

ZEF6-02

Left for Dead

A One-Round D&D[®] LIVING GREYHAWK[™] Regional Adventure set in the Sultanate of Zeif by Alan Jackson and David Paron

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Who would have thought the road to high adventure could start in Crazy Akeem's Coffee House? A trip to the Zeir-i-Zeif market; an introduction to new people; and a contract for adventure on the high seas: all this over a steaming cup of coffee. A one round adventure set in the Sultanate of Zeif for character levels 1 to 8. (APLs 2-6). Meta-org notice: Order of Kwalish, Church of Geshtai, Navy.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at zeiftriad@yahoogroups.com for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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 player 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, 2007.

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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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own PCs 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.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up 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 PCs 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 PCs 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 PCs 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 the Sultanate of Zeif. PCs native to Zeif pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Background

A pirate crew finds a Dao whom they mistakenly believe to be noble Djinn capable of granting wishes. The Dao promises to grant their wish of immortality but they must release him from his bondage to his decanter, which they readily agree to do in order to become immortal.

The Dao instructs the Captain (named Kabil) to find a secluded place and then has the pirates fill it with nasty devices and creatures to protect the decanter. The resting place for this decanter is the island where the adventure takes place. A labyrinth was already in place (ruins of a temple of Geshtai) and the pirates only needed to set traps and hide the decanter somewhere on the island.

Once on the island the Dao reveals a magical blade Monglloom al Ishtanti (a cursed blade of withering/animating dead). The Dao tells the captain that his price for immortality is his left hand, to be severed by the blade. Once done, he must hide the blade on another island. He readily agrees and begins to sever hands of willing crewmembers, but some mutiny as they are against the plan.

The mutineers are overcome by the willing crewmembers and left stranded on the island to watch the other pirates sail away. The mutineers did help set the traps and Kabil did not want his lover and second in command killed, so he demanded that they be left alive on the island. The Dao unwillingly agreed but cursed them never to set foot on the unholy ground where the decanter rests nor be able to retrieve it unless it is freely given to them.

Kabil accepted this alternative; however, the Dao still worried that they could interfere with his impending freedom. The mutineers eventually did escape and are fully aware of what the blade does after having seen what happened to their shipmates in the days that followed once their hands were severed; they are not prepared to suffer the same fate as their former shipmates.

The mutineer crew is led by the lover of the undead captain, and has a forged copy of the journal of Bayyan ibn Bijan (a renowned corsair from the Ghayar era) citing both the location of the island and the whereabouts of the Decanter of the Dao in particular. In the journal however, they merely described the decanter as an item of vast wealth, deliberately leaving it ambiguous in order to easily entice would be adventurers to find and recover the item for them.

The whole series of events has left Kabil insane. His mind has snapped and he returned for his lover to make her immortal as well, unwilling to live without his beloved for all eternity. Finding the mutineers gone the undead have pursued the renegade crew relentlessly for over a decade now, and the renegades plans for salvation are finally reaching fruition through the exploits of the adventurers.

Thus, the mutineers seek to imprison the Dao once again in order to rid themselves of the curse and the threat posed to them by their former captain and his accursed sword. The Dao seeks only to remain free, and the undead pirates seek revenge on the living mutineers to suffer the same fate as has befallen them.

Adventure Summary

The adventurers are at the city of Zeir-i-Zeif, exploring the streets of its famous bazaar, when they come across "Crazy Akeem's Coffee House". Whilst the PCs are partaking of an exotic beverage a Reis (ship's captain) enters the establishment with two veteran sailors. He speaks loudly inquiring if any heroes have approached Akeem regarding his call for aid. Akeem replies negatively, where upon the captain requests to post a notice in the shop, and the shopkeeper agrees (they are old friends that have a long history).

The notice calls for adventurers to seek out Areef ibn Daulah al Zeif at his place of business; he needs them for an expedition in the Dramidj. The characters should come as a group or individually to see Areef: this is where the PCs will get their introductions out of the way and are informed of a naval expedition that the businessman has set up with his ship's captain to explore an island.

They have discovered this island through a journal that Areef came across in his business dealings: a long lost journal of the Ghayar hero Bayyan ibn Bijan (a corsair hero of renowned and VERY accomplished at plying his trade). The two men believe that there is a substantial reward to be had for minimal investment (i.e. pay someone else to explore and take all the risks while the two men control the salvage rights of all plunder discovered, praise Mouqol). If the party agrees, the ship (a Sohal known as the Bakhoury Lioness) sails at dawn the next day, if not the adventure concludes there.

Encounter 1

The encounter is with the undead island guardians, who shamble up out of the water and attack the party as they attempt to cross the shoals in a skiff dropped off the larger ship. Combat is to be fought in the boat and/or on the shoals if the boat is tipped or the adventurers jump out of the boat to weigh into melee.

The party may then proceed to the island, unmolested any further.

Encounter 2

The PCs were given a map of where to look for the ruins they seek by Anas, and as they are following the path they will stumble upon the second encounter. It is a rope noose trap that will, hopefully, cause intruders to think twice before continuing, as well as leave them alive to tell others a terrifying tale of the ferocious beasts inhabiting the island.

Encounter 3

A Wellspring of Geshtai resides on the island (kept alive by a fountain that the party will encounter later). He knows some of the work that the defilers (pirates) did on this island at the behest of the Dao. He has vowed to guard the place against any who are not of pious, pure of heart and having honorable intent, for he is sworn to keep this temple (more accurately the shrine of the ruined temple) untainted by those not worthy of her Ladyship's affections. To gain the decanter of the Dao the PCs must pass through the shrine. The guardian has clues to aid well intentioned heroes in avoiding the trap blocking their way.

Encounter 4

The fourth encounter is a trap. The entire room is a pool filled with a thin, dark liquid that drips off the stalactites and coats the walls at the opposite end of the room. Three sets of stepping stones line the outermost walls; the center of the room has no such stepping stones. The premise is that walking down the center of the room through the liquid will not set off the trap, but the stepping stones release a pair of traps.

Encounter 5

The next encounter is set within a pathway winding upwards, overshadowed by a waterfall that conceals monsters. The monsters here consider the complex their home, and defend it against interlopers.

Encounter 6

The sixth encounter is a shrine devoted to Geshtai: a statue of a maiden holding a pitcher that pours continuously into a small pool. It is a quandary for the party in this instance to discover what properties if any the locale holds. In short, the goddess blessed this shrine and any who drink the water are healed their wounds (with worshippers of Geshtai receiving more healing).

Encounter 7

This encounter is set in a small oasis-like place nestled within a canyon, and the source of the waterfall (via an underground geyser). This is where the corsairs laid the Dao's decanter to be safe and secure, and it is guarded by an undead creature.

Conclusion

The conclusion centers on a decision to be made by the party. With the successful conclusion of the expedition and recovery of the decanter of the Dao the party is set upon by overwhelming numbers by the renegade corsairs who did not get their left hand cut off by the Dao-influenced captain. Naia was Kabil's lover and first mate but she reneged on their agreement and escaped with the mutinous crew. It was she who planted the journal to

entice adventurers to recover the item for them as they were cursed by the Dao to never be able to remove the decanter from its resting place. Naia's corsairs either overwhelm the party OR offer them terms (parlay as pirates are wont to say). They either freely give up the item or they will be indentured as slaves on board the renegades pirate ship (a loss of some time units and all of their possessions).

Preparation for Play

Be sure to read the encounter notes about tactics and terrain; they are important and directly linked to Encounter Levels.

Zeif has several meta-orgs that may come into play here:

- Escaped from the Harem. Have the PC roll their Disguise check DC 30. If they do not succeed, they are noticed by the guards in Zeir-I-Zeif and must pay the penalties associated with this Background. This happens after the conclusion. But make the PC(s) sweat a bit, have them roll at the Introduction.
- The Navy, Order of Kwalish and Church of Geshtai have extra missions. Hand these out to the PCs before they leave for the island (before Encounter 1)
- Remind players in the Spahis that they have penalties to diplomacy with the Reis.

Check to see if PCs have any other organizations that may make the role-playing interactions interesting. We encourage DMs to use these appropriately.

Introduction

To create a little background information for the PCs, read the opening section as if it was meant for each PC personally. It is intended to bring the PCs together as well as show them the setting for the opening encounter.

No one could have truly prepared you for the sights, sounds and smells of the market Bazaar of Zeir-i-Zeif. You have heard stories from family members and friends about the vast amounts of people, cultures, creatures, and wondrous things that flow through the streets and lane-ways that make up the Bazaar in the city of Zeif.

You have spent several hours taking in everything that the Bazaar has to offer, food and

drink and entertainment seem to be found everywhere. Every new lane-way you travel introduces you to new wonders that until today you did not know existed.

About an hour after mid-day you start to think that it would be wise to find a place to sit down and soak in the atmosphere when you spot a tent, which has a sign out front that reads "Crazy Akeem's Coffee House". How appropriate.

You enter and find a chair upon which to sit. A serving wench asks you if you would like a drink, then heads to the bar to get you one before you have a chance to reply. What a crazy place indeed.

As you look around the tent you see people who are going about their own business and they seem to pay you no notice.

The wench returns with a hot drink that smells quite pleasant.

At this point the Dungeon Master should inform the PCs that they are all in this coffeehouse. If any of the PCs know each other from previous campaigns they are, of course, free to mingle. If not continue with the introduction.

As you drink the hot exotic brew that was placed in front of you a man of some distinction enters the tent, flanked by two other men. These men appear to be men of the sea by your assumption. The lead man's clothing and demeanor suggest a man in charge. You guess he must be a Bibasi or Albay Reis (different ranks of ship captain), but are not certain.

The two men that flank him seem hardened and well seasoned: the type of men a Reis would have watching his back in a city like this one. The Reis heads straight to the barkeep. The man standing behind the bar is wearing a dirty apron on his short and stocky looking frame with several scars visible on his shaved head. He seems to be paying more attention to the cup he is cleaning than the sailors as they enter.

A Sense Motive check (DC 15) informs the PCs that the barkeep (Akeem ibn Malik al-Zeif the Barkeep – see Appendix Five for details) may be looking at what he is doing, but his attention is definitely on the men who just entered the tent (Anas Ibn Rubani Al-Zeif - see Appendix Five for details).

"Akeem, have you received any inquiries regarding my call for aid?" asks the Reis

"No Anas, I have not. But it is still early in the day and there may still be hardy adventurers who will

enter my tent with dreams of adventure on the high seas.” replies the barkeep.

“I have a posting I wish to place in your tent, for time is of the essence and the tides will soon be right for my ship to set sail. Make sure you let everyone who looks worthy know of my request, Akeem, I set sail at dawn”

“I will Anas, for you are one of my oldest and dearest customers. By the way, my friend, if you are leaving by dawn we better make sure you have everything you need for high seas adventure. Please, come with me to the back room Reis, I just received a new shipment of Elvish wines from Celene that I believe are worthy of a man of your stature.”

“Well then Akeem; let’s get at it, for I have no time to waste”

The Reis turns to one of his sailors and says: “Shiraq, put this posting up and see to the rest of the supplies for our voyage”

“Aye-aye Reis, consider it done” replies the sailor. The first mate takes the posting scroll from the Reis and hangs the document on the tent wall by the bar. He and his comrade then leave as the Reis instructed.

Here is where the PCs may take the initiative to read the posting. See **Players’ Handout #1**. If members of the party know each other, already they may now travel as a group. If no one knows any of the PCs they may introduce themselves or head to “Daulah freight-ways & travel” located in the lower west-end of the docks.

The PCs may now move to the docks as per the posting. How they get there does not matter. The DM may give the PCs whatever leeway they need before they go to Daulah Freightways and Travel. The posting requests “all able adventures to report to Areef Daulah before sun down of this day”. The PCs have a few hours before this time.

The Docks

This part of the dock seems old and well used. There is a lot of liveliness going on today; most of the ships seem busy with activity. Seamen and longshoremen are working hard to load cargo onto most of the Sohar (ships) you can see as you walk along the docks and piers.

Any PC with a Profession (sailor) can make a DC 5 check, or a Bardic Knowledge or Knowledge (local, VTF metaregion) DC 10 check, to know that the tides will be right tomorrow for large Sohar to set sail without assistance. This is why things appear busier than normal today.

