

NYR6-S02

Demons are Upon Us

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

Version 1.0

by Joshua Freeman

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Traveling to the river port city of Hammensend was peaceful enough. Will your thirst for adventure be quenched by a boat ride down the Franz River? Or, will adventure that takes you deep into the Celadon Forest hunting down demons within the many ruined keeps that stand on the riverbanks of the Franz River be enough for you? Whichever it is, it is sure to start here in Hammensend. A one-round Introductory adventure set in Nyronnd for 1st level characters only (APL 2).

Resources Living Greyhawk Gazetteer [Erik Mona, et al], The Marklands 1983 TSR [Carl Sargent], Nyronnd.org [various contributors], and Stormwrack [Richard baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D 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
	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
CR of Animal	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 introduction 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 Franz River marks the border between the Kingdom of Nyronnd and the Duchy of Urnst. This now quiet river was once a hotly contested region, as can be seen by the evidence of ruined keeps that sit along its banks. Today the river sees many shallow-draft riverboats that transport goods to port cities and small towns.

The Franz River cuts through the middle of the Celadon Forest. This forest remains unclaimed by both the Duchy of Urnst and Nyronnd. Sylvan elves, woodsmen, treants and other inhabitants tend to this ancient forest of mighty oaks and elms. The people of the forest severely limit any logging, something that both Nyronnd and Urnst have agreed to honor.

Prior to King Lynwerd's crowning, the province of Woodwych was the domain of a corrupt lord, the Baron Bastrayne. He and his Bailiff, Radnen Gryppe, successfully conspired to skim off some 30-40% of the local populace's taxes for themselves.

The other manner in which Bastrayne sought to fill his coffers was to exploit the resources of the Celadon Forest. While initially done at the prompting of then King Archbold, Bastrayne found it too lucrative to stop when Archbold realized his mistake and ordered the clearing of the forest to stop. Bastrayne's excessive logging angered the residents of that sylvan land so much that a group called the Brothers of the Bronze formed and appointed themselves protectors of the forest. Bastrayne denounced them as "terrorists" and gave glowing accounts of how his troops were imposing order and protecting the vital trade of the kingdom.

The Baron's greed and oppressive governance continued for quite a while until the abdication of King Archbold in favor of his son Lynwerd. When Lynwerd began making inquiries into every aspect of the kingdom, Bastrayne's

house of cards came tumbling down. The new king learned the wayward baron had embezzled enormous amounts of gold from the crown and sparked much anger and violence in the lands of Woodwych—especially within the Celadon.

Immediately, Lynwerd sent Royal Guards to arrest the Baron. Because he still had the loyalty of his own militia, however, Bastrayne received advanced warning of the approach of the Guard; he and Radnen managed to flee. It is rumored they got away with wagonloads of gold, and speculation on where they are runs the gamut from the Shield Lands to the Pomarj to right inside Rel Mord. Although word is now starting to spread that they actually hid within the Celadon itself.

Acting decisively, King Lynwerd appointed Verin Talnith, a powerful southern noble, as Baroness of Woodwych – later to be elevated to Duchess of Woodwych, giving her unprecedented autonomy in running the province. She immediately ordered a handful of lesser nobles exiled for their role in the Bastrayne affair and sacked most of the former Baronial Guard, a body that had become unacceptably corrupt.

Shortly after the Duchess was elevated to her new position, she ordered the transformation of the timber village of Halaster into a hunting and fishing village and appointed one her advisors, Dirk Broadwater, to oversee its operations.

Dirk gathered twenty tradesmen of various specialties to begin building new facilities to handle the new industry. During Nyronde's civil war, the village, now called Broadwater, was able to avoid much of the troubles that plagued other settlements due to its distance from most of the war and its close proximity to the Duchy of Urnst. It is for this reason that the village has continued to thrive.

Now, with the conflict over, many of the settlements throughout Nyronde need rebuilding. The Duchess knew that in order to help with the rebuilding efforts, the Celadon Forest would need to be harvested for wood.

Initial talks with the Brothers of the Bronze and the Sylvan elves were difficult. Nyronde citizens who ventured into the Celadon intent on harvesting lumber were met with threats and hostility. After months of dialog and detailed provisions regarding what trees can be harvested, and what methods must be used to maintain the forest, the two sides reached an agreement.

The Duchess sent word to Dirk to once again begin harvesting what lumber could be pulled from the forest following the negotiated guidelines. Dirk immediately ventured to Hammensend to gather lumber and survey crews. Within two weeks, he

had the lumber camps in full swing, but under the constant supervision of the Celadon inhabitants.

Three days ago, a survey crew headed into the Celadon Forest to search for new areas to harvest. Only one came back: Jerid, the son of the head surveyor. Badly hurt and scared, he could only say a few words: demons, horde, scaly, and dead. Dirk appealed to the villagers to enter the forest and help search for the crew but no one volunteered.

That afternoon, Dirk boarded his boat, Winter Galley, and headed to Hammensend seeking someone to help him find his crew, hoping they were still alive.

When Dirk arrived in Hammensend, he knew he had very little time if he was to get back in time to save any of his crew. He quickly went to work seeking adventurers to help him in Broadwater.

ADVENTURE SUMMARY

Introduction

This encounter introduces Hammensend, and helps to spread some of the local rumors. It's also intended to help the PCs find the adventure.

Encounter 1

Dirk has been searching for adventurers for over a day now with no luck so his desperation is growing. This encounter introduces Dirk to the PCs and hopefully gets the PCs moving toward Broadwater.

Encounter 2

This encounter is with two kuo-toas who just happen to be hunting off the banks of the river as the party passes by. When they spot the boat they attack.

Encounter 3

The PCs have a chance to see the current state of Broadwater and its settlers. They are taken to see Rooland, from whom the party finds out about the status of Jerid, the only survivor found from the survey party.

Encounter 4

During this encounter, the PCs are taken to Jerid, the son of the survey leader who survived the trek into the Celadon Forest. Through this encounter, the PCs may get information regarding the fact that demons were not at the heart of the attack, but it does sound like kobolds.

Encounter 5

The PCs see the old keep where the kobolds are taking refuge. As they get close, the watchful kobolds spring from hiding spots to ambush the weary party.

Encounter 6

The kobolds have claimed an old keep for their home. The keep itself is in very bad shape, but the kobolds have managed to make a home of the natural tunnels beneath it. To make matters worse, the kobolds have put their skills in Craft (trapmaking) to work. There are many caverns used by the kobolds that the PCs can search.

Encounter 7

The lair of the kobold leader and her guards is located in a tunnel found beneath a fallen tree within the keep's walls. These natural tunnels were created by an underwater spring that still flows, but only lightly.

INTRODUCTION

It seems like a good omen when the clouds that have been pouring rain during your entire trip to Hammensend finally break just as you pass through the city gates. The Sun Father's rays wash over you in a blanket of warmth.

Still, the days of rain have indeed left the streets clean. Well, where the streets aren't simply made of mud. As you look about, people begin to pour onto the streets, no longer trapped inside homes and businesses due to the poor weather.

This is a good opportunity for the PCs to introduce themselves.

Traveling deeper into the city you find what appears to be a market square. Shops and a large inn line the perimeter, while vendors with carts are setting up stalls in the middle as they cry out the goods they have for sale. With the smell of fish in the air despite the recent rains, you can't be far from the docks on the Franz River.

A tug at the edge of <pick a non-intimidating PC>'s cloak focuses your attention on a young child with muddy clothes. "Hey, you need a place ta stay and get cleaned up? I know a good inn. I'll show you where if you'll gimme a copper!"

The urchin is Norbee, a streetwise and likable 10-year-old. The proprietor of The Black Sturgeon

has a regular agreement with him to pay a commission for any customers the boy can send his way.

Assuming the PCs accept his offer, the talkative child gives them a bit of a guided tour of the city, along with some of the rumors he's heard recently on the streets. Some of these are best portrayed as conversation between Norbee and the shopkeepers as he leads the party through the market toward the inn and suggests different goods that they might want to purchase.

For more information on Hammensend, see Appendix 3: Hammensend. Use the information there to help frame the background of this light role-playing encounter. The purpose of this encounter is to give the PC's a chance to interact with Hammensend, pick up some local rumors, and to move the PC's to Encounter 1.

Rumors:

- Word from the Duchy of Urnst is that Duke Karl has gone missing. He's always been known to take long trips, but he's never been gone this long before.
- Yeah, well I heard Duke Korenfluss has also been missing since the Battle of Rel Mord. Guess it ain't a good time to be a Duke!
- The Swans of the Duntide returned to Swanbore this year. Not nearly as many as in the past, but more than last year; it looks like they had a good breeding season.
- Heard tell today that demons attacked some surveyors in the Celadon. They aren't the only nasties about. I also heard the elves found a bandit nearly torn in half. Something took a bite out of the size of a dinner plate.
- A fella up from the south told me he heard whole villages was being kilt down in them Entrell Estates. I always thought elves was better at protectin' emselves than that.
- Yeah sure, but that same fella told me he'd seen a ghost ship out in the bay when he was in Oldred. I think he just like making stuff up.
- I hear someone found some big Swans in Rel Mord. They were floating there in a garden pond as if nothing had happened, while the city was falling apart around 'em. There was some devil with its eyes pecked out there, too! Those birds are down at the zoo now, I hear.

- I just came back from a trip to the Pale. They must have driven Pelor himself away and not just his worshippers. It's still freezing cold up there. And stopping through Midmeadow on the way back was no picnic either. That used to be a beautiful town when I was younger. Now it's really fallen on hard times. No thanks to those Pholtans I'm sure.
- Some goblin washed up on the riverbank, mostly dead. I don't speak no goblin, but one of the elves said he was moaning about the All-Father before he died. Too bad he died. I'd've thought a goblin could live after we cut his head off, wouldn't you?
- I hear a wizard was killed in Hammensend. They found him in an alley on the south side with a burned stick in his hand.
- Yep, the wizards are moving out of Rel Mord 'cause it isn't safe for 'em there neither.
- Hey, I was down at the Black Crow last night. You know, where the guardsmen all like to stop in for a few rounds. Anyways, I'm there mindin' me bizness, when I hear that grizzled old Leftenant, you know, Strongirdle. Anyways, he's all talking about how experienced and skilled he was, and complaining how the new Captain, you know, the shiny paladin from Rel Mord, Kregenmore, or some such. Anyways, he was talking about how he deserved to be Captain and not some wet behind the ears pretty boy from the big city. Said that Krakenmore never even fought in the war. Makes you wonder when them two's gonna come to blows.

The party may want to wander the streets to see what's for sale or talk to people (i.e. gather information and garner some of the above listed rumors). The market area offers anything from the *Player's Handbook* at normal rates. If they ask around about seeking adventure or work, people will tell them that the Black Sturgeon is always a good place as many people come off the docks seeking help. Alternatively, they could go directly to the docks.

