

INTRODUCTION

MECC2: Nefford and Beyond continues the exploration of Karaccia, this time shifting from the northern part of the valley to the southern. After generally exhausting the adventure opportunities near the town of Brink, those looking for further fame and glory would be wise to head south to the large town of Nefford.

Herein, the Castle Keeper will find all the information they'll need to run adventures in and around Nefford. There's a brief history of the town, information on the two powerful families who hold the most sway there, descriptions of some of the more important points of interest, side quests and adventure hooks revolving around the town and its inhabitants, and maps of the town.

This is followed up by three adventures, **Trouble in Southshore**, **They Came From Wood's Hollow**, and **The Woe of Gul Nalore**. In the first, a simple bounty on orcs turns into a game of tribal politics with the PCs trying to restore an ages-long truce which has been disturbed. The second involves boat-stealing lizardmen. Finally, the PCs will be hired by a town of Elves to help with a "dragon" problem, and then get caught up with a talking wyvern, ninja turtles, and evil serpentmen in a lost temple (*oh my!*).

THE TOWN OF NEFFORD

Situated at the confluence of the Corkorran and Fallflow rivers, Nefford is by far the largest town in the valley of Karaccia. It boasts a population of some ten thousand people with many shops, services, and entertainment to offer. Its proximity to the main egress from the valley means it is the trade hub between Karaccia and the rest of the kingdom of Imlar.

Unlike the towns of Brink and Southshore which are both run by the Church of Erm, Nefford is led by an elected town council of seven members, who serve for three years between elections. In reality, though, it is the two powerful merchant families of Barleyfellow and Blackgrove actually calling most shots.

The Barleyfellows have been around since the founding of Nefford in the year 17PS (251 years ago), and they opened what they consider their "trifecta" (the *Barleyfellow Brewery* and the *Gentle Trout Tavern* both located in Old Nefford, and the *Barleyfellow Fields Farm* which is southwest of town) within the first year of the town's founding. They now run eight of the town's taverns, two of the inns, and six of the breweries. The Barleyfellows generally feel that Nefford is "theirs," and that they are entitled to direct the town's affairs and reap its wealth.

The Blackgrove family began as trappers and furriers, settling into Nefford in the year 23PS. They now run 28 of the furrier shops, both tanneries, and a dozen of the jewelers. They're also heavily involved in the spice trade and own four of the five spice merchant storefronts. But, most importantly and very much *unlike* the Barleyfellows, the Blackgrove family is deeply involved in the Church of Erm and instead of viewing Nefford as an asset, they view it as their home and its people as their family.

Trades and Services

Dwarfing the other towns of Karaccia, there are many goods and services available in Nefford, especially compared to what adventurers who started in smaller towns are accustomed to. It's safe to assume almost anything from the equipment lists in the *Castles & Crusades Adventurers Backpack* can be found in Nefford. In all, there are:

Bakers	19	Locksmiths	7
Barbers	34	Magic shops*	4
Bathers	6	Maidservants	19
Blacksmiths	8	Masons	23
Bleachers	5	Mercers	11
Bookbinders	3	Old clothes	19
Booksellers	1	Painters	9
Brewers	8	Pastry cooks	22
Buckle makers	10	Plasterers	5
Butchers	10	Purse makers	10
Carpenters	20	Roofers	4
Chandlers	19	Rope makers	4
Chicken butchers	14	Rug makers	3
Coopers	9	Saddlers	5
Copyists	3	Scabbard makers	17
Cutlers	4	Sculptors	6
Doctors	8	Shoemakers	43
Fishmongers	26	Spice merchants	5
Furriers	43	Tailors	46
General goods	7	Tanners	2
Glove makers	5	Taverns	20
Harness makers	7	Temples	3 (5)
Hatters	6	Water carriers	15
Hay merchants	6	Weavers	18
Illuminators	3	Wine sellers	8
Inns	8	Wood carvers	4
Jewelers	26	Wood sellers	3

*The four magic shops (*The Hungry Siren* in Old Nefford, *Potions & Cauldrons* and *The Fancy Quill* in Wenwic Corner, and *The Twisting Nether* in Westgarden) sell mostly potions and scrolls, though *The Twisting Nether* has a 5% chance on any given day of having a random magic item for sale.

Laws

Assault, murder, slander, and theft are all illegal in Nefford. Most are sentenced with fines and/or jail time, though murder almost always results in a public beheading. Unlike Brink and Southshore, there are no laws governing tithing. Residents do, however, have to pay a property tax each year based on the size of their property (1gp per square foot), and merchants must pay a sales tax of 5% that is collected monthly.

The peace is kept by 70 guardsmen (1st and 2nd level fighters) who serve under an elected sheriff, currently a frumpy man named **Malvin Myles**.

Malvin Myles

6th level fighter

AC: 14 HP: 28 MV: 30' AL: CG

Str: 16 Dex: 9 Con: 18

Int: 8 Wis: 12 Cha: 13

Members of the town council act as judges, with trials usually being held monthly; being arrested the day after trials means sitting in jail for a month until the next.