You see a sign hanging above a small warehouse door “Daulah Freightways and Travel” the same name highlighted on the posting you read earlier today. You enter the building to find a front room that appears to be an office. A man dressed for business is sitting behind a desk by the far wall. He sees you walk in and asks you to have a seat.

Hopefully the PCs are traveling as a group by this point. If not, alter the following encounter such that each PC is hired individually.

“Good day to you my friends what can I do for you this glorious afternoon of Mouqol?”

Once the PCs mention the “adventures wanted poster” from Crazy Akeem’s coffeehouse, Areef asks the party what skills and benefits they can provide him. Assuming that they do a reasonable job of patting themselves on the back, continue.

Areef asks you to follow him to a more private room to continue this conversation.

You arrive at a room that appears to be set up as a meeting area with a large desk and several chairs. Areef asks you to take a seat.

Areef offers you food and drink. He then explains that his is a relatively new sea freighting company that has only been in business for a few months. He is not new to the business however, for he did work for one of the older established family trading companies for many years. He had an opportunity to start a company of his own with the Reis Anas Ibn Rubani Al-Zeif, thanks to an unfortunate situation regarding a Nobleman’s daughter and a foreign dignitary’s aid. “But we do not need to get into that for our business today my friends.”

Areef expounds: “Everything in business is about relationships. Who you know and how you treat them determines how well you will do in this world. One of the most important things to have is the right associates, coupled with the ability to move and react to information as it becomes available. To that end, financial stability is crucial.

“And that my new friends, is where you come in. It has come to my attention that an artifact of some worth is located on an island north of here in the Dramidj Ocean. How I know this is not as important as what can be done about it. Reis Anas will take a party of adventurers to this island on his next sea voyage. We have cargo to sell in Dhabiya and the Reis is planning on leaving at dawn. Reis Anas will drop you off on this island and return in three days to

pick you up on his way back from completing our business."

I have a contract of (APL 2: 225 gp, APL4: 325 gp, APL6: 450 gp) pieces of gold upon your return as well as whatever else you can find on the island, as payment for the safe return of the artifact. I will know the item when I see it so you must bring everything you find back to me before we can consider this contract complete. What say you?"

Note: The PCs don't know it, but they will NOT be collecting this payment.

Here are some possible questions the PCs might ask. If they don't ask the right questions, have Areef volunteer the information.

What is the artifact?

"It is a decanter that is of great value to the right type of people." A Sense Motive check (DC 25) will give a hunch that he is not sure that his statement is true. If the party persists in this line of questioning Areef will add that the document speaks of a decanter of great value hidden by the famed explorer Bayyan Ibn Bijan Al-Ghayar, and will say no more.

How did you find out it was on an island in the Dramidj Ocean?

Areef will answer that a document, that was authenticated (by divination) by the Mouqollad Consortium, came into his possession a few weeks ago and he believes it identifies a lost treasure on an island that Anas has found.

Can you tell us more about this island?

Anas is the expert on islands, I suggest you get your answers from him on the morrow.

Assuming the party agrees, Areef gives each PC a contract (standard adventuring contract underwritten by the Mouqollad Consortium). He then tells them:

"Report to Reis Anas Ibn Rubani Al-Zeif on the west docks on their Sohar the "Bakhoury Lioness" at dawn tomorrow. I will arrange for accommodation to be available at a local villa nearby for the night.

By the way, Crazy Akeem is an old friend of mine. He sells more than just fine drinks in his coffeehouse: if you go back to his tent and show him you are under contract with me, Akeem will allow you entry into his other, more exclusive, store."

This ends the audience with Areef. The PCs have plenty of time to visit Akeem's other store and get a good night's sleep before heading for the docks in the morning.

In Akeem's store the PCs can find everything available in tables 7-3, 7-5 (including masterwork versions), 7-6 (including masterwork versions), and 7-8 (excluding Mounts and Related Gear, Transport, and Spellcasting and Services) in the *Player's Handbook*, as well as potions up to 500 gp and scrolls up to 750 gp listed in tables 7-17, 7-23, and 7-24 in the *Dungeon Master's Guide*, all at a 10% discount. This discount is only valid while the PCs are under contract with Areef; once their mission is complete they must pay full price.

Encounter One – Sailing to the Island

Having risen early and prepared yourselves for travel aboard a ship, you leave the villa and arrive at the docks at dawn. The sunrise breaks across the Dramidj with a blinding brilliance; the ocean is alive, rippling gold and green. Silhouetted before you is a Sohar bustling with activity. You recognize the boisterous man wearing a gold and white striped kafdan sitting atop the crows nest bellowing orders at the crew below, as the Reis from Crazy Akeem's Coffee House. His attention comes to rest upon you and he lithely repels down the mast and lands on the deck with catlike precision.

"Greetings and may Mouquol smile upon us in this endeavor. Let me introduce myself, you may call me Reis Anas ibn Rubani al-Zeif. You are the band of heroes Areef spoke of, and we are glad to have you sail with us aboard the Bakhoury Lioness. This ship sets sail within the hour so I suggest you finish whatever errands you have within the city and be on board before that time, for the tides are in our favor and a goodly wind pushes in from the west. With good omens like these our adventure is assured of success." With this said the captain turns about on his heel and cuffs a cabin boy up side the head "My oratory is no concern of yours Hanif, I asked you to coil those ropes before dawn and they are still not finished!!!"

His voice trails off as he hauls the young lad below deck for a reprimand; one, it sounds like, he will not soon forget.

Give the PCs a chance to mingle with the crew. A Gather Information check will produce the following tidbits:

- DC 5: They only know Areef ibn Daulah al Zeif as a small scale businessman with great ambition, perhaps even bordering on foolhardy.
- DC 8: The island is north of Zeir-i-Zeif, perhaps 400 nautical miles
- DC 12: The Reis is navigating to the island using some sort of journal given to him by Areef, and he is very secretive about its contents.
- DC 15: They know that the island once housed a star-gazing station for a Baklunish sect.
- DC 21: The island once housed a cult of Geshtai but was overrun by Corsairs a decade ago

As promised a good warm wind pushes the ship to the east. Your clothes billow about your body as you stand on the deck of the Lioness while she cuts through the Dramidj on a good pace. The ship travels well and swiftly; the days and nights pass with only the occasional sighting of whales and sharks. You truly marvel at the precision that the crew exhibits executing their duties about the ship in their daily routines. Reis Anas continually references his position with equipment and astrological calculations against the excerpt scroll from the journal of Bayyan ibn Bijan al Ghayar, and two days away from your destination (according to the Reis) the crew is blessed with a good omen from Istus . . . seagulls, three to be exact, which means land can not be far off.

The following day's sailing begins well but soon unusual riptides impede the progress of the Lioness towards her goal. The evening is even more unusual, for a small island of ice is adrift to the starboard side of the ship perhaps 5 to 6 miles distant and the Reis is becoming concerned with the intermittent winds that are now powering the sails. Most of that night's progress is lost, but an eventual cry from the crow's nest has the entire ship filled with excitement. . Land Ho! Reis Anas has the crew drop anchor a league away from the island and all settle down for the night to be refreshed for the forthcoming expedition.

The morning greets you with a sudden and unexpected fog that fills the air, thicker than your eyes can penetrate - a poor omen to begin such an adventure. Anas stands at the bow of the ship and peers intently through a looking glass, his brow furrowed. His hand sweeps back and fourth as he speaks with his boson, then his gaze turns upon you.

"This fog is dense, far denser than is usually found in this Ocean. The ship can not navigate past the shoals that surround the island, thus Shiraq and I

have concluded that you shall take a skiff piloted by him to the island. He shall drop you ashore. Investigate the locale for the item Areef seeks, and we shall return in three days to collect you from the beach. Go below and prepare yourselves, for the omens speak of a daunting journey fraught with unnatural perils; may Istus bless and keep you. Take this map as a guide. Areef and I have marked out reference points from the scroll that should help guide you. "

Give PCs **Player's Handout #2**, and a chance to prepare themselves for action. Refer to **DM Map 1** for the combatants starting position. Players can use **Player Handout #3** to show their positions in the skiff. DMs are encouraged to cut out the skiff. It should fit on a one inch grid with PCs in a single file.

With this said the crew begin to hoist the skiff off the deck and over the gunwale to lower it to the water.

You have girded yourselves in your usual fashion for adventure but the mood is quite somber as you make your way past the crew and lower yourselves into the skiff. Shiraq has donned a studded leather vest and hooked a bejeweled scimitar to his hip; his mood reflects that of the crew but he goes about his business readying the skiff for the short trip to the island. The fog is still just as impenetrable as before and Shiraq hooks a lantern to the prow of the ship and pushes off.

The ocean is calm for the most part and the skiff glides through the water with the rhythmic strokes of Shiraq's oar. Soon enough the shoals appear as promised and they protrude through the surface of the water at several points. Shiraq is skilled enough and handles the craft well; his expression is fixed and focused as he concentrates on his navigation, when suddenly he goes blank. He rubs his eyes and peers into the fog, then rubs them yet again shaking his head as he looks forward once more and begins to panic.

"The dead walk the water, the Goddess rejects the dead and they seek revenge upon us!" Shiraq screams wildly as he hefts his oar up on high and steadies himself in the boat waiting for the undead to advance.

APL 2 (EL 3)

☛ **Human Skeletons (6):** hp 6, 6, 6, 6, 6, 6; See *Monster Manual* page 226.

Tactics: The creatures are undead and mindlessly fulfill their assigned task of protecting the island from

intruders. They walk along the shoals until they intercept the boat and then rise up to overturn the craft to spill its cargo. They then assault the party, until they are completely destroyed.

Treasure: One gold earring (25 gp value) and one scimitar each. There is one medallion featuring the mark of Kwalish (if any PC has the meta-org mission) Note: earrings are worn by sailors should they need money after being washed overboard and making it to shore, or to cover the expense of a burial should someone find their body washed ashore.

APL 4 (EL 5)

🔪 **Troglodyte Zombies (4):** hp 29, 29, 29, 29; See *Monster Manual* page 266.

Tactics: The creatures are undead and mindlessly fulfill their assigned task of protecting the island from intruders. They walk along the shoals until they intercept the boat and then rise up to overturn the craft to spill its cargo. They then assault the party, until they are completely destroyed.

Treasure: One gold earring (24 gp) and one greatclub each.

APL 6 (EL 7)

🔪 **Ogre Zombies (4):** hp 55, 55, 55, 55; See *Monster Manual* page 267.

Tactics: The creatures are Undead and mindlessly fulfill their assigned task of protecting the island from intruders. They walk along the shoals until they are within two range increments with their javelins (60 feet), at which point they will hurl their ranged weapons. When the boat reaches the shoal they will intercept it and then rise up to overturn the craft to spill its cargo. They then assault the party, until they are completely destroyed. Note that the ogre zombies do not benefit from cover while in the water (they are too large).

Treasure: One gilded corral earring (102 gp), one Large greatclub, and two Large javelins each.

Terrain: The shoals should be treated as difficult terrain should individuals hop out of the boat to fight (the water is roughly three feet deep). The fog provides limited visibility (*Dungeon Master's Guide* page 94 and *Player's Handbook* page 152), except that the water aids in reflecting the obscured sunlight so treat all ranges as doubled (all vision beyond 10 feet is obscured: creatures beyond 10 feet have concealment). The gunwale of the boat should provide cover for both sides. Standing in 3' deep water likewise provides cover for either side (for Small or Medium creatures, see *Player's Handbook* page

151). Shiraq has propelled the craft with enough momentum for it to continue moving forward. The craft will move 5 feet per round for eight rounds.

Developments: The PCs on a Spot check or Heal check, DC 5, will notice that the undead creatures are all missing their left hands (although they can still attack normally, even with their two-handed weapons).

Tipping the boat can be accomplished by the undead with three successful Strength checks of DC 18; alternately a single check of DC 23 will immediately swamp the craft.

The water is not deep enough for boat to be fully sunk; it will still provide cover once it is swamped, and can be climbed (Climb DC 12). Melee from on top of the unstable craft should result in a -4 penalty to attacks, ranged combat a -2 penalty.

The party can easily retrieve any spilled equipment and walk to shore 200' away, over rough shoal terrain, leading to white sandy beach (still rough terrain). Should they wish they may also want to upright the boat (Strength DC 20, everyone can assist) and bail out the craft with ad hoc tools (helmets, boots, actual buckets, etc.) which should take 200 rounds of work (divided by number of people working).