At the docks, there are currently three keelboats docked with very little activity near any of them. The names of the boats are Winter Galley, River's Heir, and Filthy Wench. The captains of each ship are aboard. If the party talks

to Captain Belgar of the Winter Galley he will tell them to seek Dirk in the Black Sturgeon Inn and that Dirk is looking for help. If the PCs speak to Captain Garrel [Oeridian] of the Filthy Wench or Captain Anish Al' Hazzah [Baklunish] of the River's Heir, neither currently needs help and neither is sure who around town may. They will suggest asking at the inn or of the other boat captains.

If the PCs seem to be completely lost, you can eventually have a small boy approach them and say he's been paid to look for "adventurers." He will tell the PCs a rich man wants to see them at the Black Sturgeon (as well as how to get there).

When the PCs make it to the inn they will notice that for an inn near the docks, it is very well kept, both inside and outside. A sign over the door reads Black Sturgeon, with a picture of a large sturgeon in an S pattern.

ENCOUNTER 1: THE PROPOSAL IN THE BLACK STURGEON

The purpose of this encounter is to get the PCs to Broadwater. Dirk has been asking around in the bar and dining hall but has yet to have any luck. He continues to watch the door for people who look to be adventuring types.

When the party arrives he will notice them immediately. He will wait for them to take a seat at a table or the bar before he makes his way towards them to initiate talks.

The inn is quite busy. Even with the rains gone, many people don't appear to be in any hurry to leave. There are two seats at the bar and one table in the middle of the room left open.

Wait to see what the party does in the inn. Remember that Dirk notices the PCs as they enter since he is watching the door. He will wait for them to take seats at the open table or at the bar. The bartender also knows Dirk has been looking for people all day and will point him out through the crowd if asked.

If the party looks around the room at the patrons they will Spot Dirk (DC 10) watching them. He is at a small table with three open chairs. If the PCs approach Dirk, he will stand and greet them as they approach. Else, he will approach them at their seats.

- If the party approaches Dirk at his table.

The man at the table stands as you approach. He is a middle-aged Oeridian human dressed in noble clothes. "Welcome good people. Will you please join me at my table?"

- If Dirk approaches the party.
A middle-aged Oeridian human male dressed in noble clothes approaches your table. "Excuse me good people. May I buy you all drinks and converse for a bit?"

Wait for the PCs to either join Dirk or accept his offer of drinks and a conversation before proceeding to the next paragraph.

"It is a pleasure to share your company. I am Dirk Broadwater, appointed advisor over operations in the community of Broadwater by the Duchess of Woodwych. I'm afraid I find myself in grave need of adventurers to help with a matter of great importance. Three days ago a survey group in my service entered the Celadon Forest. Hours after they were expected to return we sent a scouting party to look for them. They returned with only one member: Jerid, the ten-year-old son of the survey leader.

"When the scouting party found him, he was bloody, scared, and mumbling. The only words that came out of his mouth were "demons, hordes, scaly, and dead." We fear the worst but hope for the best. We do not have the skills to pursue such a threat into the forest searching for them, but I do have the funds to hire help. I plea for assistance on this matter and am able to pay you each 50 nobles now and another 250 nobles each when you find the crew, and if possible, eradicate what ever took them. What say you all?"

At this point the party may ask questions. Dirk is telling the party all he knows about the encounter, but is urgent about the need to return to Broadwater. The current state of the Jerid, the leader's son, is unknown. Last he saw the child, Rooland, the local priest of Heironeous in Broadwater, was tending to the boy; Dirk feels the child is in good hands. Dirk, left for Hammensend two hours after they found the child and he heard what happened. He knew he needed to bring adventurers to Broadwater to help.

If the party asks about the crew, Dirk tells the PCs that a typical crew is made up of four surveyors with two to four armed soldiers as an escort. Since the crew was not going deep into the

forest, there were only two escorts in this case. He can also tell the PCs the names of the people missing. The names are Gregore (Jerid's father), Kilian, Breken, Burris, and Galen. The only reason why the son went along was the father wanted to bring his son along to begin training him for deeper surveys.

Treasure:

APL 2: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp.

Development: Hopefully, the PCs will eventually take the hook and will agree to come work for Dirk. If they do not, the adventure ends here. Give the PCs their ARs and send them on their way. Assuming they do take the hook, Dirk will ask them to follow him immediately to the Winter Galley as time is of the essence. If the PCs wish to stop and make purchases on the way and are insistent, he will swing through the merchant square on the way to the ship, but will stick with the PCs and will try to move them along quickly. Move on to Encounter 2.

ENCOUNTER 2: ABOARD THE WINTER GALLEY

During the first part of this encounter the PCs will get a chance to talk to some of the sailors, Captain Belgar, and Dirk. The Winter Galley is how Dirk transports the goods he buys and sells between Broadwater and other river cities, such as Hammensend.

The docks are bustling with activity. With the threat of poor weather past, the three docked ships appear to be making preparations to leave. Each of these simple ships has a low cabin amidships that looks like a large crate stacked upon a low, flat hull. The Winter Galley rocks gently back and forth tied to the first dock. Sailors are checking the rigging and sails of the single mast vessel. Dirk escorts you to the dock and calls a greeting out to the young man at the helm atop the cabin, who appears to be the captain.

The young man invites you all to come aboard. "I would like to introduce you to Captain Belgar," Dirk says as you climb the ladder and approach the helm. "Captain, these are the people I hired for the task ahead."

Pause to give the PCs a chance to make introductions.

“Please see that anything they wish to store below deck is taken care of and show them where it is they will be sleeping during the voyage. I must go file the final papers with Dock Master Hurgesh. Upon my return we need to make way.”

As Dirk leaves Captain Belgar extends his hand in greeting to each of you, “Pleasure to have you all aboard. This trip should be fairly short. The storm passing gives us favorable winds. We should make it to Broadwater in little less than a day. I shall see that you are all well taken care of.”

Belgar calls out, “Galland, on deck!” A middle-aged man pokes his head out of the forward hatch and Belgar continues, “I need you take our guests below and show them where they’ll be sleeping for the night. And take care of any of their belongings. Remember to make sure you strap the cargo down well this time. I don’t want a repeat of the last trip. You hear me?” The sailor nods his head with a mostly toothless grin and motions for all of you to follow him.

The deck below is rather cramped for space. The hull is roughly 10 feet wide and 30 feet long. From ceiling to floor is only 5 feet high. Six hammocks hang in the middle of the hull with two already occupied by sleeping sailors. In the rear of the boat you see a net holding a couple of sacks, a barrel and a small chest.

With effort you might be able to make room for four more spaces to sleep on the floor without bumping into everyone else. He points to the ground, “Make yerself comfortable. If dis don’t work out fer ya, yous can always nap on the stern deck.” He turns with a chuckle making his way back onto the deck.

A short while later, the boat begins to feel like it is drifting on the water. Then, a sudden jerk of the boat and a snap of the sails inform you that the Winter Galley has set sail.

Yes, Galland is not helping the PCs with their belongings. Apparently he’s quite lazy and has little real respect for authority. At this point the PCs are able to find their place to rest and go about talking with sailors. Allow them time to talk among themselves about what it is they wish to do and how they feel about what it is they are doing.

In the back of the hull is where the ship stores its goods. If the PCs search the current goods tethered there, they will see a small chest, a barrel

of salt, a few sacks of nails, and a handful of tools such as hammers, saw blades and axe heads. The small chest is not locked. Inside the chest are papers regarding the money made from sales in Hammensend and Woodwych over the last few months and a few promise notes from people who owe money to Dirk for services and goods. Everything except for the barrel of salt and small chest can easily fit in a large sack or two backpacks.

If the players talk to the crewmen, they can gather some of the information below. If the PCs talk to Captain Belgar, he will repeatedly excuse himself to bark orders at the crew about rigging, direction, or depth information.

- Broadwater was once a timber village under orders by the Baron of Woodwych to harvest the Celadon Forest. After the Duchess took over Woodwych, they were redirected toward fishing and hunting to support the village. Now, with the need for lumber throughout Nyrond once again great since the war, the duchess has negotiated with the natives to allow some controlled lumbering to start one again.
- The sailors are all very scared about returning with the possibility of demons so close to Broadwater in the Celadon Forest.
- Usually logging crews or surveyors are given a small escort of soldiers to guard them from the inhabitants of the Celadon Forest. As far as anyone knows, the survey crew had a couple of soldiers.
- The Celadon Forest has not been a safe place for those who fly the Nyrond banner for many years and even less for anyone flying the Woodwych banner. The elves and other humanoids that live within the forest don’t take kindly to logging. While things finally seem to be turning around with the recent alliance of the elves and Duchess Talnith, the job is still considered risky. The sailors stay because the pay is good and it is in service of our King.
- Belgar was in the Nyrond navy for a few years. He does not talk about his time during Sewardt’s rule, but by his demeanor, he gives the impression that it was not pleasant. He seems to be plagued by nightmares. During an attack on Broadwater by some water ogres more than a month ago, he was found cowering behind a stack of wood. It took Rooland casting a spell just to calm him down enough to reason with.

- The crew will talk about how glad they are that river traffic is returning to normal. Sewardnt had set up a blockade near the mouth of the Nesser River, with one of his lesser lieutenants, a man known as “Mafisadi”, in charge. Mafisadi blockaded river traffic for months, keeping vital supplies away from the Duchess of Woodwyck. The blockade also helped raise revenue for Sewardnt’s ongoing civil war, while beginning to drive up prices in the meta-region. After Sewardnt’s defeat, Mafisadi, in addition to maintaining the blockade, gathered the scattered remnants of Sewardnt’s troops in the Nesser region and carved out a small empire for himself along the Nesser River. His tax ships patrolled the river, collecting taxes from the merchant boats, and he also earned revenue from the blockade. Only the ships he permitted to pass by the blockade could do so, and then only after they pay a hefty toll. Not only did the blockade drain revenue from the war weary country of Nyronnd, it is also kept critical rebuilding supplies from Nyronnd’s people.
- The crew also has a running debate on the topic. Most of the men believe that merchants from the Duchy of Urnst hired adventures to break the blockade. But Belgar heard from a friend that it was actually “a group of Pholtans that done the deed.” In any event, they’re just glad to see Mafasadi and the blockade both gone.
- Dirk’s business before he was appointed to overseeing Broadwater was in trading and transporting. The main goods he traded in were gems and silks, but he was known to trade in almost anything as long as it was legal. He was also a personal advisor to the Baroness regarding trade possibilities in Nyronnd and with other countries like the Duchy of Urnst. Dirk’s trade connections were fairly widespread.
- Belgar is doubtful that the surveyors were taken by demons. Belgar will not go into detail but feels demons would not use crude weapons like rocks. They also would not have allowed Jerid to get away.