Neighborhoods

Nefford is divided into nine main neighborhoods. Three of them are behind the town walls, while the others have grown over the years to expand the town outside of its fortifications. Inside the walls can be found *Old Nefford*, *Wenwic Corner*, and *Westgarden*.

As its name implies, **Old Nefford** is the oldest portion of the town with some 80% of its buildings still consisting of the original construction, including the majestic, three-story town hall and the gleaming white-marble temple of Erm. Old Nefford hosts a mix of affluent, middle class, and poor citizens.

The southeastern quarter of the town is known as **Wenwic Corner**. This area was the first portion of Nefford to be built on the southern side of the Corkorran river and is home mostly to middle-class merchants and tradesmen.

Westgarden is the newest part of the town within the walls, though most of its construction was completed a hundred or so years ago. Westgarden is unquestionably the most affluent and exclusive part of Nefford.

The outskirts of Nefford are composed of *Caravan Row*, *Corkorran Market*, *Gorgeknot*, *Grocer's Field*, *Kneetown*, and *North Acre*.

Found just outside the southeastern gate of town, **Caravan Row** is where merchant caravans and goods deliveries are welcomed into Nefford, to be quickly dispersed to the many warehouses and tradesmen of Wenwic Corner.

Nestled between the town wall and the Corkorran river is the **Corkorran Market**. Goods that come into Karaccia via the river are offloaded in this bustling bazaar.

Little more than a shanty town, **Gorgeknot** is the slum of Nefford. With effectively zero guard presence and a relatively unknown entrance to the town's sewers under an abandoned house, Gorgeknot is home to **The Sect of Twilight**, a guild of ne'er-do-wells who traffic in not only stolen goods, but stolen people. It is rumored that at their heart they are a cult of Orcus.

Occupying the land north of the wall, **Grocer's Field** is where the surrounding farmers and ranchers come to sell their goods.

The settlement on the eastern bank of the Fallflow is known as **Kneetown**, as it is the Dwarven district. Dwarven and Gnomish tradesmen and artisans produce items of the highest quality here.

Finally, there's the small quarter of **North Acre**, the newest portion of Nefford. Relatively affluent, the new money that has built North Acre stems from a silk trade burgeoning after the recent discovery of giant silkworms living in the grasslands north of town.



Temples

There are three temples in Nefford, at least that are common knowledge. Two of them are dedicated to **Erm**, and one of them to **Grazdad Stonefather** (the god of the Dwarves).

In addition to these, hidden in Gorgeknot and kept by a small sect of faithful is a shrine to **Sra'ha**, the goddess of death. And, deep below the town hidden beyond the sewers and catacombs lies a dark temple to **Orcus**, the beastly Prince of the Undead.

Notable NPCs

Though any random shopkeeper, street performer, or passerby can (and should) be created by the Castle Keeper as needed (the Troll Lord Games' *NPC Almanac* books are invaluable for this), this section details a few of the NPCs who are especially important in the grand scheme of the town. All of these folks not only play a major role in the town's everyday activities, but some will also feature heavily in *MECC3: The Knaves of Nefford*, a module which brings about a major paradigm shift for your campaign... Introducing some of these NPCs to your players now can pay off later, so keep that in mind.

Thornley Barleyfellow

The current patriarch of the Barleyfellow family is Thornley, a man who has so far seen 62 years on Vaedz'Eb. He has a narrow face with a proud nose. He keeps his thick auburn hair tied back, and his pale green eyes always seem to be looking down at things. Despite his age, Thornley cuts an imposing, stout form. He wears fine raiment and jewelry, making no effort to be modest about his wealth.

Though unaware of his nephew Andrick's connection to the vile Sect of Twilight, Thornley Barleyfellow is by no means a good man. At his core he holds in his heart nothing but contempt for the common man, and sees the town of Nefford as his own personal wealth-making factory.

Andrick Barleyfellow

The oldest nephew of Thornley Barleyfellow, 36 year old Andrick has golden hair and bright green eyes. He wears well tailored clothing, almost exclusively in blacks and purples, and always has a gold amulet around his neck that appears to be a symbol of Erm, but which is actually a hidden locket with a symbol of Orcus inside. Andrick is obsessed with beers, and often carries small flasks of different draughts from his family's breweries to try sampling them with any new flavors he comes across.

Andrick believes that his family could rise above mere wealth and the control of a "simple" town such as Nefford, and aspires to rule Karaccia as his own kingdom; he has no qualms in making pacts with demons in pursuit of this goal. Andrick is actually the man responsible for having brought the worship of Orcus into the fold with The Sect of Twilight. Since they were already involved in Human- (and Dwarf-, Gnome-, Elf-, and Halfling-) trafficking, he saw them as a prime source for a steady stream of sacrifices to gain favor with Orcus.



