

ZEF7-03

Inner Turmoil

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

by Jason Woodall

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Are you ready to delve into the belly of the beast? The dark city of Dhabiya seeks another morsel. Many have come before you to learn her secrets, but Dhabiya does not give them up freely. Are you willing to risk everything you hold dear to learn them? A one-round Regional adventure set in the Sultanate of Zeif for characters level 2-15 (APLs 4-14).

WARNING: This is an Elite adventure. It also runs on a time limit. PCs that cannot finish within 4 hours will be enslaved in Dhabiya.

Resources for this adventure [and the authors of those works] include *Book of Exalted Deeds* [James Wyatt], *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Player's Handbook II* [David Noonan], *Rock of the West (LGJ#5)* [Fred Weinning, Vince Locke, and Raven Mimura], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor]

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard 1-round Core adventure, set in Dhabiya. All characters pay 1 Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

ADVENTURE BACKGROUND

Since before the Invoked Devastation, Dhabiya has been the hub of the Slave trade for this region. With a secure port, protected by shoals, and very close to the seasonal shipping along the Wadi Khijar, it has prospered.

The city is ruled by aristocratic families, which are rumored to trace their ancestry to the Ataphad Isles.

The old families have always relied heavily on the wealth brought in from the slave trade upon which the city was founded. It was a waypoint for the slave trade up the Wadi Khijar to the rich markets across the Flanaess. In those days the fierce horsemen were a novelty, marked by their ferocity and strength.

Over the past few years a new regime has come to power. Their influence has brought much wealth to the old families, but at a great cost. The citizens of Dhabiya live in fear. The city no longer has bustling markets, and trade ships leave almost as quickly as they come. The streets aren't dangerous to those who know them, but visitors need to be especially wary. For years it has been common for people to disappear in Dhabiya. In the past few months, though, the frequency has dramatically increased. Residents now number amongst the missing.

This story begins to tell of the happenings within Dhabiya. One of the aristocratic families, bin Alhazar, has been trying to garner support to try and overthrow the High Masters' grip on the city. Their main support has come through the Dusk Lash. The Lash has used Dhabiya as a major port of information for years. The second son of the family, Farouk, is a prominent member of the Dusk Lash, but has been out of the city for months in Beit Castan, working on plans and gathering support. He just learned that his older brother, Alhim, has been kidnapped in an effort to stop his father's plotting. He has returned to the city as fast as he can.

Alhim's abduction serves the purposes of the High Masters two-fold. His kidnapping keeps his father's plots in line. Secondly, Alhim is a high-ranking member of the Church of Xan Yae who opposes the current leader, Ozem abdu Xan Yae.

Ozem has risen to power in the last year with the support of the High Masters. His influence, which some see as corrupting, has been gradually declining in recent months.

Unfortunately, Farouk's ship was delayed in the Gulf of Ghayar, thanks to a young but unruly dragon turtle.

Meanwhile in the City, separate from the plans of the aristocratic families, Shyanne, the Slave Queen of Dhabiya has become fed up with her lot. She has continued her machinations to overthrow the High Masters.

She has learned of a very dangerous prisoner that the Masters have taken, and has a plan to destroy their operations from the inside. She seeks a prisoner manifest to find out which prison ship the prisoner is on, and needs the key to work the escape.

ADVENTURE SUMMARY

Encounter 1: Parshadon

The PCs book passage from Parshadon aboard the Sulamak.

Encounter 2: An Easy Journey

Life onboard the Sulamak is described. The PCs may engage in some role-playing encounters aboard the ship, as follows:

Encounter 2A: Lost in Thought

Farouk, a member of the Dusk Lash inner circle, sizes up the PCs.

Encounter 2B: We're Being Watched

Xanath, an employee of the Slave Queen of Dhabiya, sizes up the PCs

Encounter 2C: Almost There

Farouk invites the PCs to do a mission for him in Dhabiya.

Encounter 3: Dhabiya

The PCs' introduction to the city is described. The PCs may engage in some roleplaying encounters in Dhabiya, as follows:

Encounter 3A: The Slave Queen

Xanath leads the PCs to meet with the Slave Queen, who asks them to retrieve a manifest and key for her from a slaver compound.

Encounter 3B: The Screaming Banshee

Farouk enlists the PCs' help in locating his brother, Alhim. He points them in the direction of a contact of his that might have further information on the matter.

Encounter 4: The Upper City

Upper Dhabiya is described. The PCs may engage in a role-playing encounter, as follows:

Encounter 4A: Nergis

The PCs meet Farouk's contact, whose husband, Temel, witnessed the abduction of Farouk's brother, Alhim. She gives the PCs directions to the slaver compound in which Alhim is being detained, which just happens to be the same compound that contains the items the Slave Queen seeks.

Encounter 5: The Compound

The slaver compound is described. In room 2D, an office, a clerk named Sef is at work. It is likely that he

notifies the PCs' entry into the compound and sends a message requesting reinforcements, after which he spends some time preparing and then attacks the PCs. In the basement, the PCs find Temel (possibly already beyond help) and at least one chaos beast.

Encounter 6: The Escape

The party leaves the compound and, provided that Sef was able to send his message, are attacked by the first group of slaver reinforcements, who have already cast spells and used spell-like abilities to prepare for battle. During the battle, the PCs will hear that many more reinforcements are coming. Once the battle is over, the PCs are given the option to leave immediately or face the full slaver onslaught.

Encounter 7: Not So Fast

PCs that did not leave immediately after Encounter 6 must face an untiered encounter, which will likely precipitate their capture and enslavement. Even if the PCs are strong enough to hold their own against the attackers, they may lose valuable time doing so. PCs who do not get escape before the end of the four hour time allotted to this adventure are also considered enslaved.

Encounter 8: Safe House

The PCs take Temel to the safe house and hear his tale.

Encounter 9: We Meet Again

The PCs take the key ring and manifest to Xanath.

Conclusion A: Escape

The PCs leave Dhabiya.

Conclusion B: Captured

Some PCs may end up enslaved in Dhabiya, which is designated on the AR. PCs so designated must successfully complete a special mission before being allowed to participate in further adventures.

PREPARATION FOR PLAY

PCs that cannot finish within 4 hours will be enslaved in Dhabiya. When you have all the players together, make a point of verbally informing them of this time limit and the consequences involved.

Before play begins, the DM should discreetly ask the PCs to describe their characters as they would appear while walking down the street. This becomes important when they reach Dhabiya. Residents of Dhabiya primarily wear black, adorned with other dark colors. Women always wear veils, and men turbans. Many men also wrap their faces. The choice of color is unique in Zeif, because dark colors are uncomfortably hot. The PCs in all likelihood, wear white or light colors.

Unless the entire party wears black, they will stand out once they reach Dhabiya.

If the PCs have played ZEF6-o8 *That Look* they may already know this information.

The DM should find out which players have played *That Look* and examine their ARs (possibly both of them). Pay particular attention to these items:

Can You Feel it Squirm? Be sure to note any penalties the PC should be experiencing. You may also want to have animals react to the PC (or the implant) as they approach/pass by. Horses will whinny or shy away; dogs bark, snarl, growl; cats hiss; etc.

Favor of the Slave Queen: Make note if any characters have the favor of Shyanne. This will influence their reactions in this adventure. The characters will also have the opportunity to regain their lost equipment and fulfill the conditions of the favor.

If a character has the "Favor of the Slave Queen" crossed out, find out the details of their encounter and if it was amicable or not. Modify Shyanne's attitude in Encounter 3A as needed.

Any PC with the Criminal, Orphan or Former Slave Character Background will be given some "respect" in Dhabiya. This allows for a +2 circumstance modifier to Charisma-based skill checks.

The Uruzaries do have a presence in the city, although a minor one. A member of the Uruzaries may enlist help as per the guidelines of that organization. Also, the Uruzaries may help the PC and their comrades flee the city if asked.

The Dusk Lash is a major component of this adventure. Members of the Dusk Lash will automatically be approached first by Farouk. They may also be provided with more information than the other PCs.

INTRODUCTION

The adventure begins in Parshadon, a small mining town on the east coast of Madara. PCs may have journeyed here with a caravan of goods or may have come looking for adventure.

ENCOUNTER 1: PARSHADON

Read aloud the following to open the adventure:

Parshadon. You've seen more desolate places, but at least they had zombies. Another day finds you stuck in this dusty town. For maybe the tenth time in as many days, you regret taking that last job that brought you here. The money was good, and you were sure you'd be able to find passage out of this place. Little did you know you'd be spending your days

drinking out of dusty water jugs at the Guiding Light. As you finally settle into your chairs, you hear a commotion outside. The small head of Qalim, one of the young boys of the town, pokes through the drapes covering the entrance, "Look's like the Sulamak's coming into the harbor. Maybe you'll get out of here today!"

The Sulamak has entered the safe harbor of Parshadon. Some of its crew has rowed ashore to pick up supplies.

The crew, if asked, can recount their tale: Part of the ship's rudder was snapped off by a young dragon turtle in the Gulf of Ghayar. Four crewmembers were tossed overboard and killed before they were able to drive off the beast. The ship has pulled in to harbor while they make repairs. While here the first mate has been asked to see if he can dredge up some passengers and crew to replace the lost sailors.

The ship sets sail in 5 hours, so anyone wishing to sign on should meet him at the dock at 3 o'clock, for passage out to the ship.

He will answer any of the PCs' relevant questions, but if kept too long will become agitated as he has some business to see to in town.

He has the following answers to questions:

Where are you headed?

"Our stop here in Parshadon wasn't planned. We were supposed to be in Zeir-I-Zeif in 3 days. It looks like we might be a tad late. We have one stop in Dhabiya, and then it's direct to the capital."

Why did you stop in Parshadon? **or** Why are you late? **or** What happened to your ship?

"We were headed from Beit Castan up the coast. Two days ago we ran afoul of a young dragon turtle. Took two of our crew and mangled our rudder before we were able to drive it off. Baffled the captain 'cause they normally stick to the shallows, not sure what might have caused this young'n to be that far from its typical haunts."

Is there anything we can do to help?

"The ship should be repaired shortly. We just needed some supplies and a safe harbor to make the repairs. We could use a few hands, and possibly a strong arm or wand to help in case of another attack. Why don't you meet me by the docks at three bells and we'll sign you on?"

The PCs now have a few hours to gather supplies and make preparations for the journey.

The ship is a caravel and has enough room for 6 more passengers/crew and up to 6 mounts.

Other animals/beasts: PCs with non-standard animals/mounts may be hassled about bringing them on board. These would typically be: any dire animals; any creature that may pose a risk to the crew; any creature that is composed of or uses fire as an attack form:

If there is a problem this will require a DC 15 Diplomacy check with the following modifications:

- +2/HD of creature
- +5/HD fire based or fire using
- +2/offending creature (above the base of the most dangerous creature)
- -1/bribe of 5 gp before the check.

If the check fails, the PCs may pay 50gp/HD of creatures (double for fire based/using) to convince Kasmat to allow them on the ship.

As the PCs reach the dock area of Parshadon read this aloud:

Calling the harbor in Parshadon a harbor is perhaps a bit of a stretch. As you walk down the dusty street from the main portion of town, the docks, if they can be called that, are in need of a few repairs. What must once have been a bustling, if small, harbor can now only be described as decrepit. The main dock, extending out from the shore about 100', is nothing more than a few planks clinging to the pilings, seemingly for their lives. It appears as though some sort of pull cart system once operated here, most likely from the mines to the harbor for easy loading and unloading of goods. Now another faded memory. You see out in the harbor, sheltered from the growing breeze, the Sulamak. Two launches are moored on the sand, a few sailors stand by Kasmat, loading supplies.

PCs meet with Kasmat and negotiate their prices. Once the PCs are ready they are loaded onto the launches and row out to the ship.

- 40 gp to Dhabiya.
- 50 gp for the entire crossing.
- 200 gp for a private cabin (2 available).
- 1000 gp for the captain's quarters.

Kasmat: Baklunish [human] Rogue 6; Bluff +11, Profession (Sailor) +10.

Kasmat, the ship's first mate, is looking to find some able souls to help man the ship on its journey to Zeir-I-Zeif.

ENCOUNTER 2: AN EASY JOURNEY

Sulamak is a caravel and can hold 30 crewmembers. Currently it contains 20 plus the PCs.

As soon as the ship is loaded, it is made ready and casts off.

The PCs are directed to the lower hold (or better quarters for those paying passengers that upgraded their lot).

The journey to Dhabiya is approximately 2-3 days and Zeir-I-Zeif another 2 days of travel past Dhabiya.

Depending on when they arrive in Dhabiya they may be staying overnight there.

Most of the crew will be standoffish to the PCs, with a few exceptions. Any player with at least 5 or more ranks in **Profession (Sailor)** will have an easier time talking with the crew on the journey. A player with over 10 ranks in **Profession (Sailor)** will be actively approached by the crew over the course of the first day.

The ship sails along the west coast of Zeif, rounding the northern tip of the Vaar peninsula. The PCs will experience 2 days and three nights aboard the ship. There are no encounters of note, although you may want to have the ship encounter some rough seas during the second night, as they round the northern tip of Vaar.

The Captain is not available to speak with the PCs. If asked any crewman will simply reply "He is busy and not in the mood for questions and conversation".

Play out the next two encounters as you see fit, before the third night.

ENCOUNTER 2A: LOST IN THOUGHT

The PCs will notice Farouk at the prow of the ship, staring off into the sea. He seems lost in thought. If approached he will regain his composure almost immediately, greeting them.

You see at the prow of the ship a solitary man, staring out into the sea. He stands tall, a dark turban covering his head. He is clad in well made, but worn clothes which flap in the wind. Initially his attention appears to be set on the horizon, but as you observe him it seems his attention may be inward, instead of out.

If any of the PCs are members of the Dusk Lash, Farouk will have been able to recognize this fact. (He is a well informed member of that organization's inner circle).

"May Istus smile upon you, my friends. We have not yet been introduced. My name is Farouk. The sea, she is beautiful, is she not? It has been far too long since I have traveled this way," he muses, looking off to the sea for a moment, "I forget my manners, will you join me in a swig of wine?"

Farouk uses this encounter to size up the adventurers, asking them to regale him with stories of their adventures and how they ended up in Parshadon.

If questioned Farouk indicates that he has been in Beit Castan for the past three years working on security measures for a trading company.

He is returning to Zeir-I-Zeif to finalize some negotiations. He will answer the following to his best ability:

What troubles you?

"I have business in Dhabiya that I must take care of. And then it is off to the capital."

What sort of business?

"It is both personal and professional. I really cannot say much more at this time."

Can you elaborate?

"Not at this time, Sorry"

Farouk: male human (Baklunish) rogue 10/ cleric 1/ skull clan hunter 1; Bluff +21, Diplomacy +24, Sense Motive +21.

ENCOUNTER 2B: WE'RE BEING WATCHED

Xanath is watching the PCs but pretending that he is not. Have the PCs make a DC 21 Sense Motive check to notice Xanath's interest. Any PC who succeeds, may in turn feign disinterest in Xanath with a Bluff check opposed by Xanath's Sense Motive.

Xanath is in the employ of the Slave Queen and is always on the lookout for prospective slaves. Unfortunately, he is not very subtle and the PCs will eventually notice that he is always sizing them up.

If confronted he will deny that was sizing them up, saying instead that he just doesn't trust the PCs and that they had better not try anything stupid.

If he is pressed, the other crewmembers will come to his defense, which may cause the rest of the voyage to be uncomfortable for the PCs.

Xanath: male human (Baklunish) rogue 4 (Bluff +11, Sense Motive: +9, Hide +11).

ENCOUNTER 2C: ALMOST THERE

As the sun sets on the evening of your third day at sea, the reis (captain) assemble his crew on deck: "Alright men, we'll be in Dhabiya by mornin' tide, with Istus' hand. You know the drill: if we get the cargo offloaded quickly you'll have half a day's leave." A cheer passes through the crowd. "I don't need ta remind ya though, that yer ta be back on the ship before mornin's tide, else ye be staying in Dhabiya, and none of us want that."

Nothing untoward happens that evening and the Sulamak heads into Dhabiya the next morning.

Give the players **Player Handout One**.

Any PCs who signed on at Parshadon are expected to help offload and load cargo. When the ship is safely docked, Farouk approaches a suitable PC and says:

"I have some business here in Dhabiya, and would be grateful of you and your friends' help. Do you think you could meet me at the Screaming Banshee at around two o'clock this afternoon? I'll explain to you then what I need done. You can decide then if I'm worth your help."

If the PC agrees:

Farouk nods, gives his thanks and heads down the gangplank.

If the PC hesitates, or declines, Farouk says:

"Perhaps I have misjudged you. I hope I haven't. If you do decide to help, I will be there at two." He then hurries down the gangplank.

ENCOUNTER 3: DHABIYA

For the rest of the adventure the PCs will be on a short time line. All of their actions will matter, and if mistimed they may be trapped in Dhabiya.

The Sulamak leaves on the morning tide. If the PCs have not returned to the ship by daybreak, it will leave them behind. If this occurs, please read Conclusion B.

During their time in Dhabiya, they will be under the watchful eyes of the denizens of the city. Be sure to have the PCs make **Spot** and **Listen** checks to keep them on edge. As well, you can have them make Will saves or even ask a player to see their character, look over it, make a roll and then hand the character back. Describe the city as dark and foreboding. The PCs should always feel like they are being watched.

Feel free to have chance meetings with citizens of Dhabiya. Try not to escalate these into combat. If the party puts on a good front, the citizens will leave them be.

PCs will find that the streets are clean and well tended, but that the buildings look to be in disrepair. Doors and windows are barred, and they will catch glimpses of people staring down at them from multi-storied buildings.

ENCOUNTER 3A: THE SLAVE QUEEN

Have one of the PCs notice Xanath unload one of the crates, and head off to the north.

Have each player attempt a DC 12 Spot Check to notice him looking at them and writing things down. Those that succeed the Spot Check may then make a DC 12 Sense Motive Check to get a feeling that he is sizing them up.

Xanath furtively looks back, checking to see if anyone is following. If the PCs decide to follow him, have them decide quickly on their plan and make appropriate checks.

