

SUNDERED CHRONICLES

The Redemption of Aranure

BETRAYAL AT LUCIR

Sundered Chronicles Adventure Module SC2



An adventure for four to six characters of levels 1-3
Compatible with the Swords and Wizardry rules

Written by Steve Gilman



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Special thanks to my beautiful wife for all her love and support.

ADVENTURE BACKGROUND

When the kingdom of Aranure fell long ago, the fey of the Luciran Woods were a key piece of the demon lord Malak's forces. Due to its proximity to Alrandar, the forest was the staging grounds for the invasion of Aranure's capital city.

Many fey races of the wood succumbed to the influence of Malak. They first took over the Aranurian outposts in the woods and set up summoning portals for Malak's Chaos army. The combined fey and demon army swarmed out of the Luciran Woods and assaulted Alrandar in one of the final battles of the war.

The town of Lucir was deemed indefensible and was evacuated when the first watchtower in the Luciran Woods was attacked. Aside from the looting of what was left behind, the town was left standing. After the war was over, the logging companies returned to Lucir, making it the first town in Aranure to be repopulated.

ADVENTURE SUMMARY

This adventure is designed to be playable both as a standalone adventure (and therefore capable of being easily dropped into an existing campaign and world) and as part of a series. When played as a series, collectively called the Redemption of Aranure, this is the second part and is preceded by The Shrine of Sruukor.

Betrayal at Lucir is an adventure set in the town of Lucir and takes place many years after the war. In addition to the details of the Luciran Woods, two events are presented.

The unthinkable has happened at the local church in Lucir. The congregation has been found brutally slaughtered, and the high priest has been seen leaving the church to head to his home in the woods. The high priest, Devarran, has been dominated by a muraa, a creature of Chaos with the power to possess and control those it touches, and committed these murders against his mortal will.

A new mother has reported a home invasion. She came upon an old woman in her home who was heading out the window with a baby in her arms. Calling for her husband, she attempted to take up arms to rescue what she thought was her child, but after the old woman escaped and disappeared, she returned to her house to find her baby asleep in his crib.

This forest hag has been using her ability to assume the form of younger women to conceive children with the locals of Lucir. After giving birth, she sneaks into town to replace a newborn with her half-hag child and then returns to the ruined watchtower she lives in to sacrifice the child to her lord Malak.

IN YOUR CAMPAIGN

While this adventure is written from a perspective of running it in series with its predecessor, The Shrine of Sruukor, it is also designed in such a way that it should be easy to drop into your own campaign. To help with this transition, here are

some ideas on how to integrate this adventure into an existing campaign or world:

Lucir and the points of interest in the Luciran Woods can easily fit into any large forest in another world. Even easier if the forest in question has a history of fey activity.

The events in parts two and three, which are the majority of this adventure, can take place in any town or city in your campaign. The Stolen Child can easily fit into any town that could reasonably have a ruined tower or equivalent nearby. Murder in Lucir is perhaps the easiest, since Devarran's home doesn't even have to be outside of town.

BEGINNING THE ADVENTURE

When you begin this adventure, it is most likely that the PCs will have just arrived in town; they may have traveled from Rockcrest after completing the previous adventure in this series, *The Shrine of Sruukor*. Lucir is currently quiet. Townsfolk go about their days in their standard content manner. There are some rumors of danger in the woods, but that's an ongoing trouble that the townsfolk have grown accustomed to.

Alternatively, you can have some or all of the PCs hail from this town. In this case, they already know their fellow townsfolk and are familiar with many of the rumors about town. You might also drop this adventure into an established town in your own campaign world.

The calm mood of the town will change when you introduce the events in parts two and three. The pace of this adventure assumes you'll be starting one of the events (*The Stolen Child*, most likely) within a day or two of the PCs arriving in town. You can easily slow this down if you want to give the PCs more time to explore the area, especially if you intend to expand on the area presented in this adventure.

THE TOWN OF LUCIR

Lucir lies along the river and on the main road leading to Alrandar, and it is nine days journey along the north road from Rockcrest. The primary industry in town is logging. Lumber is shipped down river to Alrandar, and from there it is sold to the rest of the scattered populations of Aranure. Lucir also has trade agreements with its southern neighbor, Rockcrest, with whom they trade lumber for crops and livestock.

A wooden wall surrounds all but the south border of Lucir, where the town meets the river. Most of the homes and other smaller buildings are made with wood and mud and are topped with thatched roofs. Many of the larger buildings are built with logs and wood on a stone foundation.

A small militia patrols the wall and keeps order in the town. This militia reports directly to Magistrate Dellyn, who has been appointed his position of

government over Lucir by the council at Alrandar. The citizens of Lucir are generally happy with their situation, though many are worried about the growing dangers deeper in the forest.

Around 500 people live in Lucir. Places of interest to an adventuring party are detailed below.

THE BEAR'S PAW

Above the door to Lucir's inn hangs a wooden sign with an etching of a large paw. On the ground floor of the inn is a large common room with tables and a bar, which is popular amongst the local population. On the second floor is lodging for travelers.

Adventurers that are looking to get insight into what's going on in town will hear many rumors while at the bar:

- A pack of wolves have been harassing the loggers near the logging camp west of town.
- Some militia patrols have returned to town with injuries. No official statement has been made to the public regarding the cause.
- The local apothecary is looking for adventurous types.

CHURCH OF AELASTREA

The church of the lady of forests, Aelastrea, is one of the central points of the town. A large congregation pays respects to Aelastrea on a regular basis, holding daily services with a larger service on the weekends.

While it may seem like an odd choice of worship at first, the people of the Lucir community gather to thank Aelastrea for providing the forests for them to live off of. They feel they have reached an equilibrium with the forces of nature and find any accusations that they are destroying the forests their patron protects to be humorous at best.

The high priest of the local clergy is a middle aged man named Devarran. He is the only priest capable of casting magic spells, and he will happily provide healing magic to anyone (no more than 1 or 2 cure light wound spells per day) but expects a modest donation to the church in exchange (typically around 40 gold pieces). Devarran can be found here until the events in Part Three happen, after which the church changes drastically.

APOTHECARY SHOP

On the outskirts of town is a small hut with a sign depicting a flask and herbs. This is the home and shop of Rhedoc, a fragile and venerable old man and local apothecary. Rhedoc makes many herbal medicines and is responsible for providing much of the health care for the town. One particularly potent medicine, which he calls "piv root salve", is available for purchase at 50 gold pieces each, but he only has two left.