Selwyn Blackgrove

The current matriarch of the Blackgrove family is Selwyn Blackgrove. Although she's 52 years in age, she is a stunning beauty. She has black hair and piercing grey eyes, and walks with a slight limp. She wears plain, though well-made clothing. Selwyn spends most of her time running one of the few businesses of the Blackgroves' which is in direct competition with a Barleyfellow business, The North Brewery, located near the gate in Old Nefford.

Selwyn's granddaughter **Lili Blackgrove** and Andrick Barleyfellow's youngest brother **Farolt Barleyfellow** have begun courting, and Selwyn has grown increasingly concerned about this. The fact that she's dating a Barleyfellow itself isn't the worry (as the occasional intermarrying between the two families, while extremely rare, isn't completely unheard of), however Selwyn has begun to suspect not only that The Sect of Twilight is involved in Orcus worship, but also that Andrick is connected to the group.

Father Ob MacKie

8th level Cleric

AC: 10 HP: 32 MV: 30' AL: LG

Str: 16 Dex: 13 Con: 10

Int: 11 Wis: 18 Cha: 13

Head cleric of the Great Cathedral of Erm in Nefford, the 26 year old Ob MacKie is surprisingly young for a man of his station. He served the realm of Imlar as a younger man in the King's Army during the Greenfeather Incursion eleven years prior, and directly saved Prince Connor Elmson after a particularly nasty hobgoblin attack. He's been head cleric of the temple for 5 years now.

An average looking man of average build, with brown hair and a trimmed beard, Ob would blend right in to a crowd were it not for the clerical robes he wears daily. Father MacKie is an 8th level Cleric, but hasn't gone

adventuring since becoming the head of the temple and taking a vow to devote himself fully to the care of Nefford.

Ob is truly a good man (as are the vast majority of those in service to the Church of Erm), and he has no idea about the machinations set into motion by Archbishop Hagen Reid in an attempt to subvert the Church for Orcus.

Archbishop Hagen Reid

5th level Cleric

AC: 14 HP: 28 MV: 30' AL: LE

Str: 12 Dex: 11 Con: 14

Int: 15 Wis: 17 Cha: 13

Forty-four years ago, Hagen Reid joined the Church as an acolyte at the age of 12. Over the years, he rose through the ranks of the Church and currently has sat as the archbishop of Wenwic Temple for the past nine.

Now 56, the brown-haired Hagen seems to the folks of Nefford to be, in all respects, a kind and patient man. This couldn't be further from the truth, though. Only four short years after Wenwic Temple was built, the Church of Erm outlawed the worship of the goddess Sra'ha. Two years after he joined the Church, at the age of 14, Hagen discovered a secret chamber underneath Wenwic Temple which contained all of the items of worship which had been used during rites for that goddess of death. These items, which were supposed to have been destroyed, piqued Reid's curiosity about the worship of Sra'ha, and thus, Orcus. The path this led him down has been nothing but detrimental to not only the Church, but to all people of Karaccia. And, indeed, to the whole of Imlar itself (see the module *MECC3: The Knaves of Nefford* for more information on this).

Hagen usually wears chain mail hidden under his clerical robes when he leaves the safety of his temple. He also carries a concealed dagger, coated with **poison** (type

Pondering the Poisoning of a Performer (Any)

Justen Kappert was an absolutely beloved member of the troupe at the Westgarden Theatre, not only by the fans, but by the other members and theater crew alike. Although everyone wished him well when he decided to join the Dux Septem, he's been sorely missed.

The troupe of actors at the theater have been putting off electing a new leader, but have finally narrowed their choices down between two actors: **Darius Silverfoot** and **Kranden Merryson**. Little do any of the troupe know that Darius is willing to kill for the position.

Exactly how Darius contacts the PCs in hopes of accomplishing this can vary. He might meet them during an evening of drinking (Darius has been making appearances at Ye Olde Apples Pub recently hoping to find someone to hire for his twisted task). Or, perhaps the PCs put out word looking to hire a thief retainer and Darius contacts them assuming this means they're "that sort of folk." Regardless, once Silverfoot has decided that the PCs could be hired for such a thing, he'll be fairly upfront about his intentions.

"I'm short on time, so I'll be frank about this. I wish my colleague Kranden Merryson to be... no longer. But I don't need you brutes running him through with a sword; this cannot look like a... ahem... murder. I have learned through my sources that Karim, the owner of the Hungry Siren, has for sale a poison which will make it appear that Kranden has suffered a heart attack. Given his love for the pipe and the bottle, this shouldn't arouse any suspicion at all. I'm prepared to offer this necklace as payment."

The necklace that Darius proffers is made of platinum, and set with sapphires, emeralds, and diamonds. It's easily worth 50,000gp. If the PCs accept, he'll tell them that Karim will only sell the poison if they tell him they're "there for the Fir-A'gir tarts" when they enter his shop. Darius provides the PCs with a coin purse containing the 10,000gp Karim will want for the poison. Silverfoot will explain that once they've acquired the poison they'll need to slip it into Kranden's drink somehow, who often imbibes at the Angel's Helm in Westgarden.