If the PCs opt to finish unloading the ship, Xanath approaches them once they are finished. Modify the following encounter as appropriate. Xanath will lead the PCs to meet with the Slave Queen.

If the PCs follow Xanath (either by sneaking, or when he asks) he leads them through the warehouse district to a gated two-story building. He unlatches the wooden gate and lets himself in, then proceeds to enter a door on the lower floor of the building.

As you enter the courtyard, a figure steps out of an archway onto the terrace above. "Good morning, I'm pleased that you have come at my request. For those who have not met me, I am Shyanne, and I am in need of your help" You see before you a beautiful woman, slim and clothed in dark silks, a flowing cloak about her shoulders. "Will you come have chai?"(tea)

Shyanne: human (Baklunish) female.

If attacked she uses her *cloak of the mountebank* to escape. Her escape is automatic.

Shyanne means the PCs no harm. She needs their help. She will use all the means at her disposal to convince the characters to come and at least listen to her tale.

She asks those characters with the Favor of the Slave Queen from *That Look* to describe what happened during their escape from the High Masters.

"In the past few weeks some information has come to my attention. The High Masters have captured a highly volatile prisoner. I need to find out where the prisoners are being kept. It cannot be known that I am looking for this information. That is why I had Xanath bring you here. I would be grateful if you were to recover this information for me. I'm willing to provide compensation, of course."

Shyanne will attempt to convince the PCs to retrieve a prisoner manifest and a key for her.

If the party completely refuses, she becomes angered, forcing them to leave. In this instance she will help hinder their escape for the rest of the adventure.

If they agree, she gives them a map of the Upper City, with the location of the building where the manifest is located.

Read the following aloud if they agree:

"Thank you. Here is a map of the Upper City. You will find the compound here," she explains as she points to the location on the map. "Typically there are three to five clerks in the building during the day, significantly less at night. Once you have the manifest and the key, return here to meet Xanath for your payment."

The party can now proceed directly to Encounter 4, or they can go meet Farouk at the *Screaming Banshee*.

ENCOUNTER 3B: THE SCREAMING BANSHEE

The Screaming Banshee is located near the wharf district of Dhabiya. It is a common haunt for many of the sailors that come into harbor. The reason for this is that it's a little less likely to have something slipped into your food, or have one of your party members go missing on a trip to the washroom.

Farouk has suggested this place because it is frequented by more outsiders, and has the added safety measure of being very close to the Uruzaries' dispatch

post. He also knows that it is a little easier for him to come and go as he pleases.

As the PCs enter the tavern read aloud the following:

A wooden sign of a ghostly figure indicates that you've found the right place. As you head for the door, a pair of Uruzaries walks past you, heading down towards the wharf.

Once they enter the tavern:

As your eyes adjust to the dim lighting of the place, you scan the crowd for Farouk. You catch sight of him in the back, a plate of olives, bread and hummus untouched in front of him.

Farouk hasn't touched his food as the information he has discovered today has made his hunger pass. He will offer the food to any that seem interested.

Once the characters are sitting, he will explain what he needs:

As Farouk begins to talk, a bard at the far end of the bar begins strumming his Baglama (similar to a long-necked lyre), and launches into a song. Many of the patrons join in. "One week ago, I was notified of the abduction of a friend. I boarded the first ship heading this way in hopes to find out the details and see what could be done. Unfortunately, due to circumstances I'd rather not mention here, I cannot meet those who have full details of the abduction. I was hoping that you might be able to help me in this endeavor. I have to see to some other important business and would be eternally grateful if you were to discover the full facts of his abduction for me."

Farouk has spent the morning trying to gather as much information about the events of the last month from various contacts. Here is what he can tell the players:

- His brother Alhim was kidnapped 2 weeks ago; the only witness, Temel abdu Xan Yae, was in hiding until 2 days ago. At which point he was also captured by some other members of the Church of Xan Yae. Temel is the only person with information of Alhim's whereabouts and Farouk needs to know the details

Farouk would like the PCs' help, but is not willing to bargain or pay for it. He needs trustworthy friends in this matter. Hired help has a tendency to leak information more readily than help freely given.

If the PCs press for payment, or seem unwilling to help without much convincing, he apologizes for taking up their time and wishes them well.

If the PCs agree to help, he explains that they should meet a contact of his in the Upper City. He gives the PCs clear verbal directions after making sure they are not being overheard.

"You are to head towards the Sanserail, always keeping it directly in front of you until you pass a building with a large green dome upon its roof. You need to then turn right into the first alleyway. This alley heads straight for a while, allowing you to notice if you are being followed. The third door on your left will be unlocked. Open it and head directly through the courtyard to the opposite door. Through this door you will meet your contact. She will provide you with the rest of the details. She will greet you with the phrase: Blessed be Istus, the Lady of Fate smiles upon you."

ENCOUNTER 4: THE UPPER CITY

At this point the PCs should be on their way to the Upper City.

The gates to the old section are easily spotted, as they are slightly elevated from the lower city and waterfront. The twin lammasu guardians perched above the gates make for an easy marker.

If the party decides to enter the old city by daylight, read aloud the following:

As you ascend the dusty streets towards the looming gates above, you are struck by the age of this portion of Dhabiya. The old walls, and ancient twin lammasu guardians, give this place a majestic atmosphere. This thought is fleeting though, as the citizenry rush quickly past you, with eyes downcast or staring intently at your group.

If the group has decided to enter the Upper City in the evening, they will find themselves under the watchful eye of every person on the street. There is a curfew of sorts in Dhabiya. It is not enforced, at least not by local officials; there are those wishing to capitalize on the misfortune of those caught outside after dark. There are no guards posted at the entrance to the Upper City, as even the Uruzary have lost members to this city by night.

If the PCs are heading directly to the compound as directed by Shyanne, they will take approximately 1-2 hrs to find their way through the streets, depending on how careful they are being.

If they are heading to meet Farouk's contact, they should follow his directions. Then move on to Encounter 4A.

ENCOUNTER 4A: NERGIS

Nergis is pronounced: nâr-j¹s; where nâr rhymes with care, and j¹s, sounds like gist.

If the PCs followed Farouk's directions correctly, they will encounter a figure in a dark silk shroud.

Read the following aloud:

You open the wooden door as instructed by Farouk. A figure in a dark shroud, motions to you. "Blessed be Istus, The Lady of Fate smiles upon you." She says. "Please follow me" says a woman's voice with a sense of urgency. She leads you down the alley and into an open doorway. "Inside, quickly."

As the last of you enter the darkened building, your guide closes the door. "Thank you my friends, my name is Nergis." Lighting a small lantern, she continues, "Farouk has asked you to meet with me so that you can help rescue my husband Temel. Two weeks ago Temel was witness to the abduction of Alhim bin Alhazar. He went into hiding that night, keeping his secrets to himself. Two nights ago I received word that Farouk was on his way, but after I notified Temel, he was betrayed by one of his trusted friends and taken away. Luckily they appear to not have had time to move Temel and he is still being held in a compound in the western quarter. If you are able to rescue him I would be grateful."

Nergis provides the PCs with directions to the compound. During her description, PCs who agreed to help Shyanne should notice the similarities between this location and that described by Shyanne. If presented with the map from Shyanne, Nergis confirms that it is indeed the same location, and questions the PCs as to where they received the map.

She tells the PCs that they should not return to this place as it may be compromised. Once they have Temel they should return to the main thoroughfare where they should see a white mosque. They should then head east from the mosque, and she will send someone to meet them. They will be dressed as she is. Once they are ready to leave, Nergis leaves with these parting words:

"Do not return to this place as it may be compromised. Once they have Temel they should return to a new safehouse. You will see a white mosque, head to the east side and we will send

someone to meet you inside. They will ask you for the Dragon Turtle's Tear. Tell them the Tears are too precious to sell."

Nergis: (nâr-j¹s) Baklunish [human] Female Clr [Istus].

ENCOUNTER 5: THE COMPOUND

At this point it should be near sundown. PCs may take precautions when approaching the building.

Read or paraphrase the following:

The compound is a small two story building with a small inner courtyard.

Like most buildings in the Upper City it is limestone, and has bars on all the exterior windows. The only visible windows from the street are on the second floor. The compound is surrounded by a 12' high wall made of limestone bricks, and covered in mortar. There is one entrance just past the house to the east. It is a double wooden door, 10' across and 8' high. The building looks more derelict than others in the area. The ivy growing up the walls is withered and dying. The bars to the lower floor windows are rusted. The windows are covered in grime and you can tell that they arZze either curtained or boarded up from the inside.

The doors stand out as they are in good repair and the hinges and locks look to be new. A foul odor wafts from the area behind it. A definite alchemical smell, as though acid has been dripped on flesh.

The roof is covered in clay tiles, and is accessible from the building to the west, with a DC 10 Jump check, as the roof makes it difficult to get a running start.

The street outside the compound is typical of the Upper City, and is a mixture of cobblestone and dirt, approximately 20' across (see map 2). The compound is surrounded by a 12' high wall made of limestone bricks and covered in mortar. There is one entrance just past the house to the east. It is a double wooden door, 10' across and 8' high. The door is locked.

Wooden Door: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 22. Locked DC 25.

There is a lone occupant of the house. He is located in Room 2D on the second floor. He is alert, watching and listening for any movement outside of the windows to the street below.

PCs approaching the house from the street without cover or concealment will immediately be spotted entering the courtyard.

All other rooms are empty, and sparsely furnished as described.

The basement is the exception. See the description of the basement for the horrors that lurk there.

1A: COURTYARD

This courtyard is dry and dusty and has weeds growing up and around the base of the walls and pillars. There is a terrace covering the north end of the courtyard. Stairs lead up to the terrace. A well sits in the centre. Presumably the odor that permeates everything must be coming from it. Off in the corner a cat hisses at your party and scampers into the night.

A set of double doors leads into the building's main floor.

Doors to the north lead to the servants' quarters.

1B: SERVANTS' QUARTERS

The only entrance here leads to the kitchen. It appears to be unused, and seems as though this has been the case for a number of years. Rats scurry at your entrance finding shelter in the now empty cupboards.

Two doors lead from this room. To the east are the Maid's quarters, again unused.

To the west is what appears to have been the servant's bedroom.

1C: HALL

*This area is an open hallway used for greeting guests. It is dirty and dusty, but appears to have had much traffic. Several sculptures depicting unearthly creatures at play decorate the hall sitting atop pillars that have seen better days. Standing out from the dusty statues and tapestries are new additions to the macabre scene. Implements of torture adorn some of the walls. The occupants must have placed them recently as the layers of dust that cover the other items do not so adorn these. Masks with spikes on the inside, an iron gag, mutilation shears and other implements hang along this corridor of death. Even a decaying hand with scalpels for fingers is displayed. (For those that played ZEF6-o8 *That Look*, this is a hand from "the Surgeon")*

All entrances except for the two staircases to the west lead to unused rooms. All rooms are sparsely furnished and dusty with disuse.

From the hall, the southern staircase leads down to the basement. The other leads up to the second floor.

2A: TERRACE

From this terrace the PCs can see over the wall to the southeast, but are unable to see anyone on the streets.

2B: HALL

This hall is open to the sky through a large stained glass dome. The images on the dome depict some ancient battle around the lower edge. Whether this is a real depiction or some artists flight of fancy, you can no longer tell

2C: ODA (BEDROOM)

These bedrooms have beds that look as though they are not often used. The washbasins have no water in them.

2D: OFFICE/SEF

In this room we find Sef. Sef is the clerk responsible for the compound in the evenings. He watches out the windows of this office, watching for any movement. As the masters do not want those wandering around the compound they have added another guardian to the room. A mimic (or Animated Object) in the guise of a bed.

This room is furnished with a desk, a small hooded lantern, some bookshelves, a chair, and as well a grand bed that has recently been slept in which crowds the room. You are wondering if they actually built the room after the bed was placed here! The bed is draped with fine red silk and the pillows and mattress look as though you would sink into them should you choose to lie on it. Incense burns lazily in the desk in an effort to quell the smell of the outside courtyard no doubt. It is nearly burnt through though; the room's occupant must have lit it a while ago (if they ask it takes about 20 minutes to burn through a stick). The glass on the window is grimy with little light shining through from the outside.

Ask for a Spot check if they are casually looking around the room. A DC 15 reveals that the window has a clean spot that when peered out of views the street and the direction the PCs came from.

If Sef detected the party entering the compound, he will have prepared for them and hidden in the closet with the doors slightly open, so that he can surprise anyone approaching the desk.

APL 4 (EL 5)

Sef: male human cleric (Xan Yae) 3 / rogue 1; hp 26; Spot +6, Listen +6; Appendix 1. Precast spells: *invisibility*, *deathwatch*, *shield of faith*.

Animated Bed: hp 31; See *Monster Manual* page 13.

APL 6 (EL 8)

Sef: male human cleric (Xan Yae) 4 / rogue 2; hp 39; Spot +7, Listen +7; Appendix 1. Precast spells: *invisibility*, *deathwatch*, *shield of faith*.

Advanced Mimic: hp 142; See Appendix 1.

APL 8 (EL 10)

Sef: male human cleric (Xan Yae) 5 / rogue 3; hp 59; Spot +8, Listen +8; Appendix 1. Precast spells: *nondetection*, *invisibility*, *deathwatch*, *shield of faith*.

Advanced Mimic: hp 157; See Appendix 1.

APL 10 (EL 12)

Sef: male human cleric (Xan Yae) 8 / rogue 3; hp 83; Spot +9, Listen +9; Appendix 1. Precast spells: *spell immunity (hold person)*, *nondetection*, *invisibility*, *deathwatch*, *shield of faith*.

Advanced Spellwarped Mimic: hp 202; See Appendix 1.

APL 12 (EL 14)

Sef: male human cleric (Xan Yae) 9 / rogue 3; hp 91; Spot +9, Listen +9; Appendix 1. Precast spells: *spell resistance*, *spell immunity (hold person)*, *nondetection*, *invisibility*, *deathwatch*, *shield of faith*.

Advanced Half-Fiend Spelltouched Mimic: hp 275; See Appendix 1.

Tactics: Sef's first action after noticing the party will be to cast a *sending* from a prepared *scroll* to warn of the intruders. He will then cast all of his preparatory spells as quietly as possible (starting with casting *silence* on a coin in the northeast corner of the room) and wait until the perfect moment to strike. He may strike the party at any time while they are searching the house. His specialty lies in sneak attacks. He will attempt to subdue, and takes no penalties for doing non-lethal damage with his attacks. The mimic will wait until Sef attacks trying to catch PCs in a flank. At APL 4 the bed is an Animated Object with a hardness of 5 (Wood). It is mindless and will attack once Sef does with no tactics other than the closest PC.

The stat blocks assume that Sef has precast certain spells upon himself before he attacks the PCs. If the PCs somehow stop him from doing so, the DM has to make some adjustments before the combat.

PCs entering the radius of the silence (20' centered on the NE corner of the room) immediately notice the lack of sound. The silence lasts for the battle.

Treasure: The key ring and manifest that Shyanne seeks are found in the desk, should the PCs search it. They can also gain the following treasure by looting Sef's body:

APL 4: Loot 122 gp; Magic 197 gp; +1 *falchion* (197 gp each); Total 319 gp.

APL 6: Loot 31 gp; Magic 455 gp +1 *falchion* (197 gp each), +1 *mithral shirt* (175 gp each), +1 *cloak of resistance* (83 gp each); Total 486 gp.

APL 8: Loot 31 gp; Magic 767 gp; +1 *falchion* (197 gp each), +1 *mithral shirt of silent moves* (487 gp each), +1 *cloak of resistance* (83 gp each); Total 798 gp.

APL 10: Loot 31 gp; Magic 1,600 gp; +1 *human bane falchion* (697 gp each), +1 *mithral shirt of silent moves* (487 gp each), +1 *cloak of resistance* (83 gp each), *periapt of wisdom* +2 (333 gp each); Total 1,631 gp.

APL 12: Loot 31 gp; Magic 2,100 gp; +1 *human bane falchion* (697 gp each), +2 *mithral chain shirt of silent moves* (737 gp each), +2 *cloak of resistance* (333 gp each), *periapt of wisdom* +2 (333 gp each); Total 2,131 gp.

BASEMENT

An acrid alchemical stench assaults your nostrils as you descend into the complex basement. It is obviously being used as some sort of combination of laboratory and prison. A score of cages packed closely together form a ceiling of sorts, although one damaged cage door swings freely open, its former prisoner glistening and writhing menacingly below.

(APLs 4-10) *Beyond the creature(s), a Baklunish man, unconscious or possibly dead, droops precariously from the chair to which he is tied, the taught ropes cutting into his skin.*

(APL 12) *Beyond the creatures, another of the same type oozes out of a chair, shedding ropes which twist away from its roiling body like injured snakes. The dissembled features of a Baklunish man briefly appear in various places within the creature's flesh. The immediate evidence suggests that these features once belonged to a prisoner who has suffered a heinous transformation.*

The basement has been the scene of horrible experiments delving into the natures of law and chaos.

The clerics who performed these experiments have a chaos beast imprisoned here while they examine it and use it for their nefarious purposes.

This is where Temel is located. He is either both unconscious and tied to a chair in the far corner of the room (**APLs 4-10**), or he has already been transformed into a chaos beast (**APL 12**).

On the workbench, cluttered with various implements of torture, the PCs may find a *wand of restoration* with 5 charges.

APL 4 (EL 7)

Chaos Beast: hp 44; *Monster Manual* 33.

APL 6 (EL 9)

Advanced Chaos Beast: hp 84; Appendix 1.

APL 8 (EL 11)

Advanced Chaos Beast: hp 150; Appendix 1.

APL 10 (EL 12)

Advanced Chaos Beast: hp 160; Appendix 1.

Chaos Beast: hp 44; *Monster Manual* 33

APL 12 (EL 14)

Advanced Chaos Beasts (2): hp 160, 160; Appendix 1.

Advanced Chaos Beast: hp 84; Appendix 1.

