



What Rough Beast

Cabal of Shadows Faction Scenario #6

An Adventure for 6th-Level Characters (Scaled for 4th-8th Levels of Play)

CABAL OF SHADOWS[™] Faction SCENARIO 6 for the XEN'DRIK EXPEDITIONS[™] Campaign

Written By: Greg Marks
Cabal of Shadows Factionmaster: Greg Marks

When the Iron Watch captures a pirate with useful information, agents of Cabal must swing into action for a jailbreak and then keep him alive long enough to discover everything he knows. A Xen'Drik Expeditions Faction adventure for the Cabal of Shadows, optimized for 6th-level characters.

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

Sources: Complete Warrior [Andy Collins, David Noonan, Ed Stark], Dragon Magic [Owen K.C. Stephens, Rodney Thompson]; Expanded Psionics Handbook [Bruce R. Cordell]; Miniatures Handbook [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet]; Player's Handbook II [David Noonan]; Races of the Dragon [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liqueite]; Races of Eberron [Jesse Decker, Matthew Sernett, Gwendolyn F.M. Kestrel, Keith Baker]

This WIZARDS OF THE COAST® game product contains no Open Game Content. This work may be reproduced for personal use or in its entirety for use at RPGA-sanctioned events. To learn more about the Open Gaming License and the d20 SYSTEM® License, please visit www.wizards.com/d20.

This product uses material from the v.3.5 revision. This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/rpga.

DUNGEONS & DRAGONS, D&D, D&D REWARDS, D&D CAMPAIGNS, DUNGEON MASTER, EBERRON, XEN'DRIK EXPEDITIONS, COVENANT OF LIGHT, HERALD-LEVEL, RPGA, D20, D20 SYSTEM, WIZARDS OF THE COAST, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* and their respective logos are trademarks owned by Wizards of the Coast, Inc., in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained therein is prohibited without the express written permission of Wizards of the Coast, Inc. this product is a work of fiction.

Any similarity to actual people, organizations, places, or events is purely coincidental. © 2006 Wizards of the Coast, Inc.

Visit the DUNGEONS & DRAGONS CAMPAIGNS website at www.rpga.com.

Adventure Background

The land is filled with dark portents that while intriguing, they threaten spill the Cabal's careful planning into chaos. The weather has become increasingly stronger: thick fogs, violent storms, and unexplained summer cold snaps are becoming more frequent. The creatures of the deep plague shipments from Khorvaire with increasing frequency and the pirates that hunt Shargon's Teeth are becoming more active. The seers and scholars loyal to the Cabal foresee a time of upheaval and change and the Council of the Obscured has declared that the Cabal must capitalize upon it while the other factions are in disarray.

It has come to the attention of Cabal spies that the Iron Watch, an elite company of the Stormreach guard manned entirely by warforged, has captured one of the pirates, a flamboyant man known as Looish the Soft. Due the great activity that has arisen around the watch station holding him, the Cabal has taken an interest in Looish's story. Cabal spies have determined that in addition to valuable information on the pirate fleet, Looish knows the location of an item that may be related to the ever-increasing foul weather. Either of these would be useful information, but together they make Looish too valuable to leave in the hands of the Coin Lords. He must be recovered alive for interrogation, and if he knows the location of any powerful relics, the Cabal will control them.

Adventure Synopsis

Adventure Start: The PCs are brought together in the Hand of Stalwart Reverie and given mission details for two objectives. They are to liberate Looish the Soft from the Iron Watch guard station and if he does indeed know the location of a powerful relic, as the Cabal spies have suggested, the party is to recover it. If he does not, they should return Looish to the Hand for interrogation.

Part One: The PCs move to infiltrate or attack the Iron Watch guard station and rescue Looish. Unfortunately they are not the only faction interested. Members of the Crimson Codex's Serpents have already arrived on-scene with false credentials and are interrogating Looish when the PCs arrive. If the party is to acquire Looish, they will need to deal not only with a building full of armed warforged, but also the Crimson Codex operatives.

Part Two: Looish the Soft does indeed know a useful secret. His body bares a magical tattoo that acquired from an odd creature in the Teeth. It is a map to an ancient relic that may be able to control the weather. It is supposedly housed in the area of Xen'Drik near Dar Qat. In order to follow the map, the PCs can enlist Looish, his tiny dog Sparkles, and the small sloop Looish was living on after being expelled from his pirate crew.

Part Three: While sailing along the coast of Xen'Drik, the party encounters a group of Sarlonan Privateers, plying the waters near Dar Qat. Sensing Looish's minor psionic abilities, they demand the party hand him over. A fight likely ensues.

Part Four: Following the growing map that adds further detail on Looish's skin as they approach, the party finds their way to a seaside ruin of ancient evil and fight their way through cunning monsters and diabolical traps to locate an *orb of storms*.

Ending the Adventure: The party sails back to Stormreach and return Looish, his dog, and the *orb* to the Council of the Obscured.

Troubleshooting

Adventure Secret: There are two places in which an adventure secret might be revealed during this adventure. Should any of the PCs use a card or ability to unlock an adventure secret, they may discover the location of the Ruins of Storm through an old map or prophetic revelation (as appropriate for the ability or card). Another option is for the card or ability to warn the PCs that the Serpents are not the Storm Lords' men, but rather members of the Crimson Codex.

Obscura: Some members of the Cabal of Shadows also belong to Obscura, sub-factions within the Cabal. The Obscura often have secret missions for their members, and this time is no different. Ask each player to hand you a note listing his or her Obscura, if any. All players should hand in a note, even if they are not a member of any Obscura in order to keep suspicions evenly spread throughout the party. Return the correct player handout to each player so they understand the details of their secret mission. This should be done immediately following the **Adventure Start** but before **Part One**.

Adventure Start

As the adventure begins, the PCs have all arrived in one of the meeting rooms in the Hand of Stalwart Reverie; newly remodeled for those less than giant sized.

The construction converting the rooms of the Hand of Stalwart Reverie to sizes more application to man sized creatures has finally finished. You and several other members of the Cabal have been called to one of the newly made rooms; a conference room of sorts with comfortable chairs and a large table. A fireplace burns nearby with coldfire, adding a pleasant flicker to the strange ambient silver glow that fills the Cabal's secret headquarters in center of Stormreach. No one has yet appeared to take credit for your summons, giving you a few moments to appraise your companions.

The PCs have a few minutes to introduce themselves. There is little in the room to amuse the PCs beyond whatever they brought with them. The fireplace is ornamental and there are no papers or other knickknacks on the table or mantel. Once the PCs have made each other's acquaintance, or seem inclined not to, proceed.

The door opens as a robed and masked man with a thin sword at his side enters. A fine black cloak depicting the moons of Siberys eclipsing the sun trails from his shoulders as he steps to the head of the table. Joining him a hulkingly large man, with the clear animalistic features of a shifter. The shifter wears poorly tanned skins and carries a huge great axe upon his broad back. The shifter sits heavily at the table while the masked man remains standing to better capture your attention.

"Welcome again my capable friends. For those that do not recall, I am known as the Voice of the Storm. My colleague and I have need of your service and loyalty once again. There is a truly momentous opportunity lain before us and I am confident that you are the soldiers of shadow to see it through."

The shifter interrupts what appears likely to be a long speech by the Voice, but instead of the deep gravely male voice you expected, he speaks with the voice of highborn courtesan. "As you may know, I am the Discordant Voyage. Let us first give thanks to the Traveler for bringing us together this day." The strange shifter bows his or her head briefly before continuing. "Now, as to why we have summoned you..."

The Voice and the Voyage take turns speaking but lay out what they know and what they want the PCs. This is intended to be a dialogue and the PCs should feel able to ask questions and interact. By this time in their careers they have earned a small measure of respect and the Council members are willing to treat them as favored minions.

The following are pieces of information that might be imparted during the discussion, though the first two bullet points must be explained to the PCs.

- (The Discordant Voyage) *"The land is filled with dark portents that threaten spill our careful planning into chaos. As you have no doubt noticed, the weather increasingly rages: thick fogs, violent storms, and unexplained summer cold snaps are becoming frequent. The creatures of the deep plague shipments from Khorvair with increasing frequency and the pirates that hunt Shargon's Teeth are becoming more active; both harming our ability to gain aid from friends in Khorvair. Our seers and scholars foresee a time of upheaval ahead. Change leaves overs in disarray, but we children of the Traveler will thrive."*
- (The Voice of the Storm) *"The Traveler favors those who watch for change, so he has offered us a gift if we are prepared to take it. A pirate, known to some as Looish the Soft has been captured by the Storm Lords' Iron Watch. In addition to any information he might be able to provide us on the pirate fleets in the Teeth, spies placed in the city watch after the recent Night of Shadows inform us that Looish may know the location of a powerful artifact or relic that can control the weather. It is possible that this is the item responsible for our strange storms as of late. The Council orders you to immediately recover Looish alive so that he may be interrogated about the pirate menace. If he does indeed know the location of some item of power, you must use him to recover it before returning. I stress once more, we want Looish alive."*
- Where is Looish being held? *"Looish is being held at one of the watch stations staffed by the Iron Watch. It is a squat stone building across from the 'Forgotten Places' map seller. Our spies tell us there is a great deal of activity since Looish has been brought in. It is likely if you do not retrieve him soon, Looish will be taken to a more secure location where you will not be able to liberate him."*
- Who are the Iron Watch? *"The Iron Watch are an elite unit of the Stormreach watch made up entirely of warforged veterans. They are better trained and armed then regularly guardsmen and are the closest thing that Stormreach has to a true army."*
- What sort of activity is going on at the watch station? *"The have posted additional guards for one. There are at least a half of a dozen of the Iron Watch there at all times now and sometimes there*

are more. There have also been unknown men visiting Looish. We suspect these are the personal secret keepers and interrogators of the Storm Lords. It is likely that a handful of these men will be present when you arrive as well. While the Iron Watch certainly presents a challenge, these liars and torturers will be a true danger.”

