

NYR6-S01

Making Your Marque

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Introductory Adventure set in Nyronnd

Version 1.0

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With the blockade broken and the Black Prince's control finally removed, Nessermonth has begun to return to normal. A new mayor is in place, a new sheriff as well, and Admiral Mantus has sent a new commander to oversee the 1st fleet until he himself moves back. It's almost like a brand new start to the town and a good place for new adventurers to start their careers. Especially those who like to be near or on the water. If only the weather would just clear up. That storm on the horizon is certainly going to take its toll on the shipping lanes. A one-round Introductory adventure set in Nyronnd for 1st level characters only (APL 2).

Part One of the "Relmor Bay" series.

Resources for this adventure [and the authors of those works] include *NMR5-05 Winds of Change* [Susan Ruff and Eric Brittain], *NYR5-03 For the Duchess of Woodwych* [Robert Moon], *NYR5-07 Road to Rel Mord* [Rene Ayala, John Jenks, and Tom Kee], *NYR5-104 Velvet Glove, Iron Fist* [Robert Moon], *WGR4 The Marklands* [Carl Sargent], and the *Nyronnd web site Gazetteer* (nyronnd.org) [various].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

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

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.
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.

	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	

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 introductory adventure, set in the Kingdom of Nyronnd. Characters from the Kingdom of Nyronnd pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the

character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Coup

On the 1st of Fireseek, 595 CY, the Black Prince Sewardt Nehron successfully captured Rel Mord and with it the throne of Nyronnd. Sewardt used powerful magic to redirect the gate at Onyxgate. With the gate shifted, he marched his army directly into the streets of Rel Mord and bypassed all the security. In a matter of hours, the city had fallen and the royal family had fled. Sewardt took over the running of the country after spreading the word that Lynwerd had abdicated the throne.

Vote of Legitimacy

As Sewardt set about solidifying his claim to the throne, he called for a vote of legitimacy from the Council of Lords (the landed dukes and counts of Nyronnd). Woodwych, Mowbrenn, Orberend, Flinthill, and Gamboge voted against Sewardt's legitimacy, and Eventide, Brackenmoor, Korenflask, Almor, and Womtham voted in favor of Sewardt. Woodverge, being merely a protectorate and having no leader, did not vote. Therefore, Sewardt's vote of legitimacy resulted in a tie!

Sewardt was forced to cast the tie-breaking vote as the official leader of Justcrown Province. The vote of legitimacy, therefore, passed. But barely.

Beremen's Plan Is Hatched

Sewardt voting for himself in order to break the tie certainly diminished the value and symbolism of the vote. Soon thereafter, in contemplating how he might help the Emperor and increase his own political power, Count Romadnen Beremen remembered a woman named Jinelle approaching him almost a year earlier about her child being the heir to the ducal seat of Woodwych. If this were

true, Beremen considered it an opportunity to swing the vote of legitimacy more heavily in favor of Sewardt.

Thus, the Count of Brackenmoor began executing a plan. Before contacting Sewardt, Beremen first had a diviner find out if Jinelle's baby was, indeed, the son of Adrean Talnith. The answer came back in the affirmative. Next, the Count tracked down the half-elf lass at the tavern at which she worked and told her he was willing to help her secure her son's birthright. When Beremen realized Jinelle now harbored ill feelings towards Verin, he became even more emboldened in his plan.

The Count moved Jinelle and her child into his estate and showered her with lavish gifts befitting a woman of stature. The *quid pro quo* was unabashedly obvious, yet Jinelle had little problem becoming the repulsive Count's mistress if it meant Verin's undoing.

When they were sharing a meal a few nights later, Beremen tested the waters further, hinting, "Wouldn't it be terrible if something were to ever happen to Verin?"

Jinelle thought for a moment and then replied, "Most unfortunate, indeed. I, of course, would fulfill my duty and rule Woodwych as Duchess Regent until my son came of age."

"Just as Sewardt has graciously stepped up to rule after his brother's abdication," offered the Count.

"Yes, I would rule just like Sewardt has."

In the following days, Beremen began secretly plotting how he would arrange for the assassination of Verin and then reveal Adrean's baby to Sewardt, hopefully finding great favor with the Emperor when Jinelle would reverse Woodwych's vote against Sewardt on behalf of her son, the heir to the ducal seat of the Duchy.

An Attempt on Verin's Life

Within a few days, Beremen met with Estward Ventrose, the Count of Eventide. Estward was known among the scummier side of society as one of the most skilled rogues in the kingdom. Beremen proposed his assassination plan to Estward, hoping to tap into the rogue's extensive network of assassins and other dark figures in exchange for sharing the credit and goodwill from Sewardt that would likely follow.

The Count agreed, and arranged for a team of skilled assassins to kill Lady Woodwych. Two weeks later, the attempt was made but failed, as Verin had become more vigilant in her own security in the wake of Sewardt taking the throne. Beremen became quite worried interrogations or

divinations regarding the assassination attempt would lead back to Estward and himself.

Estward, on the other hand, was quite confident the powerful masking magic used by the experienced assassins would ensure the two nobles' anonymity. Beremen remained unconvinced, though, and the Count of Brackenmoor decided to use Jinelle's baby—Verin's grandchild—as leverage.

Verin's Reprisal

Verin Talnith, surviving the assassination attempt, incorrectly assumed that Sewardt was behind it and decided that she needed to counterattack before other such attempts could be made. Realizing that the Counts of Brackenmoor and Eventide had voted illegally to legitimize Sewardt, Verin began gathering her troops to march south and liberate Brackenmoor and Eventide in Lynwerd's name. Declaring those counties protectorates of the Duchy of Woodwych, she could reverse the Vote of Legitimacy and undo Sewardt politically.

But before she could march, she needed to secure her grandchild's safety. Again, Nyrond's adventurers came to the aid of the Kingdom, rescuing Verin's grandson and tipping the balance of the attack in the Duchess' favor.

With her grandson secured, the Duchess mustered her own militia and scattered members of the Ninth Legion in Adrean's Landing.

The adventuring party also saved a windrider of the Sipharel elves, named Daethil, while on their mission. Grateful for his rescue and finally fed up with the increasing evil nature of Sewardt, the Sipharel ended their stance of neutrality between the political factions of Nyrond and sent hundreds of archers and dozens of windriders to join the Duchess' army.

While on the rescue mission, the adventuring party also befriended a pixie named Nittle. When he returned home to his village, the pixie elders decide to help the Duchess and they sent several hundred fey creatures to join the Duchess' army.

The Duchess invaded Arnford and easily took the city. She then marched towards Beetu and asked the party of adventurers to make one more trip into the Gnatmarsh to destroy a large crystal shard that was being used to enthrall creatures of the swamplands. She feared a Witch of the Bright was using this to build a small army to attack her troops as they marched from Beetu to Callistor.

Marching south, the Duchess arrived at Beetu and met her first major resistance in her war on the counties. Mercenary war trolls had taken defensive positions around Beetu to defend the

capital. The Duchess sent strike teams out to neutralize these opponents as well as destroy other key defensive elements of the city. Her army subsequently invaded the city with little loss of troops. The Count of Brackenmoor, however, had fled the city to hide in Callistor.

And so, the Duchess began her march towards Callistor and was relieved when the adventuring party returned from their secondary mission of destroying the enchanting crystal. The witch's troops would not attack the Duchess on the way to, or at, Callistor.

The Duchess arrived at the walled city of Callistor. As before, she sent in strike teams before her army could begin the main assault. Missions included opening the city gate, neutralizing the anti-troop catapults, and capturing the temple. She successfully took the city, but the loss of troops was greater than in Beetu. During the battle, one of the adventurers 'accidentally' killed Romadnen Beremen, the Count of Brackenmoor, despite direct orders that he was to be taken alive. That adventurer was later banished from the Kingdom.

The Duchess then marched on to Shantadern. This tiny city, by comparison, was nevertheless home to the strongest resistance. Few in numbers, the defenders of the city were big in stature. They included Xavnaklach, the very old black dragon from the Tilvanot Peninsula who had sired the breeding group called the Izali ("lesser filth" in Suloise), first mentioned in *NYR4-02 In the Streets of Oldred*. The strike teams were once again successful, though, in defeating the most powerful monsters, and the Duchess' army easily took the city, capturing the Count of Eventide in the process.

Ultimately, the Duchess lost several thousand troops, but was otherwise victorious on all fronts. However, her southern march stopped there as she then turned her troops north toward Rel Mord, where she joined forces led by the no longer mad Duke Younard, General Osmeran, the shifty Duke Korenfluss, and King Lynwerd himself in an all out assault against the demonic forces of the Black Prince.

The Job was Not Quite Done

The forces of troops and adventurers that gathered at the Battle of Rel Mord were ultimately successful in defeating the demonic and Hextorian troops. Emperor Sewardt himself fell to the sword of his brother, but the fight was not completely over. While Sewardt himself fell, some of his followers either avoided or escaped the Battle of Rel Mord and continue to trouble the land.

