01 *Daughter of Idee*, recognizes the woman as Ludmila. A successful DC 15 Knowledge (Splintered Suns) or DC10 Profession (merchant) check also reveals this. Success by 5 or more also reveals that she owns a trading house in Bellport (North Kingdom) and imports goods from Ratik and the Thillorian Peninsula into Naerie.

She wants to know following things:

- What happened to her men?
- Where are their bodies? (If not present)
- Are her goods intact?

Assuming the characters do not behave like idiots, Ludmila is satisfied and asks them to accompany her to her warehouse (location 12 on the map) so she can unload the cargo and take repossession of her wagon. If the characters decline, Ludmila's guards escort the wagon. Ludmila also takes care of her hireling's bodies (and equipment if PCs gave it to the Gornorites).

At this point Emeria/Ellisir says goodbye and goes away into a town and disappears - for now. If asked where she goes, she gives a name of a Saltwater Inn (Location 22 on map). However, she doesn't go there and nobody there knows her.

If the PCs wish to follow her, she tries to lose them (use the pursue rules from the *Dungeon Master Guide*, page 20) and make her way to the hideout. Emeria gains a +2 circumstance bonus to her Dexterity check to take account her superior knowledge of the town. Members of the Nasranite Watch with as home the Barony of Monne also gain +2 to their roll. If PCs can keep up, they see her going to the Bird's Nest Tavern (location 8 on map) where her gang is. On higher APLs she of course becomes *invisible* which should help against most pursuers.

APL2-8 (EL 9)

☛ **Gornorite Sertern:** Male Oeridian human Ftr2; hp 20; See Appendix 5.

☛ **Gornorite (8):** Male/female Oeridian human War1/Exp1; hp 10; See Appendix 5.

☛ **Cleric of Xerbo:** Female Suel human Clr3; hp 23; See Appendix 5.

☛ **Ludmila:** Female Suel human Ftr2/Rog3; hp 44; See Appendix 5.

☛ **Ludmila's Guards (2):** Male Oeridian human War1; hp 6; See Appendix 5.

☛ **Korwil Zan:** Male Hepmonaland Suel human Mnk3; hp 21; See Appendix 5.

Development: From here the scenario progresses to Encounter 2 unless the characters want to go and investigate the town immediately or when they offended Ludmila (Encounter 4). If the characters return to the warehouse later, adapt the situation to suit the fact that lunch has already been served.

Troubleshooting: If for some reason a fight breaks out, the Gornorites call for reinforcements from the town. There are likely enough people in town to overwhelm the PCs. If the PCs escape anyway, they are wanted for murder with punishment being death (see the Wanted in Ahlissa AR), except it should be marked on the AR that the severity of punishment cannot be reduced.

ENCOUNTER 2: LUDMILA'S COMPOUND

Read out aloud or paraphrase the following once the PCs arrive at Ludmila's Compound:

Ludmila owns a small walled compound. As the wagon approaches, two guards open a not-so-sturdy looking gate. Inside the compound there is a residential building and a smaller wooden building that obviously functions as a warehouse. Many crates can be seen stacked inside.

Ludmila invites the characters to lunch if they so wish, as a favor for returning his goods. The lunch is served to everyone (guards rotate in groups of 2 to make sure the warehouse stays guarded).

Lunch is a very relaxed affair. Ludmila can tell things mentioned in Encounter 3, up to DC 10. In addition, she can answer the following things if characters are interested in a little small talk:

- Most of the ingots will go to Naerie City to an office of a merchant named Arbusian, while some will go to local jewelers.
- Ludmila's main imports are furs (such as Argentvorax) and exotic material from the Thrillorian peninsula. She also deals in local goods.
- Business has been pretty good, though the Royal Guild of Merchants takes its share. Ludmila does not mind too much, as the payment allows her to use the diraewen (magical) roads of Ahlissa and import stuff more quickly. The guild also makes sure routes are relatively secure, unlike in the North Kingdom.
- She normally operates in Naerie City but is looking to expand to other towns as well. Gornor's Cove is her first expansion.
- She was born in Idee and thinks the occupation was a very bad affair. The Ahlissans are a major improvement since there is now some semblance of stability in the old Iron League states.

If asked about Korwil Zan, Ludmila informs that he is an old Brotherhood soldier and that she believes in giving people a 'second chance', and that Korwil Zan now works as her accountant (which is a lie, he is Ludmila's bodyguard).

Korwil Zan himself stays silent during the dinner and Ludmila instructs the PCs not to disturb him. (If somebody *detects evil* and points this out, Ludmila's does not care.)

Ludmila ALWAYS mentions that she thinks some questionable types have been hanging around her warehouse and it would be excellent if the PCs could stay around until she sends the ingots on their way in two days time. She can offer a token sum (40 gp per character) of gold if PCs want it or she can instead make available some items she imports from the north. Only if the PCs decline the gold do they get the **favor of Ludmila** on the AR.

If asked why she does not go to the Gornorites, she mentions the attack on the Temple of Osprem and that the Gornorites have their hands full at the moment.

Treasure: Ludmila may pay characters a few coins, OR grant the **favor of Ludmila** if they accept to help her.

APL2-8 Loot: (0 gp); Coin: (40 gp); Magic: (0 gp).

Development: Dinner only lasts for an hour. Ludmila offers the characters a chance to sleep in the compound, if they so please, even if they refused to take up her offer to stand guard. It will take a while to set-up the rooms, so the characters are free to explore Gornor's Cove for the rest of the day. Hopefully they have asked Ludmila some questions and know about the temple of Osprem.

If the characters go to Osprems temple, move to Encounter 3. If the characters decide to go and gather information, go to Encounter 4. After this, the encounters and investigations in town can happen in pretty much any order.

ENCOUNTER 3: THE TEMPLE OF OSPREM

The temple of Osprem is located, appropriately, near the docks. The damage to the temple is clearly visible; part of the wall has collapsed and the flames have scorched the surrounding area. A couple of Gornorites are guarding the location.

If the characters wish to examine the location, the Gornorites say that only those approved by the priesthood or city watch may inspect this location. Those who belong to the **Nasranite Watch** or **priesthood of Osprem** meta-org fulfill this requirement but the guards mention that if the PCs talk to Saron in the temple, he might also give permission.

When the characters either gain permission or talk to Saron and succeed in a DC 10 Diplomacy check, they can learn the following things:

- Someone or something hurled a crate through a temple window last night, which then exploded with great force.
- A young acolyte was in the side room when this happened and managed to run from the room before the crate exploded.
- A local alchemist (Turas Atana) identified alchemist's fire among the remains, but something increased its power tenfold (this is actually untrue. The blast itself was caused by a *delayed blast fireball*

but accompanying alchemists fire serves as potential red herring).

- Hard ground, the blast and ensuing chaos when priests put out the flame meant that no tracks were found.
- A burned set of clothing, similar to a dock worker was discovered nearby. (Using scent will not give any traceable smell as it mainly smells of sea, smoke, tar and fish but not a person).
- An untouched Ahlissan military tabard was also found. The City Watch is almost 100% certain that this is a very crude decoy.

If the characters go in, read the following:

The chapel of Osprem is grandiose, as is suitable for perhaps the most cherished goddess in the whole principality. Stained- glass windows show the miracle of the Saint Idee, as well as honors to several priests who were killed by the Scarlet Brotherhood.

Closer to the main door, a stern looking Suel woman is talking to five men, three of them in city guard uniform while two others appear to be nobles. Further back stand two alert looking men dressed in simple monk clothes decorated with the blue and white colors of Osprem. It is plainly obvious that these two are heavily muscled under their robes. One of the city guards is holding something, which appears to be the remains of a metallic snake.

A successful DC 20 Knowledge (Splintered Suns), Knowledge (History), Knowledge (Religion) or DC 15 Bardic Knowledge check reveals that two of the windows tell the tales of two local priests. Ruadis was a priest who boarded an empty Ideean warship with dockworkers to fight against the Brotherhood landing party, allowing time for three merchant vessels to flee up the coast, two of which eventually made their way to Irongate. Ruadis' ship was sunk and his ultimate fate is unknown. The other person is Yliana, a priestess who gave aid to the Ideean resistance movement and who committed suicide when the Brotherhood came for her, instead of submitting to torture, which would have revealed important knowledge about the resistance. Divine spellcasters of Osprem from the region know this information automatically.

The following persons are present. Tilvor Redu is not stated because of a *ring of mindshielding*.

Others are for reference in case they are needed, as any fighting would most likely lead to the PCs defeat. If characters wish to use *detect thoughts* to spy on people, see their statistics in Appendix 5. Note that any visible spellcasting immediately alerts Nuran (the Suel woman) and the others (which means spells must be cast outside). In this case people in the temple try to arrest the PCs and imprison them for 10 TU. The actual spellcaster has his tongue mutilated as per the Laws in Ahlissa regarding Magical Interference with the

Integrity of a person. If the spellcaster is a noble (such as Honored Lord of Tenh or has the Celestial Scion feat, then the sentence is a light fine).

🐉 **Nuran, High Priestess of Osprem:** Female human (Suel) Clr5/Divine Oracle 5/Contemplative 2; See Appendix 5.

Thoughts: Nobles and their 'brown' tongues, interfering all the time. Saron is a good and decent Ideean.

Knows: Any number of people might have done this, the Scarlet Brotherhood, the Ahlissans (she doubts this) or any number of evil cults. As high priestess of Osprem she has plenty of enemies.

Note: Has two 'Followers of the Wave' with her at all times (the monks standing back)

🐉 **Followers of the Wave (2):** Male human Mnk8; See Appendix 5.

🐉 **Saron, leader of the citywatch:** Male human War9; See Appendix 5.

Appearance & personality: Pleasant looking Suel man, streetwise and efficient. His loyalties are more towards Nuran and Gornor's Cove than House Lyrthi or Ahlissa.

Thoughts: Wonders why the nobles are so interested. Has to solve the case quickly for Osprem's sake. If a human/elf/half-elf female PC with Cha 12 or more present: Nice looking, too bad I'm married.

Knows: The clues above. Says he thinks of doing some rounds in the docks and seeing if he can find anyone with knowledge of really strange activity (not mugging, etc. as these are quite common).

🐉 **Gornorite:** Male/female Oeridian human War1/Exp1; hp 10; see Appendix 5

Appearance: Mixed Oeridian-Suel men.

Thoughts: Pay, home, wife, can I afford to have a pint or two today, etc.

Skill bonuses from nobles are received automatically if PCs ask for help, unless there are PCs present who paid no upkeep or were "living off the wild". In this case a DC15 Diplomacy check is required. PCs who were living off the wild or paid no upkeep may not try this check as nobles refuse to associate with such 'unwashed rabble'.

🐉 **Tilvor Redu, a noble:** Male human (Bluff +14).

Appearance: A Suel man with friendly well groomed face (Cha 14) and high quality clothing.

Knows: He only has knowledge of the event and is here to offer his help to Nuran/Saron/PCs, saying he has some connections around the town so he could perhaps assist. Of course this is done purely to score some 'brownie' points with the city watch and the temple of Osprem. If asked, he gives some names of contacts, which grant a +2 circumstance bonuses to all Gather Information checks done in the module.

Special: ring of mind shielding

Related Skill checks: A successful DC 20 Knowledge (history), DC 10 Knowledge (nobility) or DC 10 Bardic Knowledge check reveals that House Redu was originally an Ideean noble house that was entirely killed during the Scarlet Brotherhood occupation. The current holders of the title (their original name was Jerus) actually bought their old holdings, along with the noble title a few years back. Not much is known about them, they seemed to be a successful, if not well-known merchant family in northern Idee. They own a house in Gornor's Cove, an Inn/eatery named Sickle, a mill in Felten and one ship, which is rented out to the Royal Guild of Merchants.

🐉 **Erun Feldor, a noble:** Male Human Exp2/Ari2/Clr2 of Zilchus (N; Bluff +11).

Appearance: A middle-aged Oeridian noble, average looking (Cha 10). His clothing has obvious marks of use.

Thoughts: Try to remain on Nuran's good side, show support, look useful, see if favors could be found here.

Knows: Nothing, but is here to offer whatever limited aid he can give. If the characters ask it, this essentially grants a +2 circumstance bonus to all Gather Information checks for duration of this adventure. This stacks with ones gained from Tilvor. Like Tilvor, Erun is here to score 'brownie points'.

Related Skill checks: A successful DC 20 Knowledge (history), DC 15 Knowledge (nobility) or DC 15 Bardic Knowledge check reveals that House Feldor is a noble house in name only these days. They only own a (quite large) house in Gornor's Cove and a few small ships. Erun has a very beautiful daughter called Erisa. A further successful DC 15 Knowledge (the Splintered Suns), Knowledge (nobility) or Bardic Knowledge check reveals that Erisa has made sure she will never be married of as a 'prize' to some other noble house. They lived in exile in Irongate during Brotherhood occupation.

In addition to the information given above, these characters can mention the following things:

- Saron reveals he is going to ask around in the docks if anyone saw anything and if everything else fails, ask a local wizard if he can detect more of these snakes through magical means.
- If the Idee Volunteers are mentioned (i.e. if PCs met them in Encounter 6 before coming here), Saron says they will be dealt with when appropriate (which is never, as far as he cares).
- If asked about strange happenings, Nuran knows a member of Midnight Darkness (a pro-Oeridian cult of Nerull) was recently captured and hanged. He was extremely resistant to 'questioning' by the Gornorites. Then one night he simply died for no apparent reason. The body was quartered, burned and ashes scattered to Azure Sea.

- Nobles express their shock about this attack and need for solving it quickly. They try to show a caring side to the situation. In reality they merely wish to gain some benefit by appearing helpful to the church of Osprem. If PCs notice this and confront them about it, the nobles leave and return home, slightly humiliated. Nuran is happy though (she cannot really go around and point out the folly of nobles even if she wanted to) and as a result offers 10% discount from divine spellcasting services during this scenario.

The metallic snake: The metallic snake is made of iron rings which have a slight purple tone. The snakes head has large hood. Saron says he does not know what it is but he saw it move near the temple so he immediately hit it with his morningstar and trashed it, though it took a few decent blows. Saron also mentions that its insides were filled with a liquid. A successful DC 12 Knowledge (Arcana) check identifies it as an iron cobra, a guardian/assassin construct. For every 5 this check passes, tell one of its special abilities to the PC.

The liquid can be identified as small centipede poison by paying 5 gp to the town alchemist (see Encounter 5) or with a successful DC 20 Craft (alchemy), or DC 20 Knowledge (nature) check. Knowledge (nature) check requires sniffing and tasting the poison but it is assumed this does not warrant fortitude save from anyone trying the check.

Members of the Church of Osprem meta-organization, divine spell casters of Osprem or worshippers of Osprem with the True Believer feat: Nuran stops these characters before leaving and says that if they are successful in finding some clues into this matter, they should visit the Burial Site of Saint Idee before leaving the area.

Development: From there the module can move to Encounter 4 if PCs wish to explore town. If they are going back to Ludmilas compound, run Encounter 5.

ENCOUNTER 4: EXPLORING TOWN

In this encounter, characters can Gather Information in the town or investigate various locations. Gather Information checks take 1d4+1 hours and cost 2d4 gold coins (marked off as other coin spent). Every additional 5 gp used gives +1 bonus to this check.

The following rumors can be found. You can also download rumors from 'Diplomacy Check' at the RPGA website and use them along with these rumors.