- Can our spies get us inside? “While we were able to place men in the city’s watch, we have no one among the Iron Watch. Any ruse or attack you may plan is beyond those who simply watch the guard for the Cabal.”
- What do you know about Looish? “Not much, he has not been to Stormreach before that we are aware of. Until his capture he was a member of one the pirate crews that hunt Shargon’s Teeth. We do know he is a short slim man with dark hair. He has a thin mustache and slight goatee. We’re also told he has some sort of tattoo, though we have not been able to get a description of it.”
- What happens if Looish dies? “He won’t, as you would never let that happen. Should that happen through some unforeseen chance, we will send someone to collect his body along with yours.”
- How you recommend we recover Looish? “Stealth, guile, or force, that is up to you.”
- Can you give us anything to help us get in? “We have planned for this request and have managed to arrange a few items that may be helpful. Take them with our compliments.”

As the PCs leave, the Discordant Voyage gives the PCs a bag with a few items in it to assist them. An inventory of the items can be found in the bag. Give the players **Player Handout #2**. Once the PCs have finished their briefing, they are free to make any plans they deem necessary. The two Council members bid them good fortune and the blessings of the Traveler and leave them to their own devices.

Role-playing Members of the Council of the Obscured

The Voice of the Storm and the Discordant Voyage are two of the four individuals that sit upon the Council of the Obscured and make decisions for the Cabal of Shadows. All of them are old and powerful individuals whose goals exceed the daily concerns of normal folk. Their powers exceed anything the PCs may muster. When portraying them, it is important that they maintain an air of otherworldly mystery.

The Discordant Voyage: The Discordant Voyage leads the Instruments of Change and is their representative to the Council of the Obscured. The Voyage is a zealot of the Traveler who is the only member of the Council who never appears masked. Rather each time, the Discordant Voyage appears in different form with a different, often inappropriate voice. From a small halfling boy with the voice of a raging firestorm to the humble minotaur, the leader of this Obscura is never the same.

Voice of the Storm: The Voice of the Storm speaks for the Obscura known as the Defiance. A skilled leader and orator, the Voice has no fear of the coming darkness and he urges all to embrace it. He is prone to motivating speeches, filled with grandiose imagery. Among his fellows on the Council of the Obscured, the Voice of the Storm has urged frequent retribution against the Cabal’s enemies. In general, though, he would rather see foes suffer than kill them quickly.

Knowledge Skills

Those PCs with Bardic Knowledge or Knowledge (local) may attempt a skill check to know information about the Iron Watch. Those who succeed in a DC 15 check know that the Iron Watch is a band of warforged that serve as the elite enforcers of the Stormreach Guard. A band of highly skilled warforged veterans from across the Five Nations, they have rejected the words of the Lord of Blades but turned their back on the people of Khorvaire. They have served the Storm Lords faithfully for the last few years, but many of the people of Stormreach still fear them; some say that even the Storm Lords are stockpiling *wands of inflict damage* in case the Iron Watch ever turns against them.

Purchasing Equipment in Stormreach

If the PCs wish, they have the opportunity to purchase some items before going on their jailbreak. In Stormreach PCs can purchase items of 20,000 gp or less, including potions or scrolls of 5th-level or less. The DM should assume that any item listed in the DMG that meets the requirements above can be located easily in an hour.

Part One: Things Fall Apart

This encounter is fairly freeform. A description of the watch station, its schedule, and defenders is provided below. The PCs know the location and the identity of their quarry, so it is up to them to devise a

plan to infiltrate and recover Looish. This encounter assumes PCs have gone from their meeting in the Hand of Stalwart Reverie to the Watch Station with little tarrying. If this is not the case, use the Time Table below to adjudicate appropriately.

The Iron Watch Guard Station

Through the driving rain, a stout unadorned stone building stands resolute next to a squat tower that rises little more than two stories. Three horses suffer, tied in front of the watch station and the tail end of black carriage can be seen behind the building. Armed warforged move between the two, intent on their business and ignoring the downpour.

This is one of the few guard stations manned by the Iron Watch. The neighborhood is quiet but wealthy, filled with nice homes and small specialty stores. The station is placed at the bottom of a low rise, across the street from a map store called "Forgotten Places." Due to the violent storm, the streets are empty and the continual flame lanterns offer little more than shadows. All of the nearby stores are closed.

1. Front Office (EL 9)

Four desks are spread throughout the large room. The room is well lit by magical illumination. A set of doors proceeds further into the building next to a small bell.

At all times there are four warforged present, working cases and shuffling paperwork. An additional guard is present by the door, in case of trouble. As warforged do not sleep, this room is staffed at all times. The front door is not kept locked, though it can be locked and barred with a wooden beam if necessary. The inner door proceeds to the rear section of the watch station where the cells are located. This door has no bar, but is generally kept locked.

Iron Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28 (30 when barred); Open Lock DC 30.

Creatures: The Iron Watch warforged are there to assist local townsfolk and take any problems the PCs might bring to them seriously. That said, they are aware they are currently holding a high value prisoner and some may come looking for him. They will not allow just anyone to see the prisoner, especially since they believe that the prisoner is already being questioned by agents of the Storm Lords (who are actually Crimson Codex agents). If the PCs offer up some rouse to pull guards from the room, no more than three will go with them. If they do, at least one will go into the back to warn the others and one will stay behind in the room.

Iron Watch Warforged (5): warforged fighter 4; hp 40; See Combat Statistics.

Tactics: If a combat breaks out in the guard station, the guard stationed by the door moves to immediately intercept any trouble. The working guardsmen grab nearby weapons and move to join him as soon as possible. If additional aid is necessary, one of the warforged rings the bell next to the inner door in order to alert any other watchmen in the rear or in the nearby barracks.

Scaling the Encounter

4th-Level Characters: There are only three Iron Watch warforged.

5th-Level Characters: There are only four Iron Watch warforged.

7th-Level Characters: There are six Iron Watch warforged.

8th-Level Characters: There are six Iron Watch warforged.

2. Interview Room

A solid table with manacles attached is affixed the center of the windowless room with three chairs around it. A Solid iron door provides the only entrance.

This room is used for interrogation purposes. The wooden table is affixed to the floor and has a set of manacles built into it, opposite the door. It is likely that Looish is here, manacled to the table and being interrogated by the Crimson Codex Serpents when the PCs arrive.

Iron Door: 1 in. thick; hardness 10; hp 30; AC 5; Break DC 28; Open Lock DC 30.

Manacles: 1 in. thick; hardness 10; hp 10; AC 5; Break DC 26; Open Lock DC 25; Escape Artist DC 30.

3. Cells

Three small cells are positioned along the eastern wall. Each has a cot and chamber pot solitarily positioned against the rear wall.

These three cells are used to hold prisoners until they can be transferred to more permanent housing. There are no other prisoners besides Looish. Any PC that gets arrested in the vicinity of the watch station would be brought here and held until the next prisoner transfer; conveniently the same one Looish will be on.

Barred Cell Door: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 35; Escape Artist DC 40.

An iron back door provides entrance to the alley behind the watch station. The door is kept locked at all times. The Crimson Codex Serpents have parked their carriage behind this door, their team of horses still hitched. The driver sits with the carriage smoking his pipe until he is needed.

Breyn, Crimson Codex Driver: human rogue 3; hp 14; See Combat Statistics.

4. Barracks

A raised area filled with tools and personal items surrounds a training floor filled with practice weapons and fighting dummies.

Twelve members of the Iron Watch call this barracks home. Five members are on duty in the watch station, five are patrolling the neighborhood working various beats, and two rest here where they practice their skills or repair themselves and equipment. If the two warforged resting here hear the alarm bell or are otherwise witness combat, they arrive at the watch station five rounds later.

Time Table

While it may not be initially obvious to the PCs despite warning by the Council, there is a limited window to recover Looish before he is moved to one of the deep dungeons of the Storm Lords and out of the reach of the PCs. These events happen until the actions of the PCs cause the timeline to deviate.