Tactics: The chaos beast(s), of course, is chaotic and wishes to spread a bit of chaos about; it tries to turn as many of the characters into chaos beasts as possible. It will try to hit those with “Junior” first (those that have the “Can you Feel It Squirm AR from ZEF6-08 *That Look*) It can Climb and Tumble. Use the terrain such as crates and tables to avoid charge lanes and flanking.

Treasure: The PCs can gain the following treasure here:

All APLs: Magic 216 gp; *wand of restoration* [5 charges] (216 gp each); Total 216 gp.

Development: Any PC setting foot in the basement (i.e. coming off the staircase) that has the special “Can You Feel It Squirm” AR from ZEF6-08 *That Look* will immediately feel a nauseating surge within his belly. Those PCs must make a DC 12 Fortitude Save or be nauseated until they can make successful check. Once they make this check they may act normally.

If a PC with the “Can You Feel It Squirm” AR from ZEF6-08 *That Look* is successfully hit in melee by the Chaos beast, for the rest of the adventure, and for the two subsequent ARs for this PC, the “Can You Feel It Squirm” affects the PC as if he were 3 months further along. If the PC is over 12 months along, ignore this effect. The PC receives the “I’m not Feeling So Good” AR designation.

Temel has already been turned into chaos beast at APL 12. Even at other APLs, it is possible that he may be killed during the encounter. Even if he is alive, he can not be revived to consciousness before Encounter 8, because of the shock of the experiments that have been performed upon him. Any attempts to read his thoughts similarly come up with nothing useful before Encounter 8. He’s in pretty bad shape. A successful DC 10 Heal check will indicate that nothing but time will bring him around. As long as the PCs retrieve the body, though, they can still complete their mission for Farouk. The main difference is that at APL 12, his body weighs more, having become large in size. His body weight as a human is 160 lbs.; as a large chaos beast, he weighs 650 lbs. Make sure the PCs tell you how they intend to transport him.

ENCOUNTER 6: THE ESCAPE

As you leave the compound the street that you came down is now filled with a murky green haze. The stench is putrid forcing you to turn eastwards, the direction should take you around the market and back towards the safety of the mosque.

The above is more for cinematic effect. The gas is harmless sewer gas venting from a grate. The stench is enough to Nauseate a PC if they fail a DC 14 Fortitude Save

Once the party leaves the compound, they will be confronted in the street by the first response to the alarm raised by Sef al’Makhar (assuming he managed to use his *sending* scroll, if he didn’t proceed to Encounter 8: Safe House).

As the party enters or passes the alley, the first force sent to capture them will have a chance to surprise them.

If the PCs were actively being quiet make opposed Move Silently and Listen checks to see if the force gets the jump on the characters. If the PCs were not actively being silent, assume they were heard.

This encounter begins at a distance of 60’ and the two groups cannot see each other due to the curvature of the alleyway.

APL 4 (EL 7)

Fetah: female human cleric (Xan Yae) 4; hp 30; See Appendix 1.

Groz: male duergar scout 2; hp 20; Appendix 1.

Ghul: male human monk 3; hp 23; Appendix 1.

Odem: male human rogue 3; hp 18; Appendix 1.

APL 6 (EL 8)

Fetah: female human cleric (Xan Yae) 6; hp 44; See Appendix 1.

Groz: male duergar scout 4; hp 38; Appendix 1.

Ghul: male human monk 3; hp 23; Appendix 1.

Odem: male human rogue 3; hp 18; Appendix 1.

APL 8 (EL 10)

Fetah: female human cleric (Xan Yae) 8; hp 58; Appendix 1.

Groz and Flah: male duergar scouts 5; hp 47 each; Appendix 1.

Ghul: male human monk 5; hp 37; Appendix 1.

Odem: male human rogue 5; hp 34; Appendix 1.

APL 10 (EL 12)

Fetah: female human cleric (Xan Yae) 10; hp 72; See Appendix 1.

Groz and Flah: male duergar scouts 5; hp 47 each; Appendix 1.

Ghul: male human monk 7; hp 51; Appendix 1.

Odem: male human rogue 7; hp 47; Appendix 1.

APL 12 (EL 15)

Fetah: female human cleric (Xan Yae) 12; hp 86; Appendix 1.

Groz and Flah: male duergar scouts 10; hp 102 each; Appendix 1.

Ghul: male human monk 10; hp 72; Appendix 1.

Odem: male human rogue 10; hp 67; Appendix 1.

Tactics: Groz and Flah will have already cast *invisibility* and *enlarge person* on themselves as they approached the compound.

They try to subdue the party quickly; if that is not possible, they will try to delay the party as much as possible as they know reinforcements will be arriving soon.

Groz and Flah will try to use their long reach to keep the PCs threatened so that Odem can sneak attack as much as possible.

Odem will spring attack, focusing on enemies he flanks with either Groz or Flah.

Fetah will cast her spells offensively, or if necessary enter melee with her falchion.

APL 4: Loot 219 gp; Magic 941 gp; *+1 falchion* (197 gp each), *+1 longsword* (192 gp each), *+1 sap* (191 gp each), *+1 breastplate* (112 gp each), *amulet of natural armor +1* (166 gp each), *bracers of armor +1* (83 gp each); Total 1,160 gp.

APL 6: Loot 127 gp; Magic 1,282 gp; *+1 falchion* (197 gp each), *+1 longsword* (192 gp each), *+1 sap* (191 gp each), *+1 breastplate* (112 gp each), *+1 mithral shirt* (175 gp

each), *amulet of natural armor +1* (166 gp each), *bracers of armor +1* (83 gp each); Total 1,409 gp.

APL 8: Loot 37 gp; Magic 2,661 gp; *+1 falchion* (197 gp each), *+1 longsword* (192 gp each), *+1 sap* (191 gp each), *+1 breastplate* (112 gp each), *+1 mithral shirt* (175 gp each), *amulet of natural armor +1* (166 gp each), *bracers of armor +2* (333 gp each), *cloak of resistance +1* (83 gp each), *periapt of wisdom +2* (333 gp each); Total 2,698 gp.

APL 10: Loot 37 gp; Magic 3,828 gp; *+1 falchion* (197 gp each), *+1 longsword* (192 gp each), *+1 sap* (191 gp each), *+1 breastplate of light fortification* (362 gp each), *+1 mithral shirt* (175 gp each), *amulet of natural armor +1* (166 gp each), *bracers of armor +2* (333 gp each), *cloak of resistance +1* (83 gp each), *cloak of resistance +2* (333 gp each), *periapt of wisdom +2* (333 gp each), *gauntlets of ogre power* (333 gp each); Total 3,865 gp.

APL 12: Loot 37 gp; Magic 8,911 gp; *+1 falchion* (197 gp each), *+1 longsword of wounding* (1525 gp each), *+1 sap* (191 gp each), *+1 breastplate of moderate fortification* (1362 gp each), *+1 mithral shirt* (175 gp each), *amulet of natural armor +1* (166 gp each), *bracers of armor +2* (333 gp each), *cloak of resistance +1* (83 gp each), *cloak of resistance +2* (333 gp each), *cloak of resistance +3* (750 gp each), *periapt of wisdom +2* (333 gp each); Total 8,948 gp.

Development: At the beginning of each round of combat, alert the PCs to the sounds of booted feet approaching from far away but getting closer.

After defeating Fetah and her crew, the PCs need to make their way through the streets and alleys of old Dhabiya to Nergis, Xanath, or back to the ship.

You should allow them to make their escape, but try to keep them on their toes by having their discovery seem imminent.

If the party fails to evacuate immediately after defeating this encounter (i.e. they take time to loot the bodies, heal up, or do anything other than head for the safe house, Shyanne's meeting place, or the ship) move on to Encounter 7: Not So Fast. Otherwise, move on to Encounter 8: Safe House, Encounter 9: We Meet Again, or straight to Conclusion A: Escape, as appropriate. They have been warned.

ENCOUNTER 7: NOT SO FAST

Only use this encounter if the PCs tarry on their way to the safe house.

All APLs (EL 17+)

Jassar: male human marshal 4 / bard 10; hp 85; Appendix 1.

Intari: female human cleric 3 / wizard 3 / mystic theurge 6; hp 59; Appendix 1.

Isa'nox Yadun: mind flayer sorcerer; hp 134; Appendix 1.

Slaver Monks (3): human monks 10; hp 72 each; Appendix 1.

Slaver Scouts (3): duergar scouts 10; hp 132 each; Appendix 1.

Slaver Rogues (3): human rogues 10; hp 97 each; Appendix 1.

Tactics: This group of slavers will all approach under *invisibility sphere* except for the Slaver Scouts who have used their *invisibility* spell-like ability. Jassar and Intari both lead with *dominate person* then follow up with more enchantment spells targeting anyone seeming more susceptible to such spells. If they *dominate* a PC they will command them to subdue their former allies. Isa'nox leads with a *mind blast* catching as many PCs as he can without hitting his allies with the cone. In subsequent rounds he'll continue this tactic, casting spells whenever a *mind blast* is not feasible.

The monks seek out unarmored foes or obvious arcane casters and attempt to hit them with their Stunning Fist attacks.

The scouts and rogues team up using the scouts reach and the rogues Spring Attack.

If the PCs attempt to flee from this encounter, the enemies will give chase through the winding streets of Old Dhabiya for 10 rounds.

Remember, if the slot ends before the PCs make it back to the ship they will be trapped in the city and immediately enslaved, receiving the "Captured!" AR designation.

All APLs: Loot 29 gp; Magic 249,780 gp; +5 scimitar (4,192 gp each), +5 dagger (4,191 gp each), +5 longspear (4,192 gp each), +5 sap (4,191 gp each), +5 studded leather (2,097 gp each), +5 chain shirt (2,104 gp each), amulet of health +6 (3,000 gp each), belt of giant strength +6 (3,000 gp each), bracers of armor +8 (5,333 gp each), cloak of charisma +6 (3,000 gp each), cloak of resistance +5 (2,083 gp each), gloves of dexterity +6 (3,000 gp each), headband of intellect +6 (3,000 gp each), periapt of wisdom +6 (3,000 gp each), ring of protection +5 (4,166 gp each), vest of resistance +5 (4,166 gp each); Total 249,809 gp.

ENCOUNTER 8: SAFE HOUSE

If the party was sent to rescue Temel, they will eventually find their way to the safe house that Nergis mentioned.

Here they will be afforded ample time to bring Temel back from unconsciousness, where he can relate his tale.

Once the characters enter the gated compound, they are escorted into the building by Nergis, who takes them down into a series of tunnels and eventually into a secluded chamber where they find Farouk waiting for them.

Modify the following text if the PCs were unable to rescue Temel. If any characters have been killed, Nergis has access to *scrolls of raise dead*. She will use one of these on Temel if he has been killed.

As you make your way into the small mosque, you travel down the stairs into what you expect is a more secure location, you are welcomed. A man standing before the door sees you and asks in a hushed tone if you have a Dragon Turtle's Tear? With the correct phrase given back to are allowed into the mosque. Nergis rushes to aid Temel, Farouk close behind her. "Thank you my friends, I cannot begin to tell you how you have helped us this day." Nergis fusses over Temel, weeping silently as she performs her tasks.

Farouk asks about your health, and for a brief synopsis of what has occurred. After you have finished your tale, you notice activity from Temel as he slowly tries to lift his head. "Careful my love" whispers Nergis, as she cradles his head in her arms. "Brother!" declares Farouk, "I was afraid we had lost you to those cursed devils. Take a moment to gather your strength, then relate your tales."

Clearing his throat, Temel shakes off Nergis' pawing. "It is good to see you my brother, and my love," he says, turning to Nergis. "I take it these are the brave souls who rescued me? I figured you'd be too busy saving the world, Farouk, to help out a brother," Temel jokes. "Enough chitchat. I'm sure you're eager to hear what has become of your brother."

"Three days before the new moon, I was drinking at the coach house with Alhim, when there came a knock at the door. Alhim got up and answered it; a moment later I heard a strangled cry from the door, quickly silenced. Hiding myself, I crept towards the courtyard, where I found that Omer's goons had somehow immobilized Alhim and they were binding him hand and foot. With no time to spare, as I knew they were already making a search of the house, I hid myself under their wagon. They rode for a few minutes, as I tried to determine where we were going. I knew had had only a little time before my spells wore off. I escaped as they entered one of the stables in the Northern Quarter. They said that Alhim would never make it out of the Slave Pits alive."

Temel continues his story, and once he is finished Farouk once again thanks you for helping rescue Temel, for now he knows where his brother is being kept. He turns to you, formally bowing, "I am Farouk bin Alhazar. I am in your debt now my friends, if you have need of me or of my Lash brothers, do not hesitate to ask. I will see you safely back to the dock before daybreak, as I know the streets will be far from safe tonight, and Ahfet will certainly not be waiting for any stragglers.

"I would ask but one more thing: please do not reveal my whereabouts or my associations to anyone, there are those that would wish to do me harm. Please take this information and whatever else you have gathered to Nazkarah al'Ekim in Zeir-I-Zeif. He will know who can make the most of it. Olem and the High Masters will pay for what they have done to this city."

If the PCs would also like to deliver the key ring and manifest to Shyanne's agent, proceed to Encounter 9: We Meet Again, otherwise go to Conclusion A: Escape.

ENCOUNTER 9: WE MEET AGAIN

If the party found the key ring and manifest sought by Shyanne, the Slave Queen, they may return to the meeting place in the warehouse district. Xanath awaits them there, seated upon a large crate.

"I see you have returned. Do you have the items my lady seeks? If so, I assure you that she will be quite impressed."

If the PCs deliver the items, Xanath smiles, takes a single key from the ring, bows to each PC, and slinks away into the shadows. The PCs receive the AR designation *Favor of the Slave Queen*. Also, if the PCs defeated the slavers in Encounter 6, but did not loot the bodies, they will find that the crate contains all of the equipment they would otherwise have been able to loot in that encounter.

If the PCs then wish to visit the safe house, proceed to Encounter 8: Safe House; otherwise, proceed to Conclusion A: Escape.

CONCLUSION A: ESCAPE

If the PCs have made it to the ship by daybreak read the following:

The Sulamak slips its moorings and you have once again escaped the tendrilled grasp of Dhabiya. With a few days to mull over the information you have obtained, perhaps you'll be able to find some use of it once you reach Zeir-I-Zeif.

CONCLUSION B: CAPTURED

Those PCs who do not reach the ship in time will find themselves at the mercy of the citizens of Dhabiya. Those PCs that are captured outright should have their ARs marked with the Captured! designation. Any PC that is unable to find a plausible way of escaping from Dhabiya, should also end up captured by the end of this adventure.

CAMPAIGN CONSEQUENCES

Many of the AR rewards given out in this adventure will have game effects in later Zeif adventures. There are no campaign consequences that need to be reported.

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.

5: The Compound: Office

Defeat Sef

| | |
|--------|--------|
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |
| APL 10 | 330 XP |
| APL 12 | 360 XP |

5: The Compound: Basement

Defeat the Chaos Beast(s)

| | |
|--------|--------|
| APL 4 | 210 XP |
| APL 6 | 270 XP |
| APL 8 | 330 XP |
| APL 10 | 360 XP |
| APL 12 | 420 XP |

6: The Escape

Defeat the press gang and escape

| | |
|-------|--------|
| APL 4 | 210 XP |
| APL 6 | 240 XP |

| | |
|--------|--------|
| APL 8 | 300 XP |
| APL 10 | 360 XP |
| APL 12 | 450 XP |

Story Award

Rescue Temel (or bring back his body)

| | |
|--------|--------|
| APL 4 | 50 XP |
| APL 6 | 75 XP |
| APL 8 | 100 XP |
| APL 10 | 125 XP |
| APL 12 | 150 XP |

Discretionary roleplaying award

| | |
|--------|--------|
| APL 4 | 85 XP |
| APL 6 | 135 XP |
| APL 8 | 155 XP |
| APL 10 | 175 XP |
| APL 12 | 195 XP |

Total Possible Experience

| | |
|--------|----------|
| APL 4 | 675 XP |
| APL 6 | 900 XP |
| APL 8 | 1,125 XP |
| APL 10 | 1,350 XP |
| APL 12 | 1,575 XP |

TREASURE SUMMARY

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

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

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

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

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

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

5: The Compound (2D: Office/Sef)

APL 4: Loot 122 gp; Magic 197 gp *+1 falchion* (197 gp each); Total 319 gp.

APL 6: Loot 31 gp; Magic 455 gp *+1 falchion* (197 gp each), *+1 mithral shirt* (175 gp each), *+1 cloak of resistance* (83 gp each); Total 486 gp.

APL 8: Loot 31 gp; Magic 767 gp *+1 falchion* (197 gp each), *+1 mithral shirt of silent moves* (487 gp each), *+1 cloak of resistance* (83 gp each); Total 798 gp.

APL 10: Loot 31 gp; Magic 1,600 gp *+1 human bane falchion* (697 gp each), *+1 mithral shirt of silent moves* (487 gp each), *+1 cloak of resistance* (83 gp), *periapt of wisdom +2* (333 gp each); Total 1,631 gp.

APL 12: Loot 31 gp; Magic 2,100 gp *+1 human bane falchion* (697 gp each), *+2 mithral shirt of silent moves* (737 gp each), *+2 cloak of resistance* (333 gp each), *periapt of wisdom +2* (333 gp each); Total 2,131 gp.

5: The Compound (Basement)

All APLs: Magic 216 gp; *wand of restoration* [5 charges] (216 gp each); Total 216 gp.

6: The Escape

APL 4: Loot 219 gp; Magic 941 gp; *+1 falchion* (197 gp each), *+1 longspear* (192 gp each), *+1 sap* (191 gp each), *+1 breastplate* (112 gp each), *amulet of natural armor +1* (166 gp each), *bracers of armor +1* (83 gp each); Total 1,160 gp.

APL 6: Loot 127 gp; Magic 1,282 gp; *+1 falchion* (197 gp each), *+1 longspear* (192 gp each), *+1 sap* (191 gp each), *+1 breastplate* (112 gp each), *+1 mithral shirt* (175 gp each), *amulet of natural armor +1* (166 gp each), *bracers of armor +1* (83 gp each); Total 1,409 gp.

