

Tales from Naerie: Hallowed Be Her Name

An adventure for Pathfinder, set in the World of Greyhawk

Working in a city guard is usually somewhat straightforward and even a simple brute can become good in it. However, sometimes even the simplest of jobs can go badly wrong...

About the adventure

This adventure takes place in the Principality of Naerie, in the world of Greyhawk. Naerie is one of the areas that make up the United Kingdom of Ahlissa, a successor state to so called "Great Kingdom". More detailed background of the area is at the end of the adventure.

Players jump into shoes of "blue collar cops" of the Nasranite watch who get sent on a mission to Fort Haxx, a garrison located in the very southern tip of Naerie.

The main antagonists are agents of the Scarlet Brotherhood, a once-secret society whose goal is the racial supremacy of the Suel people and subjugation of the entire Flanaess.

Since these particular Brotherhood members are part of "farseekers" faction with interests to acquire lost Suel artifacts, the racial supremacy aspect does not play a strong part in this adventure. This also makes it relatively straightforward to adapt the adventure to suit your own games.

The adventure has been written for balanced party of five 2nd level characters (appendix 5 has ready-made characters). They should be equipped with fairly simple equipment to take into account they are regular watchmen.

This adventure would not have been possible without the AD&D supplements *Scarlet Brotherhood* and *Dwellers of the Forbidden City*. It is advisable for the GM to acquire *Living Greyhawk Gazetteer* and *Ivid the Undying* prior to running this adventure.

This is first adventure in "Tales from Naerie", followed by *New Beginnings* and *Sweet Child of Mine*.

Background

Of all the gods in Suel pantheon, Pyremius (aka Blazing Killer, Murdering Flame etc.) might be the most destructive. Worshipping fire and poison, his followers are always looking for ways to destroy their opponents

But it was not always so; stories tell that once Suel pantheon included a goddess of fire called Ranet, but she was murdered by Pyremius who then took fire into his own domain.

However, gods are notoriously difficult to wipe out completely, and remnants of Ranet exist in far-away places of the Flanaess and on distant planes. Some are actual physical manifestations, others are unexplained lingering energies in places of worship.

When the followers of Ranet fled the empire, they scattered far and wide. One such group sailed across the sea to what later became the county of Idee and took refuge on the edges of the mighty Menowood.

With them they had an *Orb of Pyremius*, one of the artifacts where Pyremius had placed the lifeforce of Ranet so his worshippers could use it for their own advantage.

As long as such receptacles exist, Ranet could in theory return to life, and it was jealously guarded and examined by Ranet's worshippers to aid their goddess; to no avail.

Eventually this small enclave dwindled in numbers and their hideout was repeatedly destroyed and rebuilt, first by migrating Oeridians, then by the Scarlet Brotherhood.

Finally the Ahlissan armies finished the work by re-using the stones to construct the central keep of Fort Haxx. Yet for all this time, the *Orb* remained hidden away in a secret chamber, the ruins having been deemed clear of anything valuable for a long time.

Such thing would not stop Kren Halash and Aletarc Shelah from searching them it meticulously. They are both agents of the Brotherhood and members of the "Farseekers" faction. This faction is eager to acquire items from the Suel Empire and both are desperate to prove their worth with a valuable find.

Eventually they did, thanks to numerous investigations into old dusty tomes kept in the libraries of Naerie. The location of the vault was found and their minions went forth.

Ancient constructs, along with few ghostly servants of Ranet, opposed them but for no avail. The *Orb* was now in the Brotherhood's possession and it would be just a matter of getting it to safety.

This would prove more difficult, as they had no means to ask Brotherhood directly and even if someone would teleport them, there was always the possibility of betrayal.

So they had to resort to slower methods, and when Aletarc sent his minions to acquire a smuggler boat, Kren conveniently had him killed by Ahlissan soldiers and stole the *Orb* for himself and prepared for the return of the boat.

When the adventurers arrive, Kren is preparing for his departure but unfortunately one item, a small mithral staff, is not yet in his possession.

Kren is not sure of its function but believes it to be useful for the future. It is likely that the adventures do get it and this forces Kren to take

action against them. This also causes Kren's plan to be revealed and possibly stopped.

Adventure Summary

This is how adventure will most likely proceed but it also has some room for unexpected decisions the adventurers might do.

Introduction: Player characters (PC's from now on) will be tasked by their commander Damar Rocharion to go and fetch Aletarc Shahen from Fort Haxx.

Encounter 1 Fort Haxx: PC's arrive to Fort Haxx and learn that Aletarc is dead and his possessions confiscated.

Encounter 2 Shanties: PC's meet with Breddol who can tell them about things he has discovered.

Encounter 3 It always happens when you try to sleep: PC's have a rude interruption when their sleeping quarters are put to a torch and wererat rogue attempts to steal from them.

Encounter 4 Ruins: In the ruins, PC's discover the way below ground but also face Brotherhood monsters.

Encounter 5 Final resting place: Avoiding traps, PC's find the shrine of Ranet and learn about Kren's plans.

Encounter 6 Chase: On their way to the beach, PC's encounter remnants of Ahlissan patrol and can enlist aid.

Encounter 7 On the beach: PC's intercept Kren and retrieve the *Orb of Pyremius*.

Conclusion: PC's decide what to do with the Orb of Pyremius.

Racial descriptions

To help new players to understand the appearance of various human races, they are as follows:

Suel: Dominantly pale, blond haired humans. Real world equivalent would be Scandinavians.

Oeridian: Dark haired, tall people with light or light brown skin. Real world equivalents are Italians, Spaniards, etc.

Flan: Original inhabitants of the Flanaess, now driven to margins of society. Dark hair, skin color varies between bronze to brown.

Most people living in Naerie are of mixed Suel-Oeridian heritage due to centuries of migrations and conflict which has occurred.

Introduction

It has mainly been business as usual in the watch; drunken brawl here, robbery there. However, two days ago a tip from an informer resulted in your patrol apprehending a smuggler in the docks of Naerie City.

