

ZEF7-05

Korsan

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure

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The town of Korsan is a simple little village nestled in a scenic coastal area. For such a small town, it seems to attract a lot of attention. Bring your shopping bags and weapons, because where there is trade and a lot of money, opportunities for trouble are certainly not far behind. An investigative one-round Regional adventure set in Zeif for characters level 1-10 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Fiendish Codex I: Hordes of the Abyss* [James Jacobs, Erik Mona, Ed Stark], *Lords of Madness: The Book of Aberrations* [Richard Baker, James Jacobs, Steve Winter], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], and *Monster Manual III*.

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

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Zeif. All characters from Zeif pay 1 Time Unit per round and all non-Zeif characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Dwobdar Rhudoc: CN male gnome Brd 5/Rog5/Exp5; Bluff +22, Diplomacy +26, Profession (Merchant) +20, Sense Motive +20

Third son of a gnomish gem cutter and merchant, Dwobdar's life was almost cut short by a terrible house fire that killed his parents and brothers, burning him horribly in the process. Crippled and burned, Dwobdar was fostered by various relatives, none of who knew what to do with him. Most days, the gnome found himself in the corner of one room or another, listening and watching what was going on around him. He found that people ignored him or simply assumed that besides crippled he was also stupid.

Dwobdar learned one very important lesson during this time – information had value. In the right hands it could be traded for goods, money or favors.

Years later, Dwobdar learned that the fire that killed his family was organized by a rival merchant family. Revenge was required and the gnome knew exactly how to achieve it. He would bring shame upon that house and bring about its' downfall. Little by little he used his talents with information and blackmail to take down one branch then another, never losing sight of the goal.

He is a shrewd negotiator and is used to dealing from a position of strength. He will verbally appease those that physically threaten him as he is unable to defend himself physically, but will not consider coerced promises to be worth respecting. He never threatens anyone physically, preferring to use information and guile whenever possible.

Nur Karu: Matron Sultana CE human female Ari2/Rog6/Asn10.

Matron Sultana Nur Karu is Sultan Murad the Proud's mother. She oversees the Harem located in the Palace of Peh'reen in Zeir-i-Zeif. She began her career as a beautiful young concubine of Selim the Scoundrel. Over the years, she has become an increasingly powerful and mysterious figure, so that she is now often referred to as "the Veiled Sultana."

Once every year or two, the Matron is able to get away from the palace and see something of the region. Wherever she travels, she is always shadowed by her eunuch bodyguard. Right now she is in Korsan enjoying the bazaar. Korsan's relative size and location makes it a

perfect place for the Matron to visit, without the possibility of being seen by anyone who might recognize her.

Relationship between Dwobdar and Nur Karu (Matron Sultana)

In his business as an information trader, Dwobdar has uncovered many facts about the Matron Sultana. He knows she leaves the Harem from time to time; he knows her secret passion for elven men; he knows her weakness for strong ale; but more importantly – he knows her face.

The Matron is aware that Dwobdar knows all these things (and probably more) and from her point of view, that's a liability. The two have not ever met face to face.

Why doesn't the Matron Sultana simply have this bothersome gnome eliminated?

She has tried scaring him in the past but this obviously hasn't worked. Dwobdar is very, very careful and hides his tracks well. He's a slippery little guy who doesn't take a lot of chances. Until now he hasn't directly impacted her; he's been a minor nuisance.

Relationship between Dwobdar and the Order of Kwalish

Three weeks ago, a member of the Order of Kwalish came across a very powerful necromantic item – the crystallized skull of a small monkey. So distressed by the strong evil aura radiating from the object, he decided to immediately destroy the item, shattering it into many pieces. Returning home and reporting the incident to his master, the acolyte was surprised to discover that word had already reached the Order of his discovery. In the time it took him to travel home, the Order had been contacted by a gnome claiming to have in his possession the shattered remains of the skull.

Though he was skilled in his veiled threats, there was no doubt that the gnome would not think twice about turning the information about the destroyed artifact to the Grim Vizier, and that it would certainly be portrayed as a malicious act. Though there was no request for payment; the threat is looming over the Order and could be called in at any time, so they feel an urgent need to resolve this issue as quickly and quietly as possible.

ADVENTURE SUMMARY

Introduction - Here the adventurers are in Zeir-i-Zeif and run into Hamza, who is heading to Korsan where he is looking for an item that interests him greatly, though he is vague about the exact nature of it. He quickly hires the party to escort him there and back.

Encounter 1 - The party arrives in Korsan where they discover the nature of the real Bazaar and get some clues on what is available.

Encounter 2 - The party meets a gnome information broker, who wishes to acquire an item and is willing to pay the party well to get it for him.

Encounter 3 - The party runs into the owner of the purse who is secretly the Matron Sultana on a carousing trip outside of the palace. They may interact with her in a variety of ways. She has some information about a recent activity of the gnomes' and may give it to the party if they mention they are working for him.

Encounter 4 - The party is approached by an agent of the Order of Kwalish. They too are seeking an item and they too have information on another item, the one that Hamza is seeking (though they don't know it). If the party agrees to help them, they agree to help the party.

Encounter 5 - The party may visit the best bar in Korsan, wander, find a strange merchant and an exploded brickworks, and visit many vendors selling goods for sale.

Encounter 6 - The party may have information leading to this well which the gnome has dropped an item down. Careful exploration and a combat with some carrion crawlers will allow them to discover the pieces of the monkey skull that the Order of Kwalish is looking for.

Encounter 7 - The party may be led to this cave by the order of Kwalish, and inside is the recorder that Hamza is looking for, guarded by a leech swarm and some living spells the gnome placed to guard it.

Encounter 8 - The party may return to and negotiate with the various people they met, possibly turning over items or information that is needed. They must leave in the morning as Hamza is returning to Zeir-i-Zeif at that time.

Encounter 9 - If the party offended any of the three major parties during the night, they will be attacked by their agents on the road back to Zeir-i-Zeif.

Conclusion - The party returns Hamza where he belongs, and can either reap the rewards or the repercussions of their actions.

PREPARATION FOR PLAY

Here is the relevant information for Korsan:

While it is hardly a jewel among the waves, the small port town of Korsan holds a certain charm that many people find alluring. Some take solace in the fact that Korsan is a self-declared haven for all, a safe house where individuals can find a safe place to rest, or trade ill-gotten goods without fear from the officials, at least while they stay within town limits. Or perhaps it is the fantastic legend of how the town became more than just a collection of salt-stained shacks. A geographer might argue that Korsan simply exists because of its locale. It is a quiet hamlet that merchants, the Zeif navy, and even the occasional pirate (flying false colors of course) can get a warm meal, a bed and a bit of news as they allow their ships to bob quietly in the waves of the Dramidj Ocean. In truth Korsan exists today because of all three.

The Legend of Berker al' Muhalin

Berker al' Muhalin was a scoundrel, a cheat, and a braggart, at least in the beginning. It is said that he knifed a drunk and innocent merchant in a shady alley to raise the funds for his first sloop, the Bloody Bow (as in bow of a ship). Berker soon became a pirate of some repute, renowned for both his cruelty in meting out pirate justice upon the waves, and for his uncanny nose for gold.

Berker literally means 'solid man' and as such Berker had a few redeeming qualities to his person. His first was that he never backed down from a challenge, regardless of how foolish it was to fight. While some would see this as a fault rather than a merit, it did inspire the loyalty of the men he surrounded himself with. The second worthwhile trait that Berker possessed was that he never lied; he was a man of his word; though often he twisted that word like a knife in the back to get what he really wanted.

Legend has it that eventually Berker found what every pirate looked for, that one big score. Whether he found a sunken treasure, or robbed the right merchant is debated to this day, historians all agree however that he had come into a large amount of wealth. Unfortunately for Berker, he had selected his crew for their cruelty and motivated them to work with their greed.

Due to his twisted sense of pride however he was unable to take the mutinous crew's offer of a lifeboat and instead drew his sword in answer. The battle was fierce and Berker was sorely outnumbered. In the end he won out, partly because a number of his crew joined his side in the battle out of sheer loyalty, and partly because of

dumb luck. That night Bloody Bow was appropriate. Only Berker and two of his loyal crew survived the battle.

They fed the corpses to the sharks and limped their gore soaked ship toward a meager light on the shoreline. The 'town' they had been heading toward for repairs was anything but. It was a handful of shacks lining the shore, housing humble fishermen and their wives. The light he had followed was a raging bonfire on the beach to celebrate the latest catch. Having little choice Berker weighed anchor in the deeps and rowed into the town to ask for a place to sleep and if anyone would be interested in crewing a ship. That night the blood from the ship came in with the tide and the townsfolk saw Berker for what he was, a bloodthirsty pirate. He hardly cared however and simply evicted a family from their home at sword point and moved in.

A few short days later a slave vessel slipped silently into town, hoping to add the honest fishermen to the ranks. Blades were drawn and Berker could hardly stand down from a challenge. He lost the remaining two members of his crew that night but drove the slavers away. The townsfolk, even though they had been held hostage by the man, saw his stubbornness as a sign of a pure heart however, and venerated the man, telling of his good deed to anyone who would listen. They even renamed their hamlet 'Korsan' which means pirate, corsair, or sometimes even privateer. Berker obviously had a good thing going in Korsan, so he changed his name, sunk his ship, and settled into Korsan permanently. The few original townsfolk respected his wish for privacy, and kept his secret.

The spending of the ill-gotten loot the man-formally-known-as-Berker attracted tradesmen to the small town. A formal dock and an inn were quickly built and it soon became a stopping point for ships traveling on the Dramidj Ocean. The last legacy that Berker left for the people of Korsan was in proclaiming the town a safe haven for all who would make use of it. While the town has no formal military enforcing the informal rule of Korsan, everyone in the town upholds the tenant. The few foolish individuals who dared to draw blood in Korsan served as example as to what would happen to future miscreants.

It is unknown if Berker still resides in Korsan. And even if he did, the only people who know would as soon cut their own tongues from their mouths than tell...

Korsan (village) Beylik of Lysia: Conventional; AL LN; 200gp limit; Assets 4530gp; Population 453; Mixed (human 79%, half-orc 9%, orc 3%, halfling 3%, dwarf 2%, gnome 2%, half-elf 1%, elf 1%).

Authority Figure: Burzin ibn Azadmard, male human, War 5.

Important Characters: Neva, female gnome Exp2 (basket weaver); Kruk, male orc Exp4 (owner, “The Tattooed Lady”); Shiruy ben Mahdi, male human Exp2 (Brewer, “The Scurvy Tankard Brewery”); Kasra bin Hormazdyar, male human Com1 (fishmonger); Parendi ibnt Mahdi, female human Dru1 (Herbalist); Herlew, male halfling Com1 (bait & tackle merchant); Erkenwald, male gnome Adp1 (tinker); Kermanshah bin Gashtaham, male human Com3 (owner, coffeehouse); Hasad ibn Zeki, male human Com2 (owner, Boarding House); Gell, male half-orc Com2 (merchant, General Store); Nalric, male dwarf Clr2 (Azor’Alq)

Others: Town guards (4); Militia (23); Adp2 (1); Ari3 (1); Barb1 (1); Brd2 (2); Clr1 (2); Com1 (380); Exp1 (5); Exp2 (4); Exp3 (2); Ftr2 (1); Mnk1 (3); Rog1 (3); Rog2 (2); War2 (5); Wiz1 (2).

From ZEF6–04 *Generosity* (contains spoilers):

In the adventure ZEF6-04 *Generosity*, several items were available for purchase by PCs at an auction held in Ceshra, including a recorder. At the conclusion of that adventure, PCs may have purchased this recorder and where then presented a choice – keep it for themselves or give it to a NPC, Inda bin Hassen.

No details about the magical properties of the recorder were given during the adventure but it is believed that several recorders of the same design were constructed by Decius of Urnst most of which remain undiscovered.

It is possible for the PCs to have in their possession the recorder from *Generosity*. Hamza will be happy to receive this one, the one found in this adventure, or both.

More details about the recorder can be found in Appendix 2 and in the AR Favor “Hamza has shared a secret with you”.

From ZEF7–I02 (Interactive from Ancient Enemies?):

In one of the interactive mini-missions, players had an opportunity to help a miner open up his trade route from a bandit Hill Giant and deliver some samples to the Western Flanaess Trading Company so they could establish a contract.

If the party was successful, they received a molar shaped nugget of a copperish ore in addition to their normal pay, and these nuggets have been distributed to a

number of other people as well to try and figure out what can be done with them.

Their nature is explained in Encounter 5b, and characters who listen to the story can figure out how to use their previously useless chunk of ore.

INTRODUCTION

You have been enjoying the sights, smells and sounds of the Grand Bazaar in Zeir-i-Zeif when a sudden late afternoon rainstorm has forced you indoors seeking shelter. The nearest place of refuge is Vahid's Barber Shop. You have heard stories of this place and of its owner Vahid ibn Behruz – the smiling barber.

*“Ho geldiniz!”**

You are greeted by a short slim man wearing a large blue turban, bigger than his head. The man sports a thick bushy moustache which covers almost all of his mouth – until he smiles that is. His whole face lights up as he flashes you a big smile, full of pristine, perfectly white teeth.

A young boy of about seven years approaches you and points at a sofa to the right of the doorway.

*Ho geldiniz is an overly friendly Baklunish specific word, usually saved for close friends. In this context, it is being used to indicate a very friendly personality, not a mistaken identity.

If there are any female characters in the party read the following:

“Bayanlar (ladies), please follow me.” The boy escorts you to a small sofa in the far left corner of the shop. He unfolds a tall carved wooden screen, blocking off almost all view of the rest of the shop. He pours you some tea from a nearby pot,

“Greatest pardons ladies, but you must remain here while you are in this shop. You are in no danger, and as you can see, neither are your companions. If you require anything, please ring the bell.” He points to a tiny brass bell on the table next to you. The young boy bows and leaves.

Continue:

The boy returns quickly with a tray of small tulip-shaped glasses filled with tea. Looking around the shop you see there is only one customer currently seated but several other men are sitting around small tables in the center of the room. Some are enjoying the hookah, while others appear to be engaged in a card game.

Vahid removes the towel that was covering the only customer in his shop, revealing a man with bulging eyes.

This is Hamza Fâkih (Exp 9), sage and scholar from ZEF6-04 *Generosity*.

Appraise +10; Bluff +0; Decipher Script +16; Diplomacy +5; Gather Information +12; Intimidate +0; Knowledge (Arcana) +16; Knowledge (Architecture and Engineering) +16; Knowledge (Geography) +16; Knowledge (History) +16; Knowledge (Local VTF) +16; Knowledge (Royalty and Nobility) +16; Sense Motive +5. Saves – Fort +3; Ref +3; Will +8

“Hamza, you are in luck my friend. Look, adventurers. Istus has blessed you this day.”

The barber is pointing at you and smiling excitedly. The man with the bulging eyes starts to stand up but is pushed back into the chair by Vahid.