Rhedoc is out of the piv root he uses to make this salve. He used to make special trips to the northern reaches of the forest where the root grows near an ancient, abandoned wizard tower. On his last visit, he barely escaped with his life. He had a feeling he was no longer alone, and before he could leave, he was attacked from behind. He was knocked over by the attack, and he scrambled to his feet and ran as best as he could. He has no idea what attacked him, but it's scared him enough to not return.

He can tell the PCs what the root looks like and give rough directions on how to get to the tower. If the PCs return with the root, he will make two doses of the salve as a reward for them. Making these two doses will take him a week, which includes a time period where the root is soaked in water with various herbs for many days until it can be mashed into a paste.

Piv Root Salve: This thick paste will aid in the rapid healing of wounds that it is applied to. One hour after application, the recipient is healed for 1d6+1 hit points. A person can only benefit from this salve once per injury and at most once per day for multiple injuries.

RHYONYC'S IRONWORKS

Lucir's blacksmith is a tough, younger woman named Rhyonyc. She is the daughter of the apothecary, Rhedoc. She is a decently skilled craftswoman that can craft most weapons and armor. A small assortment of such armaments are available on-hand. If asked to craft plate armor, she declines in fear that it would be beyond her capabilities to craft.

MARKET SQUARE

Near the center of town is a large market, which is set up daily during the afternoon. All manner of trade goods and most adventuring goods can be obtained here.

MILITIA GROUNDS

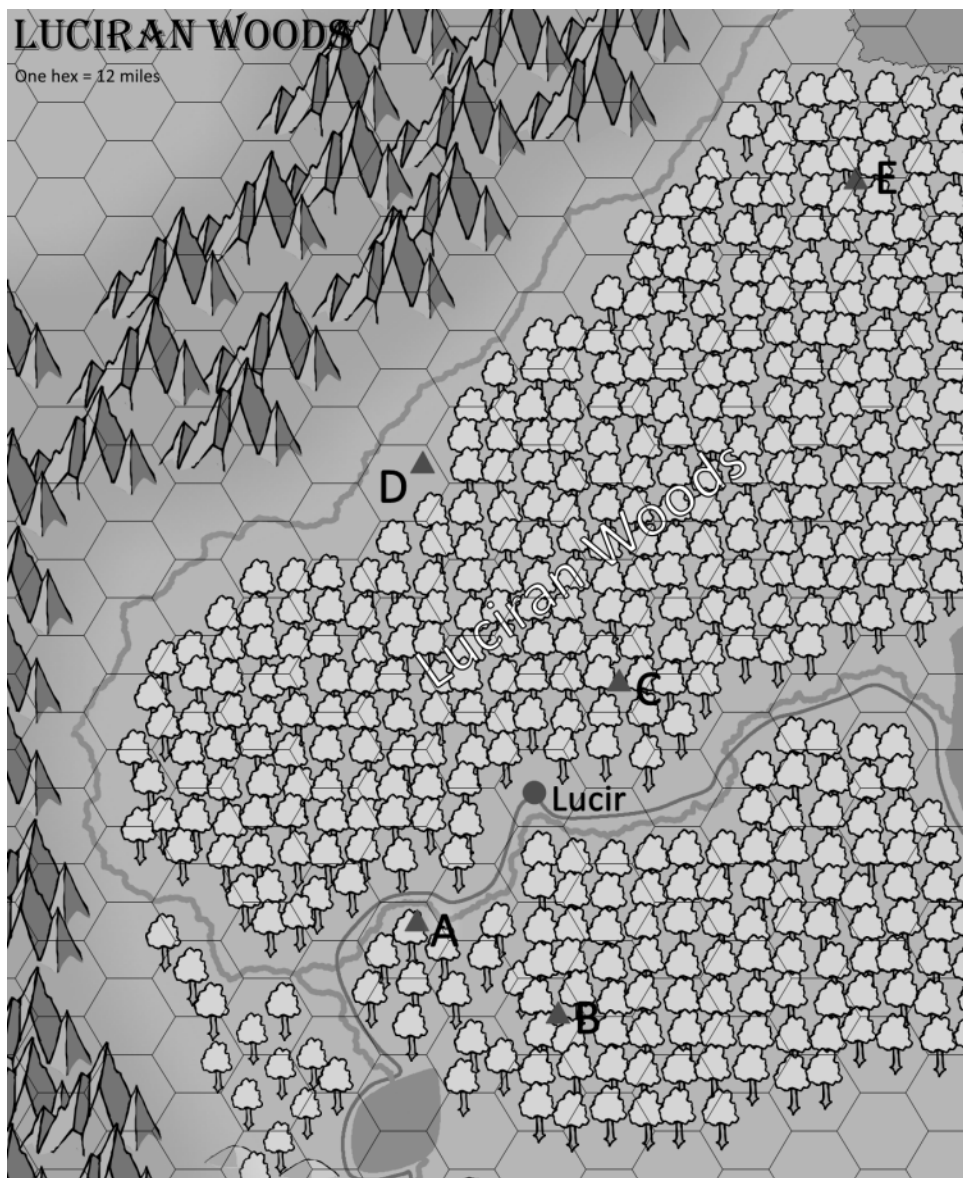
Near the east entrance to town is a small training grounds where the militia hone their combat skills. Magistrate Dellyn can usually be found here when he's not home or on a walk through town.

If the PCs are following up on rumors they may have heard regarding injured soldiers, none of the soldiers are willing to provide details beyond a warning to be careful when out in the forest. They direct the PCs to Magistrate Dellyn if pressed.

Magistrate Dellyn is a kind man. Regardless of how misguided this may be, he feels it is best to keep the details of the dangers out of the public. If the PCs manage to persuade him, he will tell them about sightings of small, malevolent creatures that harm and kill for fun. Given the area's history with the fey, he thinks it's best to keep this information quiet.

LUCIRAN WOODS

One hex = 12 miles



PART ONE: EXPLORING THE LUCIRAN WOODS

This adventure details an area around the town of Lucir that the PCs can explore, which is detailed in this part. There are also two events that will happen during the party's stay in Lucir. It is up to you when these events occur. Part Three is intended to be the pinnacle of this adventure, so it's best to have that part happen after the PCs have had time to explore and possibly investigate the stolen child in Part Two. A good starting place for the stolen child event is to have it begin after the party's first night in town.

While a few of the areas in the Luciran Woods are detailed below, the area is quite large and would lend well to additional points of interest that are otherwise out of scope for this module. Feel free to add – these details were left open for that purpose.