How this all plays out is fully up to the players. They may decide to turn Darius (and Karim) into the authorities. How well this goes will depend on what kind of evidence the party has gathered before they turn them in. Lawful PCs who pursue this option and successfully get Darius convicted of attempted murder should be awarded 5,000 experience points each.

The PCs may try to double cross Darius by keeping the money for the poison and ratting him out to Kranden. Or, they may attempt to go through with the murder. It shouldn't be terribly hard for them to slip the poison into Kranden's wine on one of the evenings he goes to the Angel's Helm to have a few drinks, though there's always the chance they're caught and have to face the full strength of the law. And of course, even if they're successful, good or neutral aligned PCs will immediately shift to evil alignment.

TROUBLE IN SOUTHSHORE

Give the PCs a copy of **Handout #1**; they have recently seen these fliers posted around Nefford announcing a bounty on orc shields which has been ordered by Father Bálсын Fischer, head cleric of the Church of Erm in Southshore.

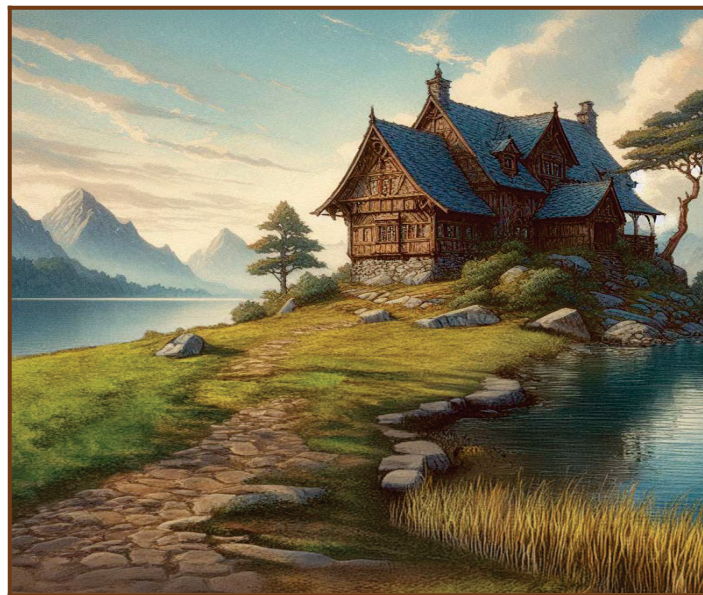
The road from Nefford to Southshore is only 15 miles, but most who journey between the two towns usually stop midway at the village of Waddleby to patronize The Sore Foot, which is generally regarded as a nice establishment. Unfortunately for the characters, a group of bandits who call themselves the Greencoats have decided to rob the place on the very day the PCs show up.

When the PCs arrive, they'll find that they're the only customers there. No music sounds from the open windows, but a delicious-smelling stew heats gently in the kitchen and makes the otherwise empty yard feel warm and inviting.

They're met by a red-haired boy who looks to be twelve years old. "Hello, travelers!" the child says while he eagerly waves at them. "Drinks and food that way, folks!" The boy points towards the door to the common room a few yards away. Inside, the PCs are greeted by the barkeep **Theodon Wenz**. Theodon (who goes by "Theo") is a halfling in his 60's with gray hair on his head and feet, and who's surprisingly thin for one of his kind. He's incredibly attentive to the PCs, since they're his first customers of the day.

After the characters have had a chance to secure rooms and order their dinners, the front door flies open and the child from outside (named **Timmy Schmitz**) is led in by a man dressed in chain mail and wearing a green waistcoat. The man holds one of his hands over the boy's mouth and holds a dagger to the boy's neck with his other.

"Alright everyone, let's make this easy," says the man as he takes a few more steps to allow his masked companions to file in behind him. "Anything you have that's worth something, toss it on the bar and then back yourselves against the wall. I don't want a reason to stick the kid, but if you give me one I'll take it."



The man speaking is **Karl Prager**, the leader of the Greencoats. They have been watching the Sore Foot for three days now, waiting for an opportune time to strike. The last two days had been fairly busy, but now with only a few travelers, they see it as an easy target. Karl expects the characters to comply, but is also fully prepared to follow through with his threat if he feels that any funny business is underway.

The manner in which this plays out is completely up to how the PCs react to the situation. Karl plans on keeping his hold on the boy while the patrons empty their pockets and his men collect their goods, then throwing Timmy inwards as he runs out the door following his comrades' exit. If the PCs all comply, this goes as smoothly as possible, and no one gets hurt. If the characters try to interfere, the CK will have to adjudicate just exactly how everything plays out (Timmy has 3 hit points). Of course, once Karl releases Timmy, the characters are free to pursue him and his companions outside.