“You are not finished yet my friend. If they want to hear your story, and I am sure they will want to hear your story, they will wait until you are done.”

The young boy that greeted you earlier hands the barber a ball of cotton with a nail sticking out of it. Vahid dips the top of the nail into a jar of clear fluid on the counter and lights it. With the precision of an experienced barber, he moves the flame gently over Hamza’s face. You catch the faint smell of burning hair but Hamza does not appear concerned by this activity. As you continue to watch, Vahid rinses the man’s face and applies a lemon scented cologne.

As soon as the barber is finished, Hamza stands up and motions for you to join him at the only empty table remaining in the shop. More tea is served, as well as a plate of cheese and flatbread.

Hamza speaks very fast, his words almost running together.

“Friends, fate has brought us together today. Wouldn’t you agree? Are you in need of work because I am in fact providing work, and work of the kind only adept adventurers like yourself are qualified to for. I require escort to a town many miles from here: Korsan. Perhaps you’ve heard of it? Then again perhaps not. It is not a large town, more of a village actually. Yes, now that I think about it, I believe the Royal Geographical Society has declared it a village. Nevertheless, there is a bazaar taking place there in a few days and it is rumored that many magic items will be available! I would very much like to acquire a specific item that I am hoping will be there. As you can no doubt attest, the road is not always safe though and besides, won’t it be fun to travel together?”

Hamza can provide the following information:

- He doesn't know exactly what kind of magic items will be available. His sources suggest it may be a musical instrument, but there will be many other items as well.
- He is willing to pay 100gp per APL to each PC but insists that the PCs agree to escort him back to Zeif-I-Zeif after the bazaar when he is ready to return.
- Hamza is afraid of the water and would prefer the party travel by land.
- He would like to leave in the morning. [This will give PCs a few hours to arrange for horses and/or wagons.]
- Hamza travels on a mule named Bika he has owned for almost 8 years. He never travels on anything else.

When the PCs depart in the morning, Hamza is more than happy to share some of the information he has about Korsan and some of the other towns he has visited. Pick some random facts or paraphrase the information in the Preparation for Play section about Korsan, and feel free to share the following information about other towns:

Town Rumors:

If the PCs are interested (and have time), Hamza will gladly talk about a few of the towns he has visited, sharing the following information:

Kurteq is in the Bey of Sundar to the East and has a history as a smuggling port and haven for criminals and escaped slaves. The Dusk Lash is reported to have a number of members centered in and around Kurteq.

Sukarta is a source of fresh water for passing ships. There are roads in and out of town but they are seldom used. The waters of Sukarta are rumored to have healing properties. The water is rich in minerals and slightly warmer than normal water.

Development: The PCs may make whatever preparations they wish to overnight, but in the morning, they are off to Korsan!

1: ARRIVAL (SUNSET)

Seven days travel on the Royal Road has brought you to a small signpost marking the turn-off to Korsan. Sultan Jehef the Splendid, recognizing the need to keep trade flowing no matter the weather, built a system of Royal Roads to connect Zeif’s major towns

and cities. Constructed by the Sultans' Engineers, and improved by Sultan Murad the Proud, the roads are now maintained by the Timars through which they pass.

Sunset on the next day brings you to your destination. From your conversations with Hamza and other travelers on the Royal Road, you know that Korsan is a small village, which twice a year hosts the largest bazaar in the timar. It is Korsans' reputation as a neutral town that attracts all sorts of people and items.

As you come to the edge of town you see numerous tents, lean-tos and makeshift buildings. You gather this area is temporary accommodation for the merchants, caravan drivers and laborers associated with the bazaar. The air is thick with campfire smoke and the smell of animals and humans all living in close proximity.

Further along, you see residential buildings, shops and businesses typical of a seaside village...but it's the shouting of barkers that catches your attention. Coming around a bend you see what everyone is here for – the Korsan Bazaar. The town square is awash with colorful signs and every piece of ground has been covered with tents, pavilions and other stalls. Any place a vendor can lay down a carpet or blanket has become a place of business.

As you get closer, you notice several merchants packing up their goods and taking down their signs. Hamza turns to you, rubs his chin and says, "Ah...yes...right. The Mouqollad Consortium oversees this bazaar. By their rules it only operates from sunrise to sunset. Things may seem to be winding down for the day, but as we all know, some of the best deals occur outside of regular business."

Hamza winks at you.

"Good luck my friends! I will see you at sunrise so that we may head back to Zeir-i-Zeif, and hopefully we will all have what we want!"

Hamza pauses for a moment.

"A word of caution before I leave you my friends. Remember that you can make deals all you want while the Consortium sleeps, but no cash may change hands until the morning. Also remember that this does not free you from obligation. Honesty is the trademark of good business. Stick by your word and people will trust you. Ah, but I am acting paternal, for surely you know such obvious things!

This thing may not be so obvious though, I have booked you room and board at the Scurvy Tankard Brewery, and there it is impossible to have a bad time! Enjoy my friends!"

With that, Hamza and Bika turn away from you and disappear into the crowd, which strangely, seems to be dispersing at the same time it is growing.

The PCs are on their own at this point. There are a number of places they may go, but they are likely to start at the Scurvy Tankard Brewery which is in Encounter Five. Encounter Five also has a number of other encounters in it which can lead to interesting adventures. If the PCs immediately start seeking information though, and that is primarily what they are asking about even before getting settled into their rooms, they will be eventually be directed to the gnomes' pavilion (Encounter Two).

Development: If the PCs ask the general public about magic items and what is available, you may use the shopping encounter in Encounter Five, but eventually it becomes obvious as most merchants will point the PCs to the gnome (Encounter Two), as he has something on or has helped many of them in the past with their information needs, either keeping it secret or acquiring it.

2: INFORMATION IS A COMMODITY

A few well placed inquiries have led you to a small pavilion near the middle of the bazaar. It is a simple enough affair, colored navy blue and orange, with a number of matching tassels around the edge. The door flap seems to be open, though no noise comes from the inside. Once inside, a crooked and gnarled gnome sits on an overly large pile of pillows. On a table nearby are dishes of stewed prunes and flatbread, jugs of wine and water. This merchant clearly understands the importance of refreshments in any interaction in Zeif.

The gnome motions with a gnarled little hand for you to join him on the floor. "Travelers", he pauses, "no wait, I think you are not travelers but adventurers."

He flashes you a slightly mischievous grin. "What can I do for you today? I am a merchant that deals in many things; new and old, rare and ordinary. Around here everything has a price and everything can be bought and sold."

Give the PCs time to answer.

"I've heard some rumblings; people have been whispering about a particular magic item. I believe it's a recorder or similar musical instrument. I may be able to find out some more information about it but first you'll have to do something for me."

"You see, I too am seeking an item, but first you must agree that if you find this item, you will acquire it for me by whatever means you see fit. In reward, I will give you the information I believe you require."

If the PCs have not mentioned Hamza by name, he will add on:

"How is Hamza lately?"

The PCs will undoubtedly have questions:

What is your name?

"That, like all things, has a price, and I will try not to be presumptuous, but it is a very steep price I doubt you can afford, though I am always entertaining offers."

What is the item you seek?

"I seek a purse."

What does the purse look like?

"It is a little bag made of fine pink colored silk. It's embroidered with gold thread and small precious gems. The handle is made of the softest calf leather and is further embroidered with gold thread."

Who has it/owns it?

"I saw a lady in the bazaar yesterday with it upon her arm. I think I heard one of her companions call her Najmeh. I'm not sure what she looks like, I wasn't paying too much attention to the lady. I couldn't take my eyes off her exquisite purse."

Why don't you get it yourself?

"I must remain here to entertain guests and conduct business. If you could find a way to get it for me I would be grateful."

How do you want us to get it?

"In this rare circumstance, I don't want to know how you get it. What I don't know can't be used against

me. You understand of course. Business is business. Just bring me the purse."

Development: Any time after the PCs do Encounter Two, Encounter Four can happen. Feroza will not contact them until they have entered and left the gnomes' tent. The PCs can now also go to Encounter Three, or continue to do parts of Encounter Five. Feel free to lead them where they want to go, interjecting information about other encounters as you see fit. After the PCs leave, he leaves and will not return until the morning (Encounter Eight).

3: THE LADY

It will take PCs at least one hour to locate the woman, and a DC 17 Spot check to see the purse in the crowded bazaar. Add one hour for every point the PCs miss the spot check DC. If it's more than five hours, they cannot find her.

About thirty feet ahead, you see, resting in the crook of a woman's arm, a pink purse matching the description given to you by the gnome. The item is, as he said, quite beautiful. You observe the lady for a moment or two and gather she is wandering the bazaar alone.

UNDER NO CIRCUMSTANCES ARE THESE FACTS TO BE DISCLOSED TO THE PCs. ALSO NOTE THAT THE PURSE IS NOT A SMALL OBJECT AND HAS A PRESERVATORY MAGIC ON IT (SLIGHT ABJURATION) SO NEITHER *MAGE HAND* NOR *SLEIGHT OF HAND* WILL WORK ON IT. AT ALL TIMES THE SULTANA WILL ATTEMPT TO KEEP AT LEAST FIVE FEET OF DISTANCE BETWEEN HER AND THE PARTY, AND NEVER LESS THAN FIVE FEET.

The lady is Nur Karu, the Matron Sultana (see Adventure Background for more information.) Since very few people have ever seen her outside the Harem, she requires minimal disguise – her hair is in a different up-do and she wears a light veil. She appears to be just like any ordinary lady from the merchant class – regular look and attitude. Her Disguise check is DC 51, but only give the PCs a Spot check to notice she is disguised if she acts in a manner that makes them think she is not who she says.

On the inside, the Matron is very unhappy that the gnome is sending people to interact with her (see the Adventure Background for more information on the relationship between the gnome and the Matron.)

Obviously he knows she's here and from her point of view, that's not good. Outwardly, she acts nonchalant.

The purse was in fact a gift from the Sultan and as such holds special significance. The Sultana cannot be seen in the palace without it. Of course the gnome knows this and this is one of the reasons why he's requested the PCs to acquire it for him. It is another part of the ongoing duel between him and the Matron.

Give the PCs a chance to interact with the lady, introduce themselves and tell her why they have sought her out this day. If PCs approach with respect, the lady's attitude will shift from unfriendly to indifferent. She introduces herself as Najmeh, a wife of a merchant from a small village up the coast. Make up details as needed if the PCs ask for them.

The Matron is not alone. She is currently being guarded by her Shadow, who will gladly give his life to defend her if anyone assaults, threatens or attempts to steal from her. He is hiding in plain sight about twenty feet away, and will not think twice about slaughtering anyone and disappearing into the shadows when the authorities arrive.

As soon as the PCs mention the purse, read or paraphrase the following:

The woman lifts up her arm a little, "This purse? It's just a purse. It was a gift from a friend many seasons ago, but I have no idea where it came from. I'm not sure where you could get another. It's really nothing special, but it does have a lot of sentimental value to me."

If the PCs talk about buying the purse, read or paraphrase the following:

"As I said, this purse was a gift. I'm not interested in parting with it. Not for all the platinum in the Sultan's vault."

If the PCs mention the gnome, read or paraphrase the following:

"That strange little gnome! I've seen him around, and of course he has a reputation. All gnarled and withered. Even for a gnome, he displays some odd behaviors at times. Have you seen how he gets around? His man-servant carries him. No crutches for that crippled little gnome."

Allow the PCs to respond. The Sultana will be minimally chatty, just enough to not raise suspicions, but not enough to appear actually friendly.

There is no circumstance (or Diplomacy DC) that will make the Sultana willingly give up the purse.

Anything short of magical compulsion will fail, and any spells or effects that target her without her explicit approval will bring an attack from her bodyguard if there is any effect, including behavior that is out of character like giving up the purse. Her shadow is well aware of the importance of the purse and will stop anyone from taking it.

If the PCs ask why she thinks he's strange, or seem to have any amount of lack of confidence in the gnome, she will drop the following into conversation:

"Last night, when I was returning to my lodgings, I saw him, carried of course, drop a small package down a well just outside of town. Even he's probably not evil enough to poison everyone, but it's still strange. There ARE proper ways to dispose of waste."

If the PCs ask the lady any questions about the gnome, she will claim to not know anything specific about him – except his name (Dwobdar Rhudoc) which she will offer up freely. The lady knows it will upset the gnome greatly for people to know his name.

If the PCs ask where the well is, she will gladly share the information.

If the PCs attempt to intimidate or threaten her, read the following text:

The woman before you transforms from the typical upper class woman you expected. A coldness appears in her eyes and you suddenly feel like you are nothing more than meat ready to be butchered, not the person you were before. The flash of anger disappears as quickly as it appeared, yet the feeling lingers in you. She smiles demurely. "I'm sorry, I don't allow anyone to talk to me that way. I'm afraid I will be taking my leave of you. I'd hate to see you make a mistake that you would regret."

The PCs may attempt a number of things to try and take the purse, including, but not limited to, Sleight of Hand, *mage hand*, sundering the strap, disarming her, grappling her, etc. As mentioned above, Sleight of Hand does not work because the purse is not a small object. *Mage Hand* will not work because it is a magical object. Allow the PCs to respond. Any combat actions (sunder, grapple, disarm, etc.) will spur initiative. There is no surprise round except for her shadow, who is the only person that the party is not aware of (unless the party makes their Spot checks). You cannot sunder just the strap, so if a PC attempts it, they will destroy the entire purse. The purse is considered to be a well secured item, so disarm attempts only work after she is pinned. You cannot grapple an object, and the Matron will teleport away as soon as possible if she is grappled. If the PCs have

mentioned the purse, and that they want to acquire it, she will feel threatened and ready to flee if the PCs try anything suspicious at all, including starting any kind of bardic music or similar abilities. If the PCs get insistent and/or rude she will leave by foot at first, and if followed teleport away.

Matron Sultana: female human aristocrat 2, rogue 6, assassin 10 (See Appendix 1).

The Sultana's Shadow: male human Fighter 2 / Ranger 3 / Assassin 3 / Horizon Walker 2 / Shadowdancer 4 (See Appendix 1).

Development: The PCs may continue to explore the town via Encounter Five, or may immediately head to the well at Encounter Six. If they wish to let the gnome know what they found out, they will find he is not in his tent. The Matron, having been possibly spotted, will retire for the evening and return to Zeir-i-Zeif in the morning.

If the party does not go down the well and either keep the recorder for themselves or gives it to Hamza, she will be indifferent to them. If they do not go down the well or return the recorder to the gnome, she will send her agents to attack them in Encounter 9C.

4: ORDER OF KWALISH

This encounter will happen some time after the PCs have been asking around, especially if they have been seen interacting with the gnome (Encounter 2).

The smell of freshly fried sweetbread emanates from a stand and you see the splatter of oil pop and crackle in the air from the street vendor preparing it. You deftly avoid the spray, and notice a young woman dressed in a dark blue courtier's outfit looking directly at you from the alley next to the cart. She raises an eyebrow and nods to the left before drifting off into the well-lit alley.