- 11 AM: Looish is brought to the watch station.
- 1 PM: Crimson Codex agents arrive with falsified paperwork identifying themselves as minions of the Storm Lords. They begin questioning Looish.
- 3 PM: Cabal spies inform the Council of the Obscured of Looish's capture and the interest in him. Around the same time, a violent spring storm begins.
- 5 PM (Adventure Begins): The PCs are briefed on their mission and are dispatched.
- 6 PM: Shift change at the watch station. Two of the patrolling warforged return to the barracks, the two resting warforged move to the office, and two of the desk warforged go on patrol.
- 6:15 PM: The carriage driver momentarily leaves the carriage and the back door to answer nature's call. He does not return for several minutes.
- 7 PM: A young boy (Rilon Watrens) arrives in a small cart pulled by a donkey to deliver three casks of oil, used by the Iron Watch to maintain their equipment and themselves.
- 9:30 PM: A woman (Lusha) arrives to file a complaint against her husband (Vascoe). She claims that he been beating her and when the Iron Watch takes no action, she informs that he has failed to pay the Storm Lords' tax for several years. At shift change, two warforged leave with her to arrest the husband.
- 10 PM: Shift change at the watch station. Two of the patrolling warforged return to the barracks, the two resting warforged move to the office, and two of the desk warforged go on patrol.
- 11:45 PM: The Crimson Codex agents leave with as much information about the pirate fleets as possible. They remain unaware of Looish's treasure map.
- 12 AM: The agents of the Storm Lords arrive and discover that others have been impersonating them. Ten minutes after they arrive, they bring Looish out the front door to an armored carriage and tack a twenty-minute ride to a keep protected by hundreds of trained soldiers and the strength of the Storm Lords. If the PCs do not rescue Looish during this time, the adventure is over for them. He is taken to the keep and hung, and his body feed to the sharks.

Crimson Codex Serpents(EL 9)

Alerted early on to the capture of Looish the Soft, the Crimson Codex has sent a band of Serpents to question him before he is transferred out of reach or hanged. The Serpents are the elite forces of the Crimson Codex, sent into the field to perform the dangerous or vital missions. These talented individuals have falsified identification papers that they have used to trick the Iron Watch into believe that they are

important operatives of the Storm Lords. The Iron Watch has allowed them the use of their interview room to perform the interrogation. The Serpents had hoped to be in an out before their presence is noticed, but Cabal spies witnessed their arrival and have reported the Crimson Codex cover story to the Cabal.

How the Serpents react to the PCs varies with their approach the party takes. Several possibilities are outlined below, though the DM may be forced to improvise based upon the actions of the PCs.

All Out Attack: Many parties may simply choose to assault the guardhouse. This is a true challenge, but many parties may be capable of such a feat, especially since they only need to make off with Looish, not kill everyone. If the PCs attack the station, one of the warforged tries to ring the alarm bell. This likely brings even more reinforcements from the barracks. Upon hearing the bell or sounds of combat, the some of the Serpents spend one round unlocking Looish and others move to open the rear door (unless there is clearly combat behind the watch station). They then spirit him into the carriage against his will and board it. This whole procedure takes three round. The driver then takes an additional round to navigate the carriage through the narrow alley and around the corner of the building to the street. One the fifth round after being alerted, the Serpents' carriage speeds down the street. The driver is pushing the horses and the wagon is moving with a base speed of 40 feet per move action through the cramped and narrow back streets of Stormreach. If it becomes clear that they are being followed, or after five rounds, they move onto one of the giant-sized thoroughfares and force the horses to hustle (120 feet a round). The wagon must travel 3000 feet to get to the docks. After they get to the docks, they jump out and force Looish onto a waiting ship. Three rounds later, the crew pulls up the gangplank and sets sail. The PCs have until then to catch them. After that, the Serpents will finish the adventure for them and the Crimson Codex. If the Serpents do encounter combat, they fight to withdraw, preferably with Looish in tow. They cannot afford to be captured.

Bluffing: This option covers no end of cons the PCs might try, and requires the most interpretation by the DM. One of the most likely lies would be that the PCs actually have the legal authority to claim Looish. The Serpents do not actually know the Storm Lords' men, so it is possible the PCs could lie and claim to also be working for the Storm Lords. However, unless they express some disbelief or skepticism with the Serpents' claim to be working for the Storm Lords, the Crimson Codex agents will realize that some is likely amiss. If it is after 10 PM, the Serpents relent without a fight, believing there is little else for them to get out of Looish. Prior to 10 PM they try to quietly eliminate the "Storm Lords" men and take Looish out the back. In this case, the PCs might actually have the aid of the Iron Watch against the Serpents.

Getting Arrested: If the PCs manage to get arrested, the Serpents take note of them, and one will inquire with the guards what the PCs did to require arrest. Unless the story is outrageous, they assume the PC or PCs are normal troublemakers and return to their business.

Infiltration: If the PCs somehow manage to sneak into the building without alerting the Iron Watch, they will still have to extricate Looish from the Serpents and the interview room. The Serpents will not leave him alone, so it is likely this option devolves into a combat, but with the PCs controlling the ambush.

Waiting Them Out: This may be the simplest option. The Serpents leave shortly before the arrival of the Storm Lords' men. If the PCs wait for them to leave, they have fifteen minutes where they can enter without dealing with the prisoner transfer or the Serpents.

Serenia the Glib: spellscale bard 4/marshal 2; hp 38; See Combat Statistics.

Tok Skullcleaner: half-orc barbarian 2/fighter 2/ranger 2; hp 71; See Combat Statistics.

Irwan Taldor: human dragon shaman 6; hp 64; See Combat Statistics.

Tactics: The goal of the Serpents is to escape with Looish and failing that, simply escape. Serenia activates her bard song and *inspirational boost* and then tries to immobilize enemies with spells such as *glitterdust* while trying to escort Looish out the back. Tok clears the way the best he can, using his double axe. Irwan activates a draconic aura and heals Tok as appropriate. If necessary, he *spider climbs* up the wall and uses his breath weapon to attack spellcasters in the rear of an enemy formation. Breyn only fights if forced too.

Prisoner Transfer

If the PCs wait till midnight, the real agents of the Storm Lords appear to affect a prisoner transfer. They commandeer two members of the Iron Watch to watch over the street while they shackle Looish and drag him into a wagon carrying a barred cell. They then board the wagon and drive off. The true agents of the Storm Lords are ruthless and care nothing for the lives of others. If anyone gets in their way, they are given only one warning before lethal force will be employed.

Barred Cell Door: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 26; Open Lock DC 35; Escape Artist DC 40.

Iron Watch Warforged (2): warforged fighter 4; hp 40; See Combat Statistics.

Prison Driver: human rogue 3; hp 14; See Combat Statistics for Breyn.

Goalers: half-orc barbarian 2/fighter 2/ranger 2; hp 71; See Combat Statistics for Tok Skullcleaner.

Prison Administrator: spellscale bard 4/marshal 2; hp 38; See Combat Statistics for Serenia the Glib.

Tactics: The prison transfer detail will target anyone who attacks them. Offenders will be killed, or beaten into unconsciousness and thrown into the cage so they can be hung. The Goalers fight to the death, as do the Iron Watch Warforged, but the driver and the administrator run if below 10 hp.

Development: If PCs are captured and not rescued before they are brought to the keep to be hung; the Cabal retrieves their bodies from the sewers where they are thrown so they might be raised from the dead. If Looish is still alive and has been rescued, this can be arranged prior to the next part of the adventure.

Combat Statistics

Iron Watch Warforged CR 4

Male personality warforged fighter 4
N Medium construct (living construct)
Init +1; Senses Listen +3, Spot +3
Languages Common

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 40 (4 HD); **DR** 3/adamantine

Immune poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain, breathe

Resist healing at half effect

Fort +7, **Ref** +2, **Will** +0

Weakness unusual physical construction (ECS 23), cannot heal lethal damage naturally

Speed 4 ft. (20 squares)

Melee mwk greatsword +9 (2d6+6) or
Sap +7 (1d6 nonlethal) or
slam +7 (1d4+3)

Ranged heavy crossbow +6 (1d10/19-20)

Base Atk +4; **Grp** +7

Combat Gear two *potions of repair moderate damage* and one *potion of haste*

Abilities Str 17, Dex 13, Con 16, Int 8, Wis 8, Cha 8

SQ do not need to eat or drink

Feats Adamantine Body, Alertness, Improved Damage Reduction, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Skills Listen +4, Spot +4

Possessions masterwork greatsword, sap, heavy crossbow, 20 masterwork bolts, 2 masterwork silver bolts, 2 masterwork adamantine bolts, Iron Watch tabard

Breyn, Crimson Codex Driver CR 3

Male human rogue 3
N Medium humanoid (human)
Init +7; Senses Listen -1, Spot +6
Languages Common, Elven, Giant

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 14 (3 HD)

Fort +1, **Ref** +6, **Will** +0; evasion

Speed 30 ft. (6 squares)

