

<chapter>Forgotten Things

Following a raging coastal storm, the heroes find themselves in Elsport. Repeated weathering has a history of revealing entrances into Ellendar—the ancient and ruined city that slumbers underneath Elsport. This time, the immediate problem—the disappearance of three workers—reveals more shadowy threats than Elsport is ready to handle.

Forgotten Things is a Blue Rose adventure for a group of 4-6 heroes, levels 1-3. The characters are chosen for this mission out of the convenience of their immediate presence, not because of their reputation. Although, heroes that are envoys will find their presence even more welcome in the face of this emergency. The Narrator can adjust the adventure to suit characters of higher level by adjusting the adversaries (see Chapter 12 of the *Blue Rose Core Rulebook*) and tests.

<h1>Introduction: The Cracks that Form

Elsport was built on the ruined bones of Ellendar, a city of the Old Kingdom. 500 years separate the cities, but the Old Kingdom finds ways to slither through. The biggest secret lurking in Ellendar is the Lost Tomb of Delsha Artanis—a forgotten prison holding the founder and ruler of the Empire of Thorns. While criminal, cult, and unliving activity is on the rise due to the creeping influence of Delsha Artanis's corruption, that cause has not been determined.

Delsha's influence isn't all as subtle as the above. Nairee, a sea-folk smuggler, rarely sleeps anymore. Nightmares have haunted her for the past year or so, but it has gotten much worse in the last month. The worst of these dreams come at the new moon, when the sky is darkest, or when cloud cover silences the starlight. It didn't happen fast at first, but there is a visible change in the smuggler, now. Her plans reach further in scale and intricacy. It's uncanny how she seems to find hidden treasures in the dark waters around Elsport, and even more how she seems familiar with the ruins.

Additional smugglers and rogues have fallen under her command, eager to get in on the ground floor of something that seems like it's going somewhere big. She's faster to laugh, but often at inappropriate times. The sound also isn't quite right; less genuine, and more akin to a noise made by someone trying to remember the purpose of laughter.

In truth, the smuggler is being corrupted by a fraction of Delsha's spirit in her sleep. While the fragment of Delsha doesn't remember her reign, it is no less evil than Delsha herself. The restless fragment has designs that begin with taking the sea-folk's body for her own. But first, she needs a particular artifact from the ruins of Ellendar. While she's sent her subordinates to retrieve it, fate has conspired against her—causing some workers from Elsport to land right on top of it.

On the flip side, Elsport has just weathered a "Ten Year Storm," the likes of which only happens every decade or two. During recovery, a trio of Elsport locals deviated from the recovery plans in order to salvage materials from an abandoned home for a repair job—and the floor collapsed under them. It's been a full day since the rest of the house collapsed with the floor—leaving the workers stranded in the subterranean labyrinth. They've been missed, searched for, and discovered. Unfortunately, the rubble is too unstable to remove. The locals fear interfering with the site could cause further disaster. The heroes arrive in the nick of time to take on this rescue mission. Little do these Elsport locals know the gravity of the situation they've literally fallen into.

<h2>Relationships

The storyteller could replace one or more of the missing workers with a friend, lover, or relative of one or more heroes. Acquaintances or lovers of the heroes could also make a personal plea for the heroes to help the rescue efforts. In the case of sea-folk heroes who may know those with the Outcast background, either Nairee, one of the smugglers, or Jasper could be former colleagues from their checkered past. Yasha and her hearth family could also be current or former neighbors of one or more heroes, or perhaps friends of their parents.

<h1>Getting Started

This adventure assumes that the characters are either envoys of the Sovereign's Finest, or are otherwise inclined toward heroic actions. Alternatively, one or more of the heroes could be personally acquainted with one of the missing workers. It's only important that they seek to help.

Regardless of personal motivation or group composition, the heroes begin by visiting a local gathering place. They learn the location of the missing workers and the reason the locals can't just dig them out. Instead, they must risk a series of ruins under the city to return the Elsport workers to the surface. While in the ruins of Ellendar, the heroes soon learn of more sinister activities. They may encounter the unliving, smugglers, and even the shard of Delsha while escorting the injured workers to safety.

While using either force or guile and stealth to navigate the ruins' dangers, the heroes have the opportunity to secure information about the Elsport smuggling ring and some of the lost mysteries of Ellendar. They also can confront the shard of Delsha and nip her plans in the bud.

<h1>Part 1: Scratching the Surface

In this part of the adventure, the characters learn of the workers stuck in the collapsed building. They also meet a local woman named Yasha and help save one of her children. The trauma from this event stirs repressed memories in Yasha and her own childhood adventures in the undercity.

<h2>Scene 1: Welcome to Elsport

Roleplaying Encounter

The heroes arrive in Elsport and are stopped at the city entrance by two guards. Read or paraphrase the following aloud to the players:

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The road opens up to a flat, mottled field of gray stone and grasses. As you get closer to the coast, you can smell and taste salt in the air, and hear the cries of pale, circling seabirds. Off in the distance, you can make out the gray buildings that create the Elsport skyline against the blue sky and sea.

Eventually, you can pick out the sun-bleached shape of a sprawling compound of docks against the ocean and boats bearing fresh fish. Your stomachs growl, and the prospect of a hot meal after several days on the road feels like a refreshing change.

Before you can ponder your first course of action in Elsport, however, a pair of guards standing where the road meets the city hail you and call you over. They are visibly agitated, but bear no obvious ill-will towards you. Instead, they seem to relax when you come into view.

</read-aloud>

The two guards introduce themselves as Ari and Cress. Both are human, but appear to have some sea-folk ancestry. One has nearly blue skin, and the other has a green undertone to their complexion. They understand that the heroes must be tired from traveling, but there is something of an emergency in town. Cress and Ari ask the heroes to head towards the Gulls Nest Inn, providing them with directions to the place.

They provide the following facts to the heroes if asked for more information:

- A huge storm hit the city two days ago. As usual, repairs began as soon as the storm blew itself out, and dawn came.