This is Feroza bint Kamal, a member of the Order of Kwalish. She has been keeping her eyes out for people who are interacting with the gnome, hoping that they may have information about the missing shards of the crystal monkey skull. If the party are friendly and honest, or if any PC is a member or has the Favor of the Order of Kwalish, she will share her little story with the PCs in hopes that they will help her out.

"I have sought you out because I believe we can help each other out. Korsan is a town that deals in all forms of trade – goods and information. I have been

informed that you have been asking about a certain item. I too am seeking an item and the man that has it is here for the bazaar. But I require the utmost discretion."

She looks at you expectantly, waiting for agreement on this point.

If the PCs agree to be discreet, she will continue. Otherwise, she will shrug her shoulders and leave.

"As you can imagine, this is not a matter I wish to hear discussed in the local tavern."

She stops speaking for a moment as she looks to see if anyone is looking.

"My name is Feroza. Please excuse my caution, but you can never be too careful with that gnome around. He has eyes everywhere! What I seek are the broken remains of a crystal object, roughly the size of a kobold child's head. It would probably fit into a satchel or container the size of that belt pouch you're wearing.

That gnome <she spits on the ground> has it, I know it. He won't sell it to me. He must be hiding it. I followed him to the beach yesterday and I saw him row a small boat out around the right headland. I continued to follow him through arcane means for a short distance but I lost him. He must have shielded himself or entered a shielded area. I don't believe that is the skull as the package was much too small, but perhaps it is the item you seek?

I know you're asking around, and it seems more likely that with us working together we will find the skull, and possibly even greater treasures. All I ask of you is that if you do find the shattered skull, you return it to me. It is our property after all and was stolen from us. I'm afraid I can't give you any more information than that, but I assure you it is our property. I also assure you that it is a matter which requires secrecy and discretion, which is why we can not bring the authorities into it or share any more information with you."

Under no circumstances will Feroza divulge the circumstances about what the skull is, why they need it, nor what they will do with it when they get it. If asked directly who she works for, she will only refer to her organization as "The Order," which other members of the Order of Kwalish will recognize.

Feroza bint Kamal: female human sorcerer 7 (Sense Motive +5).

Development: If the PCs agree to help her, she will give them specific instructions on where on the beach she saw

the gnome. It is a small beach in a rocky cliff face marked by a large stone sun dial on it. The PCs may continue directly to the beach (Encounter Seven) or search around in town more if they wish (Encounters Two, Three or Five).

5: STRANGERS ARE OFTEN BAZAAR

These encounters can occur at any time while the players are running around town following up leads, gathering information, or going to investigate encounters six and seven. Neither NPC (Nafis or Safa) know anything about the pertinent issues the PCs are dealing with. These are side encounters and should not be allowed to take up too much time in a convention slot nor should it be implied that they are related to the main plot.

ENCOUNTER A – NAFIS FLIES HIGH

As you are passing through the streets, you hear a loud noise ahead and to your right. At first, you think a dog has gotten a hold of a chicken that isn't going to give up easy, but then it sounds more like a rasping mule that drank an entire vat of cooking oil for lunch. Quickly you realize that both guesses are wrong, but the sound is in fact issuing forth from a man. It takes two glances, but it is in fact a man, and as you get closer, his vocalizations take on a semblance of sense:

"Surely you are all not fools! Surely you know that to own the most glorious flying carpet that ever existed my friends, is something you, yes you!, are worthy of possessing. I know what you are thinking my friends, that owning such an exquisite carpet is beyond your means, beyond your scope, beyond your worth, but I am hear to tell you something that you all ready know, yes know!, that you are worthy, even though owning such a glorious and magical carpet as this is worth the substantial investment it will take, worth the ire of jealousy it will provoke from his most glorious majesty himself the Sultan, worth the paltry sum I am asking!"

He pauses to breathe. The screeching rasp of his voice does not match the conservative mode of his dress, but there is a stack of a few carpets at his feet, and they do appear to be of the highest quality.

This is Nafis, not a merchant by trade, but rather an unfortunate who thinks he has hit the motherload. He is a potter by trade, since childhood in fact, but his clumsiness and inability to sit still has doomed him to be a mediocre craftsman. Recently, the last of his family, his

grandfather (a retired adventure) died, leaving him these magic carpets. He knows the command word and has gotten them to work, but his total lack of salesmanship has made it nigh impossible to sell them. He is desperate now, and hoping that the increased traffic from the bazaar will allow him to finally sell his inheritance.

He knows they work, but he also knows that there are quirks. He does not know the extent of these quirks, but he will insist that they fly and that they are at least worth the paltry 5,000 gp he is asking. Similar products sell for twice, maybe four times that price! Even if they are flawed, they are still worth the money.

Nafis will demand that the PC sign a simple, scrawled contract agreeing to purchase the number of carpets they agree upon. In the morning, when the priest of Mouqol returns, he will conduct the transaction, but insists that there are no returns. If the PCs appeal to the Consortium, Nafis will tell them the truth: He told them that they were cheap, and they were. He told them they fly, and they do. The rest is not his fault, nor part of the bargain.

ENCOUNTER B – BRICKYARD GO BOOM

As you turn the corner you see an odd sight at the end of the block. There are a number of piles of brick haphazardly stacked around a large crater where it appears a house used to be. A rather large and big headed young man sits in the center, smoking a pipe. He appears to be contemplating something deeply, or perhaps he's just a moron. It's difficult to tell from this angle.

The latter choice is the correct one. This is Safa, who was until recently employed as a general laborer here at Ceceli's Brick a'Brack Shop. He is now unemployed, as during the day there was a terrible accident. Safa likes short words and short sentences, but he will tell his story if people ask what happened:

"I was outside, eating my lunch, when the boss lady come out and said, umm... that some metal toof things were going in the kiln to see if they would melt. I didn't understand, because melty things are not good bricks, but I think, that okay. Then building go boom, and I got hit on the head, a lot, and it hurt, a lot, and I almost cried, but people were watching so I didn't. Boss came back eventually and told me that too much fire made the big metal toof thing go all explodey. I was relieved. I thought it was my fault. Boss made me promise never to put a coppery toof from Zarif in a lot of hot because it will go boom and make things go all explodey. Even I knew that. Not

sure what Safa going to do now. No job, but still strong and work cheap, so I have hope."

Safa is a loyal, hard-worker, and if the PCs have any reasonable ideas for how Safa can make a living, he will follow up on it as best as his feeble intellect will allow. Feel free to make up any of the various non-descript details that PCs may ask about, but make sure they are mundane and un-interesting. Safa has led a simple and plain life. He has no desire to become an adventurer. Swords hit harder than bricks do.

ENCOUNTER C – SHOES, SWORDS AND STUFF TO BUY

The DM should encourage PCs to look for things to purchase as there are a number of vendors about and lots to see and hear. You may role-play the encounters with vendors that have items the PCs want (or at least in the category they want), but don't spend too much time on this encounter. **As this is the only item access that the PCs can get, it is important that you at least ask them directly if they wish to look for vendors selling items they want.** They do not need to buy now; they are just meeting the vendors for purchase in the future.

It is assumed that the PCs are looking as a group. If they split up, only characters that are together may assist each other.

First ask the party if they are looking for wondrous items, weapons, armor, rings, or rods/staves/wands. Tell them they can look for as many or as few categories as they wish to.

Next, each group may make the following skill checks: Appraise, Diplomacy, Gather Information, and Profession (Merchant). [Please Note: Profession (Merchant) CANNOT be used untrained.] Take the three highest rolls (with any assists) for each skill from the party members. Figure out the average of the highest three skill rolls (add them together and divide by three) and subtract five from this average for each additional group of items the PCs are looking for.

For each member of the party that is actually from Korsan, add a +2 bonus to the final result for each chart of items that access is gained for. **This is not reflected in DM Aid #1 at the end of the adventure so add it on to the final result gained on to the results calculated there.** For example, if the final average for each chart was an 8, but there were four members of the party from Korsan, the total for each chart would be raised to 16, and access would be granted appropriately.

Consult the chart below to determine what items they find vendors for:

Wondrous Items

DC	Item
5	<i>Blessed bandage</i> (<i>Heroes of Battle</i>)
10	<i>Hewards fortifying bedroll</i> (<i>Complete Mage</i>)
15	<i>Sacred scabbard</i> (<i>Complete Warrior</i>)
20	<i>Wheel of fortune</i> (<i>Complete Scoundrel</i>)

Weapons

DC	Item
5	add Keen (DMG)
10	add Sizing (<i>Complete Arcane</i>)
15	add Merciful (DMG)
20	add Holy (DMG)

Armor

DC	Item
5	add <i>easy traveling</i> (<i>Heroes of Battle</i>)
10	1 suit of up to Medium Mithral Armor
15	add <i>death ward</i> (<i>Complete Arcane</i>)
20	1 suit of up to Medium Adamantine Armor

Rings

DC	Item
5	<i>Ring of swimming</i> (DMG)
10	<i>Spellguard rings</i> (<i>Complete Mage</i>)
15	<i>Ring of instant escape</i> (<i>Complete Mage</i>)
20	<i>Ring of water walking</i> (DMG)

Rods/Staves/Wands

DC	Item
5	<i>Rod of extend spell, lesser</i> (DMG)
10	<i>Rod of sculpt spell, lesser</i> (<i>Complete Arcane</i>)
15	<i>Rod of spellholding</i> (<i>Complete Mage</i>)
20	<i>Rod of magical precision</i> (<i>Complete Mage</i>)

The PCs gain access to all items up to the DC they made for that group, but they only gain access, they cannot purchase them. There is a worksheet in Appendix 3: DM Aid 1 to help you keep the numbers sorted out if you need it.

ENCOUNTER D – THE ONLY HORSE IN A ONE HORSE TOWN, AND IT'S ALWAYS THIRSTY

As the wind shifts from your back to your front, the purifying smell of alcohol in a cornucopia of forms drifts your way. The sound of uproarious laughter and boisterous singing follows quickly behind it, accompanied by thumping feet and the crash of tankard on solid tables.

This is the Scurvy Tankard & Brewery where your lodgings have been secured. Light leaks through

the front door which has no lock and a sign which reads in large, clear letters:

“Never Closed, Never Empty, Never Sober.”

It wouldn't be out of place to wonder how anyone gets any rest in such an establishment, but the steady stream of patrons coming and going seems to attest to its popularity.

The Scurvy Tankard & Brewery

This is the Scurvy Tankard, home to the non-stop party that Korsan is. At any given time day or night the bar is open and serving to the populace. Upon entering the establishment proper, guests see the various dragon heads (2 white, 1 red, 3 green, and a black) hanging on the wall, as well as other trophies from an obviously illustrious career. There is a shield bearing the arms of House Miessel (DC 15 Knowledge Nobility), a magical three dimensional painting of Iuz being Flame Striked by a mighty cleric of an indeterminate deity, a Sapphire Brooch of the Phostwood, and hundreds of other mementos of various wars and battles.

People are greeted personally by either Jak (a Halfling of excellent disposition but dubious reputation) or Cade Bitterleaf, Jak's cohort, and invited to sit down and enjoy themselves. They are both retired adventurers who never tired of telling others of their tales of battle and the woes they have visited upon those that have made the mistake of crossing their path.

Both Jak and Cade pride themselves on their fine selection of alcohols from around the Flanaess, as well as food that only halfling chefs can prepare. All around the common room the theme seems to be one of history and accomplishment, but remaining relaxing while one hangs out around the hearth and fire. Various holy symbols hang here and there, but none stand out more than the symbols for the halfling gods.

The party may ask around to gather information, but eventually they will be told that if they need obscure information that they will have to see the Gnome (Encounter 2), as he is the one person who seems to know everything that goes on.

If the PCs take some time and ask around, they may gain some additional insights (Use a standard Gather Information roll, but because of the good nature and heavy flow of alcohol, it only takes 1 hour to make this check):

Gather Information:

DC 5 – You get chatting with an older dwarf who introduces himself as Durga. “Magic items...bah. I'm here to get a new pitchfork. Did you see any pitchfork

dealers out there? No. And they call this a bazaar. Harrumph!”

DC 10 – In the far corner of the inn you see a pair of orcs arm-wrestling. If you join in the fun with Thrang and Gmemog, they will tell you that there is plenty of work for guards. “Lotsa tings and people needs our protections. Lotsa people paying lotsa money for tings. Might be magic...I don'ts really care.”

DC 15 – “There are a lot of merchants selling magic items in the bazaar. Look for yellow signs with a red border. That's the easiest way to find that type of merchant” says Izad bin Fravak, a soft spoken Baklunish man. **The PCs may add +2 to their final score in Encounter 5C: Shoes, swords, and stuff to buy if they get this piece of information.**

DC 20 – A young woman has crossed the room and sat down at your table. “You are asking about magic items...specific magic items? The people in here won't be able to tell you anything about what you seek. There's a man at the bazaar – a bent and crooked gnome – he knows things. He'll be able to tell you more about the item you have been asking about.” As she gets up to leave the table you catch a glimpse of some complex tattooing on her chest.

DC 30 – A gent of average height and weight distinguishes himself by the clothes he wears. A floor length robe of green and blue with a set of scales and weights embroidered in gold thread on the front. Clearly this man is a worshiper of Mouqol or a merchant, or perhaps both. Talking to this man, who enjoys his ale a bit too much, reveals that there has been a lot of interest in a recorder with magical properties. Apparently it has some sort of effect on planar creatures but he's not sure of the exact details. **The PCs may add an additional +2 to their final score in Encounter 5C: Shoes, swords, and stuff to buy if they get this piece of information.**

Development: Some of these encounters match a favor in the rewards section. Section A is for **The Most Glorious Magic Carpet that ever existed my friend, and you are lucky to own it!** and Section B is for **What's Yours is Useful**. Section C allows the PCs to make vendor contacts and gains them Regional access to the items they found vendors for. Section D should lead them to Encounter 2 and may influence their ability to find items in Section C.

6: ALL'S WELL THAT ENDS IN A WELL

The well that you are looking for seems easy enough to find, and is right where you were told it would be, about five hundred yards outside of town. It is a large pile of sturdy rocks around a five foot wide hole, with a number of well worn paths to it.

The well goes down about one-hundred and fifty feet before getting to area A on the map. If they tie ropes off carefully to some of the larger stones around the well it will hold them. It is an easy climb (Climb DC 5 if using a knotted rope, otherwise it is a Climb DC 10 due to the many handholds and ledges) down. They can obviously take 10 if needed, or lower down cumbersome PCs as well.

All sections of the well area are considered rough terrain for anyone without a climb speed. Unless noted otherwise, the water is consistently three feet deep and flowing from area A to area D at a relatively brisk pace.