RANDOM ENCOUNTERS

Roll on the chart below for random encounters in the Luciran Woods area.

d20 Roll	Random Encounter
1-5	1d6 wolves
6-12	Atomie ambush – 1d6 atomies
13-16	Human thralls – 1d6 soldiers, 1d3 berserkers, 1 wizard
17-20	1 quickling

Atomie: HD 1d3; AC 4 [15]; Atk tiny sword (1d3); Move 15 (Fly 24); Save 18; AL N; CL/XP 2/30; Special: Spells, magic resistance (20%), surprise on 1-3 on 1d6

Human, Berserker Thrall: HD 1; AC 7[12]; Atk battle axe (1d8); Move 12; Save 17; AL N or C; CL/XP 2/30; Special: +2 to hit in berserk state.

Human, Soldier Thrall: HD 1; AC 7[12]; Atk battle axe (1d8); Move 12; Save 17; AL Any; CL/XP 1/15; Special: None.

Human, Wizard Thrall: HD 1d6; AC 9[10]; Atk dagger (1d4); Move 12, Save 17; AL Any; CL/XP 1/15; Special: spells (magic missile 1/day, sleep 1/day)

Quickling: HD 2d6; AC 0 [19]; Atk dagger (1d3); Move 48; Save 16; AL C; CL/XP 5/240; Special: Poison, spells, blur, natural invisibility

Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL C; CL/XP 2/30; Special: None.

See the appendix for full details on atomies and quicklings.

AREA A: WESTERN LOGGING CAMP

As the forest begins to thin, you can hear the sound of wood being sawed and the occasional tree falling. The scent of saw dust is overwhelming. You see a multitude of loggers fulfilling multiple tasks. Some are felling trees, some stripping them of their branches, and others are sending them down river.

The western logging camp has seen better days. They've lost a few loggers, some injured and a few killed, to attacks from wolves. These particular wolves seem even more clever and coordinated than the typical wolf threat in the forest and have been particularly aggressive.

The loggers can point the PCs to the south-east. Most of the attacks and sightings have been in this direction. The home of this particular wolf pack is at Area B, and you might consider increasing the possibility of wolf attacks when rolling random encounters in this area.

AREA B: WOLF DEN

A wolf pack, led by a worg, lives in a small, secluded cave in this area. Even with the directions given by the loggers, the PCs will need to track down and find the cave. If the PCs encounter any wolves out in the woods, they can track the wolves back to the cave.

The scent of wet dog hits you before you see a small cave through the trees and brush. A well-eaten carcass of an elk lays nearby.

Depending on the time of day, the worg and his wolf followers may be out hunting. If the PCs arrive here at dawn or dusk, they may have to either wait or track down the worg. The worg keeps a group of 3 wolves with him at all times.

3 Wolves: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Worg: HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

AREA C: DEVARRAN'S FOREST HOME

This large dwelling was once the home of Devarran, but it was abandoned when he moved to town. It is fully detailed in Part Three.

AREA D: RUINED WATCHTOWER

This watchtower has become a base of operations for a forest hag and the humans she has enthralled. This area is fully detailed in Part Two.

AREA E: ABANDONED WIZARD TOWER

In a small clearing in the woods stands the remnants of a once great tower. At some point in the past, the structure failed, causing all but the first thirty feet of the tower to fall over, scattering stone across the vicinity.

This wizard tower was abandoned long ago, falling into ruin and collapsing before the war. The area around the tower is filled with stray magic from the tower. This has caused the roots of the piv plant to become infused with healing qualities, and the amount Rhedoc is asking for can be gathered here. The stray magic has also affected the nearby wildlife. The salamanders that scurry about here have been magically combined with the oak trees, creating unnatural, two-headed, bipedal creatures with flesh that alternates between tree bark and smooth salamander skin. There are nine of these forest amalgamations present in the vicinity of the tower. Full details of these creatures can be found in the appendix.

9 Forest Amalgamations: HD 2; AC 7[12]; Atk 1 claw (1d6+1) and 2 bites (1d6); Move 12; Save 16; AL C; CL/XP 3/60; Special: Two heads



PART TWO: THE STOLEN CHILD

A forest hag has been swapping newborn babies in town with her own offspring. She's been using her polymorph ability to assume the form of a beautiful woman and conceiving children with the townsfolk. After she gives birth, she then sneaks into town to swap the child with another newborn. The stolen child is then taken back to her home in the forest, a ruined watchtower, where she sacrifices the child to her lord Malak.

The night before you introduce this event, a woman named Kestra awoke in the night to find an old woman holding a baby exiting her home through a window. She assumed it was her newborn son and scrambled to grab something to use as a weapon while calling for her husband. The old woman escaped, and Kestra turned to see her child was still asleep in his crib.

Kestra has convinced herself that the old woman is a fey and that her son has been swapped with a changeling. Her husband, Caric, thinks she's being superstitious. He doesn't have a good explanation for why the old woman was in his home, and why she was holding a child, but he's certain his son is with them at home. Kestra is, of course, correct about the changelings. In fact, this isn't the first time the hag has swapped a child with her own.

There are many ways to introduce this occurrence to the PCs. They might hear rumors around town and decide to go investigate. If they've built up any presence in the town, Kestra might approach them for aid. A more direct approach would be to have the PCs pass by Kestra's home while she frantically recants the night's event to some militiamen.

If the PCs ask around town, they can come up with a few people who saw an old woman with a child walking through the town late in the night. A patrolling militiaman saw the hag leaving through the north gate but neglected to report the occurrence. He figured he was simply seeing things near the end of his late night shift, because "Why would an old woman carry a baby out into the forest in the middle of the night?"

If the PCs require aid in following the trail of the hag, they can find a few eager militiamen willing to assist. One militiaman in particular, Gebryn, has the duty of patrolling the nearby forest and is familiar both with traversing the forest and tracking down lost people.

Gebryn: HP 7; AC 7[12]; Atk longsword (1d8); Move 12; Save 17; AL L; CL/XP 1/15; Special: None.

AREA D1: ENTRYWAY

At the edge of the forest stands what is left of a watchtower. All but the first floor has been pulled down and destroyed. A rusted portcullis blocks entry into the tower, leading into a short passageway ending in a wooden door.

There are no windows on the remaining floor of the tower. A rusted portcullis closes off the fifteen foot long entryway into the tower. If the PCs decide to approach from the roof, they can enter through the stairway at the northwest corner of Area D2 where the stairs used to go up, but they'll have to spend some time clearing out the rubble to make a hole big enough. This will certainly alert the occupants of the tower.