APL 8: Loot 37 gp; Magic 2,661 gp; *+1 falchion* (197 gp each), *+1 longspear* (192 gp each), *+1 sap* (191 gp each), *+1 breastplate* (112 gp each), *+1 mithral shirt* (175 gp

each), *amulet of natural armor* +1 (166 gp each), *bracers of armor* +2 (333 gp each), *cloak of resistance* +1 (83 gp each), *periapt of wisdom* +2 (333 gp each); Total 2,698 gp.

APL 10: Loot 37 gp; Magic 3,828 gp; +1 *falchion* (197 gp each), +1 *longspear* (192 gp each), +1 *sap* (191 gp each), +1 *breastplate of light fortification* (362 gp each), +1 *mithral shirt* (175 gp each), *amulet of natural armor* +1 (166 gp each), *bracers of armor* +2 (333 gp each), *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp each), *periapt of wisdom* +2 (333 gp each), *gauntlets of ogre power* (333 gp each); Total 3,865 gp.

APL 12: Loot 37 gp; Magic 8,911 gp; +1 *falchion* (197 gp each), +1 *longspear of wounding* (1,525 gp each), +1 *sap* (191 gp each), +1 *breastplate of moderate fortification* (1,362 gp each), +1 *mithral shirt* (175 gp each), *amulet of natural armor* +1 (166 gp each), *bracers of armor* +2 (333 gp each), *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp each), *cloak of resistance* +3 (750 gp each), *periapt of wisdom* +2 (333 gp each); Total 8,948 gp.

7: Not So Fast

All APLs: Loot 29 gp; Magic 249,780 gp; +5 *scimitar* (4,192 gp each), +5 *dagger* (4,191 gp each), +5 *longspear* (4,192 gp each), +5 *sap* (4,191 gp each), +5 *studded leather* (2,097 gp each), +5 *chain shirt* (2,104 gp each), *amulet of health* +6 (3,000 gp each), *belt of giant strength* +6 (3,000 gp each), *bracers of armor* +8 (5,333 gp each), *cloak of charisma* +6 (3,000 gp each), *cloak of resistance* +5 (2,083 gp each), *gloves of dexterity* +6 (3,000 gp each), *headband of intellect* +6 (3,000 gp each), *periapt of wisdom* +6 (3,000 gp each), *ring of protection* +5 (4,166 gp each), *vest of resistance* +5 (4,166 gp each); Total 249,809 gp.

Treasure Cap

| | |
|----------------|---------|
| APL 4: | 650 gp |
| APL 6: | 900 gp |
| APL 8: | 1300 gp |
| APL 10: | 2300 gp |
| APL 12: | 3300 gp |

Total Possible Treasure

| | |
|----------------|---------|
| APL 4: | 650 gp |
| APL 6: | 900 gp |
| APL 8: | 1300 gp |
| APL 10: | 2300 gp |
| APL 12: | 3300 gp |

ADVENTURE RECORD ITEMS

If the PCs agree to help Farouk, and attempt a rescue, even if they fail, they receive:

Influence with the Dusk Lash: By helping Farouk find Temel, you gain influence with the Dusk Lash.

If the PCs rescue Temel, even if he has been killed, the PCs receive:

Favor of Farouk ibn Hasad: By rescuing Temel you have gained the favor of Faroud. If you are a member of the Dusk Lash this AR counts as being on the job for 2 TU's. Faroud also allows you access to the items marked with an asterix (*).

If the PCs do not bring the prisoner manifest and key to Shyanne they will receive:

Enmity of the Slave Queen: You have gained the enmity of the Slave Queen for not retrieving the items she wanted.

If the PCs bring the prisoner manifest and key to Shyanne they will receive:

Favor of the Slave Queen: By delivering the ledger and the key, you gain the favor of the Slave Queen. You gain adventure access to the items marked with the @ symbol.

If the PCs find the key ring in Encounter 5, this is kept even if the PCs return a key to Shyanne:

A Key: You have found a key. It is a dull silver grey in color and is made of an unknown material.

If the PCs find the prisoner manifest in Encounter 5: Office, they only gain this if they did not return it to Shyanne, or made a copy of it somehow:

Prisoner Manifest: You have found a prisoner manifest containing a list of prisoners, dates, and locations. The information is encrypted.

Any PC that has the special "Can You Feel It squirm?" AR from ZEF6-08 *That Look* and spends time examining the prisoner manifest gains:

Nice Thinking: By cross referencing when you were implanted, you have discovered some information about the Prisoner Manifest, and your affliction.

Any PC that has the special "Can you feel it squirm?" AR from ZEF6-08 *That Look* and is successfully struck by the chaos beast in the basement during Encounter 5 gains:

I'm Not Feeling So Good: The effects of the chaos beast have caused the thing in your belly to become more active. For the next two AR's, the "Can You Feel It Squirm" AR affects you as if you were 3 months further along. If you are over 12 months along, ignore this effect. [][]

Any PC that is captured by the slavers (i.e. fails to reach Conclusion A before the end of the four hour time slot) receives:

Captured! You may go on no further adventures until you escape or are rescued. Contact the Zeif Triad for a special mission (ZeifTriad@yahoogroups.com).

APPENDIX 1: ALL APLS

ENCOUNTER 7: NOT SO FAST (UNTIERED)

JASSAR IBN'ITFIRI **CR 14**

Male human (Baklunish) marshal 4 / bard 10

NE Medium humanoid (human)

Init +9 (+16 with *motivate dexterity*); **Senses** Listen +19, Spot +2

Languages Aquan, Baklunish, Common, Dwarven, Orc, Undercommon

AC 28, touch 20, flat-footed 23
(+5 Dex, +8 armor, +5 deflection)

hp 85 (14 HD)

Fort +15, **Ref** +20, **Will** +20

Speed 35 ft. in +5 *studded leather* = (7 squares) with *motivate urgency*, base movement 30 ft.

Melee +5 *scimitar* +15 (1d8+5:18-20/x2) or +5 *scimitar* +15/+10 (1d8+5:18-20/x2) or dagger +10 (1d4:19-20/x2) or dagger +10/+5 (1d4:19-20/x2) or

Ranged light crossbow +15 (1d8:19-20/x2)

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

Base Atk +10/+5; **Grp** +10

Bard Spells Known (CL 10th):

4th (1/day) — *dominate person* (DC 23), *hold monster* (DC 23)

3rd (4/day) — *haste*, † *invisibility sphere*, † *see invisibility*, *slow* (DC 20)

2nd (5/day) — *blindness/deafness* (DC 19), *glitterdust* (DC 19), *hold person* (DC 21), *silence* (DC 19)

1st (5/day) — *charm person* (DC 20), *expedition retreat*, *grease* (DC 18), *Tasha's hideous laughter* (DC 20)

0 (3/day) — *daze* (DC 19), *detect magic*, *light message*, *read magic*, *prestidigitation*

† Already cast

Abilities Str 10, Dex 20, Con 13, Int 12, Wis 14, Cha 24

SQ bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire confidence, *suggestion*, inspire greatness, minor aura 2, major aura +1, grant move action 1/day

Feats Great Fortitude, Greater Spell Focus (Enchantment), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Diplomacy), Spell Focus (Enchantment)

Skills Bluff +24, Concentration +14, Diplomacy +31, Hide +18, Intimidate +19, Listen +19, Move Silently +18, Perform +24, Sense Motive +19, Speak Languages

Possessions combat gear plus +5 *studded leather*, *vest of resistance* +5, *cloak of charisma* +6, *periapt of wisdom* +6, *gloves of dexterity* +6, *ring of protection* +5, spell component pouch, +5 *scimitar*, dagger, light crossbow, bolts (10)

Auras (Ex): The marshal exerts an effect on allies in his vicinity. The marshal may project one minor aura and one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras (Ex): *motivate dexterity* (+7 to dex based checks), *master of tactics* (+7 damage when flanking)

Major Auras (Ex): *motivate urgency* (+5 ft. to land speed)

Grant Move Action (Ex): A marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

INTARI IBN'ITFIRI **CR 12**

Female human (Baklunish) cleric 3 / enchanter 3 / mystic theurge 6

NE Medium humanoid (human)

Init +8 (+15 with *motivate dexterity*); **Senses** Listen +6, Spot +6

Languages Common, Baklunish, Orc, Draconic

AC 27, touch 19, flat-footed 23
(+4 Dex, +8 armor, +5 deflection)

hp 59 (12 HD)

Fort +14, **Ref** +15, **Will** +22

Speed 35 ft. (7 squares) with *motivate urgency*, base movement 30 ft.

Melee +5 *dagger* +10 (1d4+4:18-20/x2) or +5 *dagger* +10/+5 (1d4+4:19-20/x2)

Ranged light crossbow +10 (1d8:19-20/x2)

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

Base Atk +6/+1; **Grp** +5

Special Actions rebuke undead

Base Atk +6/+1; **Grp** +5

Cleric Spells Prepared (CL 9th):

5th—**D:** *flame strike* (DC 21), *greater command* (DC 23), *wall of stone* (DC 21)

4th—**D:** *confusion* (DC 22), *dismissal* (DC 20), *dimensional anchor*, *freedom of movement*

3rd—**D:** $\frac{1}{2}$ *nondetection*, *bestow curse* (DC 19), *blindness/deafness* (DC 19), *invisibility purge*, *remove blindness/deafness*

2nd—**D:** *spiritual weapon* (+12 falchion, 1d8+3, 18-20/x2), *hold person* (2) (DC 20), *remove paralysis*, *silence* (2) (DC 18), *calm emotions* (DC 20)

1st—**D:** *magic weapon*, $\frac{1}{2}$ *entropic shield* (6)

0—*guidance* (6)

D: Domain spell. Deity: Xan Yae. Domains: Trickery, War

$\frac{1}{2}$ Already cast

Wizard Spells Prepared (CL 9th):

5th—*dominate person* (2) (DC 23), *feeblemind* (DC 23)

4th—*crushing despair* (2) (DC 22), *dimension door* (DC 20), *charm monster* (DC 22)

3rd—*dispel magic* (2), $\frac{1}{2}$ *invisibility sphere*, *haste*, *suggestion* (DC 21)

2nd—*glitterdust*(2) (DC 18), *Tasha's hideous laughter*(2) (DC 20), *web* (DC 18), $\frac{1}{2}$ *false life*, $\frac{1}{2}$ *see invisibility*

1st—*grease* (3) (DC 17), *ray of enfeeblement* (3) (+11 ranged touch), *charm person* (DC 19)

0—4 *daze* (DC 18), *acid splash* (+11 ranged touch), *touch of fatigue* (+5 touch), *detect magic*

$\frac{1}{2}$ Already cast

Abilities Str 8, Dex 19, Con 12, Int 22, Wis 22, Cha 10

SQ summon familiar

Feats Combat Casting, Greater Spell Focus (Enchantment), Improved Initiative, Iron Fortitude, Lightning Reflexes, Scribe Scroll, Spell Focus (Enchantment), Weapon Focus (Falchion)

Skills Concentration +16, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (religion) +21, Knowledge (the planes) +14, Spellcraft +23

Possessions combat gear plus *bracers of armor* +8, *peripart of wisdom* +6, *cloak of resistance* +5, *headband of intellect* +6, *gloves of dexterity* +6, *ring of protection* +5, spell component pouch, +5 *dagger*, light crossbow, bolts (10), wooden holy symbol of Xan Yae

Spellbook (barred schools abjuration and evocation) spells prepared

CH'NOX**CR 10**

Male mind flayer sorcerer 3

LE Medium aberration

Init +9 (+16 with *motivate dexterity*); **Senses** Listen +17, Spot +17

Languages Common, Undercommon, Elven, Aquan, Draconic, Dwarven, Gnome

AC 35, touch 20, flat-footed 30

(+5 Dex, +8 armor, +5 deflection, +3 natural, +4 shield)

hp 134 (12 HD)

SR 29

Fort +16, **Ref** +13, **Will** +19

Speed 35 ft. (7 squares) with *motivate urgency*, base movement 30 ft.

Melee tentacle +13 (1d4) or 4 tentacles +13 (1d4)

Ranged light crossbow +13 (1d8:19-20/x2)

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

Base Atk +8/+3; **Grp** +8

Atk Options improved grab

Special Actions *mind blast*, psionics, extract

Sorcerer Spells Known (CL 4th):

2nd (6/day)—*blindness/deafness* (DC 22)

1st (9/day)— $\frac{1}{2}$ *shield*, *grease* (DC 21), *ray of enfeeblement* (+13 ranged touch)

0 (6/day)—*daze* (DC 20), *acid splash* (+13 ranged touch), *touch of fatigue* (+13 touch), *detect magic*, *read magic*, *arcane mark*

$\frac{1}{2}$ Already cast

Spell-like Abilities (CL 8th):

5th—*plane shift*

4th—*mind blast* (DC 26), *charm monster* (DC 24)

3rd—*suggestion* (DC 23)

2nd—*levitate*, *detect thoughts* (DC 22)

Abilities Str 10, Dex 20, Con 22, Int 27, Wis 18, Cha 30

SQ summon familiar, spell resistance, telepathy 100 ft.

Feats Ability Focus (*mind blast*), Combat Casting, Improved Initiative, Iron Fortitude, Weapon Finesse

Skills Bluff +25, Concentration +21, Diplomacy +14, Intimidate +12, Knowledge (arcana) +23, Listen +17, Move Silently +18, Sense Motive +17, Spot +17

Possessions combat gear plus *bracers of armor* +8, *cloak of charisma* +6, *vest of resistance* +5, *headband of intellect* +6, *gloves of dexterity* +6, *ring of protection* +5, *amulet of health* +6, spell component pouch, light crossbow, bolts (10)

SLAVER MONKS (3)**CR 10**

Male/female human (Baklunish) monk 10

LE Medium humanoid (human)

Init +9 (+16 with *motivate dexterity*); **Senses** Listen +6, Spot +6

Languages Common

AC 36, touch 28, flat-footed 31

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

hp 72 (10 HD)

Immune non-magical disease

Fort +15, **Ref** +19, **Will** +20 (+22 vs. enchantment)

Speed 65 ft. (13 squares) with *motivate urgency*, base movement 60 ft.

Melee unarmed strike +13 (1d10+5) or unarmed strike +13/+13/+8 (1d10+5)

Ranged light crossbow +12 (1d8: 19-20/x2)

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

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

Atk Options Improved Trip (+9), Stunning Fist (DC 21, 10/day), flurry of blows, *ki* strike (magic and lawful)

Special Actions wholeness of body (20 hp/day)

Base Atk +6/+1; **Grp** +5

Abilities Str 20, Dex 20, Con 12, Int 10, Wis 22, Cha 8

SQ flurry of blows, unarmed strike, evasion, still mind, *ki* strike (magic and lawful), slow fall (50 ft.), purity of body, wholeness of body, improved evasion

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Stunning Fist, Weapon Focus (Unarmed Strike)

Skills Balance +20, Climb +18, Jump +32, Swim +18, Tumble +20

Possessions combat gear plus *belt of giant strength* +6, *bracers of armor* +8, *periapt of wisdom* +6, *cloak of resistance* +5, *gloves of dexterity* +6, *ring of protection* +5, light crossbow, bolts (10)

SLAVER SCOUTS

CR 11

Male/female duergar scout 10

NE Large humanoid (dwarf)

Init +9 (+16 with *motivate dexterity*); **Senses** Listen +15, Spot +2

Languages Common, Dwarven, Undercommon

AC 27, touch 18, flat-footed 23; +2 competence bonus after having moved 10+ ft.

(+9 armor, +4 Dex, +5 deflection, -1 size)

hp 132 (10 HD)

Fort +16, **Ref** +16, **Will** +9; +2 save vs. spells and spell-like effects.

Speed 35 ft. (7 squares) with *motivate urgency*, base movement 30 ft.

Melee +5 *longspear* +18 (2d6+14:20/x3) or +5 *longspear* +18/+13 (2d6+14:20/x3) or handaxe +12 (1d8+6:20/x3) or handaxe +12/+7 (1d8+6:20/x3)

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

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

Atk Options: +3d6 skirmish, Dodge

Spell-Like Abilities* (CL 20th):

2nd— *invisibility* (1/day)

1st— *enlarge person* (1/day)

* These abilities affect only the duergar and whatever it carries.

Abilities Str 22, Dex 18, Con 24, Int 8, Wis 12, Cha 6

SQ: stability; immunity to paralysis, phantasms and poison; uncanny dodge; skirmish +2 AC, evasion, flawless stride, camouflage, blindsense 30 ft.

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (*longspear*)

Skills Balance +16, Climb +18, Jump +18, Listen +15, Move Silently +17, Spot +2, Tumble +16, Use Rope +12

Possessions combat gear plus +5 *chain shirt*, *cloak of resistance* +5, *belt of giant strength* +6, *gloves of dexterity* +6, *amulet of health* +6, +5 *longspear*, handaxes (3)

Skirmish (Ex) A scout relies on mobility to deal extra damage and improve her defense. She deals an

extra 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Evasion (Ex) Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor when carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

SLAVER ROGUES

CR 10

Male human (Baklunish) rogue 10

NE Medium humanoid (human)

Init +10 (+17 with *motivate dexterity*); **Senses** Listen -1, Spot +12

Languages Common, Ancient Baklunish

AC 29, touch 21, flat-footed 23

(+6 Dex, +8 armor, +5 deflection)

hp 97 (10 HD)

Fort +13, **Ref** +18, **Will** +7

Speed 35 ft. (7 squares) with *motivate urgency*, base movement 30 ft.