Treasure

APL 2: L: 8 gp; C: 25 gp; M: 0 gp

APL 4: L: 2 gp; C: 16 gp; M: 0 gp

APL 6: L: 4 gp; C: 68 gp; M: 0 gp

Encounter Two – The Pirates Trap

You have been following the pathway for several minutes now, and it appears to follow your map closely enough so far.

Have the PCs determine their marching order. The front-most PC on the path will encounter the snare trap. Refer to **DM Map #2**.

All APLs (EL 1)

🔪 **Snare Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; dragged 50 ft. (2d6 non-lethal damage); ghost sound (see description); Search DC 25; Disable Device DC 15; Market value 1,620 gp + 10 XP.

Trap: If the trap goes off the PC is pulled to the ground and lands on her back. The trap is designed to drag the PC across the ground for 50ft. in one round. The counter balance on the trap is over 1 ton in weight so the PC will move at a very quick pace. The snared PC will take 2d6 non-lethal damage from this ordeal.

The snared PC will be dragged the 50-foot distance and then find them selves hung about 10' from the ground suspended by three wooden beams anchored by four stone pillars. Part of the trap is a ghost sound that is activated at this point. The first sound is a large creature roaring somewhere ahead of the snared PC. Call for initiative at this point. Allow the PCs to complete their actions in round one (any PC that can make a Spellcraft check at DC 20 can determine that the sound is the result of a ghost sound spell).

In round two a new ghost sound will activate: this one is the sound of a large creature moving toward the snared PC.

At the start of the third round three new ghost sounds activate: heavy breathing and growling from three different directions. At this point the trap is finished. How the PCs handle getting out of the trap and what they do about the noises is up to them. A PC cut free falls to the ground (1d6 damage). They will find no signs of any creature to track/follow.

The rope used to snare the PC has an AC 20, hardness of 0 and 10 hp. A Strength DC of 25 can break the rope or a DC 24 Escape Artist will allow the PC to wriggle free.

Encounter Three – The Wellspring

You continue along the pathway, heading ever upwards, when a magnificent sight comes into view. Before you is an ancient portal rising high up into a cliff face with ornate carvings of floral themes and raised calligraphy with repeating geometric patterns found throughout the background. Lifelike statues adorn the entire entrance and a lone archway leads into the darkness of the cliff.

Knowledge (religion) DC 15 indicates these figures depict an ancient rendering of Gehstai and her trappings. This is all that remains of the temple complex that once housed the cult devoted to Geshtai which expired long, long ago. A Knowledge (architecture and engineering) check, DC 15, will indicate stress fractures about the

entire threshold (not severe enough to cause any major structural harm), slight damage to the statues, and blemishes to the carvings about the locale.

The passage through the archway is a dark and damp tunnel. Intricately carved, marvelous flutings designed to capture and channel water seeping through the limestone and divert it inward line the tunnel. The carvings are all of an aquatic nature: water elementals interacting with a celestial fish, camels patrolling the deserts, clay jugs pouring fourth gouts of water, and a young maiden traversing pools and streams; the same geometrical repeating patterns found on the front cliff face are also repeated in this passage. The passageway echoes with the trickle of the channeled water, and the noise grows ever louder as you progress deeper into the bowels of the rocks.

A faint pinprick of light appears like a star in the sky. As you approach its source the shaft begins to grow quiet; the channeled waters are diverted downwards into holes in the floor. The moisture of the place clings to the walls and ceiling here and all illumination reflects about the passage to create an amazing, almost heavenly, light show that is blinding yet exquisite all at once.

An archway is revealed at the end of the tunnel, etched and carved like the main entrance but on a smaller scale. The chamber beyond is well lit and the scent of incense hangs heavily on the air. A spartanly furnished room lies before you, multi patterned ornate rugs with marine themes litter the floor, a wardrobe stands to the south and bookcases with loose parchments and about a dozen books line the north wall. Braziers stand on either side of the archway you have just entered and alike on the archway that opens opposite you across the room. A nearly transparent opaque calcium drapery clings to the ceiling in the southeast corner. It is irregular in appearance and is anchored at its base by stalactites; carpets and bedding lie behind it as does a small wooden reinforced chest. An oddly shaped rock formation rises up in the middle of the room; it roughly resembles a baby elephant (flowstone encrusted to an existing rock). Atop this rests a large tomb and behind it, sitting in a high-backed coral chair, is a man of roughly sixty years.

He has two grey even streaks running through his neatly trimmed beard, as well as flaring from his temples. He wears an older armor design (A Knowledge (history) or Craft (armorsmithing) check, DC 14, places the design somewhere in the reigns of Turuvez the Triumphant, beginning in 3091 BH [432 CY] through Kamuran the Fortunate, ending in 3189 BH [530 CY])

and as he looks up from the pages of the book he begins to speak, you notice his language is dated.

"May the waters of the great lady nourish and keep you, here the tranquility of the waters repose upon thy hearts. Allow me to introduce myself for I am the guardian of this locale, you may address myself as Wellspring Karim ibn Khalid al-Zawa. Now, how be called each of you?"

Karim will question them as to their intentions and religious affiliations; he seeks to know their hearts and determine whether or not they are worthy of visiting the shrine and receiving the blessings of Geshtai. He is not concerned about the treasure of the corsairs, his only concern is that the pool is not claimed, defiled, poisoned/diseased or otherwise destroyed by the party. Geshtai has made the pool available to all of her children, and only seeks to prevent those of a destructive nature from harming the waters so provided.

Allow the party to introduce themselves to Karim. He is quite formal in his manners and speech as he is 136 years of age. He was groomed as a Spahi's son, in the reign of Turuvez the Triumphant and after secluding himself on this island some one hundred years ago has remained isolated and unable to keep up with the changes to the outside world.

Questions Karim has;

- 1) Why have you come to this island?
- 2) Have you ever heard of this temple or of the shrine before?
- 3) Do you wish to harm the pool of the shrine in any way?
- 4) Do any of you worship fire gods? Perhaps gods of disease or poison for that matter?
- 5) Have you encountered any corsair ships whilst you traveled to this island?
- 6) Do you know what the corsairs wanted with this shrine of Geshtai?
- 7) Will you give reverence to her Ladyship, the Daughter of the Oasis, Geshtai?

What Karim knows (this may come up as he asks his questions to the PCs):

- The corsairs landed on the island nearly 10 years ago.
- He did combat with at least twenty corsairs and he saw a woman commanding the crew in their combat tactics.

- When he awoke the ship and crew were gone, but they had laid a trap on the island (the one the adventurers have already encountered) and re-set others already existing within the temple complex. Some have been sprung and never re-set.
- The ship had a special cargo of creatures or creature parts that the corsairs placed deep within the island. Of the exact nature of these creatures, Karim is not certain.
- The corsairs seem to have split into two groups after pillaging the temple, possibly not on friendly terms, for as Karim searched the island after recovering he discovered a camp and clear evidence of recent shipbuilding activity.
- There is a shrine to Geshtai deeper inside the mountain. It is past the waterfall and the test of Geshtai.
- The shrine is old, very old. The pictographs date to a time near the Rain of Colorless Fire and the beginning of the Sultanate. Karim found it through the guidance of Geshtai. He hopes that the tales of this do not spread too far.
- The decanter the PCs seek seems to have corrupted part of the valley past the shrine. It is a source of evil and decay from what Karim can tell. He tends to spend no time in the valley.
- Karim believes that it is the power of Geshtai that holds the decaying area near the decanter at bay. This area is surrounded by streams and a river, and its corruption would surely have taken over the island if not for the blessings of Geshtai.

Should Karim manage to convince the party (or individual PCs) to give reverence to Geshtai he will give them small vials of water suspended by a silvered pearl necklace, and give them a clue about avoiding the test of Geshtai's faith in the next room. Note that a worshipper of most good Baklunish deities should have no trouble with this requirement; it is common to give praise to several gods, depending on the circumstance.

Karim's words of wisdom to aid those deemed worthy of Geshtai's blessings are as follows;

"Embrace the gifts of Geshtai no matter what their forms, nor meander on the course set before you, travel straight and true like a strong river. Geshtai is watching and waiting, her test will separate the worthy from the infidel."

With the parting comments, Karim bids you good speed on your venture, and again invokes the blessings of Geshtai to be upon you.

Should Karim fail to convince any PC to give reverence to Geshtai, he will give them neither the vials nor the clue.

If the party is malevolent towards the pool and/or assaults Karim, he will defend his charge unto death (see tactics below).

All APLs (EL 9)

☞ **Karim ibn Khalid al Zawa:** hp 76; See Appendix One.

The chest behind the calcified curtain contains only clothing and toiletries, nothing of real value. The wardrobe is where Karim keeps his armor and its cleaning implements. The bookcases contain the few bits of written records about the temple and teachings of Geshtai that Karim has been able to recover whilst on this island over the decades.

Encounter Four – Geshtai’s Test of Faith

You move down a dark & dust filled hallway that is 20 ft. long and 5 ft. wide. The hallway ends at an open alcove. As you look past the alcove you see a room on the other side. The walls and floor seem to be man made. The ceiling however appears to be a natural formation with large stalagmites (2 feet in length) covering most of the surface. An open alcove is located on the opposite wall directly in line with the one that you are now standing at. A black liquid covers most of the floor, only the first 5 feet into the room and the last 5 feet in front of the opposite alcove are not covered by this black bubbling liquid. The source of this nasty looking substance appears to be dripping from the stalagmites on the ceiling as well as running down both side walls.

Inside the room you see six stones located in the black liquid. Each stone is flat and is 18 inches square; the top surfaces of these stones are clear of the black liquid. Three of these stone run down each side of the room, approximately 5 feet apart.

If the PCs were able to understand the cryptic message from the Wellspring they will walk down the middle of the room to the other side, ignoring the liquid.

The black liquid is not dangerous and is only 2 inches deep. The liquid has a natural acidic compound that was filtered through the lime stone in these caverns. It has been mixing with the water and is pooling in this room.

If a PC touches the substance with her bare hand, have her make a Fortitude save DC 20. If she fails she will feel a warm tingling sensation for 1d4 rounds, although no harm will come of this.

If the PCs use the stones to travel across the room the middle stones on both sides of the room will trigger a trap. These traps are pressure release traps and require 65+ pounds of pressure to activate. So anyone lighter than this will not activate the trap. The trap is activated by anyone standing in the 5’ square not just on the stone. The trap releases by lowering the 5’ square one inch.

APL 2 (EL 4)

☞ **Steaming Hands Trap (2):** CR 2; magic device; proximity trigger; automatic reset; Spell effect (burning hands with Energy Substitution (cold), 1st level wizard, 1d4 fire, Reflex DC 11 save half damage); Search DC 26; Disable Device DC 26; Market value 500 gp + 40 XP.

Trap: The two burning hands traps are placed such that the areas of effect do NOT overlap; the first area will center on the trigger square and the second area will center on the opposite wall (see DM Map #3).

APL 4 (EL 6)

☞ **Lightning Bolt Trap (2):** CR 4; magic device; proximity trigger; automatic reset; Spell effect (lightning bolt, 5th level wizard, 5d6 electricity, Reflex DC 14 save half damage); Search DC 28; Disable Device DC 28; Market value 7,500 gp + 600 XP.

Trap: The two lightning bolt traps are placed such that the areas of effect do NOT overlap; the first area will center on the trigger square, firing straight across the room and the second area will center on the opposite wall, 10 feet back, firing straight across the room (see DM Map #3).

APL 6 (EL 8)

☞ **Ice Strike Trap (2):** CR 6; magic device; proximity trigger; automatic reset; Spell effect (flame strike with Energy Substitution (cold), 9th level cleric, 9d6 half cold/half divine, Reflex DC 17 save half damage); Search DC 30; Disable Device DC 30; Market value 22,750 gp + 1,820 XP.

Trap: The two ice strike traps are placed such that the areas of effect do NOT overlap; the first area will center

on the wall behind the trigger square, and the second area will center on the opposite wall (see **DM Map #3**).

Developments: The ceiling in this room is filled with stalactites leaving a clearance of only 8 feet, restricting the maximum long jump distance to 10 feet. The walls are perfectly smooth and coated in a slippery surface thus making them unable to be climbed. Pitons will work (see *Player's Handbook* page 69) but will be coated in the oozing black substance as they are pounded into the wall forcing the character to make a Fortitude save with the same effects as above.

