

ZEF6-03

# Honor

## A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup> Regional Adventure set in the Sultanate of Zeif Part One of the "Four Feet of the Dragon" Series by Jonathan Ingram

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An ancient text discussing the Four Feet of the Dragon has been discovered in the ruins of Mukhazin. Zihni Bey bin Zihn al-Ceshra, the discoverer of the scroll, has promised its delivery to the clergy of Istus. But the way is long and dangerous, and priceless relics need protection. Can you uphold your sacred word and earn your reputation as one who follows the Four Feet of the Dragon? An adventure for PCs levels 1 to 10 (APL 2-8). Meta-org alert: Uruzaries, Arcane Sanctum, Church of Istus.

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

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## RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior DM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

## Time Units and Upkeep

This is a standard one round Regional adventure, set in the Sultanate of Zeif. PCs native to Zeif pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

## Adventure Background

Through careful negotiation the noted Zihni Bey bin Zihn al-Ceshra the Munificent, famous for his adherence to the ways of the Four Feet of the Dragon, has earned the right to explore the ruins under the city Mukhazin. His efforts have been rewarded with the discovery of an ancient text that is the origin of much of the worship of Istus in the Sultanate of Zeif, the Scroll of the Dragon. This scroll outlines the early philosophies that became what is now known throughout Zeif as the Four Feet of the Dragon.

It was unfortunate (for the Bey) that the scroll's discovery happened while the Bey was in the presence of several clergy of Istus, and even more unfortunate that the Bey's thugs were unable to successfully eliminate all the of the witnesses to the scroll's discovery. Now the news of the scroll's discovery has become public, and the

Bey has consented to deliver the scroll to the faithful of Istus.

The followers of the Lady of Fate hope that the scroll's presence at the firing of the great-roof canvas of the Pillars of Istus will promote the presence of the First Servant of Istus. The First Servant has not appeared in 16 years and the faithful are eager for a new appearance.

Publicly, the Bey must continue his adherence to the virtue of honor (the first foot of the dragon). Privately, the Bey wishes to retain the scroll until it is more advantageous to turn it over.

To accomplish these diverse goals, the Bey has hatched a complicated plan. Under heavy publicity, a false scroll is being delivered to the ceremony of Istus with heavy guard. However, the Bey plans to have a smaller, less qualified group transport the authentic scroll under the pretense of secrecy. He will then steal the scroll from himself, allowing his public reputation to remain intact and also allowing him to retain the scroll in secret until such time as he can "recapture" the scroll from the brigands who stole it.

## Adventure Summary

In the introduction, the PCs have journeyed to Mukhazin. It is likely just a stop for most of them along the dusty roads of Zeif, though some may have reasons for coming here.

During their stay in the city, the PCs acquaint themselves with each other and are contacted quietly by an agent of Zihni Bey bin Zihn al-Ceshra for assistance with a mission of the utmost secrecy and importance.

In meeting with the Bey, the PCs are allowed to briefly examine the scroll. The Bey offers them a considerable sum of money to safely deliver the scroll to its planned recipient. Assuming that the PCs accept the offer, they are let in on the plan to have a separate public transportation of a false scroll via heavily-guarded caravan. The Bey emphasizes that only a few of his most trusted advisors will know the true location of the scroll.

The PCs will depart slightly before the caravan carrying the false scroll. On their journey, they will be attacked by the Bey's thugs. At this point, the thugs will probably escape with the scroll. Any captured thugs will not speak unless the PCs are extremely deceptive or persuasive. In any event, they know only that they

received their orders from a man dressed in a fine turban and robes; they do not know the man's identity.

It is possible for the players to escape with the scroll intact, but it is unlikely. The Bey has sent enough thugs to easily overwhelm the PCs, with explicit orders to not kill more than one or two PCs so that the story of bandits can be spread by the PCs.

At this point, the PCs can attempt to follow the "bandits" back to their camp or they can return and report the loss of the scroll to the Bey, who will greatly lament its loss and still generously pay the PCs for their service.

If the PCs retain the scroll or recover the scroll, they can go ahead and deliver it. The Bey is still bound to pay them.

## Preparation for Play

Determine if any of the PCs playing this adventure have played any other adventures in the Four Feet of the Dragon series (**ZEF6-03 Honor**, **ZEF6-04 Generosity**, **ZEF6-05 Family**, and **ZEF6-06 Piety**). Especially look for any "favors" titled Implicated the Bey.

## Meta-gaming Notations

Several meta-orgs have "missions" during this adventure. Remind players that under no circumstance can these involve physical altercations between PCs.

If you have an Uruzary amongst you:

The Uruzary receives a free attempt to Intimidate any orc force that they come in contact with. Resolve the roles at the beginning of an encounter with any orc as per the use of the Intimidate skill in the *Player's Handbook*.

Escaped from the Harem: As PCs are traveling through major cities, an Escapee must roll a Disguise check to avoid being thrown in jail. Have the PC roll the Disguise check at the beginning of this adventure, but have them arrested at the end if they do fail this check.

Before the PCs leave for Dhaybia some may receive meta-org missions:

**Uruzaries Task:** Take the mithral spoon to the head cook in the outpost in Dhaybia.

**Arcane Sanctum Task:** Succeed at a Craft: Calligraphy (or Profession: Scribe) check of DC 15 to copy the scroll

correctly. Then bring it to the Arcane Sanctum once you complete your current task.

**Worshippers of Istus Task:** Guard the chest with the scroll. Be vigilant. Report any attempts to take the chest from you to the priests of Istus once you reach Dhayiba

## Introduction

*You and your companions have traveled together for some miles now. Several times you have passed Uruzary bands – sweaty, sunburned, and muscled orcs and half-orcs dressed in the livery of the Sultan and drilling in close order in the hot sun, with discipline that rivals that of the most ascetic of monks.*

*Over hot and dusty roads you have journeyed to Mukhazin, under the shadow of the grim fortress of Dar-Zaribad and the watchful eye of the former Uruzaries who guard this city. Mukhazin, city of war! Mukhazin, city of valor! Mukhazin, city of the eternal rest of the Uruzary!*

At this point, you should take a few moments to have the PCs introduce themselves to each other.

## Encounter One: The Bazaar of Mukhazin

At some point during the PCs' stay in the city, an agent of Zihni Bey bin Zihn al-Ceshra approaches each of them in small groups or individually.

*Your arrival in Mukhazin has gone seemingly unnoticed by the populace, but you have definitely arrived on market day. The bazaar is in full swing as the sun sets. Word on the streets is that a caravan is departing in the morning.*

*A small, mustached man dressed in ornate robes and a well-braided turban seems to have been watching you for some minutes before he approaches you and speaks.*

*"I beg of you a thousand pardons for intruding upon you, but my esteemed master is in need of someone of your persuasion for a mission of the utmost secrecy. I am Zamid, humble servant of Zihni Bey bin Zihn al-Ceshra, whom you may know as the*

*Dragon. Might you be persuaded to take audience with him at dinner this fine evening?"*

PCs that make a Spot check at DC 20+APL will recognize that underneath the ornate robe and braided turban Zamid wears well-worn sandals that have obviously seen better days. (Wise PCs may draw from this the observation that Zamid, while in the employ of a wealthy man, is not himself prosperous.)

PCs who make a Knowledge (nobility & royalty), Knowledge (local, VTF metaregion), or Knowledge (religion) check at DC 15 will recognize the name of Zihni Bey bin Zihn al-Ceshra the Dragon, a man renowned for his adherence to the Four Feet of the Dragon. PCs from the Sultanate of Zeif need only make a DC 5 check (which can be made untrained).

PCs who make a Knowledge (religion) check at DC 5 will recognize the phrase "the Dragon" is a reference to one who adheres to the Four Feet of the Dragon. If the character beats the DC for this skill check by five or more points, the character can identify the four "feet" of the dragon: honor, generosity, piety, and family. PCs from the Baklunish West (Zeif, Tusmit, Ket, and Ekbir) receive a +10 bonus on this check.

PCs that succeed at a Sense Motive check at DC 15 will sense that Zamid is afraid that the PCs will not accept the invitation.

The PCs may question Zamid at length, but he knows only that he has been asked to recruit a group of adventurer-types for a mission of some importance. If pressed, he will again beg pardon and plead with the PCs to accept the Bey's invitation to dinner.

Assuming the PCs accept Zamid's offer, he will thank them profusely and invite them to dine with the Bey this very evening:

*"A thousand thanks, most wise travelers. You may find my employer's encampment west of the city. This small token will gain you access to the camp."*

*Zamid hands you a small parchment with a golden seal of a four-pointed star rising above an oasis.*

The PCs may wish to make preparations for their dinner with such an esteemed personage. When they PCs are ready, proceed to **Encounter Two**.