- Usual procedure consists of work crews assessing damage, then meeting at the Gulls Nest to discuss repair priorities and divide the labor as efficiently as possible.
- One crew did not return last night—and is stuck underneath a collapsed house. There have been increasing instances of restless unliving and other dangers within the last year, so there's concern for the safety of these missing people. At this point, the missing workers' location is known. This, however, is not a normal rescue mission: It requires at least a few people who are experienced with combating shadowspawn. Unfortunately, the Sovereign's Finest assigned to Elsport are already hard at work with other assignments of equal importance, and are understaffed. The stress has caused by the situation has caused the local Sovereign's Finest concern over mission prioritization. The heroes, therefore, are welcome backup.
- There aren't many people to spare on the mission, since there's so much damage from the storm. Thus, Ari and Cress ask the heroes to join the effort—it would mean a lot to everyone in Elsport and they're certain the heroes could at least get free room and board at the Gulls Nest for their efforts.

Aside from those facts, neither guard knows much. They've been asked to keep to the main entrance to Elsport and direct any willing help to the Gulls Nest.

Any other Elsport residents the heroes attempt to interact with direct them towards the Gulls Nest. Older residents have seen a few Ten-Year Storms, and know that they can unearth unpleasantness. There are some ruins underneath the city, and most Elsport citizens have been taught to avoid wandering into them. Normal citizens are nearly all at work on reconstruction efforts, and have been anxiously waiting for more members of the Sovereign's Finest, or some other skilled party to arrive.

The Gulls Nest sits a few streets back from the dock, where most of the merchant houses and storage buildings lay. It's easy to find: a large sign painted with the likeness of a screeching gull identifies the front door—as do the numerous squawking gulls perched on the building's roof. The front door is wide open, and a low chatter of indistinguishable conversation rumbles from within.

Inside, a hand-written board details the fish-based meals on offer that day, with two lines beneath 'broiled mackerel' indicating the day's special. A few people look up when the heroes enter, but resume their conversation or tuck back into their food. All of the other diners look busy, like they are in a big rush to finish their meals as soon as possible.

A tall woman with broad shoulders immediately calls over the heroes to the bar. Her name is Yasha, and she is in charge of organizing the search effort. She immediately recognizes that the heroes, while not locals, are capable and competent, and is ready and happy to put them to work. If they wear the uniform of envoys, she's doubly happy.

Yasha is a night person with her long, dark hair wound into thick plaits. She normally works as wait staff for the tavern and inn—but it's more important that someone be the information intersection for everything going on. She sets a plate of fresh bread with some jams and butter for the heroes. She knows the following:

- The three missing workers are Benni, Prue, and Ditreng. She knows where they said they were going to be looking the day they went missing. Benni is notorious for testing his luck, and probably was the one who convinced the others to deviate from their assignment.
- It didn't take long for the search parties to hear cries for help. The trouble is the collapsed building. Everyone who has inspected the site says it's very risky to move any part of the rubble. It'll likely cause more trouble and further injuries.
- There are five other repair jobs going on at this point. So most, if not all, the other workers are

very busy trying to complete those.

<h2>Scene #2: Ghastly Guests

Combat Encounter

In the middle of Yasha's explanation, two young children tumble into the Gull's Nest. Both are exhausted from running, but yell for Yasha through their wheezing. When Yasha asks the two children what the matter is, both of them start crying uncontrollably and can't settle down enough to give clear answers. They keep pulling at Yasha's tunic, trying to drag her out the door. A successful **TN 13 Communication (Persuasion)** test will help calm the children enough to speak.

Horo and Vik are both children from a hearth marriage that Yasha is a member of. Both children are sea-folk. Earlier that day, they went exploring with Mayara—their hearth sibling. They thought that since the storm was so bad, maybe they could find some pirate treasure, or perhaps a secret way into the house with Benni, Prue, and Ditrend. Then they would have been heroes.

They went to play around the collapsed building. It seemed a good place to find either treasure or secrets. They had a small argument over who was the pirate captain, and Mayara went off on her own for a few minutes. Then, they heard Mayara scream. Both Horo and Vik scrambled to get to her—but there were monsters. Mayara climbed up a tree to escape, and Horo and Vik ran to get help.

A successful **TN 9 Perception (Empathy)** test will confirm that the children are not lying. They're far too frightened to lie.

Yasha asks Horo and Vik where they were, and then tells the heroes to come with her—right away. She has some training, but it will take a **TN 15 Communications (Persuasion)** test to convince Yasha to stay behind. She tells Horo and Vik to stay in town, and to find their fathers and get backup.

Yasha leaves the Nest at a jog, not bothering to make sure the heroes are keeping pace. If Yasha was convinced to stay behind, she directs them to a well-marked path, clear despite the storm damage. Read or paraphrase the following:

<read-aloud>

The bustle of Elsport gives way to sparser streets. Then, those streets give way to dirt paths, which then ease into rolling, grassy hills. The path leads towards a crumbling gray building to the northwest of town. Several other old, abandoned buildings rise into view.

Shrill sobs pierce the air, clearer with each step. A small child clings to the branches of a tree—her bright orange dress helping her visibility against the gray and green. But something else is wrong—the putrid stink of rotting meat and foul water. The dark shapes were indistinct at a distance, but their tattered rags and ripped flesh are unmistakable with their foul, necrotic coloring.

</read-aloud>

There is one walking dead (See Chapter 12 of the Blue Rose Core Rulebook) for each of the heroes and Yasha. The creatures have no intelligence to speak of. They amble around the area near Mayara's tree, groaning and scratching at the tree trunk. The walking dead will not flee and must be destroyed completely before they will stop their attack. Once the last enemy is defeated, Yasha rushes over to the tree, trying to get Mayara to jump down. If Yasha was convinced to stay behind, it was temporary, as her agitation drove her to follow the heroes.

Mayara shakes with fear, but will leave the tree when Yasha promises to catch her—and all the monsters are dead. Mayara wraps herself around Yasha, crying into the woman's shoulder. Yasha thinks that some of the storm damage must have done this. There are ruins underneath Elsport—and sometimes creatures

like this find their way to the surface.