Encounter Five – The Waterfall

The alcove on the other side of the room is the start of a 20 foot long corridor, ending at a circular stairway that works its way up. As you move up the stairs you hear a strange noise from above.

Any PC that can make a DC 10 Knowledge (nature) or Survival check can identify the sound as falling water.

As you keep moving up the stairs the sound that you heard from below becomes much louder and more defined. The stairway opens up onto a small platform at the bottom of a natural crevice; as you look up it appears to be over 100' high. A 10' wide ledge to the right of the platform starts to work its way up on the right side of the crevice at about a 20-degree slope. It travels for about 50 feet then turns to the left. A natural waterfall that flows down into the crevice from above covers the left side of the crevice, parallel to the ledge. The waterfall seems to drain out under the platform where you are now standing. The waterfall is less than 5 feet away from the ledge and is close enough that you can put your hand under the water while standing on the ledge.

Once the party travels about 20 feet up the ledge have each PC make a Spot check (APL 2: DC 29, APL 4: DC 26, APL 6: DC 14) to notice something moving behind the water. If no one spies the monster(s), the PCs will be surprised. Use **DM Map #4**.

The noise generated by the waterfall adds +10 to all DC's involving Listen checks, including speech between characters. See *Player's Handbook* page 78.

APL 2 (EL 3*)

☛ **Grimlocks (3):** hp 12, 11, 11; See *Monster Manual* page 140.

Tactics: The grimlocks will jump across the water to attack the party, charging with surprise if they were not spotted, blocking their advance up the tunnel.

*Because of the loud noise of the waterfall, the blindsight of the grimlocks is severely reduced. The range is reduced from 40 ft. to 10 ft. This, along with the likelihood of surprise, is factored into the EL.

APL 4 (EL 5*)

☛ **Derro:** hp 16; See *Monster Manual* page 49 (add masterwork weapons).

☛ **Grimlocks (3):** hp 12, 11, 11; See *Monster Manual* page 140 (add masterwork weapons).

Tactics: The derro shoots his crossbow in the surprise round (if there is one), and then uses his darkness spell ability in round one. The grimlocks will delay until the darkness spell activates, then jump across the waterfall and attack.

The Derro carries a medallion featuring the mark of Kwalish (if any PC has the meta-org mission)

*Because of the loud noise of the waterfall, the blindsight of the grimlocks is severely reduced. The range is reduced from 40 ft. to 10 ft. This, along with the likelihood of surprise, is factored into the EL.

APL 6 (EL 7*)

☛ **Minotaur (2):** hp 39, 39; See *Monster Manual* page 188 (add masterwork weapons).

Tactics: The minotaurs have 10ft. reach with their axes, and will attack from the other side of the waterfall (20% miss chance through the waterfall) on the first round. They will then retreat back 10 feet to encourage the PCs to provoke attacks of opportunity as they move through the waterfall.

*Because of the favorable conditions, the EL has been adjusted.

The creatures have their bedding and personal effects along the back of the alcove.

Treasure:

APL 2: L: 85 gp; C: 8 gp; M: *wand of cure light wounds* (62 gp), wand of enlarge person (62 gp).

APL 4: L: 285gp; C: 132 gp; M: *wand of cure light wounds* (62 gp), wand of enlarge person (62 gp).

APL 6: L: 138 gp; C: 200 gp; M: *wand of cure light wounds* (62 gp), *wand of enlarge person* (62 gp).

Encounter Six – The Shrine of the Daughter of the Oasis

As you continue to ascend the natural shaft a faint trickling sound begins to fill the tunnel. It grows louder as you climb. A beautiful archway has been carved into the cavern mouth, surrounding you as you enter the chamber that lies within.

Passing through the threshold of the archway, a cavern roughly sixty feet in diameter opens widely before you, and a whiff of brine hovers in the air. Your light sources glimmer off the water and crystals bathing the surfaces in a myriad of rainbow effects.

The cavern is rimmed with stalactites ranging from half a foot down to fractions of an inch thick, flowstone encrusted formations, twinkling calcite crystals, and a naturally formed pool. The pool is located in the north east portion of the cave, roughly eight feet across and its ledge is adorned with gypsum flowers of red and white, and it is flanked by cave draperies of nearly transparent calcite deposits, but within the pool is a true marvel.

Resting atop a stalactite ledge protruding from the center is a statue of a young Baklunish woman pouring out a clay water jug. A thin stream of water issues fourth from the jug and enters the pool with a sweet melody that reverberates throughout the cavern.

The pool is approximately ten inches deep, and the lip is naturally formed rising up from the floor to a foot and a half. The water is slightly brackish and murky; the water issuing out of the jug is the same as can be found in the pool. It has a slightly viscous feel to it but is tepid to the touch.

Light sources reflect and refract about the grotto creating a sense of serenity, and the space is naturally heated to a comfortable degree hitherto unmatched in this subterranean complex. Lying within arms length of the lip of the pools edge is a plain silver goblet, untouched by time.

Should the party take Karim's advice and consume the water issuing out of the jug or from the pool the following effects take place (only if the water is held in the silver goblet, in any other container nothing happens at all):

The water immediately turns crystal clear and chills significantly. As you take a sip, you taste a sweetness that was not present in the water previously.

Worshippers of Geshtai are immediately restored to full hit points as if a heal spell were cast upon them by a 15th level caster. Further, they will also gain the benefits of protection from evil as per the spell, except that the duration is 24 hours.

Those that give thanks to the goddess Geshtai (and worship one or all of the Baklunish pantheon) at the pool and drink the water from it shall receive the effects of the following spell:

APL 2: *cure light wounds* spell as if cast by a 3rd level caster.

APL 4: *cure moderate wounds* spell as if cast by a 5th level caster.

APL 6: *cure serious wounds* spell as if cast by a 7th level caster.

Those that do not venerate Geshtai and drink from the fountain will quench their thirst and only benefit from a cure minor wounds spell. Further, the character must make a DC 17 Fortitude save against a touch of fatigue (Geshtai is gently reminding the character of why her gifts are so important); which lasts until the character steps over the threshold of the entranceway, leaving the shrine.

Note that the water from the pool will not function beyond the threshold of the cavern; the magic is restricted to this room only.

Remember that attempts at saving throws can be made if desired. If the party has no idea of what the pool does and are leery about drinking the water, you should certainly allow them to save against the effects of the pool.

The party may need to retreat back to the shrine to rest and heal to better handle the next encounter, allow them this opportunity (perhaps even suggest it if they are experiencing difficulties).

This is the fountain to Geshtai that requires a sample to be brought back for those of the Geshtai meta-org.

Encounter Seven – The Resting Place of the Decanter

The passageway continues its winding path upwards from the shrine. The air begins to take on a fresh smell, replacing the stale musty aroma that has filled the tunnel for most of the journey to this point. A hint of daylight breaks through the darkness until it

fills the corridor and vegetation silhouettes itself about the mouth of the exit.

The opening leads to a sanctuary set inside a canyon filled with lush and bountiful foliage. A distant roar of water bespeaks of yet another waterfall housed within this isle, but a strange sensation settles about you as the ominous lack of noise from fauna becomes apparent.

The path you have been following is somewhat overgrown but does not impede your progress. The further you go along the path the more the plant life seems to wither, turning more brown than green, and there are still no noises about except those of you and your companions.

After a brief walk the vegetation unexpectedly recedes and you are able to see a clearing, roughly 80 feet in diameter, with exceptionally withered vegetation, and at its center stands the remains of a stone building. The roof and walls have collapsed leaving rubble and brick remnants of the walls foundations (A Knowledge (architecture and engineering) check, DC 18, will determine that the building was once a bath house).

An artificial manmade pond lies to the west of the ruin and a small tributary feeds this pond from a stream that encircles the western half of the clearing in a rough semicircular pattern. A closer investigation reveals a three foot tall pedestal standing alone within the ruin; it is of fine quality and formed from grey stone.

Hiding within the rubble of the ruins and using the remains of the walls for cover is the guardian left by the corsairs to protect the Dao's decanter. The creature is bound to this spot, contained by the instructions left by the corsairs. They must remain within 30 feet of the building. Use **DM Map #5**.

Should anyone enter the rubble and stand next to the pedestal, a low rumbling noise grows in intensity and the ground begins to quake much like seismic activity. The creature gains a surprise round and uses it to stand up out of the rubble.

APL 2 (EL 3)

👤 **Troll Skeleton:** hp 39; See *Monster Manual*/page 227.

Tactics: The troll skeleton will rise up out of the rubble for its surprise round; it occupies the north east corner of the larger building. Anyone in its squares must make a DC 10 Reflex save or be knocked prone as the skeleton rises up. It will continue to attack until it is destroyed or

is unable to pursue the party any more (more than 30 feet from the ruined building).

APL 4 (EL 5)

👤 **Ettin Skeleton:** hp 65; See *Monster Manual* page 227 (only claw attacks, no morningstars or javelins).

Tactics: The ettin skeleton will rise up out of the rubble for its surprise round; it occupies the north east corner of the larger building. Anyone in its squares must make a DC 12 Reflex save or be knocked prone as the skeleton rises up. It will continue to attack until it is destroyed or is unable to pursue the party any more (more than 30 feet from the ruined building).

APL 6 (EL 7)

👤 **Cloud Giant Skeleton:** hp 110; See *Monster Manual* page 227 (only claw attacks, no morningstar or rocks).

Tactics: The cloud giant skeleton will rise up out of the rubble for its surprise round; it occupies the north east corner of the larger building. Anyone in its squares must make a DC 14 Reflex save or be knocked prone as the skeleton rises up. It will continue to attack until it is destroyed or is unable to pursue the party any more (more than 30 feet from the ruined building).

Developments: the PCs will notice on a DC 5 Spot or Heal check that the undead creatures are missing their left hands (they can still attack with their left stumps at their normal ability).

The stream is 2'-3' deep and flows slowly, not enough to hamper characters in combat. The rubble and ruined wall are low enough that they can not provide cover of any sort.

A closer examination of the pedestal will reveal an impression on the top in the shape of a right hand, and an inscription encircling the edge. There is a lock that can only be opened by rotating the top of the pedestal in a combination motion with ones LEFT hand only. A small niche within will reveal a cobalt blue silvered decanter that is missing its stopper. It has one peculiar feature, which is that although it has no stopper the mouth of the bottle is solid black and impenetrable.

The Open Lock is DC 25 to bypass the lock. The pedestal has hardness 8 and 540 HP.

Treasure (for all APL's):

There is one medallion featuring the mark of Kwalish (for any PC with the meta-org mission) on the skeleton.

APL 2: L: 150 gp; C: 0 gp; M: potion of protection from arrows 15/magic (125 gp), bracers of armor +2 (333 gp), elemental gem (187 gp).

APL 4: L: 150 gp; C: 0 gp; M: potion of protection from arrows 15/magic (125 gp), bracers of armor +2 (333 gp), elemental gem (187 gp).

APL 6: L: 150 gp; C: 0 gp; M: potion of protection from arrows 15/magic (125 gp), bracers of armor +2 (333 gp), elemental gem (187 gp).

Conclusion

You return through the halls of Geshtai's Shrine. As you pass through, Karim congratulates you on your success and praises Geshtai for aiding you in removing the vile artifact that the Corsairs left behind.

"The island should return to its natural state now; Geshtai obviously guided your hands as you passed her test of faith."

Karim accompanies you to the mouth of the Shrine and waves good-bye, wishing you good speed on your return home.

The path down to the beach seems easier and shorter than the trip up, and you arrive at the beach in no time at all.

However, as you emerge out of the foliage of the jungle an array of roughly three dozen corsairs stand in a semi-circle before you on the beach, a beautiful woman in her mid thirties standing defiantly behind them.

The woman is Naia Kralice, the former first mate of the corsair ship which landed here over a decade ago. Although in her mid-thirties, she possesses an ageless beauty, with dark eyes and hair and exquisite golden sheen. She is clad in a mithral chain shirt and two scimitars hang at her sides. Beside her is the bound form of Reis Anas

"Thank you for retrieving our property, please hand it over now and we shall let you go, resist and torment and toil are in you future. We have seized the Bakhoury Lioness and have her crew in shackles: look out to sea and see their furrowed sails as the ship sits idle, lashed to ours. See here we also have your Reis, bound and helpless. You have no way off this island unless you give us the decanter.

"But wait, before you decide allow me to tell you our tale, for it is a sad one and will weigh heavily on your decision, I am sure."

