

NAEI6-01

# The Temple Below

## A one-Round D&D LIVING GREYHAWK® Principality of Naerie Regional Intro Adventure

Version 1.2

### Round 1

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An easy job takes you to Eragern where an old grizzled soldier tells you about things he saw in the war. Will you follow the way he points to you? An introduction adventure for 1<sup>st</sup> level characters only.

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

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

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### Players Read No Farther

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

### Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *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

This adventure's challenges are suited to 6 1st level PCs. Characters that have played previous adventures may play this adventure but they must be 1<sup>st</sup> level.

Four or five 1st-level characters may find the challenge of an this 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 1-round Regional adventure, set in Naerie. All characters native to Naerie pay 1 Time Unit per round. All other characters pay 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

When Suel people first arrived at the coastal area, now known as Principality of Naerie, a cult of Pyremius built several temples at modern day Ingmalt. How many were build and what happened to them is still unclear. Some of them have been visited in the past (NAE4-01 & NAE4-02). Strange things were uncovered or when deemed too dangerous left buried.

One of these structures was located near the lake in Sarwych forest. It was a relatively small place and its fate was of no concern to the cult. It stayed unknown until a patrol of Ahlissan soldiers encountered a few Scarlet Brotherhood soldiers hiding in it during 586CY. After a quick battle, the Ahlissans moved. A dwarf soldier named Berden who was fighting with them wanted to investigate

the place. The ruins were undisturbed, save for few animals, until a group of goblins from Stark Hills found it. They turned it into 'residence' but could not get through the door below. However, Berden has finally got around solving the dilemma of the temple and is determined to find adventurers to help him out. This is where the PCs come in.

The purpose of this adventure is to give your PCs a chance to examine the great outdoors of Naerie after NAEI5-01 & NAEI5-02. It also serves as an introduction to Ingmalt, Sarwych Forest, Greenrock and Eragern, which will be featured in future adventures.

## Adventure Summary

**Introduction:** PCs are in village of Greenrock and are asked to accompany a group of farmers to Eragern.

**Encounter 1 [Sarwych Forest]:** Navigating Sarwych forest is not easy and might get you in trouble.

**Encounter 2 [Eragern]:** In Eragern, PCs meet with a dwarf soldier who tells them about an old ruin he saw during the war and asks PCs to go there.

**Encounter 3 [Old ruins]:** The ruins are inhabited by goblins. One way or the other, the PCs must get past them.

**Encounter 4 [Downstairs]:** Having found the entrance to the temple, PCs can investigate it, find its treasures and kill its guardians.

**Conclusion:** PCs return to Bredern and receive their reward.

## Introduction

At the start of the adventure, PCs are in village of Greenrock and looking for something to do.

*Life of an adventurer is never simple and sometimes it's hard to make the ends meet or even to find anything worthwhile to do. As such, you find yourself in the village of Greenrock, a small hamlet near the town of Ekehold. Aside from few wagons that are being loaded with agricultural goods and few other adventurer types walking around the place, it seems this is just another day in the principality.*

The goal here is to bring the group together one way or the other.

**Exploring the village:** Greenrock is a very small community and only five public places (gathering hall, constable's office, shrine of Atroa, bear's fortitude inn and Westor's goods) exist in the entire hamlet. Refer to DM's Aid 1 for details about Greenrock.

If the PCs want to visit any temples or shops, let them. They can buy mundane equipment mentioned in *Player's Handbook* costing 100 gp or less as well as *potions of cure light wounds* and holy water at Atroa's shrine.

**Rumors:** If characters gather information in the hamlet, they can pick up the following information without a Gather Information check. The rumor about anniversary of the Battle of Eragern should always be the first one heard.

- The anniversary of the Battle of Eragern is in a couple of weeks and the demand for food and drink has risen. Greenrock is all too happy to comply.
- Recently an underground temple of Pyremius was investigated nearby. Something was definitely brought out. Agents of House Drien (rulers of Eragern) collapsed the entrance afterwards. [This refers to events in NAE4-02 *Venemous Temple*.]
- There was an unfortunate incident in 594CY: Some farmers were going to Eragern and attacked on the way by ettercaps. Adventurers saved them at Satyr's Horn, but one of the farmers, Baglon, was eaten before that. [This refers to events in NAE4-01 *The Living & The dead*.]
- Sarwych can be a bit dangerous as a few monstrous humanoids have been seen it, but the trail to Eragern is usually quite safe.
- A sage named Grehsam lives in the forest, near the trail. He is usually seen with a large bear.

**Job Offer:** At some point a farmer named Arminier (one of those captured by ettercaps in NAE4-01) comes over to PCs. He asks if they are in need of a job. He explains that they are taking some local products to Eragern because of the upcoming party. He still gets some 'bad vibes' when crossing Sarwych so he is only too happy to get some hired muscle to help out. He cannot offer much, only 2gp per adventurer but he can get free accommodation in the Bear's Fortitude in Greenrock as well as one night's stay in Moradin's Hammer in Eragern (which grants free standard upkeep for this module). PCs are only required to escort the farmers to Eragern as most likely they stay in that town for few days.