The strongest remaining resistance came in the form of the blockade near the mouth of the Nesser River. One of Sewardt's lesser lieutenants, a man known as Mafisadi, was left in charge and decided he had no reason to give up on a good thing. Mafisadi blockaded river traffic for months, keeping vital supplies away from the Duchess of Woodwych and beyond. The blockade even began to drive up prices in Nyronnd and her environs.

After Sewardt's defeat, Mafisadi, in addition to maintaining the blockade, gathered the scattered remnants of Sewardt's troops in the Nesser region and carved out a small empire for himself along the Nesser River, with a capital in Nessermonth. His tax ships patrolled the river, collecting taxes from the merchant boats, and he continued to earn revenue from the blockade. Only the ships he permitted to pass by the blockade could do so, and then only after paying a hefty toll. Not only was the blockade draining revenue from the war weary country of Nyronnd, it was also keeping critical rebuilding supplies from Nyronnd's people.

Thankfully for the people of Nessermonth and Nyronnd, merchants from the Duchy of Urnst decided to interfere and hired yet another group of adventurers to break the blockade. However, in a strange twist, a group of renegade Pholtan zealots, working under the orders of Zylinchin, the Fiendfinder-General and one time leader of the now defunct Valorous League of Blindness, beat the adventurers to the punch and blew up the ships of the blockade, slaying Mafisadi as a precursor to Zylinchin's plans for Nyronnd.

Nessermonth Moves On

With Mafisadi dead, and with neither the King nor the Duchess of Woodwych having appointed an official ruler as yet, the local merchants appointed Leemund Andresen, a somewhat notorious local merchant/smuggler, as Mayor of Nessermonth. Andresen has proven to be just the man for the job and shipping, of all sorts, has gotten back underway full swing. Still, he's not a stupid man and knows that it's only a matter of time until the King appoints a new Count of Eventide, who will, in turn, be looking for someone to rule in Nessermonth. Leemund hopes to play both sides of the fence in order to appeal to whomever the King appoints.

ADVENTURE SUMMARY

The adventure begins in Nesseremouth at the close of business on market day. The calm afternoon is broken by the sound of a cracking tree limb and the scream of a child. The PCs will have the chance to prevent a tragic accident and save a young girl named Cassandra.

Things take a dramatic turn when the PCs are approached by Crump, first mate of the Widowmaker, and offered a job hunting down a notorious Scarlet Brotherhood ship. The only encounter during the trip however is with a ghostly pirate ship. The privateers arrive in Uskarn without catching the Songbird and return to Nesseremouth in disappointment.

The PCs head over to Cassandra's house and find the scene of a terrible murder. The entire family has been killed. The murderer left behind a deadly trap for anyone who searches the area. The only clues to the murder are in Atlan's journal where he talks about investigating a strange body that washed up on shore a few days ago. The clues lead the party to the Gravedigger, Jacob, who spends most evenings at the Lustful Wench tavern.

The Lustful Wench tavern is crowded with sailors and dockhands. A salty old sea dog entertains the crowd with a chilling ghost story and a lively sea shanty. A local bully tries to put the moves on the tavern girl but hopefully the PCs put a stop to it. The encounter likely ends in a huge bar brawl. Jacob is hopefully convinced to provide information about where he buried the body so the PCs can continue their investigation.

The PCs make an evening visit to the graveyard where they can dig up the mysterious corpse and search for clues. The mist clears to reveal a ghostly woman who hopefully provides a good scare to the PCs before she soars off leaving lesser undead behind to deal with them.

The story ends without any real answers about the murders but there are some clues. A scythe was used in all the killings and the dead sailor was clutching a slip of paper that said "Devil's Pride" which is the name of a pirate ship in the area. The rest of the story is to be continued.

PREPARATION FOR PLAY

It is important to understand that the Relmor Bay series, while being about pirates and privateers, is at its heart a horror story. This module is meant to set the tone for the rest of the series and to take the PCs outside their comfort zone. Most encounters will not quite be what they seem. Friends will die. Some things, like the ghost ship,

will come tantalizingly close to interacting with the PCs only to vanish into the mist.

This module and this series may very well disturb the PCs and the players. That is its intention. This module should leave them feeling as though they have achieved little or nothing, and may very well frustrate them. All you can tell them is that it is only the beginning.

In terms of preparation, it is important to understand the recent history of the area, presented in the Adventure Background, and the current state of the local area, presented in *Encounter 2: Chasing the Songbird* and in *Appendix 2: Nesseremouth and the Surrounding Area*.

Beyond that, simply make sure to read the mod and especially the combat tactics. Nothing in the mod is intended to be deadly, although the encounters, especially the final encounter, may very well seem so, and in fact should seem so to the PCs. It's important that they get the feeling that they have gotten involved in something very dangerous and potentially over their heads.

INTRODUCTION

The PCs begin the adventure in Nesseremouth on market day. They could be here for any number of reasons but are most likely just looking to replenish supplies before traveling on in search of adventure.

A note about tone: This module has a rather dark tone compared to some LG modules. There is a terrible murder rather early on that even involves children. The intent is not to be graphic, but it is intended to be dark.

The weather throughout the module is overcast and stormy. There is fog every evening and distant thunder. The storm never actually breaks so there isn't any rain; it's more about setting the mood that something dangerous is coming this way.

It is late on market day in Nesseremouth and the crowds have died down considerably. Some of the merchants have begun loading up their wares while others push even harder to sell off the last of their goods. You find yourselves in the company of several other new adventurers as you wander about.

At this point allow the characters to introduce themselves to each other, as they would likely notice other adventurers in the crowd.

ENCOUNTER 1: URCHIN IN A TREE

As you near the center of the market a loud “crack” rips the air not far away. Everyone’s attention is drawn immediately to a large oak tree and the young child dangling precariously from a broken branch 20 feet up. The branch gives a bit more and the child let’s out a shriek of terror as everyone watches in disbelief.

Pause here very briefly. The PCs have a chance to “interrupt” the boxed text to save the girl from falling. Anyone who states they would like to go forward and catch the child, cast feather fall, or do anything else within reason that would save the girl should be allowed to do so. Assume the PCs are 20 feet away from where the girl would land and that they can get there just in time for whatever they try to do. If they don’t interrupt after a second or two, continue with the following.

The branch gives way and the child falls shrieking to the cobblestones below and lands in a crumpled heap on the ground, obviously seriously hurt.

The girl, Cassandra, is about 9 years old, with a mass of short tangled hair. She is covered in grime and dirt and it’s difficult to tell if she’s a boy or a girl at first glance. She is wearing a simple cotton shirt and breeches. The fall has broken her leg and dropped her from a max of 4 hps to -3. The PCs can make a Heal check to stabilize her (DC 15) or use magic. A small crowd of onlookers gathers around her but nobody else is able to help. A moment or two after she is stable, her brother, Jeffery, comes running up to the scene.

The small crowd parts as someone pushes their way forward. “Cas! Cas! Oh no!” yells a young boy as he takes in the scene. “Is she alright?” He asks everyone in general. “We’ve got to get her home. Father can help. This way, it’s not far, I can carry her!”

Jeffery is 13 and very protective of his younger sister. He insists that they take her home immediately even if the PCs have fully healed her. If Cassandra is awake she will insist that someone save her cat, Urchin, from the tree. That’s what she was trying to do when she fell. The PCs can resolve saving the cat as they see fit (climb check DC 10, 20 ft. up), but Cassandra is inconsolable until the cat is safely out of the tree. Jeffery will

wait impatiently while the cat is rescued if necessary.

Their father’s house is not far. The parents greet everyone and show a great deal of concern for their daughter. Their father, Atlan, is a cleric of Pelor and will heal Cassandra with his magic if necessary. Her mother, Kynthia, is naturally very concerned about Cassandra and fusses over her even after she has been healed. The family is very grateful for the help of the PCs and insists that they come back for dinner tomorrow night so they can properly thank them.

Development: At this point Crump, the first mate of the privateer sailing ship Widowmaker, arrives at the house. He heard what happened at the market and he’s looking for the adventurers that were seen there. Crump is a salty old sailor with a grim appearance but a fatherly demeanor. He begs pardon for the interruption but asks to speak to the “heroes.”

“Now then lads <and lasses>, I’m in a bit of a tough spot. I’m first mate of the Widowmaker, a privateer ship with a Letter of Marque here in the County of Eventide. We’ve been hunting pirates and smugglers, plenty of ‘em about what with the recent war and all.

“I had arranged for a boarding party as our letter requires, but they’ve skipped out on me and just as we heard word of a prize catch too. A ship called The Songbird was spotted just off the coast heading north. She’s an infamous vessel, you may have heard o’ her. She’s sailed by those of the Scarlet Brotherhood.

“Our letter requires us to have an official ‘boarding party’ so we’re all legal and such. Seeing how our last group turned yellow on us, I’ve been scouring town for another bunch. You folks will do if you’re willing.”

Crump will go on to explain the following if necessary:

- The PCs won’t actually be required to do all of the fighting; the crew is experienced at capturing other vessels and will do much of the fighting themselves.
- They will each be paid 250 gp for their help. It’s more than would normally be offered, but it’s very short notice and the captain really wants a shot at The Songbird.
- The tide is going out and if they don’t leave within an hour or two, they’ll have to wait and most likely miss their chance to catch the Songbird.