See **Appendix Four:** Naia's Tale for the full story.

After completing her tale, Naia continues:

"Admittedly, I did use deception on your employer, but he was exactly what we needed: gullible enough to fall for our hook, yet resourceful enough to complete the task.

"I do have some other items to exchange for the decanter so that all your efforts have not been for naught.

"Having heard all that I have had to say, do we have a deal?"

Naia is very willing to negotiate (see Favor of Naia Kralice on AR for details) and will fully reveal her harrowing tale to the adventurers before they decide whether or not to give over the decanter.

Should the party decide to hand over the decanter, a crewmember accepts the vessel and a huge cheer erupts through the ranks of the corsairs. The PCs are then transported over to the Bakhoury Lioness and helped aboard. The corsairs will be well underway by the time the party manages to free Reis Anas and his crew, who remarkably suffered neither casualties nor loss of wealth at the hands of the corsairs.

Naia has a faster ship and a good head start and will not be able to be caught by the party (she also has undisclosed magical means to aid in sailing if the PCs think of trying) and their ship is soon lost in the fog banks that have settled a quarter mile off shore of the island.

If the PCs are reluctant to break their agreement with Areef, remind them that Reis Anas is Areef's business partner. If questioned, he will tell the PCs that he now knows that the decanter is not as valuable as Areef was led to believe, and that it would be in everyone's best interest for the PCs to give it to the corsairs.

If the party decides to fight the corsair crew they will be defeated in short order, although the corsairs will only deliver non-lethal damage (they are all decked out with Kettish saps).

Once they have been subdued and restrained, the PCs will be harangued until one agrees to give over the decanter freely (even if it is under duress, the item must be handed to the corsairs as they have been cursed to never be able to pick it up themselves by the Dao).

Failing this the weakest party member will be keelhaunched until they break and freely give over the decanter, at 2d4 damage per pass until the PC gives in or

passes out. The corsairs will continue until one of the PCs breaks, for days if required.

If the PCs fight the corsairs to the last PC standing (without ever surrendering), then even after they recover from the beating and eventually give the decanter to Naia, they are then forced to serve aboard the corsairs' ship to aid in rowing for a period of time. Naia will eventually release them when she believes they have paid their dues, but will keep all of their gear.

Regardless of the means, it is certain that the PCs will be returning to Zeir-i-Zeif empty-handed. With the backing of Reis Anas, however, merchant Areef holds no grudge against the PCs.

The End

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.

Encounter One

Overcome the guardians:

APL 2	90xp
APL 4	150xp
APL 6	210xp

Encounter Two

Encounter the trap:

APL 2	30xp
APL 4	30xp
APL 6	30xp

Encounter Three

Role playing with the Templar:

APL 2	30xp
APL 4	30xp
APL 6	30xp

Encounter Four

Encounter the trap:

APL 2	60xp
APL 4	120xp
APL 6	180xp

Encounter Five

Overcome the creatures:

APL 2	90xp
APL 4	150xp
APL 6	210xp

Encounter Seven

Defeat the guardian:

APL 2	90xp
APL 4	150xp
APL 6	210xp

Story Award

Retrieve the Decanter:

APL 2	60 xp
APL 4	45xp
APL 6	30 xp

Total Possible Experience:

APL 2	450xp
APL 4	675xp
APL 6	900xp

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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Introduction

APL 2: L: 0gp; C: 225 gp; M: 0 gp

APL 4: L: 0 gp; C: 325 gp; M: 0 gp

APL 6: L: 0 gp; C: 450 gp; M: 0 gp.

Note: There is very little chance the PCs will see this gold.

Encounter One:

APL 2: L: 8 gp; C: 25 gp; M: 0 gp

APL 4: L: 2 gp; C: 16 gp; M: 0 gp

APL 6: L: 4 gp; C: 68 gp; M: 0 gp

Encounter Five:

APL 2: L: 85 gp; C: 8 gp; M: *wand of cure light wounds* (62 gp), *wand of enlarge person* (62 gp).

APL 4: L: 285gp; C: 132 gp; M: *wand of cure light wounds* (62 gp), *wand of enlarge person* (62 gp).

APL 6: L: 138 gp; C: 200 gp; M: *wand of cure light wounds* (62 gp), *wand of enlarge person* (62 gp).

Encounter Seven:

APL 2: L: 150 gp; C: 0 gp; M: *potion of protection from arrows 15/magic* (125 gp), *bracers of armor +2* (333 gp), *elemental gem* (187 gp).

APL 4: L: 150 gp; C: 0 gp; M: *potion of protection from arrows 15/magic* (125 gp), *bracers of armor +2* (333 gp), *elemental gem* (187 gp).

APL 6: L: 150 gp; C: 0 gp; M: *potion of protection from arrows 15/magic* (125 gp), *bracers of armor +2* (333 gp), *elemental gem* (187 gp).

Total Possible Treasure

APL 2: 450 gp (gold available 1046 gp)

APL 4: 650 gp (gold available 1355 gp)

APL 6: 900 gp (gold available 1330 gp)

Items for the Adventure Record

Item Access

APL 2:

wand of cure light wounds (Regional, Dungeon Master's Guide)

wand of enlarge person (Regional, Dungeon Master's Guide)

adamantine arrows (Regional, Dungeon Master's Guide)

potions of protection from arrows 10/magic (Adventure, Dungeon Master's Guide)

bracers of armor +2 (Adventure, Dungeon Master's Guide)

elemental gem (Adventure, Dungeon Master's Guide)

*Quall's feather token (fan) (Regional, Dungeon Master's Guide)

*Quall's feather token (anchor) (Regional, Dungeon Master's Guide)

APL 4: (all of APL 2 plus the following):

Medium spider venom (Adventure, Dungeon Master's Guide)

*rope of climbing (Regional, Dungeon Master's Guide)

APL 6: (all of APL's 2-4 plus the following):

Large greatclub (Adventure, Player's Handbook)

Large javelin (Adventure, Player's Handbook)

masterwork Large greataxe (Adventure, Player's Handbook)

gloves of swimming and climbing (Regional, Dungeon Master's Guide)

Favor of Crazy Akeem: Crazy Akeem has connections in the Order of Kwalish. A PC with the favor of Crazy Akeem can contract a member of that order to repair a damaged magic item. The Order does require some service from the PC, to the amount of 1 TU per 1,000 gp value of the item (minimum 1 TU). Using this benefit does not void the favor; it can be used multiple times.

Favor of Karim ibn Khalid al-Zawa: counts as a favor of the Church of Geshtai.

Curse of Geshtai: The PC's thirst will never be quenched for the next six adventures. This results in a -1 circumstance modifier to all attacks, skill checks, and ability checks until the six adventures are completed, or an atonement is cast upon the PC by a cleric of Geshtai.[] [] [] [] [] [] [] []

Enslaved by Corsairs: The PC is enslaved by corsairs for 12 TU. At the end of this period the PC is dumped off at the Zeir-i-Zeif docks, naked and without any gear.

Returned the Decanter: The PC (willingly or otherwise) gave the silver decanter to Naia Kralice. This may have future repercussions.

Favor of Naia Kralice: Because the character has willingly given the silver decanter to Naia, she has made some contacts available. The PC has access to the items below marked with a star (*)..

Influence with the Church or Geshtai: For bringing back a sample of the wellspring, you have gained an influence point with the Church of Geshtai

Influence with the Order of Kwalish: For bringing back the medallion for study, you have gained an influence point with the Order

Influence with the Navy: For writing out a report on your voyage (leaving out no details) you have gained influence of the Navy.

Appendix One: Karim ibn Khalid al-Zawa

Karim ibn Khalid al-Zawa: Baklunish human male Ftr8/PiousTemplar1; CR 9; medium humanoid (human); HD 9d10 +18; hp 76; Init +1; Spd 20ft; AC 22, touch 11, flat-footed 21; Base Atk +9; Grp +12; Atk +15 melee (1d6+6, +1 scimitar) or +15 melee (1d6+6, +1 short spear); Full Atk +15/+10 melee (1d6+6, +1 scimitar) or +15/+10 melee (1d6+5, +1 short spear); SA spells; SQ mettle; AL LG; SV Fort +10, Ref +3, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +7, Concentration +4, Diplomacy +10, Handle Animal +5, Heal +2, Intimidate +9, Jump +4*, Knowledge (nobility/royalty) +4, Knowledge (religion) +5, Ride +8; Cleave, Greater Weapon Focus (scimitar), Greater Weapon Focus (short spear), Power Attack, Skill Focus (Diplomacy), True Believer, Weapon Focus (scimitar), Weapon Focus (short spear), Weapon Focus (lance), Weapon Specialization (scimitar), Weapon Specialization (short spear).

Languages: Common, Ancient Baklunish

Possessions: *potion of aid*, *potion of bull's strength*, *potion of bear's endurance*, *potion of shield of faith* +4, *potion of barkskin* +3, large metal shield, +1 full plate, +1 short spear, lance, +1 scimitar, *bead of force*, *potion of cure moderate wounds*.

Spells Prepared: (1; Save DC = 12 + spell level; *divine sacrifice*)

Tactics:

Round one; he will retreat/withdraw to the eastern alcove and discharge his *bead of force* to completely occupy the entranceway, and wait for the PCs to leave.

Round ninety-five; Karim withdraws deeper into the next room to obscure the party's view of his actions over the following rounds.

Round ninety-six; consume *potion of shield of faith* +4

Round ninety-seven; consume *potion of barkskin* +3

Round ninety-eight; consume *potion of bull's strength*

Round ninety-nine; consume *potion of bear's endurance*

Round one hundred; consume *potion of aid*

Round one hundred and one; cast *divine sacrifice*

Round one hundred and two; *bead of force* will drop this round, he will return to his position in the archway and fight defensively and stand his ground in the archway to defend his charge until the party retires or he is slain.

Appendix Two: New Rules Items

True Believer [General] as presented in *Complete Divine*

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

Pious Templar as presented in *Complete Divine*

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Rangers/pious templars serve in temples of Ehlonna and Obad-Hai, while barbarian/pious templars are not unknown in the temples of Kord or Erythnul. Only monks, with their own specialized combat training are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige Class functions best when tied to a specific deity. If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are members of.

Requirements

To qualify to become a pious templar, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer*, Weapon Focus (with her deity's favored weapon).

*New Feat, described elsewhere in the appendices

Class Skills

The pious templar's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10 + the spell's level, so a pious templar with a Wisdom of 10 or lower can not cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + Spell level + the pious templars Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 first level spells at 1st level, she

The Pious Templar

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day:			
						1 st	2 nd	3 rd	4 th
1 st	+1	+2	0	+2	Mettle	0	--	--	--
2 nd	+2	+3	0	+3	Smite 1/day	1	--	--	--
3 rd	+3	+3	+1	+3	Damage Reduction 1/--, Weapon Specialization	1	0	--	--
4 th	+4	+4	+1	+4	Bonus Feat	1	1	--	--
5 th	+5	+4	+1	+4	--	1	1	0	--
6 th	+6	+5	+2	+5	Smite 2/day	1	1	1	--
7 th	+7	+5	+2	+5	Damage Reduction 2/day	2	1	1	0
8 th	+8	+6	+2	+6	Bonus Feat	2	1	1	1
9 th	+9	+6	+3	+6	--	2	2	1	1
10 th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/--. At 7th level, this damage reduction rises to 2/--.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

Appendix Three: The Tale of Karim

Karim was born unto Khalid, a Spahi of Turuvez (BA 3150) and was reared to step into his father's station as a Spahi of the Sultan. He showed talent and promise, able to muster and marshal cavalry to great effect.

However, on his path to destiny Istus intervened. A pitched battle saw his cavalry unit cut off from the main force and in the desert environs he was certain that he and all under his command were guaranteed a slow and tragic death from thirst. Yet, Geshtai intervened on his behalf. As he surveyed the terrain for a means to rejoin the main body of the army, or even a way around the enemy to gain access to life saving water for his unit and their mounts, Karim's horse began to maul the ground and water pressed up beneath its hooves.

His unit was saved by the blessings of Geshtai and at that point Karim devoted his entire being to her service. He entered a temple in Zeir-i-Zeif and whilst researching religious documents discovered a scroll telling of an isolated shrine dedicated to her ladyship Geshtai. Karim vowed to go and rediscover this holy site once his studies and obligations with the temple in Zeir-i-Zeif were completed.