## Encounter Two: A Date With a Bey

*Presenting the scroll with the golden seal at the camp of Zihni Bey bin Zihn al-Ceshra, two muscular guards in fine leather armor carrying falchions of exceptional quality escort you to a palatial tent, the entrance to which is guarded by two similarly-equipped guards.*

*The floor inside the tent is covered with a thick carpet of wool woven with an intricate pattern. Ornate beaded cushions of many colors surround a circular table that has obviously been set with your number in mind. Beyond the table, two armed guards flank an empty wooden chair that is decorated with gold and silver filigree.*

*Well-armed guards stand quietly in the shadows, their presence visible yet unobtrusive. A harpist plays quietly to one side of the tent. Zamid, the mustached man who invited you here, kneels humbly beside the table and motions you to your seats.*

*"It is a pleasure to see you this evening. My master will be pleased that you have come."*

PCs that succeed at a Sense Motive check at DC 15 will sense that Zamid is relieved that they have come.

*Beautiful serving girls bring platters of succulent roasted lamb, fresh fruits and warm unleavened bread. More girls carry golden pitchers of fresh, cool water and robust wine. When you have eaten and drunk your fill, Zamid begs you to lie back on the pillows and relax. "My master will be here shortly," he pleads.*

*The harpist continues playing, and the serving girls bring more wine. The evening grows on and even the stern guards seem to relax and enjoy themselves.*

*The attitude of the guards suddenly stiffens as one of the inner folds of the tent opens and an older Baklunish man emerges. He wears simple white robes trimmed with silver and gold. Walking slowly towards the wooden chair, he nods solemnly to each of you. Once he is comfortably seated, he motions for the harpist to leave.*

*"A thousand pardons for the delay, my friends. I was detained making important arrangements for a valuable shipment.*

***"Zamid tells me that you are adventurers of some skill. I trust you have enjoyed your meal?"***

Zamid waits patiently for at least one character to respond, then continues.

***"That pleases me greatly. I beg of you to tell me of yourselves and your travels, for I enjoy hearing such tales."***

Whatever tales the PCs tell, the Bey will flatter them and seem pleased.

PCs that succeed at a Sense Motive check at DC 20 will sense that the Bey is sizing them up. If the character succeeds at a more difficult Sense Motive check (APL 2: DC 20, APL 4: DC 22, APL 6: DC 26, APL 8: DC 30), the character knows that the Bey is allowing the PCs to become overconfident with wine and tales of self-glory.

When all the PCs who want to speak are done, the Bey continues:

***"It seems that Zamid has once again done well in his errand, and for that I shall reward him generously. I have need of skilled adventurers such as yourselves for a mission of some importance."***

***"In my recent works in the tunnels beneath the city, I have discovered an ancient scroll that is perhaps the origin of that most noble philosophy, the Four Feet of the Dragon. I myself adhere to these principles, as strongly as my weak human will allows."***

***"I have promised this scroll to the Faithful of Istus, as it is of great importance to my faith. Tomorrow, a caravan leaves for Dhabiya under heavy guard, and I was planning to deliver the scroll to the High Priestess by having it shipped as part of that caravan."***

***"However, it has become known to me that a band of thieves has designs on this scroll and plan to steal it, and this must not be allowed to happen. So I have decided to deliver the scroll in secret and to have a band of adventurers carry the true scroll to Sansereil."***

***"It is for this purpose that I have sent Zamid to find you. With the heavy guard on the caravan, no one would think that a small band of travelers and outlanders would be carrying such an important piece of our history."***

Any character who has the "Implicated the Bey" notation on an AR is received by Zihni Bey bin Zinh al-Ceshra directly by name. Read the following text aloud to the character's player directly:

***"I know that we have not always agreed in the past, but I would hope that we can put aside our differences for a while. The mission that I have is one of importance to my faith."***

Having someone fail in protecting the scroll, who has implicated the Bey in past offenses, can both lend credence to the Bey's adherence to the Four Feet and also lead to questions about the implications that the character may have made. Therefore, the Bey is glad to have such PCs escort the scroll.

***"If you are willing to make this journey for me, I can promise you rich rewards – certainly gold, as well as my favor, which can mean much to those who travel widely."***

A Knowledge (geography) or a Knowledge (local, VTF metaregion) skill check at DC 10 will allow the character to know the general route and terrain from Mukhazin to Dhabiya. PCs from the Sultanate of Zeif receive a +10 bonus to this check.

A Knowledge (religion) skill check at DC 10 allows the character to know that the Pillars of Istus are located in Dhabiya at a great temple called the Sanserail. PCs who beat DC 20 on this skill check can recall that the Sanserail has a great canvas roof that is burned every three years. PCs from the Sultanate of Zeif receive a +5 bonus to this check.

The Bey will listen carefully to any questions the PCs might have and answer them as best he can. Remember that he is hiding his true purpose of having the scroll stolen from this band of adventurers so as not to have to deliver it yet.

Below are answers to some questions the PCs might like to ask:

The Bey's plan is for the PCs to leave early in the morning, carrying the scroll, and travel ahead of the caravan. In the confusion of the caravan leaving, he believes that the departure of the PCs will go unnoticed. He will outfit the PCs with supplies for the journey.

In the end, the PCs must accept this offer to continue the adventure. Once they have accepted, continue:

***The Bey beams with happiness as you accept his offer. "Excellent!" he exclaims. "I will have water and food prepared for your journey. We will also provide you with a pack mule to carry the supplies and water, as well as the chest containing the scroll. Your journey will take you along the main road from Ceshra to Zeir-i-Zeif, and then from Zeir-i-Zeif to Dhabiya. A map has been prepared for you to follow as well,***

*showing the location of various watering holes where you may camp.*

*"You will leave shortly after dawn tomorrow; Zamid will have tents prepared for you. Now, let us drink wine and hear music."*

*The Bey motions for the serving girls to refill your cups once again and claps for the harpist. Several hours go by of pleasant discussion and music, during which the Bey nods off. Zamid quietly shows you to a tent that has been prepared for your accommodations for the night before excusing himself for the evening.*

When the PCs are ready to proceed, move to **Encounter Three**.

## Encounter Three: A Breach of Etiquette

*In the early morning, Zamid meets you with the promised supplies and a pack mule carrying a small chest. "The chest contains the scroll that you must deliver to Sanserail," he explains. "It should not be opened until your arrival, and then it should be handled only by the clergy of Istus."*

*"The Bey begs me to remind you that the scroll is fragile due to its age. In an effort to provide some further protection for this valuable artifact, we have placed a trap on the chest. The key to the chest has been sent ahead via a special messenger, so that only the faithful of Istus with the key may open the chest."*

PCs who inquire about the nature of the trap on the chest receive a hard stare, a disclaimer of knowledge of the exact nature of the trap, and a repeated warning not to open the chest.

If for some reason a character wants to open the chest before reaching the Sanserail, use **Encounter Six** to resolve opening the chest.

*For two days you have traveled the dusty road that winds towards Dhabiya, moving from watering hole to watering hole. Wide empty plains of dust and sand often give way to rocky outcroppings. Fierce winds sometimes blow, carrying sand that grates your skin. The sun beats hot upon you and at night the temperature drops precipitously.*

*Yet another watering hole lies before you as evening begins to fall. As you approach the watering hole, you see that a group of travelers is already*

*present and have set up camp a respectable distance from the watering hole. Several tents, including one larger one, are pitched, and at least 20 horses are tethered on the far side of the camp.*

*Four orcs, each wearing a livery of black and gold, circuit the encampment in pairs. They carry falchions and eye you warily, nodding to you as you pass nearby; underneath their dark tunics, you see the glint of metal.*

It is at a rocky outcropping near a watering hole where Zihni Bey bin Zihn al-Ceshra's thugs await the PCs. They will wait for the PCs to bed down for the night before attacking.

A Knowledge (local, VTF metaregion) skill check at DC 10 allows the PCs to know that multiple groups being present at watering holes is not uncommon along the overland routes. Etiquette for such events is for each group to camp a respectable distance from each other and to exchange greetings if it becomes necessary to pass each other, but to otherwise not interact without need. PCs from the Sultanate of Zeif receive a +5 bonus to this check.

A Knowledge (local, VTF metaregion) skill check at DC 10 allows the PCs to know that in adaptation to the Uruzuary, other minor nobles also employ orcs as guards and mercenaries.