DC Rumor

- 0 Strange shapes have been seen in the water recently. Maybe some creatures of the Azure Sea are spying on the town.
- 5 Somebody attacked the Osprem temple with fire. Hextorites must be responsible!
- 10 Qita, the Aarakocra wizard living near Gornor has actually opened a shop in town!
- 12 After the Richfest debacle of 594 CY, the City Guard in Naerie City has gained quite a boost in strength.
- 15 Two bodies were dragged up from the beach by the 'Followers of the Waves' some time ago. They were identified as small-time thieves working near the docks. My cousin, he works in the watch you see, told that their mouths had been destroyed by acid as well!
- 20 I was fishing near dock lane and I saw a group of sea gulls flying into a solid rock wall. Maybe I had sunstroke or something.

Due to time reasons characters cannot take 20 (which would cost 20d4+20 hours).

ALCHEMIST

Turas is the alchemist who identified to the guards the substance that caused the explosion at the Temple of Osprem. Unfortunately for her, she is also the person who sold it. She discovered a small metal plate showing her store symbol and pocketed it from the crime scene. *Detect thoughts* reveals this. She feigns ignorance otherwise and says that she only knows the explosion had something to do with alchemist fire. An opposed Bluff/Sense Motive check reveals she is hiding something. Following up with a successful DC 15 Diplomacy or opposed Intimidate check (Turas has a total modifier +7) reveals that an Oeridian man with short brown hair and 'hawk like' nose who presented himself as Riven bought many casks of alchemist's fire from her. She had to deliver them to Dock Lane, where they were supposed to be picked up by someone else. Gold can be used to influence the Diplomacy check, with each 5 gp granting a +1 modifier to roll (up to a maximum +10). Mark this as other coin spent.

A failed Diplomacy check can be followed up by an Intimidate check but a failed Intimidate cannot be followed-up by Diplomacy. If characters threaten her with physical violence (a common occurrence in Naerie), she screams for help, which brings the city guard to the location quickly. Unless the characters succeed in a DC 15 Diplomacy check they are imprisoned for 1 TU. Regardless of the check result, the Gornorites take Turas along which eventually allows them to find the location of Riven's warehouse.

♣ **Turas Atana:** Female Suel, Exp2/Adp3 (CN; Craft (Alchemy) +12, Bluff +6).

DIVINE SPELLS

While the temples in Gornor don't know any details about the attack, they are more than happy to provide healing and other spell casting services. Procan (High priest Kelez, CN male Clr5) and Xerbo (High priest Ordog, LN male Clr8) are available.

ARCANE SPELLS

Qita's Emporium (location 24) is the best (and only) shop specialising in arcane items. PCs asking around for NPC arcane spell casters find this place.

This shop consists of only one large room, which itself is sparsely decorated with just two shelves. An open window in the domed ceiling illuminates the place and in the middle of the room is a large table with a book holder. A large brown bird is reading a book, turning the pages with its claws.

"Can I assist you land dwellers somehow?"

Creature: This creature is Qita, an Aarakocra. A successful DC 19 Knowledge (nature) check learns that Aarakocras are rare avian creatures, who can usually be found in the Griff & Corusk Mountains in the northern Flanaess (Source: *Greyhawk Adventures Sourcebook*). She tries to be courteous but has an obvious superiority complex towards 'land dwellers'. A successful DC 15 Knowledge (history) or Knowledge (the Splintered Suns) check reveals that she has a tower near Gornor's Cove. Succeeding by 5 or more tells that Qita was present before the SB occupation but she evacuated to an unknown destination with all her valuable items when the invasion started. Success by 10 or more tells that an eyrie of giant eagles (5-12, exact numbers unknown) lives within the tower as well. A few enterprising hunters have tried to capture and kill them but they have always been killed by Qita and their remains fed to these giant birds of prey. Success by 15 or more tells that Qita has a deal with some local cattle breeders that her eagles may hunt their herds at will for a suitable compensation.

🐉 **Qita:** Female Aarakocra Wiz 9; hp 46; see Appendix 5.

Spell casting: The primary reason PCs might be here is to find out about the iron cobra and perhaps where to find it. A *locate creature* spell costs 360 gp. If the PCs pay the price and show Qita the remains of the cobra, she ushers the PCs from her shop, locks the place and goes flying around. She returns 15 minutes later and says she detected such a creature moving in one of the warehouses in Dock Lane (she gives directions).

Buying items: Qita has the following items for sale on various APLs (you may allow her to have various other items normally allowed by LGCS as well). These items are marked on the AR if PCs ask for something to buy. They are marked to AR with *.

APL 2: wand of magic missiles (Adventure, 750gp, CL 1st, DMG)

wand of cure light wounds (Adventure, 750gp, CL 1st, DMG)

masterwork instrument (drum) (Adventure, 200gp, CV)

APL 4: potion of barkskin +5 (adventure, 1200gp, DMG)

APL 6: ring of feather falling (Adventure, 2200gp, DMG)

APL 8: ring of the ram (Adventure, 8600gp, DMG)

Scrying: While Qita does not have her spell books handy, she can arrange a meeting with a PC in a few days (after the adventure), costing that character an extra Time Unit to gain access to her spells. She has all 5th or lower level arcane spells indicated as 'core' access in the LGCS, except Illusion and Necromancy spells, and charges 50 gp x spell level for each spell. She is not interested in trading spells.

EMERIA/ELLISIR

It is possible that at some point characters might need to track down Emerica/Ellisir. This requires a DC 25 Gather Information check, which takes 1d4+1 hours and costs 2d4 gold coins (mark to other coin spent), mainly to dubious underworld types. Spells such as *locate creature* can help here as well if DM feels it is appropriate.

Success indicates that PCs are directed to the Bird's Nest Tavern. Emerica/Ellisir is there with her entire gang, located in the backroom. Feel free to adapt the gangs tactics based on information in Encounter 6. At this stage Emerica has her old equipment back as well. The owner of the inn is a greedy halfling called Marpo (see Appendix 5), who is willing to 'be elsewhere' for 10x APL gold pieces. Remember that most likely the PC have next to no proof of any wrongdoing against Emerica at this stage (except the word of a few rebels who aren't testifying) so this might get them into all kinds of trouble. You should have the PCs make an opposed Bluff check vs. Emerica if the authorities come to the scene. If Emerica wins, the PCs are imprisoned for 4 TU for wasting authorities time 'just in case' and might even get into serious trouble if they have 'murdered' someone. It is also possible for the PCs to operate with Diplomacy here, though it's more of an intimidation than sweet talk.

Winning an opposed Diplomacy or Intimidate check against Emerica causes her gang to take the hint and leave town. If the PCs fail, the gang relocates after the PCs leave so that the guards do not apprehend them. It's up to you how you run things from there onwards. See Appendix 1-4 for relevant statistics.

RIVEN

For various reasons characters may want to know something about Riven at some point of the adventure. As expected, Riven is an alias and asking information about that name does not get any results except the **noticed by Riven** entry on the AR.

Development: If PCs have not yet visited temple of Osprey (Encounter 3), they can go there. If not, they can meet with Idee Volunteers (Encounter 5).

ENCOUNTER 5: IDEE VOLUNTEERS

This encounter uses the map in DM's Aid 2.

Characters can start this encounter from several encounters. If Emeria never made it to town, this encounter does not happen unless there are characters with two or more disfavours with the Idee Volunteers or *Safe House Reported from NAE5-01 When Nightingales Sing...*

Narrow streets twist and turn their way through Gornor's Cove. Not many people are on the streets. The authorities however seem to be, as up ahead on a street corner a woman in a Gornorite uniform stops a man, exchanges a few brief words and then lets him pass, before looking at your direction. She lifts her spear up in greeting.

There is no real way for characters to avoid meeting the Ideeans at some point unless they all have invisibility (in which case you should not even need to read the above box text). If they are, feel free to skip this encounter. The Ideeans might meet the PCs later if they ever become visible again.

Assuming the Ideeans see the PCs, there are several things that can happen. Their leader, Seljanor, does all talks while the other Ideeans are hidden in surrounding houses. If the PCs have means to detect the Ideeans in the houses through magical means, inform them of the imminent danger. Note that Seljanor's spear might be a give away to observant characters for it is a non-standard weapon for Gornorites. You should make a DC 20 Wisdom check in secret for any PC who is a member of Nasranite Watch meta-organisation living in Monne. Success indicates that he/she has never seen Seljanor before among the guards. Note that any combat or screams for help brings Gornorite patrols to location in 2 minutes (20 rounds) who try to subdue all combatants who resist arrest.

The Gornorite raises her hand in salute. "You were seen with a Suloise woman earlier today. Where is she?"

The characters can probably mention the Saltwater Inn as a possible location. If asked about her, the Ideeans only say that she is wanted for banditry and need be brought to justice (and she also gave Ahlissans information about hidden cells in Schwente, causing

them to be destroyed). Characters likely do not have much information where she is located currently, but this may change. Unless the characters have lots of disfavours, the Ideeans move away.

If any character has a positive standing (more favors than disfavours) with the Idee Volunteers or with the Iron League, the leader comes to one of them and whispers "for the sake of Idee" to him, indicating loyalty to Idee Volunteers. If a character nods or returns the greeting, the leader asks the PCs to deliver Emeria/Ellisir to them (they may need to explain her false name, Ideeans only know her as Emeria). They should leave a message to 'The Sickie' (location 13) and detail a suitably discreet meeting place, such as the dumping ground (location 11).

Just in case characters plan an ambush for the Ideeans later, they do not show up to the agreed meeting point. They discovered the treachery through their contacts, sending a decoy young boy to check out the location, through spells (*omen of peril*, *commune*, etc) and so on. How you run the module after that is up to you. The PCs might well catch Emeria later and end up with favor of Idee Volunteers even if they think they are dealing with normal Gornorites.

We don't like you guys!: After the initial meeting, the Ideeans pick out any character with two or more disfavours than favors with the Idee Volunteers or the Iron League (note that these can be acquired in meta-regionals as well, such as TSS3-01 *Stonecunning*) or any character with *Safehouse Reported from NAE5-01 When Nightingales Sing*. Read the following:

"The woman points at (characters)." Him/Her/They have proved to be enemies of the Iron League too many times. The rest of you can go; him/her/they will come with me, one way or the other."

Anyone with a favorable standing towards the Idee Volunteers or the Iron League can make a rushed Diplomacy check (the -10 penalty is already included in the DCs below). All favors with the Idee Volunteers/Iron League above the first give a +2 circumstance modifier to this roll. The target is considered unfriendly.

A successful DC 25 Diplomacy check changes the Seljanor's attitude to Indifferent. This defuses the situation, causing the Ideeans to leave, but causes repercussions – everyone gains the **disfavor of the Idee Volunteers**.

If turned to friendly or helpful (DC 50), Seljanor back down without PCs receiving a **disfavor of Idee Volunteers**.

Failure to switch the attitude to indifferent or better causes the Volunteers to attack the characters with disfavours. If Diplomacy is botched so badly it turns Ideeans hostile, they attack everyone straight away with lethal damage.

Note that if any Idee Volunteer escapes alive from combat, all characters receive the **disfavor of the Idee Volunteers as well**.

WE REALLY, REALLY DON'T LIKE YOU!: If all PCs have Safehouse Reported from NAE5-01 or two or more disfavours with the Volunteers, then the Idee Volunteers do not talk, but try to ambush them straight away. They still try to get at least one character alive but switch to lethal when the first character is down and 'bagged'. Any remaining characters are coup de grace immediately when possible. Avoiding the fight with diplomacy is impossible (and PCs with Safe house Reported would probably not even want to). Idee Volunteers fight to the death in this case.

Creatures:

Seljanor: An Oeridian woman (with a hint of flan blood) from Sunndi who has come to Naerie to support the Ideeans in their struggle. She has brown hairs, hazel eyes and slightly tanned skin. She is a Trithereonite fanatic.

Idee Volunteers: A mixed group of Suel/Oeridian men and women, dressed in Gornorite uniforms

APL 2 (EL 4)

☛ **Seljanor of Pitchfield:** Female Oeridian-Flan human War1/Clr2; hp 21; see Appendix 1.

☛ **Idee Volunteers (4):** Male/Female Oeridian/Suel human War1; hp 8; see Appendix 1.

APL 4 (EL 6)

☛ **Seljanor of Pitchfield:** Female Oeridian-Flan human War1/Clr4; hp 35; see Appendix 2.

☛ **Idee Volunteers (4):** Male/Female Oeridian/Suel human Ftr1; hp 12; see Appendix 2.

APL 6 (EL 8)

☛ **Seljanor of Pitchfield:** Female Oeridian-Flan human War1/Clr6; hp 49; see Appendix 3.

☛ **Idee Volunteers (4):** Male/Female Oeridian/Suel human Ftr2/Rog1; hp 26; see Appendix 3.

APL 8 (EL 10)

☛ **Seljanor of Pitchfield:** Female Oeridian-Flan human War1/Cr8; hp 63; see Appendix 4.

☛ **Idee Volunteers (4):** Male/Female Oeridian/Suel human Ftr4/Rog1; hp 36; see Appendix 4.

Tactics: Ideeans initially use tanglefoot bags before switching to saps for non-lethal damage. They flank when possible, concentrating their attacks as much as they can on one target. If they are trying to capture someone, they do not attack those who are not their initial targets (friends of the Idee Volunteers) unless attacked first. If they lose half of their members, the rest tries to flee. If they are doing lethal damage, they

attempt to trip one opponent and then gang up on him before moving to the next target. If they think they can hit easily, they power attack. Note that at APL 6 - 8 they receive benefits of the Born Follower feat while Seljanor is still alive. If a character attacks with lethal damage, Ideeans do the same.

If a target moves out of reach or tries to escape, they switch to ranged weapons. Ideeans will not pursue fleeing targets further than 30 ft. outside combat map as this puts them too much at risk with Gornorite patrols.

Seljanor has casted any buff spells beforehand (thanks to *omen of peril* spell casted beforehand) and Ideeans drink their *potions of shield of faith*. **None of these are included in her or Idee Volunteer stat blocks!** At APL 2 she moves to melee after using a *cause fear* spell. On other APLs she hangs back and uses her spells, starting with *hold person* so Idee Volunteers can coup de grace PCs (remember that saps can do a non-lethal coup de grace). After that she sees what course of action is most appropriate (using *insignia of healing*, etc.). On APL 8 she has *air walk* cast and follows this up by drinking *enlarge person* potion and attacking the PCs from the air.

Treasure: The Idee Volunteers have equipment that can be looted.

In addition to this, every Ideean wears a bracelet of iron links which can be taken. This also acts as a focus for the *insignia of healing* spell. The bracelets are finely crafted and three of the five links are polished – the remaining one being tarnished. (This is actually a reference to Iron League nations. Three polished ones symbolise Onnwal, Irongate and Sunndi, while Idee and Lordship of the Isles are tarnished). PCs who take this take the **Ideean Brooch** entry on their AR.

APL2: Loot: (67 gp); Coin: (50 gp); Magic: *potion of cure light wounds* (6) (4gp)

APL4: Loot: (129 gp); Coin: (100 gp); Magic: *potion of cure light wounds* (6) (4gp), *potion of shield of faith* (3) (4gp), +1 *spear* (191gp)

APL6: Loot: (212 gp); Coin: (150 gp); Magic: *potion of cure light wounds* (6) (4gp), *potion of shield of faith* (3) (4gp), +1 *spear* (191gp)

APL8: Loot: (312 gp); Coin: (200 gp); Magic: *potion of cure light wounds* (6) (4gp), *potion of shield of faith* (3) (4gp), +1 *keen spear* (695gp), *potion of enlarge person* (4gp)

Detect Magic Results: +1 *keen spear* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of enlarge person* (Faint Transmutation), *potion of shield of faith* (Faint Abjuration), +1 *spear* (Faint Evocation).