Melee +5 *sap* +17 (1d6+10:20/x2) or +5 *sap* +17/+12 (1d6+10:20/x2) or rapier +12 (1d6+5:18-20/x2) or rapier +12/+7 (1d6+5:18-20/x2) or dagger +12 (1d4+5:19-20/x2) or dagger +11/+6 (1d4+5:19-20/x2)

Ranged light crossbow +13 (1d8:19-20/x2)

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

Base Atk +7/+2; **Grp** +11

Atk Options: sneak attack +5d6, Spring Attack

Abilities Str 20, Dex 22, Con 20, Int 12, Wis 8, Cha 10

SQ sneak attack +5d6, trapfinding, evasion, trap sense +3, uncanny dodge, improved evasion, improved uncanny dodge

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack

Skills Balance +18, Bluff +13, Climb +17, Hide +16, Move Silently +16, Open Lock +16, Search +14, Spot +12, Tumble +16, Use Rope +16

Possessions combat gear plus amulet of health +6, belt of giant strength +6, bracers of armor +8, cloak of resistance +5, gloves of dexterity +6, +5 *sap*, rapier, dagger, light crossbow, bolts (10)

APPENDIX 1: APL 4

ENCOUNTER 5: THE COMPOUND (OFFICE)

SEF

CR 4

Male human (Baklunish) cleric 3 / rogue 1

NE Medium humanoid (human)

Init +3; **Senses** Listen +6, Spot +6

Languages Common

AC 18, touch 14, flat-footed 15

(+3 Dex, +4 armor, +1 deflection)

hp 26 (4 HD)

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

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee +1 *falchion* +5 (2d4+2:18-20/x2) or masterwork rapier +4 (1d6+1:18-20/x2) or dagger +3 (1d4+1:19-20/x2) or

Ranged light crossbow +5 (1d8:19-20/x2)

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

Base Atk +2; **Grp** +3

Atk Options: sneak attack +1d6, Subduing Strike

Combat Gear: *scroll of sending*

Cleric Spells Prepared (CL 3rd):

2nd— **D:** *spiritual weapon*, *invisibility*, *silence* (on coin in northeast corner)

1st— **D:** *disguise self*, *divine favor*, *deathwatch*, *shield of faith*

0— *light*, *detect magic*, *guidance* (2)

D: Domain spell. Deity: Xan Yae. Domains: Trickery, War

Already cast

Abilities Str 12, Dex 16, Con 13, Int 10, Wis 14, Cha 8

SQ sneak attack +1d6, domain abilities

Feats Combat Casting, Subduing Strike*, Telling Blow*, Weapon Focus (Falchion)

Skills Balance +7, Bluff +5, Concentration +8, Diplomacy +1, Escape Artist +7, Hide +9, Listen +6, Move Silently +7, Sense Motive +8, Spot +6, Tumble +7

Possessions combat gear plus mithral shirt, hooded lantern, quill, ink, ink vial, prisoner manifest, ring of keys (one is magical), +1 *falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

* see Appendix 2: New Rules items

ENCOUNTER 6: THE ESCAPE

FETAH

CR 4

Female human (Baklunish) cleric 4

NE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common

AC 20, touch 14, flat-footed 18

(+2 Dex, +6 armor, +2 deflection)

hp 30 (4 HD)

Fort +5, **Ref** +3, **Will** +7

Speed 20 ft. in +1 *breastplate* (4 squares), base movement 30 ft.

Melee +1 *falchion* +6 (2d4+2:18-20/x2) or masterwork rapier +5 (1d6+1:18-20/x2) or dagger +4 (1d4+1:19-20/x2)

Ranged light crossbow +5 (1d8:19-20/x2)

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

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

Cleric Spells Prepared (CL 4th):

2nd— **D:** *spiritual weapon*, *death knell* (2), *hold person* (2)

1st— **D:** *magic weapon*, *shield of faith* (4)

0— *guidance* (6)

D: Domain spell. Deity: Xan Yae. Domains: Mind, War
Already cast

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 16, Cha 8

Feats Combat Casting, Domain Spontaneity (War), Improved Initiative, Weapon Focus (Falchion)

Skills Bluff +1, Concentration +8, Diplomacy +1, Knowledge (Religion) +7, Sense Motive +5, Spellcraft +7

Possessions combat gear plus +1 *breastplate*, +1 *falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

GROZ

CR 3

Male duergar scout 2

NE Large humanoid (dwarf)

Init +1; **Senses** Listen +7, Spot +2

Languages Common, Dwarven, Undercommon

AC 15, touch 11, flat-footed 15

(+4 armor, +2 deflection, -1 size)

hp 20 (2 HD)

SQ stability; immunity to paralysis, phantasms and poison; uncanny dodge

Fort +4, **Ref** +3, **Will** +1; +2 save vs. spells and spell-like effects.

Speed 20 ft. in mithral shirt (4 squares), base movement 20 ft.

Melee +1 *longspear* +5 (2d6+5:20/x3), handaxe +3 (1d8+3:20/x3)

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

Base Atk +1; **Grp** +8

Atk Options: +1d6 skirmish

Spell-Like Abilities* (CL 4th):

2nd— *invisibility* (1/day)

1st— *enlarge person* (1/day)

* These abilities affect only the duergar and whatever it carries.

Abilities Str 16, Dex 11, Con 17, Int 8, Wis 12, Cha 6

Feats Weapon Focus (longspear)

Skills Balance +7, Climb +8, Jump +4, Listen +7, Move Silently +9, Spot +2, Tumble +7, Use Rope +5

Possessions combat gear plus mithral shirt, +1 *longspear*, handaxes (3)

Skirmish (Ex) A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

GHUL

CR 3

Male human (Baklunish) monk 3

NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +7

Languages Common

AC 17, touch 15, flat-footed 15

(+2 Dex, +1 armor, +1 natural armor, +1 insight, +2 deflection)

hp 23 (3 HD)

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

Speed 40 ft. (8 squares), base movement 40 ft.

Melee Unarmed strike +5 (1d6+3:20/x2) or Unarmed strike +3/+3 (1d6+3:20/x2) with flurry of blows

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

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

Atk Options: Improved Unarmed Strike, flurry of blows

Special Actions: evasion

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility

Skills Balance +10, Hide +8, Move Silently +8, Spot +7, Tumble +8

Possessions *amulet of natural armor* +1, *bracers of armor* +1.

ODEM

CR 3

Male human (Baklunish) rogue 3

NE Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot +5

Languages Common, Ancient Baklunish

AC 18, touch 14, flat-footed 16

(+2 Dex, +4 armor, +2 deflection)

hp 18 (3 HD)

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

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee +1 *sap* +5 (1d6+3:20/x2) or rapier +4 (1d6+2:18-20/x2) or dagger +4 (1d4+2:19-20/x2)

Ranged light crossbow +4 (1d8:19-20/x2)

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

Base Atk +2; **Grp** +4

Atk Options: sneak attack +1d6

Special Actions: dodge, evasion

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10

Feats Combat Reflexes, Dodge, Mobility

Skills Balance +11, Bluff +6, Climb +8, Diplomacy +2, Hide +8, Intimidate +2, Jump +4, Move Silently +8, Open Lock +8, Search +7, Sense Motive +2, Spot +5, Tumble +8, Use Rope +8

Possessions combat gear plus mithral shirt, +1 *sap*, rapier, dagger, light crossbow, bolts (10)

ENCOUNTER 5: THE COMPOUND (OFFICE)

SEF

CR 6

Male human (Baklunish) cleric 4 / rogue 2

NE Medium humanoid (human)

Init +3; **Senses** Listen +7, Spot +7**Languages** Common**AC** 20, touch 15, flat-footed 17

(+3 Dex, +5 armor, +2 deflection)

hp 39 (6 HD)**Fort** +6, **Ref** +8, **Will** +7**Speed** 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.**Melee** +1 *falchion* +7 (2d4+2:18-20/x2) or masterwork rapier +6 (1d6+1:18-20/x2) or dagger +5 (1d4+1:19-20/x2) or**Ranged** light crossbow +7 (1d8:19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +5**Atk Options:** sneak attack +1d6, Subduing Strike**Combat Gear:** *scroll of sending***Cleric Spells Prepared** (CL 4th):2nd— **D:** *spiritual weapon*, *invisibility*, *hold person*, *silence* (on coin in northeast corner)1st— **D:** *disguise self*, *divine favor*, *deathwatch*, *shield of faith*, *obscuring mist*0— *light*, *detect magic*, *guidance* (3)**D:** Domain spell. Deity: Xan Yae. Domains: Trickery, War

† Already cast

Abilities Str 12, Dex 16, Con 13, Int 10, Wis 14, Cha 8**SQ** sneak attack +1d6, domain abilities**Feats** Combat Casting, Power Critical* (Falchion), Subduing Strike*, Telling Blow*, Weapon Focus (Falchion)**Skills** Balance +10, Bluff +6, Concentration +10, Diplomacy +5, Escape Artist +8, Hide +11, Intimidate +1, Jump +3, Listen +7, Move Silently +8, Sense Motive +11, Spot +7, Tumble +8**Possessions** combat gear plus +1 *mithral shirt*, +1 *cloak of resistance*, hooded lantern, quill, ink, ink vial, prisoner manifest, ring of keys (one is magical), +1 *falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

* see Appendix 2: New Rules items

Advanced MIMIC

CR 6

Usually N Huge aberration (shapechanger)

Init +0;**Senses** darkvision 60 ft.; Listen +8, Spot +8**Languages** see text**AC** 16, touch 8, flat-footed 16

(-2 size, +8 natural)

hp 157 (15 HD)**Immune** acid**Fort** +11, **Ref** +7, **Will** +10**Speed** 10 ft. (2 squares)**Melee** 2 slams +19 (2d6+9)**Space** 15 ft; **Reach** 15 ft.**Base Atk** +11; **Grp** +28**Special Actions** Adhesive, crush**Abilities** Str 28, Dex 10, Con 22, Int 10, Wis 13, Cha 10**SQ** mimic shape**Feats** Alertness, Lightning Reflexes, Weapon Focus (slam)**Skills** Climb +9, Disguise +13, Listen +8, Spot +8

ENCOUNTER 5: THE COMPOUND (BASEMENT)

CHAOS BEAST (ADVANCED)

CR 9

CN Medium outsider (chaotic, extraplanar)

Init +5; **Senses** Listen +15, Spot +15**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

hp 84 (12 HD);**Immune** critical hits and transformation**Resist** SR 19**Fort** +10 **Ref** +9, **Will** +8**Speed** 20 ft. (4 squares), base movement 20 ft.;**Melee** Claw +15 (1d3+2 + Corporeal Instability DC 20 Fort) or 2 Claws +15 (1d3+2 + Corporeal Instability DC 20 Fort)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +14**Atk Options:** Dodge**Abilities** Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10**SQ** Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 19, claw attacks treated as chaotic aligned for the purposes of overcoming DR**Feats** Ability Focus (Corporeal Instability), Dodge, Improved Initiative, Mobility, Weapon Focus (Claw)**Skills** Balance +3, Climb +17, Escape Artist +16, Hide +16, Jump +13, Listen +15, Search +15, Spot +15, Tumble +18**Corporeal Instability (Su)** A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 19 Fortitude save or become a spongy amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain

courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast. A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different hit dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal Instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex) No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

ENCOUNTER 6:

THE ESCAPE

FETAH

CR 6

Female human (Baklunish) cleric 6

NE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common

AC 22, touch 14, flat-footed 20

(+2 Dex, +6 armor, +1 natural armor, +2 deflection, +1 enhancement)

hp 44 (6 HD)

Fort +6, **Ref** +4, **Will** +8

Speed 20 ft. in +1 *breastplate* (4 squares), base movement 30 ft.

Melee +1 *falchion* +7 (2d4+2:18-20/x2) or masterwork rapier +6 (1d6+1:18-20/x2) or dagger +5 (1d4+1:19-20/x2)

Ranged light crossbow +6 (1d8:19-20/x2)

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

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

Cleric Spells Prepared (CL 6th):

3rd— **D:** *magic vestment* (3), *bestow curse*, *blindness/deafness*

2nd— **D:** *spiritual weapon*, *death knell* (2), *hold person* (2)

1st— **D:** *magic weapon*, *shield of faith* (4)

0—*guidance* (6)

D: Domain spell. Deity: Xan Yae. Domains: Mind, War

‡ Already cast

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 16, Cha 8

Feats Combat Casting, Domain Spontaneity (War), Improved Initiative, Spell Focus (Necromancy), Weapon Focus (Falchion)

Skills Bluff +1, Concentration +10, Diplomacy +1, Knowledge (Religion) +9, Sense Motive +5, Spellcraft +9

Possessions +1 *breastplate*, *amulet of natural armor* +1, +1 *falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

GROZ

CR 5

Male duergar scout 4

NE Large humanoid (dwarf)

Init +6; **Senses** Listen +9, Spot +2

Languages Common, Dwarven, Undercommon

AC 18, touch 12, flat-footed 18

(+5 armor, +1 Dex, +2 deflection, -1 size, +1 enhancement)

hp 38 (4 HD)

SQ stability; immunity to paralysis, phantasms and poison; uncanny dodge; skirmish +1 AC

Fort +4, **Ref** +5, **Will** +2; +2 save vs. spells and spell-like effects.

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee +1 *longspear* +7 (2d6+5:20/x3) or handaxe +5 (1d8+3:20/x3)

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

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

Atk Options: +1d6 skirmish

Spell-Like Abilities* (CL 8th):

2nd— ‡ *invisibility* (1/day)

1st— ‡ *enlarge person* (1/day)

* These abilities affect only the duergar and whatever it carries.

Abilities Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 6

Feats Combat Reflexes, Improved Initiative, Weapon Focus (longspear)

Skills Balance +10, Climb +10, Jump +12, Listen +9, Move Silently +11, Spot +2, Tumble +10, Use Rope +6

Possessions +1 *mithral shirt*, +1 *longspear*, handaxes (3)

Skirmish (Ex) A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this

extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.
A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

GHUL

CR 3

Male human (Baklunish) monk 3

NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +7

Languages Common

AC 19, touch 15, flat-footed 18

(+2 Dex, +1 armor, +1 natural armor, +1 insight, +2 deflection, +2 enhancement)

hp 23 (3 HD)

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

Speed 40 ft. (8 squares), base movement 40 ft.

Melee Unarmed strike +5 (1d6+3:20/x2) or Unarmed strike +3/+3 (1d6+3:20/x2) with flurry of blows

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

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

Atk Options: Improved Unarmed Strike, flurry of blows

Special Actions: evasion

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility

Skills Balance +10, Hide +8, Jump +8, Move Silently +8, Spot +7, Tumble +8

Possessions *amulet of natural armor* +1, *bracers of armor* +1.

ODEM

CR 3

Male human (Baklunish) rogue 3

NE Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot +5

Languages Common, Ancient Baklunish

AC 18, touch 14, flat-footed 16

(+2 Dex, +4 armor, +2 deflection)

hp 18 (3 HD)

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

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee +1 *sap* +5 (1d6+3:20/x2) or rapier +4 (1d6+2:18-20/x2) or dagger +4 (1d4+2:19-20/x2)

Ranged light crossbow +4 (1d8:19-20/x2)

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

Base Atk +2; **Grp** +4

Atk Options: sneak attack +2d6

Special Actions: dodge, evasion

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10

Feats Combat Reflexes, Dodge, Mobility

Skills Balance +11, Bluff +6, Climb +8, Hide +8, Intimidate +2, Jump +4, Move Silently +8, Open Lock +8, Search +7, Sense Motive +1, Spot +5, Tumble +8, Use Rope +8

Possessions mithral shirt, +1 *sap*, rapier, dagger, light crossbow, bolts (10)

ENCOUNTER 5: THE COMPOUND (OFFICE)

SEF

CR 8

Male human (Baklunish) cleric 5 / rogue 3

NE Medium humanoid (human)

Init +3; Senses Listen +8, Spot +8

Languages Common

AC 20, touch 15, flat-footed 17

(+3 Dex, +5 armor, +2 deflection)

hp 59 (8 HD)

Fort +8, Ref +8, Will +8

Speed 30 ft. in +1 *mithral shirt of silent moves* (6 squares), base movement 30 ft.Melee +1 *falchion* +8 (2d4+2:18-20/x2) or masterwork rapier +7 (1d6+1:18-20/x2) or dagger +6 (1d4+1:19-20/x2) or

Ranged light crossbow +8 (1d8:19-20/x2)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +6

Atk Options: sneak attack +2d6, Subduing Strike

Combat Gear: *scroll of sending*

Cleric Spells Prepared (CL 5th):

3rd— D: † *nondetection*, *protection from energy*2nd— D: *spiritual weapon*, † *invisibility*, *hold person*, † *silence* (on coin in northeast corner)1st— D: *disguise self*, *divine favor*, † *deathwatch*,† *shield of faith*, *obscuring mist*0— *light*, *detect magic*, *guidance* (3)

D: Domain spell. Deity: Xan Yae. Domains: Trickery, War

† Already cast

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 8

SQ sneak attack +2d6, domain abilities

Feats Combat Casting, Power Critical* (*Falchion*), Subduing Strike*, Telling Blow*, Weapon Focus (*Falchion*)

Skills Balance +11, Bluff +7, Concentration +13, Diplomacy +5, Escape Artist +9, Escape Artist +9, Intimidate +1, Jump +5, Listen +8, Move Silently +14, Sense Motive +12, Spot +8, Tumble +9

Possessions combat gear plus +1 *mithral shirt of silent moves*, +1 *cloak of resistance*, hooded lantern, quill, ink, ink vial, prisoner manifest, ring of keys (one is magical), +1 *falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

* see Appendix 2: New Rules items

SPELLWARPED MIMIC

CR 8

CE Huge aberration (shapechanger)

Init +6; Senses darkvision 60 ft.; Listen +21, Spot +21

Languages see text

AC 21, touch 10, flat-footed 19

(-2 size, +2 Dex, +11 natural)

hp 202 (15 HD)

Immune acid

SR 26

Fort +13, Ref +9, Will +10 Speed 10 ft. (2 squares)

Melee 2 slams +21 (2d6+11)

Space 15 ft.; Reach 15 ft.

Base Atk +11; Grp +30

Special Actions Adhesive, crush

Abilities Str 32, Dex 14, Con 26, Int 14, Wis 13, Cha 10

SQ mimic shape, spell absorption

Feats Alertness, Improved Initiative, Improved Natural Armor, Improved Toughness, Lightning Reflexes, Weapon Focus (slam)

Skills Balance +6, Climb +14, Disguise +26, Listen +21, Spot +21

Spell Absorption (Su) Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell effect is resolved.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

ENCOUNTER 5: THE COMPOUND (BASEMENT)

CHAOS BEAST (ADVANCED)

CR 11

CN Large outsider (chaotic, extraplanar)

Init +4; Senses Listen +18, Spot +18

Languages None

AC 16, touch 9, flat-footed 16

(+7 natural, -1 size)

hp 150 (15 HD);

Immune critical hits and transformation

Resist SR 22

Fort +10 Ref +9, Will +9

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee: Claw +21 (1d4+6 + Corporeal Instability DC 23 Fort) or 2 Claws +21 (1d4+6 + Corporeal Instability DC 23 Fort)

Space 10 ft.; Reach 5 ft.