The walls of the entryway have arrow slits that allow the enthralled humans in Areas D3 and D4 to fire upon PCs who enter. The door at the end of the entryway leading into Area D2 is barred. Due to the state of the old wood, the bar provides no increased difficulty when forcing the door open.

AREA D2: MAIN HALL

In the center of this room is a fifteen foot, worn table surrounded by six chairs, there is an unlit fireplace on the right wall. To the far-left is a spiral staircase, which once went up but is instead filled with rubble. The staircase still goes down.

Unless alerted to the presence of the PCs, the six men in this room sit at the table and enjoy a meal. They eat in silence, gorging on the food like animals. The sound of a baby crying in the basement can be heard once the PCs fully enter the tower.

3 Humans, Berserker Thrall: HD 1; AC 7[12]; Atk battle axe (1d8); Move 12; Save 17; AL C; CL/XP 2/30; Special: +2 to hit in berserk state; Gear: battle axe, leather armor.

3 Humans, Soldier Thrall: HD 1; AC 7[12], with shield 6[13]; Atk battle axe (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: battle axe, leather armor, shield.

Treasure: The six men have, collectively, 28 gold pieces and 5 silver pieces.

AREAS D3 AND D4: GUARD POSTS

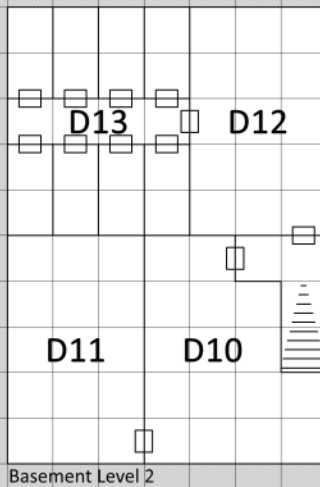
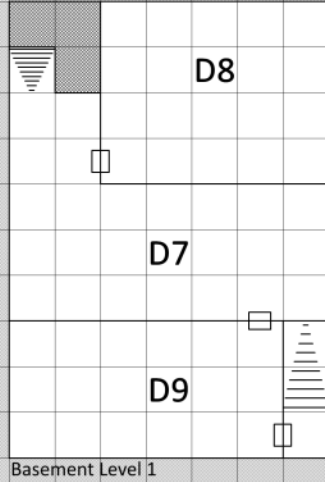
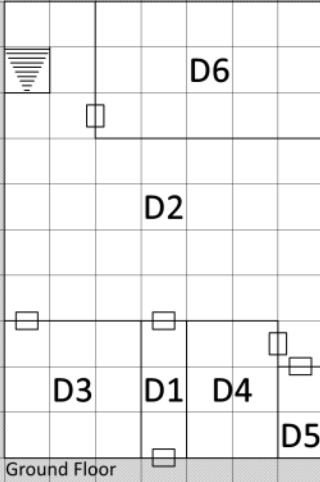
There are two guards in each of these two rooms, intently watching the entryway still and silent. They will fire on any who enter the entryway and raise an alarm to alert the men in Area D2.

4 Humans, Soldier Thrall: HD 1; AC 7[12]; Atk light crossbow (1d4+1) or short sword (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: light crossbow, short sword, leather armor.

AREA D5: CLOSET

An assortment of foodstuffs have been stored here. The food is of decent quality,

RUINED WATCHTOWER



One square = 5 feet

and the PCs may replenish their traveling food supply.

AREA D6: STUDY

Empty, broken bookshelves line the walls of this room. A fine desk on the right wall shows signs of recent use.

An enthralled magic-user sits at the desk and is currently in the process of learning a new spell. He is copying the shield spell from the scroll on the desk into his spell book. He will come out to the aid of the men in Area D2 if he becomes aware of the presence of the PCs.

Human, Magic-User Thrall: HD 1d6; AC 9[10]; Atk dagger (1d4); Move 12; Save 17; AL Any; CL/XP 1/15; Special: spells (magic missile 1/day, sleep 1/day)

Treasure: On the desk is a scroll of shield and the magic-user's spell book. The spell book contains the following spells: charm person, detect magic, magic missile, read magic, and a partially inscribed shield spell.

AREA D7: STORAGE HALL

Barrels and crates line the walls of this passageway, most of which have fallen apart with age.

None of the crates and barrels in this hall have anything of value. The food they once held has long since spoiled. The sound of the crying baby is much louder in this level of the basement and seems to be coming from past the south door.

AREA D8: TRAINING AND EXERCISE ROOM

This barren room looks to have been recently repurposed into an exercise and training room. A couple of practice dummies are in the center of the room with a set of weights in the far corner.

Two of the berserker thralls are here training. One is having a rather violent battle with one of the practice dummies, while the other is lifting weights. The sound of the battle with the practice dummy has masked the sounds of combat from upstairs.

2 Humans, Berserker Thrall: HD 1; AC 7[12]; Atk battle axe (1d8); Move 12; Save 17; AL C; CL/XP 2/30; Special: +2 to hit in berserk state; Gear: battle axe, leather armor.

Treasure: Between the two men is 5 gold pieces and 8 silver pieces.



AREA D9: SLEEPING CHAMBER

As you enter the room, you are overwhelmed with the scent of pungent body odor. A dozen or so bedrolls lay out along the floor.

The thralls have turned this room into a communal sleeping chamber. The bedrolls reek of sweat and overuse by the enthralled men who haven't cared for personal hygiene since they were put under the hag's control.

AREA D10: GUARD ROOM

The sound of the crying baby gets louder when the PCs enter this room. The hag has the child in the next room in Area D11. This room is bare of furniture, but four enthralled men stand guard at the door to the hag's ritual chamber.

2 Humans, Berserker Thrall: HD 1; AC 7[12]; Atk battle axe (1d8); Move 12; Save 17; AL C; CL/XP 2/30; Special: +2 to hit in berserk state; Gear: battle axe, leather armor.

2 Humans, Soldier Thrall: HD 1; AC 7[12], with shield 6[13]; Atk battle axe (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: battle axe, leather armor, shield.

Treasure: The four men have, collectively, 12 gold pieces and 5 silver pieces.

AREA D11: RITUAL CHAMBER

You enter the room to see a circle drawn on the floor in dried blood. Next to the circle is a podium with an assortment of ghastly ritual components atop it.

On the floor, in the center of the ritual circle, the baby lays crying. The forest hag stands behind the podium, chanting, with an ornate dagger in her hand. The hag currently appears in her regular form as a large old crone. The full details of the forest hag can be found in the appendix.