AREA A

The tunnel you have been descending eventually ends in a large room. For a while now the sound of running water has echoed towards you, and the source of it is now obvious. Below you is water, about three feet deep, and briskly moving. The south end of the room has a large grate which is largely unobstructed and the water bubbling up from the ground flows freely through it and moves on down the tunnel in the north end. The water here looks clean and pure, and there is only a slight mineral smell to the area.

The ground under the water is uneven, accounting for the difficulty of the terrain as much as the flowing water. The ceiling in this natural cave is about ten feet high, but the exit tunnel narrows down to five feet.

AREA B

Up ahead of you there appears to be an obstruction of sorts. A number of large rocks have collected here and the water bubbles up and over them, with about two feet of clearance on top of them.

The rocks are precariously balanced. Small creatures can squeeze through only having to make a DC 14 Balance check (Base of 10 for slope and uneven, +2 for lightly

obstructed, and +2 for Lightly Slippery) to get over it without falling. If the Balance check is failed, the character falls and takes one point of bludgeoning/slashing damage and makes a lot of noise.

It is a DC 10 Climb check to get over them while squeezing for Medium creatures and it is a DC 17 Balance check to not slip and fall on the other side (considered Severely Obstructed for Medium characters). If the Balance check is failed, the character falls and takes one point of bludgeoning/slashing damage and makes a lot of noise.

If anyone wishes to, it will take about two minutes of loud, heavy work to lessen the obstruction enough to move through with no skill checks needed, but it is impossible to do this quietly and the Carrion Crawlers in Area C will be alerted.

AREA C

As the passage opens up, the water gets a little deeper and is about four feet deep at the entrance and five feet deep at the far end. If the PCs made a lot of noise at area B or anywhere, the Carrion Crawlers will be aware of them and be squeezed underwater, waiting for the PCs to get close.

The tunnel opens up again to an irregularly shaped chamber. At the far end is a mass of weeds and plants over what you presume is some kind of hole as the water seems to be collecting around that area in a small spiral. That would explain why the water appears to be mildly backed up here as it gets deeper the more you enter in. Floating among the weeds is a small paper package, thoroughly soaked through and in some spots torn, showing the glint of crystal beneath it.

If the Carrion Crawlers are aware of the PCs presence, they will be hiding under the water, squeezed, until the PCs enter, then arise and prepare to eat their lunch.

Creatures: There is at least one Carrion Crawler here, possibly two. They are fairly hungry as not a lot of food has come down the well or through the grate in a long time. Anything as big as the PCs will be thought of as a treat, not a threat, and it (or they) will aggressively attack, leaving paralyzed victims to neutralize the party in order to have as much food as possible.

APL 2 (EL 4)

Carrion Crawler: hp 19; Appendix 1

APL 4 (EL 6)

Carriion Crawler (2): hp 19 each; Appendix 1

APL 6 (EL 8)

Fiendish Carriion Crawlers – Advanced (2): hp 39 each; Appendix 1

APL 8 (EL 10)

Fiendish Carriion Crawlers – Advanced (4): hp 39 each; Appendix 1

Tactics: At all APLs the Carriion Crawlers will wait until the PCs are in the room to attack, hiding under the water. At APL 10, two of the fiends will stay in the back by the grate and will not reveal themselves until someone approaches within five feet of them. Until then they will stay hidden under the water and wait. They will all fight to the death.

Treasure: There are coins scattered throughout Areas A, B & C, and if thoroughly searched (Search DC 10 but requiring 10x the normal time so one minute per square), a total of 300 gp worth of various coins can be found.

Treasure: The PCs can gain the following treasure here:

All APLs: Coin 50 gp; Total 50 gp.

Development: If the PCs defeat the Carriion Crawlers and recover the skull, they may return it to a number of people including the gnome (See Encounter 2 for details), the members of the Order of Kwalish (See Encounter 4 for details), or even keep it for themselves (see Encounter 9 and Conclusion for details).

7: YOUR BEACH RESORT RESERVATION FOR FOUR TO SIX IS NOW AVAILABLE

AREA A

Based on the information given to you by Feroza, you quickly realize you will need a small boat or dingy to reach the cave where she tracked the gnome. However, since Korsan is primarily a fishing village this is easily accomplished and you are able to secure the use of a sturdy looking dingy for one hour at the bargain price of 1sp.

You follow the directions given to you and see what must be the sundial marking the cave you are looking

for. There is plenty of room to land your ship on the small beach that breaks up the rocky coastline you have been following for about an hour. Over the cave entrance looms a high cliff over one hundred feet high. There is a small stream that leads out of the cave mouth, splitting around the sundial before meeting up with the ocean. The path up and over looks precarious to all but the gulls that are nesting above it.

The sundial is carved out of a huge piece of granite and is still functional. The beach itself is fairly non-descript, but if searched for tracks a single pair of small sized footprints can be found with a DC 18 Search or Track check leading into the cave entrance.

Unless otherwise noted, all ceilings are five feet high and natural stone. The stream is shallow but swift, about six inches deep.

AREA B

The cave veers to the left, but a tangle of weeds blocks the passageway. The stream appears to be a little deeper beyond the mass of plants and the sound of rushing water comes out of the cave beyond.

The plants are natural and about three feet high. It is easy enough to bypass them. If any tracks were found on the beach, they disappear in the sandy area of this section, as the gnome began flying at this point on his way in.

AREA C

The plant mass seems to segregate this room, breaking the flow of the three waterfalls feeding this room with water. The plants appear to have caused a sort of backup here and the water is deeper than it was on the beach, roughly two to three feet deep.

A leech swarm hides in the muck under the water here. See the tactics for how it acts. The water here is considered murky due to the plant material and roots keeping the water from settling to the bottom quickly.

Take note of the PCs' Spot checks before running an encounter with a leech swarm. Record damage dealt by undetected leeches, but do not inform the player of the damage until his or her character notices the attack.

Creatures: There is a Leech Swarm that lurks under the water here.

All APLs (EL 1)

Leech Swarm: hp 7; Appendix 1

Tactics: The Leech Swarm will only attack if either someone stays in the water for five rounds or if there are recent blood or wounds on someone passing through (in which case they attack immediately) in which case it will attack only them. Combat in area E would satisfy this requirement, even if it is healed unless someone wounded specifically says they clean off their clothing (most likely via *prestidigitation*)

AREA D

The tunnel continues, with a small outcropping of rocks off to the right before winding around a corner.

If the PCs search the outcropping, they will find a small clutch of oysters. If searched, not only are they tasty fried but one of them has a pearl which varies in value per APL.

Treasure: The PCs can gain the following treasure here:

APL 2: Coin 50 gp; Total 50 gp.

APL 4: Coin 100 gp; Total 100 gp.

APL 6: Coin 150 gp; Total 150 gp.

APL 8: Coin 200 gp; Total 200 gp.

AREA E

The tunnel finally ends in an irregular cave. The sand here appears to have been dug through some time recently, but other than that, it is nondescript.

The sand was not dug through, but rather dug into. Buried in the sand is a living spell, commanded to attack anyone who searches the rocks in the small tunnel off the main cave where the recorder is kept. The package can be found with a DC 20 Search check.

Read or paraphrase the following boxed text to describe a (or many) Sickening Sleeps coming out of the ground:

Seeping from the moist sand, a cloud of noxious green vapors coalesces into an amorphous blob. It lacks any defining features at first, but from within comes the faint sound of hummed lullabies.

Read or paraphrase the following boxed text to describe a (or many) Glitterfires coming out of the ground:

The sand in front of you erupts in a shimmering fountain of gold. Unlike the sand, the gold lingers in the air, not quite taking form but hovering in a glittery blob floating in the air.

Creatures: The Living Spells buried here vary with APL, but they will immediately attack anyone (and their allies) who begins to search the rocks. How the gnome has tamed these savage, usually mindless creatures is unknown, but it surely was not inexpensive.

APL 2 (EL 4)

Sickening Sleep (2): hp 5 each; Appendix 1.

APL 4 (EL 6)

Glitterfire: hp 32; Appendix 1

Sickening Sleep: hp 5 each; Appendix 1.

APL 6 (EL 8)

Glitterfire: hp 32; Appendix 1

Sickening Sleep (4): hp 5 each; Appendix 1.

APL 8 (EL 10)

Glitterfire (3): hp 32 each; Appendix 1

Sickening Sleep (4): hp 5 each; Appendix 1.

Tactics: The living spells attack as many people as they can. If a character cannot move due to being overencumbered or put to sleep by a Sickening Sleep, then it will move on to another person. They will fight until all are dead or they are.

Development: If the PCs defeat the Living Spells and recover the recorder, they may return it to a number of people including Hamza (see Encounter 8 for details), the gnome (See Encounter 2 for details), the members of the Order of Kwalish (See Encounter 4 for details), or even keep it for themselves (see Encounter 9 for details).

8: TURNING IN THE ITEMS

At some point during the night, one of two things will have occurred:

1. The PCs will have encountered all there is to encounter and have gone to bed for the night.
2. The PCs will have run out of time or chosen not to do any more and will wait until morning. If this is the case, you should remind the PCs that they have agreed to accompany Hamza back to Zeir-i-Zeif in the morning and it is likely that there will be no more opportunities for adventure in Korsan.

The Mouqol Consortium shows up at the Bazaar at sunrise, well aware that many transactions have been arranged during the night. They are ready to do business, as are the teeming multitudes of very tired traders and

people with things to sell. Note that the Consortium does not take its regular 5% cut for deals negotiated during the Bazaar at Night, another incentive to do business at that time.

Either way, morning will eventually come and items can be exchanged under the stabilizing and watchful eye of the Consortium.

The PCs may have arranged a number of different deals, and now can find the people they dealt with during the night.

Hamza, Nafis, Feroza, various vendors, and even the gnome are here conducting business. The Matron Sultana left during the night (shortly after her interaction with the PCs if applicable) and is nowhere to be found.

Hamza: If the PCs retrieved the Recorder, Hamza will be very excited and will offer to trade information he has for their recorder, whether it was bought in ZEF6-04 *Generosity* or acquired in this adventure (they are identical). He believes this is a fair trade, but if the PCs insist on selling it to them, he will offer 1,200 GP total (200 GP per PC), but the PCs do not gain his favor. If the PCs try to sell the Recorder to the merchants, they can find a buyer who will pay 50 GP per point of a Profession: Merchant check (note that this cannot be done untrained, and if attempted by someone with no ranks in it, only 50 GP is offered), minus 5% for the Consortium's cut during business hours.

Nafis: If the PCs made a deal to buy one of Nafis' carpets, he will be here, and collect the funds and they will gain one of his carpets. If the PCs experiment with the carpet and demand their money back, Nafis will refuse. He made no false claims and the Consortium will back him up on this. If the PCs threaten Nafis physically, he will surrender the funds, but the PCs gain the Contract Breaker disfavor. If the PCs agreed to buy the carpet and then never give Nafis his money, they also gain the Contract Breaker disfavor.

Feroza: If the PCs have retrieved the crystal monkey skull and return it to Feroza, she is very grateful and they gain her favor. If they demand money for it, she can offer 500 gp (that's all she has), but they will not gain her favor in this case. Either way, she will try to find the PCs and find out any information they may have about it.

The Gnome: The Gnome will not hunt out the PCs, but he is available if they wish to talk to him. If they offer him the recorder or the crystal skull, he will gladly accept them, as he considers them his property, and will be grateful to the PCs (and they gain his favor). If the PCs have somehow managed to get the purse from the Matron Sultana, they also gain his favor (and her enmity). He will question the PCs very thoroughly about their interaction with the Matron Sultana, and keep careful track about how much information the PCs give and how they describe the Matron Sultana as this can impact the

number of combats in Encounter 9 as well as whether or not they gain the disfavor of the Matron Sultana.

Vendors: PCs gain Regional access to any items they found sellers for during the night. They must officially sign a trade prospect contract with the vendor, but this costs no money and does not force the PCs to buy anything in the future, it just gives them the option to.

Development: The PCs have agreed to accompany Hamza back to Zeir-i-Zeif and he leaves shortly after conducting his minor business at the bazaar after the Consortium shows up. If the PCs refuse to go with Hamza, he will leave without them. He has an important appointment to keep and cannot wait more than an hour for them. If the PCs do not accompany Hamza back, he will leave without them and they do not gain his favor and nothing else occurs of interest in Korsan. The items at Encounters 6 and 7 will have been retrieved and nothing will be there, though the PCs can fight the monsters there, and go to the Conclusion. If the PCs do accompany him back, go to Encounter 9.

9: LEAVING TOWN AND THE REPERCUSSIONS OF ANGER

This encounter should happen during the day after the party leaves Korsan. It should focus on them either being visited or attacked by agents of any of the major players they have angered. They will all take place while the party is on the road. Consider the road to be twenty feet wide, with rough terrain and scrub on the sides. Place cover as needed for any creatures that may be hiding. It is best to do these in order (Encounter A then Encounter B then Encounter C). If Hamza is with the PCs, he will flee at the first sign or trouble, re-joining the PCs if they survive. If Hamza is not with the PCs (either because they waited in town or decided not to escort him), then what he does is suitably irrelevant as he's not there.

Please note that there is a limit to the number of fights that can occur here. If the PCs have done both of the fights in Encounters 6 and Encounter 7, they will only have one fight here at the most. If they miss the fight in Encounter 6, then they may have one additional fight here if they meet the proper conditions. Similarly, if they miss the fight in Encounter 7, they may have an additional fight here as well. **There should never be more than three fights in this adventure, no matter what the party does.**

To determine which fight occurs that the party has qualified for, use the following order of importance:

1st – Encounter C

- 2nd – Encounter A
3rd – Encounter B

Be very careful when determining which fights the PCs may have to do as they all have very specific criteria.

ENCOUNTER A

If the party agreed to get the purse and then did not and never showed up to explain what happened, the gnome will not be happy with them and has sent a pack of dread guards to attack them.

If the party either got the purse or reported in to the gnome without leaving him hanging, this encounter is considered to be defeated.

Over the rise about eighty feet in front of you, a single column of men dressed in banded mail and shields with large blue cloaks covering their face and protecting them from the sun marches on the road. They seem to be trained professionals as their march is perfectly in order. They are coming down the right side of the path, single file with purpose in their stride.

The Dread Guards will not respond to speech nor will they stop if told to. They make no aggressive action until they are within a move action away (so they can move and attack). They will then immediately attack and continue attacking until all the PCs are dead. Being constructs, they are fairly single-minded.

APL 2 (EL 4)

Dread Guard (2): hp 47 each; Appendix 1

APL 4 (EL 6)

Dread Guard (2): hp 47 each; Appendix 1

Dread Guard Sgt.: hp 108; Appendix 1

APL 6 (EL 8)

Dread Guard (4): hp 47 each; Appendix 1

Dread Guard Sgt. (2): hp 108 each; Appendix 1

APL 8 (EL 10)

Dread Guard (8): hp 47 each; Appendix 1

Dread Guard Sgt. (4): hp 108 each; Appendix 1

Tactics: The Dread guards attack to take out the entire party. If somebody drops unconscious, they quickly move on to the next victim. At APL 8, the lesser guards double up on four people while the Sergeants either aid them or move to the softer targets in the back for an easy kill.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 120 gp; Total 120 gp.

