

# I choose you

## *daughter of the man dragon elf 018*

**Introduction:** It's been almost a decade since Nim-Aer fought Mono and the Tarrasque in Ravenloft. Some say he died others say he is preparing for another battle. In reality only a few beings really know what has happened to him. One of them is a little girl? But word to some local bandits have put a price on her head will the heroes help her?

*Adventure for 1st-2ndh level characters*

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*I like sleeping more than being awake because then I can see my friend.*

*—Aurelia Gorinda to her mother  
when asked why she likes to sleep so much.*

## Chapter 1

A small hamlet a few days north of Neverwinter called Shepshe! has been threatened to be attack by bandits unless they give them a little girl. The party will either hear of this on their travels or while staying in town. Shepshe! doesn't have much in the way of people or buildings. It has less than 60 people in it. Mostly is filled with loggers and trappers. Humans are at least 90 percent are humans. Most of the men go out hunting or logging then the other men bring the furs or lumber south to Neverwinter. The town at most times is filled with women and children. There is a small group of bandits who 'protect' the town in return for supplies and money. A few days ago they claimed in 3 moons time they better have the girl or they will do what they please to this hamlet and everyone in it.

When the party is ready read or paraphrase the following 'As you walk through town you see it is filled mostly with women. They eye you very suspiciously. You see some children playing in a small clearing. There is a little human girl around 6 years old crying alone under a tree. You then see some boys pick up some rocks and start throwing it at her.'

If the party does nothing eventually one of the mothers will hit one of the boys across the face and grab two of them by their ears pulling them away yelling at them. The girl will get up and start limping to a house.'

If the party stops the boys the girl will get up missing a few teeth and smile at the party 'Thanks for saving me. Those boys were being meanies. I guess I should go now. Thanks again' She will then start heading towards a house.

The party can ask some questions

What is your name? 'I'm Aurelia Gorinda'

How did you lose those teeth? She opens her mouth and points to one on the side and says with her mouth open and pointing to the hole 'This one I lost when I was eating an apple a week ago. This one I lost when Billy hit me, and this one I lost when Gerta hit me. But my friend says that's its ok because soon I'll have big girl teeth.'

Who is your friend? 'Oh I see him in my dreams he is really nice he talks with me and plays with me and he tells me lots of stories and songs. Mommy doesn't like when I talk about him.'

Why were those boys picking on you? 'Well mommy said that some bad men want to take me away and if they don't they might attack Shepshe!. But mommy said she wouldn't let anything happen to me.'

How about a reward? 'I don't have any money I'm sorry (either Mister or ma'am)'

Where is your mommy and daddy? 'I don't have a daddy! But Mommy lives in that house' she points 'She talks with people during the day so I have to go out and play until sunset. But she won't let me stay because she says it's adult conversations.'

Why doesn't your mommy want to talk about him? 'Well she said we are to worship Sune but my friend says she is arrogant and those who worship her ignore the potentials of themselves because instead of self light a mint she worries about outward beauty. He then says he met her and is not her enemy but not her friend. He said he was trying to make a safe place for the people who worship him to go when they no longer move.'

What is your friend's name? 'His name is Nam-Air. He says he is a god. But mommy says the only god I should worship is Sune. He even said he doesn't want me to worship him and that only I can



choose who to follow. But I don't know what he means by that.'

What is Nim-Aer's status? 'Well he told me he is sleeping. He says he cannot wake just yet his body still needs to rest. With the help of his horse friend he can make the world a better place. But that's silly.'

How long have you lived here? 'I've lived here all my life with mommy!'

Where are the men? 'The daddies go hunting and go to a place called Neverwintear. I heard that it's a big place with lots of tall buildings when I'm a big girl I want to see it one day. My friend said he is from there and told me a lot of stories',

When did those men say they would be back? 'They said by three moons times and that was 'she starts counting with her fingers then holds up 2' this many days ago.'

Who is in charge? 'Well I have to follow mommy's rules or I will go to time out.'

How old are you? She starts counting her fingers then hold up 5 'I'm this many years old'

She doesn't really know much else she is 6 after all.

Looking through the hamlet the party can find only 2 places of interest which is small Inn/Tavern called 'Ye Old this is the only place to get a drink you got!' or Gus's place and a shrine to Sune.