Attempts to enter the orc campsite will be turned away. The orc guards will politely inform the PCs that the Sheik does not wish to be disturbed. (In truth, the "Sheik" does not exist, but the PCs do not know that.)

A Sense Motive skill check at DC 25 allows a character to ascertain that the orcs are hiding something, but any attempts by the PCs to learn more will be met only with the stoic response that the Sheik does not wish to be disturbed.

**Tactics:** The Bey's thugs will attack in the dead of night in waves of six, with the intent of distracting the PCs so that the two scouts can make off with the scroll. The thugs will start by hurling javelins at the PCs who are on guard. They will also make extra effort to make noise so as to cover any incidental noise that the scouts might make during their efforts to steal the scroll.

The thugs will use saps in melee attacks on the PCs even if the PCs use lethal force. **THEY ARE UNDER STRICT ORDERS TO LEAVE THE GUARDS ALIVE** (the EL is adjusted for this, but EL doesn't really apply to an encounter the PCs are meant to lose but not be killed by) and will exclusively use non-lethal damage to the point of stupidity.

The thugs have orders **NOT TO KILL** the PCs so that there will be plenty of witnesses to the theft of the scroll. As soon as the two rangers are mounted up and riding away, the remainder of the orcs will break off their attack and ride away as well (taking any spare horses with them, as well as any dead or unconscious allies).

- Remember that the Bey's reputation depends on his having made every effort to deliver the scroll – having it stolen by bandits, with survivors of the attack left to bear witness to the theft, is the Bey's way of retaining the scroll secretly. The Bey wants the PCs *bleeding but alive* at the end of this fight. **DO NOT, UNDER ANY CIRCUMSTANCES, KILL EVEN ONE CHARACTER IN THIS ENCOUNTER.** Expect an investigatory email from the Zeif Triad if word gets back to them about a PC death in this encounter. However, feel free to severely beat on them – that can only enhance the sincerity of the PCs' story to law enforcement officials.

#### APL 2 (EL 5) Three Waves

🗡️ **Orc Thugs** (6 per wave, three waves): orc War2; hp 12; see Appendix 1.

🗡️ **Non Combatants: Orc Scouts** (2): half-orc Rgr2; hp 16; see Appendix 1.

#### APL 4 (EL 7) Three Waves

🗡️ **Orc Thugs** (6 per wave, three waves): orc War4; hp 24; see Appendix 1.

🗡️ **Non Combatants: Orc scouts** (2): half-orc Rgr4; hp 30; see Appendix 1.

#### APL 6 (EL 9) Three Waves

🗡️ **Orc Thugs** (6 per wave, three waves): orc War6; hp 36; see Appendix 1.

🗡️ **Non Combatants: Orc scouts** (2): half-orc Rgr6; hp 44; see Appendix 1.

#### APL 8 (EL 11) Three Waves

🗡️ **Orc Thugs** (12 per wave, three waves): orc War6; hp 36; see Appendix 1.

🗡️ **Non Combatants: Orc scouts** (2): half-orc Rgr8; hp 56; see Appendix 1.

The bandits leave without bothering to break camp, leaving many items used as their cover behind. They travel north for several miles, then begin covering their trail as they move westward from the road. It is their

hope that the trail will be covered by traffic along the road.

If the PCs did not lose the scroll to the Bey's thugs, proceed to **Encounter Four**.

Once the PCs have recovered from the attack and are ready to proceed, move onto the next encounter. If the PCs wish to return to see Zihni Bey bin Zihn al-Ceshra and report the theft of the scroll, proceed to **Conclusion B**.

If the PCs wish to track the bandits to their lair, proceed to **Encounter Five**.

## Encounter Four: The Lonely Road

If all of the orcs were killed in the evening attack, their horses will still be present in the nearby encampment. Otherwise, any orcs who fled will have taken all the spare horses with them. Be sure to adjust the box text accordingly.

*In the morning, the nearby encampment seems strangely still as you begin your day. Though the encampment remains, there is no sign of activity. No one moves in the camp, and no horses are picketed there. What was a lively campfire the night before obviously died out many hours ago.*

A Search skill check at DC 17 will turn up a half-burned piece of parchment in the remains of the campfire. (Give the players a copy of **Players' Handout #1**.)

If the PCs wish to continue on their journey to deliver the scroll, proceed to **Encounter Seven**.

If the PCs suspect the Bey of treachery and wish to confront him, proceed to **Encounter Eight**.

## Encounter Five: Into the Lion's Den

*For two days you have tracked the bandits northward along the road and then westward towards the hills. Now you are rewarded with the sight of a wisp of smoke rising from the other side of a hill that lies before you.*



*Creeping to the top of the hill, you see a small camp at the base of the hill. A lone orc circuits the camp as if on watch. The camp is composed of six tents and a small hut.*

The PCs have come upon the encampment of the Bey's thugs. They have brought the scroll here to await further orders. If the PCs take no action, a group of four (or eight at APL 8) orcs will ride out with the scroll in two hours. Without horses, the PCs will be hard pressed to keep up with the orcs.

The DM should use care in adjudicating this encounter, as the PCs could take numerous actions here, such as:

- Stealing or driving away the orcs' horses. This would make it impossible for the orcs to deliver the scroll quickly and force them to travel on foot, making them easier targets for an ambush.
- "Taking out" the lone visible guard and then retrieving the scroll by stealth.
- Assaulting the encampment *en masse*, attempting to overwhelm the guard and take out any inhabitants of the camp before organized resistance can form.

They may also take other actions (you never can tell what kind of ideas those pesky players will come up with).

The PCs have the element of surprise here (so the EL is reduced by 1). If they do not waste it, this encounter should be relatively easy for them. If they squander this valuable element, the encounter can become very deadly very quickly.

**Tactics:** The Bey's orcs have no real chance to organize a defense here if the players seize their opportunity and avoid stupid actions. However, if the players give up the element of surprise, the Bey's whip will organize the thugs and attack the party. The Bey's whip is a smart, organized leader who will take advantages of any weaknesses the PCs present. He is smart enough to order at least some of his orcs to try to engage any apparent spellcasters and will do so at the first opportunity, also targeting them with his bow and readied actions.

#### APL 2 (EL 5)

♣ **Orc Thugs (4):** Male orc War2; hp 12; see Appendix 1.

♣ **The Whip:** Male half-orc Rgr4; hp 31; see Appendix 1.

#### APL 4 (EL 7)

♣ **Orc Thugs (4):** Male orc War4; hp 24; see Appendix 1.

♣ **The Whip:** Male half-orc Rgr6; hp 45; see Appendix 1.

#### APL 6 (EL 9)

♣ **Orc Thugs (4):** Male orc War6; hp 36; see Appendix 1.

♣ **The Whip:** Male half-orc Rgr6/Clr2; hp 59; see Appendix 1.

#### APL 8 (EL 11)

♣ **Orc Thugs (8):** Male orc War6; hp 36; see Appendix 1.

♣ **The Whip:** Male half-orc Rgr6/Clr4; hp 73; see Appendix 1.

#### **Treasure:**

APL 2: L: 25 gp per thug; C: 0 gp; M: 398 gp – +1 mithral chain shirt (92 gp each), +1 sap (108 gp each), +1 scimitar (110 gp each), wand of cure light wounds (63 gp each), potion of cure moderate wounds (25 gp each).

APL 4: L: 58 gp per thug; C: 0 gp; M: 1189 gp – +2 mithral chain shirt (342 gp each), +1 sap (108 gp each), +1 scimitar (110 gp each), cloak of resistance +2 (333 gp each), wand of cure light wounds (63 gp each), potion of cure moderate wounds (25 gp each), ring of sustenance (208 gp each).

APL 6: L: 58 gp per thug; C: 0 gp; M: 2772 gp – +2 mithral chain shirt (342 gp each), periapt of wisdom +2 (333 gp each), +1 sap (108 gp each), +2 scimitar (693 gp each), cloak of resistance +2 (333 gp each), wand of cure light wounds (63 gp each), potion of cure moderate wounds (25 gp each), ring of sustenance (208 gp each), ring of sustenance +2 (667 gp each).

APL 8: L: 58 gp per thug; C: 0 gp; M: 4189 gp – +2 mithral chain shirt (342 gp each), periapt of wisdom +4 (1333 gp each), +1 sap (108 gp each), +2 scimitar (693 gp each), cloak of resistance +3 (750 gp each), wand of cure light wounds (63 gp each), potion of cure moderate wounds (25 gp each), ring of sustenance (208 gp each), ring of sustenance +2 (667 gp each).