APL 2: Loot 180 gp; Total 180 gp.

APL 2: Loot 360 gp; Total 360 gp.

APL 2: Loot 720 gp; Total 720 gp.

ENCOUNTER B

This encounter will only occur if the PCs give the shattered monkey skull to the gnome or keep it for themselves. If they do not report in with the Order of Kwalish's agent he will assume the PCs stole the skull for themselves.

If the PCs did not interact with the Order agent, return the skull to the Order, or have informed the Order of their failure, this encounter is considered to be overcome.

The path winds through the countryside, boring and drab terrain continuing for what seems forever. Off the side of the path to your left, about thirty feet up, a glimmer of metal breaks the monotony, as a creature (or # of creatures – adjust to fit the APL) rises up from the dirt. It is about five feet tall and completely covered in armor. Its gauntlets seem to be modified to function as hammers of a sort. It shakes the dirt off of itself and moves towards your party on the road.

The Hammerers will attack until either they are dead or the PCs are. Do not forget to roll for their unreliable trait every round, especially at low APLs.

APL 2 (EL 4)

Hammerer: hp 47; Appendix 1

APL 4 (EL 6)

Hammerer (2): hp 47 each; Appendix 1

APL 6 (EL 8)

Hammerer (4): hp 47 each; Appendix 1

APL 8 (EL 10)

Hammerer (8): hp 47 each; Appendix 1

Tactics: The hammerers gang up on people, attacking the first person they see until it drops and then moving on to the next. They continue until everyone is dead.

ENCOUNTER C

This encounter occurs if the party was rude, disrespectful, insinuated that the Sultana was not who she claimed to be, or attempted to steal the purse from the Matron Sultana, regardless of their degree of success.

If they did none of those things, they avoid the encounter, but get no experience for it.

All APLs:

Climbing out from behind some scrub about eighty feet in front of you, a creature clambers out onto the road. A large collection of bony spikes and talons crawls up over the edge of the low gully that was hiding it. It's thick, chitinous claws click against the hard rock and it glares at you coldly from a cluster of eyes in the center of its body.

APL 4+ add:

Next to the other creature(s), a squealing wolf sized creature with numerous spindly legs spread nearly six feet across and huge mandibles pointing at the sky over a cluster of inky black eyes. Three pairs of membranous wings hum over it, causing the creature to vibrate slightly and making the mass of tails behind it twitch nervously, the upward-curving stingers at the end flickering impatiently, apparently eager that you have finally arrived.

APL 2 (EL 4)

Nashrou - Advanced: hp 94; Appendix 1

APL 4 (EL 6)

Nashrou - Advanced: hp 94; Appendix 1

Ekolid: hp 39; Appendix 1

APL 6 (EL 8)

Nashrou – Advanced (2): hp 94; Appendix 1

Ekolid (2): hp 39 each; Appendix 1

APL 8 (EL 10)

Nashrou – Advanced (4): hp 94 each; Appendix 1

Ekolid (4): hp 39 each; Appendix 1

If the area where the demons were hiding is searched, a large sack of gold and gems can be found there.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 100 gp; Total 100 gp.

APL 4: Loot 200 gp; Total 200 gp.

APL 6: Loot 300 gp; Total 300 gp.

APL 8: Loot 400 gp; Total 400 gp.

Development: If the party attempts to flee the encounter, the demons are relentless and will pursue with all of the skill at their disposal. A *dimension door* will not get the party away for any extended period of time, but a *teleport* will.

It is almost impossible to tell who sent these creatures to attack the PCs, but divinations may give clues if attempted afterwards. Divinations will not work on the Sultana's agents as she has thoroughly blocked every possibility of divination magics detecting her while away, and the demons aren't talking and will disappear if killed.

CONCLUSION

If the party returns Hamza home, the adventure is effectively over. Feel free to improvise a farewell from Hamza based on his interactions with the PCs.

If the party gave the extra recorder to Hamza, then he shares what he knows with them and they gain **Hamza has shared a secret with you.**

If the party threatened, identified, cajoled, tried to steal from or otherwise offended the Matron Sultana, they gain **You have angered the Matron Sultana.**

If the party did not steal any of the items the gnome had stashed and attempted to gain the purse successfully, they gain **The Gnome likes you.**

If the party returned the shattered monkey skull to Feroza, they will gain **Feroza is in your debt.**

If a party member decided to purchase a magic carpet from Nafis, they gain **The Most Glorious Magic Carpet that ever existed my friend, and you are lucky to own it!**

If the party agreed to purchase a magic carpet from Nafis but then later decide not to honor their contract, they gain **Contract Breaker.**

If the party talked to Safa, they gain **What's Yours is useful.**

If the party decides to keep the recorder, they will find that it turns out to be a standard version of the item and nothing special.

If the party decides to keep the shattered monkey skull, notate who has it on their AR and congratulate them for not helping someone nice who was in trouble.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

6: Area C

To defeat the carrion crawlers and retrieve the crystal monkey skull

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

7: Area C

Interacting with and surviving the leech swarm.

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP

7: Area E

Defeating the living spells and retrieving the recorder.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

9: Encounter A

To defeat or bypass the attack of the Dread Guards.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

9: Encounter B

To defeat or bypass the attack of the Hammerers.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

9: Encounter C

To defeat the demons.

APL 2	120 XP
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APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Story Award

Objective(s) met:

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	68 XP
APL 6	180 XP
APL 8	113 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1: Introduction

APL 2: Coin: 200 gp.

APL 4: Coin: 400 gp.

APL 6: Coin: 600 gp

APL 8: Coin: 800 gp

6: Area C

All APLs: Coin 50 gp; Total 50 gp.

7: Area D

APL 2: Coin 50 gp; Total 50 gp.

APL 4: Coin 100 gp; Total 100 gp.

APL 6: Coin 150 gp; Total 150 gp.

APL 8: Coin 200 gp; Total 200 gp.

9: Encounter A

APL 2: Loot 120 gp; Total 120 gp.

APL 4: Loot 180 gp; Total 180 gp.

APL 6: Loot 360 gp; Total 360 gp.

APL 8: Loot 720 gp; Total 720 gp.

9: Encounter C

APL 2: Loot 100 gp; Total 100 gp.

APL 4: Loot 200 gp; Total 200 gp.

APL 6: Loot 300 gp; Total 300 gp.

APL 8: Loot 400 gp; Total 400 gp.

Conclusion

All APLs: Coin ?? gp; Total ?? gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

Total Possible Treasure

APL 2: 520 gp.

APL 4: 930 gp.

APL 6: 1,460 gp.

APL 8: 2,170 gp.

ADVENTURE RECORD ITEMS

Hamza has shared a secret with you: In exchange for your extra recorder at no charge, Hamza is willing to share with you the first word in the command phrase for your recorder. Uttering this word and spending a standard action acts like a *bless* spell (CL 18), but the bonuses only work against outsiders and the bonus is considered a competence bonus instead of a morale bonus. This can only be used once per day.

You have angered the Matron Sultana: The Matron Sultana is aware of your actions in Korsan and is not happy with you. She will use the massive means at her disposal to vent her displeasure at some time in the future.

The Gnome likes you: Up to five times in the future when you make a Gather Information check in a Zeif regional adventure, roll 1d20. If the die is even, you may add +5 to the Gather Information check. If it is odd, you add nothing.

Feroza is in your debt: In exchange for your helping her, Feroza will arrange to have any one weapon or item that you own and is broken (but not completely destroyed) repaired for you at no cost, but it will take some time requiring you to wait around for 1 TU per 5,000 gp value of the item (minimum 1).

The Most Glorious Magic Carpet that ever existed my friend, and you are lucky to own it! This 5' x 5' carpet functions exactly like a *carpet of flying*, but with one quirk. It works normally for 1d4 rounds, but every round after has a 50% chance of failing to work for 1d4 rounds. If currently being ridden, it immediately falls to the ground. There is no obvious way to tell that it will do it until after the first time it is used. Other than that, it works perfectly. (as DMG but cost is 5,000 gp).

Contract Breaker: The PCs have gone back on a contract they made with Nafis. The next item they purchase worth over a 1,000 gp will cost one TU getting through the red tape. The consortium does not smile on contract breakers.

What's Yours is useful: The nugget given to you from the Zarif copper mine (ZEFI7-03) is in fact useful, or at least could be. You have discovered that when it takes 30 points of fire damage in one round, it will explode into shrapnel in a 5' burst, doing 5d6 damage (no DR, no SR, no save) to all within those spaces.

APPENDIX 1

ALL APLS

3: THE LADY

MATRON SULTANA NUR KARU **CR 17**

Female Bakluni aristocrat 2 / rogue 6 / assassin 10

Chaotic Evil Medium Humanoid (human)

Init +8; **Senses** Listen +22, Spot +1

Languages Common, Abyssal, Baklunish

AC 27, touch 19, flat-footed 27

(+4 Dex, +8 armor, +5 deflection)

hp 94 (18 HD)

Fort +11 (+16 against poison), **Ref** +21, **Will** +16

Speed 30 ft. (6 squares)

Melee +1 *unholy vile vorpal adamantine dagger*
+17/+12/+7 (1d4+5/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12/+7/+2; **Grp** +16

Atk Options sneak attack +8d6, Death Attack, Poison Use

Class Spells Known (CL 10th):

4th (3/day)— *dimension door, freedom of movement, glibness, modify memory*

3rd (3/day)— *deep slumber, deeper darkness, misdirection, nondetection*

2nd (4/day)— *darkness, invisibility, pass without trace, undetectable alignment*

1st (4/day)— *disguise self, detect poison, feather fall, true strike*

† Already cast

Abilities Str 18, Dex 18, Con 12, Int 14, Wis 12, Cha 26

SQ Uncanny Dodge, Improved Uncanny Dodge, Trapfinding, Poison Resistance, Trap Sense (+2), Hide in Plain Sight

Feats Deceitful, Improved Initiative, Investigator, Iron Will, Leadership, Negotiator, Persuasive, Quick Draw

Skills Bluff +31, Diplomacy +35, Disguise +31, Forgery +25, Gather Information +31, Hide +12, Intimidate +33, Listen +22, Move Silently +12, Sense Motive +24, Sense Motive +19

Possessions *cloak of charisma* +6, *amulet of proof against detection and location*, *gloves of dexterity* +6, *belt of giant strength* +6, *bracers of armor* +8, *ring of protection* +5, *vest of resistance* +5, *ring of mind shielding*, *ring of spell turning*, *boots of teleportation*, +1 *unholy vile vorpal adamantine dagger*

THE SULTANA'S SHADOW **CR 14**

Male (eunuch) Bakluni Fighter 2 / Ranger 3 / Assassin 3 / Horizon Walker 2 / Shadowdancer 4

Neutral Evil Medium Humanoid (human)

Init +4; **Senses** Darkvision 60 ft. ; Listen +18, Spot +23

Languages Common, Abyssal, Baklunish

AC 22, touch 17, flat-footed 22

(+4 Dex, +5 armor, +3 deflection)

Miss Chance 20%

hp 128 (14 HD)

Fort +18 (+19 versus Poison), **Ref** +17, **Will** +7

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee +1 Unholy Adamantine Falchion +18/+13/+8 (2d4+8/15-20)

Or TWF +1 Frost Flame Cold Iron Scimitar +16/+11/+6 (1d6+6+1d6 Fire +1d6 Cold/18-20) and +1 Frost Flame Cold Iron Kukri (1d4+3 + 1d6 Fire + 1d6 Cold/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12/+7/+2; **Grp** +17

Atk Options death attack, poison use, power attack, sneak attack +2d6, improved unarmed strike, Favored Enemy Humanoid (Human) +2

Special Actions Shadow Jump (Su)

Class Spells Known (CL 3rd):

2nd (1/day) — *invisibility, pass without trace*

1st (3/day) — *feather fall, jump, true strike*

† Already cast

Abilities Str 20, Dex 18, Con 18, Int 14, Wis 12, Cha 8

SQ Uncanny Dodge, Improved Uncanny Dodge, Hide in Plain Sight (Su), Darkvision (Su), Shadow Illusion (Sp), Summon Shadow (Su), Poison Resistance, Poison Use, Terrain Mastery (Desert, Underground), Wild Empathy, Evasion.

Feats Combat Reflexes, Darkstalker*, Dodge, Mobility, Endurance, Improved Critical (Falchion), Improved Unarmed Strike, Power Attack, Run, Track, Two-Weapon Fighting.

Skills Balance +8, Climb +6, Disguise +3, Handle Animal +0, Heal +2, Hide +31, Jump +13, Knowledge (Dungeoneering) +3, Knowledge (Geography) +10, Knowledge (Nature) +5, Move Silently +31, Open Lock +7, Perform (Dance) +4, Search +10, Sleight of Hand +6, Spot +18, Survival +7, Tumble +17, Use Rope +6.

Possessions *boots of speed*, +1 *unholy adamantine falchion*, +1 *frost flame cold iron scimitar*, +1 *frost flame cold iron kukri*, *belt of giant strength* +4, *amulet of health* +4, *gloves of dexterity* +4, *ring of protection* +3, *vest of resistance* +3, *cloak of displacement, lesser*, +1 *silent moves shadow mithral chain shirt*, *ring of non-detection*, *magic carpet (5'x5')*, *metamagic rod of extend spell, lesser*

* see Appendix 2: New Rules Items

6: AREA C

CARRION CRAWLER CR 4

N Large aberration

Init +2; **Senses** darkvision 60 ft., scent; Listen +6, Spot +6

AC 17, touch 11, flat-footed 15
(-1 size, +2 Dex, +6 natural)

hp 19 (3 HD)

Fort +3, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares), climb 15 ft.

Melee 8 tentacles +3 (paralysis) and bite -2 (1d4+1)

Space 10 ft; **Reach** 5 ft.

Base Atk +2; **Grp** +8

Atk Options Combat Reflexes

Special Actions Paralysis

Abilities Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6

Feats Alertness, Combat Reflexes, Track

Skills Climb +12, Listen +6, Spot +6

Special Attack (Paralysis)

Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution based.

Skills

Carrion crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

7: AREA B

LEECH SWARM

CR 1

N Fine vermin (aquatic, swarm)

Init +0; **Senses** low-light vision; Listen +1 Spot +1

AC 18, touch 18, flat-footed 18
(+8 size)

hp 7 (2 HD)

Immune weapon damage

Fort +2, **Ref** +0, **Will** +5

Speed Swim 10 ft. (2 squares)

Melee swarm (1d6 plus blood drain)

Space 10 ft; **Reach** 0 ft.