It is this smuggler affair that has called you to office of Damar Rocharion.

As you enter, he quickly asks you to sit down while he lifts a large wooden box into the table, sticks a large iron tong inside and pulls out what appears to be a big red crab.

"This thing here is called an 'overseer' and is used by Scarlet Brotherhood to control people against their will. Very dangerous and they can even make themselves invisible. Now, this box came from Fort Haxx and interrogations gave us a name; Aletarc Shahen.

Now, this could be fake but I doubt it since we put one of our best men to handle the interrogation.

What I want you to do is to go to Fort Haxx, find this 'Aletarc' person and bring him here, along with his associates and belongings.

Your ship, Eye of the Deep, leaves in three hours. Any questions?"

Damar Rocharion: male human (Oeridian) Ftr7/Rgr2; AL LN;

Personality: Lawful but sometimes flexible in interpretation of the written law depending on situation and people involved.

Appearance: Oeridian man in his forties with dark hair and a few days of stubble on his chin. Under his uniform, a chainshirt is visible.

Damar appoints one of the PC's as nominal leader (Embric if you use the ready-made characters) of the group and gives that PC a

letter authorizing Aletarc to be handed over. This is to make sure commanding officer Varnen does not raise objections when PCs arrive to Fort Haxx.

In addition he stresses that the Nasranite Watch and the army are separate organizations and sometimes at odds with each other. As such while army will have to turn over Aletarc, they are not required to offer additional support or help unless they want to.

Before PC's leave, a cook will come in to the office, pushing a serving trolley which has a pot full of boiling water (along with butter and spices).

Damar dips the cursing and writhing overseer to the water and tells PC's to dispose rest of the overseers before leaving. He then settles down to eat the now boiled overseer.

Development: If PC's want to acquire some items before leaving, they can visit shops or take basic items like torches, rope, etc. from Nasranite stores.

Once PC's are ready, *Eye of the Deep* takes them to Fort Haxx. Weather and winds are slightly unfavourable and PC's arrive late afternoon on their fourth day of travel.

1: Fort Haxx

It is late in the afternoon when Eye of the Deep arrives to Fort Haxx. It turns out to be a motte and bailey construction and aside from its central keep, rest of the fort and walls has been built from solid timber.

The harbour is a separate walled compound and links with a fortress itself. Docks have four piers for ship. One currently has a warship undergoing maintenance and rest are clear and it is one of these where Eye of the Deep docks up.

Assuming PC's ask about Varnen, they are soon directed to his offices where he is with his assistant Hammadan (Kren Halash in disguise).

Varnen: male human (Oeridian) Ftr6; AL LN;

Personality: Cynic, knows exactly how things are handled in Naerie (With an iron fist wrapped in a silk glove)

Appearance: Oeridian man in his forties with grey hair. Wears a breastplate with the symbol of Hextor on it. Is rarely seen without his loyal guard dog on his side.

Hammadan (Kren Halash): male human (Suel) Ftr 2/Rgr 2; AL LE; Appendix 2

Personality: Driven, will do anything to achieve his objectives.

Appearance: Well-groomed suel man wearing chain shirt and Ahlissan military tabard.

Varnen tells following things when asked about Aletarc:

- Said person's remains are rotting upon a wheel near the main gates, where he was killed by Ahlissan soldiers three days ago.
- He was discovered in "the shanties" (see encounter 3) when a patrol was searching for a stolen crate of imported goods.
- They found the crate in possession of a Suel man who had used name Aletarc. He resisted arrest and upon seeing the holy symbol of an outlawed god, the soldiers killed him.
- If asked further, a successful DC 15 Diplomacy check causes Varnen to reveal it was a crate of expensive Felten tobacco he had imported for himself.
- Man leading the patrol of soldiers was sertern (sergeant) Andarin, who is currently on patrol duty near Menowood and is not expected back in a day or two. (his patrol is the one PC's come across in encounter 6).
- Aletarc's belongings were neatly organized and it appeared that he was preparing to leave somewhere. Some correspondence had recently been burned in his stove (nothing could be made out of it).
- PC's are free to take the remains of Aletarc with them if they want to.
- Aletarc's possessions included the following items which Varnen will hand over.

Holy symbol of Pyremius (NE Suel god of fire, murder and poison)
--

Pouch full of copper, silver, gold and platinum coins from various nations of the Flanaess (Worth 64gp in total).

Masterwork shortsword made from alchemical silver. (This sword was Aletarc's insurance against Thandl)
--

Spell component pouch
<i>Oil of magic weapon</i>

In addition there was some kind of silver rod which Varnen gave to a man named Breddol who is visiting "the shanties". Varnen knows him from Naerie City as some kind of scholar and so trusted him enough in this regard.

If asked about unusual events, Varnen says patrols have reported seeing some weird hunched creatures, possibly fey, on the edges of Menowood but so far they have evaded patrols. (These are Kren's bredthralls)

Development: Players may go and talk to Breddol in encounter 2.

If they decide to wait for next ship out at this stage (which leaves in four days), Varnen offers them accommodation in forts guest house/mess. Wererat rogue steals staff from Breddol during the night and next day Breddol comes seeking help. This requires some improvisation from GM.

2: "Shanties"

Shanties are a collection of hovels, houses, lean-to's and pit-houses which have sprung up about half-a-mile away from Fort Haxx.

Some residents are petty thieves or resistance fighters who have come here to lay low, others are just attempting to improve their lot when life near the larger cities did not succeed.

Their attitude could be summed with a sentence "Prince is far away and that's how we like it"

.Adventurers may buy items here but main reason to visit here is if they wish to talk to Breddol. He has rented a small house while doing his investigations into local lore.

Breddol is a well known collector of rare items in Naerie City and often hires adventurers to retrieve "special" items for him.