Once the PCs have eliminated the orcs, they will have no problem recovering the scroll. However, they may wish to ascertain that the scroll is still in its case. If they do so, proceed to **Encounter Six**.

If the PCs have recovered the **scroll and wish to deliver it, proceed to Encounter Seven.**

If the PCs suspect the Bey of treachery and wish to return to confront him before delivering the scroll, proceed to **Encounter Eight.**

## Encounter Six: Pandora and the Box

*The chest is obviously of fine workmanship and is also of unusual shape, as if it contained something long and relatively narrow. A lock of good quality holds the chest shut. Other than that, the chest is unremarkable.*

The trap radiates no magic, and the contents of the chest do not radiate magic either.

The PCs were previously warned that the chest has been trapped, so any character attempting to locate a trap on the chest receives a +2 circumstance bonus. If the players seem to have forgotten this warning, you may choose not to grant this bonus. However, if someone mentions the warning, you should give the bonus the PCs performing the Search check.

It is possible that certain PCs may have a key to the chest (see Arcane Sanctum meta-org mission).

The chest is trapped differently depending on the APL at which this adventure is being played. Note that the spells occur in the order listed; if successful the first effect might reduce the saves against subsequent effects.

### APL 2 (EL 5)

✦ **Bestow Curse Trap:** CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates (effect: -4 on attacks, saves, checks)); Search DC 28; Disable Device DC 28.

✦ **Inflict Light Wounds Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

### APL 4 (EL 7)

✦ **Bestow Curse Trap:** CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*,

5th-level cleric, DC 14 Will save negates (effect: -6 Wis)); Search DC 28; Disable Device DC 28.

✦ **Bestow Curse Trap:** CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates (effect: -6 Cha)); Search DC 28; Disable Device DC 28.

✦ **Bestow Curse Trap:** CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates (effect: -6 Int)); Search DC 28; Disable Device DC 28.

### APL 6 (EL 9)

✦ **Heightened Bestow Curse Trap:** CR 6; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*heightened bestow curse* (5<sup>th</sup> level spell), 9th-level cleric, DC 17 Will save negates (effect: -6 Wis)); Search DC 30; Disable Device DC 30.

✦ **Heightened Bestow Curse Trap:** CR 6; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*heightened bestow curse* (5<sup>th</sup> level spell), 9th-level cleric, DC 17 Will save negates (effect: -6 Cha)); Search DC 30; Disable Device DC 30.

✦ **Heightened Bestow Curse Trap:** CR 6; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*heightened bestow curse* (5<sup>th</sup> level spell), 9th-level cleric, DC 17 Will save negates (effect: -6 Int)); Search DC 30; Disable Device DC 30.

### APL 8 (EL 11)

✦ **Heightened Bestow Curse Trap:** CR 8; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*heightened bestow curse* (7<sup>th</sup> level spell), 13th-level cleric, DC 20 Will save negates (effect: -6 Wis)); Search DC 32; Disable Device DC 32.

✦ **Heightened Bestow Curse Trap:** CR 8; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*heightened bestow curse* (7<sup>th</sup> level spell), 13th-level cleric, DC 20 Will save negates (effect: -6 Cha)); Search DC 32; Disable Device DC 32.

**Heightened Bestow Curse Trap:** CR 8; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*heightened bestow curse* (7<sup>th</sup> level spell), 13th-level cleric, DC 20 Will save negates (effect: -6 Int)); Search DC 32; Disable Device DC 32.

## Encounter Seven: Your Destiny Awaits

*Your dusty journey ends at last in Dhabiya, where the clergy of Istus gratefully welcome you and receive the scroll from your care. Your feet are washed and a pleasant meal is prepared for you. That night, you are given quarters in the guest quarters of the famed Sanserail.*

*Built during the final days of the Baklunish Empire, the Sanserail is one of the oldest structures in Zeif, sitting above the city of Dhabiya like a pillar of indifference. Legend says that the last imperial high priestess of Istus sent her followers here with consecrated tapestries and orders to begin construction on a new sanctuary. The temple was still incomplete when the Invoked Devastation struck, and has for over a thousand years remained unfinished. Though the imperial high priestess died in the cataclysm when the ancient home temple was destroyed, the priestly line and legacy of Istus were able to continue unbroken here in the north.*

*Rather than being domed, the roof of the Sanserail is made of canvas that is re-draped every three years. By tradition, the old canvas is transported to the ruins of one of the ancient temples to be burned. You find out that the next scheduled re-draping ceremony is to occur in the year 3256 BH (CY 597). [BH refers to Baklunish Hegira – the dating scheme of the old Baklunish Empire]*

*The next morning, you begin your return journey to inform Zihni Bey bin Zihn al-Ceshra of the successful delivery of the scroll. Your journey is pleasant and without incident.*

The PCs may wish to take numerous actions during the return trip (stopping in Zeir-i-Zeif for shopping, etc). None of these actions should have any real effect on the adventure.

Any attempts to Gather Information about the Bey will reveal only that he is widely esteemed for his devout adherence to the tenets of the Four Feet of the Dragon.

Proceed to **Conclusion A**: Delivered the Scroll.

## Encounter Eight: Betrayal of the Guests

*Your journey back to Mukhazin is purposeful and without incident. You return to the Bey's encampment and are escorted again into the palatial tent of Zihni Bey bin Zihn al-Ceshra.*

*Gone are the table and beaded cushions, making the ever-present guards even more noticeable. Gone also is the harpist, but the serving girls with the golden pitchers are still present. The Bey motions his hand for you to be seated and the serving girls offer you both water and wine, and then begin the elaborate ceremony of washing the feet of those who have arrived from a long journey.*

*Zihni Bey bin Zihn al-Ceshra seems concerned by your return. "Surely you have not delivered your package already? Has some ill befallen you?"*

When told of the scroll's theft, the Bey will express great concern over the fate of the scroll, but will also reassure the PCs that he is sure that they have done their best.

*"I will immediately take actions to recover the scroll. You need not concern yourselves with its loss – I'm sure that you fought valiantly to protect it. It pains me that you have been troubled. Somehow that band of thieves must have gotten wind of the scroll's shipment – if any of my people were involved, they will pay dearly for it."*

*"I will pay each of you in gold efrit for your efforts, and of course I shall be pleased to call upon you again in the future. Now please relax. I will have food and wine brought to you."*

If any PCs are still injured from combat, the Bey will send for a priest to heal them.

PCs who succeed at a Sense Motive skill check (APL 2: DC 20, APL 4: DC 22, APL 6: DC 26, APL 8: DC 30) get the impression that the Bey is secretly pleased with their failure.

The PCs can choose to accuse the Bey of the theft of the scroll here if they like, but they have no real evidence that he is involved. PCs who have played other adventure in this series may feel justified in accusing the Bey outright.

Such accusations are a serious breach of etiquette and reflect very poorly on the PCs.

PCs who succeed at a Knowledge (local, VTF metaregion) skill check at DC 10 will realize that making an accusation of this nature against their host and employer without sufficient proof will cause damage to their reputation. This should dissuade some PCs from making this accusation. PCs from Zeif receive a +5 circumstance bonus to this skill check.

If violence happens, the Bey's guards will quickly intervene. There are more than enough guards to deal with the PCs (in short, you can use whatever reinforcements you need to make sure that the PCs don't win).

**Tactics:** Despite the vile behavior displayed by his guests in making this accusation, Zihni Bey bin Zihn al-Ceshra cannot have his men simply kill the PCs here. Doing so would besmirch his reputation. However, he has a great number of guards available, who will spare no effort to protect the Bey. The PCs will be subdued or grappled, stripped of arms and weapons, and tossed out of the Bey's encampment. The PCs' arms and weapons will be returned later by a representative of Zihni Bey bin Zihn al-Ceshra (along with their payment), who will inform them that they are no longer welcome in the presence of the Bey or his family.

#### APL 2 (EL 8)

☛ **Zihni Bey bin Zihn al-Ceshra's guards (18):** human Ftr1; hp 11; see Appendix 1.

#### APL 4 (EL 10)

☛ **Zihni Bey bin Zihn al-Ceshra's guards (18):** human Ftr2; hp 19; see Appendix 1.

#### APL 6 (EL 12)

☛ **Zihni Bey bin Zihn al-Ceshra's guards (18):** human Ftr4; hp 33; see Appendix 1.

#### APL 8 (EL 14)

☛ **Zihni Bey bin Zihn al-Ceshra's guards (24):** human Ftr4; hp 33; see Appendix 1.