Base Atk +1; **Grp** -20

Special Actions Anesthetize, blood drain, disease, distraction

Abilities Str 1, Dex 11, Con 8, Int --, Wis 12, Cha 2

SQ swarm traits

Feats –

Skills Hide +16, Swim +3

Advancement --

Special Attack (Anesthetize (Ex))

A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's Hide check) to notice the attack if both the leech swarm and its target are in murky water at least two feet deep. Each round of blood drain entitles the creature to another spot check to notice the

leeches, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Special Attack (Blood Drain (Ex))

Any living creature damaged by a leech swarm also takes 1 point of Constitution damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits the swarm and spends a full-round action removing leeches from its body..

Special Attack (Disease (Ex))

A creature damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the *Dungeon Master's Guide*).

Special Attack (Distraction (Ex))

Any living creature vulnerable to a leech swarm's damage who notices the swarm and begins its turn with a swarm in its square is nauseated for 1 round; a DC 10 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Special Quality (Swarm Traits (Ex))

See page 316 of the *Monster Manual*.

Skills

A leech swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

7: AREA E

SICKENING SLEEP

CR 2

N Medium Ooze

Init -1; **Senses** blindsight 60 ft.; Listen -1 Spot -1

AC 10, touch 10, flat-footed 10
(-1 Dex, +1 Deflection)

hp 5 (1 HD); **DR** 10/magic

SR 11

Fort +1, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares)

Melee Slam +0 (1d4 plus enfeeblement and sleep)

Space 5 ft; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Special Actions Engulf, enfeeblement, sleep

Abilities Str 11, Dex 8 Con 11, Int --, Wis 8, Cha 11

SQ Ooze traits

Feats –

Special Attack Engulf (Ex)

A sickening sleep can flow around creatures that fit within its space as a standard action. IT cannot make a slam attack during a round in which it

engulfs. A sickening sleep merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a sickening sleep, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the ray of enfeeblement and sleep effects and are considered to be grappled.

Special Attack (Ray of Enfeeblement (Su))

A creature hit by a sickening sleep's slam attack or engulfed by it takes a 1d6 penalty to Strength for 1 minute. Multiple hits are not cumulative, and the subject's Strength score cannot drop below 1.

Special Attack (Sleep (Su))

A creature hit by a sickening sleep's slam attack or engulfed by it falls asleep for 1 minute (Will DC 11 negates).

Special Quality (Ooze traits (Ex))

See page 313 of the *Monster Manual*.

8: ENCOUNTER A

DREAD GUARD

CR 2

N medium Construct

Init +0; **Senses** Darkvision 60 ft.; Listen +1 Spot +9

AC 17, touch 11, flat-footed 17

(+6 Masterwork banded mail, +1 masterwork small steel shield)

hp 47 (5 HD)

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

Speed 20 ft. (4 squares) (can't run)

Melee Long Sword +6 (1d8+3/19-20)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Cleave, Power Attack

Abilities Str 17, Dex 11 Con --, Int 6, Wis 13, Cha 2

SQ Construct traits

Feats Cleave, Power Attack

Skills Spot +7

Special Quality (Construct Traits (Ex))

A dread guard is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

8: ENCOUNTER B

HAMMERER

CR 4

N medium Construct

Init +0; **Senses** Darkvision 60 ft.; Listen -1 Spot -1

AC 21, touch 10, flat-footed 21

(+11 Natural)

hp 47 (5 HD)

Fort +1, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares)

Melee Slam +10 (2d8+10)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +10

Abilities Str 25, Dex 11 Con --, Int --, Wis 9, Cha 4

SQ Construct traits, Unreliable

Special Quality (Construct Traits (Ex))

An automaton is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. An automaton has darkvision (60-foot range).

Special Quality (Unreliable (Ex))

The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

8: ENCOUNTER C

NASHROU - ADVANCED

CR 4

ALWAYS CE Large Outsider (chaotic, evil, extraplanar)

Init +6; **senses** Darkvision 60 ft., scent; Listen +12 Spot +12

AC 15, touch 11, flat-footed 13

(-1 Size, +2 Dex, +4 Natural)

hp 94 (9 HD); **DR** 5/cold iron or good

Fort +12, **Ref** +8, **Will** +6

Weakness vulnerability to criticals

Speed 50 ft. (10 squares)

Melee 2 gores +11 (2d6+3) and 2 claws +9 (1d8+1)

Space 10 ft; **Reach** 10 ft.

Base Atk +9; **Grp** +16

Special Actions Aligned Strike (chaotic, evil)

Abilities Str 16, Dex 14 Con 22, Int 2, Wis 11, Cha 8

Feats Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (gore), Multiattack

Skills Jump +18, Listen +12, Spot +12, Tumble +6

Special Quality (vulnerability to criticals)

A nashrou has a unique weakness that can allow a clever or lucky opponent to slay it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal sufficient damage to overcome the nashrou's damage reduction.

6: AREA C

CARRION CRAWLER CR 4

N Large aberration

Init +2; **Senses** darkvision 60 ft., scent; Listen +6, Spot +6

AC 17, touch 11, flat-footed 15
(-1 size, +2 Dex, +6 natural)

hp 19 (3 HD)

Fort +3, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares), climb 15 ft.

Melee 8 tentacles +3 (paralysis) and bite -2 (1d4+1)

Space 10 ft; **Reach** 5 ft.

Base Atk +2; **Grp** +8

Atk Options Combat Reflexes

Special Actions Paralysis

Abilities Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6

Feats Alertness, Combat Reflexes, Track

Skills Climb +12, Listen +6, Spot +6

Special Attack (Paralysis)

Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution based.

Skills

Carrion crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

7: AREA B

LEECH SWARM

CR 1

N Fine vermin (aquatic, swarm)

Init +0; **Senses** low-light vision; Listen +1 Spot +1

AC 18, touch 18, flat-footed 18
(+8 size)

hp 7 (2 HD)

Immune weapon damage

Fort +2, **Ref** +0, **Will** +5

Speed Swim 10 ft. (2 squares)

Melee swarm (1d6 plus blood drain)

Space 10 ft; **Reach** 0 ft.

Base Atk +1; **Grp** -20

Special Actions Anesthetize, blood drain, disease, distraction

Abilities Str 1, Dex 11, Con 8, Int --, Wis 12, Cha 2

SQ swarm traits

Feats –

Skills Hide +16, Swim +3

Advancement --

Special Attack (Anesthetize (Ex))

A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's Hide check) to notice the attack if both the leech swarm and its target are in murky water at least two feet deep. Each round of blood drain entitles the creature to another spot check to notice the

leeches, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Special Attack (Blood Drain (Ex))

Any living creature damaged by a leech swarm also takes 1 point of Constitution damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits the swarm and spends a full-round action removing leeches from its body..

Special Attack (Disease (Ex))

A creature damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the *Dungeon Master's Guide*).

Special Attack (Distraction (Ex))

Any living creature vulnerable to a leech swarm's damage who notices the swarm and begins its turn with a swarm in its square is nauseated for 1 round; a DC 10 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Special Quality (Swarm Traits (Ex))

See page 316 of the *Monster Manual*.

Skills

A leech swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

7: AREA E

SICKENING SLEEP

CR 2

N Medium Ooze

Init -1; **Senses** blindsight 60 ft.; Listen -1 Spot -1

AC 10, touch 10, flat-footed 10
(-1 Dex, +1 Deflection)

hp 5 (1 HD); **DR** 10/magic

SR 11

Fort +1, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares)

Melee Slam +0 (1d4 plus enfeeblement and sleep)

Space 5 ft; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Special Actions Engulf, enfeeblement, sleep

Abilities Str 11, Dex 8 Con 11, Int --, Wis 8, Cha 11

SQ Ooze traits

Feats –

Special Attack Engulf (Ex)

A sickening sleep can flow around creatures that fit within its space as a standard action. IT cannot make a slam attack during a round in which it

engulfs. A sickening sleep merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a sickening sleep, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the ray of enfeeblement and sleep effects and are considered to be grappled.

Special Attack (Ray of Enfeeblement (Su))

A creature hit by a sickening sleep's slam attack or engulfed by it takes a 1d6 penalty to Strength for 1 minute. Multiple hits are not cumulative, and the subjects Strength score cannot drop below 1.

Special Attack (Sleep (Su))

A creature hit by a sickening sleep's slam attack or engulfed by it falls asleep for 1 minute (Will DC 11 negates).

Special Quality (Ooze traits (Ex))

See page 313 of the *Monster Manual*.

GLITTERFIRE

CR 6

N Medium Ooze

Init +0; **Senses** blindsight 60 ft.; Listen +0 Spot +0

AC 14, touch 14, flat-footed 13

(+1 Dex, +3 Deflection)

hp 32 (5 HD); **DR** 10/magic

SR 15

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

Speed 40 ft. (8 squares)

Melee Slam +4 (1d4+1 plus 5D6 fire plus glitterdust)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Special Actions Engulf, fireball, glitterdust

Abilities Str 13, Dex 10 Con 13, Int --, Wis 10, Cha 13

SQ ooze traits

Special Attack (Engulf (Ex))

A glitterfire can flow around creatures that fit within its space as a standard action. IT cannot make a slam attack during a round in which it engulfs. A glitterfire merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a glitterfire, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 14 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the fireball and glitterdust effects and are considered to be grappled.

Special Attack (Fireball (Su))

A creature hit by a glitterfire's slam attack or engulfed by it takes 5d6 points of fire damage (Reflex DC 14 half).

Special Attack (Glitterdust (Su))

A creature hit by a glitterfire's slam attack or engulfed by it is blinded (Will DC 13 negates) and is covered

in dust for 5 rounds, rendering it visible (if invisible) and applying a -40 penalty on Hide checks.

Special Quality (Ooze traits (Ex))

See page 313 of the *Monster Manual*.

8: ENCOUNTER A

DREAD GUARD

CR 2

N medium Construct

Init +0; **Senses** Darkvision 60 ft.; Listen +1 Spot +9

AC 17, touch 11, flat-footed 17

(+6 Masterwork banded mail, +1 masterwork small steel shield)

hp 47 (5 HD)

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

Speed 20 ft. (4 squares) (can't run)

Melee Long Sword +6 (1d8+3/19-20)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Cleave, Power Attack

Abilities Str 17, Dex 11 Con --, Int 6, Wis 13, Cha 2

SQ Construct traits

Feats Cleave, Power Attack

Skills Spot +7

Special Quality (Construct Traits (Ex))

A dread guard is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

DREAD GUARD SERGEANT

CR 4

N large Construct

Init +0; **Senses** Darkvision 60 ft.; listen +1 spot +16

AC 16, touch 9, flat-footed 16

(-1 Size, +6 Masterwork banded mail, +1 masterwork small steel shield)

hp 108 (12 HD)

Fort +4, **Ref** +6, **Will** +5

Speed 20 ft. (4 squares) (can't run)

Melee Long Sword +16/+11 (2d6+8/17-20)

Space 10 ft; **Reach** 10 ft.

Base Atk +9; **Grp** +21

Atk Options Cleave, Power Attack

Abilities Str 26, Dex 10 Con --, Int 6, Wis 13, Cha 2

SQ Construct traits

Feats Cleave, Improved Critical (Long Sword), Improved Toughness, Lightning Reflexes, Power Attack

Skills Spot +16

Special Quality (Construct Traits (Ex))

A dread guard is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits,

subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

8: ENCOUNTER B

HAMMERER

CR 4

N medium Construct

Init +0; **Senses** Darkvision 60 ft.; Listen -1 Spot -1

AC 21, touch 10, flat-footed 21

(+11 Natural)

hp 47 (5 HD)

Fort +1, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares)

Melee Slam +10 (2d8+10)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +10

Abilities Str 25, Dex 11 Con --, Int --, Wis 9, Cha 4

SQ Construct traits, Unreliable

Special Quality (Construct Traits (Ex))

An automaton is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. An automaton has darkvision (60-foot range).

Special Quality (Unreliable (Ex))

The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

8: ENCOUNTER C

EKOLID

CR 4

CE Small Outsider (chaotic, evil, extraplanar, obyrith)

Init +3; **Senses** Darkvision 60 ft., *true seeing*; Listen +4 Spot +4

AC 17, touch 10, flat-footed 14

(+1 Size, +3, Dex, +3 Natural)

hp 39 (6 HD); fast healing 5; **DR** 5/cold iron or lawful

Immune mind-affecting spells and abilities, poison

Resist acid 10, cold 10, Electricity 10, fire 10

Fort +7, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares), climb 30 ft., fly 60 ft. (average)

Melee 6 stings +10 (1d4 plus implant egg)

Space 5 ft; **Reach** 5 ft.

Base Atk +6; **Grp** +2

Special Actions Form of Madness, Implant Egg

Abilities Str 10, Dex 16 Con 15, Int 10, Wis 18, Cha 13

SQ Obyrith traits, quickness

Feats Combat Reflexes, Lightning Reflexes, Weapon Finesse

Skills Balance +14, Climb +17, Hide +16, Jump +11, Listen +13, Move Silently +12, Spot +13, Tumble +14

Special Quality (Obyrith traits)

An obyrith is immune to poison and mind-affecting spells and abilities.

Special Quality (Quickness (Su))

An ekolid is supernaturally quick. It can take an extra move action during its turn each round.

Special Attack (Form of Madness (Su))

A creature within 60 feet that observes an ekolid must attempt a DC 14 Will save. Failure indicates the creature begins hallucinating that tiny biting insects are infesting its hair, skin, and clothes. The victim takes a -1 penalty on skill checks and must succeed on a DC 10 Concentration check in order to cast any spells until the insanity is cured by *heal*, *greater restoration*, *miracle*, or *wish*. A creature that makes the save is immune to that particular ekolid's form of madness for 24 hours. This is a mind-affecting ability that does not affect chaotic evil outsiders. The save DC is Charisma-based.

Looking at multiple ekolids requires a separate save for each one's form of madness, but the effects are not cumulative.

Special Attack (Implant Egg (Ex))

Each time a creature takes damage from an ekolid's sting attack, it must attempt a DC 15 Fortitude save. Failure indicates that the ekolid implants an egg just under the creature's skin. An implanted egg hatches at the start of the ekolid's next turn, at which point a ravenous ekolid grub gnaws its way out of the victim. This deals 1d6 points of damage per egg that hatches and nauseates the victim for 1 round (no matter how many eggs hatch). *Remove Disease* or a similar effect destroys any unhatched eggs, but immunity to disease does not prevent infestation. Newly hatched ekolids are otherwise harmless, but grow to maturity quickly over the course of only a few hours. A hatched grub falls to the ground after crawling free of its host. A grub has 1 hit point and effectively no Armor Class. The save DC is Constitution based.