- The captain of the Widowmaker is Marius. He will show the PCs the Letter of Marque if they wish.
- The Widowmaker is a large, but fast, caravel (a sailing ship) that carries a crew of 30 (not including the PCs).
- A Knowledge (local-NMR) or Profession (sailor) check DC 20 means the character has heard of the Widowmaker and captain Marius. He has a reputation for attacking pirates and illegal smugglers. Give the PC a +2 circumstance bonus if he's a local to Eventide or a member of the Nyronde Navy.

Atlan and his wife Kynthia encourage the PCs to help, especially since it involves the vile Scarlet Brotherhood. They make the PCs promise to return to the house as soon as they return so they can be properly thanked. Assuming the PCs agree to help in the capture of the Scarlet Brotherhood slave ship, proceed to the next encounter.

ENCOUNTER 2: CHASING THE SONGBIRD

Captain Marius of the Widowmaker welcomes the PCs aboard. He is grateful that they are able to help on such short notice. The PCs will have to sign the Letter of Marque to become the official boarding party of the ship.

APL 2: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp

The Captain will also explain that at least one of the adventurers must be a Licensed Adventurer (initial plus annual costs total 400 gp and 2 TUs, see Appendix 3) to fulfill the Letter of Marque. He will quickly arrange to have the PCs made Licensed Adventurers at this time if need be. He'll send one of his men to bring back a naval magistrate to take care of the paperwork. He will advance funds from their payment to facilitate the 400gp fee. If one of the PCs must borrow funds from the general pool, or from other PCs, this is expressly permitted, but of course all funds must be repaid at the end of the mod. As soon as this is settled, the Captain will give the order to cast off.

If no one is willing to become a Licensed Adventurer, or if no PC in the group qualifies, then the Captain will express his deepest regrets for bothering the PCs and will send them on their way. In this case, skip this encounter entirely. That means the PCs will not get the gold, will not get the information, and will not see the ghost ship. Please make a special note on the ARs that the

PC did not fulfill the Letter of Marque for the Widowmaker. Whenever the PCs decide to return to Father Atlan's home, proceed to Encounter 3. You may have to adjust the timetable and the boxed text a little, but otherwise the module should simply proceed on.

The crew is clearly very experienced and was obviously been getting ready to sail before the PCs arrived. They cast off within minutes of the Captain giving the order. Most of the crew ignores the PCs, but they are not rude to them. They are just busy and excited about the prospect of catching The Songbird. After the ship is out of the harbor the crew settles into a familiar routine and they calm down some. They will even talk with the PCs about the area.

Use these bullet points to give current information about the local area to the PCs. Reference the background text as a guide, if needed:

- The coup
- The attempt on Verin Talnith's life
- Verin Talnith's decision to annex Brackenmoor and Eventide
- The march on Brackenmoor and Eventide
- The Count of Brackenmoor was killed by an adventurer against orders
- The Count of Eventide arrested at the end of the battle (the march ended in Shantadern with his arrest)
- Nessermonth was not recaptured at the time
- The Countess then led her troops to Rel Mord and took part in the recapture of the throne
- The Duke of Korenfluss also marched his troops to Rel Mord and helped to overthrow the Black Prince
- Nessermonth stayed in the control of Mafisadi, one of the Black Prince's Lieutenants
- Mafisadi maintained the blockade at Nessermonth and crippled shipping on the river
- Merchants from the Duchy of Urnst hired a group of adventurers to break the blockade, but when they got there, they found that men loyal to Zylinchin had already killed Mafisadi and planted devices that destroyed the blockade
- Since then, the Duchess of Woodwych has maintained control of Woodwych, Brackenmoor, and Eventide
- However, neither she nor the king has really had the time to deal with either county properly yet, much less the far away port city of Nessermonth

- Local merchants took it upon themselves to appoint a mayor (who is said to be of questionable character)
- The mayor appointed a sheriff known to be friendly with the mayor
- Admiral Gassondian Mantus has not returned to Nesseremouth yet to reclaim direct command of the 1st fleet, but he has sent Commander Kallast Crandon to run the fleet until his return (she would be the closest thing to a royal representative in Nesseremouth and is said to be a member of the Crandon house from Almor)
- Nesseremouth is also a town full of Onnwalese expatriates with nearly 40% of the citizens being from Onnwal
- Because of the high number of Onnwalese refugees in Nesseremouth, much of the church structure in the town consists of churches more commonly found in Onnwal. Along with a typical assortment of more typical Nyronid churches
- Duke Korenfluss has not been seen since the battle of Rel Mord. It's rumored that he died during the battle or that the King arrested him for some reason. In any event, Korenfluss is also currently without a ruler.

As the crew and the PCs talk, the ship sails on into the evening and the weather grows worse. A fog rolls in and visibility drops but the captain is very familiar with these waters so he continues the pursuit. Things quiet down and much of the crew settles in for the night. Ask the PCs if they are keeping any watches, but make it clear that they are not required to do so. Anyone who is awake around midnight and on deck experiences the following:

As you look out into the wispy swirling fog, it parts momentarily and reveals a chilling sight. There is a large ship not more than a hundred feet away, but not any normal ship. It has an unearthly glow. The hull of ancient looking galley is rotting away and yet large gaps reveal nothing but darkness. The sails are shredded, but even in the still evening air, they billow out as if dancing to a stiff breeze. The ship's oars till the water, and still there is no sound but the gentle rush of your own ship as it moves slowly through the waves. After just a few heartbeats the fog changes again and the ghost ship is gone leaving no wake.

The privateers on watch are clearly shaken by what they saw. They inform the Captain but

otherwise absolutely refuse to speak of it. They will try to silence anyone who does, whispering harshly that it is terrible luck to speak of it. The Captain goes pale when he hears about the ghost ship and changes course slightly to avoid where it was seen. The Captain tells any PCs who approach him that this is not to be talked about.

The rest of the night passes uneventfully. The storm that was brewing seems to fade but not disappear and the weather is overcast and cold.

The Widowmaker arrives in Uskarn, about eighty miles up the coast from Nesseremouth, by mid afternoon without so much as a single sighting of the Songbird. The crew is in a foul mood once they learn that their prey has escaped and everyone wants to head back as soon as possible. The return trip to Nesseremouth is uneventful despite the brewing storm. The crew is upset about not sighting the Songbird and still shaken about the ghost ship, so the return trip is more quiet and glum.

ENCOUNTER 3: THE MURDER

The PCs arrive back in Nesseremouth shortly before sundown a little less than two days after leaving. Presumably they will want to head to the promised meeting with Cassandra's family. Read the following when they arrive at the house.

With bellies and palates both longing for Kynthia's cooking, you arrive back at the Atlan home just as Pelor sinks into the west. Odd though that despite the growing dark there are no lights coming from the small house up ahead. And worse yet, there is no sign of smoke from the chimney and no scent of the expected dinner. Something seems wrong.

Further investigation reveals the following:

- The front door is closed but unlocked. All the curtains in the windows are closed.
- There are no lights inside the house and the doors to both bedrooms are closed.
- Everything looks normal in the common room. The table has been set for dinner and a fire has burned out in the fireplace. There is one chair at the dining room table that has fallen over.
- There is a pool of blood just barely visible under the door to the parent's bedroom (Spot DC 15). A Heal check DC 10 will identify it as blood.

- Inside the parents room is a terrible sight. Atlan and Kynthia have been brutally murdered. Their bodies have been gashed many times by a sharp object. There is a tremendous amount of blood all over the room, but no bloody footprints to be found anywhere. The floor is covered and there are large splatters on the walls and ceiling. Both bodies lay on the floor between the bed and the door.
- The children's room reveals a similar scene. Both children have also been murdered and by the same weapon. Cassandra's body is on the bed still half covered by her blankets. Jeffrey's body is on the ground in front of Cassandra's bed as if he moved to protect her.

Any PC that attempts a Heal check on Atlan or moves the body in any way before searching will set off a trap. A visual search can be made, but the Search DC to find the trap is 28.

Glyph of Warding (Blast) Trap: CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Heal check (on any of the bodies):

- DC 15 – The wounds were all caused by a sharp bladed weapon, most likely a slashing weapon of significant size (not a light weapon).
- DC 20 – The blade of the weapon was most likely curved.

Casting *detect evil* in the house will pick up a lingering aura of evil.

Searching the rest of the house will reveal two important pieces of information. Searching the parent's bedroom will automatically reveal a journal kept by Atlan (see *Player Handout 1*) in the desk drawer. Inside the journal is a letter addressed to him (see *Player Handout 2*).

A Search check of DC 15 or better will reveal Urchin, Cassandra's cat, hiding under her bed. The animal is terrified and a PC wishing to calm her down needs to make a DC 15 Handle Animal check. If the PCs cast *speak with animals* and talk to Urchin they can find out what she knows (alternately, they could track down Alanna Ghriogair, the priestess of Beory outside of town and pay her to cast the spell). She saw what looked like a man come into the house with a big

shiny stick. She came into the bedroom with the children and hid under the bed. Then she heard lots of yelling and smashing. Then everything was quiet but she knew things were bad and that her family was not OK. The man had big heavy boots and a black cloak. That's all she knows.