Winter Galley: Gargantuan vehicle; Seaworthiness –2; Shiphandling +2; Speed wind x 10 ft. or oars 10 ft. (good); Overall AC 1; Hull sections 3 (sink 1 section); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 3d6; Mounts 1 light (unused on the Winter Galley);

Space 30 ft. by 10 ft.; Height 5 ft. (draft 5 ft.); Complement 16; Watch 2 plus 8 rowers; Cargo 20 tons (not loaded in a manner that impacts speed in this encounter); Cost 3,000 gp.

During the day there are two sailors down below sleeping, one standing on the bow watching the water and testing to see how shallow the river bed is with a long pole, another sailor sitting at the top of the mast watching the surrounding banks, one sailor manning the helm, and one constantly checking the rigging. Belgar stands at the helm barking orders to those on deck. Dirk is in Belgar’s office but does come out every once in a while to see how everything is going with the crew and the PCs.

The sun begins to set over the horizon. Belgar issues orders for lanterns to be lit at bow and stern and for the crew to change shifts. The winds have let up a little but still remain strong enough to glide the boat down the Franz River. The crewmembers begin to head below deck and the two sailors who were sleeping during the day come out to man the boat. The first takes the helm and the second shines a bulls-eye lantern upon the river from the bow, checking the water’s depth every once in a while with the long pole.

Creatures: The PCs may take up watches or not. After decisions have been made and PCs begin to head to wherever they wish to sleep for the night, have each PC on stern (rear) deck make a Listen check (DC 10) to hear the kuo-toas climbing onto the boat at 10pm. Any PC who succeeds at the listen check may act in the surprise round. The first kuo-toa will be just about to pull himself up onto the deck when the PCs make the listen check, while the other is still making his way up.

The kuo-toa will attack immediately upon seeing anyone. During the surprise round the first kuo-toa will fully clamber onto the deck with ten feet of movement left, while the second kuo-toa will spend the surprise round climbing up to the deck. The second kuo-toa will still have to expend the functional equivalent of ten feet of his movement climbing over the railing at the start of the first full combat round.

APL 2 (EL 4)

Kuo-Toa (2): hp 11, 11; *Monster Manual* 163.

Note: These are not kuo-toan clerics, or whips, and they do not have the ability to produce a lightning bolt. They are also not trained fighters

and do not carry pincer staves. The two are simply outcasts looking for some easy prey. However, having little left to live for, they will fight to the death in futile desperation, mumbling in Aquan that death is better than life as an outcast.

Tactics: The kuo-toas will climb up the rear of the boat using the rudder to give them the ability to climb onto the deck. This can be accomplished without a climb check given their swim speed and the low deck. Upon reaching the deck, they will attack the first person they see. If the PCs are sleeping on the stern deck they will begin with them. If a flank is possible, they will attempt it, but with the size of the boat it may be difficult at best. Remember that the kuo-toas best defense is their adhesive on the shields.

If the PCs are all below deck, then the first person the kuo-toas will see is the helmsman. They will climb up the ladder and attack him. This is when the helmsman will scream alerting the rest of the crew and the PCs. The sailors, knowing there are adventurers aboard and not being the bravest lot, will remain below deck (or head below deck) while the kuo-toas are still alive.

Only the helmsman will stay at his post, and if he is killed or incapacitated, the ship will run aground five rounds after he goes down. A PC can take the helm and make a Profession (sailor) check to avoid this. If the ship runs aground, there is no serious ramifications to the trip, but feel free to role-play it as a terrible crash and have everyone make a Balance check (DC 15) to remain standing.

Dirk and Belgar will remain in Belgar's cabin. Dirk is trying to calm Belgar down during and after the fight. It will take the PCs entering the room to show him that the threat is over, at which point Belgar will finally calm down.

While it is possible for one PC at a time to fight through the hatch, both combatants will have improved cover and the kuo-toa would have a bonus for higher ground.

Treasure:

APL 2: Loot – 1 gp, Coin – 3 gp, Magic – 0 gp.

ENCOUNTER 3: BROADWATER

This encounter is meant to give the PCs more information and to establish why the PCs are being asked to enter the Celadon in search of the surveyors, rather than sending in a contingent of soldiers from the Broadwater defenses.

Broadwater is a strange looking timber settlement. The main bulk of the encampment is behind a freshly constructed timber wall, making that portion of the encampment a small fort. The outlying buildings are made of stone and mud. A crop of corn grows in a large area of tilled soil and a small herd of cattle grazes in an even larger area behind simple fencing.

The various guard towers surrounding the settlement further give the impression that this is more a military fortification than a timber settlement. See Appendix 4: Broadwater for more information.

The following morning, you are awoken by the sounds of Belgar calling for the shift change. Those who are below deck hear the rustle of bed sheets being tossed and men getting dressed. Within minutes the men begin to climb up through the hatch, ready to take their respective stations. Galland begins to hand out hard tack and skins to everyone. The two night crewmen climb below deck and prepare for bed after shoving the rations down their throats and guzzling water from the skins.

A few hours later you hear the man in the crow's nest cry out, "Broadwater sir!" Off the port side bow you can make out a small dock, some outlying stone buildings, and wooden fortifications around what must be the bulk of the settlement.

As you sail closer, Belgar orders the sails trimmed as he takes control of the helm. People begin to come out from buildings to wave at you from the shore. Belgar orders the sails raised as the Winter Galley slowly pulls up to the docks and sailors toss ropes to waiting dockhands.

Villagers greet all of you as you come off the boat and follow as you are escorted into the fortified settlement. You see homes, a mill, a warehouse, and a chapel. The sounds and smells emanating from the mill tell you that timber is being processed. Though the area seems fortified by walls, you see only three or four soldiers posted along the perimeter.

Dirk continues as your guide while the entourage of villagers escorts you toward the chapel. Unlike any of the other buildings in the settlement, the chapel is made of brick and mortar. Above the front door is a symbol of a hand grasping a lightning bolt. The oak doors are well maintained and open effortlessly and silently.

The interior of the building is clean with an air of fresh construction. The pews shine in the colored light from the stained glass windows. At the far end of the chapel, an elderly man in elegant robes looks up at you as you enter, smiles, and begins to hobble towards you with open arms.

“Dirk, my son, you have returned safely into the arms of the Invincible. I have good news. Jerid is feeling better and has been eating food. He still is not talking much so I have not pushed him to do so. He’ll apparently speak on his terms, not ours. Will you introduce me to the folk who are here to help with our demon problem?”

Dirk smiles broadly and says, “Everyone, this is Rooland, our high priest of the Arch Paladin. Rooland, these are <fill in the PC’s names>. They have indeed come to help us.”

At this point the encounter becomes a free-form role-play encounter. Allow the PCs to ask questions. Use the following guidelines during the conversations.

- Dirk knows nothing new since he left. The last time he saw Jerid was when Rooland was tending to his wounds. At that time, Jerid was only saying “demons, horde, scaly, and dead.”
- Rooland is the high priest of the chapel. He has 2 potions of healing (the potions *cure light wounds*, unless a member of the party openly displays a holy symbol of Heironeous, in which case they are *cure moderate wounds*) to loan to the PCs while they are helping Broadwater with the rescue mission. The PCs cannot keep them after the adventure, but do not need to repay Rooland if they are used during the adventure.
- Rooland will take the PCs to talk to Jerid when they want to but will stress to them not to push the boy into talking more than he wishes to.
- The chapel is in such good condition because it is less than six months old. Dirk felt that the people of Broadwater needed a chapel to give comfort to its citizens since they are in such hostel territory.
- If asked about the possible lack of armed escorts with the surveyors, Rooland and Dirk will insist that two men are normally ample escort for such a short trip into the forest.
- The fortification of Broadwater was built only four months ago after an attack by three merrow (aquatic ogres) from the Franz River. In all there are seven men left since the attack

who have been trained for combat. Dirk is trying to get more soldiers sent from Woodwych but none have arrived as yet. It is for this reason that Dirk has not sent any soldiers to search for the surveyors. The settlement cannot afford to be attacked as is, and weakening the defenses even more would not be proper.

- This was the first survey into the forest since the merrow attack four months ago. Dirk could no longer wait for the badly needed reinforcements soldiers from Woodwych to arrive.
- Since the survey was supposed to be short and not too far into the forest, everyone felt that it would be fine to send only 2 soldiers with the survey team.
- The survey team’s job is to explore areas to harvest. They also bring back evidence of Celadon inhabitant movements if they find any, but that is rare. The elves are far too experienced to leave tracks. Usually they find animal spore or even the occasional bones from some unlucky humanoid.

Development: At some point, the PCs will run out of questions and should ask to talk with Jerid. If they don’t, both Dirk and Rooland will eventually suggest that they speak with him. In either case, continue on to Encounter 4.

ENCOUNTER 4: JERID’S STORY

This encounter is for the PCs to have a chance to speak with Jerid and hear what happened during the attack. He is still scared but after Rooland tells him that the PCs are here to find his father, he warms up to the PCs.

Rooland leads you to speak with Jerid. He slowly takes you out through the front door of the chapel and to a small nearby house. He knocks and then opens the door calling out, “Jerid, it is Father Rooland my son. You have visitors.” As you enter the room, you see a young boy about ten years old sitting in front of a lit fireplace holding onto something shiny.

Rooland holds up a hand towards you motioning you to stay as he steps up to Jerid and whispers something to him. Jerid turns towards you and nods. With that, Rooland motions for one person to approach.

Jerid looks up at you and mumbles, “You are going to get my father?”

Wait for the PC who has stepped forward to acknowledge Jerid before continuing.

Jerid turns away from you to stare once again at the fire while rubbing a silver symbol of Heironeous. "This was my first trip into the forest with my da'. Usually he takes me to the edge of the forest but he told me that I was old enough to go in with him since we were only going in a little.

"We walked for a while and my da' was writing down tree sizes and locations. We always stayed close enough to the river so we could hear it." He pauses with a sob. "It all happened so fast. Spears and rocks came from all around. The howls echoed all around us and those eyes. I saw the red eyes peering through the trees.

"My da' pushed me backwards and told me to run. I stopped to look back and saw him fall down with a spear in his leg. I started to run back, but he kept screaming for me to run away.

"I turned and ran. I could hear the howling behind me. Then out of nowhere, like magic, one of them scaly demons jumped on me and knocked me down. Just as he was gonna stab me with his spear, an arrow hit him and stuck him to a tree real good. I didn't see no one who could have killed the demon, so I kept running 'til I saw home. One of the guards came out and got me and brought me to Father Rooland. That's all I remember. Please, get my father back."