Melee short sword +2 (1d6/19-20) or
dagger +2 (1d4/19-20)

Ranged thrown dagger +2 (1d4/19-20)

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

Atk Options sneak attack +2d6

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

SQ trapfinding; trap sense +1

Feats Animal Affinity, Improved Initiative, Skill Focus (Handle Animal)

Skills Balance +11, Bluff +8, Handle Animal +10, Hide +9, Move Silently +9, Ride +11, Search +8, Sense Motive +5, Spot +6, Tumble +9, Use Rope +9

Possessions studded leather armor, short sword, dagger, pipe, pipeweed, tinderbox

Serenia the Glib, Crimson Codex Serpent **CR 6**

Female spellscale bard 4/marshal 2

CG Medium humanoid (dragonblood)

Init +4; Senses Listen +0, Spot +0 ; low-light vision

Languages Common, Draconic, Orc

AC 16, touch 11, flat-footed 15 (+5 armor, +1 deflection)

hp 38 (6 HD)

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

Speed 30 ft. (6 squares)

Melee mwk longsword +5 (1d8/19-20)

Ranged longbow +5 (1d8/x3)

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

Special Actions Bardic music (4/day: inspire courage +2, inspire competence, *fascinate*), blood quickening meditation (Bahamut: 3/day evil creatures targeted by a spell or in its area take 2d6 points of damage), countersong

Combat Gear *potion of aid*

Bard Spells Known (CL 4th):

2nd (1/day)— *glitterdust* (DC 17), *hold person* (DC 17)

1st (3/day)— *charm person* (DC 16), *inspirational boost* (swift action, +1 to inspire courage), *silent image* (DC 15)

0th (3/day)— *detect magic*, *ghost sound* (DC 15), *light*, *mage hand*, *message*, *summon instrument*

Marshal Auras Known:

Major— [†]*motivate attack* (+1 melee to hit)

Minor— [†]*motivate dexterity* (+4 to Dex skills, checks, and initiative)

[†]Already cast

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

SQ Bardic music

Feats Battlefield Inspiration (allies gain +2 circumstance save vs. fear), Improved Toughness, Song of the Heart

Skills Bluff +14, Concentration +12, Diplomacy +21, Gather Information +12, Knowledge (local) +7, Perform (singing) +12, Sense Motive +7, Tumble +11

Possessions combat gear plus *chain shirt* +1, masterwork longsword, longbow, 20 masterwork arrows, *cloak of Charisma* +2, *ring of protection* +1

Hook “Now I’m sure we can be friends. Just tell me everything you know.”

Tok Skullcleaner, Crimson Codex Serpent [Raging] **CR 6**

Male half-orc barbarian 2/fighter 2/ranger 2

CN Medium humanoid (orc)

Init +5; Senses Listen +7, Spot +4; darkvision 60'

Languages Common, Orc

AC 14, touch 9, flat-footed 13 (+1 Dex, -2 rage, +5 armor)

hp 71 (6 HD)

Fort +12, **Ref** +4, **Will** +2

Speed 40 ft. (8 squares)

Melee +1/+1 *orc double axe* +12/+12/+7 (1d8+8/x3) or
mwk battle axe +12/+7 (1d8+11/x3)

Ranged mwk javelin +7 (1d6+6)

Base Atk +6; **Grp** +10

Atk Options Rage 1/day

Abilities Str 18 [22], Dex 13, Con 16 [20], Int 6, Wis 10, Cha 6

SQ Uncanny dodge, wild empathy

Feats Combat Reflexes, Improved Initiative, Power Attack, Shadow Marches Warmonger, Track, Two Weapon Fighting, Weapon Focus (orc double axe)
Skills Handle Animal +1, Listen +7, Spot +4, Survival +7
Possessions mithral breastplate, +1/+1 *orc double axe*, masterwork battle axe, 5 masterwork javelins

Hook “Tok protect book man! Tok smash you!”

Irwan Taldor, Crimson Codex Serpent CR 6

Male human dragon shaman 6
NG Medium humanoid (human)
Init +0; Senses Listen -1, Spot -1
Languages Common

AC 20, touch 11, flat-footed 19 (+6 armor, +3 shield, +1 deflection)
hp 64 (6 HD)
Immune Draconic frightful presence, paralysis, sleep
Fort +8, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk morningstar +7 (1d8+2)
Ranged javelin +4 (1d6+2)
Base Atk +4; **Grp** +6
Special Actions Breath Weapon (line of acid, 30', 3d6, DC 16 Reflex halves, must wait 1d4 rounds before breathing again)
Dragon Shaman Auras Known (CL 6th): *energy shield* (4 points of acid shield), *power* (+2 damage), *resistance* (10 points of acid resistance), *toughness* (DR 2/magic), *vigor* (fast healing 2 after below 50% hp)
Spell-Like Abilities (CL 6th):
At will – *spider climb*

Abilities Str 14, Dex 10, Con 16, Int 8, Wis 8, Cha 16
SQ Draconic aura +2, totem dragon (copper), touch of vitality (heal 36 points of damage or other conditions)
Feats Clinging Breath (breath weapon does half damage 1 round later, +1 recovery round), Improved Toughness, Second Wind (free action, heal 3 hp), Skill Focus (Bluff)
Skills Bluff +15, Intimidate +12
Possessions combat gear plus +1 *breastplate*, +1 *heavy steel shield*, *ring of deflection* +1, masterwork morningstar, dagger, 5 javelins

Hook “I am one with the dragon.”

Scaling the Encounter

4th & 5th Level Characters: Remove Irwan Taldor.

7th-Level Characters: Add a second half-orc named Tak (same stats as Tok).

8th-Level Characters: Add a second half-orc named Tak (same stats as Tok), and a second dragon shaman named Lucia the Horned (same stats as Irwan)

Part Two: Full of Passionate Intensity

Once the PCs have liberated Looish from the Iron Watch, they will likely find some place to hold up and question him. After a day of questioning by the Crimson Codex Serpents, he is more than happy to talk to the PCs. Given his present circumstances, and his growing infatuation with one of the PCs (see below), it is likely that the party has will form an uncomfortable alliance and become a willing accomplice in their mission. In fact, Looish is up for just about anything that doesn't end in his death.

Meeting Looish the Soft

Once the PCs have liberated Looish, they have the opportunity to meet the man. Looish is a short, thin man with a slim mustache and a slight goatee. Despite being a little worse for wear after a day of interrogation, he has a rakish smile and friendly effeminate manner. He has no gear beyond that which the PCs might give him.

Looish has had a string of bad luck lately. Nearly a year ago, he came across a beautiful siren while plying the waters of Shargon's Teeth. Her name was Pluresa and she was a power witch with powers over storms and water. Oddly immune to her charms for reasons that will become obvious to the PCs, Looish drew her ire and she laid a curse upon him. She declared that forever would Looish be the focus of others' attentions and would never lead a quiet life until he returned with *innocence drowned* as a gift for her. It didn't seem like much of a curse to Looish, but in addition to a magical tattoo that appeared on his skin, it seemed that attracted more and more attention among the pirate crew he was part of. No longer did the other pirates laugh at his antics and refer to him playfully as "the Soft." Now they grew angrier with him, and jest become jibes, and later beatings. Four days after the siren's curse, the crew threw Looish and his dog overboard and left him floating in the sea.

Good fortune was Looish now. He was able to swim to a small reef where he discovered a small beached ship. There was evidence of a struggle, suggesting that the original owner would not be returning. Repairing the boat and renaming her the *Opulent Soiree*, Looish set sail for Stormreach. He was in the city for less than a day when another sailor on the docks recognized Looish as a pirate and summoned the city guard.

Since his trials began, Looish has noticed that the magical tattoo (inscribed upside down upon his chest) has been changing. It is a map that becomes more detailed the closer he travels to the end of it. He believes that the *innocence drowned* is some sort of item, likely tied to the sea or to weather, and that the tattoo on his chest is a map to it. Now Looish is a pirate, even if he's a little different than other pirates, and every pirate needs a crew to help them go after treasure. If the PCs mention their mission, Looish happily tells his story and tries to sign up. Whatever the treasure is at the end of the map, he has no intention of turning it over to the siren Pluresa; he would rather be rich or at the very least, use it to bargain his way into a new crew or organization like the Cabal of Shadows. The closer the PCs bring Looish's living body closer to the *innocence drowned*, the more detailed and easy the map becomes to follow.

Since it is likely that Looish will be fighting alongside the PCs, the DM is encouraged to give his statistics to a player for use during combat. Looish's stat block can be found in **Player Handout #3**. The DM still role-plays Looish and should override decisions made by the player that are inappropriate. For example, Looish will not throw away his life to enrich another party member.

Looish does know a great deal about the pirate fleets menacing the area with regards to their numbers, ships and captains and he can easily trade this information for whatever the PCs may be bargaining. The exact details of his knowledge do not matter for this adventure, but Looish is able to give a detailed accounting of the pirates' capabilities; which are staggering when compared to what is generally believed.