Development: The letter and the journal that the PCs find should lead them to the Gravedigger, Jacob. As indicated in the journal, he can be found almost every night at the Lustful Wench Tavern down by the docks. Searching the house should take between a few minutes and two hours (depending on how much time the PCs wish to spend). They should still have time to go to the tavern tonight if they wish.

It's also possible that the PCs may wish to go to the authorities before or after searching (or even during). If so, direct them to the sheriff's office (although you may wish to remind them that the sheriff is a questionable character). However, it should be evening when the PCs search the house, so they will not encounter the sheriff directly. Instead, a paper pusher will take the information and tell the PCs that they'll get someone out there to investigate "right away." They will eventually send out a team the following day. The bodies will be buried two days later.

ENCOUNTER 4: THE LUSTFUL WENCH TAVERN

Presuming the PCs arrive at the Lustful Wench in the evening, read the following:

As you enter the tavern every person in the place turns to face you with annoyance. The wind whistles through the doorway and causes the candles and lanterns inside to flicker wildly. Once you enter and close the door things quiet down immediately and all attention returns to a gray haired old man sitting in a large comfortable chair by the fire.

"As I was saying, it was a cold and stormy night, much like this one..." he continues. The audience listens raptly as the old man launches into a dramatic ghost story involving a spectral pirate ship, a headless pirate captain, and of course, buried treasure.

Throughout his story the battered old parrot sitting above him pitches in with sound effects for the story. At one point when a door is slowly opened the parrot imitates a loud squeaky door. Later in the story he makes the sounds of rattling chains, a night owl, and a piercing scream. He even makes the sounds of

the howling wind and rain as the hero of the story stalks through the graveyard and the moaning of the ghost as it drains the very life from him.

The crowd is absolutely silent as the crusty old pirate's story comes to an end. He pauses for just a moment and then changes his pace dramatically by launching into a classic sea shanty, which the crowd picks up on immediately. The tavern comes alive again as everyone joins in and the spell of fear from the ghost story is shattered.

The tavern is crowded with sailors and dockworkers. It's smoky and dimly lit but the crowd seems friendly enough. The Gravedigger is nowhere to be seen and if the PCs ask about him they will find that he normally shows up within a few hours of sundown.

A little while after the PCs have been waiting, the Gravedigger shows up. Jacob is a tall gaunt man standing nearly seven feet. He dresses in black and makes it a habit to eye people when he first meets them and pronouncing their height.

He sits at the bar and orders ale, his usual. The PCs are free to move up and talk with him. His attitude starts off as "unfriendly," just because he's an old grump. Offering to buy him ale improves it to indifferent. A Diplomacy check (DC 15) will improve it further to "friendly". If nobody buys him ale or dinner it will take a DC 25 Diplomacy check to improve it to "friendly." Once he has a friendly attitude, he will be willing to talk about the location of the body.

While the PCs are trying to get on the good side of the Gravedigger, the local bully stirs things up. Farley is all brawn and no brains. He thinks he's Wee Jas' gift to women and is out to prove it tonight. He's had his eye on the barmaid for a few weeks now and has decided that tonight is her lucky night whether she admits it or not.

While you're busy chatting up the Gravedigger, the young, and very attractive, barmaid drops off some additional drinks at a nearby table. As she turns away, one of the men there slaps her rump, grabs her by the wrist and forces her to sit in his lap. She is obviously uninterested and struggles to get away. The brute is persistent, however, and won't let her go without a fight.

She slaps him across the face with a thundering clap and the tavern goes quiet. "You unhand me now Farley, I won't tell you again", she screams.

With hardly a blink toward her slap, Farley casually replies, "Oh come now wench, I know you've been eyeing me all week and tonight's your lucky night!"

The PCs have the option to interfere at this point if they so choose. If they do interfere you should skip the following scene and have the PCs interact directly with Farley. If they seem reluctant, a local hero tests his mettle.

A young lad, not more than 17 stands up slowly from his seat at the bar. "You let her go Farley", he says in a shaky voice. Farley looks over at the boy in confusion for a moment then replies, "or what?" The tavern girl smiles warmly at the boy, but is clearly still afraid.

The boy marches over to Farley and says more strongly, "I'll make you." Farley considers for a moment, flings the girl aside and kicks the lad in the shin, then stands up and sends him flying across the room crashing into a table full of people. It appears Farley may get is way after all.

Assuming the PCs try to step in on the tavern girl's behalf at some point, Farley calls one of the PCs out. He will try to lure one of them into a one on one fight with no weapons if possible. If none of the PCs are willing, he will call them cowards and he and his goons will try to beat them up. Farley and his goons will start out using unarmed attacks to do non-lethal damage. If the PCs do lethal damage at any point, they will draw weapons and attack normally. The crowd will stay out of a one on one fight between Farley and a single PC, but they will join in if there are additional combatants.

If a bar fight breaks out, Jacob will join in and gleefully knock several patrons over the head. He seems to have a grand old time, unless things turn lethal, in which case he will quickly find a corner to hide in. Once Farley and his goons are down, the PCs can sneak out the front door with Jacob, who they have won over by their defense of the barmaid. He'll give the PCs directions to the grave of the man who washed up on shore last week. He put a mark on the gravestone that they can recognize.

He also makes sure to remind them that digging up a body, without the permission of the mayor, will cause an uproar. Nobody goes over to that graveyard at night, though, so they could probably handle things discreetly if they do it at night. However, if the PCs are thinking about going there tonight, he'll suggest strongly that they rest for the night and heal their wounds instead.

The body will still be there tomorrow night (and the PCs need to be at full strength for the final combat).

If the PCs do nothing, Jacob shakes his head and buries himself in his alcohol and refuses to cooperate further. It then takes a DC 25 Diplomacy check to get him to reluctantly provide the information about where to find the grave.

APL 2 (EL 4)

Farley: male human barbarian 2; hp 22; Appendix 1.

Bibbo & Croog (2): male human warrior 2; hp 19, 19; Appendix 1.

Note: The purpose of this encounter is to subdue the bullies, not to kill them. If any of the bullies are killed, the PCs will receive no experience for this encounter. Make sure that the bullies do not switch to lethal combat unless a PC does so first.

Treasure: While Nesser-mouth is not the most lawful of towns, looting someone after a tavern brawl is discouraged. If the PCs decide to loot Farley or either of his friends, they can gain a little treasure, but someone in the tavern will report the PCs after the fact. In this case, they will receive the “Wanted in Nesser-mouth” special item on the AR.

APL 2: Loot: 4 gp; Coin: 2 gp; Magic: 0 gp

ENCOUNTER 5: THE GRAVEYARD

The PCs can go investigate the graveyard the same night as they met the Gravedigger, but they should probably wait until the next night as they will likely need to rest. The graveyard is about a half mile outside of town in a swampy area just off the main road. There is a graveyard in town near the temple Zilchus, but it’s only for those that are well-respected members of the church or who can otherwise pay a hefty sum to be interred there.

As mentioned before the PCs only chance of digging up the body in secret is to do it at night. The road is too heavily traveled during the day to avoid being seen.

The fog grows very thick and swirls around you in the cold night air as you make your way out of town. Distant thunder rolls across the sky from the storm that just won’t seem to break. After a short walk you find the sign on the side of the road marking the trail leading to the graveyard. You make your way a distance

down the trail and find the dry patch of ground that passes for a graveyard just off the road.

It’s dark and PCs who don’t have darkvision will need a light source in order to read the gravestones. It takes only a few minutes to find the correct stone marking the freshly dug grave. There is a small, unlocked shed at the graveyard that conveniently has some tools in case the PCs forgot to bring their own. Divide four by the number of people that dig to determine the number of hours it takes to dig up the body. So, if just one person digs it takes four hours, for two it takes two hours, and if four people dig it takes one hour.

You have finally managed to uncover the corpse. The magic preserving the corpse has worked well and it’s in fairly good condition. The body is wearing leather pants but no shirt. It’s an adult male and there are large bite marks on the upper body with a large chunk of flesh missing.

Heal check:

- DC 10 – The body has been preserved by magic but it was in the water for several days before it washed up on shore.
- DC 15 – The bite marks (and missing flesh) happened after the man was dead. They were from sea creatures, most likely sharks.
- DC 20 – The actual cause of death was a sharp bladed weapon, a slashing weapon with a curved blade, similar to the one that killed Atlan and Kynthia.

Search check:

- DC 15 – Reveals a small scrap of paper with the words “Devil’s Pride” scrawled out on it in common.

A DC 12 Knowledge (nature) check will confirm that some form of shark made the bite marks. A DC 20 Knowledge (local-NMR) or Profession (sailor) check will reveal that the “Devil’s Pride” is a pirate ship that sails the waters near here.

Just as the PCs finish searching the body the following encounter happens.