Base Atk +15; Grp +25

Atk Options: Dodge

Abilities Str 22, Dex 11, Con 18, Int 10, Wis 10, Cha 10

SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 22, claw attacks

treated as chaotic aligned for the purposes of overcoming DR

Feats: Ability Focus (Corporeal Instability), Blind-Fight, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (Claw)

Skills Balance +2, Climb +24, Escape Artist +18, Hide +18, Jump +20, Listen +18, Search +18, Spot +18, Tumble +20

Corporeal Instability (Su) A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 23 Fortitude save or become a spongy amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast. A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different hit dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal Instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex) No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

ENCOUNTER 6:

THE ESCAPE

FETAH

Female human (Baklunish) cleric 8

NE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

CR 8

Languages Common

AC 23, touch 15, flat-footed 21

(+2 Dex, +6 armor, +3 deflection, +1 enhancement)

hp 58 (8 HD)

Fort +8, **Ref** +5, **Will** +11

Speed 20 ft. in +1 *breastplate* (4 squares), base movement 30 ft.

Melee +1 *falchion* +9 (2d4+2:18-20/x2) or +1 *falchion* +9/+4 (2d4+2:18-20/x2) or masterwork rapier +8 (1d6+1:18-20/x2) or masterwork rapier +8/+3 (1d6+1:18-20/x2) or dagger +7 (1d4+1:19-20/x2) or dagger +7/+2 (1d4+1:19-20/x2)

Ranged light crossbow +8 (1d8:19-20/x2)

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

Base Atk +6/+1; **Grp** +7

Cleric Spells Prepared (CL 8th):

4th— **D:** *divine power*, *dimensional anchor*, *freedom of movement*, *poison*

3rd— **D:** *magic vestment* (3), *bestow curse*, *blindness/deafness*

2nd— **D:** *spiritual weapon*, *death knell* (2), *hold person* (2)

1st— **D:** *magic weapon*, *shield of faith* (5)

0—*guidance* (6)

D: Domain spell. Deity: Xan Yae. Domains: Mind, War
Already cast

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 19, Cha 8

Feats Combat Casting, Domain Spontaneity (War), Improved Initiative, Spell Focus (Necromancy), Weapon Focus (Falchion)

Skills Bluff +1, Concentration +12, Diplomacy +1, Knowledge (Religion) +11, Sense Motive +1, Spellcraft +11

Possessions +1 *breastplate*, *periapt of wisdom* +2, *cloak of resistance* +1, +1 *falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

GROZ AND FLAH

CR 6

Male duergar scout 5

NE Large humanoid (dwarf)

Init +6; **Senses** Listen +10, Spot +2

Languages Common, Dwarven, Undercommon

AC 19, touch 13, flat-footed 19

(+5 armor, +1 Dex, +3 deflection, -1 size, +1 enhancement)

hp 47 (5 HD)

Fort +5, **Ref** +6, **Will** +3; +2 save vs. spells and spell-like effects.

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee +1 *longspear* +7 (2d6+5:20/x3) or handaxe +5 (1d8+3:20/x3)

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

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

Atk Options: +2d6 skirmish

Spell-Like Abilities* (CL 10th):

2nd— *invisibility* (1/day)

1st— *enlarge person* (1/day)

* These abilities affect only the duergar and whatever it carries.

Abilities Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 6
SQ: stability; immunity to paralysis, phantasms and poison; uncanny dodge; skirmish +1 AC, evasion

Feats Combat Reflexes, Improved Initiative, Weapon Focus (longspear)

Skills Balance +11, Climb +11, Jump +13, Listen +10, Move Silently +12, Spot +2, Tumble +11, Use Rope +7

Possessions +1 mithral shirt, cloak of resistance +1, +1 longspear, handaxes (3)

Skirmish (Ex) A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

Evasion (Ex) Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

GHUL

CR 5

Male human (Baklunish) monk 5
NE Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +9
Languages Common

AC 21, touch 18, flat-footed 18
(+3 Dex, +2 armor, +1 natural armor, +2 insight, +3 deflection)

hp 37 (5 HD)

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

Speed 40 ft. (8 squares), base movement 40 ft.

Melee Unarmed strike +6 (1d8+3:20/x2) or Unarmed strike +5/+5 (1d8+3:20/x2) with flurry of blows

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

Base Atk +3; **Grp** +9

Atk Options: Improved Unarmed Strike, flurry of blows

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8

SQ evasion, still mind, *ki* strike (magic), slow fall 20 ft., purity of body

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility

Skills Balance +12, Hide +10, Move Silently +10, Spot +9, Tumble +10

Possessions *amulet of natural armor* +1, *bracers of armor* +2.

ODEM

CR 5

Male human (Baklunish) rogue 5

NE Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot +7

Languages Common, Ancient Baklunish

AC 20, touch 15, flat-footed 20
(+2 Dex, +5 armor, +3 deflection)

hp 34 (5 HD)

Fort +3, **Ref** +6, **Will** +0

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee +1 *sap* +6 (1d6+3:20/x2) or rapier +5 (1d6+2:18-20/x2) or dagger +5 (1d4+2:19-20/x2)

Ranged light crossbow +5 (1d8:19-20/x2)

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

Base Atk +3; **Grp** +5

Atk Options: sneak attack +3d6

Abilities Str 14, Dex 15, Con 14, Int 12, Wis 8, Cha 10

SQ dodge, evasion, uncanny dodge

Feats Combat Reflexes, Dodge, Mobility

Skills Balance +12, Bluff +8, Climb +10, Diplomacy +2, Hide +10, Intimidate +2, Jump +4, Move Silently +10, Open Lock +10, Search +9, Sense Motive +2, Spot +7, Tumble +10, Use Rope +10

Possessions +1 *mithral shirt*, +1 *sap*, rapier, dagger, light crossbow, bolts (10)

ENCOUNTER 5: THE COMPOUND (OFFICE)

SEF

CR 11

Male human (Baklunish) cleric 8 / rogue 3

NE Medium humanoid (human)

Init +3; **Senses** Listen +9, Spot +9**Languages** Common**AC** 22, touch 16, flat-footed 19

(+3 Dex, +5 armor, +3 deflection, +1 enhancement)

hp 83 (11 HD)**Fort** +10, **Ref** +9, **Will** +11**Speed** 30 ft. in +1 *mithral shirt of silent moves* (6 squares), base movement 30 ft.**Melee** +1 *human bane falchion* +11 (2d4+2:18-20/x2) or +1 *human bane falchion* +11/+6 (2d4+2:18-20/x2) or masterwork rapier +10 (1d6+1:18-20/x2) or masterwork rapier +10/+5 (1d6+1:18-20/x2) or dagger +9 (1d4+1:19-20/x2) or dagger +9/+4 (1d4+1:19-20/x2) or**Ranged** light crossbow +11 (1d8:19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +9**Atk Options:** sneak attack +2d6, Subduing Strike, +1 *bane human falchion* (+2d6 damage vs. humans)**Combat Gear:** *scroll of sending***Cleric Spells Prepared** (CL 8th):4th— **D:** *divine power*, *spell immunity*, *summon monster IV*3rd— **D:** *nondetection*, *dispel magic*, *flame of faith*, *magic vestment*, *protection from energy*2nd— **D:** *spiritual weapon*, *invisibility*, *hold person* (2), *silence* (on coin in northeast corner)1st— **D:** *disguise self*, *divine favor*, *deathwatch*, *sanctuary*, *shield of faith*, *obscuring mist*0— *light*, *detect magic*, *guidance* (4)**D:** Domain spell. Deity: Xan Yae. Domains: Trickery, War

† Already cast

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 8**SQ** sneak attack +2d6, domain abilities**Feats** Combat Casting, Combat Reflexes, Power Critical* (Falchion), Subduing Strike*, Telling Blow*, Weapon Focus (Falchion)**Skills** Balance +11, Bluff +9, Concentration +16, Diplomacy +3, Escape Artist +9, Hide +17, Intimidate +1, Jump +3, Listen +9, Move Silently +14, Sense Motive +13, Spot +9, Tumble +9**Possessions** combat gear plus +1 *mithral shirt of silent moves*, +1 *cloak of resistance*, *periapt of wisdom* +2, hooded lantern, quill, ink, ink vial, prisoner manifest, ring of keys (one is magical), +1 *human bane falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

* see Appendix 2: New Rules items

ADVANCED HALF-FIEND SPELLWARPED MIMIC CR 10

Huge outsider (shapechanger, augmented aberration)

Init +8; **Senses** darkvision 60 ft.; Listen +20, Spot +20**AC** 24, touch 12, flat-footed 20

(-2 size, +4 Dex, +12 natural)

hp 189 (14 HD); **DR** 10/magic**Immune** acid, disease**Resist** acid 10, cold 10, electricity 10, fire 10;**SR** 25**Fort** +13, **Ref** +10, **Will** +10**Speed** 10 ft. (2 squares), fly 10 ft. (average)**Melee** 2 slams +22 (2d6+13)**Melee** 2 claws +21 (2d6+13) and bite +16 (3d6+6)**Space** 15 ft; **Reach** 15 ft.**Base Atk** +10; **Grp** +31**Special Actions** Adhesive, crush, smite good**Abilities** Str 36, Dex 18, Con 28, Int 18, Wis 13, Cha 12**SQ** mimic shape, spell-like abilities, spell absorption**Feats** Alertness, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Weapon Focus (slam)**Skills** Balance +12, Climb +20, Disguise +26, Hide +4, Listen +20, Move Silently +12, Sense Motive +9, Spellcraft +12, Spot +20**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell effect is resolved.**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.**Life:** The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

ENCOUNTER 5: THE COMPOUND (BASEMENT)

CHAOS BEAST (ADVANCED)

CR 12

CN Large outsider (chaotic, extraplanar)

Init +5; **Senses** Listen +18, Spot +18**Languages** None**AC** 17, touch 10, flat-footed 16

(+1 Dex, +7 natural, -1 size)

hp 160 (16 HD);**Immune** critical hits and transformation

Resist SR 23

Fort +11 **Ref** +11, **Will** +10

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee Claw +22 (1d4+6 + Corporeal Instability DC 24 Fort) or 2 Claws +22 (1d4+6 + Corporeal Instability DC 24 Fort)

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

Base Atk +16; **Grp** +26

Atk Options: Dodge

Abilities Str 22, Dex 12, Con 18, Int 10, Wis 10, Cha 10

SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 23, claw attacks treated as chaotic aligned for the purposes of overcoming DR

Feats: Ability Focus (Corporeal Instability), Blind-Fight, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (Claw)

Skills Balance +3, Climb +25, Escape Artist +20, Hide +20, Jump +21, Listen +19, Search +19, Spot +19, Tumble +22

Corporeal Instability (Su) A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 24 Fortitude save or become a spongy amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast. A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different hit dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal Instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex) No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

ENCOUNTER 6:

THE ESCAPE

FETAH

CR 10

Female human (Baklunish) cleric 10

NE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common

AC 23, touch 15, flat-footed 21

(+2 Dex, +6 armor, +3 deflection, +1 enhancement)

hp 72 (10 HD)

Resist SR 22, 25% chance to negate critical hit or sneak attack damage

Fort +10, **Ref** +7, **Will** +13

Speed 20 ft. in +1 *breastplate of light fortification* (4 squares), base movement 30 ft.

Melee +1 *falchion* +10 (2d4+2:18-20/x2) or +1 *falchion* +10/+5 (2d4+2:18-20/x2) or masterwork rapier +9 (1d6+1:18-20/x2) or masterwork rapier +9/+4 (1d6+1:18-20/x2) or dagger +8 (1d4+1:19-20/x2) or dagger +8/+3 (1d4+1:19-20/x2)

Ranged light crossbow +9 (1d8:19-20/x2)

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

Base Atk +7/+2; **Grp** +8

Cleric Spells Prepared (CL 10th):

5th— **D:** *† Rary's telepathic bond*, *break enchantment*, *† spell resistance*

4th— **D:** *divine power*, *dimensional anchor*, *† freedom of movement*, *poison*, *† spell immunity*

3rd— **D:** *† magic vestment* (3), *bestow curse*, *blindness/deafness*

2nd— **D:** *spiritual weapon*, *death knell* (2), *hold person* (3)

1st— **D:** *† magic weapon*, *† shield of faith* (5)

0—*guidance* (6)

D: Domain spell. Deity: Xan Yae. Domains: Mind, War
† Already cast

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 19, Cha 8

Feats Combat Casting, Domain Spontaneity* (War), Improved Initiative, Skill Focus (Concentration), Spell Focus (Necromancy), Weapon Focus (Falchion)

Skills Bluff +1, Concentration +17, Diplomacy +1, Knowledge (Religion) +13, Sense Motive +6, Spellcraft +13

Possessions +1 *breastplate of light fortification*, *periapt of wisdom* +2, *cloak of resistance* +2, +1 *falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

* See Appendix 2: New Rules Items

GROZ AND FLAH**CR 6**

Male duergar scout 5

NE Large humanoid (dwarf)

Init +6; **Senses** Listen +10, Spot +2**Languages** Common, Dwarven, Undercommon**AC** 19, touch 13, flat-footed 19

(+5 armor, +1 Dex, +3 deflection, -1 size, +1 enhancement)

hp 47 (5 HD)**Fort** +5, **Ref** +6, **Will** +3; +2 save vs. spells and spell-like effects.**Speed** 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.**Melee** +1 *longspear* +7 (2d6+5:20/x3) or handaxe +5 (1d8+3:20/x3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +3; **Grp** +10**Atk Options:** +2d6 skirmish**Spell-Like Abilities*** (CL 10th):2nd— $\frac{1}{2}$ *invisibility* (1/day)1st— $\frac{1}{2}$ *enlarge person* (1/day)

* These abilities affect only the duergar and whatever it carries.

Abilities Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 6**SQ** stability; immunity to paralysis, phantasms and poison; uncanny dodge; skirmish +1 AC, evasion**Feats** Combat Reflexes, Improved Initiative, Weapon Focus (longspear)**Skills** Balance +11, Climb +11, Jump +13, Listen +10, Move Silently +12, Spot +2, Tumble +11, Use Rope +7**Possessions** combat gear plus +1 *mithral shirt*, *cloak of resistance* +1, +1 *longspear*, handaxes (3)**Skirmish (Ex)** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.**Evasion (Ex)** Beginning at 5th level, a scout can avoid damage from certain attacks with a

successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

GHUL**CR 7**

Male human (Baklunish) monk 7

NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +11**Languages** Common**AC** 21, touch 18, flat-footed 18

(+3 Dex, +2 armor, +1 natural armor, +2 insight, +3 deflection)

hp 51 (7 HD)**Fort** +6, **Ref** +8, **Will** +6**Speed** 50 ft. (10 squares), base movement 50 ft.**Melee** Unarmed strike +9 (1d8+4:20/x2) or Unarmed strike +8/+8 (1d8+4:20/x2) with flurry of blows**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +12**Atk Options:** Improved Unarmed Strike, flurry of blows, Improved Trip, Spring Attack**Abilities** Str 16, Dex 16, Con 12, Int 10, Wis 13, Cha 8**SQ** evasion, still mind, *ki* strike (magic), slow fall 30 ft., purity of body, wholeness of body**Feats** Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack**Skills** Balance +14, Hide +12, Jump +13, Move Silently +12, Spot +11, Tumble +12**Possessions** *amulet of natural armor* +1, *bracers of armor* +2, *gauntlets of ogre power*.**ODEM****CR 7**

Male human (Baklunish) rogue 7

NE Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot +9**Languages** Common, Ancient Baklunish**AC** 20, touch 15, flat-footed 20

(+2 Dex, +5 armor, +3 deflection)

hp 47 (7 HD)**Fort** +6, **Ref** +9, **Will** +3**Speed** 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.**Melee** +1 *sap* +8 (1d6+3:20/x2) or rapier +7 (1d6+2:18-20/x2) or dagger +7 (1d4+2:19-20/x2)**Ranged** light crossbow +7 (1d8:19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options:** sneak attack +4d6, Spring Attack**Abilities** Str 14, Dex 15, Con 14, Int 12, Wis 8, Cha 10**SQ** dodge, evasion, uncanny dodge**Feats** Combat Reflexes, Dodge, Mobility, Spring Attack**Skills** Balance +14, Bluff +10, Climb +12, Hide +12, Intimidate +2, Jump +4, Move Silently +12, Open Lock +12, Search +11, Sense Motive +2, Spot +9, Tumble +12, Use Rope +12

Possessions combat gear plus +1 *mithral shirt, cloak of resistance* +2, +1 *sap*, rapier, dagger, light crossbow, bolts (10)

ENCOUNTER 5: THE COMPOUND (OFFICE)

SEF

CR 12

Male human (Baklunish) cleric 9 / rogue 3

NE Medium humanoid (human)

Init +7; **Senses** Listen +9, Spot +9

Languages Common

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 armor, +3 deflection, +1 enhancement)

hp 91 (12 HD)

SR 21

Fort +11, **Ref** +11, **Will** +12

Speed 30 ft. in +2 *mithral shirt of silent moves* (6 squares), base movement 30 ft.