Karl

AC: 14 HD: 2 (d10) Size: M MV: 30'
Att: long sword or dagger
Dmg: 1d8 or 1d4
Save: P Int: Avg AL: CE XP: 10+2
HP: 19

Greencoats

AC: 12 HD: 1 (d8) Size: M MV: 30'
Att: short sword/bow Dmg: 1d6
Save: P Int: Avg AL: NE XP: 5+1
HP: 6, 5, 3

Karl carries 15gp, 37sp, and 5cp in his coin purse. The rest of the bandits have 56sp and 87cp between them. If they escape, they try to leave the area and head off in a random direction looking for their next score. If captured, they are defiant and contentious, and give no worthwhile information to the characters (as they have no worthwhile information to give).

If Timmy is killed, Theo will be none too pleased with the PCs, and he forces them to sleep in the stables instead of the rooms which they have paid for. Regardless of how their evening turns out, while there the PCs will see **Handout #2** posted in the common room of the inn. Theo doesn't have much information to add, just that an Elf came and posted it about two weeks prior, and asked him to direct interested parties south to the village of Gul Nalore. This is detailed further in the **The Woe of Gul Nalore** section later.



The Town of Southshore

Nestled along the southern shore of Gorgewater Lake, Southshore is a fishing town about twice as large as Brink. In addition to being larger, there is a substantial amount more traffic coming and going. Not only does Southshore provide lake fish to Nefford, but the Gorgewater Lake is home to a type of clam known as the "Sweetheart's Giftbox." These clams have a wonderful blue and purple shell with concentric patterns, and they produce beautiful, heart-shaped pearls with a pink and purple hue.

Though these pearls sell for incredible amounts of money, Southshore has managed to remain small and not overrun with treasure seekers, because it is known that there are fewer than half a dozen found in any given year, and also that the clams are imbued with a magic which allows only one who was born within three miles of the Lover's Well in the center of town, who was baptized into the Church of Erm before reaching one week of age, and who upon reaching the age of 13 is found to have developed a purple, heart-shaped birthmark on their lower left buttocks, to open their shells and remove a pearl.

Southshore has a population of about 5,000. The majority live in small homesteads dotting the countryside within a mile or so radius from the center of town, about 1,500 live in said center, and a small handful live in farms and logging camps in the outreaches up to three miles from town.

Like in Brink, assault, murder, slander, tithing avoidance, and theft are all illegal. Most are sentenced with jail time and/or fines, though murder almost always results in public hanging. However, unlike Brink, one doesn't have to disarm to walk about Southshore (though folks do give many a sideways glance at those who look like adventurers, ruffians, and others of boisterous employ).

The patriarch of Southshore is **Father Bálásyn Fisher**. Fisher is a 5th level Elf cleric who has devoted his life to the service of Erm and her Church. He has served as the patriarch of Southshore now for some 60 years, and in that time the town has reaped little but peace, prosperity, and happiness.

Bálásyn wears *Mithril Chain Mail* under his priestly robes at all times. He's golden haired, and though he's 347 years old, he appears as a man in his 40s. Father Fisher is very matter-of-fact and deals with most situations in a blunt manner.

Father Bálásyn Fisher

5th level elf cleric

AC: 14 hp: 19 MV: 30' AL: LG

Str: 13 Dex: 14 Con: 9

Int: 8 Wis: 16 Cha: 11

1 – The Church of Erm

Though the church here in Southshore is definitely larger than its counterpart in Brink, it acts solely as the church. **Father Bálásyn Fisher** lives here as do a dozen acolytes. Father Fisher will cast healing spells for 100gp per level of the spell, and will remove curses for 300gp, but only if the injuries or curses were acquired while in service of the Church.

The PCs will most likely head here first, as the flier directs them to speak with Father Fischer. Bálásyn tells the party that around two months ago small thefts and attacks on livestock started occurring, happening every week or so. However, about a fortnight ago one of the farms furthest from town to the southwest was attacked by a small band of orcs bearing shields painted with yellow hawks.

Though Southshore does have a town guard with a score of men, Father Fischer explains that he can't afford to have any of them away from town long enough to track and find the creatures in case they grow brave enough to attack the town proper; hence the bounty.

2 – Town Hall

Enough trade happens in Southshore that a town hall was built to deal with the bulk of the bureaucracy and paperwork. And, though Southshore is an ecclesiarchy, they have a yearly elected alderman who oversees the daily business of running the town. Currently (and for the last three years) that position is held by **Brevan Dawethyn**, a plump human man in his late 50s. Brevan acts as though he is incredibly busy, and has no time for the PCs. During the day, there are usually some thirty workers here in addition to about half of the town's guard.

3 – The Purple Clam

Southshore's sole inn, the Purple Clam, greets visitors coming in from Nefford perched from its foundation on a rise in the north of town. The inn is ran by **Elden and Stella Sweetpearl**. The Clam has been in the Sweetpearl family since it was built 173 years ago, and Elden and Stella have been its proprietors since they married 18 years ago.

Their oldest son, **Gehrt**, left with his friends a week prior hoping to cash in on Father Fisher's bounty and hasn't returned. If the Sweetpearls find out that the PCs are also seeking the orc shield bounty, they will implore them to find their son and his friends **Arnatt and Willie Fourbrook**, and **Corhn Dunburry**.