**Treasure:** Reward from farmers.

APL 2: Loot (0 gp); Coin: (5 gp); Magic: (0 gp).

♣ **Arminier:** male human Com1; hp 4; see Appendix 1.

The whole group consists of Arminier and five other farmers. They have two wagons full of agricultural products such as ale, flour and vegetables.

**Development:** From here the module moves to Encounter 1. It is up to you how you describe the journey but you should also roll the survival check for PCs. Farmers can tell things mentioned in the rumor section above. They can also give details about Eragern and the battle that is celebrated (see DM's Aid 1).

**Troubleshooting:** In case PCs are not interested, you could direct them to the forest in some other way. One

example is having farmers saying they saw some goblins at the edge of the forest.

## Encounter 1: Sarwych Forest

This section details the encounters that can take place in Sarwych Forest. Before proceeding learn the typical marching order of the PCs, as well as a typical setup for a camp and whether or not they post any guards during the night.

Each day the characters are in the forest one of them needs to make a DC 20 Survival check (taking 10 is possible, taking 20 is not). Other characters can assist on this check as per the normal rules. Success indicates that the PCs manage to avoid the dangerous areas. Failure means that one of the random events happens. PCs need to roll at least once when they are on their way to the ruins. In case the PCs need healing, Greenrock is one day away from the ruins. It requires a successful roll to avoid the hazards when traveling to Greenrock.

Under no circumstances should the total number of ELs encountered go over 4. So once the PCs have fought that many encounters, stop rolling. Note that it is not necessary to face 4 EL worth of fights here. Surviving is enough. It is possible to face an encounter even when traveling with the farmers, but in that case ignore the 'hunters folly' trap. In case of a fight you should not go out of your way to kill the farmers, but they can certainly assist in fight.

### Terrain

Sarwych Forest counts as medium forest. For your convenience, the rules for fighting in forest are summarized below. When drawing combat maps, use this as your guide.

#### FOREST TERRAIN FEATURES

	Medium
Typical trees	70%
Massive trees	10%
Light undergrowth	70%
Heavy undergrowth	20%

**Trees:** The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree.

Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600

hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

**Undergrowth:** Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way.

Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

**Other Forest Terrain Elements:** Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

**Stealth and Detection in a Forest:** In a sparse forest, the maximum distance at which a spot check for detecting the nearby presence of others can succeed is 3d6×10 feet. In a medium forest, this distance is 2d8×10 feet, and in a dense forest it is 2d6×10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

### Events (Roll 1d6)

#### 1: Spiders everywhere!

PCs walk past a fallen log where a colony of hunting spiders keeps their nest. PCs need to roll a DC 21 Spot check (the spiders take 10 on their Hide check) or be surprised.

#### APL 2 (EL 3)

🕷 **Small Monstrous Spiders (4):** hp 4, 6, 2, 4; see *Monster Manual* page 288.

2. **Deadly embrace:** In a small pond (10 ft. deep, 30 ft. wide & long) that is in the forest, a constrictor snake is lurking. Once PCs pass the place it sneaks after them and try to grab one of the PCs and drag his victim back into the pond.

#### APL 2 (EL 2)

🐍 **Constrictor Snake:** hp 19; see *Monster Manual* page 279.

3. **I feel dizzy:** Careless walking in the forest causes the PCs to anger a swarm of large mosquitoes. While this causes no damage, it can cause a nasty disease to all characters that don't succeed in their Fortitude saves.

#### APL 2 (EL 1)

🦋 **Disease (Ex):** Filth fever—bite, Fortitude DC 10, incubation period 1 day, damage 1 Dex and 1 Con.

4. **Hunters folly:** PCs stumble upon a local hunters trap and it hits the first PC in the marching order, unless he succeeds in a DC 20 spot check. Give the spot check to anyone with rogue/scout levels or ranks in Disable Device, Profession (hunter) skill as well. If seen, the trap can easily be avoided.

#### APL 2 (EL 1)

🦋 **Basic Arrow Trap:** mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow).

5. **Why it has to be rats?** A swarm of rats has been scared by a pack of wild cats hunting nearby and are driven towards PCs in panic. These rats only fight for 2 rounds before fleeing away.

#### APL 2 (EL 2)

🐭 **Rat Swarm:** hp 13; see *Monster Manual* page 239.

6. **Hello Kitty:** A mountain cat has wandered over to Sarwych from Iron Hills. It is here eating a sheep that it killed nearby. It is not initially hostile and can be made friendly with successful DC 15 Handle Animal or Wild Empathy check. PCs can also go around which forces them to make another Survival check to avoid hazards. The cat flees when it loses 6 or more hit points.

#### APL 2 (EL 2)

🐆 **Mountain Cat (leopard):** hp 19; see *Monster Manual* page 274.

### Other locations

Below follow the details on the numbers location on the map of Sarwych Forest (see Players' Handout 1).