Thelesina was Breddol's adventuring companion decades ago but disappeared after one disastrous encounter with a medusa, until group of adventurers retrieved her statue few years ago from distant island of Gefjon.

Breddol: male human (Oeridian) Rgr7; Bluff +3; AL LN;

Personality: Avid collector and sage, sponsors adventurers on quests to retrieve "interesting" objects.

Appearance: Oeridian man in his early 60's. Greying but still healthy, thanks to the adventuring career he had in his youth.

Thelesina: female half-elf Ran3; AL N;

Personality: Helpful, loyal.

Appearance: Elven female with light brown hair. Wears traveler's gear.

Breddol is initially bit suspicious of adventurers but as long as they act politely and tell they are Nasranites he will soon become friendly.

Breddol originally came here to make notes about old Flan standing stones and Suel ruins which are scattered on the edges of Menowood.

However, Varnen requested him to look at the "silver staff" and he has spent last two days deciphering it.

Breddol can tell following things if asked.

- He came here to collect an old tome from a "friend" and to make notes about ruins and standing stones located near Menowood.
- Fort Haxx was actually built using stones from a Brotherhood fortification and if rumors are true, said fortification itself was built from remnants of older fortification.
- Varnens "silver staff" is actually mithril though bit dented and damaged from passage of time.
- It is very old and runes carved upon it are still readable, though extremely hard to decipher.
- Runes appear to be some form of Ancient Suloise, though writing style is something Breddol has never seen before.
- So far he thinks he has confirmed words "lady", "fire" and "live" on it.

Breddol is not too keen to give away the mithral staff but will relent with DC 15 Bluff or Diplomacy check (have one adventurer make the roll, others may assist).

Mentioning that as Nasranites they have authority of Damar on their side grants +2 bonus to this roll.

Nonetheless, Breddol can copy the runes on parchment and give it to the adventurers as a reference if nothing else.

In addition, casting *detect magic* will show faint abjuration aura on the staff.

As far as the tome goes, it is about Suel history in the area of Idee/Naerie and seems to focus on minor sects and creeds within the Suel Empire. The “friend” in question is a merchant named Ladel who escaped his debtors here.

Breddol and Thelesina can tell PCs the location of the original fortification, otherwise they might need to inquire it from Fort Haxx (DC 20 Diplomacy or DC 15 Gather Information is enough).

Development: The PCs can head to their quarters now. If they received the staff from Breddol, a wererat rogue hired by Kren will attempt to steal it during the night as detailed in encounter 3. If they didn't get it, wererat steals it from Breddol.

It is possible, though unlikely that adventurers head to the ruins at this stage. This causes some changes for later encounters.

For starters, it will be middle of night and if they get information from the ghost that Hammadan has the orb, then he can be stopped before he reaches the shore.

In this case, Hammadan has gone on the morning patrol and final fight should take place in a forest with a road cutting through it. Three Ahlissan soldiers will still be standing and assist adventurers in the fight against Kren.

3: It always happens when you try to sleep (CR 2)

If PCs choose to spend a night in the guest house which Varnen offered them and they have the mithral staff or Breddol's sketches, have everyone roll a DC 20 Perception check.

If any are successful, PCs can discover an identical symbol on the guesthouse's fireplace as in the mithral staff. Examining further reveals a large set of them (DC 20 Decipher Script check identifies them all related to fire, protection and “lady”).

The man tending the guest house, Iloarin, can say that the stones used for fireplace came from some old Brotherhood fortification but has no further information.

This should not affect the adventure itself but hopefully sparks PC's curiosity a bit further.

During the night, a wererat rogue named Thandl attempts to steal the mithral staff from

PC's. GM is free to invent the method he uses, depending on how PC's prepare for the night.

Most likely result in getting close enough to PC's is probably to cause a fire in the mess hall and when the bucket brigade comes to the scene, he attempts to steal the staff in the confusion.

If he manages to get the staff but PCs see him, then they can pursue and appendix 4 has a pursuit chart as well as the map for the mess hall.

Guest house map has been provided in appendix 3, showing location of fireplace, doors and windows (kitchen is the smallest room on the western wall).

Thandl, wererat rogue: p. 197 of *Pathfinder Bestiary*. Replace Perception +7 with Sleight of Hand +7.

Thandl is one of people living in the “Shanties”, having been driven off from Poelitz by other rogues after his lycanthropy became evident. He is unaware of true loyalties of Kren and Aletarc and would not even care if he did.

Treasure: Thandl has his combat gear and a purse with assorted coins for a total value of 23 gold pieces.

Development: Assuming Thandl manages to get the staff without the PCs seeing him, he goes to drop the staff to the ruins and is soon after killed by Kren.

If he gets staff but PCs see him, then they can pursue and appendix 4 has a pursuit chart.

Even if PC's lose the chase, PCs can track him fleeing to the ruins with DC 20 survival check.

If PCs catch Thandl, he will quickly spurt out that he was hired by an Oeridian man (Kren in disguise) to retrieve the staff and bring it to ruins near Menowood. He was originally supposed to rob it from Breddol but PCs took the staff which forced him to attempt stealing it from them.

Varnen will take Thandl into custody and will have him executed as dangerous lycanthrope at first opportunity.

PCs should have enough clues to point them towards encounter 4 now.

4: Ruins (CR 6)

When PCs arrive to the ruins, read the following.

The ruins stretch over a large area but aside from few pieces of wall here and there, only scattered pieces of rock and masonry indicate where the old fortification stood.

Small trees and bushes grow among the rocks, eager to reclaim the area once claimed by civilization.

The ruins conceal an old entrance to Ranet's shrine which has been disguised as old well-shaft. Ultimately after searching for a while, the PC's find it.

Shaft is located in what appears to be remains of a cellar, several feet below the other ruins. Kren and his minions rolled a large boulder above the hole and placed several smaller stones around it, along with grass and twigs but since it's relatively freshly made, it stands out quite easily.

Well-shaft leads down to area 1 of encounter 5. Entry point is 5ft wide but widens rapidly.