4 – Town Square

Most of the buildings in this part of town are merchants of goods and services. Most items listed in the *Players Handbook* can be found here save for plate armor, though the weapons and armor that is available generally sells for a 25% markup. Unlike the much larger town of Nefford, there are no shops here which sell potions or scrolls (yet, at least).

A fountain, beautifully crafted in an aquatic theme out of purple marble, runs idyllically here. Known as The Lover's Well, it has a 30% chance of curing someone born within three miles of it of any disease once per year.



5 – Phozywhig's Fishery

At some point while the PCs are wandering through town, they'll be approached by a disheveled young child who reeks of fish. The girl, eight years old at most, introduces herself as **Yedda** and asks the PCs if they are "heroes." If they answer positively she gets gleeful and asks them to follow her "just this way, to see my pa!" If they tell her no, she'll lower her head and quietly say, "oh, okay," before turning to walk away.

Yedda will lead the PCs to her family's home where her father **Ancil Phozywhig** details his plight for the characters. Four days ago he had sailed out westward on the Gorgewater, towards Wood's Hollow, when a crude boat manned by lizardmen (he swears) came up alongside him. One of the creatures ("gussied up all in feathers and shiny polished stones") started violently shaking a rattle while chanting, and no matter how hard he tried he couldn't pilot his boat away from the creatures. He finally decided to just jump ship, and thankfully the creatures seemed much more interested in acquiring his boat than his life. Ancil watched as the creatures disappeared into the distance with his livelihood, then made the long swim to shore at Wood's Hollow before making his way home to Southshore.

Ancil is not just concerned about the loss of his ship and the impact that could have on his business, but with the havoc these creatures could wreak on the fishing trade of Southshore as a whole. He all but begs the PCs to seek out the lizardmen on the western shore of Gorgewater Lake, destroy them, and return his boat if possible. He offers them a reward of 200gp, though he's prepared to go as high as 300gp if the PCs drive a hard bargain.

This is detailed further in the **They Came From Wood's Hollow** section later.

6 – Dunburry Farm

Though many farms and ranches surround the countryside near Southshore, the Dunburry farm is the only one actually located in town. Only two crops are grown here, wheat and hops, but almost any citizen asked would tell you those are the two most important crops, as they allow for the brewing of Southshore's infamous Dunburry Hefeweizen.

While the PCs are in town, they'll be sought out by **Pelham Dunburry**, who runs the farm. A graying man in his mid fifties, he'll tell them that he's heard they're in town for Father Fischer's bounty, and will ask them to keep an eye out for his son **Corhn** who went seeking the bounty's fortune with his friends **Gehrt**, **Arnatt**, and **Willie**.

He'll explain that Corhn was betrothed to a girl named Anya Keller who was slain during the orc raid two weeks ago, which is why he and his friends went to hunt down the creatures. Pelham realizes the fact that his son is most likely gone; all he asks is that regardless of how he's found, if he's found, that the PCs deliver the news that he was slain fighting bravely in battle.

7 – Thorntopple's Brews

If the PCs happen to inquire about a place to buy potions, they'll be directed to **Paena Thorntopple**, proprietor of the newly established Thorntopple's Brews. The characters will find a shop with no potions to sell, however. A budding young alchemist, Paena decided that Southshore could use a proper apothecary's shop and opened her business here just a month ago. Unfortunately for the Halfling, she's found that the water here just doesn't react well to her recipes. Paena has heard that the elves of Stonedurn Grove know how to successfully brew potions with the water from the Gorgewater Lake, but is terrified to make the journey there with all the recent orc activity in the area. She'll offer to pay the PCs 50gp and promise them a discount for life if they deliver a letter to an elf named **Syvis Wynbella** in Gul Nalore.



8 – The Merry Cobbler

The home and business of the Fourbrook family. If the missing friends are found, the PCs will need to deliver the news of Arnatt and Willie's passing to their parents, **Rohn and Jella Fourbrook**. The pair will take the news poorly, and will blame the party and "adventuring fools like them" for stirring up the orcs and causing this mess.

The Yellow Hawk Clan

Located just four short miles southeast of Southshore is the stronghold of the Yellow Hawk Clan, a group of orcs who until recently have always left the town of Southshore alone. When Southshore was first founded, a hero named Belthor Boldblade slew the then leader of the Yellow Hawk Clan in one-on-one combat, thus securing the right of the humans to live there in the orcs' eyes. Since this truce existed before Southshore came under the rule of the Church, and since the Yellow Hawks have never grown too large or tried to expand their small territory, both groups have remained neutral towards each other.

However, about six months ago a savage and ambitious orc named **Ungan the Breaker** and his small, burgeoning clan known as the Blackblades established their new stronghold in Stonedurn Grove. After learning of the presence of the Yellow Hawk Clan, and their non-aggressive ways towards the folks of Southshore, Ungan decided to let the humans do the dirty work of wiping out his potential rivals by executing raids on the folk of Southshore while armed with shields bearing the mark of the rival clan. The current bounty proves Ungan's plan is working...