Yasha plans to take Mayara back to the Nest and asks the heroes to take a look around the area—just in case some other evil is lurking around. She’s clearly upset that the children were playing there, but seems too overcome with relief to scold anyone. As Mayara’s cries begin to quiet, have the heroes roll a **Perception** test. Hearing, smelling, and searching apply.

Successful tests can reveal the following:

A **TN 13 Perception (Smelling)** test will reveal something strange—the smell of sweat, wood shavings, and iron. It leads to a jacket hanging over an empty window frame. It looks out of place in the wreckage.

A **TN 13 Perception (Seeing or Searching)** test turns up some footprints—and they look new. There are three sets of new footprints around the area. They meander around, with no clear purpose. They seem to stop around one of the collapsed buildings. Several wheelbarrows are scattered about the area from attempts at materials gathering.

A **TN 13 Perception (Hearing)** test will reveal a set of voices. Although they seem to be shouting from far away, the sounds come from the wreckage where the jacket is, and the footprints lead to. All the sounds seem loudest near the collapsed floor.

Regardless of which test the heroes pass, they find the trio of workers. If the heroes do not pass any test, Yasha will show them over to the correct building.

The workers heard what was happening on the surface, and want to confirm Mayara’s safety. A few of them might also scold her and her siblings for playing in such a dangerous area.

<h2>Scene 3: More Forgotten Things

Roleplaying Encounter

After the players greet them, the workers explain what happened. They were looking around for some usable materials, and the floor underneath them was less stable than they thought. Unfortunately, the remainder of the building also collapsed on top of them. They have some access to water and air, but they are also all injured. When they heard the fight, they knew someone had come to help Mayara—and hoped to attract attention to their own situation. None of them have healing talents, but they are sure that there are at least two broken legs amongst them, possibly worse. They ask if Mayara is alright, and are relieved to hear she’s safe.

Unfortunately, Benni, Prue, and Ditrend can confirm there are more unliving somewhere near their area—and have been trying to keep quiet to avoid attracting their attention. After hearing Mayara, however, they decided to risk it in order to make sure she was safe. There has not been any activity from the unliving for the past several hours. They can see further into the ruins, and can confirm their location connects to a larger labyrinth. All three workers have elected to stay put. Other workers did find them, but they also judged the area too unstable to clear quickly. Several people are organizing a party with local Adepts talented at earth shaping and gathering equipment for a slow excavation. They estimate that they’ll be out in a few days, once that begins. If only someone could come through the under city and escort them to safety, that would be quicker and save the resources and man power.

Yasha is quiet during the entire exchange. She seems distant and troubled. Before the heroes leave the area, Yasha stops them.

She says she knows of an entrance to the under-city and that it would lead to the area they are currently above. The heroes can avoid pressing the issue, or ask why Yasha knows this information. A successful **TN 11 Communication (Persuasion)** test will result in Yasha sighing, and explaining herself to the group. When she was a young girl, she and a few friends used to play adventurers in the under-city. They even made a map and hid some of their ‘treasures’ there. But, after coming across some walking dead and

narrowly escaping, they never went back. The scare caused them to board up their ‘secret entrance.’ None of them ever spoke of it again, and part of Yasha thought it was something she’d dreamed up. She must have repressed the memories, but she is now positive that what happened was real.

While this might help the workers now, Yasha also has to speak with someone immediately to make sure the entrance is properly sealed once the heroes can rescue the buried trio.

<h1>Part 2: Digging In

In this part of the adventure, the heroes explore part of the ruins of Ellendar. Their goal is to clear the immediate area of threats and follow Yasha’s childhood map to the workers’ location.

<h2>Scene 1: Pulling Together

Roleplaying Encounter

Yasha and the heroes return to Elspart to discuss their course of action. It is possible to wait out the situation for the engineers and Adepts to take care of it, but that would mean just hoping that nothing dangerous happens to the workers in the meantime. Yasha’s memories of her adventures seem vague and she seems frightened when recalling them. She is adamant that someone like the heroes need to make an effort to bring the workers out through the under city.

Elspart will come together to outfit the heroes with any and all equipment they might need. Locals will also give them plenty of rations as well as first-aid supplies, and will offer to give the heroes stretchers.

If the heroes have an adept among them, Yasha will suggest using a local adept to keep contact between the workers and the heroes. This could help with information gathering. Elspart has someone perfect for the job. Indigo will not make or break the narrative. His presence is optional.

Indigo is a small rhy-octopus. A two-legs friend of his carried him to the site in a bucket of water. Make no mistake, Indigo is no worker or warrior—he is a true artiste. He’s only helping because of the love he has for Elspart, its people, and because he’s the only one that can reach the workers through the debris. This leaves the players with an option. They can accept Indigo’s help, and have one more person to protect and escort out of the ruins. Or, they can go into the ruins without any way to know the workers’ condition until they find them.

If the heroes accept Indigo’s help, the octopus will first establish contact with the adept amongst the heroes, and then slip through the cracks in the debris. It takes him a few minutes, but he does confirm he’s arrived at the other side before the heroes leave.

Regardless of their choice, Yasha will then give the party her childhood map, and escort them to the entrance on the other side of town. She first drops off Mayara at the Gulls Nest. Yasha will emerge from the Gull’s Nest with a hammer and her childhood map. She reminds the heroes that this map is several decades old, and the ruins have likely changed.

Yasha’s childhood ‘secret entrance’ to the ‘pirate caves,’ is hidden in one of the port’s old storehouses. She pushes aside some old boxes, revealing a trap door and small staircase to a basement area. This actually leads to a room in the upper story of one of the buildings in the ruins, which the locals once used as additional storage for the warehouse. There is another staircase in this room, leading to the first floor of that building and to at least a section of Ellendar. Yasha and her friends boarded up the door to the staircase after their scare, but Yasha is more than capable of removing the boards and nails, leaving only the wooden doorframe into the ruined city. She laments that she forgot about this for so long, wondering if that was the case for her childhood friends as well.