Karim and a small group of followers set off from Zeir-i-Zeif unbeknownst to their elders, and used the scroll to navigate their ship to this island where they easily discovered the shrine.

The group began to restore the shrine in devotion to Geshtai yet their work was cut short as a band of corsairs landed on the island led by a black hearted captain and his female companion. These scoundrels violated the inner sanctum of the shrine, where Karim guarded the place with his very life, sending many to the dark abyss as he did so. Karim's body was tossed into the pool of the shrine but in its desecrated state Geshtai could channel only little divine power to fend off death for her champion.

When Karim finally woke, his body still bloody and broken, the corsairs had departed. He guesses that he was unconscious eight days at least, but all that remained for him to do was to bury his companions, heal his body and re-consecrate the shrine through use of the tomb left behind by the founders of the original temple, all of which he did with a heavy heart. His extensive readings of the tomb have allowed him to piece together what happened to the temple and its occupants before he and his company arrived to delve

into the depths of the ruins and restore the site to its original glory.

During the reign of Melek II the Restless a band of faithful sought out a site worthy of devotion to Geshtai, and after landing on this island they discovered a natural spring in caverns, a double blessing for her ladyship. The group earnestly began work to erect a temple and carved out the shrine that would become its heart.

Time passed and the place flourished; the congregation grew as word passed back to the mainland and devotees traveled to the island to pledge themselves to Geshtai and her works.

Yet, catastrophe struck and the temple was lost. A large earthquake shook the island to its very foundations, and the aftermath saw the entire temple complex destroyed, death and ruin had come to the site and the faithful believed they had offended Geshtai somehow earning her disfavor. They abandoned the island, yet by some ironic twist, the inner shrine deep within the earth had not been touched and stood intact and ready to accept devotions to Geshtai.

Two clerks of the order recorded the tale of this temple: one who remained behind to chronicle the events in the tomb, whose work Karim found, and another who wrote down the short history of the colony for the greater temple in Zeir-i-Zeif, which was also discovered by Karim before he left the temple.

Appendix Four: Naia's Tale

We were a young crew barely at sea for eight years under Captain Kabil when we were fortunate - or unfortunate - (depending on how you look at it) enough to come across an abandoned ship near the Ataphad Isles. We boarded her and found carnage everywhere, for the crew seemed to have mutinied and both sides slew each other to a man. With none left to tell the tale and the ship's log books missing we set about plundering the ship without questioning our fortune.

In the captain's quarters I found a beautiful silvered decanter hidden cleverly inside a support beam of the cabin. This was immediately seized by Kabil; he seemed compelled to possess the item from the start and his obsession with it only grew as time went on. It never left his person, not even for a moment. We sailed about for weeks without pirating any ships, following an erratic course until we dropped anchor here on this island. This is where Kabil revealed the nature of the decanter, saying it contained a Djinn who would grant him and willing crew member's immortality for a small price . . . its freedom.

Kabil was fanatical about this goal and set about convincing all to accept the offer and aid in freeing the Djinn. Imagine the wealth, the triumphs; there could be no limit for immortals such as we were about to become.

Then once we had finished all the preparations the true price of our immortality was revealed to us. We were to retrieve the legendary sword Mongloom al-Ishtanti and sever our left hands to gain life everlasting. Some readily accepted but a few of us were wary of such a price for a wish.

The captain pressed, a glint of madness in his eyes: all were to have their hands severed by him. Those who did not wish this fate came to me and we mounted a feeble attempt to thwart the aims of the Captain. We were easily overwhelmed and taken below until the crew decided what to do to us.

By the Corsairs' Code we were left behind with nothing but the clothes on our back. I believe the strain was heavy on my lover for he returned back to this island later, having lost his mind; he was going to make us all suffer the same fate he had. Did I mention that the sword was of unnatural

origins and once a limb was severed it turned the unfortunate victim into an undead creature, with its mind fully intact? A cruel joke played upon them by the Dao who had convinced the captain it was a noble Djinn capable of granting wishes.

We were few but resourceful and built an outrigger and loaded it with supplies, sailing due south until we reached shore and safety. When Kabil returned to inflict the same doom upon us that he had suffered and found us gone, his madness was complete, for he has pursued us all ever since. The dead are unrelenting and Kabil is a resourceful creature.

We were cursed by the Dao to never set foot into the shrine and thus we were never able to retrieve the decanter, which we wish to use to recapture the Dao and end this whole affair once and for all.

Appendix Five: NPCs

Akeem Ibn Malik Al-Zeif

Akeem is a short stocky man in his late thirties. He has a well-shaved head with many old scars upon it. He stands about 5 ½ feet in height and almost seems that wide as well. Akeem is usually found wearing a well-used apron and a bar towel over his shoulder. As for anyone who enters his place of business looking to spend some coin. Akeem will become your new best friend.

“It is always a good day for business” you will hear him say all day long.

Reis Anas Ibn Rubani Al-Zeif

Ana is a man in his late thirties with salt & pepper color hair. He stands less than 6 feet in height. His facial features are well weathered from his years at sea. However his eyes are sharp and filled with desire of a man half his age. His physical appearance is trim & muscular and he carries himself with a presence of complete confidence. If you were to see this man on the street you would assume he was a sea faring man of some distinction.

Shiraq Ibn Rafiq Al-Zeif

Shiraq is a man in his twenties that stand just over 6 feet in height. He is a quiet man who lets his action speak for him. He is well respected by his shipmates and trusted by Reis Anas with all matters regarding their ship, the Bakhoury Lioness.

Areef Ibn Daulah Al-Zeif

Areef is a man in his late thirties with a flawless appearance. You can tell he spends many hours each week in perfecting his look. Areef believes that part of doing business is the attention to the smallest of details. You will never see Areef with a hair out of place or wearing last season's fashions.

Naia Kralice

Naia is the former lover and first mate of Reis Kabil. Although in her mid thirties she is remarkably beautiful with dark eyes and hair and exquisite golden skin. She is clad in a mithril chain shirt and two scimitars hang at her sides.

Appendix Six: Travel Times and/or Distances

Zeir-i-Zeif to island: two days.

Point off Island where Bakhoury Lioness has dropped anchor to Encounter 1: 1250ft.

Encounter 1 to island beach: 250ft.

Beach to Encounter 2: 10 minutes.

Encounter 2 to archway in cliffs: 10 minutes.

Archway entrance to Encounter 3: 300ft.

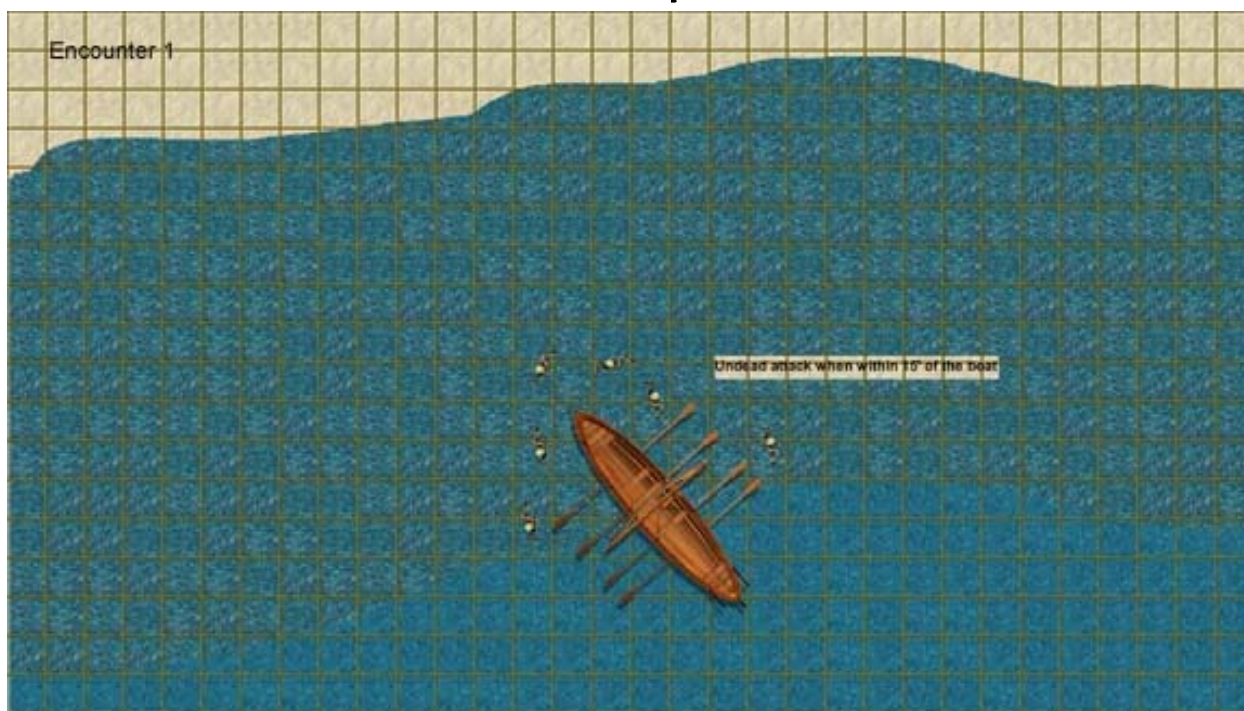
Encounter 3 to Encounter 4: 20ft.

Encounter 4 to Encounter 5: 10 minutes.

Encounter 5 to Encounter 6: 5 minutes.

Encounter 6 to Oasis: 300ft.