The mist swirls about you yet again, but this time it reveals a ghostly figure. A human woman stands with her back to you. But as you watch, she turns slowly toward you and her face contorts in rage. She lifts her arms and her transparent form flies quickly towards you with murderous intent.

Pause here to roll initiative. The idea is to scare the pants off the PCs with the appearance of a ghost, but she leaves them to the lesser undead. Of course, this is probably not the last they will see of her.

The ghost streaks forward, rising off the ground and unleashing an unearthly scream. She passes mere feet above your heads and then disappears into the fog. The earth of the surrounding graves surges upwards as several hideous creatures claw their way to the surface.

Creatures: The ghost that streaks away is indeed a ghost and far more powerful than any APL 2 party should be dealing with. Do not allow the PCs to waste their time trying to attack or stop the ghost. A standard DC 12 Knowledge (religion) check will identify the ghoul and the zombies as such. However, if the PCs beat the DC by 5 more, they should also recognize that these creatures seem a little stronger and a little tougher than normal creatures of their kind. Otherwise, they seem like normal undead. However, they are all more difficult to turn than normal (see *Appendix 1* for full stat blocks) and this may be another clue to the PCs that these are not run of the mill undead.

APL 2 (EL 4)

Corpsecrafted Elite Ghoul: hp 22; Appendix 1.

Corpsecrafted Human Commoner Zombie (2): hp 25, 25; Appendix 1.

Tactics: As a judge, it is important to understand that this encounter is meant to seriously challenge and scare the PCs. Because of the way these undead were created, there is virtually no way for a first level character to turn them. So, the PCs are going to have to fight or run. However, the encounter is not meant to be deadly. It is possible a PC could get unlucky and get killed by a critical hit or by second blow when already injured, but for the most part the damage dealt should simply knock PCs unconscious. If things do turn bad though, see *Developments* below, as Osira will arrive and turn the tide back toward the PCs.

The undead use their surprise round to claw their way up from their graves, surrounding the party. You can place the undead in any of the other graves, but they should all start more than a five foot step away from the PCs. Players choosing to use a *Feign Surprise* card may act during the surprise round. Combat should then

proceed normally using the initiatives rolled when the ghost appeared.

The area around the graveyard, and not up on the road, is considered difficult terrain. Additionally, the gravestones block charges. Otherwise, both PCs and monsters can move through squares with a gravestone normally.

The ghoul is fairly intelligent and will attempt to spread his paralysis around. Most likely, he'll try to target weaker looking combatants first and then move onto the next weakest as soon as he gets the first paralyzed. He will not target elves, if he can avoid it, until last as he knows his paralysis does not work on them. He will not put himself in extra danger just to get to his preferred targets (i.e. don't get him surrounded or have him give up attacks of opportunity unnecessarily).

The zombies are unintelligent and will attack the first living creature they encounter, moving onto the next as soon as the first drops (they can be easily bluffed this way by dropping prone and not moving). However, they have been programmed to attack any individual that uses positive energy. So, anyone casting a cure spell of any sort or attempting to turn undead will automatically be targeted and the zombies will not change targets until the opponent drops. Again, they can easily be bluffed by going prone and not moving. The zombies will provoke attacks of opportunity and will allow themselves to be surrounded in order to get to the person who used positive energy.

Note: The fog rules (*Dungeon Master's Guide*, page 94) indicate that creatures more than 5 feet away have concealment (attacks by or against them have a 20% miss chance). However, consider this fog to be a bit lighter with concealment only granted to creatures more than 10 feet away. Creature's more than 30 feet away should be considered to have total concealment.

Treasure: If the PCs think to search the graves where the undead came from, they can find a bag of assorted jewelry worth 750 gp in the grave where the ghoul was hiding. This was the ghoul's treasure, which he had looted from various corpses. It should be obvious to the PCs that this treasure was taken from graves (e.g. tarnish, dirt, bits of flesh, etc). The PCs can either keep the loot (earning 125 gp each) or they can turn it over to the Church of Osprem (via Osira or directly to the Church) and will receive 250 gp each as a reward for their honesty. The jewelry has sentimental value that cannot be bartered for with a common fence.

APL 2: Loot: 0 gp; Coin: 125 gp; Magic: 0 gp

Or

APL 2: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp

Developments: If the combat turns really bad for the party, as in more than one character is facing imminent death or if more than two-thirds of the party is down or paralyzed, have Osira arrive and turn the tide for them. Have her make a Turn check to start with, which will auto-succeed at turning even the ghoul. Then she will then use cure spells to bring the PCs back up. The PCs should be able to finish the fight in ten rounds when the undead return.

Otherwise, when the combat is over, Osira will show up as soon as the PCs have finished searching and healing and before they leave. The Church of Osprem has taken responsibility for overseeing the graveyard and she was simply out patrolling when she saw their lights. She will start by thanking them for destroying the undead and then will listen to their story.

She will offer to give what aid she can, but outside of some healing and telling them that she will put in a good word for them with the temple, she really won't be of much use in this mod. She can confirm for them that the Devil's Pride is a pirate ship, but she does not know whether it's in town or not.

Osira: LG female human cleric 4 (Osprem).

When the PCs have finished speaking with Osira, ask them what they would like to do next. Presumably they will want to look into the Devil's Pride, whether immediate or after some rest, but in any event, go the *Conclusion*.

CONCLUSION

The PCs have one clue to go on, the name of the pirate ship. Ask the PCs how they would like to proceed. As long as they have a reasonable idea, they will be able to successfully discover that that the Devil's Pride left Nessermonth two days before the body was found, just enough time to have left it in the state in which it was found.

Unfortunately for the PCs, this is where the adventure ends for now. This should leave them with a sense of incompleteness and perhaps even frustration. Their friends were murdered, but the trail is cold and vengeance will have to wait for another day.

EXPERIENCE POINT SUMMARY

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

Encounter 3: The Murder

Disable or Survive the Glyph of Warding Trap
APL 2 120 XP

Encounter 4: The Lustful Wench Tavern

Defeat Farley and his friends without killing any of them
APL 2 120 XP

Encounter 5: The Graveyard

Defeat the ghoul and the zombies
APL 2 120 XP

Story Award

Discover the name of the pirate ship in the corpse's hand
APL 2 45 XP

Discretionary Roleplaying Award

APL 2 45 XP

Total possible experience

APL 2 450 XP

TREASURE SUMMARY

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

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

value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2: Chasing the Songbird

APL 2: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp

Encounter 4: The Lustful Wench Tavern

APL 2: Loot: 4 gp; Coin: 2 gp; Magic: 0 gp

Encounter 5: The Graveyard

APL 2: Loot: 125 gp; Coin: 0 gp; Magic: 0 gp

Or

APL 2: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 4 gp; Coin: 502 gp; Magic: 0 gp;
Total: 506 gp

Special

Favor of the Church of Osprem: For destroying the undead in the graveyard, Osira has promised to arrange something special for you the next time you make it to Nessermonth. This favor will come into play later in the series.

Urchin: You have successfully managed to befriend Cassandra's cat, Urchin. Perhaps her eyewitness view of the murders will come in handy at a later date. Only one PC at the table can have Urchin, and it must be a PC that succeeded at the Handle Animal check to befriend her.

Wanted in Nessermonth: While Nessermonth is not the most lawful of towns, looting someone after a tavern brawl is still illegal. Unfortunately for the PCs, one of the locals apparently turned them in when they decided to loot Farley and/or his friends. In addition to counting as a criminal record in Nyronde, this wanted status will also most likely have repercussions the next time this PC is played in Nessermonth, or perhaps even in Eventide.

APPENDIX 1: APL 2

ENCOUNTER 4: THE LUSTFUL

WENCH TAVERN

Farley: male human barbarian 2; CR 2; Medium Humanoid (Human); HD 2d12+4; hp 22; Init +1; Spd 40 ft.; AC 13 (+1 Dex, +2 armor), touch 11, flat-footed 13; Base Atk +2; Grp +4;

Atk +4 melee (1d3+2, unarmed strike) or +4 melee (1d8+2, morningstar) or +4 melee (1d4+2, dagger);

Full Atk +4 melee (1d3+2, unarmed strike) or +4 melee (1d8+2, morningstar) or +4 melee (1d4+2, dagger);

SA Rage 1/day; SQ Fast movement, illiteracy, uncanny dodge;

AL CN; SV Fort +5, Ref +1, Will +0; Str 14, Dex 13, Con 15, Int 8, Wis 10, Cha 12;

Skills and Feats: Intimidate +6, Jump +11, Listen +5, Swim +7; Improved Unarmed Strike, Power Attack.

Languages: Common.

Possessions: Dagger, morningstar, leather armor, 20 sp, 6 gp.