Creatures: Kren has left few of his bredthrall creatures to hide in ruins and guard the temple. He has no interest to take them back with him to Tilvanot Peninsula though and their fate is largely irrelevant to Kren.

Brotherhood Bredthralls: p. 209 of *Pathfinder Bestiary*. These creatures count as morlocks in all regards except they have claw attack instead of club attack.

Tactics: The bredthralls will attempt to stay hidden now and only attack PCs in encounter 5 once PC's have gone down the shaft (they can climb walls without penalty and will cut down PC's rope along the way). They take 10 on their stealth roll for a total result of 18.

Treasure: These creatures carry no treasure.

Development: Assuming PC's use ropes and other tools to go down the shaft, move to encounter 5.

5: Final resting place

There are four locations in Shrine of Ranet, each detailed below.

1: Well-shaft (CR 1)

Bottom of the well-shaft is covered by rocks (very difficult ground). A hole has been punched to a northern wall which opens to shrine proper.

A staircase once led here but has collapsed since. DC 15 Perception check allows PC's to note a pile of rocks which has been moved recently. Underneath they can find a corpse of real Hammadan (this is where Kren disposed the body).

If Thandl escaped from PC's, his corpse is here too.

In addition, DC 25 survival check is enough to notice that the shrine has non-flammable bad air (p. 244 of *GameMastery Guide*) hazard.

Climbing the walls requires DC 20 climb check which is relatively straightforward but making it to the well-shaft after that requires DC 30 climb check.

2: Archway (CR 2)

This archway is covered by murals showing several snakes and woman with large eyes and narrow face. Burned body of a hobgoblin lies near the archway, one of Kren's minions.

The archway conceals *burning hands* trap (p. 420 of *Core Rulebook*) with following modifications. Perception DC 15, Disable Device 18. Any PC carrying the mithral staff does not trigger this trap.

3: Outer Sanctum

This large hall has a side corridor which has collapsed. Large set of rusted iron doors (Break DC 28) blocks entrance to inner sanctum. Kren's minions simply bashed their way through the wall and PC's can follow their lead.

Several large humanoid statues lie in pieces in the hall. These were Ranet's guardian constructs.

4: Inner Sanctum

This large hall has an elevated shrine and more murals showing the snakes and large eyed women. In addition it has images showing Suel crossing the mountains and sea, before settling to coastal region (Naerie), carrying with them what appears to be a large orb and a dead woman.

Creatures: The ast of Ranet's servants, Xaylen, is here. He is not hostile towards PC's but will attempt to talk to them in ancient Suel.

Xaylen: male human (Suel) ghost Clr3; AL LN;

Personality: Dedicated servant of Ranet.

Appearance: Suel man of undetermined age. Appears sad and worried at all times.

Xaylen tells he is last servant of "Our Lady of Fire" in this area. His companions and other guardians were destroyed by the servant of the "Blazing Killer" (Pyremius) who has taken a dead mans identity.

Long ago he and others were tasked in keeping the Orb of Pyremius secure from servants of the Blazing Killer in hopes of restoring Ranet but ultimately they were unsuccessful.

The orb was taken away by the servant and apparently he is fleeing through a place called smuggler's cove (known beach few miles from Fort Haxx) but when, he has no idea.

In addition, he can tell the following which you can rephrase or read as it goes. This is intended mainly for backstory and refers to Greyhawk history and lore published in *Ivid the Undying* and *Dwellers of the Lost City*.

"Long ago, the lady of fire protected the Suel people but she was betrayed. We who followed the old ways, escaped the imperium with the knowledge of the one who had been and who could once again be.

Our Lady is dead but not gone, not forever and while her presence remains, there is hope. Across the world, in the isles of the serpents and under the tallest mountains, the lady still waits. But this orb, it is no longer safe. I beg you, retrieve it and take it to someone who can watch over it or bring it here and I shall destroy it myself."

Combat: The Bredthralls, if not encountered yet, will move to attack PC's here (possibly triggering the *burning hands* trap along the way). Xaylen will aid the PC's by moving to flanking position to support strongest looking fighter. In addition he will attack with his corrupting touch attack (+4 touch, 3d6 damage, DC 13). While cleric, he has exhausted his spells long-time ago and cannot help PC's with those.

Treasure: If PC's have the mithral staff with them, Xaylen says that it is key to a magical lock

where servants of the Lady hid some of their treasure. He will instruct PC's to search the western wall and staff then opens a dimensional pocket, much like portable hole.

It has following items which PC's can take to help them in their fight with Kren.

+1 *shortsword*

+1 *light steel shield energy resistance (fire)*

wand of cure light wounds (50 charges)

Ring of energy resistance (fire)

Lesser bracers of archery

Development: Most logical route for PC's to venture from here is towards the smugglers cove in attempt to intercept Kren (encounter 6). If PC's venture to Fort Haxx for reinforcements, then Kren will be long gone by the time they reach the beach.

If PC's are stuck here (assuming the bredthralls cut their ropes), then Xaylen can help them by going above ground and possessing a member of a nearby hunting party, who then leads it to the well-shaft to help them. However, this is the limit of how far Xaylen can venture from the shrine and won't be able to help them on the beach.

You can ask PC's for their fortitude saves to increase the tension of waiting due to bad aid but should let these pass without incident.

6: The Chase

As PC's rush after Kren, they come across decimated Ahlissan patrol and can recruit some help for the final fight.

The road ahead reveals a sign of battle; Large area has been scorched black as if by fire and several charred human bodies lie in the center of the devastation. Three hobgoblins lie further, pierced by javelins.

Three wounded soldiers slowly pace around the devastation, with shocked look in their faces.

These soldiers survived the encounter with Kren and used *potions of cure light wounds* from their officer's body to mend themselves and save Gunniz back to life. The rest of their patrol of twelve soldiers are dead.

They are shocked but can tell that Kren called a great fireball on them which decimated the patrol. They tried to fight but it was no good and fled.