Infatuations

While talking with the PCs, Looish will develop an infatuation with one of the player characters and set his sights on wooing that individual. Looish chooses the roughest, toughest, manliest PC in the party regardless of race (choosing warforged last). If all of the PCs are female, he chooses the least feminine.

Looish's predilections and effeminate manner got him tossed overboard when his pirate crew could finally take no more, now his is looking for a new beau and he sets his sights on one of the PCs. He chooses the PC and takes to calling him "*his rough beast*." The DM should be mindful of the family atmosphere most RPGA games are played in when choosing the target player and play Looish accordingly. He is trying to win the PC over, not disturb them, though the more violent or angry the PC becomes, the more intrigued Looish becomes and such actions only further his advances. Should the player, not the PC, become upset with the attentions, the DM should remember that their first goal is to provide a fun play experience for everyone. Looish's attentions can always wane or be diverted to another.

The Opulent Soiree

Assuming the PCs wish to follow up on Looish's tattoo map, they will need a boat. Conveniently, Looish was staying on a small sloop called the *Opulent Soiree* when he was captured. Fortunately it's bright pink paint, and his vicious attack dog "Sparkles," have deterred thieves while he was away.

The sloop Looish is leading you too is hard to miss despite the raging storm. It's hull is painted bright pink and paper lanterns hang from its ringing, making it appear more likely to be located as part of a bordello than Stormreach's docks. "There she is," Looish exclaims smiling widely. "Takes your breath away doesn't she?"

High pitches barking rises up from the depths of the Opulent Soiree, and a dog, barely larger than a loaf of bread, excitedly bounds on deck. "Sparkles, I missed you too," Looish manages between furious licks and yips of joy.

The *Opulent Soiree* is tight quarters, intended for really only four people, but she is free and Looish already knows how to sail her. The sloop is thirty feet long and fifteen feet wide with a bedroom comprising the back

half of the hold. Once the PCs have stowed their gear and are ready, Looish takes one more glance at his tattoo, and gets underway.

Depending on the time available, particularly if played in a home environment, the DM may wish to add a few role-playing encounters at this point. The Opulent Soiree could easily run aground of a sandbar, or encounter friendly merchants. Or this might be additional time to develop the relationship between Looish and his *"rough beast."* If played in a convention setting where time is short, this opportunity can be curtailed.

Development: What if Looish is dead and the PCs should try to go on with out him? If they have seen the tattoo, it still directs them to the jungle near Dal Qat, though should the PCs still have his body, it is no longer magical and will not add more detail as they approach. Once there see the **On Their Own** section in **Part Four**.

To successfully sail to Dal Qat without the aid of Looish, the PCs must still navigate the waters during stormy conditions. Have one PC make three successful DC 20 Profession (Sailor) skill rolls, all others may aid and no one may take 20 on this roll (though 10 is possible). If they fail, the ship runs aground on a reef and the PCs may be thrown from the ship. Have each PC make a DC 15 Reflex saving throw. Tying one's self to the mast or rail give a +4 circumstance bonus to this saving throw. Those that fail take 5d6 points of damage on the rocks and must now begin swimming in the stormy water (see PHB p. 84 for rules on the Swim skill). Those that make the saving throw are simply thrown to the deck and take 2d6 points of damage, half of which is nonlethal.

Eventually the PCs succeed in un-beaching the sloop and making their way to the shore as intended. If forced into this eventuality, make it exciting, but still possible.

Part Three: Blood-Dimmed Tide Loosed

The last day before making landfall, the party runs afoul of a Sarlonan privateer plying the waters near Dar Qat. Meant to protect Riedran shipping between the settlement and Sarlona, the privateer is also on the look out for anything that the Inspired lords of Dar Qat might find of interest. This particular crew specializes in recovering psionic individuals and items, and they are targeting Looish and any PCs with psionic abilities. A seer safely ensconced below deck constantly searches for those ships with psionic crewmembers.

The storm has not ceased the last three days, and Looish cheerfully explains that it will be less than one more day before you see land. Waves crash over the side of your tiny boat and it is hard to see over the constant spray, when a dark shadow comes out the mist. A magically enhanced voice echoes out of the squall, "Heave to and prepare to be boarded. You violate the waters of Dar Qat and now you will surrender the psion(s) to the Inspired Lords of Riedra!"

The privateer vessel, marked as the *Dal Matur*, sets a parallel course to the *Opulent Soiree* thirty feet away. A thin man can be seen standing on the bow gesturing toward Looish and any PCs with psionic abilities. If the PCs submit, Ailo *levitates* Looish and the mephitis transfers him and any other PCs with psionic abilities to their vessel and sails away; never to be seen again. Mark such PCs are permanently dead.

While the *Dal Matur* is three times the size of the *Opulent Soiree*, most of the crew are simple sailors (expert 1) and the seer below deck does not participate in any combat.

This close to the shore, the winds are Strong. This imposes a –2 penalty to ranged attacks. Tiny or smaller creatures such as familiars must succeed in a DC 10 Fortitude saving throw each round or be knocked down.

Ailo: empty vessel kineticist 6; hp 61; See Combat Statistics.

Water Mephitis (2): hp 19; MM 185.

Tactics: Should combat ensue, the mephitis target obvious spellcasters with their *acid arrows* to make casting difficult. They then move to battle anyone capable of closing the distance between the ships. Ailo attempts to target as many different PCs at once as possible using *energy cone* or *energy missile*. He tries to avoid attacking Looish or other psions and focuses on eliminating others before capturing them. If he is threatened with melee, he uses *forced share pain* on the attacker as a deterrent. If reduced below two-thirds of his hit points, he orders the *Dal Matur* to retreat.

During the fight it is possible to close the distance between the ships, but doing so requires a DC 20 Profession (sailor) check. Failure by more than 10 causes the ships to crash together causing damage to both ships and entangling them so neither can run. While this has no real game effect, it should serve to make the players very nervous.

Development: In the unlikely event that the PCs do manage to board the Riedran ship, the crew does not surrender easily. There are thirty sailors (human exp1) that are horrified at the prospect of dealing with outsiders. They fight to the death or flee. The seer uses his abilities to flee the ship before combat ever reaches him. Looish will point out that it will take a crew of at least twenty to properly sail the *Dal Matur* and

should the PCs actually capture it, he recommends they takes whatever supplies they can carry and then leave her to the storm to scuttle.

Combat Statistics

Ailo, Riedran Privateer CR 4

Male empty vessel kineticist 4

LE Medium humanoid (human)

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

Languages Common, Draconic, Elven, Giant, Riedran, Quor

AC 16, touch 11, flat-footed 15 (+1 Dex, +4 *inertial armor*, +1 natural)

hp 21 (41 with *vigor*) (4 HD); DR 2/-

Fort +4, Ref +3, Will +7

Speed 30 ft. (6 squares)

Melee mwk dagger +1 (1d4-2/19-20)

Ranged thrown mwk dagger +4 (1d4-2/19-20)

Base Atk +2; Grp +0

Combat Gear *potion of cure moderate wounds*

Power Points/Day: 29 (currently 24); Powers Known (ML 4th):

2nd—*biofeedback* (3 PP, 4 min., DR 2/-, +1 DR/+3 PP)[†], *body equilibrium* (3 PP, 40', walk on any horizontal solid or liquid surface without sinking or breaking through), *energy missile* (3 PP, 5 targets no 2 are more than 15' apart, 140', 3d6 dam., DC 16 Reflex half damage, (cold/fire: +1 damage/die & Fortitude save instead of Reflex (cold only), electrical: +2 DC & +2 level check, sonic: -1 damage/die, no hardness), +1d6 & +1 DC/+1 PP), *psionic levitate* (3 PP, 35', 1 person less than 400 lbs., 40 min.)

1st—*control object* (1 PP, animate unattended object 100 lbs or less, 140' range, concentration up to 4 rounds, +6 atk, 1d6+4 damage), *energy ray* (1 PP, +3 ranged touch, 1d6 points of energy damage (cold/fire: +1 damage/die, electrical: +3 to hit metal armor/+2 level check, sonic: -1 damage/die, no hardness), +1 PP for +1d6), *inertial armor* (1 PP, +4 armor, +1 AC per +2 PP)[†], *mind thrust* (1 PP, 1d10 damage, 35', DC 15 Will negates, +1 PP for +1d10), *vigor* (1 PP, gain +5 hp per PP spent, 4 min.)[†]

[†]Already Cast

Abilities Str 6, Dex 12, Con 14, Int 19, Wis 14, Cha 14

Feats Combat Manifestation, Enlarge Power (expend psionic focus, x2 range, +0 PP), Psionic Meditation (regain focus as a move action w/DC 20 Conc. check), Split Psionic Ray (expend psionic focus, 2 rays, +2 PP)

Skills Autohypnosis +9, Concentration +9 (+13 defensively), Intimidate +11, Knowledge (arcana) +11, Knowledge (the planes) +11, Knowledge (religion) +11, Psicraft +11

Possessions combat gear plus *cloak of resistance +1*, *amulet of natural armor +1*, masterwork dagger

Hook "You will serve the inspired, or you will die."