Power-Up Suite: (Status – Rage): HD 2d12+8; hp 26; Init +1; Spd 40 ft.; AC 11 (+1 Dex, +2 armor, -2 rage), touch 9, flat-footed 11; Grp +6;

Atk +6 melee (1d3+4, unarmed strike) or +4 melee (1d8+4, morningstar) or +4 melee (1d4+4, dagger);

Full Atk +6 melee (1d3+4, unarmed strike) or +4 melee (1d8+4, morningstar) or +4 melee (1d4+4, dagger);

SV Fort +7, Ref +1, Will +2; Str 18, Dex 13, Con 19, Int 8, Wis 10, Cha 12;

Skills and Feats: Intimidate +6, Jump +13, Listen +5, Swim +9; Improved Unarmed Strike, Power Attack.

Bibbo & Croog: male human warrior 2; CR 2; Medium Humanoid (Human); HD 2d8+7; hp 19; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 armor), touch 11, flat-footed 12; Base Atk +2; Grp +4;

Atk +4 melee (1d3+2, unarmed strike), +4 melee (1d8+2, morningstar), +4 melee (1d4+2, dagger);

Full Atk +4 melee (1d3+2 nonlethal, unarmed strike), +4 melee (1d6+2, club);

AL CN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Intimidate +4, Jump +7, Swim +7; Power Attack, Toughness.

Languages: Common.

Possessions: Club, leather armor, 20 sp.

ENCOUNTER 5: THE GRAVEYARD

Ghoul, Corpsecrafted Elite: CR 3; Medium Undead; HD 2d12+4; hp 22; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +1; Grp +5;

Atk +5 melee (1d6+4 plus paralysis, bite);

Full Atk +5 melee (1d6+4 plus paralysis, bite) and +3 melee (1d3+2 plus paralysis, 2 claws);

SA Ghoul fever, paralysis; SQ Bolstered resistance, darkvision 60 ft., undead traits, +6 turn resistance;

AL CE; SV Fort +0, Ref +3, Will +7; Str 19, Dex 16, Con —, Int 12, Wis 19, Cha +16.

Skills and Feats: Balance +7, Climb +8, Hide +7, Jump +6, Move Silently +7, Spot +8; Multiattack.

Bolstered Resistance (Su): Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Zombie, Human Commoner: CR 1; Medium Undead; HD 2d12+7; hp 25; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; Base Atk +1; Grp +4;

Atk +4 melee (1d6+3, slam);

Full Atk +4 melee (1d6+3, slam);

SQ Bolstered resistance, damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits, +4 turn resistance;

AL NE; SV Fort +0, Ref -1, Will +3; Str +16, Dex +8, Con —, Int —, Wis +10, Cha +1.

Skills and Feats: —; Toughness.

Bolstered Resistance (Su): Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Nessermouth (Large Town): Conventional; AL CN; 3,000 gp; Assets 615,000 gp; Population 4,100; Mixed (Humans 79% [Oeridian 35%, Suel 25%, mixed 40%], Halfling 8% [lightfoot 90%, tallfellow 5%, deep 5%], Half-Elf 5%, Half-Orc 4%, Gnome 2%, Elf 1.5% [high 60%, wood 30%, sea 10%], Dwarf .5%).

Authority Figures: Mayor Leemund Andresen (CN male human Rogue 3/Expert 10); Royal Admiral (in absentia) Gassondian Mantus, 1st Fleet (LG male human [Oeridian] Aristocrat 3/Fighter 7); Sheriff Lindiir Carrack (N female human Rogue 3/Ranger 5); Militia Lieutenant Innis Dalaigh (LN male human warrior 7); Commander Kallast Cranden, 1st Fleet (LN female human [Oeridian] Aristocrat 1/Expert 3/Fighter 3).

Important Characters: Dubh, old storyteller, age 50 (N male human commoner 11); Farrak Benzedren, head of most lucrative smuggling operation (CE female human [Oeridian] rogue 9); Reyvor Morrdarn, Warrior of Renown (LG male human [Oeridian] fighter 8); Finna Ernstrand, High Priestess of the Temple of Zilchus (LN female human cleric 7); Jazia-Pyr, High Priestess of the Temple of Osprem (LN female human cleric 6); Jireen Aerian, High Priest of the Temple of Procan (CN male human cleric 5); Kozin Shotanmi, High Priest of the Church of Norebo (CN male human [Suel] cleric 5); Merinia Leagallow, High Priestess of the Hostel of Yondalla (LG female halfling cleric 5); Chekesh, Ex-Red Brigade veteran (CN male human [Suel] barbarian 5); Temil Mazar, High Priest of the Chapel of Xerbo (LN male human [Suel] cleric 4); Zokesh Hesma, High Priest of the Chapel of Jascar (LG human male [Suel] cleric 4); Hlin Dankil, High Priestess of the Chapel of Fortubo (LG female dwarf cleric 4); Osira, priestess of Osprem (LG female human cleric 4); Father Atlan, High Priest of the Shrine of Pelor (NG male human cleric 3); Alanna Ghriogair, High Priestess of the Shrine of Beory (NG female human [Flan] cleric 2).

Others: Bbn3 (x2), Bbn1 (x4), Brd5 (x1), Brd3 (x2), Brd1 (x4), Clr2 (x2), Clr1 (x8), Drd4 (x1), Drd2 (x2), Drd1 (x4), Ftr4 (x1), Ftr2 (x4), Ftr1 (x8), Mnk4 (x1), Mnk2 (x2), Mnk1 (x4), Pal4 (x1), Pal2 (x2), Pal1 (x4), Rgr2 (x2), Rgr1 (x4), Rog5 (x2), Rog3 (x4), Rog1 (x8), Sor4 (x1), Sor2 (x2), Sor1 (x4), Wiz4 (x1), Wiz2 (x2), Wiz1 (x4), Adp4 (x1), Adp2 (x2), Adp1 (x20), Ari5 (x2), Ari3 (x4), Ari1 (x20), Com6 (x2), Com3 (x4), Com1 (x3606), Exp5 (x2), Exp3 (x4), Exp1 (x119), War4 (x2), War2 (x4), War1 (x198).

APPENDIX 2: NESSERMOUTH

This naval base of 4,100 people protects the mouth of the Nesser and used to be a major port of call for vessels from Scant, trading Iron League products with Nyronnd across the safety of the strait.

That trade is long gone. Scarlet Brotherhood vessels have tried to trade here, but fully forty percent of the town population are exiled Onnwalese and have made it plain that they will sink any vessel that approaches bearing the scarlet flag. Despite many ups and downs of late, life in Nessermouth is returning to normal thanks to the very good fishing in the broad estuaries and the hunting and trapping of many large seabirds. The small saline marshes around the estuary likewise yield many game animals. Of course, its strategic position as a vital port has also helped to keep it desirable.

Under Archbold's rule, a Bailiff administered the town, the King not having trusted any local landowner to control such a vital and strategic port. Fully supported by his townspeople, this man courageously refused to give any taxes to the King above pre war levels. He dealt with the possibility of the navy taking control of the town in the King's name quite easily. He paid them directly from the taxes he collected. Since the King wasn't paying the navy reliably, there was no doubt whose side they were on. And Nessermouth was simply too far from Mithat or Oldred for Archbold to use force to overtake it.

For a while then, Nessermouth was virtually a free town, and while trade declined, living was good and the navy there had much better morale than elsewhere. The four caravels and one galley based there at the time kept Brotherhood ships well away from the coastline, and of course were seen as protectors by ordinary people, which was very different from other ports along the coast.

The town grew insular, increasingly wishing not to hear news from elsewhere. But those times only lasted for the duration of Archbold's rule.

When Lynwerd took the throne, he made sweeping changes across the Kingdom of Nyronnd, but one of his first moves was to make sure that the military of Nyronnd was paid anything owed them and that their loyalty was fully secured once again. Any commanders that had openly disobeyed Archbold were relieved of duty and replaced those more loyal to the throne.

During the reorganization of Nyronnd's provinces, Eventide, the "least of Nyronnd's regions," was created.

Lynwerd appointed Estward Ventrose, a minor noble, to the seat of power as Viscount, largely on the grounds that nobody wanted the job and nobody in the right circles had anything negative to say about him. It might well have been wise to consult the wrong circles as well, but the King probably would not have listened to lowlifes telling him that his choice was one of the most skilled rogues in the Kingdom. Furthermore, this may just be drunken rumor anyway.

While most of the regions' mercantile activity moved through Nesseremouth, the King placed the new regional capital at Shantadern, desiring a more centralized and less troublesome seat of local power.

Still, Nesseremouth was not overlooked entirely as Nyronnd stationed the navy's First fleet there, under the command of Admiral Gassondian Mantus. The fleet was commissioned to patrol the waterways and nearby coastal waters of Nyronnd.

Viscount Ventrose, later Count Ventrose, personally appointed a new Bailiff, Eomund Vetter and made sure to keep much closer tabs on this ruler. Things were good once again in Nesseremouth with the new situation, but seed of discontent started to grow as it became apparent that Ventrose was not very quick to attack Scarlet Brotherhood ships from trading in Eventide. Although even he was not unwise enough to suggest they put to port in Nesseremouth, with its large number of Onnwalese expatriates.