Forest Hag: HD 4; AC 6[13]; Atk 2 claws (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Polymorph, weakness touch

Treasure: The hag has a ritual dagger that is worth 116 gold pieces.

AREA D12: HAG'S QUARTERS

On the far side of the room, you see a bed of fine furs surrounded by the bones and skulls of humans of all ages. The room is filled with the stench of decay.

The hag has turned this room into her sleeping quarters. She has fashioned a suitable bed of finer furs for comfort, and surrounded it with the bones of those she's killed. There is a chest in the far right corner.

Treasure: The hag's chest is unlocked and contains 280 pieces of gold, a gold bracelet worth 97 gold pieces, and a potion of growth.

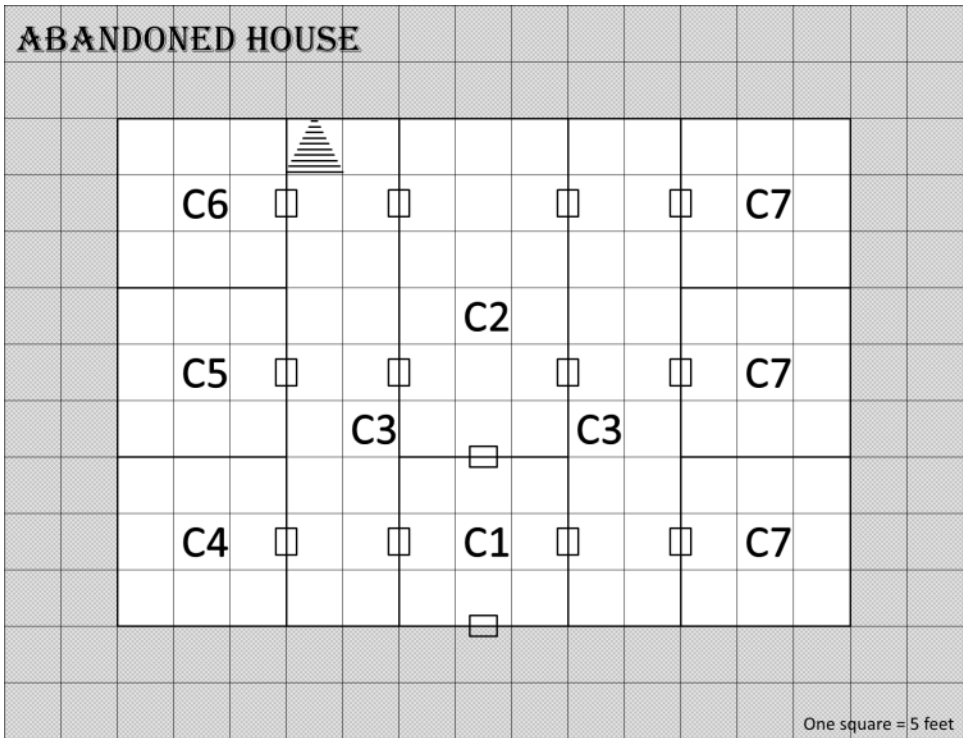
AREA D13: PRISON CELLS

The stench of decaying flesh is overwhelming as you open the door to reveal a hallway with eight cell doors, four on each side. Inside the prison cells are the remains of humans of various ages.

After selecting the bones she wished to keep from each of the people she's killed, the hag uses this room to store the rest of the bodies. There are the remains of humans of all ages present here, representing two decades of missing people and swapped children.

RETURNING THE STOLEN CHILD

This event is set up in such a way that the PCs arrive at the watchtower at the same time that the hag is getting around to her ritual to sacrifice the child to Malak. It is assumed that the PCs have the opportunity to rescue and return the child to his family. While the family is too poor to provide a monetary reward for this action, doing so will bring the PCs into great favor with the people of Lucir.



PART THREE: MURDER IN LUCIR

The high priest at the church of Aelastrea, Devarran, was dominated two years ago by a muraa. Muraa are beings of pure, amorphous Chaos that can enter the body of a living creature and control it completely. Since being dominated, Devarran has continued in his duties at the church until the day that this event is introduced.

During the morning service, Devarran brutally murdered the congregation and the rest of the church's clergy. When this news reaches the PCs, they can find Magistrate Dellyn and a number of militiamen at the church investigating the scene. If they have built any amount of favor with the town, the militiamen and Dellyn will look to the PCs for aid.

It doesn't take much effort to find a witness who saw Devarran leaving the church and heading out the gate toward his home in the forest. In fact, the muraa is counting on this. Its goal is to taint the name of both a respected priest of Aelastrea and the religion itself. Devarran has returned to his home at Area C and waits for any townsfolk to come so he can kill them.

AREA C: ABANDONED HOUSE

In a clearing in the forest, you spot a large house. Its windows are shuttered and its garden and lawn are overgrown with weeds. The front door has been left open.

This is Devarran's old home. He moved into town after the creatures in the woods started to become a problem. Under control of the muraa, Devarran has been returning here to build out the basement and summon a small contingent of demons to protect him as the muraa's master plan unfolds.

The ground floor of the house has been unused for years, though Devarran has left a few surprises for the PCs when they follow him here.

AREA C1: FRONT ROOM

The floor of the house's front room is covered in debris from broken and chipped walls and from holes in the ceiling. Other than three closed doors, one on each wall, the room is empty.

Each of the three closed doors in this room is magically trapped. If a prayer to Malak is said out loud while opening the door, the traps can be bypassed. Otherwise, when the door knob is handled, a jet of flame shoots out from above the doorway, dealing 1d6 damage to anyone standing in front of the door. Observant PCs might be able to detect traces of soot leftover from the trap discharging amongst the rubble on the floor.