Ailo, Riedran Privateer CR 5

Male empty vessel kineticist 5

LE Medium humanoid (human)

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

Languages Common, Draconic, Elven, Giant, Riedran, Quor

AC 16, touch 11, flat-footed 15 (+1 Dex, +4 *inertial armor*, +1 natural)

hp 26 (51 with *vigor*) (5 HD); DR 2/-

Fort +4, Ref +3, Will +7

Speed 30 ft. (6 squares)

Melee mwk dagger +1 (1d4-2/19-20)

Ranged thrown mwk dagger +4 (1d4-2/19-20)

Base Atk +2; Grp +0

Combat Gear *potion of cure moderate wounds*

Power Points/Day: 39 (currently 34); Powers Known (ML 5th):

3rd—*energy cone* (5 PP, 5d6 dam. 60'-ft cone, DC 17 Reflex half damage, (cold/fire: +1 damage/die & Fortitude save instead of Reflex (cold only), electrical: +2 DC & +2 level check, sonic: -1 damage/die, no

hardness), +1d6/+1 PP & +1 DC/+2 PP), *eradicate invisibility* (5 PP, 50'-radius burst, 50' range, negate all invisibility, DC 17 negates, +5'/+5' range and radius)

2nd—*biofeedback* (3 PP, 5 min., DR 2/-, +1 DR/+3 PP)[†], *body equilibrium* (3 PP, 50', walk on any horizontal solid or liquid surface without sinking or breaking through), *energy missile* (3 PP, 5 targets no 2 are more than 15' apart, 150', 3d6 dam., DC 16 Reflex half damage, (cold/fire: +1 damage/die & Fortitude save instead of Reflex (cold only), electrical: +2 DC & +2 level check, sonic: -1 damage/die, no hardness), +1d6 & +1 DC/+1 PP), *psionic levitate* (3 PP, 35', 1 person less than 500 lbs., 50 min.)

1st—*control object* (1 PP, animate unattended object 100 lbs or less, 150' range, concentration up to 5 rounds, +6 atk, 1d6+4 damage), *energy ray* (1 PP, +4 ranged touch, 1d6 points of energy damage (cold/fire: +1 damage/die, electrical: +3 to hit metal armor/+2 level check, sonic: -1 damage/die, no hardness), +1 PP for +1d6), *inertial armor* (1 PP, +4 armor, +1 AC per +2 PP)[†], *mind thrust* (1 PP, 1d10 damage, 35', DC 15 Will negates, +1 PP for +1d10), *vigor* (1 PP, gain +5 hp per PP spent, 5 min.)[†]

[†]Already Cast

Abilities Str 6, Dex 12, Con 14, Int 19, Wis 14, Cha 14

Feats Combat Manifestation, Enlarge Power (expend psionic focus, x2 range, +0 PP), Psionic Meditation (regain focus as a move action w/DC 20 Conc. check), Split Psionic Ray (expend psionic focus, 2 rays, +2 PP), Weapon Focus (rays)

Skills Autohypnosis +10, Concentration +10 (+14 defensively), Intimidate +12, Knowledge (arcana) +12, Knowledge (the planes) +12, Knowledge (religion) +12, Psicraft +12

Possessions combat gear plus *cloak of resistance* +1, *amulet of natural armor* +1, *cognizance crystal* (1 PP, used), masterwork dagger

Hook "You will serve the inspired, or you will die."

Ailo, Riedran Privateer CR 6

Male empty vessel kineticist 6

LE Medium humanoid (human)

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

Languages Common, Draconic, Elven, Giant, Riedran, Quor

AC 16, touch 11, flat-footed 15 (+1 Dex, +4 *inertial armor*, +1 natural)

hp 31 (61 with *vigor*) (6 HD); **DR** 2/-

Fort +5, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares)

Melee mwk dagger +2 (1d4-2/19-20)

Ranged thrown mwk dagger +5 (1d4-2/19-20)

Base Atk +3; **Grp** +1

Combat Gear *potion of cure moderate wounds*

Power Points/Day: 54 (currently 48); **Powers Known** (ML 6th):

3rd—*dispel psionics* (5 PP, 160', as *dispel magic*, +2 level/+1 PP), *energy cone* (5 PP, 5d6 dam. 60'-ft cone, DC 18 Reflex half damage, (cold/fire: +1 damage/die & Fortitude save instead of Reflex (cold only), electrical: +2 DC & +2 level check, sonic: -1 damage/die, no hardness), +1d6/+1 PP & +1 DC/+2 PP), *eradicate invisibility* (5 PP, 50'-radius burst, 50' range, negate all invisibility, DC 18 negates, +5'/+5' range and radius), *forced shared pain* (5 PP, 40', 6 rounds, unwilling target takes half your damage, Will DC 18 negates, +1 DC/+2 PP)

2nd—*biofeedback* (3 PP, 6 min., DR 2/-, +1 DR/+3 PP)[†], *body equilibrium* (3 PP, 40', walk on any horizontal solid or liquid surface without sinking or breaking through), *energy missile* (3 PP, 5 targets no 2 are more than 15' apart, 160', 3d6 dam., DC 17 Reflex half damage, (cold/fire: +1 damage/die & Fortitude save instead of Reflex (cold only), electrical: +2 DC & +2 level check, sonic: -1 damage/die, no hardness), +1d6 & +1 DC/+1 PP), *psionic levitate* (3 PP, 40', 1 person less than 600 lbs., 60 min.)

1st—*control object* (1 PP, animate unattended object 100 lbs or less, 160' range, concentration up to 6 rounds, +8 atk, 1d6+4 damage), *energy ray* (1 PP, +5 ranged touch, 1d6 points of energy damage (cold/fire: +1 damage/die, electrical: +3 to hit metal armor/+2 level check, sonic: -1 damage/die, no hardness), +1 PP for +1d6), *inertial armor* (1 PP, +4 armor, +1 AC per +2 PP)[†], *mind thrust* (1 PP, 1d10 damage, 40', DC 16 Will negates, +1 PP for +1d10), *vigor* (1 PP, gain +5 hp per PP spent, 6 min.)[†]

[†]Already Cast

Abilities Str 6, Dex 12, Con 14, Int 21, Wis 14, Cha 14

Feats Combat Manifestation, Enlarge Power (expend psionic focus, x2 range, +0 PP), Narrow Mind, Psionic Meditation (regain focus as a move action w/DC 20 Conc. check), Split Psionic Ray (expend psionic focus, 2 rays, +2 PP), Weapon Focus (rays)
Skills Autohypnosis +11, Concentration +11 (+15 defensively or regain focus), Intimidate +13, Knowledge (arcana) +14, Knowledge (the planes) +14, Knowledge (religion) +14, Psicraft +14
Possessions combat gear plus *cloak of resistance* +1, *amulet of natural armor* +1, *cognizance crystal* (1 PP, used), *headband of intellect* +2, masterwork dagger

Hook “You will serve the inspired, or you will die.”

Ailo, Riedran Privateer CR 7

Male empty vessel kineticist 7

LE Medium humanoid (human)

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

Languages Common, Draconic, Elven, Giant, Riedran, Quor

AC 16, touch 11, flat-footed 15 (+1 Dex, +4 *inertial armor*, +1 natural)

hp 36 (71 with *vigor*) (7 HD); **DR** 5/-

Fort +5, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares)

Melee mwk dagger +2 (1d4-2/19-20)

Ranged thrown mwk dagger +5 (1d4-2/19-20)

Base Atk +3; **Grp** +1

Combat Gear *potion of cure moderate wounds*

Power Points/Day: 67 (currently 59); **Powers Known** (ML 7th):

4th—*energy ball* (7 PP, 680', 20-ft. rd spread, 7d6, (cold/fire: +1 damage/die & Fortitude save instead of Reflex (cold only), electrical: +2 DC & +2 level check, sonic: -1 damage/die, no hardness), +1d6/+1 PP & +1 DC/+2 PP), *inertial barrier* (7 PP, 70 min., DR 5/- & half damage from falls)[†]

3rd—*dispel psionics* (5 PP, 170', as *dispel magic*, +2 level/+1 PP), *energy cone* (5 PP, 5d6 dam. 60'-ft cone, DC 18 Reflex half damage, (cold/fire: +1 damage/die & Fortitude save instead of Reflex (cold only), electrical: +2 DC & +2 level check, sonic: -1 damage/die, no hardness), +1d6/+1 PP & +1 DC/+2 PP), *eradicate invisibility* (5 PP, 50'-radius burst, 50' range, negate all invisibility, DC 18 negates, +5'/+5' range and radius), *forced shared pain* (5 PP, 40', 7 rounds, unwilling target takes half your damage, Will DC 18 negates, +1 DC/+2 PP)

2nd—*biofeedback* (3 PP, 7 min., DR 2/-, +1 DR/+3 PP), *body equilibrium* (3 PP, 40', walk on any horizontal solid or liquid surface without sinking or breaking through), *energy missile* (3 PP, 5 targets no 2 are more than 15' apart, 170', 3d6 dam., DC 17 Reflex half damage, (cold/fire: +1 damage/die & Fortitude save instead of Reflex (cold only), electrical: +2 DC & +2 level check, sonic: -1 damage/die, no hardness), +1d6 & +1 DC/+1 PP), *psionic levitate* (3 PP, 40', 1 person less than 700 lbs., 70 min.)