The PC can continue to ask questions. Use the following guidelines to help answer some of the questions.

- The demon looked like a small scaly dog with red eyes and howled like a dog. This description allows the PCs a Knowledge (local - any) check (DC 15) to know that he is describing a kobold and not a demon. This check DC is higher than normal due to the secondhand description.
- The crew who entered the forest was Jerid's father Gregore, Jerid, Kilian, Breken, Burris, and Galen. Burris and Galen were the two escorts, but Jerid never got to know them since escorts changed with each trip the crew took into the forest.

- Before the attack Jerid saw what might have been the remains of one of the many old ruined forts that line the river.

ENCOUNTER 5: RUINS UNDER THE VINES

If the PCs have a tracker, they can make a Survival check (DC 13) to see the tracks made by Jerid during his frantic flee from the kobolds. If the party does not have someone with the tracking feat, finding the site of the attack will take longer, but will ultimately be successful. The party will need to either camp out in the woods or return for the night to Broadwater. While there is no encounter or consequence to this, feel free to play up the sense of danger, which should be compounded by sense of time slipping away.

During their travels the PCs will come across the body of the kobold that attacked Jerid. It was killed by some wood elves that heard Jerid's cries for help, but they chose to remain neutral to the larger battle.

You begin to travel south along the Franz River following the brief description given about the survey crew's path taken into the Celadon Forest. As you enter the forest, the feeling of many eyes falls upon you. The trees are dense and the canopy of branches and leaves above block much of the light.

You continue your travels for an hour when you come upon an ancient oak tree with the remains of a creature pinned to its trunk by a well-crafted arrow.

If the PCs wish to examine the remains allow them to. The body has been picked of anything of value. The arrow remains through the kobold and in the tree. Any attempt to free it will break the shaft leaving the tip within the tree. The shaft of the arrow is made of fine cedar and etched with elven symbols and ruins. Anyone who speaks elven can read the words, "*Winds lift me high so I may strike true.*"

Additionally, the PCs may make a Knowledge (local – NMR) check (DC 15) to identify the arrow as elven and of local make. The same check will also tell the PCs that the local wood elves are very often not friendly toward outsiders, especially loggers. Although they would also know that relations are on the upswing.

If the PCs did not get the information about the kobolds from Jerid's description, allow the PCs

another Knowledge (local - any) check (DC 11) to identify the kobold as such.

Continuing on for a short while, the growth suddenly eases revealing a large wall of vines and moss. Even with the trees overhead shading the area, it is easy to see the stone walls through the covering vegetation, probably another fort, like so many you have seen during your travels down the river on the Winter Galley. A section of the wall in front of you has fallen. Within, you see a large tree that had fallen over now resting against another wall. Only the sound of the Franz River can be heard.

At your feet you find broken spear shafts. The spearheads have been removed from each.

Creatures: The PCs will be approaching the keep from the North (the top edge of the map) unless they have specifically stated they are taking another approach. In any event, the kobolds will be positioned as shown on the map (see DM's Map 3) and they will all be hiding when the PCs approach. If the PCs approach by stealth, have the Kobolds that could possibly see them make Spot checks. Otherwise, assume that the Kobolds see them.

APL 2 (EL 3)

Kobolds Warriors (10): hp 4 each; *Monster Manual* 161.

Tactics: The Kobolds are watching the PCs at this moment. Allow the PCs a Spot check (DC 16 plus range modifiers) versus the kobolds' hide checks. If the kobolds think they have been spotted they will attack first by sling stones from their hiding spots. Otherwise, they will attempt to sling them in a surprise round when the first PC gets within 40 feet.

When the party enters melee range, those close enough to melee attack will draw spears and attack. However, remember that kobolds suffer from light sensitivity. While the area is partially shaded by the ruins and by the trees of the Celadon, any open areas away from the keep will be bright enough to evoke the penalties. For this reason, the kobolds will prefer to stay near the walls of the keep. Kobolds not directly engaged in melee will continue the onslaught with their slings, attacking either any PCs not in melee.

Any gnome in the party will get the brunt of attacks and if the kobolds have a choice between

gnomes and another race, gnomes will be the only choice.

The attack will continue until the number of kobolds reaches three or less. Any left at that point will flee, either into the woods or down into the burrow. Only one will travel down into the burrow to warn Draspin and her mate.

Treasure:

APL 2: Loot – 2 gp, Coin – 0 gp, Magic – 0 gp.

Development: Should the PCs defeat this encounter, but choose to rest prior to continuing on into the cave, the remaining kobolds will abandon this location in the face of the fearsome party. They will leave the prisoners behind, as their disease makes them unable to travel. In this case, the PCs have succeeded in the story award, but do not get the XP or GP for the final encounter.

ENCOUNTER 6: THE CATACOMBS

The catacomb tunnels are also very small. Most sections are 4' wide and 4' tall. Anyone between 4' and 5' is ducking to walk. Taller than 5' and they most likely are crawling. Light sources are needed for anyone who does not have darkvision. Use the map and section numbers to determine what is found in each area.

If a kobold guard did not make it into the tunnels, it is still possible that Draspin will have heard the PCs clanking about. Every once in a while when the PCs may have made enough noise to alert Draspin (Listen +2) or Sslandar (Listen +7), have them make a Listen check (DC 15) to hear the PCs. Modify the check by distance throughout the tunnels.

A) Catacomb Entrance

Hanging from the tree that partially covers an entrance to an underground cavern are the head of two human males. The heads appear to be fairly fresh. A foul smell of rotting flesh and dung emanates from the entrance. The tunnel is dark requiring a light source for all those who do not possess the ability to see in the dark.

The two heads are of that of Galen and Burris who were the two guards for the surveyor team.

B) Trapped Entrance

Trap: The first person to enter the intersection will trigger a spear trap and will be the target. A rogue specifically searching for traps as he or she goes would have a chance to find it and disable it before it triggers.

Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d6/x3, small spear); Search DC 20; Disable Device DC 20. *Note:* 200-ft. max range, target determined randomly from those in its path. Market Value 1,200 gp.

C) Dung Room

This room reeks heavily of dung. The source of the horrific smell appears to be a 3' deep pit in the center of the room.

There is nothing of value in this room. Anyone who stays within this room for longer than 5 minutes must make a Fortitude save (DC 13) or be nauseated for 2d4 minutes. Anyone who physically searches the dung pit must make a Fortitude save (DC 13) or they will contract the Shakes disease (incubation period 1 day, see *Dungeon Master's Guide* page 292).

In the pit are the remains of one of the surveyor's guards. His body has been torn apart and well eaten.

D) Pile of Goods

Many piles of various items litter the floor. In one pile there are weapons ranging from fair to poor quality. In another pile is armor and shields also of various qualities.

Very few of the weapons, armors, and shields are of usable quality. Much of it is rusted out but there is a magical +1 *greatsword*. The other usable items come from the two guards from Broadwater that were the survey's team escorts. All of the equipment is medium sized.

Use the information about the guards in Appendix 2: NPCs of Broadwater to get the list of usable items. The loot in this section reflects the usable gear from the guards and the magical *greatsword*.

Treasure:

APL 2: Loot – 25 gp, Coin – 0 gp, Magic – +1 *greatsword* (196 gp each).

E) Sleeping quarters and dining hall

This room appears to be both the sleeping chamber and dining room. Along the floor surrounding the room are more than a dozen moldy fur and cloth beds. In the center is a large flattened stone covered in rotting food and rusty cups and bowls. The room smells heavily of mold and rotten food. On the far northern wall are the remains of a beheaded human hanging from a chain by its one remaining arm.

Within the beds can be found a few coins from kobolds that have stashed what treasure they could hide away. The flat stone is an old stone tabletop from the ruined keep. The stone weighs roughly 200 lbs. and took the entire clan to carry and drag it down into the depths.

The rusty and tarnished copper and steel cups and bowls are also from the remains of the keep above. The food found on the table is made up of small forest animals and parts of the survey crew. In one bowl a whole hand is found partially gnawed on.

Treasure:

APL 2: Loot – 0 gp, Coin – 2 gp, Magic – 0 gp.

F) Held Surveyors

In the center of this small room is a cage of wood and vines. Inside the cage is three barely clothed men covered in filth. They cover their eyes from your light source. "Thank you Heironeous," one of the men cries out as they get a better look of you.

Inside the cage are Gregore, Kilian, and Breken. All three suffer Dexterity damage from the Shakes disease, causing them to shake uncontrollably. Gregore and Breken can walk. Kilian is barely alive and will need to be carried out even if given healing. All three need water and food although Kilian is unable to drink and eat until he reaches Broadwater where he will require treatment.

G) See Encounter 7.

ENCOUNTER 7: MATRIARCHY

The entrance into the alcove is just as thin as the tunnels that lead there, which means only one person will be able to enter the room at a time. The room is shaped much like a dome with its

center peeking out at 15'. The outer edges of the room are almost as short as the tunnels. Medium sized humans and humanoids would need to duck to not hit the ceiling.

This is the final encounter for the module, but investigation of other areas (particularly area F) will return the narration to Encounter 6. Draspin and Grawlort will conduct themselves differently depending on what transpires above and within the tunnels, and may have departed entirely if the PCs rested after Encounter 5 and a kobold escaped to warn them. This encounter assumes they are present. If not, improvise the empty chamber with evidence of recent occupancy.

You continue to travel down the narrow muddy tunnels. Ahead, you can see a larger alcove with a figure standing at the rear of the room.

Creatures:

APL 2 (EL 4)

Draspin: female kobold sorcerer 3; hp 15; Appendix 1.

Sslandar: viper familiar; hp 7; Appendix 1.

Grawlort: male kobold fighter 1; hp 10; Appendix 1.

Tactics: If a kobold makes it down to warn Draspin about the PCs, Grawlort will kill the kobold in a fit of rage for not stopping them from entering the tunnel. Draspin and Grawlort will then prepare to fight the PCs when they enter the lair.

If she knows the PCs are coming, Draspin will cast *mage armor* on herself and on Grawlort.

Grawlort will stand adjacent to the tunnel entrance in an attempt to surprise the PCs as they enter. Combat initiative will start when the first PC is about to enter the room. At this time Draspin's first spell will be *grease* further slowing the remainder of the PCs entering. Grawlort will chop away as the PCs enter and hopefully fall.

If a kobold does not make it down to warn Draspin, she still may hear the PCs clamoring around in the tunnels. Draspin and Grawlort will not go to investigate the noises. Instead they will act as if they were warned. Every once in a while when the PCs may have made enough noise to alert Draspin, have her and Sslandar make a Listen check (DC 15) to hear the PCs. Modify the check by distance throughout the tunnels.