Development: If PCs hand Emeria/Ellisir over to Ideeans later, it earns them **favor of the Idee Volunteers** on the AR. PCs also receive the coins available from this encounter as extra reward straight away (if PCs later free Emeria, they still keep these coins) The Ideeans take Emeria away but she contacts PCs later in Encounter 7. After this encounter,

characters may continue towards their original destination, wherever it might be. If any Ideean is taken alive, characters can learn the location of their hideout (though there is nothing valuable there) with a successful opposed Intimidate check.

When handed over to the authorities, they get sentences ranging from death to several years of labour. Note that while killing people in the streets is illegal, these people are Idee Volunteers so by law the worst thing the guards can do to the PCs is to put them through a couple of hours of bureaucracy, as long as they can prove that the attackers were Idee Volunteers (the brooch does the trick). Saron does not like this, but there is little he can do to the PCs at this stage.

Anyone who is captured by the Ideeans loses 8 TUs before being rescued by Ahlissan soldiers. Naturally the module is over for that person.

Troubleshooting: Characters may kill the Ideeans and think there is nothing wrong with what Emerica/Ellisir has done, even if they capture her later. If characters want to, they can let Emerica/Ellisir go away (providing they track her down) and not hand her over to the authorities. In this case, the attack on the compound never happens, but characters still receive the **favor of Emerica** on their AR as Emerica is suitably impressed and decides to become an ally of the PCs. Note that full experience is received from Emerica's gang in this case.

ENCOUNTER 6: ATTACK ON LUDMILA'S COMPOUND

This encounter uses the map from DM's Aid 3.

Terrain: The compound is surrounded by a 2 ft. thick and 10 ft. high stone wall.

🔪 **Stone Wall:** 2 ft. thick; hardness 8; hp 360; Break DC 50; Climb DC 15 (the gang takes 10 on Climb to get over it).

🔪 **Wooden Gate:** 2 in. thick; hardness 5; hp 20; Break DC 23; Open Lock DC 20 (a sliding bar that can moved aside by getting a lock pick through a narrow gap).

🔪 **Stone house walls:** Hardness 8; hp 90; Break DC 35.

🔪 **Wooden House & warehouse door:** 1.5 in thick; hardness 5; hp 15; Break DC 18.

The ingots are in four wooden crates (hardness 5, hp 20), each weigh 60 lb. and require two hands to carry for a medium creature.

Creatures: If the characters fail to find Emerica/Ellisir, they can meet her when her gang decides to rob Ludmila's Compound. The gang tries to do the following:

- Sneak to the area without being seen and open the gate.

- Incapacitate the guards or failing that, kill them before the alarm is raised.
- Take the ingots and load them onto a cart they bring along
- Get away.

Emerica: A beautiful Suel woman with shoulder length red hair and green eyes. Dresses in loose fitting peasant garment (for disguise).

Bandits: A mixed group of Oeridian men.

APL 2 (EL 4)

🔪 **Emerica:** Female Suel human Rog1/Sor1; hp 10; see Appendix 1.

🔪 **Breeze, Emerias seagull familiar (raven):** Hp 5; see appendix 1.

🔪 **Emerica's Gang (4):** Male Oeridian human Rog1; hp 10; see Appendix 1.

APL 4 (EL 6)

🔪 **Emerica:** Female Suel human Rog2/Sor2; hp 19; see Appendix 2.

🔪 **Breeze, Emerias seagull familiar (raven):** Hp 9; see appendix 2.

🔪 **Emerica's Gang (3):** Male Oeridian human Rog2/Ran1; hp 21; see Appendix 2.

APL 6 (EL 8)

🔪 **Emerica:** Female Suel human Rog2/Sor4; hp 27; see Appendix 3.

🔪 **Breeze, Emerias seagull familiar (raven):** Hp 13; see Appendix 3.

🔪 **Emerica's Gang (3):** Male Oeridian human Rog3/Ran1/Ftr1; hp 35; see Appendix 3.

APL 8 (EL 10)

🔪 **Emerica:** Female Suel human Rog2/Sor6; hp 39; see Appendix 4.

🔪 **Breeze, Emerias seagull familiar (raven):** Hp 19; see Appendix 4.

🔪 **Emerica's Gang (3):** Male Oeridian Rog3/Ran2/Ftr2; hp 50; see Appendix 4.

Note: The EL of the encounter is 1 lower than normal because the guards and (at APL 4 and higher) Korwil Zan are present.

APL 2

🔪 **Ludmila's Guards (4):** Male Oeridian human War1; hp 6; see Appendix 5.

APL 4 – 8

🔪 **Ludmila's Guards (4):** Male Oeridian human War1; hp 6; see Appendix 5.

🔪 **Korwil Zan:** Male Hepmonoland Suel human Mnk3; hp 21; see Appendix 5.

Tactics: At all APLs, Emeria has cast suitable buff spells in advance and her gang drinks their *potions of shield of faith*. Note that on APL 6-8 she can make her whole gang *invisible*. **None of these spells have been included in stat blocks.**

If possible, Emeria uses her familiar to scout around to find most appropriate location to enter if some PCs are taking positions in roofs, etc. It is also possible that Emeria could try to take such characters out of action with long range spells.

The gang prefers ranged combat and tanglefoot bags over melee combat. Emeria uses her spells in support and she readily uses powers of the *staff of fire* and other items. She prefers to isolate party members from each other with *wall of fire* and *shadow binding* so her gang can deal with trapped characters. If her gang is defeated, Emeria tries to escape. If Emeria is defeated, the gang tries to retreat. Under Ahlissan law the bandits face the gallows so they can easily fight to death as surrendering would lead to death anyway.

Diplomacy or opposed intimidate can be used but it only works if the PCs offer to let the gang go with their companions and items. The Diplomacy DC is 35. Remember to apply a -10 penalty for a rushed check (making it 45). How Ludmila and the others might react to this is up to you. If the gang has killed any of her guards the characters certainly won't get her favor (even if they received it at first).

One round after the alarm is sounded, Korwil Zan starts moving from his room and attacks the intruders (except on APL2 when he has a free night and goes to meet some other old Brotherhood soldiers). The regular guards who are sleeping require three move actions before they can come to assist (one for standing up, one for grabbing their weapon and one for readying shield).

The PCs start in their rooms unless they have chosen to stay up. If asleep it requires a successful Listen checks to wake up if there are sounds of battle.

Treasure: The gang has a substantial amount of loot with them.

APL2: Loot: (220 gp); Coin: (15 gp); Magic: *potion of invisibility* (25gp), *dust of tracelessness* (20gp), *potion of shield of faith* (3) (4gp).

APL4: Loot: (260 gp); Coin: (15 gp); Magic: *potion of invisibility* (25gp), *dust of tracelessness* (20gp), *potion of shield of faith* (3) (4gp), *potion of barkskin* +4 (75gp)

APL6: Loot: (260 gp); Coin: (15 gp); Magic: *potion of invisibility* (25gp), *dust of tracelessness* (20gp), *staff of fire* (4 charges), (118gp), *potion of shield of faith* (3) (4gp), *potion of barkskin* +4 (75gp).

APL8: Loot: (260 gp); Coin: (15 gp); Magic: *potion of invisibility* (25gp), *dust of tracelessness* (20gp), *staff of fire* (4 charges), (118gp), *potion of shield of faith* (3) (4gp), *potion of barkskin* +4 (75gp).

Detect Magic Results: *Dust of tracelessness* (Faint Transmutation), *potion of invisibility* (Faint Illusion), *potion of shield of faith* (Faint Abjuration), *ring of mind shielding* (Faint Abjuration), *staff of fire* (Moderate Evocation).

Development: If captured, Emeria can offer the information about Riven which enables PCs to find his warehouse. If handed to the authorities straight away, proceed to Encounter 8. If she is killed the characters need other means to investigate Riven, such as by finding the alchemist or gathering information.

ENCOUNTER 7: “DAMSEL” IN DISTRESS

This encounter uses the map from DM's Aid 4.

If Emeria/Ellisir is handed over to the authorities or Ideeans; at some point a young boy (Com1; AC 11; hp 3) approaches the characters. If Emeria was captured in the raid, this happens in the early morning. If she was handed over to the Volunteers, this happens in the evening. The boy gives a note to the character who mostly dealt with Emeria or the one with the highest charisma (human male preferred). Give the player Player's Handout 3.

It is up to that character whether he or she reveals the contents of the note. It is possible to keep other characters in the dark about it. Note that unless the PCs already liberated Emeria of her gear, it is now under lock and key at Saron's office and cannot be recovered anymore. Alternatively you could have Emeria's familiar to bring the message if you think young boys bringing messages is becoming too cliché.

APL 2–8

🗡️ **Gornorite** (5): Male human War1/Exp1; hp 10; see Appendix 5.

These soldiers are not counted towards the EL or experience of the module as they are not supposed to be fought. Moreover, they are only doing their job and killing them is a breach of alignment for a lawful – and likely good – aligned character. Freeing Emeria by itself can be justified as a 'Greater Good' and does not require atonement.

🔪 **Wooden doors:** 2 inch thick; hardness 5; hp 20; Break DC 25; Open Lock DC 20.

🔪 **Iron prison doors:** 1 in. thick; hardness 10; hp 30; Break DC 28; Open Lock DC 25.

🔪 **Masonry walls:** 1 ft. thick; hardness 8; hp 90; Break DC 35.

🔪 **Windows:** All windows, except in prison cells can be closed by wooden shutters. 1 in. thick; hardness 5; hp 10; Break DC 13.

Room 1: This is the front office of the guardhouse. It has a small stove in it and a stack of firewood to warm the place during the nights. It also has a desk for writing reports and a small cupboard. Three Gornorites are here at all times.

Room 2: The living quarters of the watch. It has three bunk beds (space for 6). Each has two trunks underneath for personal effects of the soldiers, which are of no value to the PCs. Most of the time two Gornorites are here relaxing, polishing their gear and reading.

Room 3: These are the cells of the watch house. Currently only one of them is occupied. The cells are separated by iron bars and it is possible to see into all of them from the door that leads to room 1. The door leading outside is locked.

Room 4: Emeria is here, her arms tied and mouth gagged to prevent spell casting, and without her material components. She looks very miserable, has obviously been crying and sobs occasionally.

Development: The characters need to figure out a way to get Emeria out of prison. It is up to the DM to judge the success or failure of the party's actions. Attacking and slaughtering Gornorites should be heavily discouraged. Gornorites check the cells every 20 minutes. If an alarm is raised (such as a character reporting a crime), the three Gornorites in room 1 leave, telling the two in room 2 to take over. These two do not abandon the watch house under any circumstances which is not a risk to their health.

The door to room 3 can be picked but if a PC takes 20, there is a 50% chance he or she is seen (unless invisible). It is possible for the character to flee the scene and return later. However, thereafter one Gornorite is posted permanently in room 3.

One of the simplest ways would be to slip a *potion of gaseous form* to Emeria (she can move to the window and characters can remove the mouth gag. Qita can sell one to PCs at normal price) and let her fly away. There are many other ways but they are left to individual players and DMs to figure out.

Emeria is eternally grateful to her rescuers and swears to be good for now. The PCs receive the **favor of Emeria** on their AR (unless she is handed back to guards after information is given). Emeria keeps her promise and takes the characters to the warehouse of Riven as she knows the place. She then leaves as she must assume a new personality and lay low for a while.

What Emeria knows: Emeria once did business with a strange Suel man with shoulder length blond hair and green eyes. Characters may think Emeria is lying if Turas told them that Riven was Oeridian, but she is not. Riven just makes sure (possibly using *alter self*) that his/her/its appearance is different to all people. The man requested help in creating constructs and undead. Emeria was to deliver bodies recovered in bandit raids to a warehouse on Dock Lane (done by boat from a nearby beach to avoid attention), along with onyx gems, clay and metal pipes. She never learned what ultimately became of these. This was almost a year ago. The map

she was supposed to receive when she visited here last time (when the Serpent Guard were wiped out in NAE6-02 *First Bite*) was never brought to her. She can only guess what the prophecy discovered in Satyrn's Horn (NAE4-01 *The Living & The Dead*) means, but she had hoped to find out when she would have received the map. Emeria is glad to point the place out, enabling characters to go to the warehouse immediately. She can mention the secret passage as well. She has no love for Riven anymore and promises to work towards his/her/its downfall in the future.

If she is asked about the notes and other information that PCs might have read in NAE6-02, she can only tell that there is some sort of Ur-Flan ruin in the Jagged Hills, but she does not know the exact location or its purpose. She believes some sort of great magical treasure is buried there.

From here, adventure can go to either conclusion A or to Encounter 8.

ENCOUNTER 8: DOCK LANE

This encounter uses the map from DM's Aid 5.

Dock Lane is a warehouse district. The warehouse of Riven can be found either with Emeria's information, going to the quays and succeeding at a DC 25 Search check to find the 'solid' wall where gulls are flying through occasionally (note, this is not a proper search check as such), or using suitable spells such as *arcane eye* to scan various warehouses.

A successful DC 25 Gather information check also helps and requires using 2d4 gp (mark on other coin spent) and costs 1d4+1 hours. Every additional 5 gp used gives +1 bonus to this check. Taking 20 is possible but then the character gets the **Riven's attention** entry on his AR. Remember that doing so costs 20x as much time and in this case the city watch likely beats the PCs to it. If the characters don't find the location, the Gornorites eventually do. In that case, no experience is received from this encounter. If the PCs come with other suitable means to find the place, like a *locate creature* (something that Qita can do for them) then let them. The actual location of the warehouse is almost opposite the lower most pier in the town map.

If the PCs ask about the owner of the warehouse, the Gornorites can dig up the information about a man named Melas who lives outside the town in the hamlet of Anstaf. However, nothing further is discovered about him as the attack on the temple of Osprem was his 'master plan' and unsanctioned by Riven. As a result, Riven has struggled to put his other creatures into hiding (which is the reason *locate creature* does not discover any others). Because of this screw up, Melas is currently being introduced to the career path of the mindless undead and plays no part in this module.

WAREHOUSE OF RIVEN

This warehouse is one of many on Gornor's Cove's waterfront. It has a large main door, which is locked with a padlock and chain. Once open, it takes a full-round action to push the door aside. It also has a locked back door.

🔪 **Wooden doors:** 2 in. thick; hardness 5; hp 20; Break DC 25; Open Lock DC 20.

🔪 **Wooden walls:** 1 ft. thick; hardness 5; hp 120; Break DC 22; Climb DC 21.

🔪 **Windows:** The windows don't have glass panes on them, only wooden shutters. They are located 12 ft. above the ground. 1 in. thick; hardness 5; hp 10; Break DC 13. Currently they are all closed (constructs need no light) and can only be opened (unless broken) from the inside with the help of a 10 ft. pole, which is located next to the main doors.

Hidden passage: While the warehouse stands on a solid rock foundation, it has a secret passageway which has been made into solid rock with *soften earth and stone* and *move earth* spells. The entrance has an *illusory wall* cast onto it to finalize the whole thing. It is 10 ft. high and wide. Some sea gulls nest within the passage. Water here is 10 ft. deep. Water elsewhere on the map is 25 ft. deep.

Lever & Trapdoor: This lever opens the trapdoor. In addition there is a system for controlling a winch, which is used to lift items. This winch hangs on top of the pit on a height of 7 ft. and ends at a hook that characters can hang onto if needed. The trapdoor supports 1000 pounds. The lever system does not affect movement within the warehouse. Operating the lever is a move equivalent action that provokes attacks of opportunity. Climbing the walls of the pit requires DC 20 Climb check. Closing the trapdoor is a full round action (as chains need to be rewinded up) that provokes attack of opportunity.