2. **Grehsam:** Grehsam (N Druid4/Clr1/Divine Oracle 3) can be found him near the trail with a DC 15 Survival check. His animal companion Moorteeth (a brown bear) always accompanies him. Grehsam is an old human druid, but can still give healing services to the PCs. Following spells are available each day: *cure light wounds* (2), *lesser restoration*, *remove disease*. He also instructs PCs not to cause trouble lest they attract attention they don't want.

3. **Dryad's grove:** A dryad named Aniriel lives here. She tells PCs to behave well in the forest.

🧚 **Aniriel:** Female dryad; hp 14; see *Monster Manual* page 90.

4. **Troll grove:** This large grove is almost completely cleared of trees and in the middle are the remains of a nest, along with the blackened (=burned) remains of a troll that was killed here by the adventurers who rescued the farmers.

5. **Ambush site:** This was the location where the farmers were ambushed. A wrecked cart remains here. It is overgrown with brambles.

6. **Satyr's Horn:** This oddly shaped rock formation was the home of the ettercaps who captured the farmers some time ago. It is currently empty. A locked door with a *burning hands* trap blocks the entrance to an old burial chamber of servants of Pyremius. Nothing of value remains.

🦋 **Burning Hands Trap:** CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

7. **Old Ruin.** See Encounter 3.

**Development:** Once the PCs arrive in Eragern proceed with Encounter 2.

## Encounter 2 Eragern

Read out loud or paraphrase the following once the PCs arrive in Eragern:

*Eragern is a place of approximately 900 souls. A mining community, the houses are spread over a large area. Several buildings are dedicated to various aspects of this fine profession. The farmers take their wagons to an inn called the 'Hammer of Moradin' and invite you to join them as well. The clientele consists only of dwarves and humans.*

Owner of the Inn is a dwarf named Kerban.


🧚 **Kerban:** Male dwarf Exp2; hp 10; Bluff +4, Diplomacy +4, Profession +5, Intimidate +4.

**Exploring the village:** If PCs wish to explore the place, feel free to improvise locations based on information given in DM's Aid 1. Anything can be bought, as long as it does not exceed Eragern's maximum value in coins.

**Rumors:** If characters gather information in the hamlet, they can pick up the following information without a Gather Information check. The rumor about Eragern should always be the first one heard.

- The anniversary for the battle of Eragern is in couple of weeks and demand for food and drink has gone up.
- Some adventurers went to Wet Keep recently. Nobody ever heard about them ever again.
- Some strange Suel man was brought into town a year ago and has been kept in House Drien's manor ever since. [This was Oracle found in NAE4-02 *Venemous Temple*.]
- Some say that Berik was a monster for decimating the Brotherhood. What a load of crap! They did the same to us. They had it coming!

**Job offer:** PCs may sit around at the inn for a while or go exploring the town. Wherever they go, a dwarf with a peg leg soon approaches them. He saw the PCs coming to town and they looked like adventurers. As things would have it, Berdan needs someone to help him out.

 **Berdan:** hp 24; see Appendix 1.

*Physical Description & personality:* Dwarf with a peg leg, grizzled old warrior. Not-so-charismatic individual with straightforward attitude to problem solving.

Assuming characters are interested to hear his offer, read out loud or paraphrase the following:

*The thing is, I take you've heard the anniversary of the battle is celebrated soon. I was there with ol' Reydrichs troops hacking left and right, and we gave 'em a good show. Too bad one of them hochebis took me leg with him before it died. Anyway, before the battle we were in Sarwych Forest and my buddies came across this small fort, nay, call it a tower or ruin more like it when we pursued the strawheads. We killed the troops there but had no time to investigate the place and later the whole thing was sort of forgotten. But I've always wondered about what was there and if there was any Brotherhood stuff to be found. So I want you to go there and bring me anything interesting you might find.*

Q. What's in it for us?

**A. Well, I cannot pay you much but I'm quite good with me hands. I'm sure you might find these useful.**

The dwarf shows two blades, a masterwork dagger and a short sword. The blades of both weapons are copper red and the hilts are decorated with coat of arms of Naerie. A DC 10 Appraise check tells that they would be worth at least a couple of hundred gold pieces.

Q. What exactly you want us to look for?

**A. I don't need no stinking weapons or such stuff. Holy symbols, Brotherhood coins, exotic material from south, that kind of stuff.**

Q. Why don't you spend your talents on getting a new leg?

**A. Me friends are coming here for the parties and then we go to Naerie city where Zilchans are gonna give me a new leg. We've saved up for years now and good ol'**

**Berik Oedil gave some money to his veterans as well so I have no need to do any more sword work right now.**

Q. I supposed you have a map to this place?

**A. Sure do, here you go.** (Give PCs Player's Handout 1)

**Development:** From here the module moves to encounter 1 from where PCs may try to find their way to the ruined tower.

**Troubleshooting:** In case PCs are not interested, you could direct them to forest in some other way: Such as having a farmer coming and saying they saw some goblins at the edge of the forest.


## Encounter 3: Old Ruin

See Encounter Map 1 for details about this location.