If the PCs happen to sneak up to Draspin she will be at the far end of the room eating and Grawlort will be in area F, next to the caged humans trying to figure out which one to eat next. Draspin will first attempt to *grease* the entrance

before casting *mage armor* and offensive spells at the PCs. Grawlort will engage anyone in the room or on the floor from the *grease* spell in melee combat.

Treasure:

APL 2: Loot – 6 gp, Coin – 0 gp, Magic – 83 gp – *bracers of armor* +1 (83 gp each).

CONCLUSION

You make your way back to Broadwater. As you pass through the tree line at the edge of the Celadon, you can hear a voice in the distance call out, "Call the Lord. The adventurers are returning." The sound of a horn echoes from Broadwater as Dirk and three soldiers come running toward you, followed by a much slower Rooland. "Take the men to the chapel," commands Rooland, pointing at the surveyors you have rescued.

Dirk turns to you all with a thankful look and embraces each of you. "You have done a great service for us. Jerid would most likely want to thank you as well. Please, come with me so we can feast in your honor and give you the payment you so rightly deserve."

The night passes after much food and drink and you now find yourself back on the Winter Galley returning to Hammensend with heavier purses and the feeling of pride for saving the lives of the survey crew.

Treasure:

APL 2: L: 0 gp; C: 250 gp; M: 0 gp

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 2

Defeat the kuo-toas:
APL 2 120 XP

Encounter 5

Defeat the kobold warriors:
APL 2 90 XP

Encounter 6

Bypass or survive the trap:
APL 2 30 XP

Encounter 7

Defeat the Draspin and her companions:
APL 2 120 XP

Story Award

Rescue the remaining surveyors:
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. 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.

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

Encounter One:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Two:

APL 2: L: 4 gp; C: 0 gp; M: 0 gp

Encounter Five:

APL 2: L: 2 gp; C: 0 gp; M: 0gp

Encounter Six:

APL 2: L: 25 gp; C: 2 gp; M: 196 gp - +1 *greatsword* (196 gp each).

Encounter Seven:

APL 2: L: 6 gp; C: 0 gp; M: 83 gp - *bracers of armor +1* (83 gp each).

Conclusion:

APL 2: L: 0 gp; C: 250 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 37 gp; C: 302 gp; M: 279 gp - Total: 618 gp

Special

Favor of Dirk Broadwater – For assisting Dirk with the kobold problem near Broadwater, he has promised to pull strings for you the next time your paths cross. Look for this favor to come into play in a future adventure set in the Duchy of Woodwych. In the meantime, Dirk has arranged to pay for your upkeep while in Broadwater (standard upkeep on this AR is free).

APPENDIX 1: APL 2

ENCOUNTER 7: MATRIARCHY

Draspin: female kobold sorcerer 3; CR 3; Small humanoid (reptilian); HD 3d4+6; hp 15; Init +6; Spd 30 ft; AC 15 (+1 size, +2 Dex, +1 natural, +1 bracers), touch 13, flat-footed 13; Base Atk +1; Grp -4;

Atk +1 melee (1d3-1/19-20, dagger) or +4 ranged (1d3-1, sling);

Full Atk +1 melee (1d3-1/19-20, dagger) or +4 ranged (1d3-1, sling);

SA Spells; SQ Darkvision 60 ft., light sensitivity;

AL LE; SV Fort +3, Ref +3, Will +3; Str 9, Dex 15, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +5, Concentration +11, Craft (trapmaking) +2, Hide +6, Listen +2, Profession (miner) +2, Search +2, Spellcraft +6, Spot +2; Improved Initiative (1st), Skill Focus (Concentration) (3rd), Summon Familiar (Sor1).

Languages: Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Spells Known (6/6; base DC = 12 + spell level): 0—[acid splash, detect magic, ray of frost, read magic, touch of fatigue]; 1st—[grease, mage armor, magic missile].

Possessions: Small dagger, small sling, bullets (10), bracers of armor +1, spell component pouch.

Power-Up Suite: (Status – mage armor); AC 18 (+1 size, +2 Dex, +1 natural, +4 armor), touch 13, flat-footed 16; 2 first level spell slots used.

Sslandar: viper familiar; CR -; Tiny magical beast; HD 3d4; hp 7; Init+7; Spd 15ft, climb 15ft, swim 15ft; AC 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +1, Grp -11

Atk +6 melee (1 plus poison, bite);

Full Atk +6 melee (1 plus poison, bite);

Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Deliver touch spells, empathic link, improved evasion, scent, share spells;

AL LE SV Fort +2, Ref +5, Will +4; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11 (can always take 10), Concentration +6, Hide +15, Listen +7, Spellcraft +4, Spot +7, Swim +5 (can always take 10 to avoid hazard); Alertness^B, Improved Initiative (1HD), Weapon Finesse^B.

Languages: None.

Poison: A viper snake has a poisonous bite (DC10) that deals initial and secondary damage of 1d6 Con.

Power-Up Suite: (Status – mage armor (if stays within 5 feet of master)); AC 23 (+2 size, +3 Dex, +4 natural, armor +4), touch 15, flat-footed 20.

Grawlort: male kobold fighter 1; CR 1; Small humanoid (reptilian); HD 1d10+2; hp 10; Init +2; Spd 30 ft.; AC 17 (+1 size, +2 Dex, +1 natural, +2 armor, +1 shield), touch 13, flat-footed 15; Base Atk +1; Grp -2;

Atk +3 melee (1d6+1/x3, battleaxe) or +3 melee (1d3+1, spiked light wooden shield) or +4 ranged (1d4+1, throwing axe);

Full Atk +1 melee (1d6+1/x3, battleaxe) and +1 melee (1d3, spiked light wooden shield) or +4 ranged (1d4+1, throwing axe);

SQ Darkvision 60 ft., light sensitivity;

AL LE; SV Fort +4, Ref +2, Will -1; Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +5, Intimidate +3, Listen +0, Profession (miner) +1, Search +2, Spot +0; Improved Shield Bash (Ftr1), Two-Weapon Fighting (1st).

Languages: Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell

Possessions: Small battleaxe, small throwing axe (3), small leather armor, small light wooden shield w/ shield spike

Power-Up Suite: (Status – mage armor); AC 19 (+1 size, +2 Dex, +1 natural, +4 armor, +1 shield), touch 13, flat-footed 17;

APPENDIX 2: NPCs OF BROADWATER

Dirk Broadwater: male human [Oeridian] aristocrat 5; CR 4; HD 5d8; HP 24; Init +1; Spd 30 ft.; AC 15 +1 Dex, +4 armor, touch 11, flat-footed 14; Base Atk +3, Grp +5;

Atk melee +6 (1d8+3/19-20 +1 *longsword*) or +4 ranged (1d4+2 19-20, dagger);

Full Atk melee +6 (1d8+3/19-20 +1 *longsword*) or +4 ranged (1d4+2/19-20, dagger); AL NG; SV Fort +1, Ref +2, Will +6; Str 15, Dex 12; Con 10; Int 16; Wis 14; Cha 16.

Skills and Feats: Appraise +11, Bluff +13, Diplomacy +20, Intimidate +7, Knowledge (Local, Nyronde) +11, Sense Motive +12; Negotiator (1st), Persuasive (human), Skill Focus (Diplomacy) (3rd).

Languages: Common, Elven, Old Oeridian, Rhopan.

Possessions: +1 *longsword*, dagger, masterwork chain shirt, two *potions of cure light wounds*.

Rooland Kingsly: male human [Oeridian] cleric 3 (Heironeous); CR 3; HD 3d8+6; HP 24; Init +0; Spd 20 ft.; AC 18 (+6 armor; +2 shield), touch 10, flat-footed 18; Base Atk +2, Grp +4;

Atk melee +5 (1d8+2/19-20, *longsword*) or +2 ranged (1d8/19-20, light crossbow);

Full Atk melee +5 (1d8+2/19-20, *longsword*) or +2 ranged (1d8/19-20, light crossbow);

SA Spells; SQ Moderate Aura of Good and Law;

AL LG; SV Fort +5, Ref +1, Will +6; Str 16, Dex 11, Con 15; Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +2, Heal +4, Knowledge (Religion) +1, Performance (oratory) +2, Spellcraft +4; Brew Potion (3rd), Extra Turning (1st), Skill Focus (Concentration) (human), Weapon Focus (*Longsword*)^b

Languages: Common.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—[*create water, guidance, mending, purify food and drink*]; 1st—[*bless, comprehend languages, magic weapon*, protection from evil*]; 2nd—[*aid, bull's strength, calm emotions**].

*Domain spell. Deity Heironeous; *Domains:* Law (cast law spells at +1 caster level); War (martial weapon proficiency (*longsword*) and Weapon Focus (*longsword*)).

Possessions: *longsword*, light crossbow, 20 quarrels, breastplate, heavy steel shield, silver holy symbol, spell component pouch, two

potions of cure light wounds, two *potions of cure moderate wounds*.

Capitan Belgar Kingship: male human [Oeridian] fighter 2; CR 2; HD 2d10+4; HP 19; Init +2; Spd 30 ft.; AC 16 (+4 armor, +2 Dex); Base Atk +2, Grp +5;

Atk +6 melee (1d8+4/x3, spear) or +4 ranged (1d6+3, javelin);

Full Atk +6 melee (1d8+4/x3, spear) or +4 ranged (1d6+3, javelin);

AL LN; SV Fort +5, Ref +4, Will +0; Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 13.

Skills and Feats: Climb +1, Intimidate +2, Profession (sailor) +6, Spot +1, Swim -2, Use Rope +3; Lightning Reflexes (1st), Power Attack (Ftr2), Skill Focus (Profession(sailor)) (human), Weapon Focus (spear) (Ftr1).

Languages: Common.

Possessions: spear, javelin (x3), chain shirt, light wooden shield.

Soldiers: male human warrior 1, CR 1/2; HD 1d8+1; HP 7; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +4 armor, +2 shield); touch 12, flat-footed 16; Base Atk +1; Grp +3;

Atk melee +3 (1d6+2/19-20; shortsword) or +3 ranged (1d8/x3; longbow);

Full Attack melee +3 (1d6+2/19-20; shortsword) or +3 ranged (1d8/x3; longbow);

AL N; SV Fort +3, Ref +2, Will +0; Str 15, Dex 14, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +2, Jump +2, Survival +6, Use Rope +3; Track, Skill Focus (Survival).

Languages: Common.

Possessions: battle axe, dagger, 20 arrows, longbow, scale mail, heavy wooden shield.