Note: Iron cobras falling down the hole are unable to return to the warehouse (they take -8 penalty to their Climb checks and thus cannot score over 20), so characters with a dramatic flair might run on top of the trapdoor deliberately and then have a companion open the pit, sending them tumbling down while simultaneously hanging on to the hook. Especially on APL 2 this offers a way to win the fight if the PCs lack the means to defeat Iron Cobras DR. Golems may try to climb up as normal. Iron Cobras will walk on the sea floor and eventually climb ashore elsewhere but that is beyond the scope of this adventure. PCs gain full experience from them.

Crates: Squares with crates count as difficult terrain for movement and grant +4 cover to any medium or smaller creature standing directly behind one. Large creatures only get +2 cover.

Wooden support beams: 2 ft. thick; hardness 5; hp 240. Destroying one causes the roof to collapse, causing 8d6 points of damage to anyone in the building (DC 15 Reflex save for half). Those who fail their saves are buried as per the cave-in rules in the *Dungeon Masters Guide*. Buried characters may try a DC 25 Strength check as a full-round action to free themselves if they are not unconscious. After this, all terrain in warehouse counts as difficult terrain.

Items: There is a 10 ft. pole next to the main door, as well as a fully charged lantern and a box with 10 tindertwigs. The lantern can be used as an improvised weapon, dealing 1d4 points of fire damage and possibly setting its target on fire for 1d4 rounds if it fails a DC 15 Reflex save. When caught fire, it deals 1d3 points of fire damage each round.

The crates are empty, except for a few packing materials, some unsavory flesh golem material and other assorted items which are of no value to the characters.

However, one of the crates has a symbol of a black shield with a grey stripe in the middle, topped by a crimson dragon's head. A successful DC 15 Knowledge (History), Knowledge (nobility or Knowledge Splintered Suns) reveals that this is a symbol of House Devnor - the traitorous house that sided with the Scarlet Brotherhood and whose members were executed after this was revealed.

Creatures: Several iron cobras are hiding here as indicated on the map, being in cover from the crates. At APLs 2-4, the large scaffolding in the middle only has a rough outline of a humanoid built. At APLs 6-8, it has a golem in it. This golem does not move to attack until the PCs initiate combat with the iron cobras or interact with the scaffolding. In this case the golem wrecks the scaffolding as a move-equivalent action and then proceeds to mindlessly attack the PCs. Collapsed scaffolding does not affect movement; it's here only for cinematic purpose. Note that the characters cannot initially see into the scaffolding unless they have special means as large sheets cover all the sides of it.

APL 2 (EL 4)

🔪 **Iron Cobra (2):** hp 31; see Appendix 1.

APL 4 (EL 6)

🔪 **Iron Cobra (4):** hp 31; see Appendix 2.

APL 6 (EL 8)

🔪 **Iron Cobra (3):** hp 31; see Appendix 3.

🔪 **Flesh Golem:** hp 79; see *Monster Manual* page 135.

APL 8 (EL 10)

🔪 **Iron Cobra (3):** hp 31; see Appendix 4.

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

Tactics: The creatures fight until destroyed. Iron cobras have enough sense to move into flanking positions but the golem is not quite as efficient in its tactics. The iron cobras try to stay hidden initially so that they can surprise the PCs.

Diplomacy: Being mindless constructs, no amount of talking causes these creatures to stop attacking.

Treasure: At all APLs, there are a few vials of small centipede poison to be found scattered around which can be recovered. Poison from the snakes cannot be recovered as it's assumed it is destroyed during the fight.

APL 2-8: Loot: (68 gp); Coin: (0 gp); magic: (0 gp).

Development: After this fight the characters have determined that somebody is operating in Gornor's Cove and planning something nasty, perhaps in association with House Devnor. However, who this mentioned 'somebody' is not revealed in this scenario.

Troubleshooting: Characters can ask the Gornorites for help if they were friendly towards Saron. He then sends 2 (APL2-4) or 4 (APL6-8) Gornorites to fight along the characters. However, since the Gornorites are not able to pass the DR of the iron cobras, their actions is to fight defensively and use "aid other" to PCs. They refuse to act as sword fodder, AoO bait, 'ablative armor' or in 'redshirt' manner for PCs and the DM should control them.

CONCLUSION A

After the warehouse and Emeria's gang have been sorted out, there is nothing left for the PCs to do except report their findings to Saron and the temple of Osprem. If they destroyed the constructs, they gain the **favor of the Church of Osprem**.

PCs receive the **favor of Emeria** if they rescued her.

They receive the **disfavor of the Ideaan Volunteers** if they got into a conflict with them (unless all were killed with no witnesses left alive). They instead receive the **favor of the Ideaan Volunteers** if they handed Emeria over to them.

PCs receive the **noticed by Riven** entry on the AR if they drew his attention.

If PCs visited Qita's Emporium, they gain Adventure access to a number of items on the AR (marked with a star).

Ludmila sends off her shipment and Saron is left wondering what the presence of constructs and House Devnor might have to do with Gornor's Cove. For now, Riven remains a mystery. The characters may pat themselves on the back and await future adventures. Note that Nuran heals any damage from a cursed wound of the Clay Golem on APL 8. Saron also asks

characters that he might call for them in the future if needed.

Anybody who is a member of the Church of Osprem, a divine spell caster of Osprem, or a worshipper of Osprem with the True Believer feat may take up Nuran's offer and visit the burial site of Saint Idee. See below for details. Once all this is done, read the following:

A few days after the discovery of strange creatures in Gornor's Cove, many rumors seem to indicate that the Ahlissan garrison is going to be reinforced in the immediate future. How this might affect the people of Gornor's Cove remains to be seen.

THE BURIAL SITE OF SAINT IDEE

The burial site of Saint Idee is protected by thick stone walls. Within is a large temple of Osprem along with living spaces for the faithful. Several Suel monks practice their skills in the open spaces between the buildings.

Nuran leads you into the temple and through the inner sanctum. Finally, he stops in front of a plain wall. With a whispered word, it fades away revealing a large door. Nuran opens it and shows you into a chamber, empty except for a large pool of water and a shimmering transparent orb hovering above it.

"The eye will respond to you if it deems you worthy. I will be back later."

With those words, Nuran closes the door and leaves you to chamber.

Assuming the PCs behave and want only to meditate upon the Eye, they see the following things. Phrase them as you will:

Two thrones, one with a hooded figure and one with an Oeridian man, stand opposite each other. Three people appear with it: One is an Oeridian man, the second is a red haired woman, and the third is Suel man.

The Oeridian man says "Two are fighting, yet neither can win."

The red haired woman follows by saying "Only the shackled man may break the balance".

The Suel man follows by lifting a finger to his mouth as if silencing the other two.

Various successful Knowledge checks can help to clarify the image.

Knowledge (Nobility/royalty):

- DC 5: the Oeridian man on the throne is Prince Barzhaan.

Knowledge (Local: Splintered Suns):

- DC 10: the first Oeridian man was General Morres, commander of the army (all members of the army MO know this).
- DC 12: the red haired woman is Captain Belva of the Nasranite Watch (all members of Nasranite Watch MO know this).
- DC 15: the hooded figure might refer to the Father of Obedience, mysterious leader of the Scarlet Brotherhood.
- DC 20 tells that the Suel man is Senechal Selnor of Copperfeld. Any character who has played NAE4-04 Prince of Idee recognises him.

A successful DC 15 Spot check reveals that the darkness behind Belva is moving, as if someone or something is hidden.

A successful DC 10 Knowledge (Religion) check reveals that the divine presence of Osprem herself manifests in this chamber.

After this, the PC finds himself back in the chamber of the eye. Character receives the **Contemplative** entry to his AR.

CONCLUSION B

Stealing the silver is easy and it does not take much time to fence it. You earn a good amount of gold for it and can celebrate this accomplishment.

APL2-8: Loot: (0 gp); Coin: (333 gp); Magic: (0 gp).

CAMPAIGN CONSEQUENCES

This scenario will have effect on future adventures. Please send answers to following questions (comments are also welcome) to sampo@haarlaa.fi

1. Did Emeria live or die?
2. What happened to the Idee Volunteers?
3. Were any of the NPCs such as Ludmila, Korwil Zan, etc. killed?
4. Did the PCs do anything special that you think deserves mentioning?

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 6: Idee Volunteers

Defeating the Idee Volunteers or interacting peacefully with them:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Encounter 7:

Defeating Emerias gang or preventing their attack to the compound, such as by capturing or defeating Emeria in introduction:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Encounter 9: Warehouse of Riven

Defeating the constructs:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Discretionary Role-playing Award

APL2	90 XP
APL4	135 XP
APL6	180 XP
APL8	225 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 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.

Introduction:

APL 2-8: Loot: (40 gp); Coin (2 gp); Magic: *dust of tracelessness* (20 gp), *potion of invisibility* (25 gp).

Encounter 2: Ludmila's Warehouse

APL 2-8: Coin: 40 gp.

Encounter 6: Idee Volunteers

APL2: Loot: (67 gp); Coin: (50 gp); Magic: *potion of cure light wounds* (6) (4gp)

APL4: Loot: (129 gp); Coin: (100 gp); Magic: *potion of cure light wounds* (6) (4gp), *potion of shield of faith* (3) (4gp), +1 *spear* (191gp)

APL6: Loot: (212 gp); Coin: (150 gp); Magic: *potion of cure light wounds* (6) (4gp), *potion of shield of faith* (3) (4gp), +1 *spear* (191gp)

APL8: Loot: (312 gp); Coin: (200 gp); Magic: *potion of cure light wounds* (6) (4gp), *potion of shield of faith* (3) (4gp), +1 *keen spear* (695gp), *potion of enlarge person* (4gp)

Encounter 7: Emeria's Gang

APL2: Loot: (220 gp); Coin: (15 gp); Magic: *potion of invisibility* (25gp), *dust of tracelessness* (20gp), *potion of shield of faith* (3) (4gp).

APL4: Loot: (260 gp); (Coin: 15 gp); Magic:

potion of invisibility (25gp), *dust of tracelessness* (20gp), *potion of shield of faith* (3) (4gp), *potion of barkskin* +4 (75gp)

APL6: Loot: (260 gp); Coin: (15 gp); Magic:
potion of invisibility (25gp), *dust of tracelessness* (20gp), *staff of fire* (4 charges), (118gp), *potion of shield of faith* (3) (4gp), *potion of barkskin* +4 (75gp).

APL8: Loot: (260 gp); Coin: (15 gp); Magic:
potion of invisibility (25gp), *dust of tracelessness* (20gp), *staff of fire* (4 charges), (118gp), *potion of shield of faith* (3) (4gp), *potion of barkskin* +4 (75gp).

Encounter 8: Warehouse of Riven

APL 2-8: Loot: (68 gp); Coin: (0 gp); magic:
(0 gp)

Conclusion B:

APL 2-8: Loot: (0 gp); Coin: (333 gp); magic:
(0 gp)

Total Possible Treasure

APL 2: Loot: (355 gp); Coin: (438 gp); Magic: (81 gp) - Total: 874 gp (max. 450gp)

APL 4: Loot: (457 gp); Coin: (488 gp); Magic: (477 gp) - Total: 1422 gp (max. 675gp)

APL 6: Loot: (540 gp); Coin: (538 gp); Magic: (538 gp) - Total: 1616 gp (max. 900gp)

APL 8: Loot: (640 gp); Coin: (588 gp); Magic: (985 gp) - Total: 2213 gp (max. 1125gp)

Special

Favor of Ludmila: You helped Ludmila and she is grateful. In return she makes certain exotic items from the northern Flanaess available for you. You now have Access (regional) to all items in tables 4-1, 4-2 & 4-3 in *Frostburn*.

Favor of the Church of Osprey: You have one influence point with the Church of Osprey. Cross off when used.

Favor of Emeria: You have earned Emeria gratitude. This grants access to dragonsight & dragonskin (RoD) spells. In addition, CN/N sorcerers can take levels in Dragon Disciple (red) prestige class. Rumors about your involvement with Emeria's escape surface later and this increased attention by authorities gives a -2 circumstance penalty on rolls made to avoid capture due to being wanted in Ahlissa. Emeria might also assist you later.

Favor of the Idee Volunteers: For handing Emeria to the Idee Volunteers, you receive an influence point with them. Idee Sympathisers gain access to one of the following feats: *Distracting attack* (MH), *Hurling Charge* (MH), *Powerful Charge* (MH) or *Inside Connection* (Idee Volunteers) (RD).

Disfavor of the Idee Volunteers: This counts as a disfavor with the Idee Volunteers.

Idean Brooch: You have taken a symbol of Idee from the Volunteers. This may have effect later. You may throw this brooch away at the end of any adventure (cross off).

Noticed By Riven: The mysterious individual operating in Gornor's Cove has seen you snooping around.

Contemplative: You have gazed into the Eye of Osprey and received her divine attention. This counts as fulfilling the prerequisites for the Contemplative of Osprey prestige class.

ITEMS FOR THE ADVENTURE RECORD

ITEM ACCESS

APL 2

- ❖ *Dust of tracelessness* (Adventure; DMG)
- ❖ *Masterwork drum* (Adventure; CV)*
- ❖ *Wand of magic missiles* (Adventure; CL 1st; DMG)*
- ❖ *Wand of cure light wounds* (Adventure; CL 1st; DMG)*

APL 4 (All of APL 2 plus the following)

- ❖ *Mithral chainshirt* (Adventure; DMG)
- ❖ *Potion of barkskin* (+4) (adventure, 900gp, DMG)
- ❖ *Potion of barkskin* (+5) (adventure, 1200gp, DMG)*

APL 6 (All of APLs 2-4 plus the following)

- ❖ *Ring of feather falling* (Adventure; DMG)*
- ❖ *Staff of fire* (4 charges) (Adventure; 1420 gp; DMG)

APL 8 (All of APLs 2-6 plus the following)

- ❖ +1 *keen spear* (Regional; DMG)
- ❖ *Ring of the ram* (Adventure; DMG)*

*) Access to these items is through Qita's Emporium.

APPENDIX 1: APL 2

ENCOUNTER 6

Seljanor of Pitchfield: Female human (Oeridian) War1/Clr2; CR 2; Medium Humanoid (human); HD 3d8+6; hp 21; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +2; Grp +4; Atk +6 melee (1d8+3/x3, masterwork spear) or +4 melee (1d6+2 nonlethal, sap) or +3 ranged (1d4+2/19-20, dagger); Full Atk +6 melee (1d8+3/x3, masterwork spear) or +4 melee (1d6+2 nonlethal, sap) or +3 ranged (1d4+2/19-20, dagger); SA Turn Undead 2/day; SQ Spontaneous Healing; AL CG; SV Fort +6, Ref +1, Will +4; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Intimidate +3, Knowledge (religion) +4, Knowledge (nobility and royalty) +1; Improved Toughness, Power Attack, Weapon Focus (spear).

Spells Prepared (4/4; base DC = 12 + spell level): o—create water, detect magic, mending, read magic, 1st—bless, cause fear, ~~omen of peril~~, shield of faith.

* Domain spell. **Domains:** Liberation (gain a +2 morale bonus on all saving throws against Enchantment spells or effects); Strength (gain an enhancement bonus to Strength equal to cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day); **Deity:** Trithereon.

Possessions: Masterwork spear, sap, 2 daggers, chainshirt, lantern, tanglefoot bag, 2 *potions of cure light wounds*.

Idee Volunteers (4): Male/female human (Suel/Oeridian) War1; CR 1/2; Medium Humanoid (human); HD 1d8+1 plus 3; hp 8; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, longsword) or +2 melee (1d6+1 nonlethal, sap) or +1 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d8+1/19-20, longsword) or +2 melee (1d6+1 nonlethal, sap) or +1 ranged (1d6/x3, shortbow); AL CG; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +4, Intimidate +4, Listen +1, Spot +2; Toughness, Weapon focus (longsword)

Possessions: Longsword, sap, dagger, shortbow, 20 arrows, small wooden shield, studded leather armor, lantern, tanglefoot bag, Ideean brooch, *potion of cure light wounds*.