This ruin has been build by a cult of Pyremius that once in this forest haunted the forest. The cult has disappeared a long time ago. Currently the building is inhabited by a group of goblins. An adept named Heebo, who is a servant of Bagrivyek (NE deity of territory and cooperation), leads the tribe. The goblins are outcasts from the Stark Hill goblin warrens. They collect water from nearby lake, have few crude nets for catching fish and they also have few traps in the forest (one which PCs might have triggered on the way).

**APL 2 (EL 3)**

 **Heebo:** Male goblin Adept 2; hp 10; see Appendix 1.

 **Goblins (5):** hp 6, 5, 5, 4, 3; see *Monster Manual* page 133.

**Daily routine:** The goblins stay in their camp most of the time. Around 5 pm two of them go into a forest to check their traps. If they are not heard of by 7pm, Heebo organizes the rest of them into a search party.

**Tactics:** These goblins are not looking for a fight. They are unfriendly but are willing to negotiate with PCs if they don't charge in straight away. A successful DC 15 Diplomacy check gets Heebo to agree to let PCs search the chambers below. The goblins have not been there themselves and they have little interest in the place currently. They did not manage to get in so whatever might be there obviously cannot get out either which is fine by them. If PCs fails this check Heebo asks the difference between the check result and 15 in gold coins (for example if the PCs check is a 10, then Heebo demands 5gp).

A DC 13 Intimidate works as well. Do not forget to apply a +4 modifier to any Intimidate roll made by Medium sized PCs due to the size difference. If the check fails, Heebo is not swayed. If the check fails by 5 or more, he fakes being scared (Sense Motive vs. Heebo's Bluff of -2 to tell something is wrong). In that case he lets the PCs investigate, but he plans to ambush the PCs immediately

when they come out. If the PCs succeed in the Intimidate check, Heebo agrees to let them investigate without trouble. If forced into fight, they seek to concentrate their attacks on one target before moving to next.

#### Treasure:

Goblins equipment can be looted along with few other trinkets from their camp (including the items found in rooms 1-3):

**APL 2:** Loot (114 gp); Coin (8 gp); Magic 3 *potions of cure light wounds* (4gp each), *scroll of protection from good* (2gp).

**Detect Magic Results:** *Potion of cure light wounds* (Faint Conjuration), *scroll of protection from good* (Faint Abjuration).

#### 1: Sleeping area

This room has few old bedrolls and other crude sleeping areas, along with blankets, firewood, cooking materials, flint and steel, etc. It is worthless for PCs. The old roof is still intact in this area.

#### 2: Communal area

This is the room where goblins skin animals, prepare food, and repair their items. There are many large holes in the ceiling here.

#### 3: Shaman's residence

This is the room where shaman sleeps. Like other places, it is mainly filled with personal equipment. It is of no value to PCs.

#### 4: Stairs down

These lead to lower levels of the ruin. Goblins have been unable to open the door and as such don't know what's there.

**Development:** If the PCs go down into the lower levels of the ruins proceed with Encounter 4.

## Encounter 4: Downstairs

See Encounter Map 2 for details about this location:

#### Dungeon features:

☞ **Light:** There is no light in the complex aside from what PCs bring along.

☞ **Floor and wall:** Smooth stone that is partly contaminated by the copper. The copper can be found in abundance in the ground, causing a slightly red tint if PCs bring light sources to this temple.

☞ **Braziers:** There were many braziers in this temple that provided illumination. They are bolted on the ground, and are made of rusted iron. Selling them in Eragern might earn the PCs a few coins, but it is not really worth the effort to bring them back.

☞ **Carvings:** There are carvings in most walls, showing a human with bat like features and images of fangs dripping some sort of liquid (poison), snakes, fire, etc.. Due to the age

of the pictures, a DC 12 Knowledge (religion) check is required to identify the winged human as Pyremius.

A group of skeletons patrols this complex (as indicated on the map), seeking to destroy all intruders. The one in Room 4 (with 8 hit points) stays behind the door and immediately attacks anyone entering the room.

#### APL 2 (EL 1)

☞ **Human warrior skeletons (3):** hp 8, 6, 4; see *Monster Manual* page 226.

**Note:** These skeletons fight without their steel shield so they have AC 13. They attack with two claws.

**Treasure:** Skeletons only have tattered remnants of robes on them, which are worthless.

#### 1: Entrance

The stairs end at a stone door. The goblins did not have the means to get past it (no way to go over hardness or succeed in break DC), but the PCs might. If they don't have such methods handy right now, they can certainly return to Greenrock and buy hammers, crowbars, etc. that enable them to pass through. There are no symbols on the door as the goblins destroyed them when they tried to pass through here.

☞ **Weakened Stone door:** 2 inch thick; hardness 8; hp 30; AC 5; DC 23 Break.

#### 2: False quarters

This room appears to have been the quarters of an acolyte priest. It has a crude bed in it, a small table and chest.

The chest is actually a fake trap against those who would seek to find secrets to use against the high priest (servants of Pyremius are notably paranoid). Fortunately for characters, the poison is no longer quite as lethal as it used to be.