If the PCs choose not to accuse Zihni Bey bin Zihn al-Ceshra of stealing the scroll here, the adventure is over. The PCs are paid.

If the PCs actually accuse Zihni Bey bin Zihn al-Ceshra of stealing the scroll, proceed to **Conclusion C**.

## Conclusion A: Delivered the Scroll

*You are escorted again into the palatial tent of Zihni Bey bin Zihn al-Ceshra. Gone are the table and beaded cushions, making the ever-present guards even more noticeable. Gone also is the harpist, but the serving girls with the golden pitchers are still present. The Bey motions his hand for you to be seated and the serving girls offer you both water and wine, then begin the elaborate ceremony of washing the feet of those who have arrived from a long journey.*

*Zihni Bey bin Zihn al-Ceshra smiles at you benignly. "Have you delivered your package?"*

A Sense Motive skill check at DC 25 + APL allows the character to determine that the Bey is less than pleased with their success.

*A complex mixture of emotions crosses the Bey's face as you report your success, then he smiles. "I knew that my faith in you was well placed. I have made arrangements for each of you to be paid in gold efrif for your services. I am very grateful to you for your efforts. Did you encounter any difficulties on your journey?"*

The PCs, having discovered the note, may wish to accuse either Zamid or Zihn of the attempted theft of the scroll.

If the PCs accuse Zamid, the Bey will frown and promise to investigate the matter. The next morning, a message from the Bey will inform the PCs that Zamid was found to be an assassin, acting in concert with the thieves who wanted to steal the scroll and that he has been executed for his crimes. The adventure is over.

If the PCs accuse the Bey of the crime, he will be insulted. He will pay the PCs the agreed upon sum of coins, then have the guards escort them out of the camp. If the PCs have the scroll, it will be taken from them before they leave the camp. Proceed to **Conclusion C**.

## Conclusion B: Returning in Defeat

*Your journey back to Mukhazin is purposeful and without incident. You return to the Bey's*

*encampment and are escorted again into the palatial tent of Zihni Bey bin Zihn al-Ceshra.*

*Gone are the table and beaded cushions, making the ever-present guards even more noticeable. Gone also is the harpist, but the serving girls with the golden pitchers are still present. The Bey motions his hand for you to be seated and the serving girls offer you both water and wine, then begin the elaborate ceremony of washing the feet of those who have arrived from a long journey.*

*Zihni Bey bin Zihn al-Ceshra seems concerned by your return. "Surely you have not delivered your package already? Has some ill befallen you?"*

When told of the scroll's theft, the Bey will express great concern over the fate of the scroll, but will also reassure the PCs that he is sure that they have done their best.

*"I will immediately take actions to recover the scroll. You need not concern yourselves with it's loss – I'm sure that you fought valiantly to protect it. It pains me that you have been troubled. Somehow that band of thieves must have gotten wind of the scroll's shipment – if any of my people were involved, they will pay dearly for it."*

*"I will pay each of you in gold efrit for your efforts, and of course I shall be pleased to call upon you again in the future. Now please relax. I will have food and wine brought to you."*

If any PCs are still injured from combat, the Bey will send for a priest to heal them.

PCs who succeed at a Sense Motive skill check (APL 2: DC 20, APL 4: DC 22, APL 6: DC 26, APL 8: DC 30) get the impression that the Bey is secretly pleased with their failure.

## Conclusion C: A Powerful Enemy

*Although you have accused him of a most terrible crime, before he has you thrown out the Bey pays you an appropriate sum of gold efrit.*

*You are escorted out of the Bey's encampment under heavy guard, each guard carrying a gleaming falchion at the ready should you make trouble. You sense that you may have made an enemy in Zihni Bey bin Zihn al-Ceshra, one who will not soon forget your betrayal.*

The End

## Experience Point Summary

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

### Encounter Three

Engage the attacking orcs ("defeat" = kill, incapacitate, or otherwise prevent from contributing to the battle any further)

APL 2 30 xp per orc defeated (max 150 xp)

APL 4 45 xp per orc defeated (max 225 xp)

APL 6 60 xp per orc defeated (max 300 xp)

APL 8 60 xp per orc defeated (max 420 xp)

### Encounter Five

Defeat the orcs holding the scroll

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

APL 8 330 xp

### Encounter Six

Encounter the trap on the chest

APL 2 90 xp

APL 4 150 xp

APL 6 210 xp

APL 8 240 xp

### Story award

Did not set off the trap on the chest (either by disabling it or by not ever opening it without a key)

APL 2 30 xp

APL 4 30 xp

APL 6 30 xp

APL 8 30 xp

Did not ever attempt to open the chest (without a key)

APL 2 90 xp

APL 4	150 xp
APL 6	210 xp
APL 8	240 xp

### Discretionary roleplaying award

APL 2	30 xp
APL 4	60 xp
APL 6	90 xp
APL 8	105 xp

### Total possible experience:

<b>APL 2</b>	<b>450 xp</b>
<b>APL 4</b>	<b>675 xp</b>
<b>APL 6</b>	<b>900 xp</b>
<b>APL 8</b>	<b>1,125 xp</b>

## Treasure Summary

During an adventure, PCs 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### Encounter Three: A Breach of Etiquette

APL 2: L: 24 gp per thug; C: 0 gp; M: 0 gp

APL 4: L: 58 gp per thug; C: 0 gp; M: 0 gp

APL 6: L: 58 gp per thug; C: 0 gp; M: 0 gp

APL 8: L: 58 gp per thug; C: 0 gp; M: 0 gp

### Encounter Five: Into the Lion's Den

APL 2: L: 25 gp per thug; C: 0 gp; M: 398 gp – +1 *mithral chain shirt* (92 gp each), +1 *sap* (108 gp each), +1 *scimitar* (110 gp each), *wand of cure light wounds* (63 gp each), *potion of cure moderate wounds* (25 gp each).

APL 4: L: 58 gp per thug; C: 0 gp; M: 1189 gp – +2 *mithral chain shirt* (342 gp each), +1 *sap* (108 gp each), +1 *scimitar* (110 gp each), *cloak of resistance* +2 (333 gp each), *wand of cure light wounds* (63 gp each), *potion of cure moderate wounds* (25 gp each), *ring of sustenance* (208 gp each).

APL 6: L: 58 gp per thug; C: 0 gp; M: 2772 gp – +2 *mithral chain shirt* (342 gp each), *periapt of wisdom* +2 (333 gp each), +1 *sap* (108 gp each), +2 *scimitar* (693 gp each), *cloak of resistance* +2 (333 gp each), *wand of cure light wounds* (63 gp each), *potion of cure moderate wounds* (25 gp each), *ring of sustenance* (208 gp each), *ring of sustenance* +2 (667 gp each).

APL 8: L: 58 gp per thug; C: 0 gp; M: 4189 gp – +2 *mithral chain shirt* (342 gp each), *periapt of wisdom* +4 (1333 gp each), +1 *sap* (108 gp each), +2 *scimitar* (693 gp each), *cloak of resistance* +3 (750 gp each), *wand of cure light wounds* (63 gp each), *potion of cure moderate*

wounds (25 gp each), *ring of sustenance* (208 gp each), *ring of sustenance +2* (667 gp each).

### Conclusion (all)

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

### Total Possible Treasure

**Note:** it is very unlikely that the PCs will receive all of the available treasure. Double check each encounter.

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

### Special

**Favor of the Bey:** Your valiant defense of the scroll that was placed in your charge has earned you the trust and good will of Zihni Bey bin Zihn al-Ceshra. As a result, the Bey has graciously offered to extend his hospitality to you in the future. For all future adventures that begin in the province of Ceshra, you receive free Rich lifestyle. This favor expires one year from the date it was issued. If Zihni Bey bin Zihn al-Ceshra is removed from power at some point, this favor expires.

**DM: award this favor if the PCs do not accuse the Bey of any involvement in the raid.**

**Implicated the Bey:** You have, rightly or wrongly, implicated the Bey in the theft of the scroll. The Bey now holds you in disfavor. In any adventure that begins or ends in the province of Ceshra, your lifestyle costs are doubled (unless you are living off the wild) and you must pay twice the market price for any items (including magical items) you purchase during that adventure. This enmity expires one year from the date it was issued. If Zihni Bey bin Zihn al-Ceshra is removed from power at some point, this enmity expires.

**DM: award this disfavor if the PCs accuse the Bey of some involvement in the raid.**

**Good Will of the Temple of Istus:** For safely delivering the scroll to the Sanserail, you have earned the goodwill of the followers of Istus in Zeif. You gain a +2 bonus to all Bluff, Diplomacy, and Gather Information skill checks with followers of Istus in Zeif. The Temple of Istus also

provides you with regional access indicated with an (\*) asterisk below.