Yasha will ask some of the Elspart guards to stand watch for the heroes just inside the upper room, while she returns to the Gulls Nest and her family. Yasha also lends the heroes two Shas crystals to use as light

sources. Both crystals need to be returned at the end of the mission.

<h2>Scene #2: Ripping Off the Scab

Roleplay Encounter

Finally, the heroes set out on their mission to rescue Benni, Prue, and Ditrend. Yasha's childhood map is amateur, but it gives the heroes a general idea of the under city. There are several locations the players can visit, some of which present combat encounters and others which present skill tests. The heroes eventually also make contact with Nairee and her fellow smugglers, as well as the workers they aim to rescue.

Read or paraphrase the following to the players:

<read-aloud>

The city of ruins trades the steady background noise of Elsport for more subdued, strange sounds and sights that seem out of place in time. Glassless, empty windows allow a look out into the dark city, and for a moment it's possible to imagine that it is night. There is no breeze or salt, only the slick, muting odor of damp stone and moldy sand. Your Shas crystals provide the only light in this subterranean ruin, casting eerie cold, green and blue hues onto the immediate scenery and your forms. The colors and eerie location make the entire experience seem closer to a dream than real life.

Everything seems too loud for a few minutes—your breath, your heartbeat, and all of your movements—before your ears adjust. In the distant city, a few pale lights float through the abandoned streets, suggesting the presence of wisps or ghosts.

</read-aloud>

Yasha's map has been provided, if you would like to give your players a copy as a hand-out.

Yasha's childhood map is by no means professional. It lacks cohesive scale, and instead relies on landmarks. The heroes must succeed a **TN 11 Intelligence (Cartography)** test in order to reach each landmark on the map. A failure means the heroes still reach the landmark, but not until they pass one of the following challenges. The Narrator is free to pick and choose from the following challenges in order to better suit the heroes' skills, or to enhance the adventure's atmosphere. Success against An Alarm Trap can give the heroes an edge against the smugglers, and the Narrator can choose whether or not to include that encounter. If the Narrator has no preference on the challenge, they may roll 2D6, and consult the following table.

<table>

<h3>Ellendar Encounters

2d6 Roll Results Win Conditions

2	Two Ghosts	Combat or Stealth
3	Collapsed Street	TN 13 Dexterity (Acrobatics)
4	One Ghoul	Combat or Stealth
5	Slippery Stone	TN 13 Dexterity (Acrobatics)
6	Four Walking Dead	Combat or Stealth
7	Chalk Signs	TN 15 Intelligence (Cryptography or Cultural Lore)
8	Three Smugglers	Combat or Stealth
9	An Alarm Trap	TN 15 Dexterity (Traps)
10	Two Ettercaps	Combat or Stealth
11	Pile of Debris	TN 11 Dexterity (Acrobatics)
12	Two Wisps	Combat or Stealth

The Collapsed Street challenge will result in 2 damage to each hero that fails. The Slippery Stone

challenge results in one Ghoul finding the heroes due to the noise they cause.

If the heroes identify the Chalk Signs, they recognize that these symbols are used by thieves. That means someone besides them and the laborers are currently in the under city, as these signs do not last long.

<h2>Scene #3: Pieces of the Puzzle

Combat/Exploration Encounter

The Narrator should ensure that the heroes encounter at least one group of smugglers. Delsha's influence keeps most of the monsters away from the smugglers, although Nairee is not aware of this effect. This protection from Delsha's shard is the only reason they continue to use this area. (See Chapter 12 of the Blue Rose Core Rulebook and use the warrior and rogue statblocks for smugglers, one smuggler per hero for a group of criminals.) For the purposes of this adventure, the accessible areas of Ellendar are broken up into seven scenes that are based off of the landmarks in Yasha's map.

<h3>The Dry Fountain

Drawn in gray and white, as an empty fountain.

<read-aloud>

Clouded, crumbling marble statues litter what was once a magnificent fountain. A handful of fish statues gaze skyward, balanced in graceful arcs around the fountain perimeter. Now, all that lies within the dry pool is dust and debris. For a moment, the muted scuff of footfalls echo all around, indiscernible in its origin, before falling silent. There are no signs of vermin, mundane or supernatural—only a few pale markings at the fountain's base in an obscure Old Kingdom Script.

</read-aloud>

A successful **TN 15 Perception (Seeing or Tracking)** test draws the heroes' attention to some tracks around the fountain. For an abandoned city, re-sealed by child explorers many years ago, there are still too many tracks, all too large for children's feet. Unfortunately, the dusty tracks are too muddled to follow if they are noticed. Someone has been coming and going, regularly.

<h3>The Adventurers' Hideout

Depicted as a house with red and yellow flags.

<read-aloud>

Wooden doors and signage have long rotted off their hinges here. Judging by the layout, this building was once a bustling tavern. All that remains now are a few dishes, and an abandoned smattering of children's toys. Four stone stools crowd a single corner, surrounded by small and large footprints in the dust. Near the stools and toys, several damaged books and other strange objects lay in something like a treasure pile.

</read-aloud>

Most of the ancient objects in the pile are otherwise valueless or unusable. But, two of the books there are in remarkably good shape. Even though they are covered in children's scribbles, it should be possible to translate them with enough time. A **TN 9 Intelligence (Arcane Lore)** test suggests that there is something special, perhaps arcane about the texts. It may be wise to bring them to someone who can decipher them, or at least keep them out of the wrong hands. There isn't much good light, or time, at that moment to really give them the attention they deserve. Amongst the debris, there are also a few ceramic plates and bowls—likely all 'treasures' gathered by Yasha and her friends during childhood.

<h3>The Monster House (The Smuggler's Waypoint)

Drawn as a cave with gray clouds surrounding it.

<read-aloud>

One gray stone building is not like the others in Ellendar. Crates filled with food, rations, and miscellaneous goods are stacked in tidy rows against the walls, interior and exterior. It reeks of stale tobacco, saltwater, and unwashed people. Against all odds, this place seems grimmer than the rest of the ruins. The air feels almost itchy around it, and the hair on the backs of arms and necks seems to twitch.