#### APL 2 (EL 1)

☞ **Poison Dart Trap:** CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

**Treasure:** There is a coin pouch left behind in the chest.

**APL 2:** Loot (0 gp); Coin (80 gp); Magic (0 gp).

#### 3: Hall of Glory

An archway separates the hall of worship from the rest of the complex. There is a text engraved in the archway, written in ancient Suel. It says 'Say the true name of the Blazing Killer or face his wrath'. A DC 10 Knowledge (religion) check tells that this means Pyremius. Any living creature that does not say his name and gets within 5 ft. of the archway triggers the trap. Once triggered the trap automatically resets. People coming from Hall of worship do not trigger the trap.



Note that as this trap is easy enough to bypass (even without ranks in knowledge skills), its CR is only 1).

#### APL 2 (EL 1)

🔥 **Burning Hands Trap:** CR 1; magic device; proximity trigger (alarm); automatic reset; spell effect (burning hands, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

#### 4: Hall of Worship

This room is empty, save for ruined furniture that once were used during the rituals conducted here, and a stone statue of Pyremius (a man in a cloak with a demonic, bat-like face). The braziers look like small devils (DC 13 Knowledge (the planes) identifies them as imps) whose head is hollow and open at the top.

There are several items of interest here that can be recovered easily enough:

- 4 masterwork silver holy symbols of Pyremius (value 50 gp each).
- A copper disk with the symbol of Pyremius that hangs on the statue (value 60 gp) (see below).
- Several coins which have been adorned with image of a flame, daggers, serpents fangs, etc.

Trying to take the copper disk causes the braziers to instantly animate. The same happens if anybody attacks the imp braziers, but not if somebody attacks the statue of Pyremius. The statue of Pyremius has hardness 8 and 31 hit points.

#### Treasure:

Items of worship.

**APL 2:** Loot (26 gp); Coin (14 gp); Magic (0 gp).

**Note:** Giving these items to Berden earns the reward 'Good standing with Berden'.

#### APL 2 (EL 2)

🔥 **Imp Braziers (2):** Small animated objects; hp 15; see *Monster Manual* page 13.

They have hardness 5 as they are made of clay and mortared stone. Their land speed is 40 ft., but despite having wings, the statue is unable to fly.

**Tactics:** The statues try to prevent the PCs from fleeing the ruins by any means necessary. They do not pursue the PCs past the stairs however. If this happens they return to this chamber. As a result the PCs may take their time fighting them.

#### 5: High priests room

The secret door can be found by successful DC 20 Search check. Once found, the door slides into the rock without any trouble (though the skeleton immediately attacks).

This room has a large desk and bed that was used by the high priest of the shrine. There is also a shelf with a small statue of Pyremius, a masterwork dagger and a scroll case on it. The statue is made out of black marble. The

dagger was used for rituals. The scroll case contains a divine scroll of *divination*.

#### Treasure:

Looting the stuff on the shelf

**APL 2:** Loot (26 gp); Coin (50 gp); Magic: *Scroll of divination* (60 gp).

**Detect Magic Results:** *Scroll of divination* (Moderate Divination).

## Conclusion

Once PCs have explored everything in the shrine and manage to find their way back through Sarwyck Forest, they can return to Eragern and report their findings to Berden. Giving him items from the Hall of Worship earns the PCs 'Good standing with Berden' reward.

#### Treasure:

Berden gives characters either one or two masterwork weapons.

**APL 2:** Loot (25 gp per weapon); Coin (20 gp); Magic (0 gp).

**Good standing with Berden:** You helped Berden to collect mementoes so he puts a good word out about you. For a year, starting from the date marked to this AR, you gain +1 circumstance bonus to Diplomacy checks when dealing with 'Redswords'.

## Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send all answers to [sampo@haarlaa.fi](mailto:sampo@haarlaa.fi) as well as any general comments you may have about the module.

1. Were the goblins killed?

## 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 role playing) to each character.

### Encounter 2: Sarwych Forest

Dealing with various hazards in the forest (even if avoided due to good Survival check results).

APL2 120 XP

### Encounter 3: Old Ruin

Killing or talking your way past the goblins.

APL2 90 XP

### Encounter 4: Downstairs

Destroying the skeletons

APL2 30 XP

Surviving, or bypassing the poison dart trap

APL2 30 XP

Surviving, or bypassing the *burning hands* trap

APL2 30 XP

Destroying the imp statues

APL2 60 XP

### Discretionary Role-playing Award

APL2 90 XP

### Total Possible Experience:

APL2 450 XP

## Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### Introduction

APL 2: Loot (0 gp); Coin: (5 gp); Magic (0 gp).

### Encounter 3: Old Ruin

APL 2: Loot (114 gp); Coin (13 gp); Magic: 3 *potions of cure Light Wounds* (4g each), *scroll of protection from good* (2gp).

### Encounter 4: Downstairs

#### Hall of Worship

APL 2: Loot (26 gp); Coin: (14 gp); Magic (0 gp).

- Note: These items might end up in Berdens possession.

#### False Quarters

APL 2: Loot (0 gp); Coin (80 gp); Magic (0 gp).