ENCOUNTER 7

Emeria: Female human (Suel) Sor1/Rog1; CR 2; Medium Humanoid (human); HD 1d4+1d6+2; hp 10; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +0; Grp +0; Atk +1 melee (1d4 plus poison/19-20, masterwork dagger) or +2 ranged (1d4/19-20, hand crossbow); Full Atk +1 melee (1d6 plus poison/19-20, masterwork dagger) or +2 ranged (1d4/19-20, hand

crossbow); SA Sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will +1; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

Skills and Feats: Bluff +7, Climb +5, Concentration +5, Diplomacy +4, Jump +5, Knowledge (Arcana) +5, Spellcraft +5; Draconic Breath (Red), Draconic Heritage (Red).

Languages: Common, draconic.

Spells Known (5/4; base DC = 12 + spell level): o—daze, detect magic, ghost sound, mage hand, 1st—color spray, shield.

Possessions: Masterwork dagger with medium spider venom (DC14; 1d4 Str/1d4 Str), hand crossbow with medium spider venom (DC14; 1d4 Str/1d4 Str), dagger, spell component pouch, *dust of tracelessness*, *potion of invisibility*, tanglefoot bag, thieves tools.

Breeze, Emerias familiar (raven): CR -; Tiny Magical Beast; HD 2; hp 5; Init +2; Spd 10 ft, 40ft fly (average); AC 15, touch 14, flat-footed 13; Base Atk: +0; Grp: -13; Atk +4 melee (1d2-5, claw); Full Atk +4 melee (1d2-5, claw); SQ Low-light vision, alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +5, Spot +7; Weapon Finesse.

Emerias Gang (4): Male human (Oeridian) Rog1; CR 1; Medium humanoid (Human); HD 1d6+1 plus 3; hp 10; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +0; Grp +2; Atk +3 melee (1d6+2/19-20, masterwork short sword) or +3 ranged (1d6/x3, masterwork shortbow); Full Atk +3 melee (1d6+2/19-20, masterwork short sword) or +3 ranged (1d6/x3, masterwork shortbow); SA Sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Climb +6 (+4 with armor), Escape artist +6, Hide +6 (+4 with armor), Jump +6, Move Silently +6 (+4 with armor), Open Locks +6, Spot +5, Tumble +6; Blindfight, Toughness.

Possessions: Masterwork shortbow, 20 arrows, masterwork short sword, dagger, studded leather armor, small wooden shield, lantern, tanglefoot bag, thieves tools.

ENCOUNTER 8

Iron Cobra (2): CR 2; Medium Construct; HD 2d10+20; hp 31; Int +3; Spd 30ft.; AC 17 (touch 14, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, bite); Full Atk +2 melee (1d6+1 plus poison, bite); SA Poison; SQ Construct Traits, DR 10/magic, stalk victim, stealth; SR 19; AL N; SV Fort +0, Ref +3, Will +0; Str 12, Dex 17, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide +13, Move Silently +13

Poison (Ex): An iron cobra delivers its poison after a successful bite attack. An iron cobra's internal poison reservoir holds three doses of poison; refilling the reservoir takes 1 minute. There are three doses of small centipede poison (page 297, DMG) in these iron cobras.

DC 11 Fortitude negates; 1d2 Dex/1d2 Dex.

Construct Traits: An iron cobra is immune to mind effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require fortitude saves unless it works on objects. The creature is not subject to critical hits, nonlethal damage, ability drain, energy drain, or death from massive damage. It cannot heal itself, but can be healed through repair. It cannot be raised or resurrected.

Stalk Victim (Su): An iron cobra can be ordered by its creator to stalk down and attack any creature whose name is known to the creator. The iron cobra can detect this creature's location, as if by a *locate creature* spell at 12th caster level.

Stealth (Ex): An iron cobra gains a +10 enhancement bonus on Hide and Move Silently checks.

APPENDIX 2:

APL 4

ENCOUNTER 6

Seljanor of Pitchfield: Female human (Oeridian) War1/Clr4; CR 4; Medium Humanoid (human); HD 5d8+5 plus 5; hp 35; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +4; Grp +6; Atk +8 melee (1d8+4/x3, +1 spear) or +6 melee (1d6+2 nonlethal, sap) or +5 ranged (1d4+2/19-20, dagger); Full Atk +8 melee (1d8+4/x3, +1 spear) or +6 melee (1d6+2 nonlethal, sap) or +5 ranged (1d4+2/19-20, dagger); SA spells; AL CG; SV Fort +7, Ref +2, Will +6; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Diplomacy +5, Intimidate +3, Knowledge (religion) +5, Knowledge (nobility and royalty) +1; Improved Toughness*, Power Attack, Weapon Focus (spear).

Spells Prepared (5/5/4; base DC 12+spell level):
0 — create water, detect magic, detect poison, mending, read magic; 1st—bless, cause fear, ~~omen of peril~~*, shield of faith; 2nd—bear's endurance, bull strength*, hold person, spiritual weapon.

* Domain spell. **Domains:** Liberation: You gain a +2 morale bonus on all saving throws against enchantment spells or effects. **Strength:** You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Possessions: +1 spear, sap, 2 daggers, chainshirt, lantern, tanglefoot bag, 2 potions of cure light wounds.

Idee Volunteers (4): Male/female human (Suel/Oeridian) Ftr1; CR 1; Medium Humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +5 melee (1d10+3/x3, masterwork halberd) or +3 melee (1d6+2 nonlethal, sap) or +2 ranged (1d6/x3, shortbow); Full Atk +5 melee (1d10+3/x3, masterwork halberd) or +3 melee (1d6+2 nonlethal, sap) or +2 ranged (1d6/x3, shortbow); AL CG; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feat: Climb +4, Intimidate +4, Listen +1, Spot +2; Combat Expertise, Power Attack, Weapon Focus (halberd)

Possessions: Masterwork halberd, sap, dagger, shortbow, 20 arrows, chainshirt, lantern, tanglefoot bag, Ideean brooch, *potion of cure light wounds*, *potion of shield of faith*.

ENCOUNTER 7

Emeria: Female human (Suel) Rog2/Sor2; CR 4; Medium humanoid (humanoid); HD 2d4+2d6+4; hp 19; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +2; Grp +2; Atk +4 melee (1d4 plus poison/19-20, masterwork dagger) or +4 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d4 plus poison/19-20, masterwork dagger) or +4 ranged (1d4/19-20, hand

crossbow); SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +1, Ref +5, Will +1; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 16.

Skills and Feats: Bluff +13, Climb +6, Concentration +5, Diplomacy +6, Disable device +7, Jump +6, Knowledge (arcana) +5, Spellcraft +6, Use Magic Device +3; Draconic Breath (red), Draconic Heritage (red), Skill Focus (Bluff).

Languages: Common, draconic.

Spells Known (6/5; base DC = 13 + spell level):
0— acid splash, daze, detect magic, ghost sound, mage hand, 1st— color spray, shield.

Possessions: Masterwork dagger with medium spider venom (DC 14 1d4 Str/1d4 Str), hand crossbow with medium spider venom (DC14 1d4 str/1d4 str), dagger, spell component pouch, *dust of tracelessness*, *potion of invisibility*, tanglefoot bag, thieves tools, *potion of barkskin* +4*.

* Emeria only has these items once she gets to the Birds Nest Inn.

Breeze, Emerias seagull familiar (raven): CR -; Tiny Magical Beast; HD 4; hp 9; Init +2; Spd 10 ft, 40ft fly (average); AC 15, touch 14, flat-footed 13; Base Atk +2: Grp -12; Atk +6 melee (1d2-5, claw); Full Atk +6 melee (1d2-5, claw); SQ Low-light vision, alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +5, Spot +7; Weapon Finesse.

Emerias Gang (3): Male human (Oeridian) Rog2/Rgr1; CR 3; Medium Humanoid (human); HD 2d6+1d8+3 plus 3; hp 21; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +4; Atk +6 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d6/x3, masterwork shortbow); Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d6/x3, masterwork shortbow); SA Sneak attack +1d6; SQ Evasion, favored enemy (human) +2; AL NE; SV Fort +5, Ref +7, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Climb +8, Escape artist +7, Hide +7 (+4 with armor), Jump +8, Listen +4, Move Silently +7 (+4 with armor), Open Locks +7, Spot +7, Tumble +7; Blindfight, Toughness, Weapon Focus (longsword), Track.

Possessions: Mastework longsword, masterwork shortbow, 20 arrows, dagger, chainshirt, small wooden shield, lantern, tanglefoot bag, thieves tools, *potion of shield of faith*.

ENCOUNTER 8

Iron Cobra (4): CR 2; Medium Construct; HD 2d10+20; hp 31; Int +3; Spd 30ft.; AC 17 (touch 14, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, bite); Full Atk +2 melee (1d6+1 plus poison, bite); SA Poison; SQ Construct Traits, DR 10/magic, stalk victim, stealth; SR 19; AL N; SV Fort +0, Ref +3, Will +0; Str 12, Dex 17, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide +13, Move Silently +13

Poison (Ex): An iron cobra delivers its poison after a successful bite attack. An iron cobra's internal poison reservoir holds three doses of poison; refilling the reservoir takes 1 minute. There are three doses of medium spider venom (p. 297, DMG) in these iron cobras.

DC 14 Fortitude negates. Initial/Secondary: 1d4 Str.

Construct Traits: An iron cobra is immune to mind effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require fortitude saves unless it works on objects. The creature is not subject to critical hits, nonlethal damage, ability drain, energy drain, or death from massive damage. It cannot heal itself, but can be healed through repair. It cannot be raised or resurrected.

Stalk Victim (Su): An iron cobra can be ordered by its creator to stalk down and attack any creature whose name is known to the creator. The iron cobra can detect this creature's location, as if by a *locate creature* spell at 12th caster level.

Stealth (Ex): An iron cobra gains a +10 enhancement bonus on Hide and Move Silently Checks.

APPENDIX 3: APL 6

ENCOUNTER 6

Seljanor of Pitchfield: Female human (Oeridian) War1/Clr6; CR 6; Medium humanoid (Human); HD 7d8+7 plus 7; hp 49; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +5; Grp +7; Atk +9 melee (1d8+4/x3, +1 spear) or +7 melee (1d6+2 nonlethal, sap) or +6 ranged (1d4+2/19-20, dagger); Full Atk +9 melee (1d8+4/x3, +1 spear) or +7 melee (1d6+2 nonlethal, sap) or +6 ranged (1d4+2/19-20, dagger); SA Turn undead 2/day; SQ Spontaneous Healing; AL CG; SV Fort +8, Ref +3, Will +7; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Diplomacy +7, Intimidate +5, Knowledge (religion) +5, Knowledge (nobility and royalty) +2; Improved Toughness, Leadership, Power Attack, Weapon Focus (spear).

Spells Prepared (5/5/5/4; base DC = 12 + spell level): 0—create water, detect magic, detect poison, mending, read magic; 1st—bless, cause fear, ~~omen of peril~~*, shield of faith; 2nd—bears' endurance, bull strength*, hold person, resist energy, spiritual weapon; 3rd—dispel magic, insignia of healing, prayer, rage*.

* Domain spell. **Domains:** Liberation (gain a +2 morale bonus on all saving throws against Enchantment spells or effects); Strength (gain an enhancement bonus to Strength equal to cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day); **Deity:** Trithereon.

Possessions: +1 spear, sap, 2 daggers, mithral chainshirt, lantern, tanglefoot bag, 2 potions of cure light wounds.



Idee Volunteers (4): Male/female human (Suel/Oeridian) Ftr2/Rog1; CR 3; Medium Humanoid (human); HD 2d10+1d6+6; hp 26; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +2; Grp +4; Atk +6 melee (1d10+3/x3, masterwork halberd) or +4 melee (1d6+2 nonlethal, sap) or +3 ranged (1d6/x3, shortbow); Full Atk +6 melee (1d10+3/x3, masterwork halberd) or +4 melee (1d6+2 nonlethal, sap) or +3 ranged (1d6/x3, shortbow); SA Sneak attack +1d6; AL CG; SV Fort +5, Ref +3, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feat: Climb +5, Hide +4, Intimidate +5, Knowledge (the Splintered Suns) +4, Listen +2, Move Silently +4 Spot +2; Born Follower, Combat Expertise, Improved Trip, Power Attack, Weapon Focus (halberd).

Possessions: Masterwork halberd, sap, dagger, shortbow, 20 arrows, chainshirt, tanglefoot bag, Ideean brooch, *potion of cure light wounds*, *potion of shield of faith*.

ENCOUNTER 7

Emeria: Female human (Suel) Rog2/Sor4; CR 6; Medium humanoid (humanoid); HD 4d4+2d6+6; hp 27; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +3; Grp +3; Atk +4 melee (1d4 plus poison/19-20, masterwork dagger) or +5 ranged (1d4/19-20, hand crossbow); Full Atk +4 melee (1d4 plus poison/19-20, masterwork dagger) or +5 ranged (1d4/19-20, hand crossbow); SA sneak attack +1d6, spells; SQ evasion; AL NE; SV Fort +2, Ref +5, Will +2; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 16.

Skills and Feats: Bluff +15, Climb +6, Concentration +5, Diplomacy +5, Disable device +7, Jump +5, Knowledge (arcana) +5, Spellcraft +7, Use Magic Device +?; tonic Breath (red), Draconic Heritage (red), Skill s (Bluff).

Languages: Common, Draconic.

Spells Known (6/6/4; base DC = 13 + spell level): 0—daze, dancing lights, detect magic, ghost sound, mage hand; 1st—magic missile, ray of enfeeblement, shield; 2nd—invisibility.

Possessions: Masterwork dagger with medium spider venom (DC14 1d4 Str/1d4 Str), hand crossbow with medium spider venom (DC14 1d4 str/1d4 str), dagger, spell component pouch, *dust of tracelessness*, *potion of invisibility*, tanglefoot bag, thieves tools, *potion of barkskin* +4*, *staff of fire* (4 charges)*.

* Emeria only has these items once she gets to Birds Nest Inn.

Breeze, Emerias familiar (raven): CR -; Tiny Magical Beast; HD 6; hp 13; Init +2; Spd 10 ft, 40ft fly (average); AC 16, touch 14, flat-footed 14; Base Atk +3; Grp -10; Atk +7 melee (1d2-5, claw); Full Atk +7 melee (1d2-5, claw); SQ Low-light vision, alertness, improved evasion, share spells, empathic link, deliver touch spells; AL N; SV Fort +2, Ref +5, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +5, Spot +7; Weapon Finesse.

Emerias Gang (3): Male human (Oeridian) Rog3/Rgr1/Ftr1; CR 5; Medium Humanoid (human); HD 3d6+1d8+1d10+5 plus 5; hp 35; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +4; Grp +7; Atk +9 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d6/x3, masterwork shortbow); Full Atk +9 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d6/x3, masterwork shortbow); SA Sneak attack +2d6; SQ Evasion, favored enemy (human) +2; AL NE; SV Fort +8, Ref +7, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Climb +11, Escape artist +8, Hide +9 (+6 with armor), Jump +9, Listen +5, Move Silently +8 (+5 with armor), Open Locks +8, Spot +7, Tumble +10; Blindfight, Distracting Attack, Improved Toughness, Weapon Focus (longsword), Track.

Possessions: Masterwork shortbow, 20 arrows, masterwork longsword, dagger, small wooden shield, chainshirt, lantern, tanglefoot bag, thieves tools.