A successful DC 20 Diplomacy check is enough to get them accompany PCs and attack Kren with them in encounter 7. This DC is reduced to 10 if PCs heal all their wounds.

Ahlissan Soldiers (Eorid, Nalran, Gunniz): Hp 8 (now 6, 5, 3) p 286 of *Pathfinder GameMastery Guide* with following changes: No potion of cure light wounds, armed with longsword (1d8+2/19-20), dagger & javelin. Armored with chainmail and light wooden shield which increases AC to 18 (17 while flat-footed).

Development: PCs will catch up with Kren on nearby beach. Move to Encounter 7.

7: On the beach

From top of a cliff, you can see down to beach where group of eight persons stand. Further on the sea, a ship sits at anchor while two large rowboats are approaching the beach.

Kren Halash: See appendix 5.

Hobgoblin warriors (7): p. 175 of *Pathfinder bestiary*.

Kren has left two hobgoblins as rear guard. PCs can attempt to sneak up on them and gain surprise. The rowboats are still far from the beach and take no part in the fight and their rowers will turn around if they see Kren go down.

The fall from the cliffs to the beach is 25ft (map is slightly inaccurate in this regard).

Tactics: Kren will have his hobgoblins to form a defensive line and stay back himself and use the abilities of the orb against PC's. Kren and his allies will fight to the death.

Treasure: In addition to their combat gear, these creatures have 150 gold pieces in assorted coins.

Development: When Kren and his minions are dead, move to conclusion.

Conclusion

When Kren is dead, the smugglers rapidly row back to their ship and pull up the anchor. Ahlissan vessel appears on horizon and heads for the smuggler boat (but is ultimately

unsuccessful in intercepting the faster smuggler boat).

PC's will have option of either destroying the orb or handing it over to Ahlissan authorities.

a) Destroying the orb

Destroying the orb is possible by returning it to temple, then having Xaylen destroy it (laying his ghost to rest at the same time).

The orb rises to air and Xaylen seems to envelop it with his ghostly form "It is sad to destroy the orb but better than risk it falling to wrong hands. I thank you and go back to my goddess. Hopefully her blessing will be upon you for your actions. Goodbye".

With those words, the orb seems to grow brighter and Xaylen is pulled into it. After a few seconds, the light disappears and orb falls to ground, shattering to pieces.

The End

b) Handing the orb to Ahlissan authorities.

Depending who the PC's hand over the orb, they will be greatly rewarded (though this is beyond the scope of this one-shot adventure).

Damar and Varnen are the options here since nobody else than PC's actually know about the orb.

If they give orb back to Damar, promotions and medals are offered to everyone while the orb is taken to Sage Keep (centre of learning) and studied.

If PC's give it over to Varnen, he likewise rewards PC's with significant amount of money and later on, offers to join as his valued lieutenants as he puts the orb to use as his own personal tool.

Player handout 1: Principality of Naerie

Proper Name: The Principality of Naerie

Ruler: Prince Barzhaan of Naerie, Head of House Haxx, Baron of Derevendt (LN male human Ftr14)

Government: Feudal monarchy - powers of monarch are somewhat limited by written agreements with major nobles.

Capital: Naerie City (pop. 6,300+)

Major Towns: Felten, Ekehold, Minetha, Poelitz, and Gornor's Cove

Baronies: Derevendt (House Haxx), Ingmalt (House Oedil), Monne (House Heshun), Foelt (House Arxx), Schwente (House Eddri), and Menst (House Lyrthi). Several smaller fiefs exist within the six large baronies but these are typically consist of nothing more than a single settlement

Resources: Foodstuffs, copper, gold

Coinage: [Modified Aerdy] nightingale (pp), crown (gp), noble (ep), penny (sp), common (cp)

Population: 85,000 (adult population): Humans (Oeridian/Suel) 80%, Halflings 8%, Elves 5% (Wood elves mainly), Orc/half-orc 4%, Dwur 2%, Gnome 1%

Languages: Common, Old Oeridian, Suloise, demi-human languages. Ancient Suel used by scholars while Rasol (corrupted form of Ancient Suel) is used by old Brotherhood soldiers who form a group of second class citizens within the Principality

Alignments: LN*, LE, LG, NG, CG

Religions: Zilchus*, Hextor, Heironeous, Osprem, Lydia, The Velaerie (Oeridian agricultural deities). Many other deities have limited following as well

Allies: Naerie is part of United Kingdom of Ahlissa and thus has no real allies. Lukewarm relations exist with Sunndi and Onnwal but some tensions remain due to history of conflict with Great Kingdom.

Enemies: Scarlet Brotherhood, Iron League states (distrusted, though peace agreement exists), Knights of the Chase and the Church of Trithereon, Idee Volunteers.

The Principality of Naerie sprawls along the coast of the Azure Sea, south of the Iron Hills and west of the Hollow Highlands. Majority of the land consists of gently rolling hills and flat plains. This troubled nation has been known by many names. The Scarlet Brotherhood named it the Obedient State of Idee when they held sway here, but before the Greyhawk Wars it was known as the County of Idee, and was a member of the Iron League. Nowadays it is part of United Kingdom of Ahlissa and ruled by House Haxx, a noble house whose fortunes have soared after the Greyhawk Wars. Its head, Prince Barzhaan Haxx is efficient, pragmatic and (some say) unemotional leader who takes his task of protecting these lands very seriously.

Humans in Naerie are predominantly of Oerid-Suel extraction, with few flans included. A Rhenee or a Perrenlander is an incredible oddity here. Demihumans exist in small enclaves, mostly halflings, but also some dwarves and elves. Orcs and half-orcs are part of the mercenary forces serving the Prince. Some half-orcs make a living as labourers or smiths in the city of Naerie or the larger villages. Raiders of mixed humanoid origin are also found in the wilderness. Common people in Naerie are mostly farmers, fishermen, hill men and miners. Many are followers of the Oeridian agricultural deities.