Ye old this is the only place to get a drink you got!

Use map A (bar)  
x2 bandits

Inside is a small common area. There are 6 rooms. 2 on the lower level (which Gus and his barmaid/daughter use) and 4 on the upper level. Each one of the upper level has 2 beds and barely enough room for anything else. The rooms are

cheep at 2 sp a bed. Gus rents out his personal room for 1 gp a few chairs and a bar. Gus the owner came here seeing the hamlet and saw the potential in it. He was running the inn with his wife and daughter but passed last winter. He is tall and lanky at a very tall 6 ft 7 inches but is balding and it is showing his age. He is in his mid 60s. He can be a very rough man at times but not a bad one.

His daughter Wendy is the exact opposite she is barely 5 ft with long red hair with a little meat on her bones. She is very shy and in her mid 20s.

The party can ask some questions.

Who are you? 'I'm Gus and this is my place so what can I do for you today?'

Who is that barmaid? 'That's my daughter Wendy. Nice lass but a wee bit timid I'm afraid.'

What are you doing here? 'Well traveling I saw this place and saw it had no place for travelers to stay and not even a place to drink so I thought the location was good not too far from the city of Neverwinter and I can see a lot of growth potential here!'

Why did you name it that? 'Well it's straight and direct to the point. Ye be travelin for days before you could find another place you could even find a place to give you a roof over ye heads and wine in ya bellies!'

Do you know anything about the bandits? 'Aye I do. Those scoundrels attack us and expect us to give them our goods to make them lazy. Starvin our wains to feed their bad habits. If I was a few years younger I would show them a thing or two.'

Do you know where their hideout is? 'Nay I don't but if ya are plannin on messin with um they shall be here by tomorrow.'

What can you tell us about the girl they want? 'They are bloody freeks wanting a little lass like



that. Her mother may be of a certain profession but it's not right to ask for a wain like that.'

who do you worship? 'I don't worship what a lot of the other s around here do. Most of them worship Sune. Me personally I pray to Help to protect my-self and my daughter'

How long have you been here? 'Almost 2 years been hard work but it's worth it'

what happened to your wife? 'She had the Consumption. I miss her with all my heart.'

what's the main trade/export? 'Furs and trees This town started as a small lumber port a few years ago'

what do you have to eat/drink 'It may not be the best stuff but it better then what you will find around here that's for sure'

who rules this place? 'We don't have any real form of government but if this place gets larger that could change.'

any good stories? 'No its very quiet here. Oh I did hear from an adventurer that he delt with deadly flying ground spiders but i'm sure she just telling a tall tale.'

if they talk with wendy they get a lot short answers

who are you? 'Hi I'm Wendy can I get you anything?'

what do you do here? 'I cook and help my dad'

what are you doing later? She blushes um I think I need to check the stove.'

Do you know anything about the bandits? 'Um Yes well kinda. You see that little girl Aurelia claims she speaks with the God Nim-Aer. And he has been um distant recently to the point. Um some believe he is a dead god. I'm Sure receiving information

on him would um fetch for a high price among his faithful and enemies. I don't know if that is true but I believe she believes it is.'

Most of her answers are to try to get away.

when the party is ready read or paraphrase the following.' The doors burst in and in walks a small thin human male and a half orc male. They are both dressed in leather armor with various cuts and scars. The Half orc says in a deep voice 'Listen up! We will give you another chance to give up the girl. If you tell us where she is now it might put the boss in a good mood. If you don't comply we will take her and the rest of the village by force!' Gus replies 'Ye two peabraind mits really have a pair to come inn here demanding such an offer. First this an't no place for a we lass, Second I wouldn't hold my breath if I was ye' the half orc starts making his way towards Gus when the human walks up to him 'wait up big guy. No he's right they have till tomorrow to give us what we want.' the human looks towards gus and yells so everyone can hear him say 'And Bring her to the lake to the east by midnight!' then returning back to his normal voice 'And if they don't we will attack this place first.' he looks at wendy 'Shes not my type But you like them big like that right?'

before he can finish Gus throws a glass which they bairly set out the way of.

'IF YOU THINK I'LL TOLERATE ANY THREAT LIKE THAT THEN YOU WOULD BE A SORRY LOT. LEAVE BEFORE I PERSONALLY MAKE YOU LEAVE!' Gus yells.