ENCOUNTER 8

Iron Cobra (2): CR 2; Medium Construct; HD 2d10+20; hp 31; Int +3; Spd 30ft.; AC 17 (touch 14, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, bite); Full Atk +2 melee (1d6+1 plus poison, bite); SA Poison; SQ Construct Traits, DR 10/magic, stalk victim, stealth; SR 19; AL N; SV Fort +0, Ref +3, Will +0; Str 12, Dex 17, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide +13, Move Silently +13

Poison (Ex): An iron cobra delivers its poison after a successful bite attack. An iron cobra's internal poison reservoir holds three doses of poison; refilling the reservoir takes 1 minute. There are three doses of giant wasp poison (p. 297, DMG) in these iron cobras.

DC 18 Fortitude negates. Initial/Secondary: 1d6 Dex.

Construct Traits: An iron cobra is immune to mind effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require fortitude saves unless it works on objects. The creature is not subject to critical hits, nonlethal damage, ability drain, energy drain, or death from massive damage. It cannot heal itself, but can be healed through repair. It cannot be raised or resurrected.

Stalk Victim (Su): An iron cobra can be ordered by its creator to stalk down and attack any creature whose name is known to the creator. The iron cobra can detect this creature's location, as if by a *locate creature* spell at 12th caster level.

Stealth (Ex): An iron cobra gains a +10 enhancement bonus on Hide and Move Silently Checks.

APPENDIX 4: APL 8

ENCOUNTER 6

Seljanor of Pitchfield: Female human (Oeridian) War1/Clr8; CR 8; Medium humanoid (Human); HD 9d8+9 plus 9; hp 63; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +7; Grp +9; Atk +11 melee (1d8+4/19-20/x3, +1 keen spear) or +9 melee (1d6+2 nonlethal, sap) or +9 ranged (1d4+2/19-20, dagger); Full Atk +11 melee (1d8+4/19-20/x3, +1 keen spear) or +9 melee (1d6+2 nonlethal, sap) or +8 ranged (1d4+2/19-20, dagger); SA spells; AL CG; SV Fort +9, Ref +4, Will +8; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +4, Diplomacy +7, Intimidate +5, Knowledge (religion) +5, Knowledge (nobility and royalty) +2; Combat Casting, Improved Toughness, Leadership, Power Attack, Weapon Focus (spear).

Spells Prepared (5/5/5/5/3; base DC = 12 + spell level): 0—create water, detect magic, detect poison, mending, read magic; 1st—bless, cause fear, ~~omen of peril~~*, shield of faith; 2nd—bears' endurance, bull strength*, hold person, resist energy, spiritual weapon; 3rd—dispel magic, insignia of healing, prayer, rage*, ring of blades; 4th—air walk, divine power, freedom of movement*.

* Domain spell. **Domains:** Liberation (gain a +2 morale bonus on all saving throws against Enchantment spells or effects); Strength (gain an enhancement bonus to Strength equal to cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day); **Deity:** Trithereon.

Possessions: +1 keen spear, sap, 2 daggers, mithral chainshirt, lantern, tanglefoot bag, 2 potions of cure light wounds, potion of enlarge person.

Idee Volunteers (4): Male/female human (Suel/Oeridian) Ftr4/Rog1; CR 5; Medium humanoid (Human); HD 4d10+1d6+10; hp 36; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +4; Grp +7; Atk +9 melee (1d10+6/x3, masterwork halberd) or +7 melee (1d6+3 nonlethal, masterwork sap) or +5 ranged (1d6/x3, shortbow); Full Atk +9 melee (1d10+6/x3, masterwork halberd) or +7 melee (1d6+3 nonlethal, masterwork sap) or +5 ranged (1d6/x3, shortbow); SA Sneak attack +1d6; AL CG; SV Fort +6, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feat: Climb +7, Hide +4, Intimidate +7, Knowledge (the Splintered Suns) +4, Listen +2, Move Silently +4 Spot +2; Born Follower, Combat Expertise, Improved Trip, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd).

Possessions: Masterwork halberd, masterwork sap, dagger, shortbow, 20 arrows, chainshirt, lantern, tanglefoot bag, Idean brooch, *potion of cure light wounds*, *potion of shield of faith*.

ENCOUNTER 7

Emeria: Female human (Suel) Rog2/Sor6; CR 8; Medium humanoid (humanoid); HD 7d4+2d6+9; hp 39; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +4; Grp +4; Atk +5 melee (1d4 plus poison/19-20, masterwork dagger) or +6 ranged (1d4/19-20, hand crossbow); Full Atk +5 melee (1d4 plus poison/19-20, masterwork dagger) or +6 ranged (1d4/19-20, hand crossbow); SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 17.

Skills and Feats: Bluff +17, Climb +6, Concentration +12, Disable device +7, Jump +6, Knowledge (arcana) +5, Spellcraft +10, Use Magic Device +4; Dodge, Draconic Breath (red), Draconic Heritage (red), Draconic Presence (DC 13+spell level), Skill Focus (Bluff).

Languages: Common, Draconic.

Spells Known (6/7/7/5; base DC = 13 + spell level): 0—daze, dancing lights, detect magic, ghost sound, ray of frost, read magic, mage hand; 1st—expeditious retreat, magic missile, ray of enfeeblement, shield; 2nd—false life, invisibility, see invisibility, web; 3rd—dispel magic, shadow binding.

Possessions: Masterwork dagger with medium spider venom (DC14 1d4 Str/1d4 Str), hand crossbow with medium spider venom (DC14 1d4 str/1d4 str), dagger, spell component pouch, *dust of tracelessness*, *potion of invisibility*, tanglefoot bag, thieves tools, *potion of barkskin* +4*, *staff of fire* (4 charges)*.

* Emeria only has these items once she gets into Bird's Nest Inn.

Breeze, Emerias familiar (raven): CR -; Tiny Magical Beast; HD 8; hp 19; Init +2; Spd 10 ft, 40ft fly (average); AC 17, touch 14, flat-footed 15; Base Atk +4; Grp -9; Atk +8 melee (1d2-5, claw); Full Atk +8 melee (1d2-5, claw); SQ Low-light vision, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL N; SV Fort +2, Ref +5, Will +5; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Listen +5, Spot +7; Weapon Finesse.

Emerias Gang (3): Male human (Oeridian) Rog3/Rgr2/Ftr2; CR 7; Medium Humanoid (human); HD 3d6+2d8+2d10+7 plus 7; hp 50; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +6; Grp +9; Atk +11 melee (1d8+3/19-20, masterwork longsword) or +8 ranged (1d6/x3, masterwork shortbow); Full Atk +11/+6 melee (1d8+3/19-20, masterwork longsword) or +9/+4 melee (1d8+3/19-20, masterwork longsword) and +9 melee (1d3+1, shield bash) or +8 ranged (1d6/x3, masterwork shortbow); SA Sneak attack +2d6; SQ Evasion, Favored Enemy (human) +2; AL NE; SV Fort +10, Ref +8, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Climb +12, Escape artist +8, Hide +10 (+7 with armor), Jump +9, Listen +5, Move Silently +10 (+7 with armor), Open Locks +8, Spot +7, Tumble +12; Blindfight, Distracting Attack, Improved Shield Bash, Improved Toughness, Weapon Focus (Longsword), Track, Two weapon fighting.

Possessions: Masterwork longsword, dagger, masterwork shortbow, 20 arrows, small wooden shield, chainshirt, tanglefoot bag, thieves tools, *potion of shield of faith*.

ENCOUNTER 8

Iron Cobra (2): CR 2; Medium Construct; HD 2d10+20; hp 31; Int +3; Spd 30ft.; AC 17 (touch 14, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, bite); Full Atk +2 melee (1d6+1 plus poison, bite); SA Poison; SQ Construct Traits, DR 10/magic, stalk victim, stealth; SR 19; AL N; SV Fort +0, Ref +3, Will +0; Str 12, Dex 17, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide +13, Move Silently +13

Poison (Ex): An iron cobra delivers its poison after a successful bite attack. An iron cobra's internal poison reservoir holds three doses of poison; refilling the reservoir takes 1 minute. There are three doses of giant wasp poison (p. 297, DMG) in these iron cobras.

DC 18 Fortitude negates. Initial/Secondary: 1d6 Dex.

Construct Traits: An iron cobra is immune to mind effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require fortitude saves unless it works on objects. The creature is not subject to critical hits, nonlethal damage, ability drain, energy drain, or death from massive damage. It cannot heal itself, but can be healed through repair. It cannot be raised or resurrected.

Stalk Victim (Su): An iron cobra can be ordered by its creator to stalk down and attack any creature whose name is known to the creator. The iron cobra can detect this creature's location, as if by a *locate creature* spell at 12th caster level.

Stealth (Ex): An iron cobra gains a +10 enhancement bonus on Hide and Move Silently Checks.

APPENDIX 5

NPCS

Gornorite: Male/Female human War1/Exp1; CR 1; Medium Humanoid (human); HD 1d8+1d6+2; hp 10; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +1 ranged (1d6/x3, shortbow); Full Atk +2 melee (1d8+1/19-20, longsword) or +1 ranged (1d6/x3, shortbow); SA; SQ; AL LN/N; SV Fort +3, Ref +0, Will +2; Str 12, Dex 11, Con 12, Int 10, Wis 11, Cha 12.

Skills and Feats: Diplomacy +7, Gather Information +3, Intimidate +4, Knowledge (the Splintered Suns) +2, Listen +3, Profession (soldier) +1, Spot +4; Alertness, Skill Focus (Diplomacy).

Possessions: Studded leather armor, longsword, sap, dagger, small wooden shield, lantern, signal whistle, shortbow, 20 arrows.

Gornorite Sertern: Male/Female human (Oeridian) Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +2; Grp +4; Atk +6 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d6/x3, shortbow); Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d6/x3, shortbow); AL LN/N; SV Fort +5, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +4, Diplomacy +6, Intimidate +6, Listen +2, Jump +3, Profession (Soldier) +1 Spot +2, Swim +3; Alertness, Power Attack, Skill Focus (Diplomacy), Weapon Focus (longsword)

Possessions: Masterwork longsword, sap, dagger, shortbow, 20 arrows, studded leather armor, small wooden shield, lantern, signal whistle, tanglefoot bag x 2, oil of magic weapon.

Cleric of Xerbo: Male Human (Suel) Clr3; CR 3; Medium Humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +3; Atk +4 melee (1d6+1, masterwork shortspear) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+1, masterwork shortspear) or +3 ranged (1d8/19-20, light crossbow); SQ Aura, turn undead, spontaneous casting (healing); AL N; SV Fort +5, Ref +2, Will +7; Str 13, Dex 12, Con 14, Int 8, Wis 15, Cha 10.

Skills and Feats: Knowledge (religion) +1, Listen +4, Sense Motive +3, Spellcraft +4, Spot +4; Alertness, Iron Will, Skill Focus (spellcraft).

Languages: Ancient Suel, Common.

Cleric Spells Prepared (4/4/3; Base DC = 12 + spell level): 0—*detect magic* (4); 1st—*bless*, *cause fear* (2), *obscuring mist**; 2nd—*hold person*, *sound burst*, *dog cloud**.

* Cleric Domains: Knowledge (all knowledge skills are class skills) and Water (Turn fire creatures. Rebuke or bolster water creatures).

Possessions: Masterwork studded leather, masterwork light spear, light crossbow, 10 bolts, Wand of cure light wounds (25 charges).

Saron, leader of the Gornorites: Male human (Suel) War9; CR 9; Medium humanoid (Human); HD 9d8+9; hp 57; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Base Atk +9; Grp +12; Atk +14 melee (1d8+4, morningstar) or +10 ranged (1d8+2/x3, composite longbow); Full Atk +14/+9 melee (1d8+4, morningstar) or +10/+5 ranged (1d8+2/x3, composite longbow); AL N; SV Fort +7, Ref +3, Will +5; Str 16, Dex 11, Con 13, Int 10, Wis 14, Cha 12.

Skills and Feats: Alertness, Investigator, Skill Focus (Diplomacy), Track, Weapon Focus (Longsword); Climb +5, Diplomacy +7, Gather Information +4, Handle Animal +7, Intimidate +6, Jump +5, Listen +4, Ride +5, Search +2, Spot +4, Survival +5, Swim +5

Note: Saron has elite array statistics and as such his CR is one higher than normal.

Possessions: Adamantine morningstar +1, sap, dagger, masterwork composite longbow (+2 str), 20 arrows, +1 studded leather armor, small wooden shield, gauntlets of dexterity +2, lantern, signal whistle

Nuran: Female human (Suel) Clr5/Divine Oracle 5/Contemplative 2; CR 12; Medium Humanoid (Human); HD 5d8+7d6; hp 80; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 21; Base Atk +6; Grp +6; Atk +7 melee (1d8+1+1d6 cold, trident) or +8 ranged (1d8+1+1d6 cold, trident); Full Atk +7/+2 melee (1d8+1+1d6 cold, trident) or +8 ranged (1d8+1+1d6 cold, trident); SQ divination enhancement, divine health, prescient sense, scry bonus, slippery mind, trap sense +2, turn or rebuke undead, spontaneous casting (cure), uncanny dodge; AL LN; SV Fort +6, Ref +5, Will +14; Str 10, Dex 12, Con 14, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +14, Heal +6, Knowledge (arcana) +7, Knowledge (history) +4, Knowledge (religion) +20, Knowledge (the Planes) +4, Profession (sailor) +7, Spellcraft +9; Combat Casting, Extend Spell, Improved Turning, Lightning Reflexes, Skill Focus (Knowledge [religion]), Spell Focus (Divination)

Spells Prepared (6/7/6/6/4/4/3; base DC 13+spell level; 16+spell level for divinations, 17+spell level for divinations [scrying]): 0 – *create water*, *detect magic*, *inflict minor wounds*, *mending*, *purify food and drink*, *read magic*, 1st – *bless water*, *calm emotions*, *command*, *divine favour*, *endure elements*, *entropic shield*, *longstrider**, 2nd – *augury**, *hold person*, *owl's wisdom*, *silence*, *spiritual weapon* (trident), *summon monster II*, 3rd – *dispel magic*, *extended bull's strength*, *divination**, *protection from energy*, *remove disease*, *searing light*, 4th – *control water*, *discern lies*, *neutralize poison*, *scrying**, 5th – *break enchantment*,

*commune**, *disrupting weapon*, *true seeing*, 6th – *blade barrier*, *cone of cold**, *heroes' feast*

* **Domain spell.** **Domains:** Oracle: casts Divination spells at +2 caster level; **Protection:** may create a *protective ward* 1/day (grants creature touched +5 resistance bonus to next saving throw, duration 1 hour); **Travel:** may operate as under effect of the spell *free movement* for a total of five rounds per day. **Water:** Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead 5/day.

Divination Enhancement (ex): May roll twice and take the better result when using divination spells such as *augury* or *divination*.

Divine Health (Ex): Immunity to all diseases, including magical diseases.

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

Scry Bonus (Su): +1 sacred bonus to the save DC of all divination (scrying) spells.

Slippery Mind (Ex): May once retry failed save vs. enchantment spell or effect on the next round.

Possessions: +1 *frost trident*, +2 *breastplate*, masterwork steel heavy shield, *gloves of dexterity* +2, *ring of protection* +1, *amulet of health* +2, *wand of cure moderate wounds*, Masterwork holy symbol of Osprem, spell component pouch.