**DM: award this favor if the PCs safely deliver the actual scroll to the temple of Istus.**

**Uruzaries Thanks:** For completing your mission, the Head Cook gives you permission to leave Zeif for a grand adventure. You may play 1 single round CORE module that would otherwise be forbidden. This pass expires one year from the date on this AR.

**DM: award this favor ONLY to members of the Uruzaries meta-org.**

**Arcane Sanctum Influence:** For completing your mission the Arcane Sanctum is very pleased. You gain an influence point and access to scribe one Limited Spell from the Spell Compendium under 3<sup>rd</sup> level to your spell book (or it becomes available to learn for those without spellbooks) Mark down that spell here: \_\_\_\_\_.

**DM: award this favor ONLY to members of the Arcane Sanctum meta-org.**

**Istus' Influence:** For completing your mission, the Church has acknowledged your efforts. You gain one influence with the church.

**DM: award this favor ONLY to members of the Church of Istus meta-org.**

# Appendix One: NPCs

## APL 2

### Encounter Three (these are the “non-lethal damage” orcs)

**Orc Thugs (18):** War2; medium humanoid (orc); CR 1; HD 2d8+2; hp 12; Init +0; Spd 20; AC 17 (+6 armor, +1 shield), touch 10, flat-footed 17; Base Atk +2; Grp +5; Atk +0 melee (2d4+6, falchion, non-lethal damage) or +1 melee (1d4+3, dagger, non-lethal damage); Full Atk +0 melee (2d4+6, falchion, non-lethal damage) or +1 melee (1d4+3, dagger, non-lethal damage); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +4, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump -2, Speak Common, Speak Orc; Power Attack (already figured into above stats with -1 penalty).

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* splint mail, buckler, falchion, dagger, sap.

**Half-orc Ranger (2):** Rgr2; medium humanoid (half-orc); CR 2; HD 2d8+2; hp 16; Init +3; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +2; Grp +6; Atk +6 melee (1d6+4, sap) or +4 melee (1d6+4, scimitar, non-lethal damage); Full Atk +4 melee (1d6+4, sap) and +4 melee (1d6+2, sap) OR +0 melee (1d6+4, scimitar, non-lethal damage) and +4 melee (1d6+2, sap); SQ Darkvision 60 ft., Favored enemy: human +2, wild empathy +0; AL NE; SV Fort +4, Ref +6, Will +0; Str 19, Dex 16, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Handle Animal +3, Hide +10, Move Silently +10, Spot +5, Survival +5; Speak Common, Speak Orc; Stealthy, Track, Two-Weapon Fighting.

*Possessions:* chain shirt, sap (x2), scimitar.

### Encounter Five (these are the “lethal damage” orcs)

**Orc Thugs (4):** War2; medium humanoid (orc); CR 1; HD 2d8+2; hp 12; Init +0; Spd 20; AC 17 (+6 armor, +1 shield), touch 10, flat-footed 17; Base Atk +2; Grp +5; Atk +4 melee (2d4+6, falchion) or +5 melee (1d4+3, dagger) or +2 ranged (1d6+3, javelin); Full Atk +4 melee (2d4+6, falchion) or +5 melee (1d4+3, dagger) or +2

ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +4, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump -2, Speak Common, Speak Orc; Power Attack (already figured into above stats with -1 penalty).

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* splint mail, buckler, falchion, dagger, 8 javelins, sap.

**The Whip:** Rgr4; medium humanoid (half-orc); CR 4; HD 4d8+8; hp 31; Init +3; AC 18 (+5 armor, +3 Dex), touch 13, flat-footed 15; Base Atk +4; Grp +8; Atk +10 melee (1d6+5, +1 sap) or +9 melee (1d6+5, +1 scimitar) OR +7 ranged (1d6+4, javelin); Full Atk +8 melee (1d6+5, +1 sap) and +7 melee (1d6+2, sap) OR +7 melee (1d6+5, +1 scimitar) and +8 melee (1d6+3, +1 sap); SQ Darkvision 60 ft., Favored enemy: human +2, wild empathy +2; AL NE; SV Fort +6, Ref +7, Will +1; Str 19, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Handle Animal +5, Hide +12, Move Silently +12, Spot +6, Survival +6; Speak Common, Speak Orc; Endurance, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (sap).

*Possessions:* +1 mithral chain shirt, +1 sap, +1 scimitar, sap, 2 javelins, wand of cure light wounds (50 charges), potion of cure moderate wounds.

### Conclusions

**Zihni Bey bin Zihn al-Ceshra's Guard (as many as necessary):** Ftr1; medium humanoid (human, Baklunish); CR 1; HD 1d10+1; hp 11; Init +3; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk +1; Grp +4; Atk +4 melee (1d3+4, unarmed strike) OR +3 melee (2d4+6, falchion); Full Atk +4 melee (1d3+4, unarmed strike) OR +3 melee (2d4+6, falchion); SQ None; AL LN; SV Fort +3, Ref +3, Will +1; Str 16, Dex 16, Con 12, Int 8, Wis 12, Cha 8.

*Skills and Feats:* Spot +3, Tumble +3; Improved Unarmed Strike, Power Attack (already figured into above stats with -1 penalty), Weapon Focus (unarmed strike).

*Possessions:* chain shirt, falchion.



## APL 4

### Encounter Three (these are the “non-lethal damage” orcs)

**Orc Thugs (18):** War4; medium humanoid (orc); CR 3; HD 4d8+4; hp 24; Init +0; Spd 20; AC 18 (+7 armor, +1 shield), touch 10, flat-footed 18; Base Atk +4; Grp +8; Atk +2 melee (2d4+10, falchion, non-lethal damage) or +4 melee (1d4+4, dagger, non-lethal damage); Full Atk +2 melee (2d4+10, falchion, non-lethal damage) or +4 melee (1d4+4, dagger, non-lethal damage); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +1, Speak Common, Speak Orc; Improved Bull Rush, Power Attack (already figured into above stats with -2 penalty).

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* half-plate, buckler, falchion, dagger, sap.

**Half-orc Rangers (2):** Rgr4; medium humanoid (half-orc); CR 4; HD 4d8+2; hp 30; Init +3; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +4; Grp +8; Atk +8 melee (1d6+5, sap) or +4 melee (1d6+5, scimitar, non-lethal damage); Full Atk +6 melee (1d6+5, sap) and +6 melee (1d6+2, sap) OR +2 melee (1d6+5, scimitar, non-lethal damage) and +5 melee (1d6+2, sap); SQ Darkvision 60 ft., Favored enemy: human +2, wild empathy +2; AL NE; SV Fort +5, Ref +5, Will +1; Str 20, Dex 16, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Handle Animal +5, Hide +12, Move Silently +12, Spot +7, Survival +7; Speak Common, Speak Orc; Stealthy, Track, Two-Weapon Fighting.

*Possessions:* chain shirt, sap (x2), scimitar.

### Encounter Five (these are the “lethal damage” orcs)

**Orc Thugs (4):** War4; medium humanoid (orc); CR 3; HD 4d8+4; hp 24; Init +0; Spd 20; AC 18 (+7 armor, +1 shield), touch 10, flat-footed 18; Base Atk +4; Grp +8; Atk +6 melee (2d4+10, falchion) or +8 melee (1d4+4, dagger) or +4 ranged (1d6+4, javelin); Full Atk +6 melee (2d4+10, falchion) or +8 melee (1d4+4, dagger) or +4 ranged (1d6+4, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +1, Speak Common, Speak Orc; Improved Bull Rush, Power Attack (already figured into above stats with -2 penalty).

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* half-plate, buckler, falchion, dagger, 8 javelins, sap.

**The Whip:** Rgr6; medium humanoid (half-orc); CR 6; HD 6d8+12; hp 45; Init +3; AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex), Base Atk +6; Grp +10; Atk +11 melee (1d6+5, +1 sap) or +11 melee (1d6+5, +1 scimitar) OR +9 ranged (1d6+4, javelin); Full Atk +10 melee (1d6+5, +1 sap) and +9 melee (1d6+4, sap) OR +9 melee (1d6+5, +1 scimitar) and +9 melee (1d6+5, +1 sap); SQ Darkvision 60 ft., Favored enemy: human +4, elf +2, wild empathy +4; AL NE; SV Fort +7, Ref +7, Will +5; Str 19, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Handle Animal +7, Hide +14, Move Silently +14, Spot +8, Survival +8; Speak Common, Speak Orc; Endurance, Improved Two Weapon Fighting, Iron Will, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (sap).