The ruling nobility is divided into six greater Houses and a score of other noble families. Most nobles worship Zilchus, Heironeous or even Hextor, though other Oeridian or Suel gods are venerated as well. Most of the population is concentrated on thorps around the six large towns (Naerie, Gornor's Cove, Ekehold, Minetha, Poelitz & Felten). The roads between these settlements are well maintained and protected but many smaller roads are less so. The fact that Naerie has a small population means that the plains offer refuge to any number of monsters and brigands where the local authority cannot reach them easily.

Nasranite Watch: Nasranite Watch is the name of city guards of Naerie City. Of all the city guards of Naerie, be it "Brutes" of Poelitz or "Redswords" of Ekehold, Nasranite Watch is best equipped and organised guard force which has the resource to deal with almost any disturbance. It was originally formed by **Amrasil Belva** after the war, recruiting former Ideean guards and Ahlissan soldiers. Belvas acquaintance **Damar Rocharion** was made second-in command and is responsible for running most of the daily operations.



Appendix 1: Orb of Pyremius

Orb of Pyremius functions like *Orb of Dragonkind* from Pathfinder (p. 545) Core Rulebook. The essence of Ranet held inside grant the wielder saving throws (Fort +11, Ref +8, Will +10) and armor class (AC 22, touch 10, flat-footed 21) of young red dragon (p. 98 of *Pathfinder Bestiary*) with following differences.

For purposes of *dominate monster* it functions against red dragons.

It gives it's wielder ability to command fire elementals as if she had *command undead* feat (p. 120)

Wielder is immune to fire damage

Wielder can use breath weapon three times a day (40-ft. Cone, DC 19, 6d10 fire)

Appendix 2: Fort Haxx

(LN Corruption +1; Crime -2; Economy: 0 (+10% in base prices); Law +1; Lore +2; Society: -1; Base value 275gp)

Fort Haxx was built to guard the small coastal strip between the Azure Sea and Menowood against possible Scarlet Brotherhood troop landings. Cavalry elements from the 1st army of Naerie are stationed there most of the time. It also has a squadron of caravels stationed within, along with 100 soldiers from the navy to act in garrison duties.

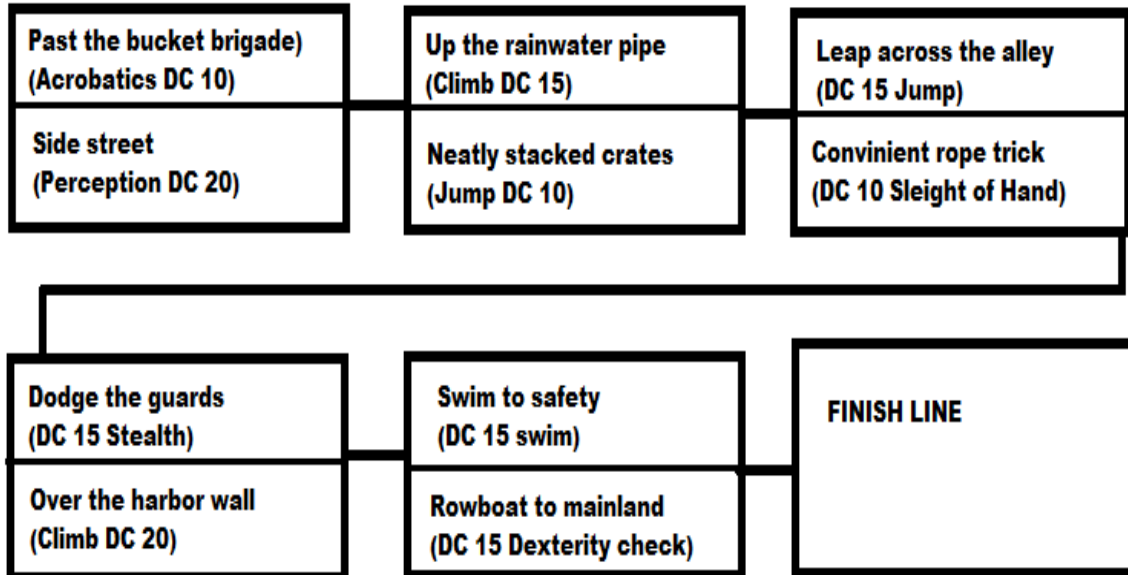
The fort itself sits on solid stone foundation and is built from trees cut from the edges of Menowood. A road leads north, up the coast and along the edges of Menowood to other parts of Naerie. The fort is under the command of Zentrinn Haxx, but as he is rarely here, his lieutenant Varnen (LN male human fighter 6) is tasked with the day-to-day running of the fort.

Despite sounding impressive, Fort Haxx is not so. In fact it is more of a tool for prince to keep his opponents as far from the capital as possible. While fort indeed rests on stone foundation, it is little more than a motte and bailey affair with central keep made out of stone while other buildings and watch towers are from wood.

While sturdy, it is unlikely that fort would stand very long against full-scale magical attack. In fact, more and more of the garrison are second line soldiers who have been sent to south because they had no use anywhere else. A village, sort of, has been built about half a mile from the fort itself. Soldiers spend their income here for drinks and women and it also supplies fort with food.