AREA C2: DINING HALL

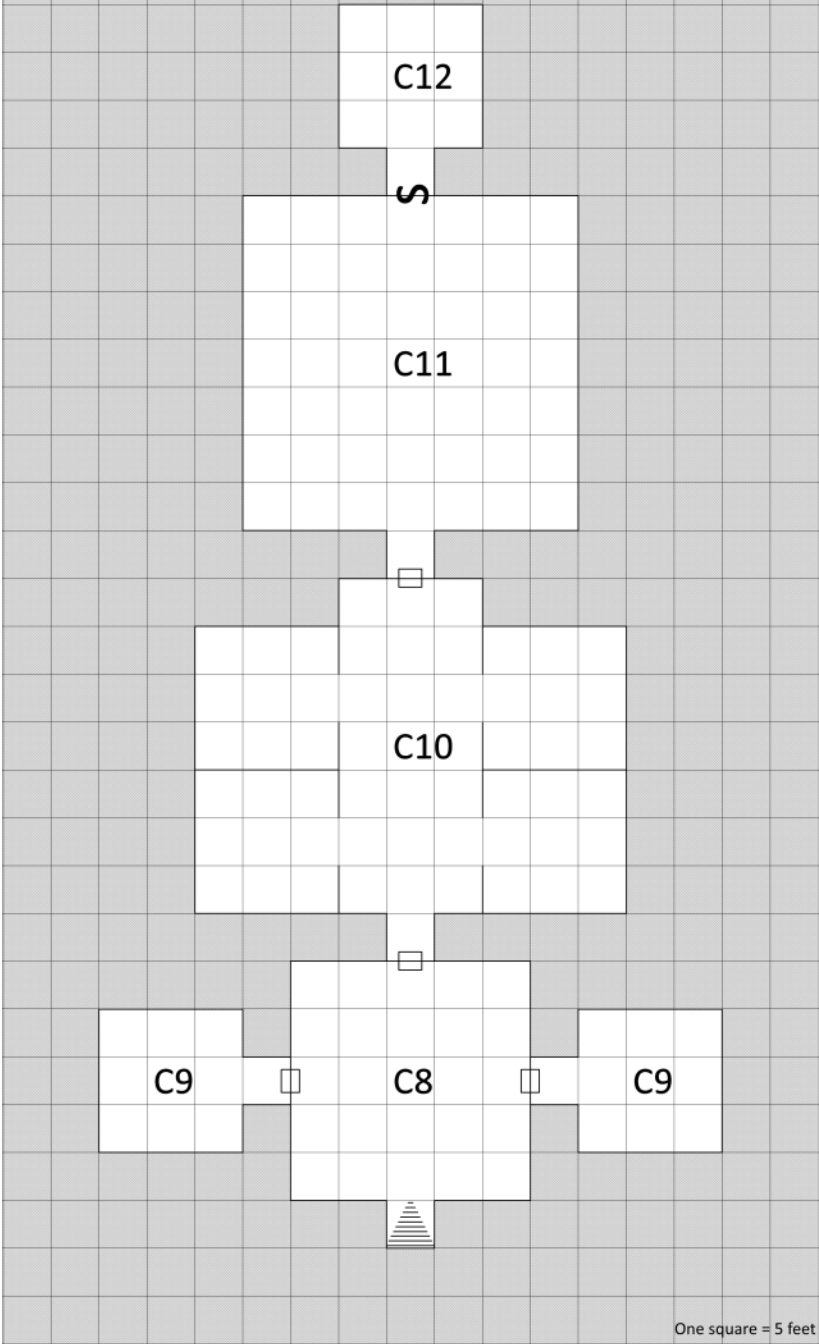
In the center of this room is a large, dust-covered dining table surrounded by chairs. A once elaborate meal remains uneaten on the table, long spoiled by years passing.

When Devarran decided to abandon his home and move to Lucir, he did so in a bit of a rush. He was expecting the company of some friends from his congregation, and the table was already set and awaiting their arrival. He rushed out of his home after spotting some malevolent fey peering through one of his windows and did not return until after he was dominated by the muraa.

AREA C3: HALLWAYS

Devarran's home has two large hallways on each side of the front room. The west hallway has stairs down to the basement.

DEVARRAN'S BASEMENT



AREA C4: STUDY

The house's study shows signs of recent use. The dust coating the desk has been brushed off the top, and the dust on the floor has been disturbed by the chair being pulled out and pushed back in.

Devarran has visited his old study multiple times over the past few months while preparing rituals to summon demons. He's since moved all of his reference material into the basement.

There is a small trapped chest next to the desk. A small vial has been placed behind the lock in such a way that it will fall and break if it is not held while opening the chest. If the vial breaks, it quickly fills the room with a gas that affects the nerves, causing a -1 penalty on to-hit rolls for 1 hour on a failed saving throw. The gas disperses quickly after filling the room. The chest is also locked but can easily be bashed open. However, doing so immediately triggers the trap as the vial is broken along with the lock.

Treasure: Inside the chest is a potion of healing and a scroll of cure light wounds.

AREA C5: LARDER

In this room is the rotted and decayed stockpile of food that was in Devarran's home when he abandoned it years ago. It is all spoiled.

AREA C6: KITCHEN

More remnants of the meal that was prepared just before Devarran abandoned his home can be found here.

AREA C7: BEDROOMS

Each of these rooms contains a decently comfortable bed and a small dresser. Other than some moth-eaten clothing, there is nothing of interest here.

AREA C8: BASEMENT

At the bottom of the stairs is a large room which is well lit by four torches mounted on the walls. There are three doors, one to the left, one to the right, and one straight ahead.

Standing guard in this basement entry room are nine manes demons. They attack the PCs on sight.

9 Manes Demons: HD 1; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; AL C; CL/XP 2/30; Special: Half damage from non-magic weapons.

AREA C9: BASEMENT STORAGE

Crates and barrels line the walls of this storage room, stacked high to the ceiling. Containing mostly sundries, there is little value to be found searching these containers.

AREA C10: PRISON CELLS

The gates to the four prison cells in this room have been broken and bent open. Inside the cells are recently slain and devoured bodies of townsfolk.

This prison was built by Devarran, after he fell under the muraa's control, to hold captured townsfolk and fey to serve as food for the demons. On closer inspection of the cells, the PCs will find the eaten bodies of many humans and some atomies.

There are three manes demons in one of the cells, currently feasting on a recently killed human.

3 Manes Demons: HD 1; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; AL C; CL/XP 2/30; Special: Half damage from non-magic weapons.

AREA C11: SUMMONING CHAMBER

In the center of this large chamber is a summoning circle painted on the floor and surrounded by lit candles. The circle is flanked by torture racks that are fortunately not currently in use.

This chamber is where Devarran summoned his demon followers. The circle is currently set up for more summons, but Devarran is now waiting patiently for the PCs to arrive. If engaged in conversation, he will keep up the act and claim these acts were under direction of his lady Aelastrea.

In combat, Devarran isn't very special. He has a small selection of spells that aren't terribly useful and limited melee combat capabilities. The muraa's immunity to sleep and charm spells affects Devarran as well. When Devarran is defeated or otherwise rendered incapable of action, the muraa will emerge from Devarran.