Fisherman: male human commoner 1, CR 1/2; HD 1d4+1, HP 5; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +2,

Atk +2 melee (1d8+3/x3, *longspear*);

Full Atk +2 melee (1d8+3/x3, *longspear*);

AL N; SV Fort +1, Ref +1, Will -1; Str 15, Dex 13, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Profession (Fisherman) +4, Spot +0, Swim +3, Use Rope +5; Skill Focus (Profession (Fisher)) (1st), Skill Focus (Use Rope) (human).

Languages: Common.

Possessions: commoner clothes, long spear, fishing equipment.

Sailor: male human commoner 1, CR1/2; HD 1d4+1, HP 5; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; Base Atk +0; Grp +1,

Atk +1 melee (1d8+1/x3; spear) or +3 ranged (1d6+1, javelin);

Full Atk +1 melee (1d8+1/x3; spear) or +3 ranged (1d6+1, javelin);

AL N; SV Fort +1, Ref +4, Will -1; Str 13, Dex 15, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +3, Climb +2, Jump +3, Profession (Sailor) +4, Use Rope +4, Lightning Reflexes (1st), Skill Focus (Profession ((Sailor)) (human).

Languages: Common.

Possessions: spear, javelin(x2), leather armor.

Hammensend (Small City): Conventional; AL NG; 15,000 gp limit; assets 8,775,000 gp; Population 11,700; Mixed (human 84% [Oeridian, Suel, other], elf 6% [75% sylvan, 25% high], halfling 6%, half-elf 3%, gnome 0.5%, dwarf 0.3% [100% hill dwarf], half-orc 0.2%).

Authority Figures: Kryallen Fardashen, appointed Governor (NG male human [Oeridian] aristocrat 10); Captain Burris Krekenmore, Captain of the City Guard, (LG male human [Oeridian] paladin 6); Lieutenant Brace Strongirdle, City Guard (LN male human warrior 10).

Important Characters: Cyti Numilik, respected shop owner (CG male elven [High] commoner 13); Goruk, retired veteran now past his prime (NG male half-orc fighter 11); Mardwyn Murnig, master shipwright (LN female gnome expert 10); Huresh Kalim, High Priest of the Temple of Zilchus (LN male human [Baklunish] cleric 9); Jaspin Silvinner, head of the Hammensend fencing operation (CN male human rogue 9); Faliness Heartwood, star performer at the Shinning Light Theatre (CG female half-elf [Flan/Sylvan] bard 9); Ethram Wright, High Priest of the Temple of Pelor (NG male human cleric 8); Devin Tariket, High Priest of the Temple of Heironeous (LG male human cleric 7); Mira, proprietor of Mira's Strange Apothecary (CG female gnome sorcerer 5).

Others: Bbn4 (x1), Bbn2 (x2), Bbn1 (x4), Brd3 (x2), Brd1 (x4), Clr5 (x2), Clr2 (x4), Clr1 (x8), Drd6 (x1), Drd3 (x2), Drd1 (x4), Ftr5 (x2), Ftr2 (x4), Ftr1 (x8), Mnk3 (x1), Mnk1 (x2), Pal3 (x2), Pal1 (x4), Rgr6 (x1), Rgr3 (x2), Rgr1 (x4), Rog5 (x2), Rog2 (x4), Rog1 (x8), Sor2 (x2), Sor1 (x4), Wiz6 (x1), Wiz3 (x2), Wiz1 (x4), Adp5 (x1), Adp2 (x2), Adp1 (x58), Ari7 (x1), Ari3 (x2), Ari1 (x58), Com6 (x2), Com3 (x4), Com1 (x10535), Exp5 (x2), Exp2 (x4), Exp1 (x347), War5 (x2), War2 (x4), War1 (x579)

Hammensend is a small city of 11,700 at the juncture of the Nesser and Franz Rivers. During the reign of Archbold when taxation was at it's heaviest, Governor Kryallen Fardashen under declared the population for tax purposes. Since more population means that a noble must send more tax money to the King, few report the full population, but Fardashen under reported on a very large scale. This meant that former Baron Bastrayne thought he was already getting about as much as he could, and he didn't try to loot the

APPENDIX 3: HAMMENSEND

city nor order as extensive lumbering as elsewhere.

Not that all was great in Hammensend during the period of Bastrayne's rule either. While the reduced lumbering meant the forest folk would still trade with the city to a limited extent, it still caused considerable hostility. Government forces dared not enter the forest, a fact that greatly benefited bandits that used the forest as a refugee when not robbing travelers.

Since the rule of Duchess Talnith, things have improved. And although tensions still ran high with the forest folk, the lower taxations allowed Fardashen to stop under reporting the population while still not taxing his people as heavily. That and Duchess Talnith is much more thorough in conducting her own censuses. Of course, this means that Fardashen is no longer able to skim off the taxes for his pocket and has since turned to garnering a slightly larger piece of the commerce pie in this strategic location on the Duchy or Urnst's border.

While relations with the Celadon are improving of late, within the city crime is still a problem on the south side where the lower element lives. However, the trade with the County and Duchy of Urnst remains active and the ferries to each run frequently, so times are far from desperate. Undoubtedly though, not all of that trade is above the table.

KEYS TO HAMMENSEND

Wharf District

1) Docks: The docks are constantly busy with ships traveling up and down the Franz River. There are five 50' docks with a dock-loading crane situated at the end and middle of each, to aid in unloading and loading of goods. About 5% of the population of Hammensend works the docks and warehouses surrounding them.

2) Warehouses: The warehouses located right off the docks are used to store the goods coming and going from Hammensend. They are also located right next to the market district for the convenience of businesses. There are three warehouses that rent space to the merchants who use them. The rental is determined by how much room is required to store goods. Many merchants take advantage of this service since the rental prices are very low relative to other cities and since they don't have to foot the bill of buying or building their own warehouse.

Market District

3) Merchant Isle: Down the middle of the Merchant District is an area known as Merchant Isle. It is called this due to vendors setting up carts or small stalls selling goods back to back in the middle of the merchant square, forming a small island of carts and stalls. Most of the vendors cannot afford a permanent shop or the rent in the few available buildings. Some vendors have set up small stalls to garner sales from those who do not go to their shops. Most of the merchandise here consists of small goods, food, and some adventuring gear. To purchase the harder to find or more expensive goods, you need to patronize the permanent shops.

4) Black Sturgeon Inn: Balastre Fangiri (Suel) is the proprietor of this four-story inn. The largest inn in all of Hammensend, it keeps busy mostly with sailors and dockhands from the wharf district. The food is priced on the high side for its quality and convenience, but people seem to consider it worth a few extra silvers. Balastre also has one floor, the top floor, reserved for businesses to rent by the month.

5) Mira's Strange Apothecary: This is one of the more unusual shops in the Merchant's District. Here you can find anything for the budding alchemist. Mira takes great prize in selling the most unusual potions and ingredients, and is known to pay well for hard to find saps, fungi, and plants found deep within the Celadon Forest. She is also willing to sell potions on consignment, for a fee of course.

6) The Scrupulous Traveler: Jaspin Silvinner is the proprietor of this shop that specializes in goods for the traveler and adventurer. You can find anything from hard tack to ever burning torches. This is really only the front for his real business, which is moving stolen goods and other items people do not want to have seen going in and out of the city. He has done well by keeping a few dockhands, warehouse workers, and even a couple of city guards on his payroll. He will also only do business with those who have gained his trust and have successfully worked with in the past or those who come highly recommended by the former group. This has helped to maintain his anonymity while carrying on a brisk business.

7) Temple of Zilchus: Despite the popularity of the church of Pelor, the Temple of Zilchus is

actually the largest and most lavish of the various temples and shrines in Hammensend. Huresh Kalim does a lucrative business in both money changing and money lending. Hardly a shipment comes through Hammensend that the Temple does not know about, including many handled by Jaspin.

Fountain District

8) Temple of Pelor: The church of Pelor in Hammensend is typical of such churches throughout Nyron. A large open ceilinged and east facing temple shines the light of Pelor down upon his many worshippers every dawn. Ethram Wright leads the services each and every day. The church also handles housing for the homeless, food and clothing for the poor, and the cities orphans. Governor Fardashen subsidizes some of the cost, but the church and the money it raises cover most of it. Some of which comes from selling healing to erstwhile adventurers.

9) Fortifications and Barracks: The town fort and barracks are both quite busy at most times of the day. They serve many duties as home to the Governor, the local courthouse, the city gurad, the local jail, the Royal guard's post, the Ducal guard's post, and the militia training grounds. Almost all things official can be found here with few exceptions.

10) Temple of Heironeous: The Temple occupies a large and nicely constructed building. While the number of worshippers found here tends to be low, those who do sponsor the church tend to be wealthy. Popular among the nobles who wish to be seen in a good light by the King, the temple rarely goes without money for upkeep. Devin Tariket does his best to spread the word of the Arch-Paladin to the more common folk of the town, but he finds few that truly here the calling.

11) Fountain Square: Hammensend features a beautiful fountain in the heart of the town. Many a romantic couple can be found here near dusk enjoying the bubbling sound of the flowing water and watching the sunset over the Franz. Bards, poets, lovers, tourists, and the well to do alike, all seem to have an affinity for this fountain dedicated to Ehlonna. It is also where you are likely to find elves and outdoors types gathering within the city.

Lower District

12) Slums (Old Hammensend): It seems that all large cities seem to have their seedier side and Hammensend is no exception. Crime in this area is always a problem it seems, as is homelessness. It is not unusual at all to find priests of Pelor scouring the streets looking for those willing to accept help from the servants of the sun god. In fact, it's far less common to find members of the city guard here unless they have been sent in for a specific reason. Most of the buildings here are older, run down, and nearly leaning on each other. Some buildings that might have once been nice homes have been turned into cheap dwellings for multiple families. The sanitary conditions, needless to say, are poor.

Broadwater (Thorp treated as Hamlet): Conventional; AL LG; 100 gp limit; assets 270 gp; Population 54; Mixed (human 92.6%, dwarf 1.9% [100% hill], elf 1.9% [100% sylvan], half-elf 1.9%, half-orc 1.9%).

Authority Figures: Dirk Broadwater, appointed Mayor (NG male human [Oeridian] aristocrat 5); Rooland Kingsly, head of the Chapel of Heironeous (LG male human [Oeridian] Clr3).

Important Characters: Capitan Belgar Kingship, Captain of Winter Galley (LN male human [Oeridian] fighter 2); Bolo Drumdoil, local smith (LG male dwarf warrior 2);

Others: Ftr1 (x5), Drd2, Rgr1, Rog1, Sor1, Com2 (x6), Com1 (x29), War1 (x6).

During his rule, Baron Bastrayne erected a lumber village on the northern edge of the Celadon Forest called Halaster. Under direct orders from King Archbold, Baron Bastrayne commissioned Vilspin Bretchenstien, the head of Halaster, to begin clear-cutting the Celadon Forest. Archbold soon realized his mistake and ordered Bastrayne to cease and desist further harvesting actions. The harvesting had quickly become a major source of intense friction between the Kingdom of Nyronnd and the residents of the Celadon Forest.