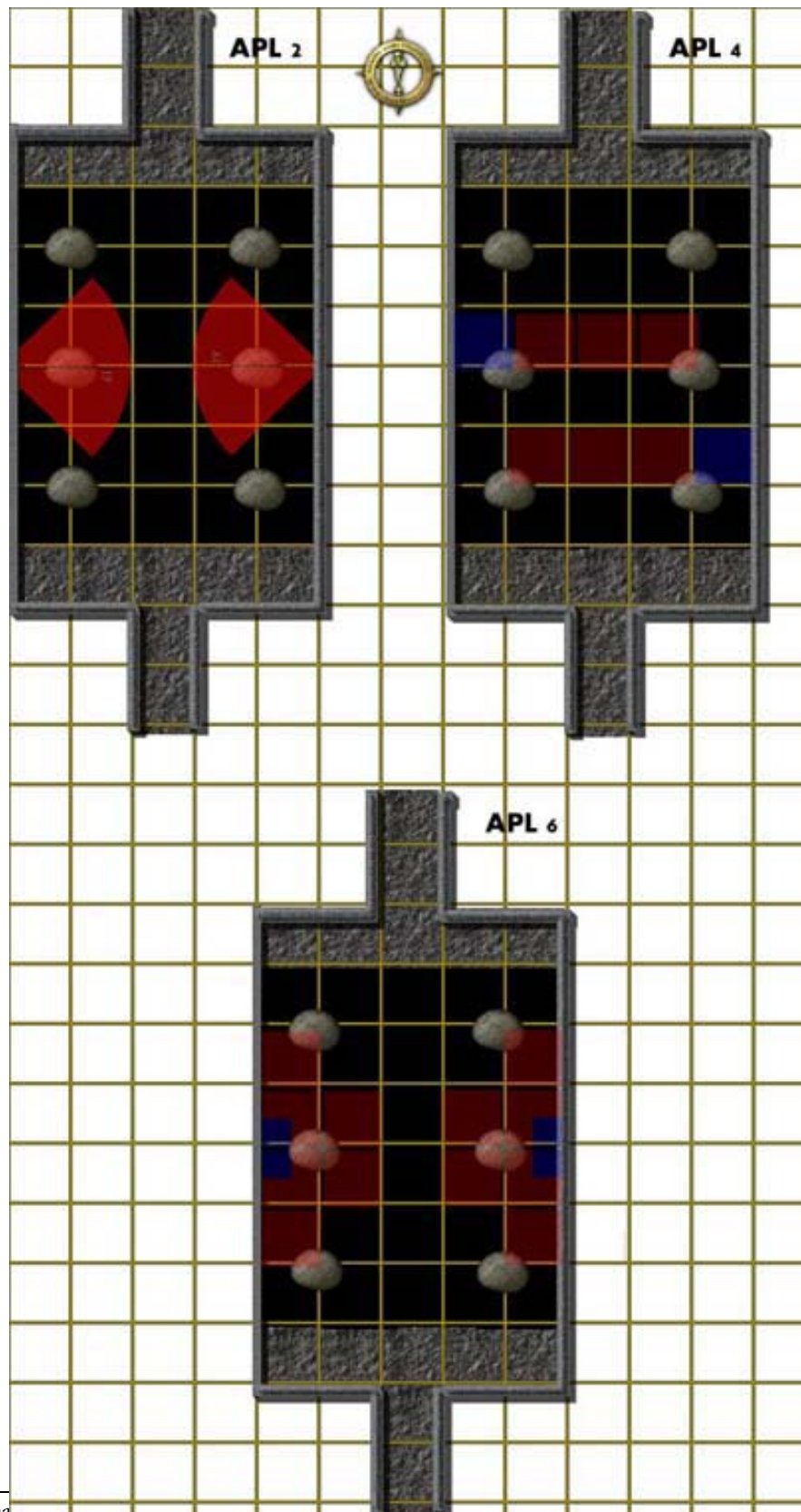
DM Map #1



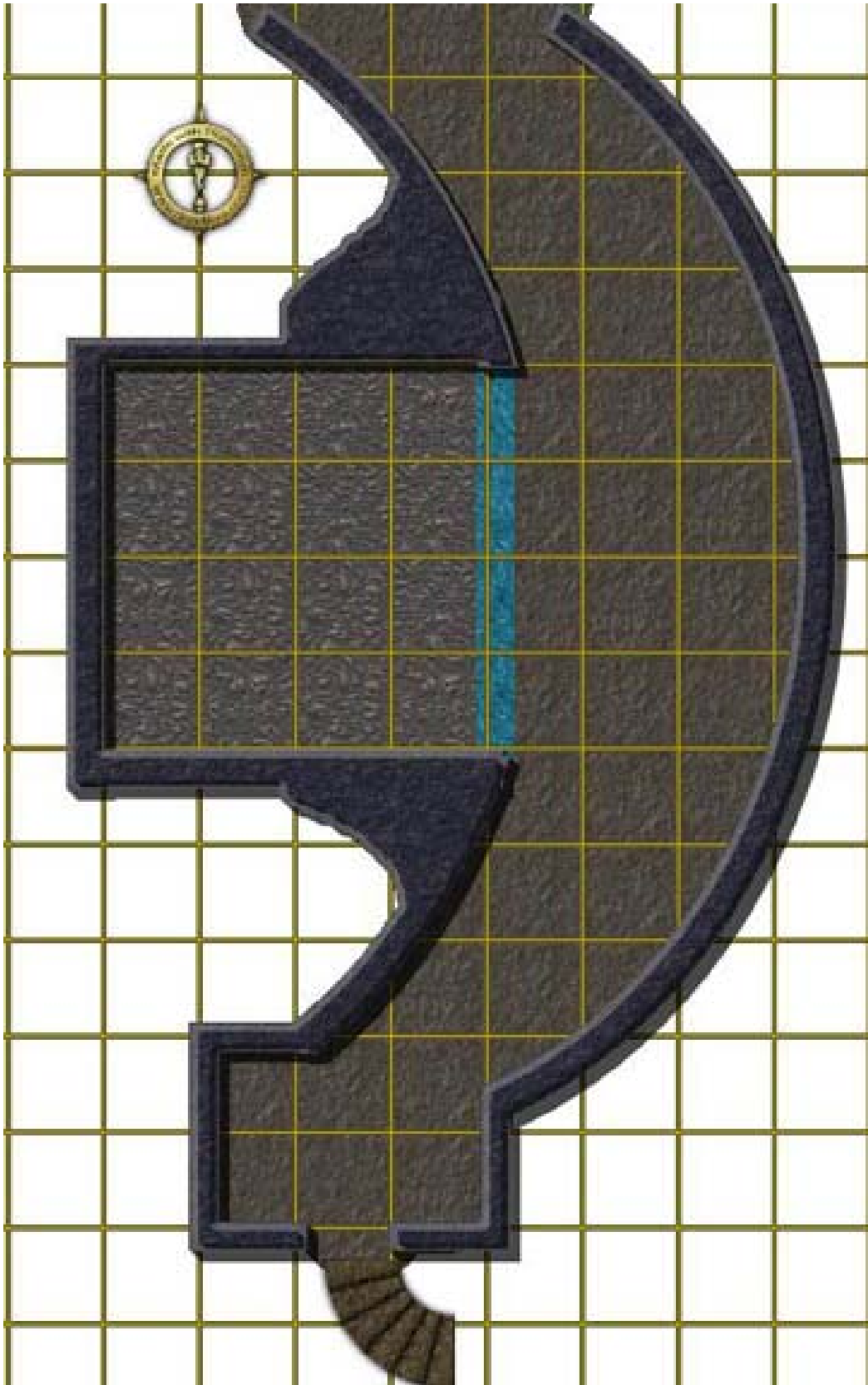
DM Map #2



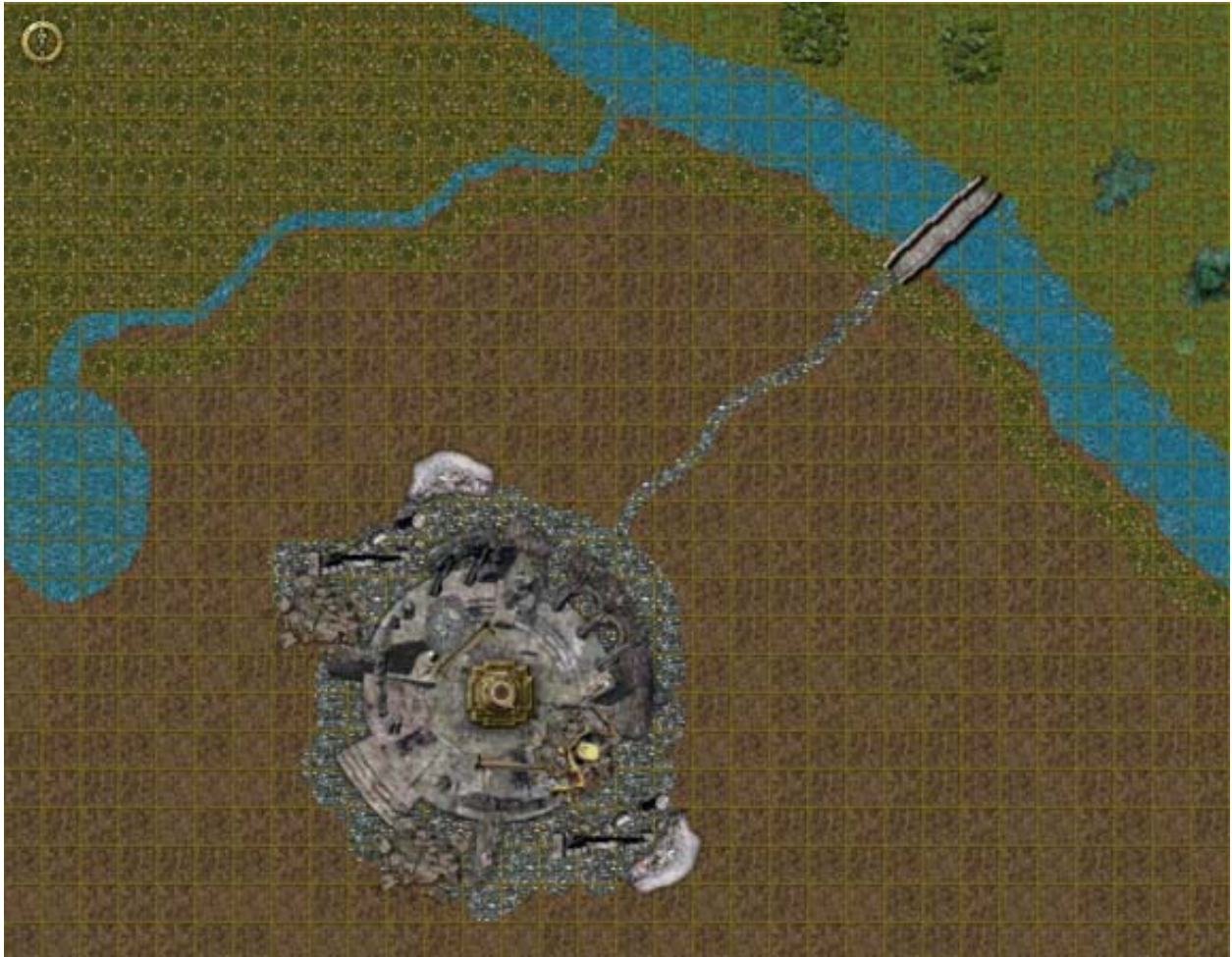
DM Map #3



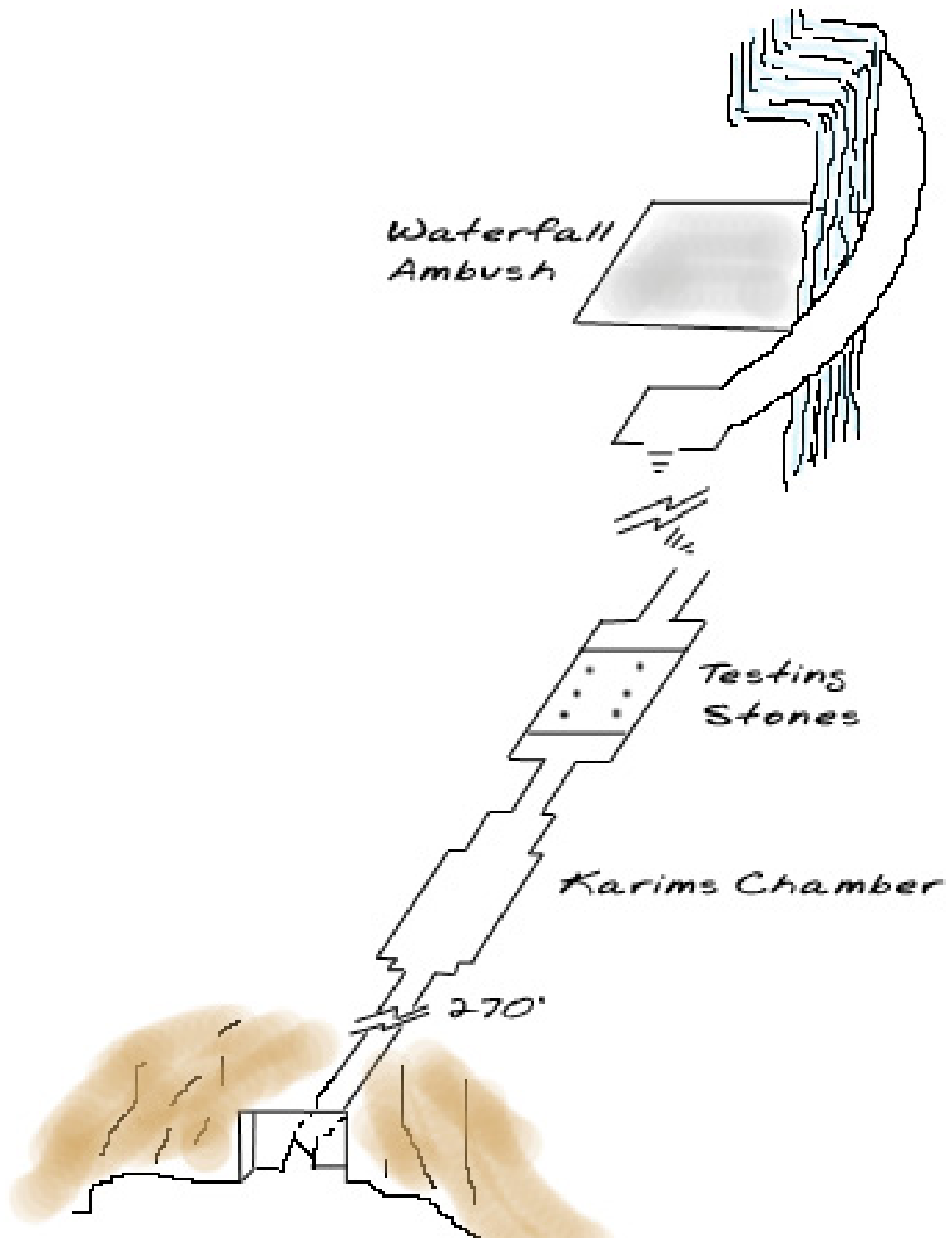
DM Map #4



DM Map #5



DM Map of the Complex



Players' Handout One

Adventures wanted

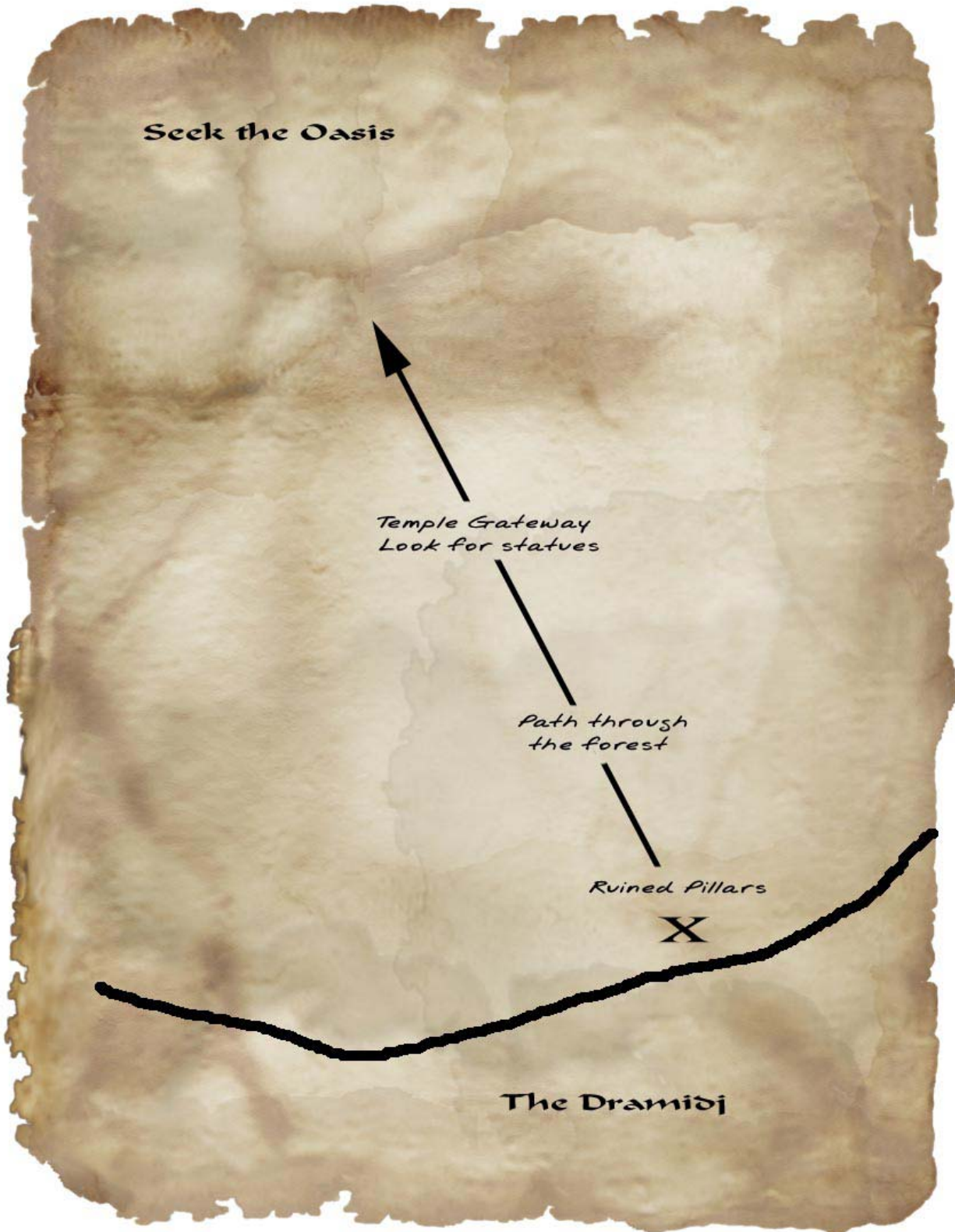
Only the brave and courageous should apply.

We are seeking experienced adventures to partake in the discovery and recovery of ancient items of wonder. Anyone who things they are worthy enough in the eyes of *Mouqol* should seek out *Areef ibn Daulah al-Zeif* at his place of business at the *Daulah freight-ways & travel* company located on the west dock of Zeif before sunset on this day. All deserving applicants that can meet his requirement will receive a *standard adventuring contract underwritten by the Mouqollad consortium*.

Signed by:

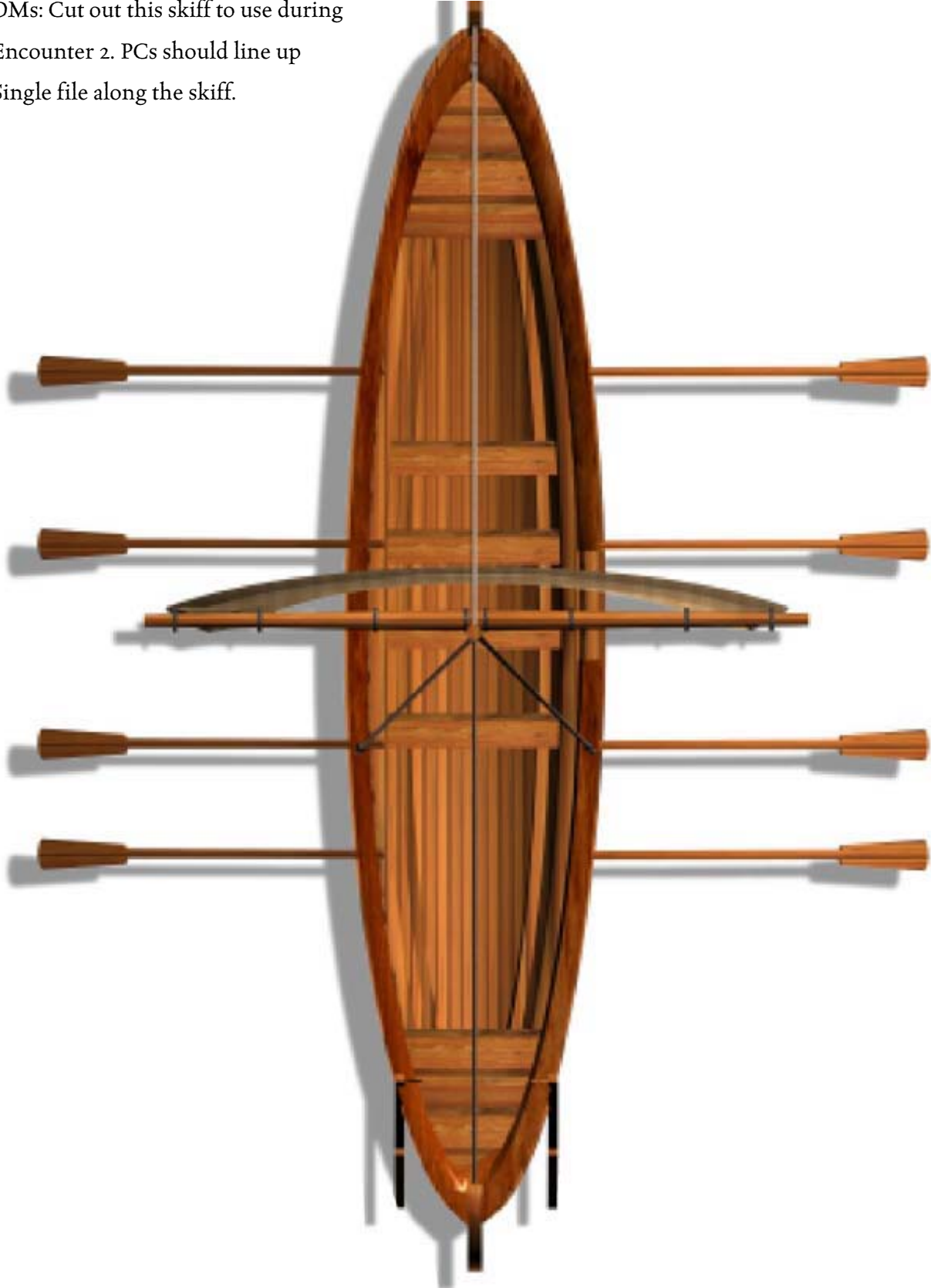
Areef ibn Daulah al-Zeif

Players' Handout Two



Players' Handout Three

DMs: Cut out this skiff to use during
Encounter 2. PCs should line up
Single file along the skiff.



Players Handout Four: Meta–Org Missions

<p style="text-align: center;"><u>Order of Kwalish</u></p> <p>A member of the Order approaches you before your departure. “Brother, I hear rumors of the Island you seek. Beware the many workings of Kwalish upon the isle. It is rumored that a mad corsair has turned the isle’s denizens to evil. One used to be of the Order. Bring us any medallions that they carry so that we can further study them.”</p> <p>Task: Bring back any medallions of the denizens living on the isle. They should bear the markings of Kwalish</p>	<p style="text-align: center;"><u>Order of Kwalish</u></p> <p>A member of the Order approaches you before your departure. “Brother, I hear rumors of the Island you seek. Beware the many workings of Kwalish upon the isle. It is rumored that a mad corsair has turned the isle’s denizens to evil. One used to be of the Order. Bring us any medallions that they carry so that we can further study them.”</p> <p>Task: Bring back any medallions of the denizens living on the isle. They should bear the markings of Kwalish</p>
<p style="text-align: center;"><u>Worshippers of Geshtai</u></p> <p>Before you depart to the island a Wellspring approaches you: “The Isle you seek is sacred to Geshtai. Within the depths of the island is a spring blessed by the goddess. Bring back a sample of this water; it will be used to bless several shines within Zeif. She hands you a delicate porcelain decanter in the shape of a water nymph holding a jug upon her head. The jug is the cork to the decanter and is removed easily. There is no liquid inside</p> <p>Task: Take the decanter and fill it from the well of Geshtai on the island if you find the well.