Melee +1 *human bane falchion* +11 (2d4+2:18-20/x2) or +1 *human bane falchion* +11/+6 (2d4+2:18-20/x2) or masterwork rapier +10 (1d6+1:18-20/x2) or masterwork rapier +10/+5 (1d6+1:18-20/x2) or dagger +9 (1d4+1:19-20/x2) or dagger +9/+4 (1d4+1:19-20/x2) or

Ranged light crossbow +11 (1d8:19-20/x2)

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

Base Atk +8; **Grp** +9

Atk Options sneak attack +2d6, Subduing Strike, +1 *bane human falchion* (+2d6 damage vs. humans)

Combat Gear: *scroll of sending*

Cleric Spells Prepared (CL 9th):

5th— **D:** *flame strike*, *spell resistance*

4th— **D:** *divine power*, *spell immunity*, *summon monster IV*

3rd— **D:** *nondetection*, *dispel magic*, *flame of faith*, *magic vestment*, *protection from energy*

2nd— **D:** *spiritual weapon*, *invisibility*, *hold person* (3), *silence* (on coin in northeast corner)

1st— **D:** *disguise self*, *divine favor*, *deathwatch*, *sanctuary*, *shield of faith*, *obscuring mist*

0— *light*, *detect magic*, *guidance* (4)

D: Domain spell. Deity: Xan Yae. Domains: Trickery, War

† Already cast

Abilities Str 13, Dex 16, Con 14, Int 10, Wis 16, Cha 8

SQ sneak attack +2d6, domain abilities

Feats Combat Casting, Combat Reflexes, Improved Initiative, Power Critical* (Falchion), Subduing Strike*, Telling Blow*, Weapon Focus (Falchion)

Skills Balance +11, Bluff +10, Concentration +17, Diplomacy +3, Escape Artist +9, Hide +18, Intimidate +1, Jump +3, Listen +9, Move Silently +14, Sense Motive +13, Spot +9, Tumble +9

Possessions combat gear plus +2 *mithral shirt of silent moves*, +2 *cloak of resistance*, *periapt of wisdom* +2, hooded lantern, quill, ink, ink vial, prisoner manifest, ring of keys (one is magical), +1 *human bane falchion*, masterwork rapier, dagger,

light crossbow, bolts (10), wooden holy symbol of Xan Yae

* see Appendix 2: New Rules items

Advanced HALF-FIEND, SPELLWARPED MIMIC

CR 12

CE Huge outsider (shapechanger, augmented aberration)

Init +8; **Senses** darkvision 60 ft.; Listen +26, Spot +26

Languages see text

AC 24, touch 12, flat-footed 20

(-2 size, +4 Dex, +12 natural)

hp 275 (19 HD); **DR** 10/magic

Immune acid, disease

Resist acid 10, cold 10, electricity 10, fire 10;

SR 30

Fort +15, **Ref** +12, **Will** +15

Speed 10 ft. (2 squares), fly 10 ft. (average)

Melee 2 slams +26 (2d6+13)

Melee 2 claws +25 (2d6+13) and bite +20 (3d6+6)

Space 15 ft; **Reach** 15 ft.

Base Atk +14; **Grp** +35

Special Actions Adhesive, crush, smite good

Abilities Str 36, Dex 18, Con 28, Int 18, Wis 14, Cha 12

SQ mimic shape, spell-like abilities, spell absorption

Feats Alertness, Improved Initiative, Improved Natural Armor,

Improved Toughness, Iron Will, Lightning Reflexes, Weapon Focus (slam)

Skills Balance +15, Climb +26, Disguise +31, Hide +7, Listen +26,

Move Silently +15, Sense Motive +13, Spellcraft +15, Spot +26

Spell Absorption (Su) Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell effect is resolved.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

ENCOUNTER 5: THE COMPOUND (BASEMENT)

CHAOS BEASTS (ADVANCED) (2)

CR 12

CN Large outsider (chaotic, extraplanar)

Init +5; **Senses** Listen +18, Spot +18

Languages None

AC 17, touch 10, flat-footed 16

(+1 Dex, +7 natural, -1 size)

hp 160 (16 HD);

Immune critical hits and transformation

Resist SR 23

Fort +11 **Ref** +11, **Will** +10

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee: Claw +22 (1d4+6 + Corporeal Instability DC 24 Fort) or 2 Claws +22 (1d4+6 + Corporeal Instability DC 24 Fort)

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

Base Atk +16; **Grp** +26

Atk Options: Dodge

Abilities Str 22, Dex 12, Con 18, Int 10, Wis 10, Cha 10

SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 23, claw attacks treated as chaotic aligned for the purposes of overcoming DR

Feats: Ability Focus (Corporeal Instability), Blind-Fight, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (Claw)

Skills Balance +3, Climb +25, Escape Artist +20, Hide +20, Jump +21, Listen +19, Search +19, Spot +19, Tumble +22

Possessions None

Corporeal Instability (Su) A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 24 Fortitude save or become a spongy amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast. A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different hit dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal Instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex) No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

CHAOS BEAST (ADVANCED)

CR 9

CN Medium outsider (chaotic, extraplanar)

Init +5; **Senses** Listen +15, Spot +15

Languages None

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

hp 84 (12 HD);

Immune critical hits and transformation

Resist SR 19

Fort +10 **Ref** +9, **Will** +8

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee: Claw +15 (1d3+2 + Corporeal Instability DC 20 Fort) or 2 Claws +15 (1d3+2 + Corporeal Instability DC 20 Fort)

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

Base Atk +12; **Grp** +14

Atk Options: Dodge

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10

SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 19, claw attacks treated as chaotic aligned for the purposes of overcoming DR

Feats: Ability Focus (Corporeal Instability), Dodge, Improved Initiative, Mobility, Weapon Focus (Claw)

Skills Balance +3, Climb +17, Escape Artist +16, Hide +16, Jump +13, Listen +15, Search +15, Spot +15, Tumble +18

ENCOUNTER 6:

THE ESCAPE

FETAH

CR 12

Female human (Baklunish) cleric 12

NE Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +4

Languages Common

AC 24, touch 16, flat-footed 22

(+2 Dex, +6 armor, +4 deflection, +2 enhancement)

hp 86 (12 HD)

Resist SR 24, 75% chance to negate critical hit or sneak attack damage

Fort +11, **Ref** +8, **Will** +14

Speed 20 ft. in +1 *breastplate of moderate fortification* (4 squares), base movement 30 ft.

Melee +1 *falchion* +14 (2d4+5:18-20/x2) or +1 *falchion* +14/+9 (2d4+5:18-20/x2) or masterwork rapier +13 (1d6+3:18-20/x2) or masterwork rapier +13/+8 (1d6+3:18-20/x2) or dagger +12 (1d4+3:19-20/x2) or dagger +12/+7 (1d4+3:19-20/x2)

Ranged light crossbow +11 (1d8:19-20/x2)

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

Base Atk +9/+4; **Grp** +12

Cleric Spells Prepared (CL 12th):

6th— **D:** *blade barrier*, *greater dispel magic*,
‡ *mass bull's strength*

5th— **D:** ‡ *Rary's telepathic bond*, *break enchantment*, *flame strike*, ‡ *spell resistance*

4th— **D:** *divine power*, *dimensional anchor*,
‡ *freedom of movement*, *poison*, ‡ *spell immunity*

3rd— **D:** ‡ *magic vestment* (4), *bestow curse*,
blindness/deafness

2nd— **D:** *spiritual weapon*, *death knell* (2), *hold person* (3)

1st— **D:** ‡ *magic weapon*, *sanctuary*, ‡ *shield of faith* (5)

0—*guidance* (6)

D: Domain spell. Deity: Xan Yae. Domains: Mind, War
‡ Already cast

Abilities Str 17, Dex 14, Con 12, Int 10, Wis 19, Cha 8

Feats Combat Casting, Domain Spontaneity* (War), Improved Initiative, Skill Focus (Concentration), Spell Focus (Necromancy), Weapon Focus (Falchion)

Skills Bluff +1, Concentration +19, Diplomacy +1, Knowledge (Religion) +15, Sense Motive +6, Spellcraft +15

Possessions +1 *breastplate of moderate fortification*, *peripat of wisdom* +2, *cloak of resistance* +2, +1 *falchion*, masterwork rapier, dagger, light crossbow, bolts (10), wooden holy symbol of Xan Yae

* see Appendix 2: New Rules items

GROZ AND FLAH

CR 11

Male duergar scout 10

NE Large humanoid (dwarf)

Init +6; **Senses** Listen +15, Spot +2

Languages Common, Dwarven, Undercommon

AC 20, touch 13, flat-footed 20

(+5 armor, +1 Dex, +4 deflection, -1 size, +2 enhancement)

hp 102 (10 HD)

Fort +8, **Ref** +9, **Will** +5; +2 save vs. spells and spell-like effects.

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee +1 *longspear of wounding* +13 (2d6+8:20/x3, plus 1 Con damage) or +1 *longspear of wounding* +13/+8 (2d6+8:20/x3, plus 1 Con damage) or handaxe +11 (1d8+3:20/x3) or handaxe +11/+6 (1d8+3:20/x3)

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

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

Atk Options: +3d6 skirmish, Dodge

Spell-Like Abilities* (CL 20th):

2nd— ‡ *invisibility* (1/day)

1st— ‡ *enlarge person* (1/day)

* These abilities affect only the duergar and whatever it carries.

Abilities Str 20, Dex 12, Con 18, Int 8, Wis 12, Cha 6

SQ stability; immunity to paralysis, phantasms and poison; uncanny dodge; skirmish +2 AC, evasion, flawless stride, camouflage, blindsense 30 ft.

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (longspear)

Skills Balance +16, Climb +18, Jump +20, Listen +15, Move Silently +17, Spot +2, Tumble +16, Use Rope +12

Possessions +1 *mithral shirt*, *cloak of resistance* +1, +1 *longspear of wounding*, handaxes (3)

Skirmish (Ex) A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

Evasion (Ex) Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the Player's

Handbook. She loses this benefit when wearing medium or heavy armor when carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

GHUL

CR 10

Male human (Baklunish) monk 10

NE Medium humanoid (human)

Init +6; **Senses** Listen +2, Spot +15

Languages Common

AC 29, touch 21, flat-footed 26

(+3 Dex, +4 armor, +1 natural armor, +4 insight, +4 deflection, +3 enhancement)

hp 72 (10 HD)

Fort +8, **Ref** +10, **Will** +9

Speed 60 ft. (12 squares), base movement 60 ft.

Melee Unarmed strike +11 (1d10+5:20/x2) or Unarmed strike +11/+11/+6 (1d10+5:20/x2) with flurry of blows

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

Base Atk +7; **Grp** +16

Atk Options: Improved Unarmed Strike, flurry of blows, Improved Trip, Spring Attack

Abilities Str 18, Dex 16, Con 12, Int 10, Wis 14, Cha 8

SQ improved evasion, still mind, *ki* strike (magic and lawful), slow fall 50 ft., purity of body, wholeness of body

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Weapon Focus (Unarmed Strike)

Skills Balance +17, Hide +15, Jump +18, Move Silently +15, Spot +15, Tumble +15

Possessions *amulet of natural armor* +1, *bracers of armor* +4.

ODEM

CR 10

Male human (Baklunish) rogue 10

NE Medium humanoid (human)

Init +7; **Senses** Listen -1, Spot +12

Languages Common, Ancient Baklunish

AC 22, touch 17, flat-footed 22

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

hp 67 (10 HD)

Fort +8, **Ref** +13, **Will** +5

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee +2 *sap* +13 (1d6+6:20/x2) or +2 *sap* +13/+8 (1d6+6:20/x2) or rapier +11 (1d6+4:18-20/x2) or rapier +11/+6 (1d6+4:18-20/x2) or dagger +11 (1d4+4:19-20/x2) or dagger +11/+6 (1d4+4:19-20/x2)

Ranged light crossbow +10 (1d8:19-20/x2)

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

Base Atk +7; **Grp** +11

Atk Options sneak attack +5d6, Spring Attack

Abilities Str 18, Dex 16, Con 14, Int 12, Wis 8, Cha 10

SQ dodge, improved evasion, improved uncanny dodge

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack

Skills Balance +18, Bluff +13, Climb +17, Hide +16, Intimidate +2, Jump +6, Move Silently +16, Open Lock +16, Search +14, Sense Motive +2, Spot +12, Tumble +16, Use Rope +16

Possessions +1 *mithral shirt*, *cloak of resistance* +3, +2 *sap*, rapier, dagger, light crossbow, bolts (10)

APPENDIX 2: NEW RULES ITEMS

Domain Spontaneity

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Source: *Complete Divine* 80

Power Critical

Choose one weapon such as a longsword or greataxe. With this weapon, you know how to hit where it hurts.

Benefit: When using the weapon that you selected, you gain a +4 bonus on the roll to confirm a threat.

Source: *Complete Warrior* 103

Subduing Strike

You are adept at striking to deal nonlethal damage even with normal weapons.

Benefit: You can use any melee weapon to deal nonlethal damage with no penalty on your attack roll. If you are a rogue, you can deal nonlethal damage with your sneak attack even if you are using a normal melee weapon. This feat does not allow you to deal nonlethal damage with a ranged weapon.

Source: *Book of Exalted Deeds* 46

Telling Blow

When you strike an opponent's vital areas, you draw on your ability to make the most of your attack.

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. The benefit affects both melee and ranged attacks.

Source: *Player's Handbook II* 83

Flame of Faith

Evocation

Level: Cleric 3, paladin 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Using your faith as a guide for your magic, you touch the weapon and it bursts into flame. You can temporarily turn any single normal or masterwork melee weapon into a magic, flaming one. For the duration of the spell, the weapon acts as a +1 flaming burst weapon.

Material Component: A lump of phosphorus, touched to the target weapon.

Source: *Spell Compendium* 95

SPELLWARPED CREATURE

Spellwarped creatures have been tainted by powerful magic. Long ago, powerful spellcasters infused magic into the bodies of many creatures, seeking to make them stronger, tougher, and more tractable. The magic used in this process changed the nature of the affected creatures. These changes were irreversible, and the changes bred true as the creatures matured and produced offspring of their own. The process was a partial success, and the creatures did indeed grow stronger and faster than normal creatures of their kind. The creatures invariably proved unruly, however, and they seemed more clever and quick-thinking than others of their type. In addition, the creatures gained a strange and alien mind-set, reacting to many situations in unusual but cunning ways.

CREATING A SPELLWARPED CREATURE

"Spellwarped" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

Spell Resistance (Ex): A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

- *Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.
- *Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.
- *Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.
- *Life:* The spellwarped creature gains temporary hit points equal to 5 × the level of the failed spell.
- *Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5 × the level of the failed spell.
- *Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

Alignment: Usually evil (any). Spellwarped creatures are typically selfish and cruel.

Level Adjustment: +3.

APPENDIX 4: NPCS

AHFET BIN MUZAN CR 6

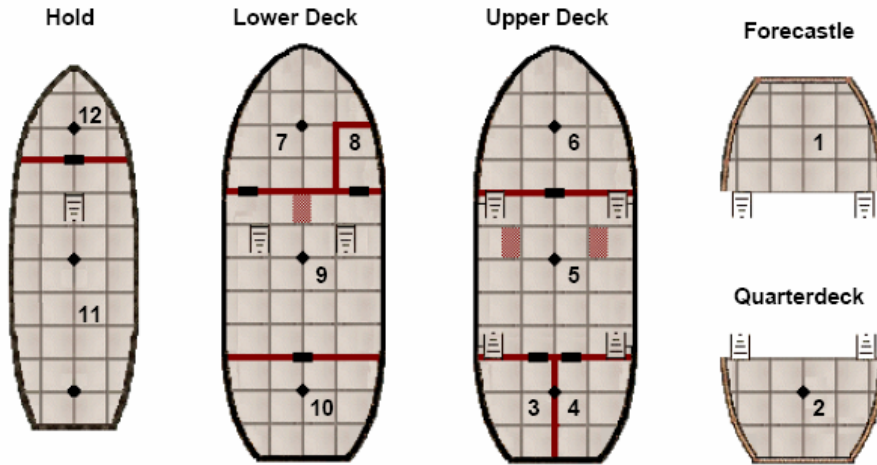
Reis (Captain) of the Sulamak
Male Human Ftr4/Exp3
LN Medium Humanoid (Baklunish)
Init +2; **Senses** Listen +4, Spot +9
Languages Common, Baklunish
AC 13, touch 13, flat-footed 11; Dodge, Mobility, Combat Expertise;
(+2 Dex, +1 deflection)
hp 32 (7 HD);
Fort +5, **Ref** +4, **Will** +3
Speed 30 ft. no armor (6 squares), base movement 30 ft.;
Melee rapier +9/+4 (1d6+4; 18-20/x2) or dagger +7/+2 (1d4+1; 19-20/x2)
Ranged dagger +8 (1d4+1; 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +7
Atk Options Combat Expertise, Spring Attack
Abilities Str 12, Dex 14, Con 10, Int 13, Wis 9, Cha 15
Feats Combat Expertise, Dodge, Mobility, Skill Focus (Profession: Sailor), Spring Attack, Weapon Focus (Rapier), Weapon Specialization (Rapier)
Skills Balance +9, Climb +7, Diplomacy +10, Jump +9, Listen +4, Profession (Sailor) +10, Spot +9, Swim +7, Tumble +14
Possessions +1 rapier, dagger, spyglass, ring of protection +1

AVERAGE SULAMAK CREWMEMBER CR 1

Male Human War1/Exp1
LN Medium Humanoid (Baklunish)
Init +1; **Senses** Listen -1, Spot +3
Languages Common, Baklunish
AC 11, touch 11, flat-footed 10; Dodge, Mobility;
(+1 Dex)
hp 10 (2 HD);
Fort +3, **Ref** +1, **Will** +1
Speed 30 ft. no armor (6 squares), base movement 30 ft.;
Melee club +1 (1d6) or dagger +1 (1d4; 19-20/x2) or
Ranged dagger +2 (1d4; 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +1
Abilities Str 11, Dex 13, Con 12, Int 10, Wis 8, Cha 9
Feats Dodge, Mobility
Skills Balance +5, Climb +5, Jump +7, Profession (Sailor) +5, Spot +3, Swim +5, Tumble +7
Possessions club, dagger

APPENDIX 4: DM MAPS

Map One: The Sulamak
1 square = 5 ft.