Bastrayne refused and continued to harvest the forest, greedily adding the proceeds to his own coffers. Bastrayne's excessive logging, in Halaster as well as in many other areas of the Celadon, angered the residents of that sylvan land so much that a group called the Brothers of the Bronze formed and appointed themselves protectors of the forest.

This group, a fellowship of woodsmen, rangers, druids, and a few other priests, mages, and warriors, sought to maintain communication between the threatened woodlands of Nyronnd, the Celadon and Gamboge forests. A splinter group, calling themselves the Defenders of the Celadon, chose to seek violent means to drive out the Baron's loggers and clashed at one point or another with all of the baron's logging camps, including Halaster.

The small village weathered many small encounters with the Defenders of the Celadon, thanks mostly to reinforcements from the Baronial Guard. But when the Baron fled Woodwych and the reinforcements stop coming, the Defenders launched a heavy assault. Vilspin, being essentially a coward, fled north on

APPENDIX 4: BROADWATER

his ship, leaving orders for his men to burn the village and retreat to Woodwych. The Defenders, seeing that they were victorious, allowed the village to retreat without taking any more lives.

Shortly after the Duchess was elevated to her new position, she ordered the transformation of the timber village of Halaster into a hunting and fishing village and appointed one of her advisors, Dirk Broadwater, to oversee its operations.

Dirk gathered twenty tradesmen of various specialties to begin building new facilities to handle the new industry. When he arrived, he found much of the village in disarray or badly burned from fires started by Vilspin's men before they abandoned Halaster. Through use of contacts and favors he was able to complete the much-needed repairs, build most of the required facilities, and began turning out product weeks ahead of schedule. The village was renamed Broadwater.

Dirk gathered twenty tradesmen of various specialties to begin building new facilities to handle the new industry. During Nyronnd's civil war, the village, now called Broadwater, was able to avoid much of the troubles that plagued other settlements due to its distance from most of the war and its close proximity to the Duchy of Urnst. It is for this reason that the village has continued to thrive.

During Nyronnd's civil war, the newly renamed village was able to avoid much of the troubles that plagued other settlements due to its distance from most of the war and its close proximity to the Duchy of Urnst. It is for this reason that the village has continued to thrive. River merchants and resistance fighters used Broadwater as a stopping point where they could eat a warm meal and rest in a clean bed. Some of the people who found comfort during war returned afterwards to find a new home and profits in the town's growth.

When the dust of war settled and Sewardt's reign over Nyronnd was over, King Lynwerd focused his attention on rebuilding his Kingdom. Many of the cities and ports needed to be repaired and that meant Nyronnd needed natural resources. With coffers stretched thin following the war, importing these resources was not an option, and Lynwerd refused to raise taxes in an already weakened economy. He would be forced to harvest wood from the forests again.

Two places within Nyronde hold suitable stocks of wood for the rebuilding effort: the Gamboge Forest and the Celadon Forest. Lynwerd would be able to barter and pay for wood from the Gamboge Forest. He knew that this would greatly aid in the rebuilding efforts in the northern part of the Kingdom. But the southern regions would need to harvest wood from a closer source; the cost of transporting the wood from the Gamboge down the Duntide would be excessive. He requested that the Duchess of Woodwych do all she could to negotiate an agreement between Nyronde and the Celadon Forest residents to permit forestry operations to resume.

Initial talks with the Brothers of the Bronze and the Sylvan elves were difficult. Nyronde citizens who ventured into the Celadon intent on harvesting lumber were met with threats and hostility. After months of dialog and detailed provisions regarding what trees can be harvested, and what methods must be used to maintain the forest, the two sides reached an agreement.

The Duchess sent word to Dirk to once again begin harvesting what lumber could be pulled from the forest following the negotiated guidelines. Dirk immediately ventured to Hammensend to gather lumber and survey crews. Within two weeks, he had the lumber camps in full swing, but under the constant supervision of the Celadon inhabitants.

It is not uncommon to see representatives from the Celadon Forest overseeing the lumberyard of Broadwater or to hear survey and lumber crews talk about the forest watching them upon their first steps into the forest. For the most part, relations have remained neutral or better, but minor verbal altercations have been reported. Thus far, no harm has come to any involved.

Today, Broadwater has found entrepreneurs seeking to build new trade offices and businesses within the settlement. In order to facilitate growth and bring new commerce Dirk and Bolo have started ambitious plans to lay out a segmented community that could grow to become a future town, or even a city.

KEY TO MAP OF BROADWATER

1) Dock House: All boats and the Winter Galley dock here. Currently there are two small two-man fishing boats. Stored in the dock house are salted fish prepared for shipping.

2) North Gates: At both the north and south gates are two small wooden towers were guards are able to defend the gates from possible intruders.

3) Lumber Mill: This building had been converted into a storage house after the logging of the Celadon Forest ceased. With the recent agreement between King Lynwerd, the Duchess of Woodwych, and the inhabitants of the Celadon Forest, Broadwater has been granted limited logging rights within the forest.

4) Chapel of Heironeous: Using grants from the main Church of Heironeous in Rel Mord, Dirk was able to hire crews of masons and laborers to salvage stones from many of the ruined forts that line the Franz River to erect a small chapel of Heironeous. The current proprietor of the chapel is an elderly gentleman named Rooland Kingsly.

5) Dirk Broadwater's House: This was once the house of Vilspin Bretchenstien. Dirk first used all of the funds he was granted to repair and refit Broadwater before repairing this house for his personal use.

6) Gregore's House: This is the home for the lead surveyor of Broadwater. He was given this house by Dirk as payment for coming to Broadwater. Gregore was not going to come to Broadwater and enter the Celadon Forest without being greatly rewarded for his service.

7) Barn and Paddock: This old farmhouse had been razed before Vilspin left. This was the last house rebuilt, as a simple barn, and is used as a dairy farm. The cattle are kept close to the center of the city due to losses from wolves and theft. Currently there are two milking cows in residence.

8) Granary: These two buildings sit above built in granaries where corn, wheat and potatoes are stored for food and distilling into alcohol.

9) Southern Gates: These are the gates that lead toward the Celadon Forest. Due to the tension between the citizens of Broadwater and the Celadon Forest these gates are constantly guarded and typically closed.

10) Guard Towers: Towers line the surrounding areas. All of the towers are made of timber and salvaged rocks hauled in from ruins that line the

Franz River. When survey crews and lumbermen are out on patrol in the Celadon Forest, Dirk orders men in the towers along the forest keeping a watchful eye for signs of trouble.

11) Bolo Drumdoil's House: Bolo is the only dwarf in the settlement. Blacksmith by trade, he has expanded his role as Broadwater's weapon and armor smith, outfitting soldiers with fine chain armor and well-crafted weapons.

12) Barracks and Stables: This is where Broadwater keeps its soldiers and its horses, as well as its arsenal crafted by Bolo. Broadwater rarely has uses for horses so at most Dirk has housed three.

Unmarked buildings on the map of Broadwater are houses for the small number of settlers. Several residents have built large gabled houses, while a few are still living in little more than tents.

DISEASE IN LIVING GREYHAWK

Disease is often overlooked in Living Greyhawk, but it has its place. Since immunity to disease, or ease in healing the effects of disease, are special abilities for several classes, failure to implement disease effects have the effect of trivializing these in-game conditions and class abilities.

While no one wants to be afflicted with a disease, the threat is an important part of encouraging players to understand the campaign mechanics of upkeep.

The Living Greyhawk Campaign Sourcebook has a paragraph that describes the campaign consequences of disease. This is found on pages 13-14 of the LGCS 596CY, dated March 14, 2006. It may appear on different pages in subsequent versions.

Disease often results in lasting effects which might carry over to subsequent games. It should be resolved in the following cases:

- When the incubation period of a disease would expire within the scope of the module exposing the character to either temporary ability damage or permanent ability drain.
- When a character chooses not to pay for upkeep and fails their Survival roll for "living off the wild."
- If the effects of the disease can become permanent (permanent ability damage).

If the incubation period of disease doesn't end during the module (for example, exposure takes place in the final encounter), the LGCS calls for only one save to put an end to permanent ability drain or accumulation of ability damage.

If the incubation period of the disease ends during the module you will need to resolve the effects of the character's exposure to disease. If the disease causes temporary ability damage (the most common option) remember that characters will recover ability damage at 1 point per day or 2 points per day with complete bed rest if they have paid for lifestyle or they are successfully "living off the wild." Some feats may alter this rate of recovery.

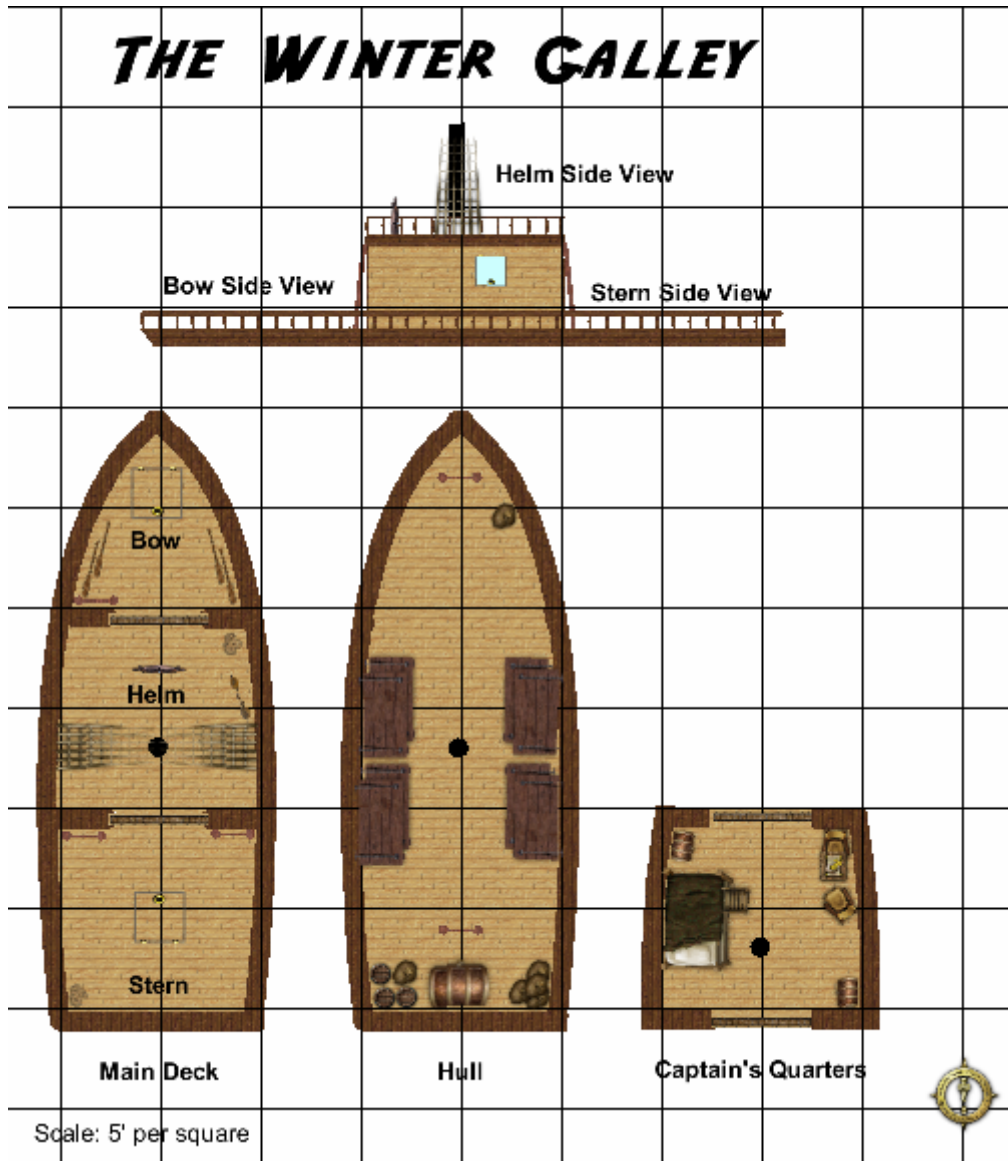
Once the module is over, if the character paid for standard upkeep or better, or has successfully made their "living off the wild" Survival roll, temporary ability damage is healed between modules without any further action