8: ENCOUNTER C

NASHROU - ADVANCED

CR 4

ALWAYS CE Large Outsider (chaotic, evil, extraplanar)

Init +6; **senses** Darkvision 60 ft., scent; Listen +12 Spot +12

AC 15, touch 11, flat-footed 13

(-1 Size, +2 Dex, +4 Natural)

hp 94 (9 HD); **DR** 5/cold iron or good

Fort +12, **Ref** +8, **Will** +6

Weakness vulnerability to critical hits

Speed 50 ft. (10 squares)

Melee 2 gores +11 (2d6+3) and 2 claws +9 (1d8+1)

Space 10 ft; **Reach** 10 ft.

Base Atk +9; Grp +16

Special Actions Aligned Strike (chaotic, evil)

Abilities Str 16, Dex 14 Con 22, Int 2, Wis 11, Cha 8

Feats Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (gore), Multiattack

Skills Jump +18, Listen +12, Spot +12, Tumble +6

Special Quality (vulnerability to criticals)

A nashrou has a unique weakness that can allow a clever or lucky opponent to slay it in a single blow.

A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal sufficient damage to overcome the nashrou's damage reduction.

6: AREA C

FIENDISH ADVANCED CARRION CRAWLER CR 6

N Large aberration

Init +3; **Senses** darkvision 60 ft., scent; Listen +8, Spot +5

AC 18, touch 12, flat-footed 15
(-1 size, +3 Dex, +6 natural)

hp 39 (6 HD); **DR** 5/magic

Resist cold 5, fire 5, SR 11

Fort +4, **Ref** +5, **Will** +7

Speed 30 ft. (6 squares), climb 15 ft.

Melee 8 tentacles +6 (paralysis) and bite +1 (1d4+1)

Space 10 ft; **Reach** 5 ft.

Base Atk +4; **Grp** +10

Atk Options Combat Reflexes

Special Actions Paralysis, smite good

Abilities Str 14, Dex 16, Con 14, Int 1, Wis 15, Cha 6

Feats Alertness, Combat Reflexes, Track, Weapon Finesse

Skills Climb +12, Listen +8, Spot +5

Special Attack (Paralysis)

Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution based.

Special Attack (Smite Good)

Once per day, the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills

Carrion crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

7: AREA B

LEECH SWARM CR 1

N Fine vermin (aquatic, swarm)

Init +0; **Senses** low-light vision; Listen +1 Spot +1

AC 18, touch 18, flat-footed 18
(+8 size)

hp 7 (2 HD)

Immune weapon damage

Fort +2, **Ref** +0, **Will** +5

Speed Swim 10 ft. (2 squares)

Melee swarm (1d6 plus blood drain)

Space 10 ft; **Reach** 0 ft.

Base Atk +1; **Grp** -20

Special Actions Anesthetize, blood drain, disease, distraction

Abilities Str 1, Dex 11, Con 8, Int --, Wis 12, Cha 2

SQ swarm traits

Feats –

Skills Hide +16, Swim +3

Advancement --

Special Attack (Anesthetize (Ex))

A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's Hide check) to notice the attack if both the leech swarm and its target are in murky water at least two feet deep. Each round of blood drain entitles the creature to another spot check to notice the leeches, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Special Attack (Blood Drain (Ex))

Any living creature damaged by a leech swarm also takes 1 point of Constitution damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits the swarm and spends a full-round action removing leeches from its body..

Special Attack (Disease (Ex))

A creature damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the *Dungeon Master's Guide*).

Special Attack (Distraction (Ex))

Any living creature vulnerable to a leech swarm's damage who notices the swarm and begins its turn with a swarm in its square is nauseated for 1 round; a DC 10 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Special Quality (Swarm Traits (Ex))

See page 316 of the *Monster Manual*.

Skills

A leech swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

7: AREA E

SICKENING SLEEP CR 2

N Medium Ooze

Init -1; **Senses** blindsight 60 ft.; Listen -1 Spot -1

AC 10, touch 10, flat-footed 10
(-1 Dex, +1 Deflection)

hp 5 (1 HD); **DR** 10/magic
SR 11

Fort +1, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares)

Melee Slam +0 (1d4 plus enfeeblement and sleep)

Space 5 ft; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Special Actions Engulf, enfeeblement, sleep

Abilities Str 11, Dex 8 Con 11, Int --, Wis 8, Cha 11

SQ Ooze traits

Feats –

Special Attack Engulf (Ex)

A sickening sleep can flow around creatures that fit within its space as a standard action. IT cannot make a slam attack during a round in which it engulfs. A sickening sleep merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a sickening sleep, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the ray of enfeeblement and sleep effects and are considered to be grappled.

Special Attack (Ray of Enfeeblement (Su))

A creature hit by a sickening sleep's slam attack or engulfed by it takes a 1d6 penalty to Strength for 1 minute. Multiple hits are not cumulative, and the subjects Strength score cannot drop below 1.

Special Attack (Sleep (Su))

A creature hit by a sickening sleep's slam attack or engulfed by it falls asleep for 1 minute (Will DC 11 negates).

Special Quality (Ooze traits (Ex))

See page 313 of the *Monster Manual*.

GLITTERFIRE

CR 6

N Medium Ooze

Init +0; **Senses** blindsight 60 ft.; Listen +0 Spot +0

AC 14, touch 14, flat-footed 13

(+1 Dex, +3 Deflection)

hp 32 (5 HD); **DR** 10/magic

SR 15

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

Speed 40 ft. (8 squares)

Melee Slam +4 (1d4+1 plus 5D6 fire plus glitterdust)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Special Actions Engulf, fireball, glitterdust

Abilities Str 13, Dex 10 Con 13, Int --, Wis 10, Cha 13

SQ ooze traits

Special Attack (Engulf (Ex))

A glitterfire can flow around creatures that fit within its space as a standard action. IT cannot make a slam attack during a round in which it engulfs. A glitterfire merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a glitterfire, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 14 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the fireball and glitterdust effects and are considered to be grappled.

Special Attack (Fireball (Su))

A creature hit by a glitterfire's slam attack or engulfed by it takes 5d6 points of fire damage (Reflex DC 14 half).

Special Attack (Glitterdust (Su))

A creature hit by a glitterfire's slam attack or engulfed by it is blinded (Will DC 13 negates) and is covered in dust for 5 rounds, rendering it visible (if invisible) and applying a -40 penalty on Hide checks.

Special Quality (Ooze traits (Ex))

See page 313 of the *Monster Manual*.

8: ENCOUNTER A

DREAD GUARD

CR 2

N medium Construct

Init +0; **Senses** Darkvision 60 ft.; Listen +1 Spot +9

AC 17, touch 11, flat-footed 17

(+6 Masterwork banded mail, +1 masterwork small steel shield)

hp 47 (5 HD)

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

Speed 20 ft. (4 squares) (can't run)

Melee Long Sword +6 (1d8+3/19-20)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Cleave, Power Attack

Abilities Str 17, Dex 11 Con --, Int 6, Wis 13, Cha 2

SQ Construct traits

Feats Cleave, Power Attack

Skills Spot +7

Special Quality (Construct Traits (Ex))

A dread guard is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

DREAD GUARD SERGEANT

CR 4

N large Construct

Init +0; **Senses** Darkvision 60 ft.; listen +1 spot +16

AC 16, touch 9, flat-footed 16

(-1 Size, +6 Masterwork banded mail, +1 masterwork small steel shield)

hp 108 (12 HD)

Fort +4, **Ref** +6, **Will** +5

Speed 20 ft. (4 squares) (can't run)

Melee Long Sword +16/+11 (2d6+8/17-20)

Space 10 ft; **Reach** 10 ft.

Base Atk +9; **Grp** +21

Atk Options Cleave, Power Attack

Abilities Str 26, Dex 10 Con --, Int 6, Wis 13, Cha 2

SQ Construct traits

Feats Cleave, Improved Critical (Long Sword), Improved Toughness, Lightning Reflexes, Power Attack

Skills Spot +16

Special Quality (Construct Traits (Ex))

A dread guard is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

8: ENCOUNTER B

HAMMERER

CR 4

N medium Construct

Init +0; **Senses** Darkvision 60 ft.; Listen -1 Spot -1

AC 21, touch 10, flat-footed 21

(+11 Natural)

hp 47 (5 HD)

Fort +1, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares)

Melee Slam +10 (2d8+10)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +10

Abilities Str 25, Dex 11 Con --, Int --, Wis 9, Cha 4

SQ Construct traits, Unreliable

Special Quality (Construct Traits (Ex))

An automaton is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. An automaton has darkvision (60-foot range).

Special Quality (Unreliable (Ex))

The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

8: ENCOUNTER C

EKOLID

CR 4

CE Small Outsider (chaotic, evil, extraplanar, obyrith)

Init +3; **Senses** Darkvision 60 ft., *true seeing*; Listen +4 Spot +4

AC 17, touch 10, flat-footed 14

(+1 Size, +3, Dex, +3 Natural)

hp 39 (6 HD); fast healing 5; **DR** 5/cold iron or lawful

Immune mind-affecting spells and abilities, poison

Resist acid 10, cold 10, Electricity 10, fire 10

Fort +7, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares), climb 30 ft., fly 60 ft. (average)

Melee 6 stings +10 (1d4 plus implant egg)

Space 5 ft; **Reach** 5 ft.

Base Atk +6; **Grp** +2

Special Actions Form of Madness, Implant Egg

Abilities Str 10, Dex 16 Con 15, Int 10, Wis 18, Cha 13

SQ Obyrith traits, quickness

Feats Combat Reflexes, Lightning Reflexes, Weapon Finesse

Skills Balance +14, Climb +17, Hide +16, Jump +11, Listen +13, Move Silently +12, Spot +13, Tumble +14

Special Quality (Obyrith traits)

An obyrith is immune to poison and mind-affecting spells and abilities.

Special Quality (Quickness (Su))

An ekolid is supernaturally quick. It can take an extra move action during its turn each round.

Special Attack (Form of Madness (Su))

A creature within 60 feet that observes an ekolid must attempt a DC 14 Will save. Failure indicates the creature begins hallucinating that tiny biting insects are infesting its hair, skin, and clothes. The victim takes a -1 penalty on skill checks and must succeed on a DC 10 Concentration check in order to cast any spells until the insanity is cured by *heal*, *greater restoration*, *miracle*, or *wish*. A creature that makes the save is immune to that particular ekolid's form of madness for 24 hours. This is a mind-affecting ability that does not affect chaotic evil outsiders. The save DC is Charisma-based.

Looking at multiple ekolids requires a separate save for each one's form of madness, but the effects are not cumulative.

Special Attack (Implant Egg (Ex))

Each time a creature takes damage from an ekolid's sting attack, it must attempt a DC 15 Fortitude save. Failure indicates that the ekolid implants an egg just under the creature's skin. An implanted egg hatches at the start of the ekolid's next turn, at which point a ravenous ekolid grub gnaws its way out of the victim. This deals 1d6 points of damage per egg that hatches and nauseates the victim for 1 round (no matter how many eggs hatch). *Remove Disease* or a similar effect destroys any unhatched eggs, but immunity to disease does not prevent infestation. Newly hatched ekolids are otherwise harmless, but grow to maturity quickly over the course of only a few hours. A hatched grub falls to the ground after crawling free of its host. A grub has 1 hit point and effectively no Armor Class. The save DC is Constitution based.

8: ENCOUNTER C

NASHROU - ADVANCED

CR 4

ALWAYS CE Large Outsider (chaotic, evil, extraplanar)

Init +6; **senses** Darkvision 60 ft., scent; Listen +12 Spot +12

AC 15, touch 11, flat-footed 13

(-1 Size, +2 Dex, +4 Natural)

hp 94 (9 HD); **DR** 5/cold iron or good
Fort +12, **Ref** +8, **Will** +6
Weakness vulnerability to critical hits
Speed 50 ft. (10 squares)
Melee 2 gores +11 (2d6+3) and 2 claws +9 (1d8+1)
Space 10 ft; **Reach** 10 ft.
Base Atk +9; **Grp** +16
Special Actions Aligned Strike (chaotic, evil)
Abilities Str 16, Dex 14 Con 22, Int 2, Wis 11, Cha 8
Feats Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (gore), Multiattack
Skills Jump +18, Listen +12, Spot +12, Tumble +6
Special Quality (vulnerability to criticals)
A nashrou has a unique weakness that can allow a clever or lucky opponent to slay it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal sufficient damage to overcome the nashrou's damage reduction.

6: AREA C

FIENDISH ADVANCED CARRION CRAWLER CR 6

N Large aberration

Init +3; **Senses** darkvision 60 ft., scent; Listen +8, Spot +5

AC 18, touch 12, flat-footed 15
(-1 size, +3 Dex, +6 natural)

hp 39 (6 HD); **DR** 5/magic

Resist cold 5, fire 5, SR 11

Fort +4, **Ref** +5, **Will** +7

Speed 30 ft. (6 squares), climb 15 ft.

Melee 8 tentacles +6 (paralysis) and bite +1 (1d4+1)

Space 10 ft; **Reach** 5 ft.

Base Atk +4; **Grp** +10

Atk Options Combat Reflexes

Special Actions Paralysis, smite good

Abilities Str 14, Dex 16, Con 14, Int 1, Wis 15, Cha 6

Feats Alertness, Combat Reflexes, Track, Weapon Finesse

Skills Climb +12, Listen +8, Spot +5

Special Attack (Paralysis)

Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution based.

Special Attack (Smite Good)

Once per day, the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills

Carrion crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

7: AREA B

LEECH SWARM CR 1

N Fine vermin (aquatic, swarm)

Init +0; **Senses** low-light vision; Listen +1 Spot +1

AC 18, touch 18, flat-footed 18
(+8 size)

hp 7 (2 HD)

Immune weapon damage

Fort +2, **Ref** +0, **Will** +5

Speed Swim 10 ft. (2 squares)

Melee swarm (1d6 plus blood drain)

Space 10 ft; **Reach** 0 ft.

Base Atk +1; **Grp** -20

Special Actions Anesthetize, blood drain, disease, distraction

Abilities Str 1, Dex 11, Con 8, Int --, Wis 12, Cha 2

SQ swarm traits

Feats –

Skills Hide +16, Swim +3

Advancement --

Special Attack (Anesthetize (Ex))

A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's Hide check) to notice the attack if both the leech swarm and its target are in murky water at least two feet deep. Each round of blood drain entitles the creature to another spot check to notice the leeches, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Special Attack (Blood Drain (Ex))

Any living creature damaged by a leech swarm also takes 1 point of Constitution damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits the swarm and spends a full-round action removing leeches from its body..

Special Attack (Disease (Ex))

A creature damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the *Dungeon Master's Guide*).

Special Attack (Distraction (Ex))

Any living creature vulnerable to a leech swarm's damage who notices the swarm and begins its turn with a swarm in its square is nauseated for 1 round; a DC 10 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Special Quality (Swarm Traits (Ex))

See page 316 of the *Monster Manual*.