#### High priests room

APL 2: Loot (26 gp); Coin (50 gp); Magic *Scroll of divination* (60 gp).

### Conclusion

APL 2: Loot (25 gp per weapon); Coin (20 gp); M (0 gp).

### Total Possible Treasure

APL 2: Loot: 215 gp; Coin: 115 gp; Magic: 76gp - Total: 503 gp

## Items for the Adventure Record

**Good standing with Berden:** You helped Berden to collect mementoes so he puts a good word out about you. For a year, starting from the date marked to this AR, you gain +1 circumstance bonus to Diplomacy checks when dealing with 'Redswords'.

### Item Access

## Appendix 1: APL 2

**Arminier & other farmers (6):** Male Human Com1; CR 1/2; Medium Humanoid (Human); HD 1d4+1; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club) or -4 ranged (1d4+1/19-20, dagger); Full Atk +1 melee (1d6+1, club) or -4 ranged (1d4+1/19-20, dagger); Full); AL N; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 11.

*Skills and Feats:* Craft (various) +5, Handle Animal +2, Profession (farmer) +7, ride +2, use rope +2; Skill Focus (farmer), Skill Focus (craft).

*Possessions:* Traveler's clothing, dagger, club, tools, pouch's, etc.

*Appearance:* Sueloise/Oeridian men.

**Berden:** Male dwarf War4; CR 3; Medium Humanoid (dwarf); HD 4d8+8; hp 24; Init +1; Spd 10 ft.; AC 13 (touch 10, flat-footed 13) (studded leather armour +3); Base Atk +4; Grp +5; Atk +7 melee (1d8+1/x3, battleaxe); Full Atk; +7 melee (1d8+1/x3, battleaxe); SQ Dwarf traits, darkvision 60 ft.; AL LN; SV Fort +5, Ref +2, Will +1; Str 13, Dex 10, Con 14, Int 10, Wis 10, Cha 6.

*Skills and Feats:* Craft (weapon smithing) +7, Handle Animal +3, Intimidate +3, Listen +2, Spot +2; Alertness, Skill Focus (craft), Weapon Focus (battleaxe).

*Possessions:* Studded leather armor, battleaxe, dagger.

**Heebo:** Male Goblin Adp2; CR 1/2; Small Humanoid (goblinoid); HD 2d4+2; hp 10; Init +0; Spd 30 ft.; AC 11 (touch 11, flat-footed 11); Base Atk +1; Grp -3; Atk +2 melee (1d6-1, masterwork morningstar) or +3 ranged (1d6/19-20, masterwork light crossbow); Atk +2 melee (1d6-1, masterwork morningstar) or +3 ranged (1d6/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft.; AL LE; SV Fort +1, Ref +0, Will +0; Str 9, Dex 11, Con 12, Int 10, Wis 13, Cha 6.

*Skills and Feats:* Concentration +3 (+7 when casting defensively), Hide +4, Heal +5, Listen +3, Move Silently +4, Ride +4, Spot +3, Survival +3; Alertness, Combat Casting.

*Spells Prepared* (3/2; base DC = 11 + spell level): 0—*cure minor wounds* (2), *read magic*; 1st—*bless*, *cause fear*.

*Possessions:* Masterwork morning star, dagger, masterwork light crossbow, 10 bolts, silver holy symbol of Barkrivyeg, 3 *potions of cure light wound*, *scroll of protection from good*.

*Languages spoken:* Common, Goblin.

## DM's Aid 1: Barony of Ingmalt

### Barony of Ingmalt

The Barony of Ingmalt makes up the northeast corner of the Principality and is roughly square in shape. It has the main overland route north to the United Kingdom of Ahlissa. Farming and gold mining are the main trades here, as well as copper mining in lesser amounts. Ingmalt is the domain of House Oedil, ruled by Berik Oedil, a stern but fair noble.

The Iron Hills sends rocky ridges south into Naerie. Gold is mined near the capital of Ekehold, where House Oedil holds sway from Castle Vinge. Copper contamination has resulted in the phrase "Ekehold Red" being used in the gold trade.

Ekehold is a prosperous community with a highly skilled military force, dubbed Redswords as an honor to soldiers who fought against Hepmonalanders in Sarwyck Forest, though the name originally referred to the aforementioned copper contamination of the gold mined here.

When the Great Kingdom still existed, Berik Oedil was the heir of House Oedil, but he lost his lands when the Brotherhood invaded. Prince Barzhaan returned his old lands after the war. During the war, his thankless task was to clear Ingmalt of Hepmonalanders. Nearly all of them fled to Sarwyck Forest where the Ahlissan cavalry could not follow them. Casualties were high and no quarter was given in the following campaign, but eventually the Ahlissans triumphed. The Brotherhood retaliated, though, and succeeded in assassinating Berik Oedil's wife, and he has never been quite the same after that.

The new symbol of House Oedil, taken into use CY591 is a variant of Ahlissan coat-of-arms where the nightingales have been removed and instead there is a black wolf under the Sun of Aerdy.