And so, it came as no surprise when Count Ventrose chose to side with Sewardnt when the Black Prince completed his second coup attempt. Sewardnt of course wanted his own men in key strategic locations, so Vetter was recalled to Shantadern and was replaced a lesser-known lieutenant of Sewardnt's, Mafisadi. Under orders from the traitor, Mafisadi blockaded river traffic for months, keeping vital supplies away from the Duchess of Woodwych and beyond. The blockade even began to drive up prices in the meta-region.

In keeping with the Imperium's policy of increased military strength, the Imperial fleet underwent a major retrofit at the docks at Nesseremouth. Ships were upgraded and fully stocked with all the latest in military modifications, in one of the largest military expenditures in Nyronnd's recent history. But while this kept the locals somewhat pacified, life in Nesseremouth had become hard under Mafisadi. Those who supported Sewardnt prospered, while those who openly supported Lynwerd often went missing.

But things were to reverse course yet again. The Duchess of Woodwych, Verin Talnith, eventually led a large contingent of troops and

adventurers into both Brackenmoor and Eventide, freeing both Counties from the yoke of the Imperium while killing the count of Brackenmoor and capturing Ventrose in the process.

Still though, Nesseremouth had not been freed, as the troops never reached that far south before turning north and joining Lynwerd's other forces at the Battle of Rel Mord.

Fortunately, only a few short months after the return of Lynwerd to the throne, a group of merchants from the Duchy of Urnst contracted with some adventurers to clear the blockade. The adventurers succeeded in far grander style than expected. They not only broke the blockade, but also killed Mafisadi and helped to remove his troops. Nesseremouth was finally under the control of the Kingdom of Nyronnd once again.

With Mafisadi dead, and with neither the King nor the Duchess of Woodwych having appointed an official ruler as yet, the local merchants appointed Leemund Andresen, a somewhat notorious local merchant, as Mayor of Nesseremouth. Andresen has proven to be just the man for the job and shipping has gotten back underway in full swing. Still, Leemund is not a stupid man and knows that it's only a matter of time until the King appoints a new Count of Eventide, who will, in turn, be looking for someone to rule in Nesseremouth. Leemund hopes to appeal to whomever the King appoints by keeping as many people happy as possible.

Admiral Gassondian Mantus has not returned to Nesseremouth yet to reclaim direct command of the First Fleet, but he has sent Commander Kallast Crandon to run the fleet until his return. She would currently be the closest thing to a royal representative in Nesseremouth and is said to be a member of the Crandon house from Almor.

Another interesting aspect of Nesseremouth is its religion. While home to many of the normal faiths one would expect to find in a coastal Nyronnd city, the refugee population from Onnwal has brought with it a number of faiths more commonly found across the bay. In addition to the Temple of Zilchus, the Temple of Procan, the Church of Norebo, the Hostel of Yondalla, the Shrine of Pelor, and the Shrine of Beory, you can also find a prominent Temple of Osprem, a Chapel of Xerbo, a Chapel of Jascar, and a Chapel of Fortubo.

APPENDIX 3: LICENSED ADVENTURER

Licensed Adventurer

Licensed Adventurers are those explorers and fortune hunters who have elected to register with the Kingdom. In return for registering, a Licensed Adventurer is given certain rights above those granted to the average citizen of Nyronnd.

In 591 CY, the crown of Nyronnd instituted the program of licensing the many adventurers left over from the wars in order to recoup the debts in the Kingdom's treasury. This program became a great success, with hundreds of adventurers gladly turning over 20% of their income in order to support their home and country.

In 593 CY, with the restructuring of the tax code, the Licensed Adventurer program was also restructured to require an initial and annual cost in lieu of the 20% tax.

In 594 CY, the King instituted Professional Adventuring Companies. These affiliated bands of adventurers gained additional benefits by filing a charter with the Kingdom. The King offered these benefits to see some of the more powerful collections of adventurers in Nyronnd more closely aligned with the throne, and also easier to keep tabs on.

In 595 CY, against insurmountable opposition and threat to life, adventures answered their Country's need. Therefore, in 596 CY, to recognize those adventurers, King Lynwerd instituted an Adventuring Company for each of the respective medals and orders. The annual Licensed Adventurer cost is waived if the adventurer joins their applicable Adventuring Company Order.

LICENSED ADVENTURER

To register, all a prospective adventurer need do is visit their local magistrate, pay a small registration fee, and take an oath of loyalty to King and Country.

REQUIREMENTS

- Must be a citizen of Nyronnd.
- No criminal record.
- Take an oath of loyalty.
- Alignment: Any non-evil

Oath of a Licensed Adventurer:

I, _____, do solemnly and sincerely swear that I will abide by the laws, rules and regulations of the Kingdom of Nyronnd. I will help, aide and obey those lawful authorities appointed by the King and his representatives. I

will support and sustain King Lynwerd and the Kingdom of Nyronnd.

COSTS

Initial

- 1 TU for initiation.
- 200 gp for registration.

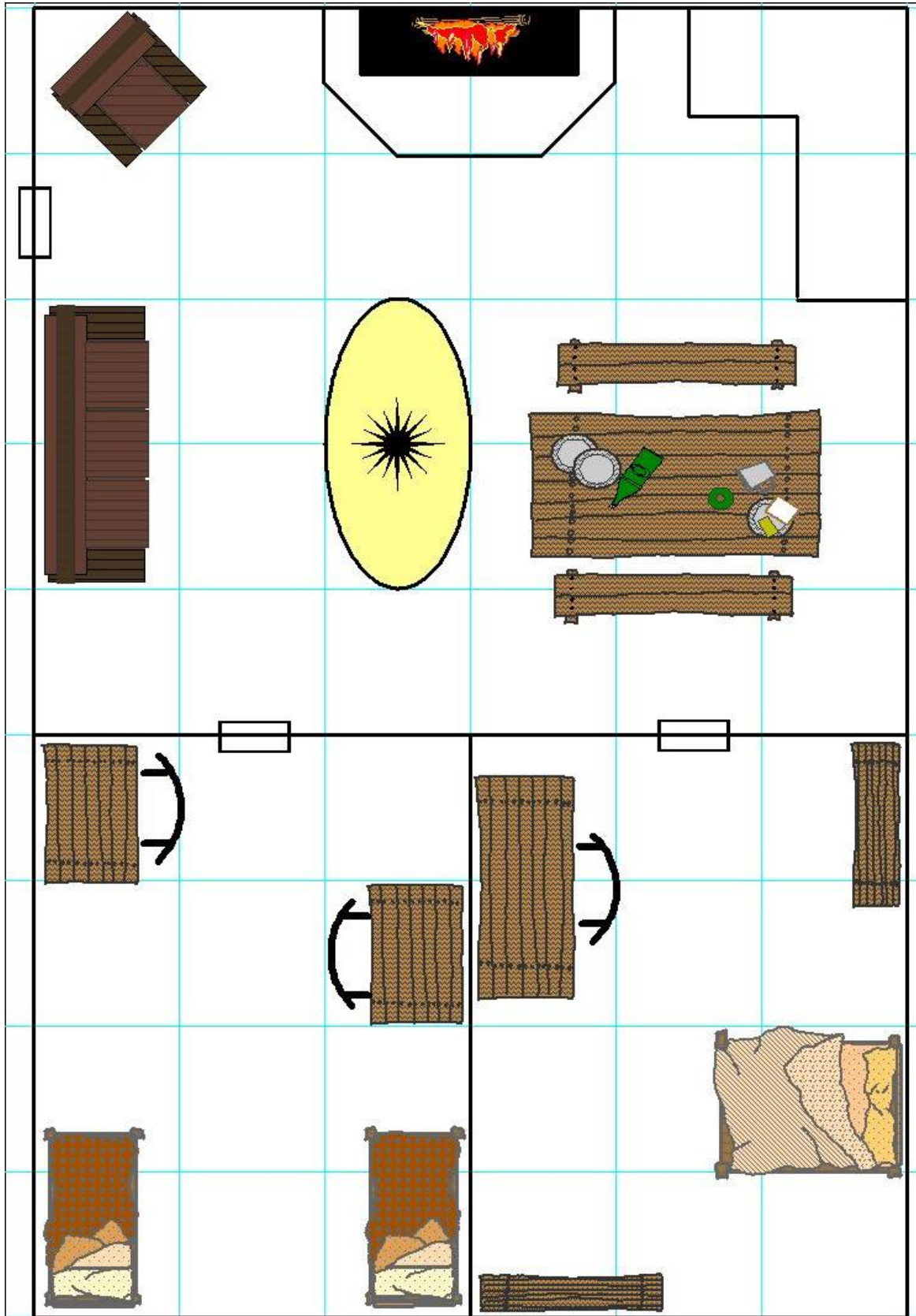
Annual

- 200 gp for licensing
- 1 TU for licensing (or pay an additional 500 gp to have a courier deal with the paperwork).