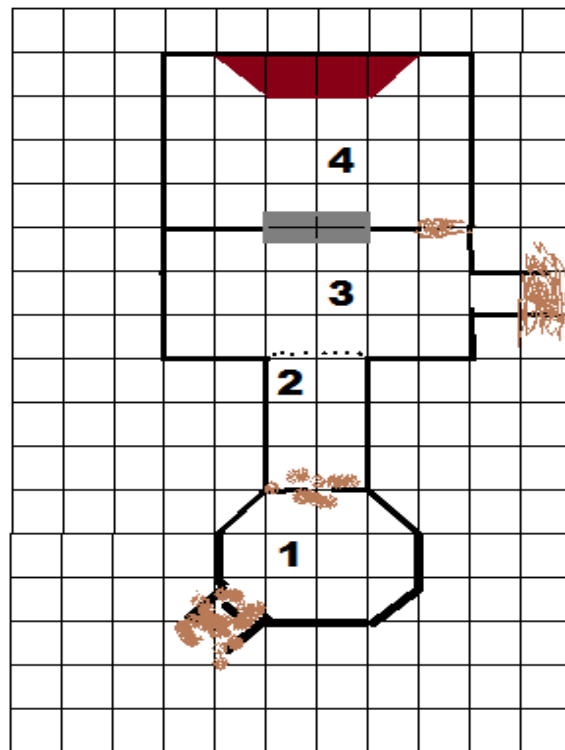
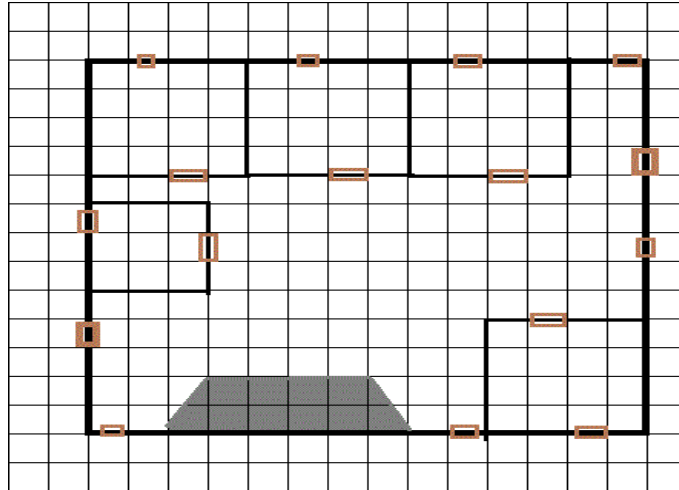
Ahlissan soldier CR 1/2: Shipmate from p. 294 of Pathfinder Game Mastery Guide except they also carry heavy wooden shields which increases their armor class to 17 (15 while flat-footed).

Appendix 3: The Chase



Appendix 4: Maps

GUEST HOUSE & FINAL RESTING PLACE



Appendix 5: Notable personalities

KREN HALASH **CR 4***

Male human fighter 2/ranger 2
NE medium humanoid (human)
Init +6; **Senses** Perception +8

AC 15 (22)**; touch 12 (10), flat-footed 13 (21)** (+3 armor, +2 dex)

hp 30 (4d10+8)

Fort +7 (+11), **Ref** +0 (+8), **Will** +5 (+10)

Defensive abilities bravery +1

Speed 30 ft. in studded leather (6 squares).

Melee weapon Mwk bastard sword +9 (1d10+3/19-20)

Ranged weapon dart +2 (1d4+3/x2, dart)

Special Attacks Favoured enemy (human) +2

Statistics Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Base Atk +4; **CMB** +7; **CMD** 19;

Feats Combat Reflexes, Exotic Weapon Proficiency (bastard sword). Improved Initiative, Step Up, Weapon Focus (bastard sword)

Skills Climb +12, Handle Animal +3, Knowledge (geography) +3, Perception +8, Ride +7, Stealth +9, Survival +8 (+9 to follow tracks), Swim +8

Languages Ancient Suel, Common

SQ track +1, wild empathy +1

Combat Gear *Orb of Pyremius*, *potion of cure light wounds*, tanglefoot bag

Other Gear masterwork studded leather armor, dart (4), masterwork bastard sword.

*Increased by +1 due to orb.

** AC/saves from *Orb of Pyremius*. Note that Kren cannot use bastard sword two handed while using orb.

Appendix 5: Notable personalities

Protagonists

EMBRIC

Male human fighter 2

LE medium humanoid (human)

Init +6; **Senses** Perception +1

AC 20, touch 11, flat-footed 19 (+7 armor, +1 dex, +2 shield)

hp 20 (2 HD);

Fort +5, **Ref** +2, **Will** +1

Defensive abilities bravery +1

Speed 30 ft. (6 squares), 20 ft. in armor (4 squares)

Melee Longsword +7 (1d8+2/19-20)

Ranged Longbow +3 (1d8/x3)

Base Atk +2; **CMB** +4; **CMD** +15;

Combat Gear *Potion of cure light wounds*

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10

Feats Improved Initiative, Lightning reflexes, Shield focus, Weapon focus (longsword)

Skills Climb +6 (-1 with armor/shield), Handle Animal +4, Knowledge (Engineering) +4, Ride +5

Languages Common

Possessions Masterwork longsword, dagger, banded mail, light steel shield, longbow, 20 arrows.

Appearance: Relatively short (5ft. 8Inch) but strongly built Oeridian male. Short hair and clean shaven.

Personality: *I will do my job and keep the peace in this city even if it kills you, but that is a sacrifice I'm willing to make.*

History: Farmer's son who was "drafted" into the army by a passing patrol during the war. Now at ripe age of 32 he is well established in Nasranite watch and smart money would say he will rise in the ranks.

CALLISTO GRIMWOLD

Male human ranger 2

LN medium humanoid (human)

Init +3; **Senses** Perception +6

AC 17, touch 13, flat-footed 14 (+4 armor, +3 dex)

hp 18 (2 HD);

Fort +5, **Ref** +6, **Will** +1;

Speed 30 ft. (6 squares)

Melee hand axe+3 (1d6+2/x3)

Ranged +6 or +4/+4 masterwork heavy repeating crossbow (1d10/19-20)

Base Atk +2; **CMB** +3; **CMD** +16;

Atk options Favoured enemy (goblinoids) +2

Combat gear Alchemist fire, *Oil of magic weapon*

Abilities Str 12, Dex 17, Con 12, Int 10, Wis 13, Cha 10

Feats Exotic weapon proficiency (repeating heavy crossbow), Point blank shot, Rapid shot

Skills Climb +6, Handle Animal +6, Knowledge (Geography) +4, Knowledge (Dungeoneering) +4, Knowledge (Nature) +4, Survival +6 (+7 when tracking), Stealth +8 (+7 in armor)

Languages Common, Suel

SQ Wild Empathy +2

Possessions Masterwork heavy repeating crossbow, shortsword, dagger, 5 bolt reloads (4), masterwork chainshirt, *everburning torch*, 50ft hemp rope, grappling hook.