</read-aloud>

Something is off about this building, and has been for a long time. If the players have not encountered or otherwise made a successful test against An Alarm Trap, the smugglers around this building see them coming—but won't have time to set up an ambush. There is one smuggler for each hero, plus one. Their torches will still be burning inside and around the building. If the heroes did encounter and failed their test against An Alarm Trap, an ambush will be waiting for them and the torches will be snuffed before the heroes arrive. In this case, the smugglers number one for each hero, plus two, one of whom will also be an adept. In the ambush scenario, the smugglers are all inside the building, and three will shoot crossbow bolts from the windows. The light from the heroes' Shas crystals makes for a good target.

If the heroes defeat the smugglers here, they may be able to interrogate them for information. If the smugglers defeat the heroes, they will tie them up and let their leader know; she'll know what to do with them. In this case, Delsha's shard will prioritize interrogating the heroes over dealing with the workers—and there may still be an opportunity to save them. If the heroes are captured, go to Part 3 Scene 2, **An Uneasy Bargain**.

Out of all the smugglers, there is only one who both has an idea of what is going on and who might be willing to talk. Delsha's shard is under the mistaken impression that Nairee, the woman she's corrupting, has no personal relationships. While Nairee certainly has no current romantic attachments, this is only because she rejected a fellow smuggler, and now subordinate, a number of years ago. This does not mean, however, that Jasper, Nairee's fellow sea-folk and could-have-been-lover doesn't still worry and care for her.

Jasper can only be convinced to talk with a successful **TN 15 Communication (Persuasion)** test, although the difficulty can be lowered to **TN 13** if the heroes promise to spare Nairee's life, or otherwise offer compassionate treatment. Even then, Jasper isn't sure about the details. Nairee never let her get close, and spends a lot of time alone. Jasper is adamant, though, that something is wrong with Nairee. She must be sick, somehow. While Nairee was never really one for rules, and was always rough around the edges, she was never deliberately cruel before this.

Jasper will also be surprised to hear anything about the missing workers. She was not aware of any missing civilians, and had thought the heroes had come to arrest the smugglers. At that point, she'll express concern. Jasper knows that Nairee wants something in that area, and doesn't doubt that she will kill the workers, maybe even just for the hell of it.

If the heroes have only subdued the smugglers and not killed them, the other smugglers will raise a token fuss. But Jasper, even bound, will likely kick at some of them. They've already been caught, so there's no point in making things harder for them. After all, they just came in for the quick money.

Eventually, the other smugglers will agree not to interfere with the heroes' confrontation with Nairee.

<h3>The Stone Forest

Drawn as gray trees with no leaves.

<read-aloud>

Dark and light gray trees jut from the ground, their limbs twisted and bare. A slab with worn shapes suggests what could have been a memorial plaque in the past, but all of the writing has faded with time. A rotting smell lurks in the area. There is no overt, or traceable source. The scent lingers in the nose longer than feels natural, and disappears without any clear cause.

</read-aloud>

There are no valuables to be found at this location. But as the heroes remain at The Stone Forest, they begin to feel a profound sense of unease. That sense grows stronger as time passes, until a successful **TN 11 Willpower (Courage or Self-Discipline)** test becomes necessary to remain. A successful **TN 13 Intelligence (Arcane Lore)** test reveals that this is the result of old arcana. It doesn't cause any harm, but might have served to keep undesirables away in the past.

<h3>The Library for Ghosts

Drawn as two stacks of books, with a pale lady between them.

<read-aloud>

This building is made of white stone, and the matching stone door lies in rough pieces on the street in front of the doorway. The doorway and door pieces both show elaborate carvings of scholars, scrolls, and various animals. Some pieces have broken off, but the stone itself is still a wonder. More carved stone is inside. The most exquisite carvings are on the endcaps of each stone bookshelf. Various scenes of aged marble depict common scenes of daily life. The open space and empty shelves make all sounds within this building echo, seeming to fade further back amongst the empty stone. All of the empty shelves feel cool to the touch.

</read-aloud>

Some of the stone carvings are broken into pieces that the heroes could carry with them. A Successful **TN 13 Perception (Seeing or Searching)** test will net them a few choice pieces that are both small and beautiful. While these might not seem to be prime souvenirs, a scholar or collector might fight them very interesting, and be willing to pay a high price for them. Unfortunately, there is only one book remaining. Much of the script has worn away, but the book features a number of detailed etchings of known and unknown monsters and shadowspawn. This could be very useful in the right hands, with enough time to study.

<h3>The Door of Beads

Depicted as several columns of black dots

<read-aloud>

Thirty-one strands of jet-black beads create something like a doorway curtain into this building. All of the beads are a shiny, deep black color in nearly uniform shape and size. A faint scent of salt lingers on the beads, along with an unfamiliar spice or incense. They sway in the windless air from time to time, and the rain-like sound from the beads clacking against one another gives it an otherworldly aura.

</read-aloud>

By themselves, the beads are high quality and may fetch a decent price. However, they are more useful intact. There is a thin marble rod above the door, to which all of the bead strands are attached. It can be easily removed from the doorframe. A successful **TN 13 Intelligence (Arcane Lore)** test allows a hero to recall that this is a Midnight Curtain.

<h3>Midnight Curtain

These enchanted items are made of either multiple strands of beads or knotted silk cords. Each strand is painstakingly fortified with a shared arcane effect with all the others. Records show a large variety of beads are used to create these items. Dyed Bone, crystals, and stones are the most common. All of the beads are dark colored, and sometimes seem to sway without a breeze. Rumor has it that Midnight Curtains are more powerful the more similar each bead or knot is to all the others. Unliving who fail a **TN 11 Willpower (Self-Discipline)** test cannot enter through a door where this item is hung. It has no effect when used in any other way.