As most townsfolk know the general location of the tribe, Gehrt, Corhn, Arnatt, and Willie would have had no trouble heading straight for their doom. Likewise, most townsfolk will be able to direct the PCs towards the Yellow Hawk's stronghold.

Halfway between Southshore and the Yellow Hawk stronghold, the PCs will come across the bodies of the missing lads from town. All obviously died in battle, and lying on top of the body of one of them is an orc shield with a yellow hawk painted around its boss.

Characters who take the time to investigate the area instead of immediately either returning to town with news of the dead friends or bounding off towards the Yellow Hawk stronghold, will notice that not only does the shield seem more to have been placed instead of having fallen naturally in battle, but also that the footprints leading off from the site (some shod, others barefoot and clearly made by orcs) head to the southwest, instead of southeast towards where the Yellow Hawks are known to reside. Rangers or druids will notice the tracks whether or not the party as a whole takes the time to properly investigate the scene.

If the PCs do decide to continue towards the Yellow Hawk's stronghold (there is an active bounty on them, after all, and at this point the PCs would have no idea of the Blackblade's trickery), they'll find it another couple of miles southeast into the woods.

The orcs' reaction to the PCs will be very dependent on how the PCs approach the clan. For instance, if the characters pursue the footprints leading off from the four dead friends and learn about the Blackblades, they may approach the Yellow Hawks with this information to help them wipe out the aggressive new clan, which in turn can help restore the peace between Southshore and the Yellow Hawks. However, if the characters approach the Yellow Hawk orcs looking for a fight, a fight indeed they'll find (and likely one which will end very poorly for a small group of low level characters, unless they're pro



at special-ops style assaults and have the dice gods on their side...).

The compound consists of fifteen huts built of mud and wood, and one large building made of stone. At any given time, the small circular huts house 1d4 adult orcs, the square huts house 1d4+1 adult orcs, and the large circular huts house 2d4+2 adult orcs. There are a total of 53 adult orcs throughout these huts (30 male and 23 female), as well as 60 young (generally non-combatants).

The large building is home to **Dolgrot the Feathered**, chieftain of the Yellow Hawk Clan, as well as his personal guard of twelve (who have max hp and +1 to damage).

Orc (53)

AC: 13 HD: 1 (d8) Size: M MV: 30'

Att: spear Dmg: 1d6

Special: darkvision 60', light sensitivity

Save: P Int: Low AL: LE XP: 10 each

HP: 5 each

Orc Young (60)

AC: 10 HD: 1 (d4) Size: S MV: 30'

Att: spear Dmg: 1d6

Special: darkvision 60', light sensitivity

Save: P Int: Low AL: LE XP: 7 each

HP: 2 each

Dolgrot's Guard

AC: 13 HD: 1 (d8) Size: M MV: 30'

Att: spear Dmg: 1d6

Special: darkvision 60', light sensitivity

Save: P Int: Low AL: LE XP: 13 each

HP: 8 each

Dolgrot

AC: 16 HD: 5 (d8) Size: M MV: 30'

Att: two-handed axe Dmg: 1d12

Special: darkvision 60', light sensitivity

Save: P Int: Low AL: LE XP: 215

HP: 27

The clan's treasure is kept in a locked chest (CL 10) near Dolgrot's bed. It consists of 5,108gp, eight gems (two 100gp garnets, a 500gp pearl, a 10gp agate, a 500gp ruby, a 100gp opal, a 500gp emerald, and a 500gp aquama-

11 – Millhill

At the top of this hill proudly stands the town's windmill. Like the rest of the buildings here, even this utilitarian structure is beautifully crafted and styled in the elven manner. The miller, **Mabladen Grainsmith**, actually designed and mostly constructed the mill himself some 400 years ago. He's incredibly proud of it, and will talk about it to anyone who'll listen (and generally even to those who'd prefer *not* to listen).

Mabladen's cousins own the ranch which was attacked in the first of the three raids, and one of the aureilc taken was his own. As such, the PCs are very unlikely to convince him to take the wyvern's offer of peace.

Duobraxis:

- 6 If the PCs do not present the book about rare grains found in the temple of R'aht-Amómn to Mabladen as a gift.
- 2 If the PCs do present the book about rare grains found in the temple of R'aht-Amómn to Mabladen as a gift.