The muraa is a much more formidable foe. It will single out the target it perceives as the most effective combatant and attempt to dominate it. If it succeeds on dominating a PC, it will use that PC's body to attack the rest of the party until it is forced to leave the body and then will seek out a different host. The muraa is fully detailed in the appendix.

Devarran: HD 2; AC 9[10]; Atk staff (1d6); Move 12; Save 16; AL L; CL/XP 3/60; Special: Immune to sleep and charm spells, spells (cure light wounds 1/day, light 1/day).

Muraa: HD 4; AC 5[14]; Atk 2 tentacles (1d8); Move 18; Save 13; AL C; CL/XP 5/240; Special: domination, immune to sleep and charm spells.

Treasure: The head of Devarran's staff has a ruby in it worth 100 gold pieces.

AREA C12: DEVARRAN'S QUARTERS

Devarran has hidden his new quarters behind a secret door from his summoning chamber. The door can be opened by pressing on a particular brick on the wall.

Inside the room is a bed, a desk, and a footlocker. On the desk are an assortment of books on the topic of the summoning of demons.

Treasure: The footlocker contains 260 gold pieces and an ornate goblet worth 31 gold pieces.

CONCLUDING THE ADVENTURE

At the conclusion of the adventure, the PCs have defeated a hag, rescued a stolen child, and brought a murderous creature of Chaos to justice. They likely have gained a positive reputation in Lucir.

If the PCs don't correct them, the people of Lucir will blame Devarran, and ultimately Aelastrea, for the tragedy at the church. This will push them away from a religion that has served them well for many generations and ensure that the muraa's plan was successful, even if it did not survive to see the results.

If the PCs haven't handled the side quests in this adventure, there are other tasks for them in the Luciran Woods. Even if they have, there are other adventures to be had elsewhere in Aranure!

APPENDIX: BESTIARY

AMALGAMATION, FOREST

Hit Dice: 2

Armor Class: 7 [12]

Attack: 1 claw (1d6+1) and 2 bites (1d6)

Special: Two heads

Move: 12

Saving Throw: 16

Alignment: Chaos

Challenge Level/XP: 3/60

Forest amalgamations occur when stray magical energies corrupt nature. These stray energies have corrupted and twisted salamanders and an oak tree, resulting in a man-sized bipedal creature whose body consists of both animated tree and the salamander's moist and smooth skin. Its two heads, which resemble salamander heads, reduce its chance of being surprised to 1 in 6.

Being an abomination of nature, the forest amalgamation has a hatred for all living creatures and feels compelled to destroy any it comes across.

Forest Amalgamation: HD 2; AC 7[12]; Atk 1 claw (1d6+1) and 2 bites (1d6); Move 12; Save 16; AL C; CL/XP 3/60; Special: Two heads

ATOMIE

Hit Dice: 1d3

Armor Class: 4 [15]

Attack: Tiny sword (1d3)

Saving Throw: 18

Special: Spells, magic resistance (20%), surprise on 1-3 on 1d6

Move: 15/24 (flying)

Alignment: Neutrality

Challenge Level/XP: 2/30

Atomies are among the smallest of the fey, looking like 1-foot tall elves with gangly limbs and greenish skin. They dwell in arboreal regions, with a single atomie family staking their claim to a single tree. Atomies are attractive, especially when compared to other sprites. Atomie clothing is almost always magical, made to change color with the seasons to help hide the wearer during all times of the year. Atomies can cast the following spells: Faerie fire, heat metal, invisibility (self), locate animals and speak with animals.

Atomie: HD 1d3; AC 4 [15]; Atk tiny sword (1d3); Move 15 (Fly 24); Save 18; AL N; CL/XP 2/30; Special: Spells, magic resistance (20%), surprise on 1-3 on 1d6

HAG, FOREST

Hit Dice: 4

Armor Class: 6 [13]

Attack: 2 claws (1d6)

Special: Polymorph, weakness touch

Move: 12

Saving Throw: 13

Alignment: Chaos

Challenge Level/XP: 5/240

A forest hag is a giantess much like other hags and lives in dark forests. Regularly appearing as a large, old human woman with an ugly, disfigured face, the forest hag often uses its polymorph ability to take the form of a younger, beautiful woman. This ability is used to lure other creatures (mostly humans) for the purpose of feeding, reproduction, or both. The touch from a forest hag causes weakness on a failed saving throw, which reduces the strength ability score by one-half for 1d6 full turns.

Forest Hag: HD 4; AC 6[13]; Atk 2 claws (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Polymorph, weakness touch

MURAA

Hit Dice: 4

Armor Class: 5[14]

Attack: 2 tentacles (1d8)

Special: Domination, immune to sleep and charm spells

Move: 18

Saving Throw: 13

Alignment: Chaos

Challenge Level/XP: 5/240

Muraa are agents of Chaos that use their domination power to control individuals to further their own means. In their natural form, a muraa appears as a large mass of shadowy chaos that constantly shifts to a form that best fits what it's trying to do. When it moves, the mass shifts to an array of legs to increase speed. When attacking, the mass shifts to many tentacles. When a muraa touches a victim, including on a successful attack, it can attempt to dominate. On a failed saving throw, the muraa enters the victim's body, absorbing completely regardless of size, and gains complete control. This domination is permanent as long as the muraa chooses to remain inside the victim but ends immediately if the host body dies.

Muraa: HD 4; AC 5[14]; Atk 2 tentacles (1d8); Move 18; Save 13; AL C; CL/XP 5/240; Special: domination, immune to sleep and charm spells.

QUICKLING

Hit Dice: 2d6

Armor Class: 0 [19]

Attack: Dagger (1d3)

Saving Throw: 16

Special: Poison, spells, blur, natural invisibility

Move: 48

Alignment: Chaos

Challenge Level/XP:5/240

Believed to be the offspring of an elf and a brownie (see that entry), the quickling is a chaotic faerie creature that hates all other races, especially the other fey races. How they came to be evil and malign is still a mystery, but legend speaks of the first quicklings as being great sorcerers. Elven scholars believe these quickling sorcerers unleashed some extradimensional force that was never meant for mortal creatures.

Quicklings resemble small elves with large ears that rise to points above their heads. Their skin is pale blue to blue-white and hair is either silver or white. They prefer clothes of bright and boisterous colors; reds, yellows, silvers, blacks, and blues are among their favorites. Quicklings never wear armor. They speak the common tongue and the language of pixies and brownies. Both are spoken so quickly that even those able to speak one of the languages may still find it difficult to converse with a quickling.