<h3>The Sleeping Dogs

<read-aloud>

Two statues flank an empty doorway, each depicting a small pile of sleeping dogs. They are made of a gray stone that varies in color. Both statues feel cool to the touch, likely due to them being underground and away from a warming sun. The empty buildings and absent doors of this small street seem even more desolate than other areas. The eerie stillness here encompasses an unexplainable sensation of wrongness. The dog statues seem to wait for their masters to return home once more.

</read-aloud>

The statues cannot be moved from their position. The buildings in this area have nothing else of interest. Nothing remains, not even debris or garbage. A successful **TN 13 Perception (Seeing)** test does turn up an inscription at the base of each statue. A **TN 15 Intelligence (Historical Lore)** test identifies this as an obscure Old Kingdom Script. Heroes who can read this script discover that these are Guardian Statues used in the Old Kingdom to ward off misfortune and monsters. These particular statues allude to one ancient Sorcerer King's known hatred for rhydan.

<h1>Part #3: A Light in the Darkness

In this part of the adventure, the heroes finally meet the shard of Delsha, and rescue the missing workers. There are two general paths to the end of the adventure, depending on if the heroes defeated the smugglers at their hideout, or if they were defeated and captured. Either way, the heroes can still rescue the missing workers.

<h2>Scene #1: Nairee's Shadow

Combat Encounter

This scene occurs if the heroes defeated the group of smugglers earlier in the adventure and learned of Nairee's intensifying personality shifts and unusual behaviors. Jasper advises the heroes to look for Nairee in a certain abandoned home that she's taken ownership of. Jasper's directions are easier to follow than Yasha's childhood map. According to Jasper, Nairee should be inside a closet, surrounded by lit lamps. The second-in-command followed orders to construct something like a door for that space about a week earlier. As the heroes approach, they will need to pass a successful **TN 11 Dexterity (Stealth)** test to get the drop on Nairee. While the smuggler is fatigued and trying to rest, she is also jumpy and paranoid. If the players are successful in sneaking up on the smuggler leader, they gain one surprise round against her.

Read or paraphrase the following to the players:

<read-aloud>

The woman that appears has a sickly yellow tinge to her blue skin, as though she were ill, and the dark circles under her eyes. Those eyes dart back and forth, taking in your presence, and a spark of understanding dawns across her wan and weary features as she realizes her followers have betrayed her. She smells like rank sweat, and seems to have abandoned grooming for some time. Regardless, she sneers, and prepares to fight.

</read-aloud>

If the heroes failed the stealth test, she will be waiting behind cover and get one surprise round against the heroes before combat officially begins. Nairee (see Adversaries) fights dirty, and will try to escape the building in order to gather allies or escape.

Her first priority is to incapacitate one of the heroes, believing the others will not leave someone behind. Then, she attempts to disengage the heroes, leave via a window, and flee. Nairee will further redouble her attempts to escape if she falls below half of her health.

If Nairee does escape, she will have concluded that her allies have been compromised, and become desperate. She will find out about the missing workers when she arrives at the ritual site. If this happens, go to Part 3 Scene 3 (The Ritual). If the heroes kill her, the smugglers will disperse in the coming days even if the heroes do not encounter them. Jasper will begin hunting the heroes in revenge, and the shard will move next to her.

If the heroes defeat Nairee, they can try to gain information from her, although it will be a difficult task. Once bound or otherwise unable to fight back, Nairee will start screaming and thrashing around. She seems to be under the impression that she is someone very important, although she cannot remember who. Nairee will also scream about how the heroes owe her a new body. A successful **TN 13 Intelligence (Arcane Lore)** will confirm that something is very, very wrong with Nairee; she is showing signs of possession and corruption. However, this location is not suitable for healing her. One good option would be to incapacitate Nairee, tie her up, and bring her to the surface for questioning and healing. The Sovereign's Finest will want to know about both the possession and smuggling in further detail.

At this point, there is nothing stopping the heroes from binding Nairee and continuing to rescue the workers. No other obstacles should block their path. If the heroes accepted Indigo's help earlier, he will reach out mentally to the heroes as they get closer and guide them in.

Indigo will assure the heroes that no one has taken a turn for the worse, but there is something very strange in the room they are in. It's a round, stone table with flecks of iridescent particles, and it makes him feel very uncomfortable. Indigo also believes it's somehow shortening the distance he can communicate telepathically. None of the workers seem to have noticed it, since it is buried under some rubble.

All three laborers are injured and in need of medical attention. Each requires an **Intelligence (Healing)** test (**TN 9** for Benni, **TN 11** for Prue, and **TN 13** for Ditrend) or a successful application of the **Cure** arcanum to get them up and moving. If the heroes are not successful with one or more of these checks, the laborer or laborers cannot walk out on their own, and the players will have to carry them on the stretchers the community provided to them earlier. If the heroes are successful, the heroes and workers will be able to limp their way back out the way they came.

A successful **TN 13 Intelligence (Sorcery Lore)** test will reveal a startling realization. Although they may follow at a distance, no unliving or shadowspawn come close to the party as they leave. Nairee's presence, or that of whatever is possessing her, keeps them at bay. The Sovereign's Finest will definitely want to question Nairee about this.

When the heroes return to Yasha's entrance, several members of the city guard are waiting to help the

injured workers out and help the heroes finish off any creatures that may have followed them. Each of the workers is helped back up to Elsport, and Nairee is taken into immediate custody.

The city guard debriefs the heroes after they clean up and get something to eat. They ask about any entrances to the under city that the heroes encounter, and if they met anyone else. If the heroes mention the smugglers, the city guard will ask further questions about the group. How many members made up the group? How do the heroes think the smugglers were able to survive? What kind of goods were in the smugglers' cache? This is a good jumping off point for further adventures.

Possibilities include:

The city guard or Sovereign's Finest may ask the heroes to help find the entrance point the smugglers were using.

The heroes may be asked to further investigate the smuggling ring, or the under city.

Adepts within the Sovereign's Finest may ask them to seek out a rare ingredient to help cure Nairee.