👑 **Osfelred (Greenrock) (Hamlet):** Conventional (an elected village council decides important matters); AL NG; 100 gp limit; Assets 850 gp; Population 170; Isolated (Humans o/s 96% (163), Halfling 2% (3), Elf 1% (2), Half-Elf 1%(2).

**Authority figures:** Varsarlor (male Ari1), Eldest of the hamlet.

**Important characters:** Felmeren (LN male War5), constable, Captain of the Guard and member of the Council; Zargarn (N male War2), deputy; Riannara, (LN female War2), deputy; Karlhaser (N male Com11), Master of the Farmers and member of the Council; Fionoyan (NG female Clr2 of Atroa), High Priestess of Atroa's shrine and member of the Council; Cranelarn "Beacon" Gyraldren (LG male Pal1 of Heironeous); Saracern (N male half-elf Rgr1), Master of the Hunters and member of the Council; Ejuak Sverann (CG male Ftr6), keeper of the Boar's Fortitude Inn; Westor Greenfeet (CG female halfling Brd2), keeper of

Westor's Goods; Zamyrr Quillson (CG male halfling Adp1); Silquesar Casfelrath (female elf Drd4).

Osfelred is a small hamlet on the edge of a tiny stream, Rockpath (Esselfern). The hamlet is an agricultural community of ordinary hardworking people. The layout of the hamlet is scattered, and the center only contains a few public buildings. Osfelred's more familiar name is Greenrock, after the green-mossed rock in the Rockpath stream. Osfelred is next to Sarwyck Forest, and many residents use a small trail that goes through it to take their seasonal good into the market at Eragern. In recent times (594 CY), Greenrock has attracted attention after a group of adventurers discovered a hidden tomb of Pyremius worshippers in the Sarwyck Forest (NAE4-01 *The Living & The Dead*, NAE4-02 *The Venemous Temple*).

**Bears Fortitude Inn:** Due to remote location, this inn is not very busy, especially during daytime when local people are busy with their various duties. Visitors sometime pass through the hamlet and so Ejuak Sverann keeps common (5 sp) and poor lodgings (2 cp) available, but the more important part of his business is food. Ejuak's wife Firin is an excellent cook and menu consists of foods from common (5 sp) to good (2 gp).

👑 **Eragern (village):** Conventional (Guandrem I); AL LN; 200 limit; Assets 8,940 gp; Population 894; Mixed (Humans o/s 93% (831), Dwur 6% (54), Gnome 1% (9).

**Authority figures:** Sir Guandrem I (LE male Ftr7), Head of House Drien.

**Important characters:** Dolrich (LN male Ftr5), officer of House Drien; Rakor (LN male dwarf Exp10), Dwur Miner's Guild leader; Kajin (N male Com8), Human Miner's Guild leader; Namelja (LG female dwarf Clr9), priestess of Moradin; Gahnar (LN male Clr5), priest of Zilchus; Yithral (LN male Exp7), Supervisor of the local smelter.

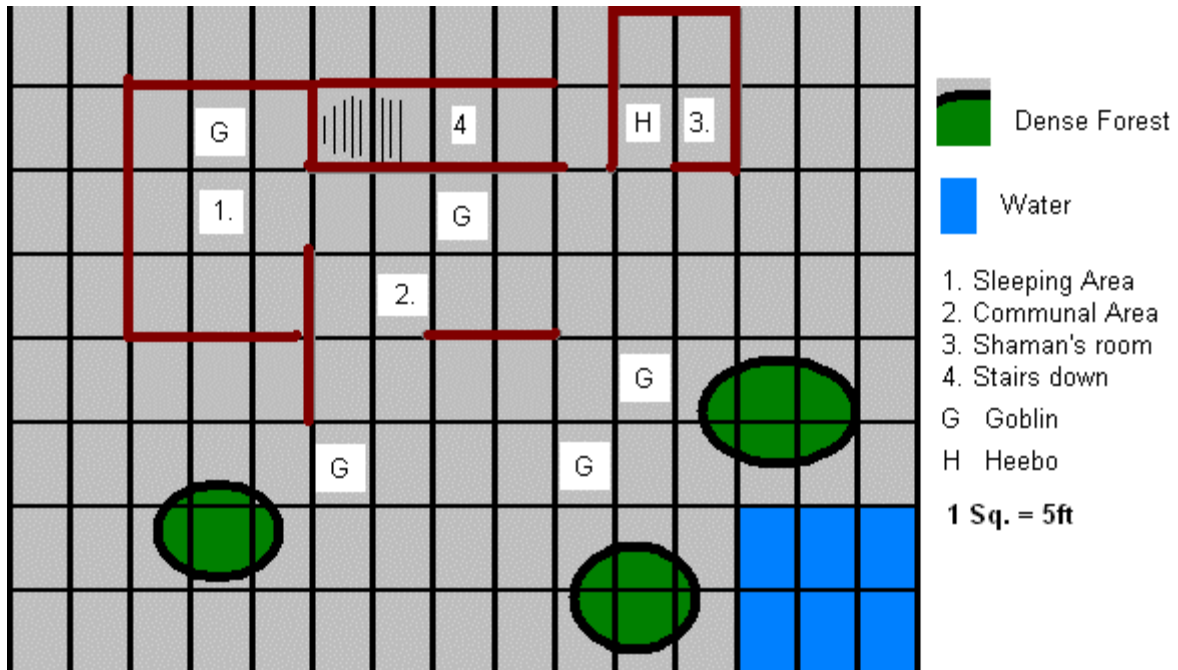
Eragern is a mining community on the northern edge of Ingmalt. It is ruled by House Darien, vassals of House Oedil. Their current leader is Sir Guandrem, an ambitious young noble.