1st—*control object* (1 PP, animate unattended object 100 lbs or less, 170' range, concentration up to 7 rounds, +8 atk, 1d6+4 damage), *energy ray* (1 PP, +5 ranged touch, 1d6 points of energy damage (cold/fire: +1 damage/die, electrical: +3 to hit metal armor/+2 level check, sonic: -1 damage/die, no hardness), +1 PP for +1d6), *inertial armor* (1 PP, +4 armor, +1 AC per +2 PP)[†], *mind thrust* (1 PP, 1d10 damage, 40', DC 16 Will negates, +1 PP for +1d10), *vigor* (1 PP, gain +5 hp per PP spent, 7 min.)[†]

[†]Already Cast

Abilities Str 6, Dex 12, Con 14, Int 21, Wis 14, Cha 14

Feats Combat Manifestation, Enlarge Power (expend psionic focus, x2 range, +0 PP), Narrow Mind, Psionic Meditation (regain focus as a move action w/DC 20 Conc. check), Split Psionic Ray (expend psionic focus, 2 rays, +2 PP), Weapon Focus (rays)

Skills Autohypnosis +12, Concentration +12 (+16 defensively or regain focus), Intimidate +14, Knowledge (arcana) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Psicraft +15

Possessions combat gear plus *cloak of resistance* +1, *amulet of natural armor* +1, *cognizance crystal* (1 PP, used), *headband of intellect* +2, masterwork dagger

Hook “You will serve the inspired, or you will die.”

Scaling the Encounter

4th-Level Characters: Use the 4th-level version of Ailo and there is only one mephit.

5th-Level Characters: Use the 5th-level version of Ailo and there is only one mephit.

7th-Level Characters: Use the 6th-level version of Ailo and there are three mephits.

8th-Level Characters: Use the 7th-level version of Ailo and there are four mephits.

Part Four: Ceremony of Innocence Drowned

A few hours after the PCs are able to bypass or defeat the *Dal Matur*, Looish pilots the sloop into a sheltered cove and drops anchor. The detail of the map marked in ink across his body has grown exponentially and is can be easily followed into the jungle. At this point, some ruins are visible as the endpoint of the path, and it appears that the PCs will be entering into some sort of underground complex from there. Following Looish's map, the PCs can make the trip in two hours.

On Their Own

Following the map to the ruins is an easy task, but if the PCs do not have Looish with them, or they have only the partially completed map on his dead body, they face a much more challenging task. The party must succeed in two DC 20 Survival checks to find their way through the jungle, assuming they have at least some idea of where they are going. PCs with 5 or more ranks in Knowledge (Geography) or the Track feat receive a +2 synergy bonus to this roll. If the PCs fail, they become lost for a day and use up one day of their food. In addition they are attack by two horrid apes while they stumble blindly through the brush. The apes are defending their territory and chase down PCs that try to flee. This encounter only happens once, regardless of the number of days the PCs might be lost.

Horrid Ape (2): hp 45; ECS 287.

Scaling the Encounter

4th & 5th-Level Characters: There is one horrid ape.

7th-Level Characters: There are three horrid apes.

8th-Level Characters: There are four horrid apes.

Ruins of the Storm

Eventually, whether through Looish's aid or their own abilities, the PCs will arrive at their final destination.

The rain has yet to stop, but the jungle foliage gives you some protection from the wind. You have not been dry for quite some time. In a flash of lightning, it becomes clear. The jungle thins here and hunks of worked stone lay toppled and surrendered to the jungle vegetation. What many be the bottom layer of step pyramid remains, off to your left, under collapsed rock and leafy green vines. In the struggling moonlight and rare brilliance of the lightning, you see sparkling crystal randomly embedded in the stone and pitted into the ground, as though a downpour of lustrous rocks ground whatever these buildings once where to the rubble that remains.

Whatever this small complex once was, is lost to time and the elements. A step pyramid was surrounded by several other buildings, but all of the outbuildings and the top layers of the pyramid have collapsed. Scorched rocks, with crystals embedded in them, seem to have rained from the sky and destroyed what once was. A closer look finds that they are valuable gold veined Siberys dragonshards. A minor fortune lies here for the taking. Looish immediately begins stuffing his pockets. A DC 10 Knowledge (Arcana or Local) realizes that while rare, Xen'Drik is known for the occasional raise of Siberys shard that plummet from the Ring of Siberys above.

Anyone searching the other buildings finds them devoid of inscription or markings. Any symbols that may have once been carved on their stone are now scoured clean by the elements. A comparison of size suggests that whomever built these ruins were medium sized, so it is clearly not the work of giants.

Investigation of the step pyramid locates an obvious path downward beneath it that appears intact. If no one moves to inspect the ruins, a randomly determined PC notices it while recovering the shards.

1. The Way Down

A large archway proceeds down into the earth, under the rubble of the pyramid. While there is some loose stone on the stairs, it appears that whatever complex was beneath the structure remains intact.

The storms are causing mud and water to rapidly flow down the stair, making them quite slick. Anyone traveling down the stairs must succeed on a DC 10 Balance check or fall to the rubble below taking 1d6 points of nonlethal damage. Anyone on the stairs ahead of someone who fails must succeed on a DC 10 Reflex saving throw or be tangled up with their compatriot and fall with them.

There is no light in the stairwell beyond that the PCs bring with them.

2. Ceremony of Innocence Drowned

Carved broken pillars and more muddy rubble fill this darkened chamber. Stairs continue beyond this hall.

If the PCs search for them, the pillars have carving upon them that may be of interest to the PCs. Worked upon the stone are carvings of elven woman standing upon what may be the step pyramid during a violent storm. Through a series of carvings the women place male infants in vats of water and hold them under till they drown. Then they offer the limp children to strange winged beasts that look as though they have the body of a lion, but differing heads; those of men, women, rams, and falcons. The creatures consume the drowned infants and in return offer some sort of orb to the women which they use to control the weather.

Those that succeed in a DC 10 Knowledge (Religion) check can tell that these carvings commemorate some sort of religious ceremony, though its exact purpose or deity is not made clear. Whatever the deity, it is not one worshiped by the PCs.

A successful DC 18 Knowledge (Arcana) check identifies the creatures depicted as different kinds of sphinxes; creatures that often accumulate treasure, prophecy, and stories. Some are known to be more violent than others and many are spellcasters.

3. Test of Flame (EL 6)

Flickering light emanates from this chamber. A pillar of fire burns in the center of the room with no obvious source of fuel and two urns shelter smaller flames in alcoves on either side of the room. Double doors are opposite the stairs that lead you down.

This trap is triggered when anyone who is not a sphinx or carrying the *innocence drowned* stands in the squares before the doors. When this happens, gas floods the room above the pillar of flame and ignites. At the same time, fire elementals are summoned from the urns. If there is more than one elemental, divide they originate from opposite urns.

Fire Summoning Trap: CR 6; magic and mechanical; location trigger; manual reset; alchemical effect (7d6 fire, 20-ft radius centered on the pillar for 10 rounds, DC 15 Reflex half) and spell effect (summoned 1d3 Small fire elementals after 1 round and stay for 9 rounds; Search DC 20; Disable Device DC 20).

The door itself is locked, and made of brass.

Brass Doors: 1 in. thick; hardness 10; hp 30; AC 5; Break DC 28; Open Lock DC 30.

Scaling the Encounter

4th & 5th-Level Characters: Fire Summoning Trap: CR 5; magic and mechanical; location trigger; manual reset; alchemical effect (5d6 fire, 20-ft radius centered on the pillar for 10 rounds, DC 14 Reflex half) and spell effect (summoned 1 Small fire elemental after 1 round and stay for 5 rounds; Search DC 19; Disable Device DC 19).

7th-Level Characters: Fire Summoning Trap: CR 7; magic and mechanical; location trigger; manual reset; alchemical effect (8d6 fire, 20-ft radius centered on the pillar for 10 rounds, DC 15 Reflex half) and spell effect (summoned 1 Medium fire elemental after 1 round and stay for 9 rounds; Search DC 21; Disable Device DC 21).

8th-Level Characters: Fire Summoning Trap: CR 8; magic and mechanical; location trigger; manual reset; alchemical effect (8d6 fire, 20-ft radius centered on the pillar for 10 rounds, DC 15 Reflex half) and spell effect (summoned 1d3 Medium fire elementals after 1 round and stay for 11 rounds; Search DC 22; Disable Device DC 22).