The half orc says 'Lets go. They got the message and we will see them soon anyway.' they both turn to leave.

If the party chooses to confront them they are more then willing to fight. The half orc fights until death while the human fights till half health and or his half orc friend dies then tries to get away even begging for his life. Once his friend is gone anyone who uses intimidate gets advantage on the roll. This is the info that he knows.



The Boss is named Alexis Saxs and she has 12 bandits under her control (including himself and his half orc buddy). They don't have a base and they usually split and spend the loot almost immediately. He doesn't know why the boss wants the girl only that they will be the motherload of paydays if they can bring her to the boss's contact. Once they get the girl they will be heading north to icewind dale. The boss promised each of them 2000 gold each if they can get her there alive or 150 if they get her there dead

if they let him go he warns the boss about the party and they will attempt to ambush the party.

## Chapter 2

By now the party should know of the lake. Aurelia's mother will offer her up unless the party intervenes. During this time the party will have time to set up a plan the lake isn't that far. It gives them time to think of a plan. But with a persuasion dc 12 the bandits are willing to let the child go for 55 gp. Besides the leader they think it's a trap.

Use map b

Alexis Saxs uses stats for a bandit captain

1 spy (a member of Zhentariim and ally of the church of Primrose. He will attack and miss on purpose only using ranged attacks. And will give up if either attacked in melee or all the other bandits are dead )

5 bandits (7 if both the other members from the inn lived)

If the party tries to go Aurelia's mother she will try to avoid them as if she's trying to do something. If anybody wants her 'service' she charges 5gp a session.

She cares more for her life than her daughters.

Eventually Aurelia will be alone under a tree crying.

If the party goes to see what's wrong she says in sobs 'My friend... is sad because... he is worried....i might get.... hurt... I don't want....to make him....sad.....' she starts crying a lot. with kind words and either a deception or persuasion DC 8 calms her down a little bit.

If they don't know about the party is coming there is only

1 spy

3 bandits

and Alexis Saxs

either way when the party gets there Alexis and her bandits are waiting for them.

If they don't bring Aurelia she follows if her mother didn't drop them off. If Her mother brought her she doesn't stay long.

Alexis Saxs takes a look at the party drawing her weapon. 'So what do you want? If you know what's good for you!' with a persuasion DC 11 the bandits will be willing to give up the girl for 35 gp. with a Intimidation DC 16. Alexis Saxs won't budge on her thought but will do what her people if they all agree on something so they don't try to have a mutiny against her.'

If there is combat if either a party member goes down or when you feel like it Aurelia will yell 'No Stop Hurting them' and she will gain the Chosen of Nim-Aer Template(see New Gods quick worship guide). Her stats are that of a commoner with the following exceptions: Neutral Good alignment, STR6. INT6. WIS5, CHA8 and small sized.

When the party is done Aurelia passes out into her normal form. If they take her along or bring her back to the hamlet is up to them.

When they are done the spy will approach the party if they are still alive

'Sorry about that. I couldn't blow my cover. Look this kid is going to be sought after. I don't know the exact details but I was hired by some of the members of Primrose's church. A group contacted Alexis Saxs and wanted to bring the girl to the north to the Ten Towns. I don't know the details

but it didn't seem right. There is a church of Primrose in Neverwinter. Would you mind taking her there for me? They payed half up front and half when they receive her you can get the other half of the payment just say ZEN 71 of winter sent you. If you don't i'm more then willing to go take her. They look around then pack at the party 'Even if I don't take her she will be targeted at least in Neverwinter she will be safer then out here.' They look at the girl 'Shes a cute little girl i'm sure finding a home for her would be easy.'

If any of the party is a Zhentari m they know that this person is a low rank member but higher then a recruit.'

If the party gives the girl to them they carry her in their arms and starts walking south. If they don't they don't attempt to fight.

But when she wakes up shes says 'Thanks for your help. But I have to go find a way to wake up My friend. ' She then gets up. 'He said I'm one of his chosen and that i'm now his daughter. I'm not sure what that means. But would you like to help me find Nam-Air so I can wake him?'

If they take her back she sneaks out when she gets the chance.





## MAP