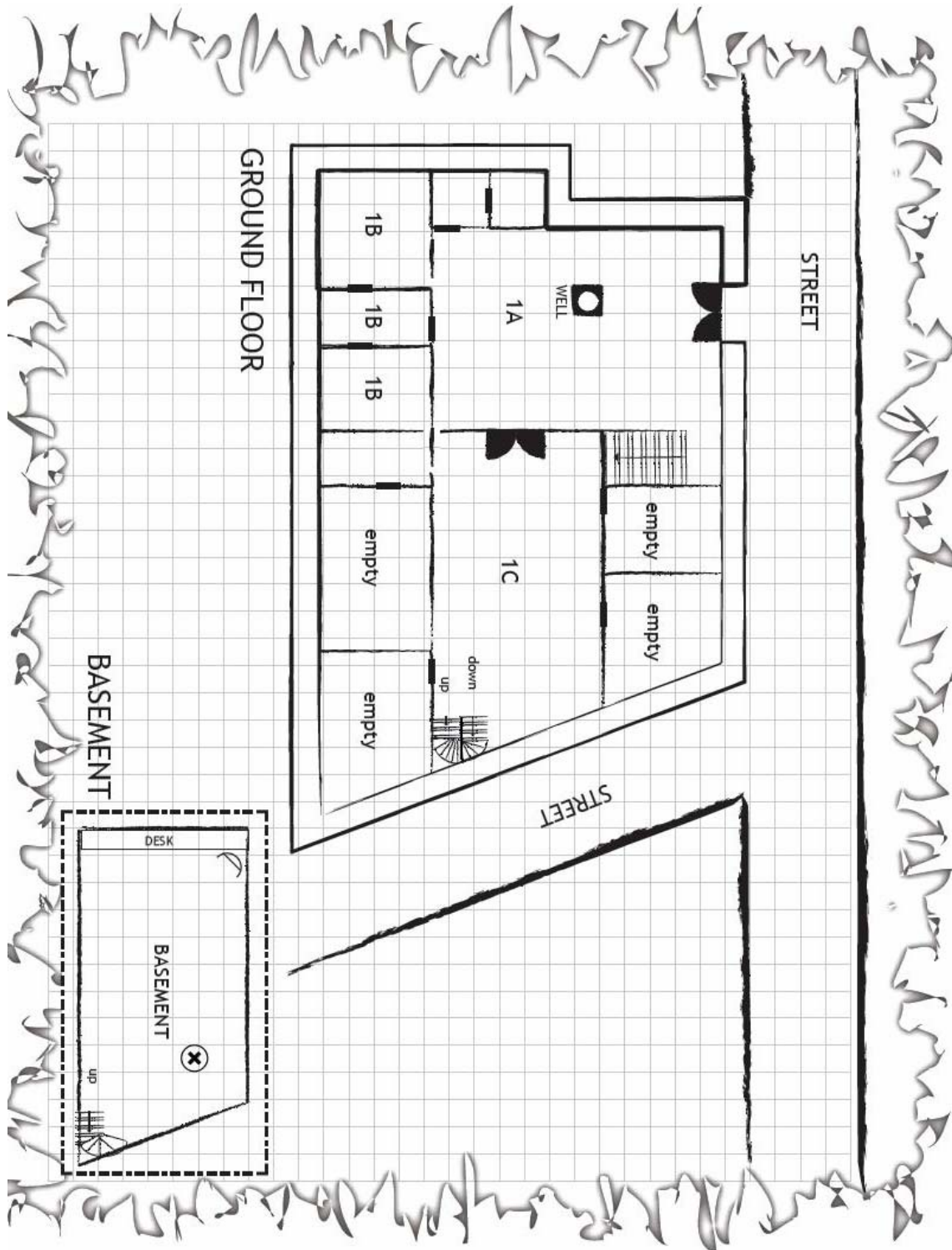


1. quarter deck
2. forecastle deck
3. captains cabin
4. ward room

5. main deck
6. forecastle
7. galley
8. chain locker

9. lower deck
10. locked storage
11. hold
12. sail locker

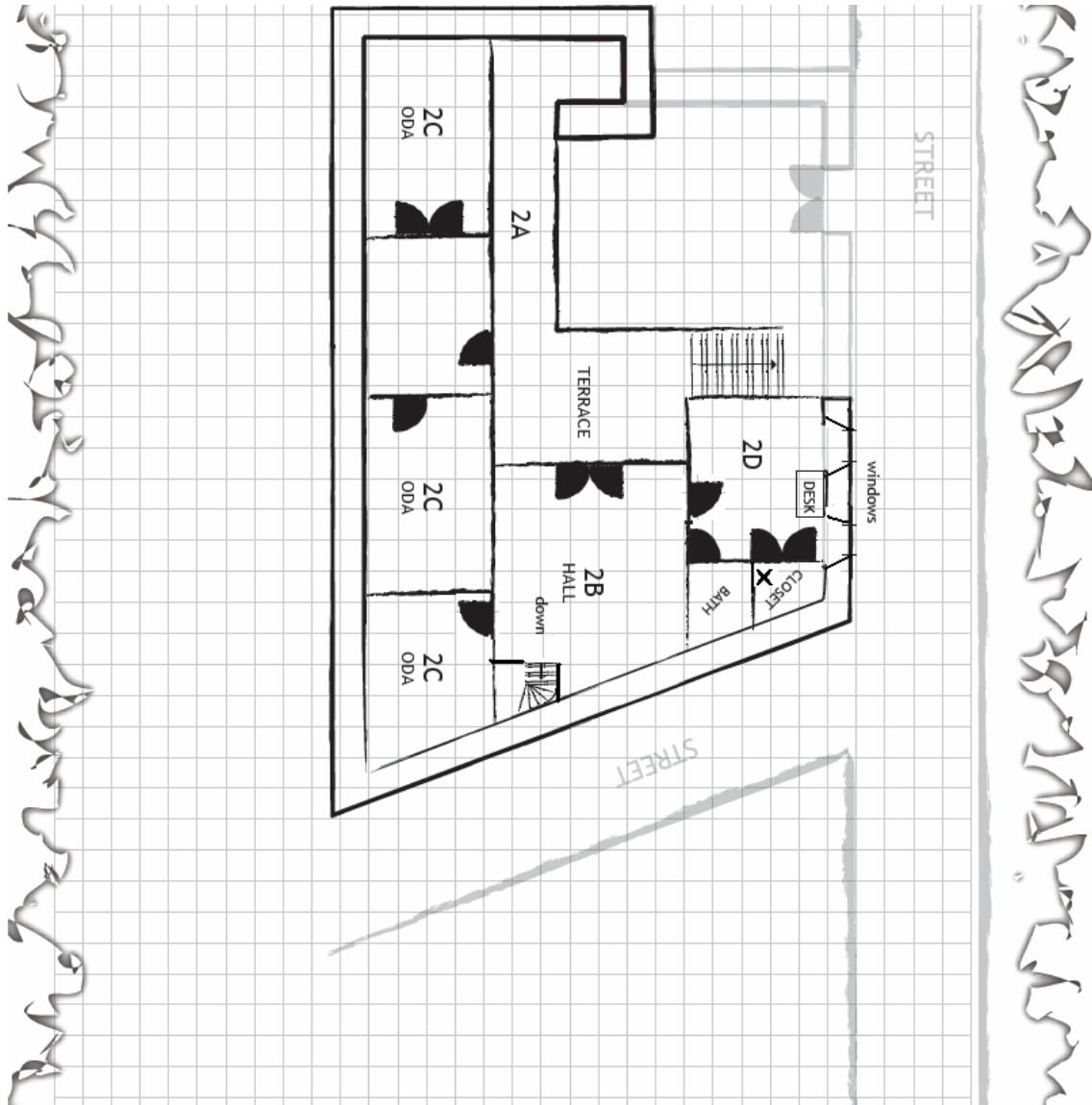
MAP 2: ENCOUNTER 5



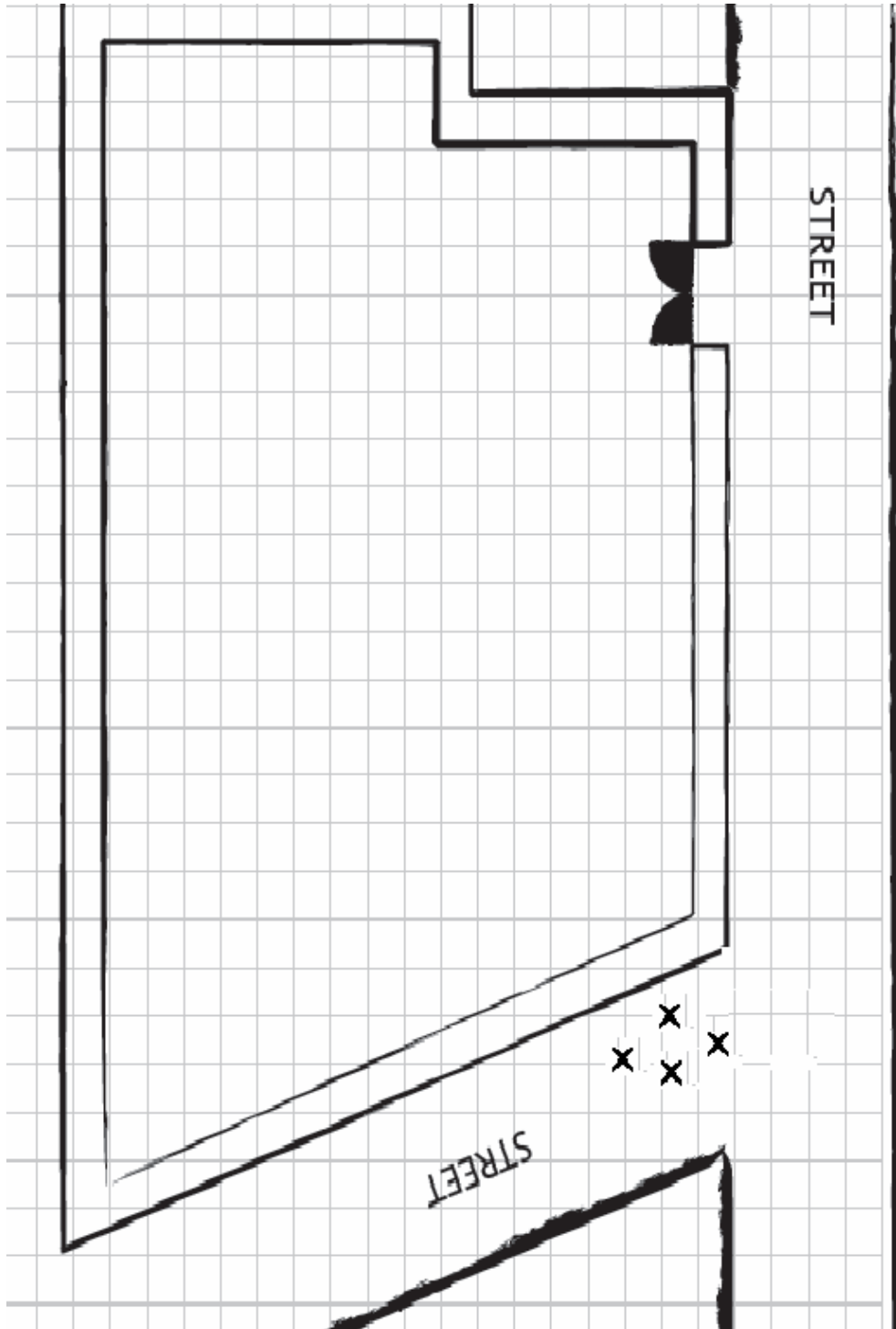
Basement: X is location of chaos beast
The beast is not visible from any stair square

The chair will have Temel tied to it, unless he is a chaos beast.

MAP 3: ENCOUNTER 5: TOP FLOOR

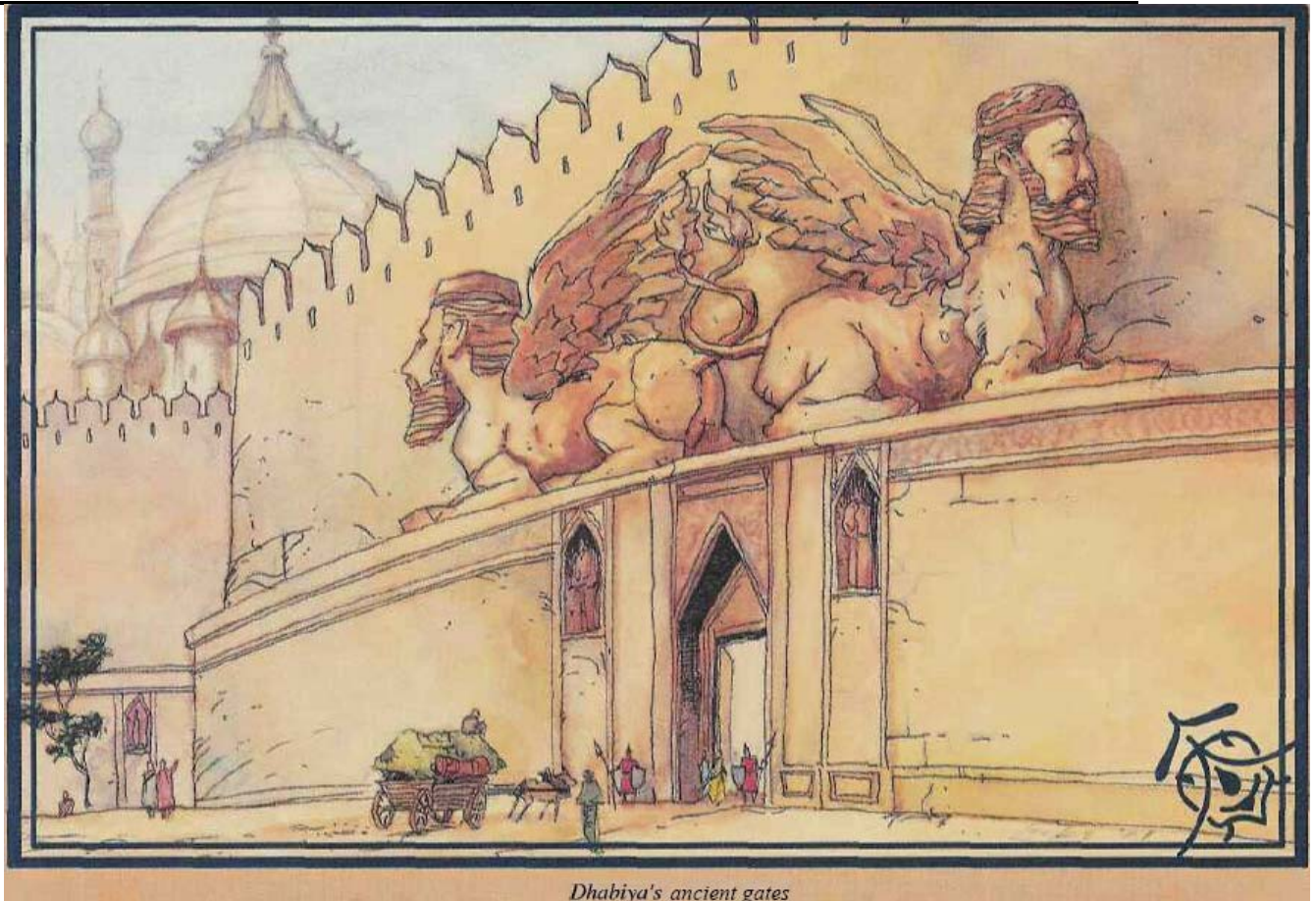


MAP 4: ENCOUNTER 6: THE ESCAPE



X's indicates approximate location of the press gang

PLAYER HANDOUT 1



Dhabiya's ancient gates

DHABIYA

Though it was little more than a remote provincial village at the time of the Invoked Devastation, many Dhabiyaans still consider their home to have the most ancient pedigree in Zeif. First built by imperial satraps in the last years of the Baklunish Empire, it remains a stronghold of traditional elementalism (particularly fire-worship) to this day. The upper gates of the city even bear the twin-shedu emblem of the Baklunish Empire. The upper city itself is seldom visited by outsiders, but the lower city is the hub of trade for the northern Zeifan coast. Shipbuilding and sea-trade are prominent here, and most commerce is dominated by the Mouqollad.

The exception to this is the slave trade, which remains the province of the city's old families. This also serves to indicate the divided nature of the community. The old families of Dhabiya make up a nearly closed society. Many of them are related to the inhabitants of the Ataphad islands, and are distinct in their traditions and even in their speech; they do not favor the Osfaradd dialect of Zeif, preferring to use Ancient Baklunish with outsiders. They have little affection for the Mouqollad (whom they consider upstarts) or the Qudah (whom they deride as "peasant-priests"); they also sneer at the royal navy, whose captains are so readily bought. They do seem to avoid offending the uruzaries and the spahis, but few of the ore-soldiers are stationed in Dhabiya, and the knights seldom visit the coast.

The common folk of Dhabiya are usually very deferential to the local aristocrats, though newcomers who have dealings with the old families often find that they have unknowingly violated some unwritten rule of conduct. When this happens, the offending persons are best advised to leave as quickly as possible, otherwise ill-fortune will certainly befall them. Commoners refer to this as the "evil eye" and will do their best to avoid contact with anyone so afflicted. Even prominent officials have been thus beset, so few outsiders seek service here. Administration of the town is therefore generally left in the hands of the old families.

PLAYER HANDOUT 2: TORTURE DEVICES

If the players wish to know more of the devices hanging on the wall and a description (for mature players only!)

Iron Gag:

The Iron Gag, or Mute's Bridle was used to stifle the screams of a victim. The oblong box was forced into the mouth and the metal collar was tightly fastened around the back of the neck. A small hole in the front allowed air to pass in and out but muffled any screams. A torturer could press a single fingertip to the air-hole and create an extremely distressing situation for the accused. This was used often during the Inquisition's *auto da fe*, so the accused would not interrupt the ceremony with their irritating cries of distress.

The various iron gags are akin to the branks and scold's bridles and were often used interchangeably.

Mutilation shears

The mutilation shears were used not as a primary torture implement, but rather as a 'clean-up' device. After a prisoner's fingers or toes had been thoroughly crushed by other means, the mutilation shears were employed to cut the broken extremity from the body. Not that it wasn't painful as well.