DM AID: JUDGES' CORNER

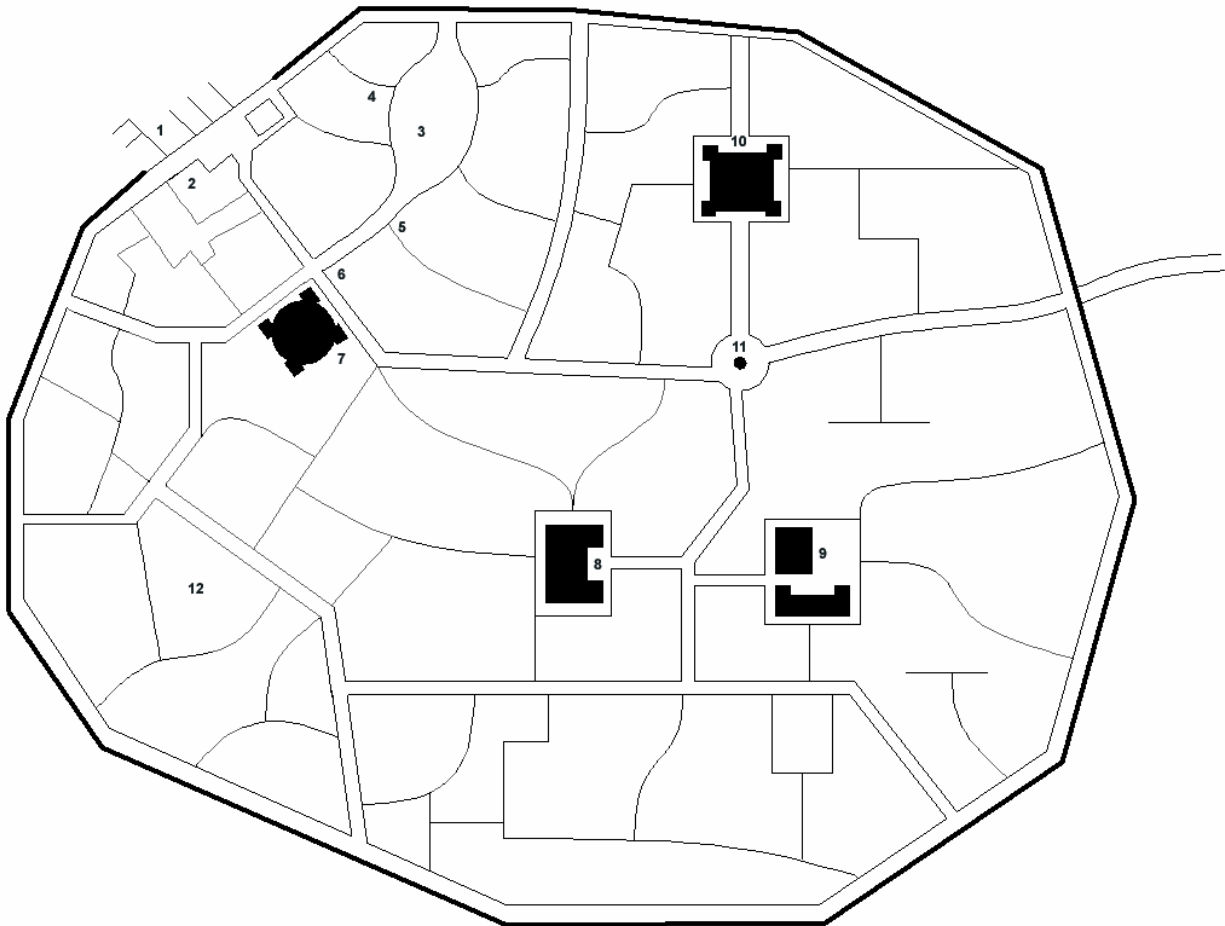
required. If the character did not pay for standard upkeep or better and fails to live off the land, then all temporary ability damage continues on into the next module and should be recorded in the play notes of the AR. Likewise any permanent effects should be reported on the AR as well.

Remove disease is readily available via NPC spellcasting, as indicated in the LGCS and Nyronid Judges Guide (revision forthcoming). A fifth level spellcaster is required. If a fifth level spellcaster who can cast this spell is written into the module, that spellcaster may cast Remove Disease. Alternatively, a fifth level spellcaster is available within Nyronid in a Large Town or larger settlement. Outside of Nyronid, the spellcaster is available in a Small Town or larger settlement. The cost of having Remove Disease cast is 150gp.

DM MAP: WINTER GALLEY



DM MAP: HAMMENSEND

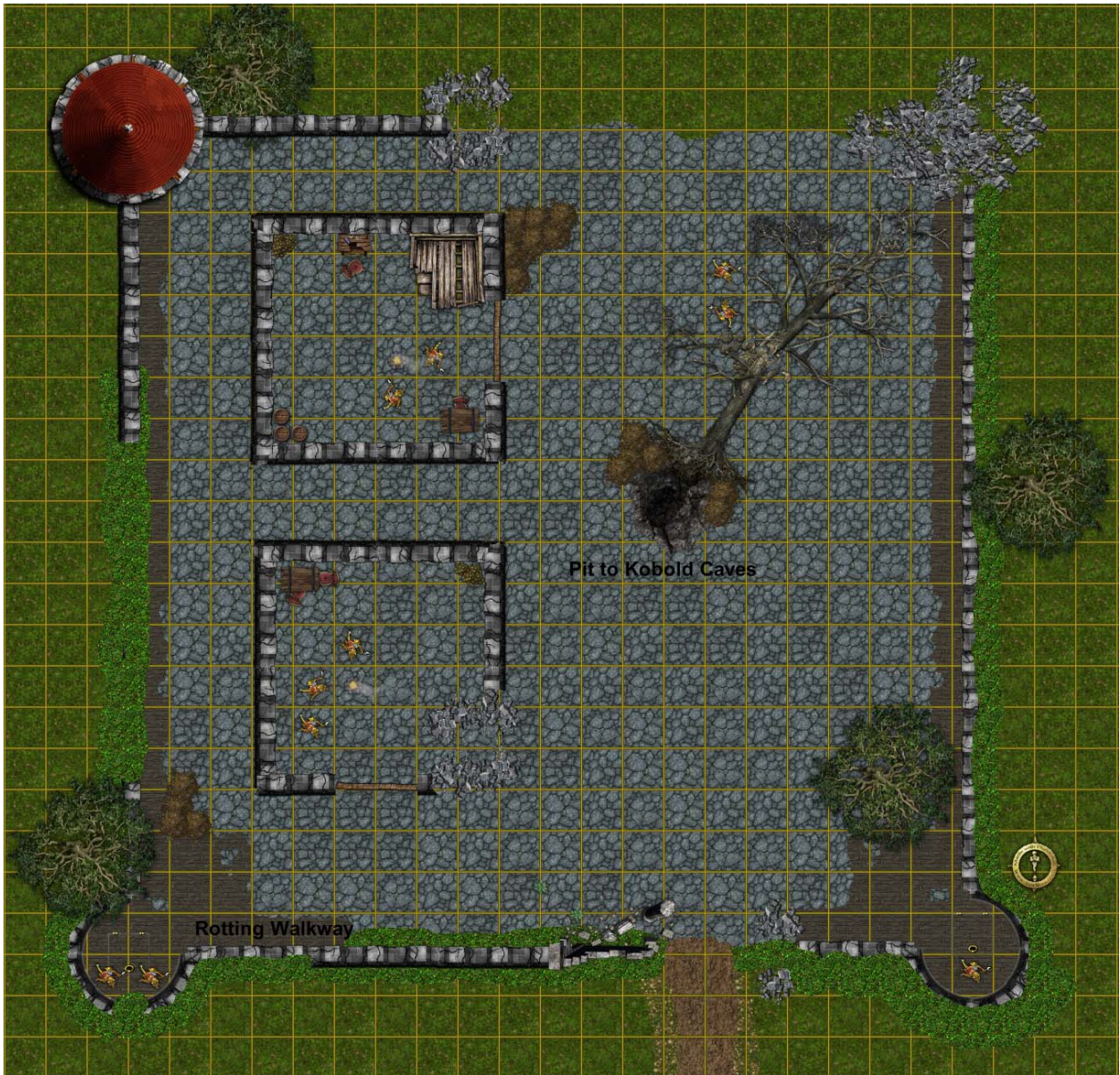


- 1 – Wharf Docks
- 2 – Wharf Warehousing
- 3 – Merchant Isle in the Market District
- 4 – Black Sturgeon Inn
- 5 – Mira's Strange Apothecary
- 6 – The Scrupulous Traveler
- 7 – Temple of Zilchus
- 8 – Temple of Pelor
- 9 – Fortifications and Barracks
- 10 – Temple of Heironeous
- 11 – Fountain Square
- 12 – Lower District or Slums (Old Hammensend)

DM MAP: BROADWATER



DM MAP: RUINED KEEP



DM MAP: KOBOLD CATACOMBS