Skills

A leech swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

7: AREA E

SICKENING SLEEP CR 2

N Medium Ooze

Init -1; **Senses** blindsight 60 ft.; Listen -1 Spot -1

AC 10, touch 10, flat-footed 10
(-1 Dex, +1 Deflection)

hp 5 (1 HD); **DR** 10/magic
SR 11

Fort +1, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares)

Melee Slam +0 (1d4 plus enfeeblement and sleep)

Space 5 ft; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Special Actions Engulf, enfeeblement, sleep

Abilities Str 11, Dex 8 Con 11, Int --, Wis 8, Cha 11

SQ Ooze traits

Feats –

Special Attack Engulf (Ex)

A sickening sleep can flow around creatures that fit within its space as a standard action. IT cannot make a slam attack during a round in which it engulfs. A sickening sleep merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a sickening sleep, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the ray of enfeeblement and sleep effects and are considered to be grappled.

Special Attack (Ray of Enfeeblement (Su))

A creature hit by a sickening sleep's slam attack or engulfed by it takes a 1d6 penalty to Strength for 1 minute. Multiple hits are not cumulative, and the subjects Strength score cannot drop below 1.

Special Attack (Sleep (Su))

A creature hit by a sickening sleep's slam attack or engulfed by it falls asleep for 1 minute (Will DC 11 negates).

Special Quality (Ooze traits (Ex))

See page 313 of the *Monster Manual*.

GLITTERFIRE

CR 6

N Medium Ooze

Init +0; **Senses** blindsight 60 ft.; Listen +0 Spot +0

AC 14, touch 14, flat-footed 13

(+1 Dex, +3 Deflection)

hp 32 (5 HD); **DR** 10/magic

SR 15

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

Speed 40 ft. (8 squares)

Melee Slam +4 (1d4+1 plus 5D6 fire plus glitterdust)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Special Actions Engulf, fireball, glitterdust

Abilities Str 13, Dex 10 Con 13, Int --, Wis 10, Cha 13

SQ ooze traits

Special Attack (Engulf (Ex))

A glitterfire can flow around creatures that fit within its space as a standard action. IT cannot make a slam attack during a round in which it engulfs. A glitterfire merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a glitterfire, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 14 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the fireball and glitterdust effects and are considered to be grappled.

Special Attack (Fireball (Su))

A creature hit by a glitterfire's slam attack or engulfed by it takes 5d6 points of fire damage (Reflex DC 14 half).

Special Attack (Glitterdust (Su))

A creature hit by a glitterfire's slam attack or engulfed by it is blinded (Will DC 13 negates) and is covered in dust for 5 rounds, rendering it visible (if invisible) and applying a -40 penalty on Hide checks.

Special Quality (Ooze traits (Ex))

See page 313 of the *Monster Manual*.

8: ENCOUNTER A

DREAD GUARD

CR 2

N medium Construct

Init +0; **Senses** Darkvision 60 ft.; Listen +1 Spot +9

AC 17, touch 11, flat-footed 17

(+6 Masterwork banded mail, +1 masterwork small steel shield)

hp 47 (5 HD)

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

Speed 20 ft. (4 squares) (can't run)

Melee Long Sword +6 (1d8+3/19-20)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Cleave, Power Attack

Abilities Str 17, Dex 11 Con --, Int 6, Wis 13, Cha 2

SQ Construct traits

Feats Cleave, Power Attack

Skills Spot +7

Special Quality (Construct Traits (Ex))

A dread guard is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

DREAD GUARD SERGEANT

CR 4

N large Construct

Init +0; **Senses** Darkvision 60 ft.; listen +1 spot +16

AC 16, touch 9, flat-footed 16

(-1 Size, +6 Masterwork banded mail, +1 masterwork small steel shield)

hp 108 (12 HD)

Fort +4, **Ref** +6, **Will** +5

Speed 20 ft. (4 squares) (can't run)

Melee Long Sword +16/+11 (2d6+8/17-20)

Space 10 ft; **Reach** 10 ft.

Base Atk +9; **Grp** +21

Atk Options Cleave, Power Attack

Abilities Str 26, Dex 10 Con --, Int 6, Wis 13, Cha 2

SQ Construct traits

Feats Cleave, Improved Critical (Long Sword), Improved Toughness, Lightning Reflexes, Power Attack

Skills Spot +16

Special Quality (Construct Traits (Ex))

A dread guard is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

8: ENCOUNTER B

HAMMERER

CR 4

N medium Construct

Init +0; **Senses** Darkvision 60 ft.; Listen -1 Spot -1

AC 21, touch 10, flat-footed 21

(+11 Natural)

hp 47 (5 HD)

Fort +1, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares)

Melee Slam +10 (2d8+10)

Space 5 ft; **Reach** 5 ft.

Base Atk +3; **Grp** +10

Abilities Str 25, Dex 11 Con --, Int --, Wis 9, Cha 4

SQ Construct traits, Unreliable

Special Quality (Construct Traits (Ex))

An automaton is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effects that require a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. An automaton has darkvision (60-foot range).

Special Quality (Unreliable (Ex))

The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

8: ENCOUNTER C

EKOLID

CR 4

CE Small Outsider (chaotic, evil, extraplanar, obyrith)

Init +3; **Senses** Darkvision 60 ft., *true seeing*; Listen +4 Spot +4

AC 17, touch 10, flat-footed 14

(+1 Size, +3, Dex, +3 Natural)

hp 39 (6 HD); fast healing 5; **DR** 5/cold iron or lawful

Immune mind-affecting spells and abilities, poison

Resist acid 10, cold 10, Electricity 10, fire 10

Fort +7, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares), climb 30 ft., fly 60 ft. (average)

Melee 6 stings +10 (1d4 plus implant egg)

Space 5 ft; **Reach** 5 ft.

Base Atk +6; **Grp** +2

Special Actions Form of Madness, Implant Egg

Abilities Str 10, Dex 16 Con 15, Int 10, Wis 18, Cha 13

SQ Obyrith traits, quickness

Feats Combat Reflexes, Lightning Reflexes, Weapon Finesse

Skills Balance +14, Climb +17, Hide +16, Jump +11, Listen +13, Move Silently +12, Spot +13, Tumble +14

Special Quality (Obyrith traits)

An obyrith is immune to poison and mind-affecting spells and abilities.

Special Quality (Quickness (Su))

An ekolid is supernaturally quick. It can take an extra move action during its turn each round.

Special Attack (Form of Madness (Su))

A creature within 60 feet that observes an ekolid must attempt a DC 14 Will save. Failure indicates the creature begins hallucinating that tiny biting insects are infesting its hair, skin, and clothes. The victim takes a -1 penalty on skill checks and must succeed on a DC 10 Concentration check in order to cast any spells until the insanity is cured by *heal*, *greater restoration*, *miracle*, or *wish*. A creature that makes the save is immune to that particular ekolid's form of madness for 24 hours. This is a mind-affecting ability that does not affect chaotic evil outsiders. The save DC is Charisma-based.

Looking at multiple ekolids requires a separate save for each one's form of madness, but the effects are not cumulative.

Special Attack (Implant Egg (Ex))

Each time a creature takes damage from an ekolid's sting attack, it must attempt a DC 15 Fortitude save. Failure indicates that the ekolid implants an egg just under the creature's skin. An implanted egg hatches at the start of the ekolid's next turn, at which point a ravenous ekolid grub gnaws its way out of the victim. This deals 1d6 points of damage per egg that hatches and nauseates the victim for 1 round (no matter how many eggs hatch). *Remove Disease* or a similar effect destroys any unhatched eggs, but immunity to disease does not prevent infestation. Newly hatched ekolids are otherwise harmless, but grow to maturity quickly over the course of only a few hours. A hatched grub falls to the ground after crawling free of its host. A grub has 1 hit point and effectively no Armor Class. The save DC is Constitution based.

8: ENCOUNTER C

NASHROU - ADVANCED

CR 4

ALWAYS CE Large Outsider (chaotic, evil, extraplanar)

Init +6; **senses** Darkvision 60 ft., scent; Listen +12 Spot +12

AC 15, touch 11, flat-footed 13

(-1 Size, +2 Dex, +4 Natural)

hp 94 (9 HD); **DR** 5/cold iron or good
Fort +12, **Ref** +8, **Will** +6
Weakness vulnerability to critical hits
Speed 50 ft. (10 squares)
Melee 2 gores +11 (2d6+3) and 2 claws +9 (1d8+1)
Space 10 ft; **Reach** 10 ft.
Base Atk +9; **Grp** +16
Special Actions Aligned Strike (chaotic, evil)
Abilities Str 16, Dex 14 Con 22, Int 2, Wis 11, Cha 8
Feats Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (gore), Multiattack
Skills Jump +18, Listen +12, Spot +12, Tumble +6
Special Quality (vulnerability to criticals)
A nashrou has a unique weakness that can allow a clever or lucky opponent to slay it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal sufficient damage to overcome the nashrou's damage reduction.

APPENDIX 2: NEW RULES ITEMS

Feats

DarkStalker

Benefit: When you hide, creatures with blindsense, blindsight, scent, or tremorsense must make a listen check or spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can flank creatures that have the all-around vision special quality.

Source: *Lords of Madness* 179

Magic Items

Recorder

Description: A plain looking wooden recorder accompanied with a scroll of songs.

Knowledge (history) or Bardic Knowledge check (DC 20): The recorder is reputed to have been crafted by the human bard Decius of Urnst and given to Sahid Al'Adib as a gift for his hospitality. It is said that the recorder has great powers but can only be unlocked by a person skilled enough to master the songs on the accompanying scroll.

Meta Organization info: Members of the Kols al Zeif meta-org may reduce the DC for relevant knowledge checks to DC 10 (Knowledge checks of DC 10 can be made without having ranks in the skill).

Source: ZEF6-04 *Generosity*

APPENDIX 3: DM AID 1 – ITEM SEARCH CHART

Use this section if the party is all working to assist a single member

Tdals				
Tdal				
Tdal3				
-5 per extra category				
Bonus from Enc 5D				
End Result				

Pick the three highest of these:			
Gather Information	Appraise	Profession: Merchant	Diplomacy
PC 1			
PC 2			
PC 3			
PC 4			
PC 5			
PC 6			

Use this section if the P Cs are working separately

Total	Total / 3	-5 per extra category	Bonus from Enc 5D	End Result

APPENDIX 4: DM AID 2 – CHECKLIST OF ENCOUNTER AREAS IN KORSAN

Encounter 1 – Introduction (Leads to Encounter 5d or 5c)

Encounter 2 – The Gnome (Leads to Encounter 3 – Only after Encounter 5c or 5d)

Encounter 3 – The Matron Sultana (Leads to Encounter 6 – Only after Encounter 2))

Encounter 4 – The Order of Kwalish (Leads to Encounter 7 – can happen at any time)

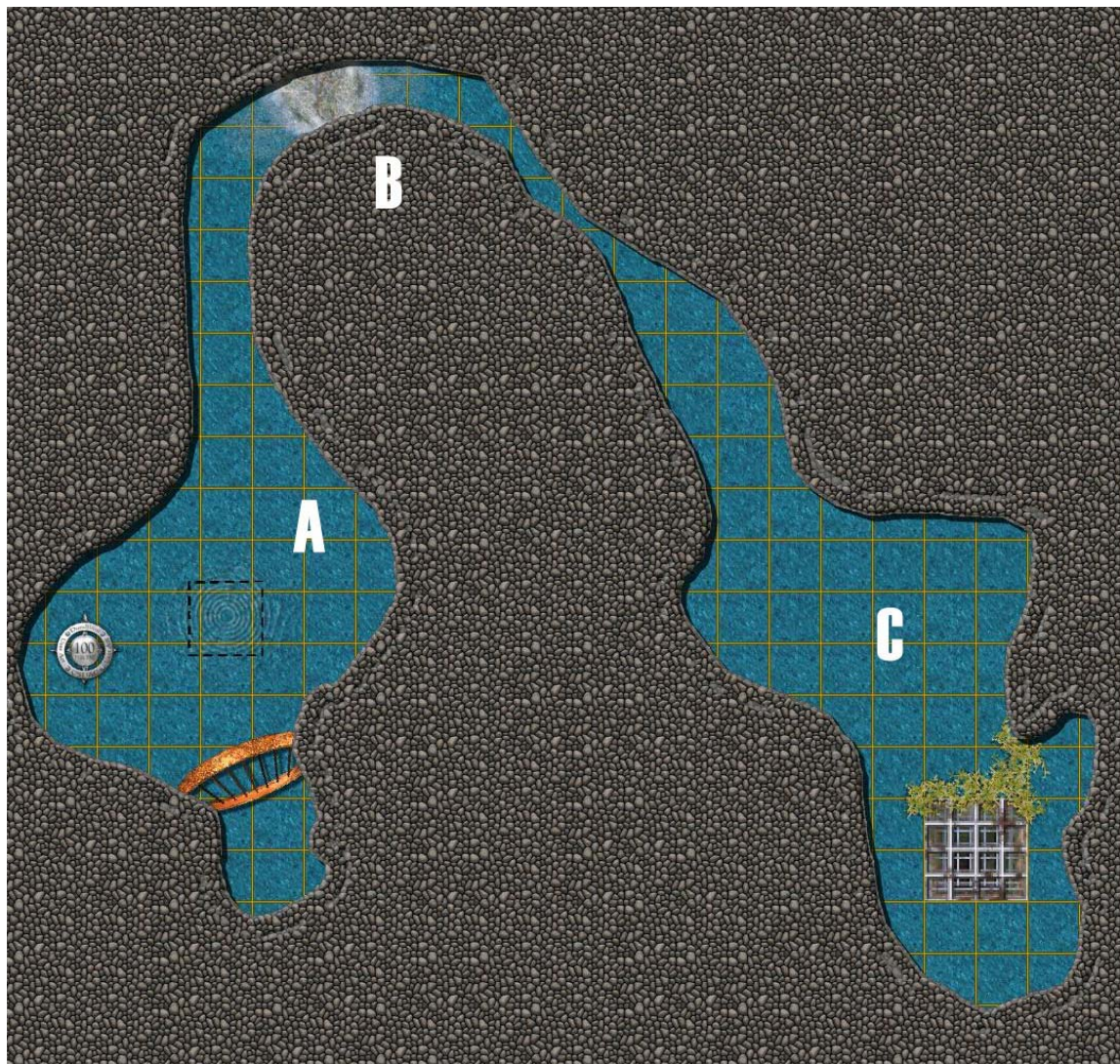
Encounter 5a – Nafis Flies High (possible item purchase only – can happen at any time)

Encounter 5b – Brickyard Go Boom (no lead out – can happen at any time)

Encounter 5c – Shoes, Swords and Stuff to Buy (possible item access and can lead to Encounter 2 – happens throughout the evening if PCs are looking to find vendors)

Encounter 5d – The Only Horse in a One Horse Town, and it's always thirsty (Leads to Encounter 2 – can happen at any time, but most likely after Encounter 1)

Encounter 6 – All's Well That Ends in a Well



Encounter 7 – Your Beach Resort Reservation For Four To Six Is Now Available