12 – Hunter's Lodge

The elves of Gul Nalore who decide to take on the mantle of "hunter" forsake other paths in life and dedicate themselves to the protection of Stonedurn Grove as a whole, and Gul Nalore specifically. Hunters serve terms of 250 years as classed archers (see the *Castles & Crusades Adventurers Backpack* for information on that class) before being relieved of their duties, and the position is considered one of high honor amongst all the elves of Karaccia, not just those of Gul Nalore. Currently the force is composed of 26 elves. Twenty of them are 1st level, five of them are 2nd level, and their current leader, **Eledas Autumnwind**, is a 3rd level archer. A fierce elf nearing the end of her term as a hunter, Eledas has a burning hatred of Duobraxis for not only the slaughter of the aureilc, but for the loss of one of her hunters, **Finwe Leaf-Fall**, as she holds the wyvern directly responsible for Finwe's banishment. Unbeknownst to anyone else in town, Eledas and Finwe were secretly engaged, and planned on marrying after they both finished their terms as hunters (Eledas has 4 more years, Finwe had 9). If the PCs happen to speak with Eledas before heading off to the wyvern's lair, she'll mention nothing of Finwe and only wish for the PCs' luck in slaying the "foul, worthless creature."

Duobraxis:

- The only way Eledas is even open to the idea of accepting Duobraxis' call for peace is if PCs bring her Finwe's ring, in which case they may attempt to sway her with a roll.



The Lair of Duobraxis the Wyrm

Located seven miles northeast from Gul Nalore (or about eight miles southeast of Southshore), the entrance to Duobraxis' lair is little more than a hole in the base of the granite cliffs. Around the outside of this cavern entrance, the turtar have painted many scenes of themselves venerating and otherwise serving the wyrm.

Areas are dark and unlit unless otherwise noted in their description. All of the small pools are a foot deep at most, and full of clear, clean water. Wandering monsters should be checked every 20 minutes, and occur on a roll of 1 on 1d6.

Level One

1d8	Monster
1-2	1d4 tiger beetles
3	1 venomous snake
4	1 small giant spider
5	1 ochre jelly
6	2d6 robber flies
7-8	1d4+2 turtar

Level Two

1d8	Monster
1-2	1d4 turtar
3	1d8 screechers
4-5	1d3+1 bovygrubs
6-8	1d4+2 serpentmen

Level Three

1d8	Monster
1-4	1d4+2 serpentmen
5-6	1d3+1 thabn'met
7	2d6 robber flies
8	1d2 serpentmen bruisers

1 – Guards in a Half-Shell

A large bonfire burns in the northern area of this cavern. It is tended to by a half-dozen **turtar** guards which Duobraxis keeps stationed here at all times.

Assuming the PCs are aggressive (as are the turtar, who aren't too keen on invaders in their home), three of the creatures will line up to block the passage towards **Room 2**, while the other three will try and prod the PCs either back out the entrance, or failing that, towards the bears in **Room 6**.

Turtar

AC: 17 HD: 3 (d8) Size: M MV: 10'
Att: spear or short bow Dmg: 1d6
Special: darkvision 60'
Save: M Int: Average AL: N XP: 20+3
HP: 16, 16, 14, 10, 11, 9

2 – Shrine to Duobraxis

The turtar have built a crude effigy of Duobraxis here out of a carved, painted log. Scales that the wyrm has shed have been affixed here and there, as have a few shed tail barbs (which may be a clue to the PCs that it's not an actual dragon they're up against). The idol is set up in the southwestern portion of this cavern. The northeastern wall is covered in more primitive paintings, similar to those on the outside entrance.

The base of the idol is surrounded by flowers (both fresh and dried), polished and colorful stones, and a variety of feathers. Hidden among the clutter is a large uncut emerald worth 250gp.

3 – Higher Ground

The **turtar's shaman** lairs in this large cavern, using a natural loft in the western portion as his space. There he keeps his bedding, an altar dedicated to Duobraxis, and shelves with a plethora of shamanistic kitsch. The cavern is lit by a large bonfire in the center, which is nestled up against the ledge of the raised section.

Two **turtar** warriors armed with crude but effective maces also lair in this cavern, along the southern wall of the lower portion. They will protect the shaman with their lives.

Qardle, the shaman, speaks broken common (very... slowly...). If one (or both) of the warriors are slain, he will

try and parlay with the PCs, calling them great warriors and beseeching them to assist his "*Great Master Duobraxis.*" If the characters aren't receptive to his request, he will laugh at them, stating "*stop-breathe you-me-make yes yes, but Great Master you-eat! See you in Sky-swamp!*"

Most of the items found in the shaman's possessions are worthless trinkets. However, in a small leather sack can be found 89pp and a small piece of amber worth 150gp.

If the party does shows interest in Qardle's request to help the wyrm, he'll get visibly happy and excited and will then parade the PCs through **Room 5**, telling all the turtar there (in their own tongue) that the PCs are there as servants of Duobraxis to free them of their "*evil spirits.*" He'll then lead them to the tunnel in **Room 10**, down the ladder to **Room 11** and through to **Room 12**, and finally to Duobraxis in **Room 13**.

Qardle

AC: 17 HD: 3 (d8) Size: M MV: 10'

Att: staff Dmg: 1d4

Special: darkvision 60'

Save: M Int: High AL: N XP: 107

HP: 24

Light, Create Water, Bless, Cure Light Wounds, Protection from Evil