Because of their rapid metabolism, quicklings reach adulthood by the age of 2, middle age at 5, old age at 12, and venerable at age 15.

Quicklings employ daggers lined with poison extracted from kava plants. This poison induces sleep in its victims. When a quickling coats a weapon with this poison, the poison lasts for 1 turn or until it is touched or scores a successful hit.

A quickling that moves in a round appears as a blur. This gives all attacks against the quickling a 20% chance to miss their attack (roll the miss chance before an attack roll is made).

A quickling is effectively invisible (as the spell) when standing motionless. It loses this invisibility and remains visible (though blurred) in any round in which it moves.

Quicklings can cast the following spells, each once per day: Levitate, light, and mirror image.

Quickling: HD 2d6; AC 0 [19]; Atk dagger (1d3); Move 48; Save 16; AL C; CL/XP 5/240; Special: Poison, spells, blur, natural invisibility

APPENDIX: NEW RELIGION

AELASTREA – LADY OF FORESTS

Symbol: A tree of life wreathed in vines

Alignment: Law

Areas of Concern: forests, hunting, plants, animals

Worshippers: Aranurians, fey, druids

Favored Weapon: Staff

Pronunciation: Ee-last-ree-uh



Before coming to power, Aelastrea was a dryad whose home tree was at the heart of the Luciran Woods in Aranure. When the fey of the woods became corrupted with the power of Malak, she initially hid from them to avoid being influenced by Chaos. Hidden in the forest beside her tree, she began to wait out for the end of the war, until one day the forest itself surged with power that focused on Aelastrea's home tree and flowed into her. After her ascension to power, she left her tree and headed out to aid in the battle against Malak's forces. She guided the people of Aranure to victory.

Worship of Aelastrea is the primary religion of the people of Aranure. This worship has been organized by the Church of Aelastrea, whose main church is at Alrandar. Churches and/or shrines exist in nearly all Aranurian towns and cities. Worship service is held daily by the clergies, with the primary service on weekends. The Church of Aelastrea asks for a 10% tithe for all members of the church, the proceeds of which, beyond the operating costs of the church, are spent on aiding the rebuilding of Aranure.

Priests and clerics of Aelastrea typically dress in robes of earthy colors. When donning armor, clerics of the church wear armor made from animal hides, which coincides with the equilibrium of nature that is one of the cornerstones of Aelastrea's teachings. The use of armor and weapons with metal components is strictly forbidden.

The teachings of Aelastrea tell her followers to always respect forests and those that live within them. The application of the word "forests" in this context is largely interpreted by the church to mean nature in general. They are instructed to only take from the land and its inhabitants what they need to survive and protect their own. When an animal is killed, it must never be for sport, and every useful piece of its body is to be used as a way of respecting the creature's sacrifice. The teachings also speak of nearly identical instructions as regards to the felling of trees and other plant life.

APPENDIX: PRE-GENERATED CHARACTERS

Asaris: Female Human Fighter; Level 2; HP 17; AC 1[18]; Atk longsword (1d8); Move 9; Save 13; AL L; Str 16; Dex 13; Con 14; Int 12; Wis 8; Cha 10; Special: +1 to-hit and damage from high Strength, multiple attacks; Gear: Plate armor, longsword, shield, backpack, bedroll, flint and steel, waterskin, 50 feet of silk rope, 5 torches.

Cairena: Female Half-elf Cleric of Aelastrea; Level 2; HP 12; AC 6[13]; Atk staff (1d6) or sling (1d4); Move 12; Save 14; AL L; Str 14; Dex 8; Con 13; Int 10; Wis 16; Cha 12; Special: Spells (2 first-level), banishing undead, +2 saving throws vs paralysis and poison, 60ft darkvision, 1-4 on 1d6 detect secret doors; Gear: Leather armor, staff, sling, backpack, bedroll, scroll case, map case, flint and steel, waterskin, wooden holy symbol, 50 feet of hemp rope, 2 torches.

Kalon: Male Elf Thief; Level 2; HP 12; AC 6[13]; Atk short sword (1d6) or dagger (1d4); Move 12; Save 14; AL N; Str 14; Dex 16; Con 12; Int 10; Wis 8; Cha 13; Special: Backstab, +2 saving throws vs devices, thieving skills, 60ft darkvision, 1-4 on 1d6 detect secret doors (1-2 when not searching); Gear: leather armor, short sword, dagger, backpack, bedroll, crowbar, flint and steel, grappling hook, waterskin, 50 feet of silk rope, 2 iron spikes, 2 torches.

Thief skills: Climb Walls 86%, Delicate Tasks 20%, Hear Sounds 3 in 6, Hide in Shadows 30%, Move Silently 35%, Open Locks 15%.

Karreld: Male Human Magic-User; Level 2; HP 9; AC 9[10]; Atk staff (1d6); Move 12; Save 14; AL L; Str 8; Dex 10; Con 13; Int 16; Wis 12; Cha 14; Special: Spells (2 first-level), +2 saving throws vs spells; Gear: Staff, spellbook, backpack, bedroll, 4 candles, 2 scroll cases, waterskin, 2 torches.

Spellbook: Charm person, detect magic, light, magic missile, protection from evil, read languages, read magic, sleep.

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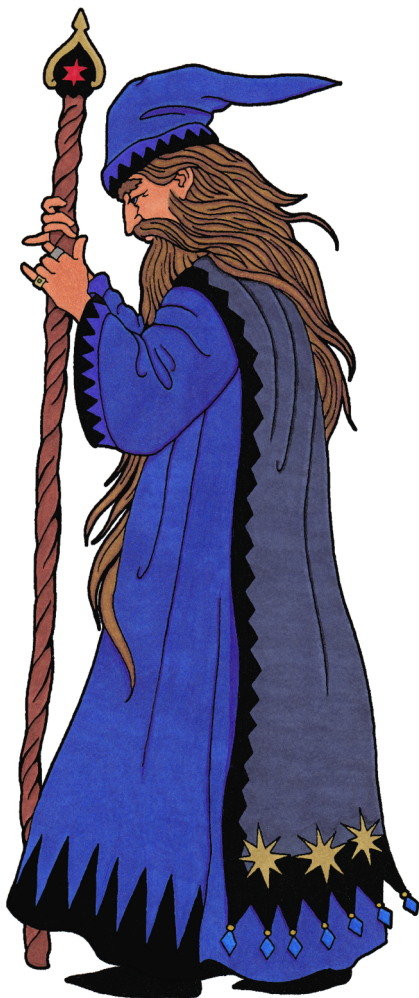
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