</p>	<p style="text-align: center;"><u>Worshippers of Geshtai</u></p> <p>Before you depart to the island a Wellspring approaches you: “The Isle you seek is sacred to Geshtai. Within the depths of the island is a spring blessed by the goddess. Bring back a sample of this water; it will be used to bless several shines within Zeif. She hands you a delicate porcelain decanter in the shape of a water nymph holding a jug upon her head. The jug is the cork to the decanter and is removed easily. There is no liquid inside</p> <p>Task: Take the decanter and fill it from the well of Geshtai on the island if you find the well.</p>
<p style="text-align: center;"><u>The Navy</u></p> <p>Before you depart for the island, a courier approaches you. He looks to be a squire of the Navy. He hands you a sealed envelope. Without a word he departs. Opening the note, you find instructions from the navy: “We have our concerns of Reis Anas and those he consorts with. After your return, we require a written report of all that transpires on the ship and island.” This note is official and is not forged.</p> <p>Task: Report all information pertaining to the Reis and the island to the Navy offices in Zeir-I-Zeif. Leave out no details.</p>	<p style="text-align: center;"><u>The Navy</u></p> <p>Before you depart for the island, a courier approaches you. He looks to be a squire of the Navy. He hands you a sealed envelope. Without a word he departs. Opening the note, you find instructions from the navy: “We have our concerns of Reis Anas and those he consorts with. After your return, we require a written report of all that transpires on the ship and island.” This note is official and is not forged.</p> <p>Task: Report all information pertaining to the Reis and the island to the Navy offices in Zeir-I-Zeif. Leave out no details.</p>

<p style="text-align: center;"><u>No Meta-Org Affiliation of Consequence</u></p> <p>So. How's it going? Not part of a meta-org that has anything "useful" to do? Any one else in the same boat? Look around the table, maybe others have information that you don't. Not to worry, I'm sure it won't have an effect on your time here in Zeif. Sit back, relax, enjoy! But watch for those shifty eyed players staring at you! Maybe next time your organization will have some more information for you to go on. Not part of a meta-game organization? You may be missing something then. You may want to remedy that!</p>	<p style="text-align: center;"><u>No Meta-Org Affiliation of Consequence</u></p> <p>So. How's it going? Not part of a meta-org that has anything "useful" to do? Any one else in the same boat? Look around the table, maybe others have information that you don't. Not to worry, I'm sure it won't have an effect on your time here in Zeif. Sit back, relax, enjoy! But watch for those shifty eyed players staring at you! Maybe next time your organization will have some more information for you to go on. Not part of a meta-game organization? You may be missing something then. You may want to remedy that!</p>
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