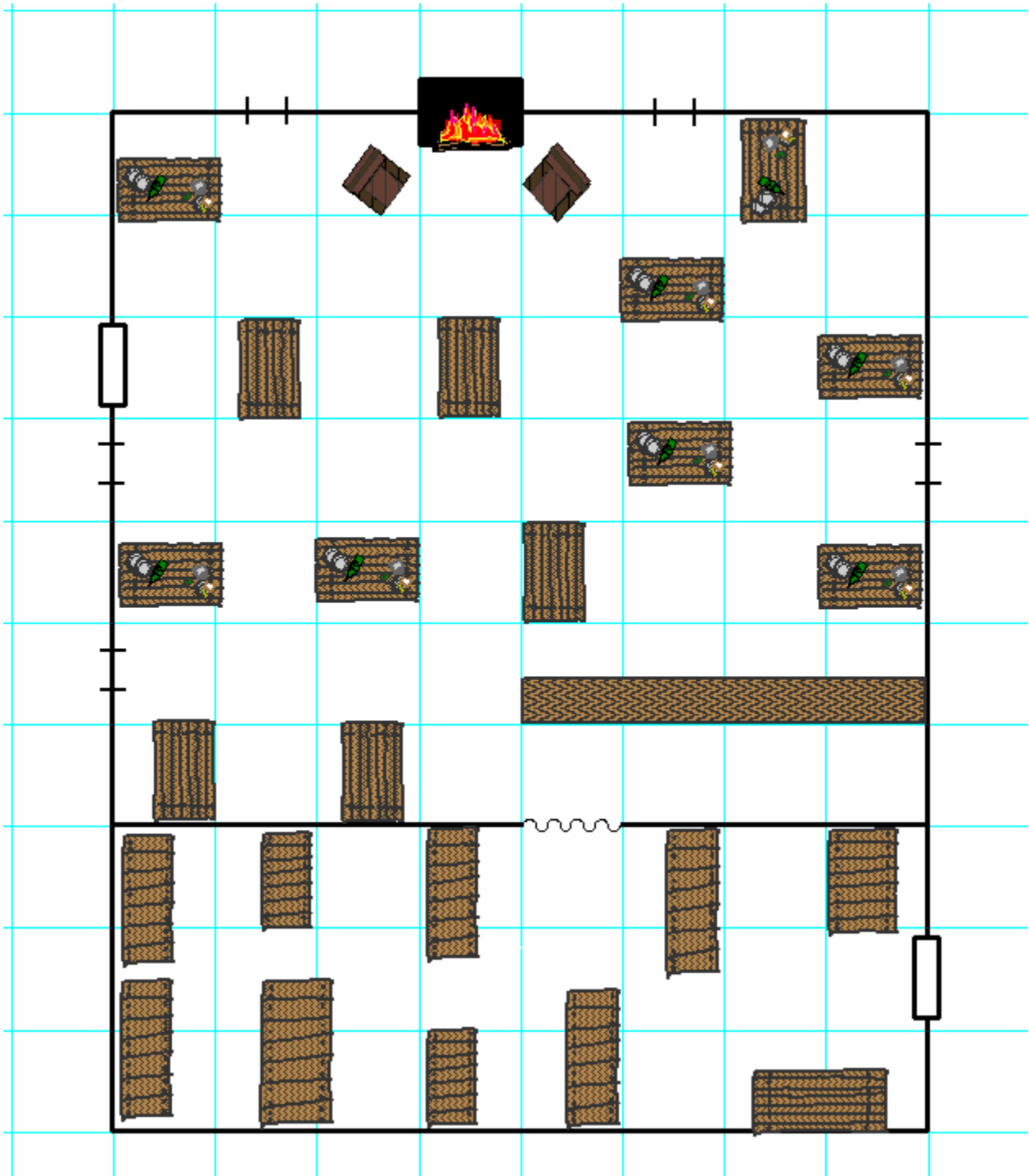
BENEFITS

- Can claim King's Justice (i.e. Can request formal trial in Rel Mord).
- Has the right to keep and bear arms within the Kingdom.
- 50% discount on many fees throughout the Kingdom.

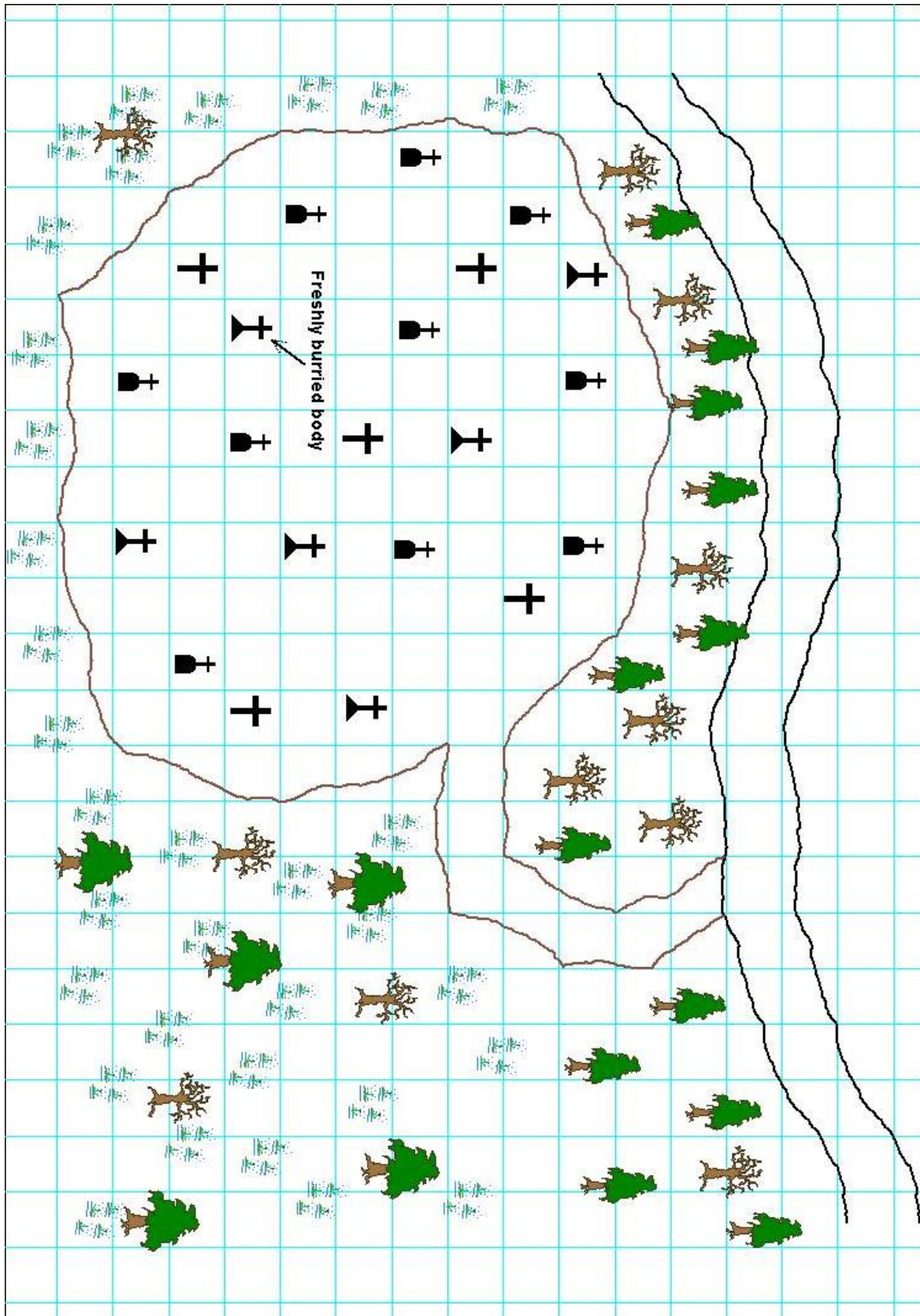
DM MAP: FATHER ATLAN'S HOME



DM MAP: LUSTFUL WENCH TAVERN



DM MAP: THE GRAVEYARD



PLAYER HANDOUT 1

Father Atlan,

I have gotten a report of a body that washed up on shore near Nesseremouth. I want you to personally investigate the situation. The man was apparently killed by a bladed instrument but the body is decomposed and has been partially eaten by a sea creature so it will be difficult to tell. Do whatever you can to investigate this strange corpse. I know the mayor has been giving you trouble lately and he may want to brush this under the rug, but do what you can in spite of his meddling.

Father Archibald

PLAYER HANDOUT 2

Atlan's Journal

The journal clearly shows that Atlan is a priest of Pelor. He moved to Nessermonth two years ago under orders from the church. Since then he has done various small things for them including some investigations of unusual happenings in the area. His recent entries in the journal are related to his current investigation.

"Mayor Andresen has not been supportive of my current investigation. He has never liked me and I fear some of my harsh words in the past have come back to hurt me now. When I asked if I could examine the body before it was laid to rest, he flat out refused. Fortunately I was able to assert my right to provide last rites for the body before it was buried. I was able to secretly cast gentle repose on the body before it was buried. That should keep the evidence intact for the next few days"

"The old gravedigger took the body out to bury it right after I gave my blessing. I feel certain I'll be able to convince him to tell me where it is. It will be a messy business, but I have to search that body. I'm sure I'll find him at the Lustful Wench. He's there nearly every night. I'll go tonight and have a word with him..."