<h2> Scene #2: An Uneasy Bargain

Roleplay Encounter

Read or Paraphrase the following to the players:

<read-aloud>

It doesn't take long for one of the smugglers to reach their boss. Another smuggler, this one a female sea-folk, enters their base camp. Her hair is greasy, and seems limp, and she looks like she hasn't been getting enough water for a few days. Her eyes are yellowed, and she peers about the room of gathered smugglers with near equal suspicion on every one of them.

</read-aloud>

This woman is Nairee, is the leader. She sits down in a chair, and listens to her underlings explain what happened. The other smugglers seem to be under the impression that the heroes have come to shut down the smuggling operation, and that someone on the inside has sold out the rest of them.

Nairee will have all the other smugglers attempt to defend their innocence, and watch as the gathering quickly devolves into finger pointing and suspicion.

It's very possible for the heroes to use this internal suspicion to create larger chaos within the smugglers. Nairee will listen to the other smugglers bicker amongst themselves, and occasionally prod her underlings in such a way as to create further disorder. She even begins to laugh as the tensions rise, the sound hollow as it bounces off the walls. It almost seems like Nairee is enjoying the turmoil that's been created by the heroes' arrival.

This is the perfect time for the heroes to get the drop on the smugglers. Give them a surprise round on all of the smugglers, including Nairee.

The heroes do have the option of explaining their situation to the smugglers. If they specifically mention that they are only in the ruins to rescue some Elsport locals, some of the smugglers might believe them. The test requires a **TN 11 Communications (Persuasion)** roll. With an Outcome of 2, all of the smugglers will believe the story. An Outcome of 4 will convince even Nairee.

If Nairee has been convinced, she will suggest the heroes take the missing workers and leave. She needs the ruins empty, and doesn't care for any additional witnesses to her presence. She'll direct them to the workers, then let them go. She firmly believes the heroes will tell the city guard and Sovereign's Finest about them, but plans to be long gone before those parties arrive. Her underlings will object, but Nairee will argue that their priority is to determine who the traitor is. If they can't figure that out amongst themselves, she'll kill the lot of them when she returns.

All of the smugglers will seem disturbed when they hear this, but a successful **TN 11 Perception (Seeing)** test will reveal one smuggler, another sea-folk woman, to be particularly concerned. Her name is Jasper, and has harbored an unrequited love for Nairee for years. This behavior does not seem like the Nairee she has known for so long.

After Nairee leaves, the smugglers argue amongst themselves regarding whether or not they should try to kill Nairee or flee. Several of them fear that Nairee would seek revenge if they run, but two smugglers will take their chances and try to flee to the surface. The others will turn on Nairee as soon as players do. They are waiting for their best chance at survival.

If the heroes did not manage to convince Nairee, she will make the same suggestion—that the heroes take the missing workers and leave—but she will demand that the heroes first name the traitor in her ranks before she directs them to the workers. There is no reason for them to know this, even if one of the smugglers did betray the group. This is the shard's paranoid influence on Nairee, and an unhinged desire to see blood. The shard wants the group to turn on itself. This allows the players one more shot at shutting down the smugglers. Nairee is unhinged enough and arrogant enough to believe she can handle all of the heroes if they turn on her. If the heroes want to cross Nairee, now is the best time.

<h2>Scene #3: Blood on Her Hands

Combat and Roleplaying Encounter

Nairee leads the heroes through the ruins, to the area where the workers are waiting. If the heroes failed to convince Nairee of their true intentions, she stops them when they are within sight of the workers and again demands to know who within the smugglers has betrayed her, even if the heroes have already provided a name. At this point, it is very difficult to reason with her. She will also threaten to kill the injured laborers as payback for the heroes trying to fool her. Only a **TN 16 Communications (Persuasion)** roll will settle her down. If the heroes attempt to use the Calm Arcana, she will attack.

This is the heroes' last chance to catch Nairee by herself and defeat the smuggler leader.

If the heroes did manage to convince Nairee that they only have interest in the workers, or if they have failed to convince her but then managed to calm her within sight of the workers, the smuggler will allow them to approach the injured workers. Just as the heroes make contact with the workers, however, Nairee will laugh and then attack while their backs are turned. In response to any attempts at negotiation or diplomacy, Nairee will just continue laughing and resume her attack.

Nairee will prioritize attacking rhy, including Indigo if present, and then adepts. She will try to fake a surrender if brought down to 20 health or lower, but the moment the heroes turn their attention away from her at all, she will try to escape. Jasper, as described in Part 2 Scene 2 in 'The Monster House,' can appear in this moment, blocking Nairee's path and allowing the heroes to recapture her. In this situation, Jasper will also offer to turn herself in, in exchange for mercy and treatment for Nairee. She tearfully says that this isn't the Nairee she knows. Something has gone terribly wrong, and Jasper cannot allow it to continue.

In the event that the heroes are overwhelmed, Jasper can also betray her. Jasper will hit Nairee over the head with a blunt object and knock her out while her attentions are on the heroes. At this point, Jasper will start sobbing. She asks the heroes to have mercy on Nairee—she's sick, terribly sick. And maybe she's not Nairee anymore. Jasper has convinced the rest of the smugglers to abandon their hideout and

contraband due to Nairee's threats. Jasper will turn herself and Nairee in, in the hopes that the smuggler leader can receive medical treatment.

<h1>Resolutions

In an ideal situation, the heroes would address each issue within the Forgotten Things adventure. This section goes over possible resolutions with the characters the heroes meet in this adventure. The outcomes vary, depending on what the heroes and players decide to do. See Allies & Adversaries for each.

<h2>Enemies

There is always an infinite possibility for both tragedy and happy endings.

<h3>Nairee and the Shard of Delsha

If the heroes take Nairee into custody, she has the opportunity to receive help for her condition and ultimately have the shard of Delsha exorcised from her body by adepts connected to the Sovereign's Finest. This outcome also allows the Sovereign's Finest a chance to learn more about what exactly happened to Nairee—and serves as a hook to a larger campaign.

If Nairee manages to escape, she will begin a series of killings in Elsport, powering her rituals and searching for 'an ideal body.' The unliving, and other shadow creatures, will appear around the city in greater numbers, and Nairee's smuggling operation will funnel more money and resources into her hands. The heroes can have a chance at stopping her in further adventures.