Ludmila: Female human (Suel) Ftr2/Rog3; CR 5; Medium humanoid (Human); HD 2d10+2 3d6+2; hp 33; Init +6; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +4; Grp +3; Atk +4 melee (1d4-1/18-20, kukri) or +8 ranged (1d8+1/19-20, light crossbow); +4 melee (1d4-1/18-20, kukri) or +8 ranged (1d8+1/19-20, light crossbow) SA Sneak attack +2d6; SQ Evasion; AL N; SV Fort +6, Ref +6, Will +3; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Diplomacy +13, Gather Information +8, Handle Animal +8, Knowledge (Splintered Suns) +6, Profession (merchant) +11, Ride +5, Sense Motive +8, Swim +2; Dodge, Improved Initiative, Negotiator, Skill Focus (Profession-merchant), Weapon focus (crossbow).

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Possessions: +1 *light crossbow*, 20 bolts, masterwork kukri x 2, studded leather armor, *ring of protection* +1, *cloak of resistance* +1, *bag of holding* type I.

Ludmila's guards (Gavril, Ferek, Constan, Aturk): Male human (Oeridian) War1; CR 1/2; Medium humanoid (Human); HD 1d8+1; hp 6; Init +0; Spd 30

ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, shortspear); Full Atk +3 melee (1d6+1, shortspear); SA; SQ; AL LN; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +6, Handle Animal +5, Listen +2, Spot +2, Swim +2; Alertness, weapon focus (shortspear)

Possessions: dagger, shortspear, studded leather armor, buckler, lantern, tindertwig, net.

Korwil Zan: Male human (Hepmonaland Suel) Mnk3; CR 3; medium humanoid human; HD 3d8+3; hp 21; Init +6; Spd 40 ft.; AC 14 (touch 13, flat-footed 13) (Bracers+1, Dexterity +1, Wisdom bonus +2); Base Atk +2; Grp +8; Atk +5 melee (1d6+2, unarmed); Full Atk: +3/+3 melee (1d6+2, flurry of blows (unarmed) or +5 melee (1d6+2, unarmed); SA Flurry of blows; SQ Evasion, Still Mind; AL LE; SV Fort +4, Ref +4, Will +5; Str 14, Dex 13, Con 12, Int 8, Wis 15, Cha 10.

Skills and Feats: Bluff +2, Escape Artist +5, Jump +6, Spot +3, Tumble +7; Deflect Arrows, Dodge, Improved Initiative, Improved Grapple, Improved Unarmed Strike, Weapon Focus (inarmed)

Possessions: *bracers of armour* +1, *potion of cure light wounds*, *potion of enlarge person*, simple clothes.

Physical Description: A stern faced Suel man with freckles all over his body, clear evident that he is from Hepmonaland..

Follower of the Wave: Male human (Suel) Mnk8; CR 8; medium humanoid human; HD 8d8+16; hp 59; Init +6; Spd 50 ft.; AC 18 (touch 18, flat-footed 14) (Dexterity +3, Monk Bonus +1, Wisdom bonus +3, ring of protection +1); Base Atk +6; Grp +13; Atk +10 melee (1d10+3, unarmed); Full Atk: +9/+9/+4 melee (1d10+3, flurry of blows) or +10/+5 melee (1d10+3, unarmed); SA Flurry of Blows; SQ Wholeness of Body; AL LN; SV Fort +8, Ref +9, Will +9; Str 16, Dex 16, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +10, Climb +8, Jump +5, Listen +14, Move Silently +7, Sense Motive +7, Spot +14, Swim +7, Tumble+16; Deflect Arrows, Dodge Improved Disarm, Improved Grapple, Improved Initiative, Power Attack, Weapon Focus (unarmed)

Possessions: *ring of protection* +1, *amulet of health* +2, *belt of giant strength* +2, *gauntlets of dexterity* +2, *potion of fly* (2), simple clothing.

Qita: Female Aarakocra Wiz9 (Evoker); CR9; Medium monstrous humanoid HD 9d4+18; Hp 46; Init +7; Spd Fly 90ft (average), ground 20ft; AC 14 flat-footed 10, Touch 14; Base Atk; +4; Grp +4; Atk +4 melee (1d4, claw, only when flying) or +4 melee (1d3, bite, in ground only) or +8 ranged touch (spell); Full Atk +4/+4 melee (1d4, claw, only when flying) or +4 melee (1d3, bite, in ground only) or +8 ranged touch (spell); AL: CN; SA: spells; SQ Summon Familiar; SV Fort+5, Ref+7 Will+6; Str 10, Dex 18, Con 14, Int 19, Wis 10, Cha 8.

Skills and feats: Concentration +14, Craft (alchemy) +10, Decipher Script +10, Gather Information +2,

Knowledge (Arcana) +12, Knowledge (history) 10, Knowledge (Planes) +10, Knowledge (Splintered Suns) +9, Spellcraft +18; Brew Potion, Fly-by-attack, Improved initiative, Scribe Scroll, Spell Focus (Evocation), Still Spell.

Languages: Ancient Suel, Avian, Common, Old Oeridian.

Spells Prepared; banned schools Illusion & Necromancy (5/6/6/5/4/2; base DC = 14 + spell level): 0—dancing lights, detect magic, open/close (2), message, read magic; 1st—comprehend languages, identify, magic missile (2), obscuring mist, shield; 2nd—acid arrow, locate object, scorching ray, see invisibility, still magic missile (2); 3rd—blink, clairvoyance, dispel magic, fireball; 4th—dimension door, globe of invulnerability, lesser, ice storm, locate creature 5th—teleport, wall of force

Possessions: elemental gem (air), headband of intellect +2, bag of holding (type 1), ring of feather fall, ring of the ram (20 charges), spell component pouch.

Marpo: Male halfling Rog3; CR 3; Medium humanoid (halfling); HD 3d6+3; hp 13; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 14); Base Atk +3; Grp +0; Atk +5 melee (1d6+1/19-20, longsword) or +10 ranged (1d3+1, sling); Full Atk +5 melee (1d6+1/19-20, longsword) or +10 ranged (1d3+1, sling); SA sneak attack +2d6; SQ evasion; AL NE; SV Fort +3, Ref +9, Will +3; Str 13, Dex 18, Con 13, Int 14, Wis 8, Cha 13.

Skills and Feats: Bluff +7, Climb +9, Jump +9, Move Silently +10, Listen +7, Hide +15, Search +8, Knowledge (Local) +6, Profession (Innkeeper) +8, Spot +5, Tumble +10
2; Iron Will, Skill Focus (profession), Weapon focus (sling)

Possessions: masterwork small longsword, masterwork sling, 10 bullets, masterwork leather armor,

APPENDIX 6

NEW RULES

FEATS

Born Follower (General)

You excel when directed by a natural leader.

Benefit: You gain a +2 morale bonus on attack rolls and saving throws against fear effects when within 30ft of an ally with the Leadership feat.

Special: You may only take this feat at 1st level.

Availability: Human (Oeridian).

Source: Dragon Magazine 315

Draconic Breath (Draconic)

You can convert your arcane spells into a breath weapon.

Prerequisite: Draconic Heritage.

Benefit: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage. The breath weapon is 30 foot cone (fire or cold) or 60 foot line (Acid or Electricity) that deals 2d6 damage per level of the spell you expanded to create the effect. Any creature in the area may try a Reflex save (DC 10+level of the spell expanded+your Cha modifier) for half-damage. This is a supernatural ability.

Source: Complete Arcane, pg. 77

Draconic Heritage (Draconic)

You have greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one Dragon from Draconic Heritage list below and gain associated list as class skill. This is your draconic heritage which cannot be changed once this feat has been taken. Half-Dragons must choose the same dragon kind as their parent. In addition you gain bonus to saving throws against *sleep* and *paralysis*, as well as spells and abilities with energy types of your draconic heritage. This bonus is equal to number of Draconic feats you have.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Infor.
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

Source: Complete Arcane, pg. 77

Draconic Presence (Draconic)

When you use magic, your mere presence can terrify those around you.

Prerequisite: Draconic Heritage.

Benefit: Whenever you cast an arcane spell, all opponents within 10ft of you who have fewer hit dice than you, become *shaken* for a number of rounds equal to the level of the spell you cast. The effect is negated by a successful will save (DC 10+spell level+Cha modifier). Successful save means target is immune to this effect for 24 hours. This effect does not affect creatures with intelligence 3 or lower or who are already shaken, nor does it have any effect on dragons.

Source: Complete Arcane, pg. 78

Distracting Attack (General)

You are skilled in at interfering with opponents in melee.

Prerequisite: Base attack bonus +1

Benefit: When you make a melee attack against creature, no matter if it's successful or not, all other creatures gain +1 circumstance bonus on to hit rolls when attacking that creature until the start of your next turn.

Special: A fighter may choose Distracting Attack as one of his bonus feats.

Source: Miniatures Handbook, pg. 25

Improved Toughness (General)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose HD (such as losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one his bonus feats.

Source: Complete Warrior, page 101.

SPELLS

Insignia of Healing

Conjuration(Healing)

Level: Bard 3, cleric 3

Components: V, S, F

Casting Time: 1 standard action

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell works just like insignia of alarm except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Source: Races of Destiny, pg 166.

Insignia of Alarm

Abjuration

Level: Bard 2, cleric 2, paladin 2

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 400 ft. + 40 ft./level spread, centered on you

Target: All wearers of special insignia within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell alerts all wearers of a specific insignia (see below) within range. Such creatures hear a single mental "ping" (as the alarm spell, page 197 of the Player's Handbook) when this spell is cast. This spell requires significant preparation. Before using this spell, you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings, or any similar object, but each one must bear the same logo, crest, or symbol. Each insignia costs 10 gp. Militias, guilds, or churches within a city use this spell to call all its members together.

Focus: A specially prepared insignia (see above).

Source: Races of Destiny, pg 166

Shadow Binding

Illusion (Shadow)

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close 25ft + 5ft/2 levels

Area: 10ft radius burst

Duration: 1round/level

Saving Throw: Will Negates

Spell Resistance: Yes

You cause a multitude of ribbon like shadows to instantaneously explode outwards from the target point. Creatures in the area that fail their will save are *dazed* for one round and subsequently *entangled*. Breaking free of the shadow binding requires a DC20 strength check or Escape Artist check as full-round action.

Material: Few links of iron chain

Source: Complete Arcane, page 122.

MONSTERS

Iron Cobra (2): CR 2; Medium Construct; HD 2d10+20; hp 31; Int +3; Spd 30ft.; AC 17 (touch 14, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, bite); Full Atk +2 melee (1d6+1 plus poison, bite); SA Poison; SQ Construct Traits, DR 10/magic, stalk victim, stealth; SR 19; AL N; SV Fort +0, Ref +3, Will +0; Str 12, Dex 17, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: Hide +13, Move Silently +13

Poison (Ex): An iron cobra delivers its poison after a successful bite attack. An iron cobra's internal poison reservoir holds three doses of poison; refilling the reservoir takes 1 minute. The effect of the poison depends on what kind of poison the cobras creator filled it's poison reservoir with. Typically contains a medium-size monstrous spider venom (fort DC14 negates, initial/secondary 1d4 Str) though any injury poison can be used.

Construct Traits: An iron cobra is immune to mind effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require fortitude saves unless it works on objects. The creature is not subject to critical hits, nonlethal damage, ability drain, energy drain, or death from massive damage. It cannot heal itself, but can be healed through repair. It cannot be raised or resurrected.

Stalk Victim (Su): An iron cobra can be ordered by its creator to stalk down and attack any creature whose name is known to the creator. The iron cobra can detect this creatures location, as if by a *locate creature* spell at 12th caster level.

Stealth (Ex): An iron cobra gains a +10 enhancement bonus on Hide and Move Silently checks.

Iron cobra is a tenacious construct capable of tracking down it's victims over nearly any terrain. An iron cobra is typically 3 feet long and weighs around 100 pounds. It looks like a cobra made out of dozens of circular iron bands, fitted together to form a snakelike body.

It is rumored that first eight iron cobras, created ages ago by a powerful wizard/cleric were nearly indestructible. Since that time other other spellcasters have taken to copying the design, but with universally poorer results.

Combat

An iron cobra has no intelligence but it can be commanded to undertake any number of actions by it's creator. If the creature is not present, the cobra can undertake simple commands (such as "Guard this treasure" or "Seek out and attack the king"). It follows these commands to the letter. In combat, cobra's tactics are straightforward. Bite it's opponent until it dies.

Source: Fiend Folio, pg 166.

DM'S AID 1: CHARACTER TRACKER:

Player name:

Character name:

Preferred weapon or spell:

Reputation or notable deeds:

Favors with Idee Volunteers:

Disfavors with Idee Volunteers:

Player name:

Character name:

Preferred weapon or spell:

Reputation or notable deeds:

Favors with Idee Volunteers:

Disfavors with Idee Volunteers:

Player name:

Character name:

Preferred weapon or spell:

Reputation or notable deeds:

Favors with Idee Volunteers:

Disfavors with Idee Volunteers:

Player name:

Character name:

Preferred weapon or spell:

Reputation or notable deeds:

Favors with Idee Volunteers:

Disfavors with Idee Volunteers:

Player name:

Character name:

Preferred weapon or spell:

Reputation or notable deeds:

Favors with Idee Volunteers:

Disfavors with Idee Volunteers:

Player name:

Character name:

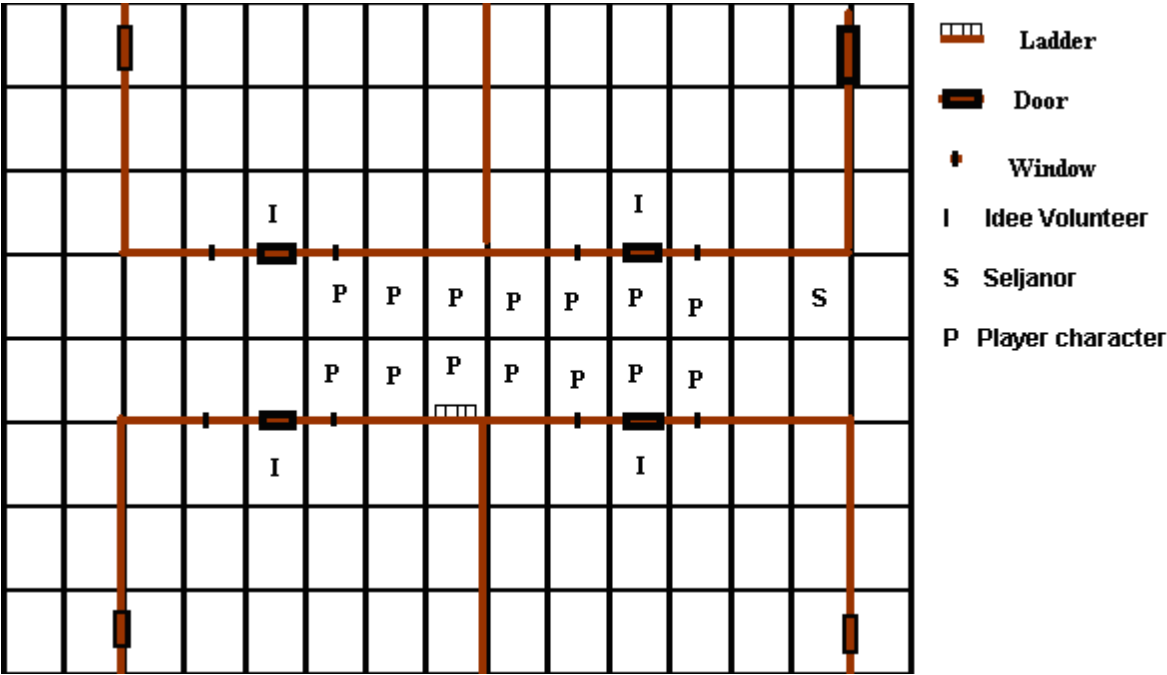
Preferred weapon or spell:

Reputation or notable deeds:

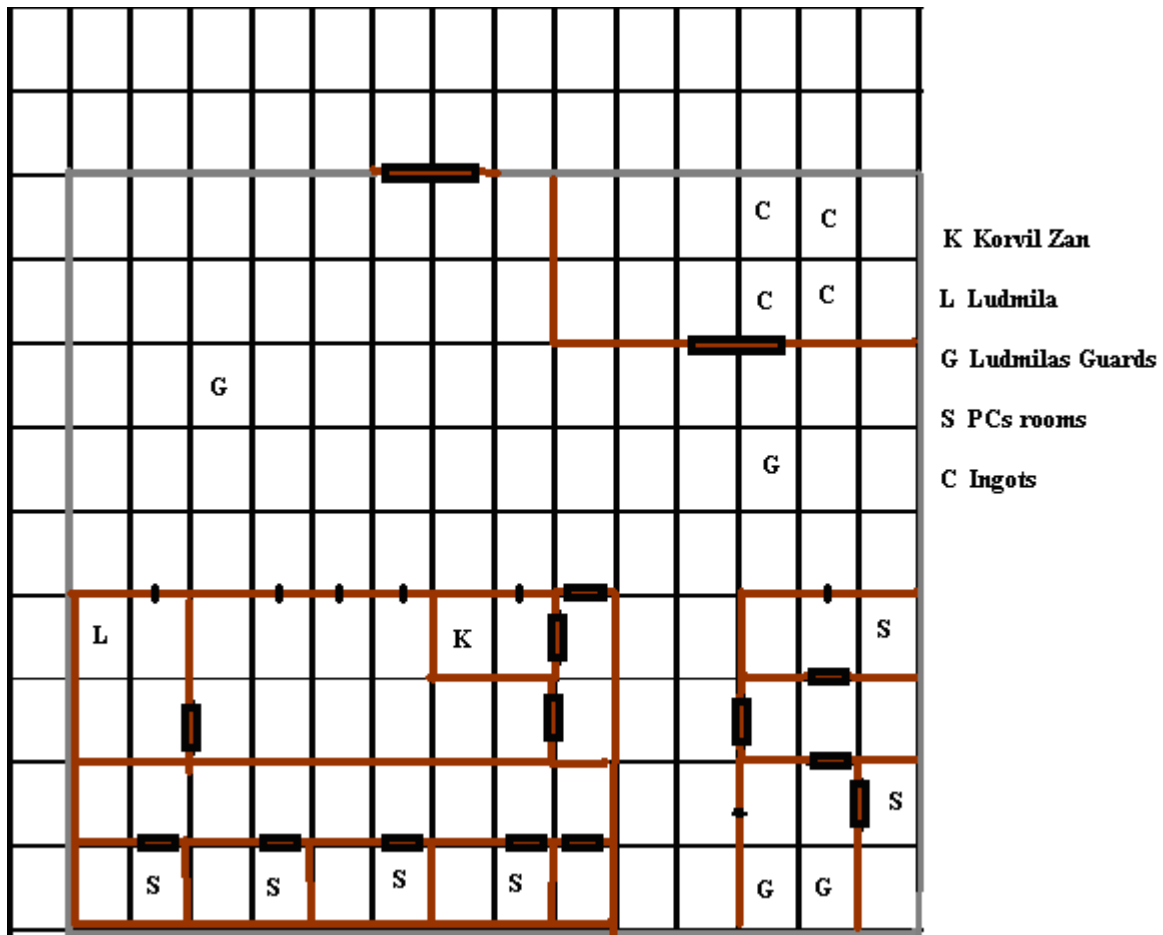
Favors with Idee Volunteers:

Disfavors with Idee Volunteers:

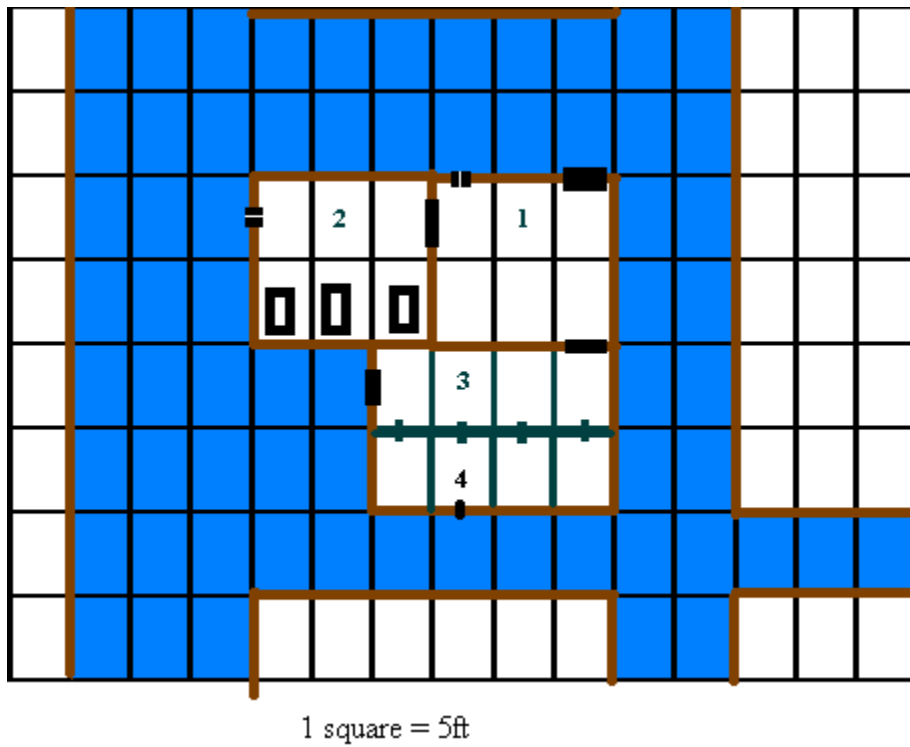
DM'S AID 2:
ENCOUNTER 6: IDEE VOLUNTEERS



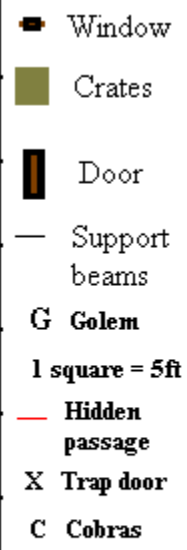
DM'S AID 3: ENCOUNTER 7: LUDMILAS COMPOUND



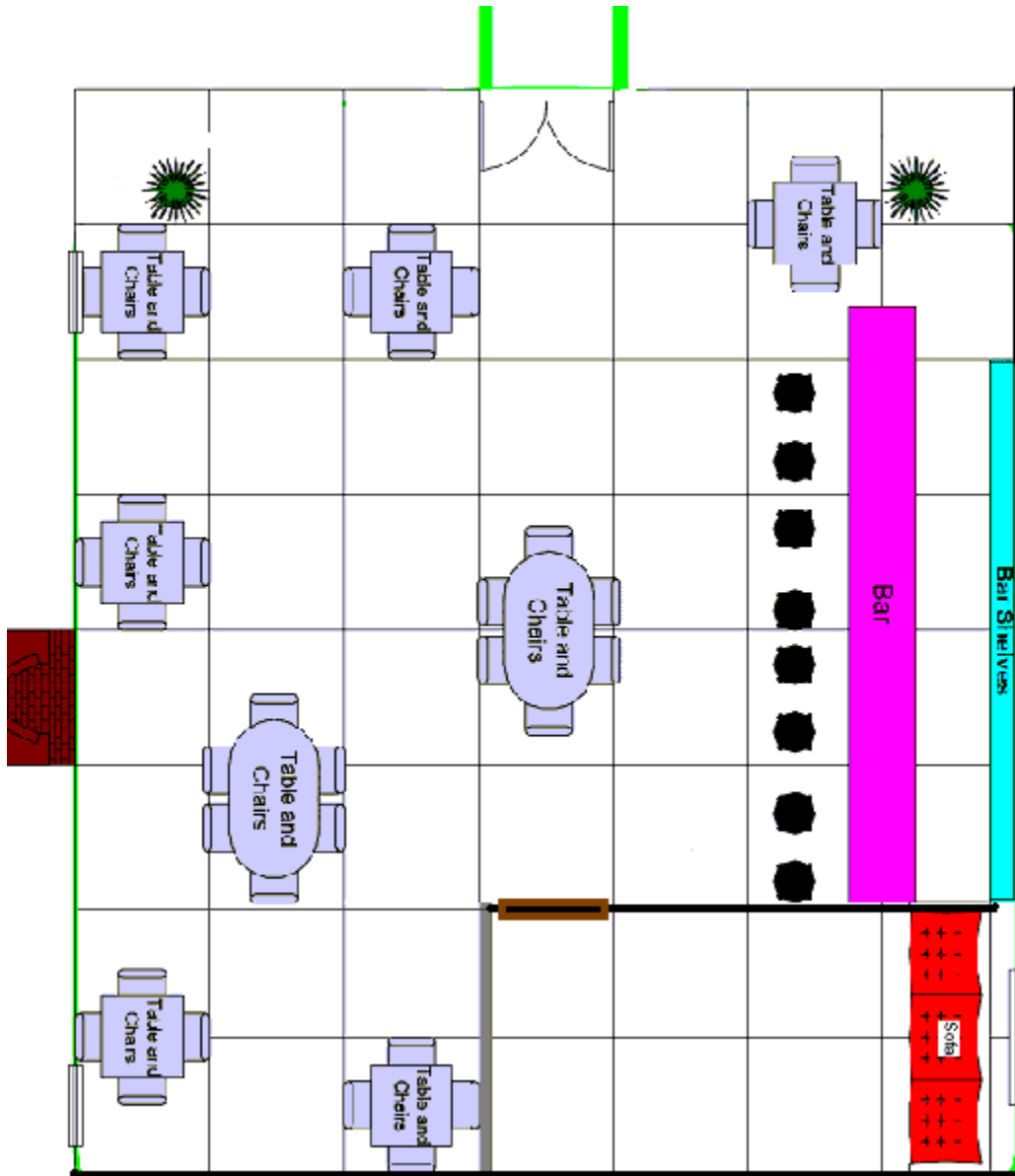
DM'S AID 4:
ENCOUNTER 8: 'DAMSEL' IN DISTRESS



DM'S AID 5:



DM'S AID 6: ENCOUNTER 5: BROWN BIRD TAVERN



DM'S AID 7: GORNOR'S COVE

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

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

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

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

Overview

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

abandoned Idee much too easily. As locals like to say 'what good has he done for us, hiding in Irongate like that.' Eberic of House Lyrthi rules here and has his hands full, trying to keep the resentment in check.

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

Rulership and Law



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

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

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

A Brief History of Gornor's Cove

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

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

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

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

596 CY: Current Year

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

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

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

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

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

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

Coat of Arms



Religion

Osprem, goddess of Ships, Sea Voyages and Sailors, was very popular in the Old Idee and her worship is perhaps the most populous in Naerie. Nowhere else is more evident than in Gornor's Cove with a holy shrine of Saint Idee, large temple and population who is largely loyal to her high priestess. In recent times a sect of Osprem worshippers has started preaching about the

return of the Saint and independence of Naerie (though no clergy member belongs to it, at least officially). Xerbo is favoured by those who make their trade in the sea and temple of the Sea Dragon is located in the harbour, along with an impressive statue, ironically built by Scarlet Brotherhood. Procan rounds up the trinity of sea Gods as large number of people believe that Osprem is the husband of Procan and soothes his wrath with her song. This belief originated from the storm coast of Onnwal and in Ahlissan towns near Relmor Bay. In addition, there is a minor shrine to Lydia, which operates as school that is free to all people (though usually people donate few coins if able to do so). Junior priests usually teach there and as such they don't stay for long, moving on to other missions while other takes over.

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

Food and water supply

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

Locations

1. Lyrthi Manor: This old manor house functions as home for House Lyrthi and their servants. It is built above a small rise that enables a view over the town and into the azure sea.
2. Gornorite Compound: This is the headquarters of the Gornorites and includes workshops where their equipment is maintained and kept, as well as small number of holding cells for minor offenders. Those guilty of more serious crimes are either sent

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

- top to make sure ships steer well away from the wall.
20. Lighthouse: This small stone tower is only 20ft tall. Half-a-dozen *everburning torches* are on top of it, showing a corridor for ships to navigate into the harbor. An old man named Henlin (Com2) lives here and receives a token sum each year for tending the lighthouse.
 21. Dry Dock: This is a relatively new addition to town. To attract ship captain, the repair and construction prices are kept deliberately low. There is enough space for three ships to be docked here at any given time. A man named Westapoul (Exp6) runs the docks.
 22. Saltwater Inn: This inn is popular stop for sailors and merchants. It is three story building with over a dozen rooms available. An old captain Tresun (Exp5/Clr1 of Xerbo) runs this establishment.
 23. Halfling quarter: Majority of Gornor's Coves demi-humans live in this quarter, along with a sizable human population.
 24. Qita's Emporium: Aarakocra wizard Qita has recently opened this shop to halfling quarter. There aren't many customers to be had and it is said that Qita has opened the shop only so she can get to know 'land dwellers' as he calls anyone who cannot fly.
 25. Irlen's arms: The biggest store for weapons and armor is Irlen's arms, run by a half-orc of the same name (Ftr2/Exp5). He has a large collection of weapons amassed as war booty and he imports items from Onnwal, though with war now over, he might need to find new contacts.
 26. Town gates: The town wall is simple stone wall and has not been build to withstand sieges. However, there are several towers around Gornor's Cove which can accomodate large numbers of soldiers and archers if need be. All of the gates leading into the town can be closed with thick wooden doors and iron portuculis, at least slightly delaying the attacker.
 27. Burial Site of Saint Idee of the Sails: See below.
 28. Ahlissan military garrison: The Ahlissan garrison is stationed here. At any given time there are 200-300 soldiers in this camp, ready to put down any disturbance in Gornor's Cove.

Hinterlands

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

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

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

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

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

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

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

Authority figures: Braiagem (CN male Rng13), leader of the Stormseekers.

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

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



PLAYER'S HANDOUT 1: LEDGER FOUND IN THE WAGON:



This ledger indicates that four crates within the wagon contain high quality silver from Iron Hills and are to be delivered to an Azure Lane near the north gate of Gornor's Cove, to a warehouse of Ludmila Uirten.

Agreed sum for delivery has been marked at 2000 gold pieces and it has the signatures of Darnus, Cedric Vinetree of the Royal Guild of Merchants of Aerdy and Rahun Torkinson as representative of Ludmila Uirten.

PLAYER'S HANDOUT 2: GORNOR'S COVE

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

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

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

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

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

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

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

Law enforcement: Law is enforced by local constables called Gornorites who are lightly equipped and not

highly trained, but who know how to deal with the local population and keep the situation under control. The Ahlissan garrison likes to stay outside the walls of the town, except for those who guard the temple of Osprem within the town.

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

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

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

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

PLAYER'S HANDOUT 3: ELLISIR'S'S LETTER

(Scribbled on a scrap paper)

PLEASE HELP. THEY HOLD ME IN A GUARD STATION NEAR THE DUMPING GROUND. I KNOW I HAVE DONE EVIL THINGS BUT NOW THEY ARE GOING TO HANG ME. I HAVE INFORMATION ABOUT A MAN WHO MIGHT HAVE SOMETHING TO WITH THE ATTACK ON OSPREMS TEMPLE, YOU WILL NEED IT. I CAN GIVE IT YOU IF YOU HELP ME.

PLEASE, I DON~~ET~~ WANT TO DIE. I WILL DO ANYTHING YOU WANT IF YOU LET ME LIVE.

E.