As with other settlements in Ingmalt, Eragern is a law-abiding community that amasses its wealth from numerous mines in the Iron Hills. Gold is the thing that drives both man and dwarf ever deeper into the Iron Hills. Iron and copper are also mined. Eragern does not support farming, and therefore such commodities come from other areas of Ingmalt. The hamlet of Osfelred supplies plenty of food, but other

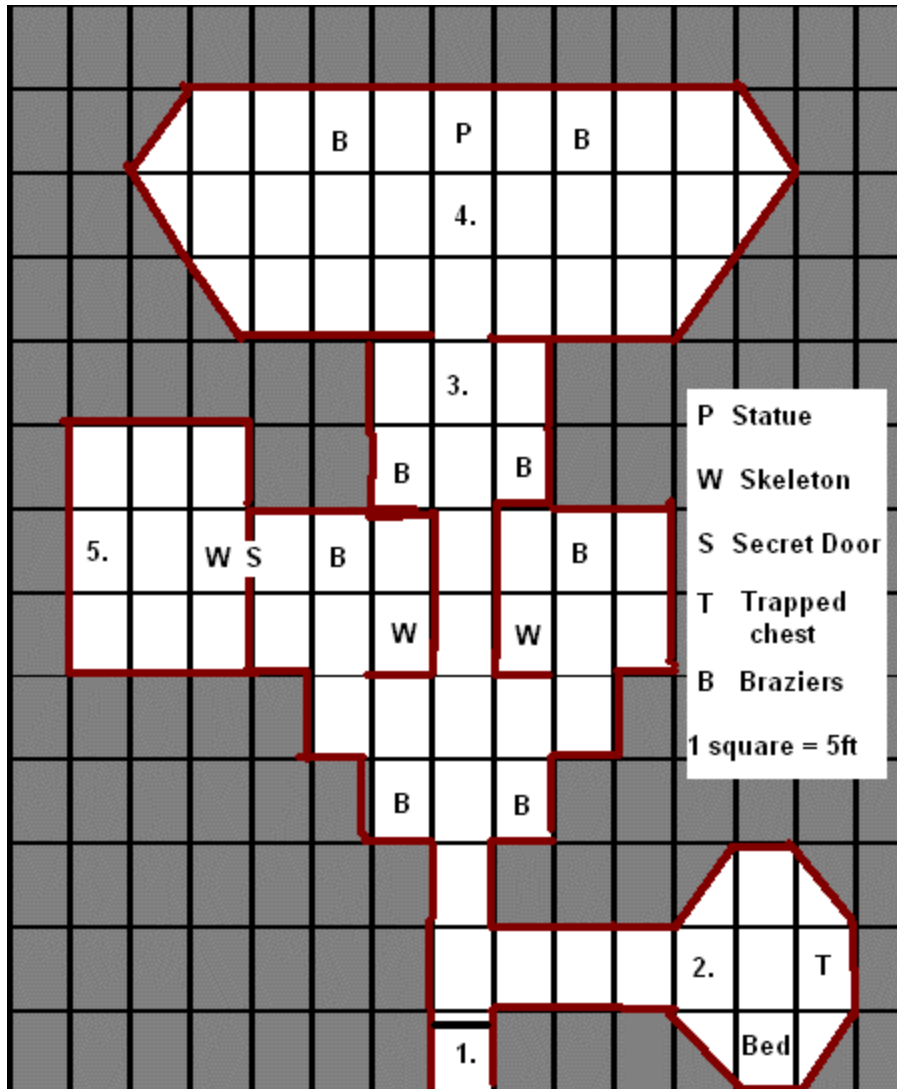
merchants from Ingmalt ply their trade in Eragern as well.

**Battle of Eragern:** This fight marked the end of Scarlet Brotherhood presence in Ingmalt. It was a battle where troops from South Province, under Berik Oedil's (current ruler of Ingmalt) leadership, caught up with fleeing Brotherhood forces, commanded by Kesh Nishar, and despite Brotherhood attempted to surrender: Berik decimated them in a pitched take-no-prisoners battle. The fact that his wife was assassinated shortly before that probably contributed to this. Berik was later quite anguished over the whole thing. Nonetheless, it is a cause for great celebration in Eragern and as 10 years has soon passed from the fight, people are making extra effort to celebrate it.

## Encounter map 1: Old Ruins



## Encounter Map 2: Downstairs



Player's Handout 1:  
Map of Sarwych Forest