Appearance: Lightly build Suel man in his late 20's. Shoulder length blond hair and short beard give him bit of a "rustic" appearance.

Personality: *Law & order is everything, maintain it and everyone will benefit (including me)*

History: Army soldier whose career involves doing occasional stints in various city guards of Naerie. Has even done some foreign travel to Iron Hills and Sunndi.

Appendix 5: Notable personalities

YUFIE

Female half-elf cleric 2 (Lydia)

LG medium humanoid (human/elf)

Init +3; **Senses** Perception +5; Low-light vision

AC 18, touch 12, flat-footed 16 (+6 armor, +2 dex)

hp 16 (2 HD);

Fort +4, **Ref** +2, **Will** +6 (+8 vs enchantments)

Immune Sleep

Speed 30 ft (6 squares), 20 ft. in chainmail (4 squares).

Melee shortspear +6 (1d6+1)

Ranged light crossbow +3 (1d8/19-20)

Base Atk +1; **CMB** +2; **CMD** +13;

Special Attacks agile feet (6/day), channel positive energy (4/day, 1d6, DC 13), touch of good (6/day)

Spells Prepared (CL 2nd)

1st— *bles*, *cause fear*^P (DC 14), *Doom* (DC 14), *protection from evil*^P

0—*detect magic*, *light*, *resistance*, *virtue*,

D domain spell (Good, Travel)

Combat Gear *Scroll of cure light wounds* (2), tanglefoot bag

Abilities Str 12, Dex 15, Con 12, Int 13, Wis 16, Cha 12

Feats Skill focus (Diplomacy)

Skills Diplomacy +8, Knowledge (history) +5, Knowledge (religion) +5, Linguistics +4

Languages Common, Elf, Old Oeridian, Suel

Possessions Chainmail, shortspear, dagger, light crossbow, 20 bolts, lantern, 2 pints of oil, flint & steel

Appearance: Half-elf of Flan heritage which gives her somewhat dark complexion. Dark curly hair further underscores this.

Personality: *Help the poor and everyone will benefit from it.*

History: Growing up in “Fey circle” of Naerie City (as elven community is called) was not easy for a member of a mixed race.

During the war worked in Ideean resistance movement and helped priests of Lydia to smuggle weapons. Afterwards became a priestess and is now serving in city guard as law dictates temples must supply army/watch with clerics for a temporary duties.

Lydia: (NG lesser goddess of Music, Knowledge, and Daylight) In Naerie, Lydias church acts as teachers, record keepers and healers for the poorer folk

JASAMETO

Male halfling sorcerer 2 (earth elemental)

N small humanoid (halfling)

Init +2; **Senses** Perception + 3

AC 15, touch 15, flat-footed 11 (+1 size, +3 dex, +1 dodge)

hp 12 (2 HD);

Fort +2, **Ref** +4, **Will** +5

Speed 20 ft. (4 squares)

Melee morningstar +0 (1d6-2)

Ranged Sling +6 (1d3+1/)

Base Atk +1; **CMB** -2; **CMD** +11;

Atk options Elemental ray (6/day, 1d6+1)

Spells known (CL 2nd)

1st (5/day)— *Grease*, *Sleep* (DC 14)

0—*daze* (DC 13), *detect magic*, *light*, *resistance*, *virtue*

Combat Gear wand of magic missiles (CL 1st, 5 charges, 1d4+1 damage)

Abilities Str 6, Dex 16, Con 12, Int 10, Wis 13, Cha 17

Feats Dodge, Eschew materials

Skills Acrobatics +6, Appraise +4, Climb +6, Spellcraft +4

Languages Common

Possessions combat gear plus traveling gear, 50ft hemp rope, grappling hook, writing tools.

Appearance: Halfling with short black hair. Dresses in simple brown traveling gear.

Personality: *Stoic, does not understand humor.*

History: Demonstrated arcane abilities when young and learned from sorcerer Euronymos in Naerie City. Later was drafted into watch where his crowd control spells proved useful.

Appendix 5: Notable personalities

DARREN CR 2

Male human rogue 2

N medium humanoid (human)

Init +2; **Senses** Perception +6

AC 17, touch 12, flat-footed 15

hp 15 (2 HD);

Fort +1, **Ref** +6, **Will** +1; Evasion

Speed 30 ft. in chain shirt (6 squares)

Melee shortsword +3 (1d6+2/19-20)

Ranged dart +4 (1d4+2)

Base Atk +1; **CMB** +3; **CMD** +16;

Atk options Rogue talent (bleeding attack), Sneak attack +1d6

Combat Gear tanglefoot bag

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 10

Feats Dodge, Shield proficiency

Skills Acrobatics +8, Bluff +4, Climb +7, Diplomacy +4, Disable device +8, Escape Artist +8, Knowledge (Local) +4, Perception +6, Sleight of Hand +8, Stealth +8, Swim +6, Use Magic Device +4

Languages Common

SQ Trapfinding +1

Possessions combat gear plus chainshirt, light wooden shield, shortsword and dart (x5)

Appearance: Suel man with long blond hair.

Personality: *Show off, daredevil.*

History: After a life of petty thieving in Felten town, was caught and offered pardon if he would betray his old companions. Darren accepted the offer and fled town, settling to Naerie City. On his first attempt at thievery, was surprised by a guardsman Walennor.

Darren fled across the roofs for minutes and thought he had evaded capture. This was not the case but Walennor was impressed by Darrens abilities and offered a choice: Prison or watchman. Darren accepted the latter.