In the case that Nairee is killed, by accident or design, the shard of Delsha eventually moves on to Jasper. The grief of losing the one she loves to both darkness and violence will make a space for shadow to move into Jasper's heart, and the shard's machinations will only be delayed by a few months. This happens even if Jasper leaves, causing her to return to Elsport and then search for the heroes who killed the love of her life. If all of the smugglers are killed, the shard will find its way to another female host. This host may also hunt the heroes.

Nairee has the potential to become a recurring character, perhaps aiding the heroes with some of the strange and forgotten lore from Delsha's era once the shard is removed. This could create multiple adventure hooks, and could make Forgotten Things the start of a larger campaign, such as:

- Nairee remembers a strange artifact or location she found while smuggling. She thinks this may be where she first encountered the shard, and asks the heroes investigate.
- She provides information on a larger smuggling operation, one that leads back to the Barren Isles and other Sorcery.
- After her rehabilitation, Nairee remembers something she heard from another criminal. Someone else has a cache in labyrinthine spaces under Elsport, dealing in darker stuff than Nairee once had. The heroes interview her about this before going on a mission to investigate on behalf of the Sovereign's Finest.

<h3>Jasper

In the event that the heroes do not kill Nairee, and she is brought to experts on her condition, Jasper will turn herself in to the authorities and seek to turn her life around. At this point, she has seen firsthand what corruption can do to a loved one, and has no interest in encountering such things again. It's possible for her to become a recurring character in a larger campaign—perhaps a helpful source of information on illegal activity, or smuggling operations. If the heroes play a part in Nairee and Jasper's rehabilitation, she

may even become a traveling companion in the future.

If the heroes do kill Nairee, Jasper will hold a grudge against them—and will seek them out for personal revenge once she is possessed by the shard.

<h3>The Smugglers

The players have several options when it comes to the smugglers. If the heroes turn them in, they will do time in prison in Elspport. Some may turn their lives around, unnerved by what happened to their leader. Others may attempt to turn to crime again. If some escape, the heroes could be tasked with tracking them down. Some might offer information on other smugglers to the city guard or Sovereign's Finest in exchange for their freedom or a lenient sentence. The Narrator could turn one or more of them into reoccurring characters.

<h2>Allies

<h3>The Missing Workers

Unless Nairee has the chance to attack the workers, there is a good chance that all three will return safely to Elspport. If the heroes cannot make the TN 9, 11, or 13 tests, the workers may become more injured during their return to the surface, and suffer long-term injuries as a result. The workers will look upon the heroes as their *personal* heroes in their time of need, and may aid them as they can in the future.

<h3>Yasha's Hearth Family

The heroes will always be welcome at The Gulls Nest, and can expect special service for saving one of Yasha's children. They will always be considered personal heroes in that establishment. Yasha may become a useful informant for the heroes, if they have information they are looking for. Many people pass through The Gulls Nest, and Yasha knows how to keep her ears open.

<h2>Allies & Adversaries

See Chapter 12 of the Blue Rose Core Rulebook and use the warrior and rogue statblocks for smugglers.

<h2>The Shard of Delsha

Delsha Artanis was the first of many notorious sorcerer kings. After her death, a tomb was secretly built to contain her corrupt spirit. Unfortunately, a piece of the sorcerer's spirit escaped. The shard is not as intelligent or powerful as Delsha was, but has its own machinations. The shard's top priority is finding an ideal host: a beautiful female in emotional turmoil. While each of its hosts can be defeated, the shard itself is a powerful creature of shadow. It won't be destroyed so easily. It is a seed that new Sorcerers can repeatedly grow from, provided it can seek out new hosts. It still bears a strong hatred towards the rydan, and blames them for any ill luck. While possessed by the shard, Nairee will attack rhydan with distinct bias.

The shard is unable to affect the physical world on its own, and instead attaches itself to a living person. Once attached to a living person, it slowly corrupts the individual, giving the shard itself more control over the body and changing the individual's personality to suit its needs. The more control the shard has over the host, the more powerful sorcery the host can use.

These changes do not come without a price. The shard's current host often suffers fatigue from sleep deprivation, paranoia, and erratic personality shifts. The shard does not seem to have a good memory for how to care for the bodies of its hosts, and can burn through them in a matter of months. It has a marked preference for female hosts. Items marked with * are granted by the shard, but these also add corruption.

Within the scope of this adventure, there is no clear way to combat the shard itself. At the conclusion,

however, the heroes will have neutralized its host, and have the opportunity to learn more about the shard. This brings them into a very small circle of those who have faced Sorcery and come out alive to tell about it.

<statblock>

<hstatblock>Nairee Possessed by The Shard

Abilities (Focuses)

4	Accuracy (Arcane*, Light Blades)
2	Communication (Deception, Etiquette, Gambling)
2	Constitution
3	Dexterity (Lock Picking, Sailing, Stealth, Acrobatics)
1	Fighting
2	Intelligence (Sorcery Lore*, Natural Lore)
2	Perception
2	Strength
1	Willpower

Speed	Health	Defense	Armor Rating
13	71	13	3

Weapon	Attack Role	Damage
Shortsword	+6	1d6+3
Psychic Weapon*	+6	2d6+2
Crossbow	+4	2d6+2

Special Qualities

Arcana*: Cold Shaping, Draw Vitality, Harm, Heart Reading, Illusion, Imbue Unlife, Mind Delving, Move Object, Psychic Domination, Psychic Shield, Psychic Weapon, Sorcerer's Grip, Summon Spirit, Torment
Favored Stunts: Knock Prone, Mighty Blow, Lethal Arcana

Talents: Arcane Potential, Intrigue

Equipment: Light Armor

Dark Sight: Able to see up to 20 yards in darkness (including deep under water) without a light source.

Breath: Can hold breath for 72 rounds.

Pinpoint Attack: Once per round, she can add 1d6 damage to a successful attack if her Dexterity is greater than her target's.

Threat: Moderate

</statblock>