*Possessions:* +2 mithral chain shirt, +1 sap, +1 scimitar, cloak of resistance +2, sap, 2 javelins, wand of cure light wounds (50 charges), potion of cure moderate wounds, ring of sustenance.

## Conclusions

**Zihni Bey bin Zihn al-Ceshra's Guard (as many as necessary):** Ftr2; medium humanoid (human, Baklunish); CR 2; HD 2d10+2; hp 19; Init +3; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk +2; Grp +5; Atk +5 melee (1d3+4, unarmed strike) OR +4 melee (2d4+6, falchion); Full Atk +5 melee (1d3+4, unarmed strike) OR +4 melee (2d4+6, falchion); SQ None; AL LN; SV Fort +4, Ref +3, Will +1; Str 16, Dex 16, Con 12, Int 8, Wis 12, Cha 8.

*Skills and Feats:* Spot +3, Tumble +3; Cleave, Improved Unarmed Strike, Power Attack (already figured into above stats with -1 penalty), Weapon Focus (unarmed strike).

*Possessions:* chain shirt, falchion.

## APL 6

### Encounter Three (these are the “non-lethal damage” orcs)

**Orc Thugs (24):** War6; medium humanoid (orc); CR 5; HD 6d8+6; hp 36; Init +0; Spd 20; AC 18 (+7 armor, +1 shield), touch 10, flat-footed 18; Base Atk +6; Grp +10; Atk +5 melee (2d4+8, falchion, non-lethal damage) or +6 melee (1d4+4, dagger, non-lethal damage); Full Atk +5/+0 melee (2d4+8, falchion, non-lethal damage) or +6/+1 melee (1d4+4, dagger, non-lethal damage) or heedless charge +8 melee (2d4+18, falchion, must be charge, -8 to AC, non-lethal damage); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +3, Speak Common, Speak Orc; Improved Bull Rush, Power Attack (already figured into above stats with -1 penalty), Shock Trooper\*.

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* half-plate, buckler, falchion, dagger, sap.

\*See Appendix Two: New Rules Items

**Half-orc Rangers (2):** Rgr6; medium humanoid (half-orc); CR 6; HD 6d8+6; hp 44; Init +3; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk +6; Grp +10; Atk +10 melee (1d6+5, sap) or +6 melee (1d6+5, scimitar, non-lethal damage); Full Atk +8/+3 melee (1d6+5, sap) and +8/+3 melee (1d6+5, sap) OR +4/-1 melee (1d6+5, scimitar, non-lethal damage) and +8/+3 melee (1d6+5, sap); SQ Darkvision 60 ft., Favored Enemy Human +4, Favored Enemy Dwarf +2; AL NE; SV Fort +7, Ref +9, Will +5; Str 20, Dex 16, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Handle Animal +7, Hide +14, Move Silently +17, Spot +9, Survival +9; Speak Common, Speak Orc; Endurance, Improved Two-Weapon Fighting, Iron Will, Skill Focus (Move Silently), Stealthy, Track, Two-Weapon Fighting.

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* chain shirt, sap (x2), scimitar, *cloak of resistance* +1.

### Encounter Five (these are the “lethal damage” orcs)

**Orc Thugs (4):** War6; medium humanoid (orc); CR 5; HD 6d8+6; hp 36; Init +0; Spd 20; AC 18 (+7 armor, +1 shield), touch 10, flat-footed 18; Base Atk +6; Grp +10; Atk +7 melee (2d4+12, falchion) or +10 melee (1d4+4, dagger) or +6 ranged (1d6+4, javelin); Full Atk +7/+2 melee (2d4+12, falchion) or +10/+5 melee (1d4+4, dagger) or heedless charge +12 melee (2d4+18, falchion, must be charge, -8 to AC) or +6 ranged (1d6+4, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +3, Speak Common, Speak Orc; Improved Bull Rush, Power Attack (already figured into above stats with -3 penalty), Shock Trooper\*.

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* half-plate, buckler, falchion, dagger, 8 javelins, sap.

\*See Appendix Two: New Rules Items

**The Whip:** Rgr6/Clr2; medium humanoid (half-orc); CR 8; HD 8d8+16; hp 59; Init +3; AC 21 (+6 armor, +3 Dex, +2 deflection), touch 15, flat-footed 18; Base Atk +7; Grp +11; Atk +12 melee (1d6+5, sap +1) or +13 melee (1d6+6, scimitar +2) OR +10 ranged (1d6+4, javelin); Full Atk +10/+5 melee (1d6+5, sap +1) and +9/+4 melee (1d6+5, sap) OR +11/+6 melee (1d6+6, scimitar +2) and +11/+6 melee (1d6+5, sap +1); SQ Darkvision 60 ft., Favored enemy: human +4, elf +2, wild empathy +4; AL NE; SV Fort +9, Ref +7, Will +10; Str 19, Dex 16, Con 14, Int 8, Wis 12, Cha 6.

*Ranger Spells Prepared* (2, Base DC = 11 + spell level): 1<sup>st</sup> level – *entangle*, *summon nature's ally I*.

*Cleric Spells Prepared* (4/3+1, Base DC = 11 + spell level): 0 level – *create water* x2, *cure minor wounds*, *mending*, 1<sup>st</sup> level – *entropic shield*\*, *bless*, *command*, *inflict light wounds*.

\*Domain Spell Domains: Chaos (chaotic spells at +1 caster level), Luck (free reroll once per day).

*Skills and Feats:* Handle Animal +7, Hide +14, Move Silently +14, Spot +9, Survival +9, Knowledge (religion) +1, Speak Common, Speak Orc; Endurance,

Improved Two-Weapon Fighting, Iron Will, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (sap).

*Possessions:* +2 mithral chain shirt, periapt of wisdom +2, +1 sap, +2 scimitar, cloak of resistance +2, sap, 2 javelins, wand of cure light wounds (50 charges), potion of cure moderate wounds, ring of sustenance, ring of protection +2, holy symbol of Istus.

## **Conclusions**

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**Zihni Bey bin Zihn al-Ceshra's Guard (as many as necessary):** Ftr4; medium humanoid (human, Baklunish); CR 4; HD 4d10+4; hp 33; Init +3; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +4; Grp +7; Atk +6 melee (1d3+5, unarmed strike) OR +5 melee (2d4+8/18-20, falchion); Full Atk +6 melee (1d3+5, unarmed strike) OR +5 melee (2d4+8/18-20, falchion); SQ None; AL LN; SV Fort +5, Ref +4, Will +4; Str 16, Dex 16, Con 12, Int 8, Wis 13, Cha 8.

*Skills and Feats:* Spot +3, Tumble +3; Cleave, Combat Reflexes, Improved Unarmed Strike, Iron Will, Power Attack (already figured into above stats with -2 penalty), Weapon Focus (unarmed strike).

*Possessions:* chain shirt, falchion.

## APL 8

### Encounter Three (these are the “non-lethal damage” orcs)

**Orc Thugs (30):** War6; medium humanoid (orc); CR 5; HD 6d8+6; hp 36; Init +0; Spd 20; AC 18 (+7 armor, +1 shield), touch 10, flat-footed 18; Base Atk +6; Grp +10; Atk +5 melee (2d4+8, falchion, non-lethal damage) or +6 melee (1d4+4, dagger, non-lethal damage); Full Atk +5/+0 melee (2d4+8, falchion, non-lethal damage) or +6/+1 melee (1d4+4, dagger, non-lethal damage) or heedless charge +8 melee (2d4+18, falchion, must be charge, -8 to AC, non-lethal damage); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +3, Speak Common, Speak Orc; Improved Bull Rush, Power Attack (already figured into above stats with -1 penalty), Shock Trooper\*.

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* half-plate, buckler, falchion, dagger, sap.

\*See Appendix Two: New Rules Items

**Half-orc Rangers (2):** Rgr8; medium humanoid (half-orc); CR 6; HD 8d8+8; hp 56; Init +3; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk +8; Grp +12; Atk +12 melee (1d6+5, sap) or +8 melee (1d6+5, scimitar, non-lethal damage); Full Atk +10/+5 melee (1d6+5, sap) and +10/+5 melee (1d6+2, sap) OR +6/+1 melee (1d6+5, scimitar, non-lethal damage) and +10/+5 melee (1d6+2, sap); SQ Darkvision 60 ft., Favored Enemy Human +4, Favored Enemy Dwarf +2, woodland stride, swift tracker; AL NE; SV Fort +8, Ref +10, Will +5; Str 21, Dex 16, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Handle Animal +9, Hide +16, Move Silently +19, Spot +11, Survival +11, Speak Common, Speak Orc; Endurance, Improved Two-Weapon Fighting, Iron Will, Skill Focus (Move Silently), Stealthy, Track, Two-Weapon Fighting.

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* chain shirt, sap (x2), scimitar, *cloak of resistance* +1.

### Encounter Five (these are the “lethal damage” orcs)

**Orc Thugs (8):** War6; medium humanoid (orc); CR 5; HD 6d8+6; hp 36; Init +0; Spd 20; AC 18 (+7 armor, +1 shield), touch 10, flat-footed 18; Base Atk +6; Grp +10; Atk +7 melee (2d4+1, falchion) or +10 melee (1d4+4, dagger) or +6 ranged (1d6+4, javelin); Full Atk +7/+2 melee (2d4+12, falchion) or +10/+5 melee (1d4+4, dagger) or heedless charge +12 melee (2d4+18, falchion, must be charge, -8 to AC) or +6 ranged (1d6+4, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +3, Speak Common, Speak Orc; Improved Bull Rush, Power Attack (already figured into above stats with -3 penalty), Shock Trooper\*.

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* half-plate, buckler, falchion, dagger, 8 javelins, sap.

\*See Appendix Two: New Rules Items

**The Whip:** Rgr6/Clr4; medium humanoid (half-orc); CR 10; HD 10d8+20; hp 73; Init +3; AC 21, touch 15, flat-footed 18 (+6 armor, +3 Dex, +2 deflection), Base Atk +1; Grp +12; Atk +13 melee (1d6+5, sap +1) or +14 melee (1d6+6, scimitar +2) OR +11 ranged (1d6+4, javelin); Full Atk +11/+6 melee (1d6+5, sap +1) and +10/+5 melee (1d6+5, sap) OR +12/+7 melee (1d6+6, scimitar +2) and +12/+7 melee (1d6+5, sap +1); SQ Darkvision 60 ft., Favored Enemy human +4, Favored enemy elf +2; AL NE; SV Fort +11, Ref +9, Will +13; Str 19, Dex 16, Con 14, Int 8, Wis 12, Cha 6.

*Ranger Spells Prepared* (2, Base DC = 11 + spell level): 1<sup>st</sup> level – *entangle*, *summon nature's ally I*

*Cleric Spells Prepared* (4/4+1/3+1, Base DC = 12 + spell level): 0 level – *create water* x2, *cure minor wounds*, *mending*; 1<sup>st</sup> level – *entropic shield*\*, *bless*, *command*, *inflict light wounds*, *shield of faith* fear; 2<sup>nd</sup> level – *aid*\*, *bear's endurance*, *silence*, *death knell*.

\*Domain Spell Domains: Chaos (chaotic spells at +1 caster level), Luck (free reroll once per day).

*Skills and Feats:* Handle Animal +7, Hide +14, Move Silently +14, Spot +9, Survival +9, Knowledge (religion) +3, Speak Common, Speak Orc; Blind Fight,

Improved Two Weapon Fighting, Iron Will, Stealthy, Track; Two-Weapon Fighting,, Weapon Focus (sap).

*Light Sensitivity (Ex):* Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

*Possessions:* +2 mithral shirt, *periapt of wisdom* +4, +1 sap, +2 scimitar, *cloak of resistance* +3, sap, 2 javelins, *wand of cure light wounds* (50 charges), *potion of cure moderate wounds*, *ring of sustenance*, *ring of protection* +2, holy symbol of Istus.

## **Conclusions**

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**Zihni Bey bin Zihn al-Ceshra's Guard (as many as necessary):** Ftr4; medium humanoid (human, Baklunish); CR 4; HD 4d10+4; hp 33; Init +3; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk +4; Grp +7; Atk +6 melee (1d3+5, unarmed strike) OR +5 melee (2d4+8, falchion); Full Atk +6 melee (1d3+5, unarmed strike) OR +5 melee (2d4+8, falchion); SQ None; AL LN; SV Fort +5, Ref +4, Will +4; Str 16, Dex 16, Con 12, Int 8, Wis 13, Cha 8.

*Skills and Feats:* Spot +3, Tumble +3; Cleave, Combat Reflexes, Improved Unarmed Strike, Iron Will, Power Attack (already figured into above stats with -2 penalty), Weapon Focus (unarmed strike).

*Possessions:* chain shirt, falchion.

## Appendix Two: New Rules Items

### Shock Trooper [Tactical] as presented in *Complete Warrior*

You are adept at breaking up formations of soldiers when you rush into battle.

**Prerequisites:** Improved Bull Rush, Power Attack, base attack bonus +6.

**Benefit:** The Shock Trooper feat enables the use of three tactical maneuvers.

*Directed Bull Rush:* To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

*Domino Rush:* To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

*Heedless Charge:* To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers (which give you a -2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

**Special:** A fighter may select Shock Trooper as one of his fighter bonus feats.

## Player's Handout #1

*The package will be traveling in a small group on the road to Dhabiya.*

*Take the package; leave the escorts alive and bleeding.*

Z

## Player's Handout Two: Meta–Org Missions

<p style="text-align: center;"><b><u>Uruzaries</u></b></p> <p>You snap to attention as a Jijek-bajji approaches you. “You there, stand at ease. I heard through the vines that you travel to Dhabiya. What business you have is not my concern. I need you to take this to the head cook. Do not lose it, or you face time in the mines!” He hands you a cook spoon. This is no ordinary spoon though, as you can see it is meant for a large pot and made of fine metals, possibly mithral. It is the size of a club. You may treat it as a masterwork mithral club for this adventure.</p> <p><b>Task:</b> Take the mithral spoon to the head cook in the outpost in Dhabiya.</p>	<p style="text-align: center;"><b><u>Uruzaries</u></b></p> <p>You snap to attention as a Jijek-bajji approaches you. “You there, stand at ease. I heard through the vines that you travel to Dhabiya. What business you have is not my concern. I need you to take this to the head cook. Do not lose it, or you face time in the mines!” He hands you a cook spoon. This is no ordinary spoon though, as you can see it is meant for a large pot and made of fine metals, possibly mithral. It is the size of a club. You may treat it as a masterwork mithral club for this adventure.</p> <p><b>Task:</b> Take the mithral spoon to the head cook in the outpost in Dhabiya.</p>
<p style="text-align: center;"><b><u>Arcane Sanctum</u></b></p> <p>A scribe of the sanctorum brings you a message. It reads. “Bring us a copy of the scroll you carry to Istus’ priests. We wish to study this document at our leisure. You only have a few days to copy this scroll on your journey. Be wary as the importance of this scroll reaching the priests is paramount. Use this key to open the chest. Be aware that the key will only defeat the trap once.”</p> <p><b>Task:</b> Succeed a craft: Calligraphy (or Profession: Scribe) check of DC 15 to copy the scroll correctly. Then bring it to the Arcane Sanctum once you complete your current task.</p>	<p style="text-align: center;"><b><u>Arcane Sanctum</u></b></p> <p>A scribe of the sanctorum brings you a message. It reads. “Bring us a copy of the scroll you carry to Istus’ priests. We wish to study this document at our leisure. You only have a few days to copy this scroll on your journey. Be wary as the importance of this scroll reaching the priests is paramount. Use this key to open the chest. Be aware that the key will only defeat the trap once.”</p> <p><b>Task:</b> Succeed a craft: Calligraphy (or Profession: Scribe) check of DC 15 to copy the scroll correctly. Then bring it to the Arcane Sanctum once you complete your current task.</p>
<p style="text-align: center;"><b><u>Worshipper of Istus</u></b></p> <p>A note finds its way into your backpack. It reads “Blessed be the fates that you have been chosen to carry the scroll. Be wary of other’s attempts to seize its words. Guard it as best you can. Trust no one. Please inform the priests if anything should transpire along your path”</p> <p><b>Task:</b> Guard the chest with the scroll. Be vigilant. Report any attempts to take the chest from you to the priests of Istus once you reach Dhayiba</p>	<p style="text-align: center;"><b><u>Worshipper of Istus</u></b></p> <p>A note finds its way into your backpack. It reads “Blessed be the fates that you have been chosen to carry the scroll. Be wary of other’s attempts to seize its words. Guard it as best you can. Trust no one. Please inform the priests if anything should transpire along your path”</p> <p><b>Task:</b> Guard the chest with the scroll. Be vigilant. Report any attempts to take the chest from you to the priests of Istus once you reach Dhayiba</p>



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