4. Test of Water (EL 7)

An orb of blue stone sits upon an altar to the right; accessible via a narrow bridge that crosses a chasm. Another large pillar of flame is directly ahead. Carvings of dots, dents and holes litter the walls, possible some form of language.

The door to the room is not locked, but this room is another trap. The pillar of flame is a distraction and has no part in the trap. The chasm is 60 feet deep and has concealed drains in the bottom that can only be

scene from the bottom of the pit. When the orb is touch, the brass door slams shut (Strength 30 if it is blocked or spiked open) and locks (Open Locks DC 30). The room immediately begins to fill with water rushing in from all tiny holes in the walls. The force of the water requires all PCs to make a DC 5 Balance check or fall prone and move one square closer to the pits. Anyone falling in takes 3d6 points of damage. The damage is reduced due to the water the fills the bottom. The fire is immediately extinguished by the water, plunging the room into darkness. The water reaches a height of 1 foot, causing each square to require 2 squares of movement and applying a –2 penalty to Tumble checks. One round after the water flows in, the blue orb turns into a summoned water elemental, which attacks the party.

Water Summoning Trap: CR 7; magic and mechanical; touch trigger; manual reset; multiple targets (all targets in the room which fills to a depth of 1 foot) and spell effect (summoned 1 Medium water elemental after 1 round and stay for 9 rounds; Search DC 29; Disable Device DC 29.

Scaling the Encounter

4th & 5th-Level Characters: Water Summoning Trap: CR 5; magic and mechanical; touch trigger; manual reset; multiple targets (all targets in the room which fills to a depth of 1 foot) and spell effect (summoned 1 Small water elemental after 1 round and stay for 5 rounds; Search DC 28; Disable Device DC 28.

7th-Level Characters: Water Summoning Trap: CR 8; magic and mechanical; touch trigger; manual reset; multiple targets (all targets in the room which fills to a depth of 1 foot) and spell effect (summoned 1 Large water elemental after 1 round and stay for 11 rounds; Search DC 30; Disable Device DC 30.

8th-Level Characters: Water Summoning Trap: CR 9; magic and mechanical; touch trigger; manual reset; multiple targets (all targets in the room which fills to a depth of 1 foot) and spell effect (summoned 1 Huge water elemental after 1 round and stay for 13 rounds; Search DC 31; Disable Device DC 31.

5. Keeper of the Storm (EL 11)

Unlike other rooms you have seen in the complex, this room appears lived in. Several benches and tables are littered with books and candles. A pile of furs is strewn about in a loose bed or nest by the opposite wall, next to sacks of coins and small curios. The room smells similar to the air after a lightning strike, but tainted heavily by the smell of large felines. Three columns of blue light rise of from the floor and crackle with mystical energy. An orb of blue glass is inside each.

This room is home to the only true inhabitant of the ruins. The sphinx Ascia calls this place home, occasionally going up to the surface to hunt, look for treasure, or find amusement. Ascia is blessed by the storms that sometimes frequent this place, and watches over the *innocence drowned* (an orb of storms) which in the past her ancestors allowed drop its use in exchange for sacrifices. The sphinxes that lived here were treated like royalty, but that time has long since passed. Now Ascia has only what amusement she can find in the jungle and entertainment her (or his at some tiers) collection of books can offer.

Ascia is both greatly disturbed and intrigued by the arrival of the party. No one has managed to infiltrate her home in the past, so it is likely that the party offers a real challenge. While that may provide a diversion, it is also a threat to her and her collection of treasures. Like any cat, she takes her treasure very seriously. It is likely that she is well aware that the PCs are approaching due to the traps between her lair at the entrance, so she will be prepared as possible for their arrival (cast preparatory spells at those tiers which she/he is able). Regardless of which species of sphinx Ascia takes (based on the level of the PCs), her/his alignment is CN.

When the PCs do eventually open the door to her room, she demands that halt and identify themselves, and explain what they are doing in her home. She toys with them as long as they remain entertaining, but flies into a rage if they admit they are here for *innocence drowned*, desire any of her treasures, or threaten her. If the PCs attempt to bargain for the orb (note two are decoys) in one of the lightning columns (see below), a successful DC 15 Diplomacy check causes to be willing to allow its use, but only in the local area and only if the PCs bring her male infants and perform the Ceremony of the Innocence Drowned. Ascia is a traditional girl after all. She will not let the PCs take it to Stormreach, nor is she willing to leave with it. Given that the PCs require the item in Stormreach (much further than the reach of the item from this location), they will need to take it by force or treachery.

Ascia: CN stormtouched gynosphinx; hp 85; See Sidebar and MM 233.

Tactics: If given the opportunity, Ascia scribes a *symbol of stunning* right inside the door with the trigger condition that any crossing by a non-sphinx activates it to target all non-sphinx in the radius. If the entire party, or everyone present is stunned, she targets obvious magical effects or items with her *dispel magic*. Failing that she uses her *call lightning storm* spell-like ability keeping the lightning columns between her and the party. Otherwise, she moves to melee, completely unconcerned by the columns of lightning (see below), and using her pounce ability if possible. If she becomes severely wounded, she moves into one of the

lightning columns to heal. There is significant potential for abuse with this ability and the DM should be cautious how much Ascia uses it, so that the PCs are not overwhelmed.

Treasure: In addition to the *innocence drowned*, there is a large pile of coins, statuettes, gems, and jewelry mixed in with Ascia's bedding.

Stormtouched

Reference: DMG II, P. 160

Stormtouched (Su): This NPC was born at the height of a supernaturally powerful thunderstorm. While his mother was giving birth, his home was repeatedly struck by lightning. The house took no damage, but his mother perished. Because of this event, the NPC bears a jagged birthmark somewhere on his body.

The NPC has immunity to electricity, and any attack that deals such damage heals 1 point for each 3 points that it would otherwise deal. This healing does not allow the character to exceed his full normal hit points. The NPC can also use *call lightning storm* and *control weather* as spell-like abilities (caster level equals the NPC's character level; save DC 10+ ½ NPC's character level + NPC's Cha modifier), each weak.

Scaling the Encounter

4th-Level Characters: Ascia is a stormtouched hieracosphinx.

5th-Level Characters: Ascia is a stormtouched criosphinx.

7th-Level Characters: Ascia is a stormtouched androsphinx.

8th-Level Characters: The PCs have arrived while Ascia is being visited her sister Valentia who has the same statistics.

Lightning Columns

The orb, and two facsimiles, are encased in columns of magical lightning. Passing in whole or in part through one of the columns causes 5d6 points of electrical damage. The columns are the equivalent of 5th-level spells cast 9th-level. Dispelling them renders them inert for 1d6 rounds.

The two fake orbs have a permanent *nystul's magic aura* on each of them so that they also appear magical. Removing any orb from the column deactivates it permanently.

Ending the Adventure

Once the PCs have successfully defeated or tricked Ascia and recovered the orb they seek, they can use it to decrease the foulness of the weather. Looish is then able to quickly pilot the party back to Stormreach where they can return to the Hand of Stalwart Reverie.

Success

In order to fully succeed, they PCs must recover Looish alive and return with him and the *innocence drowned*. If they are only partially successful, see the next section.

After an uneventful trip home, you find yourself before the assembled Council of the Obscured. After hearing the story of your adventure, they seem pleased. The Discordant Voyage, looking like a regal king smiles down at you, "You have done well subjects. This pirate will be given to Deondag for excessive questioning that we might truly know all that he can tell us." Looish is lead away by other members of the Cabal, but not before he offers you a wink and a smile.

The Voice of the Storm holds the blue in one hand while caressing it with the other. "Yes, I can see the storm above us. It is our to control." He closes his eyes deep concentration, "Yes, it should be abating. No, wait, someone is fighting me for control. The storm is not natural!"

With the sound of a thunderclap, the orb shatters into thousands of pieces like blue crystalline raindrops. Clutching his bleeding hand, the Voice of the Storm grimaces, "We are not alone."

If the PCs succeed in recovering Looish alive and returning with the orb, they receive the **Touched by the Storm** story object.

Failure

If the PCs did not fully succeed, read the appropriate text sections below

The PCs returned without being completely successful:

After an uneventful trip home, you find yourself before the assembled Council of the Obscured. After hearing the story of your adventure, they do not seem pleased.

But the PCs did rescue Looish and return him alive:

The Discordant Voyage, looking like a regal king down at you sternly, "You have down adequately my subjects. This pirate will be given to Deondag for excessive questioning that we might truly know all that he can tell us." Looish is lead away by other members of the Cabal, but not before he offers you a wink and a smile.

But the PCs recovered the orb:

The Voice of the Storm holds the blue in one hand while caressing it with the other. "Yes, I can see the storm above us. It is our to control." He closes his eyes deep concentration, "Yes, it should be abating. No, wait, someone is fighting me for control. The storm is not natural!"

With the sound of a thunderclap, the orb shatters into thousands of pieces like blue crystalline raindrops. Clutching his bleeding hand, the Voice of the Storm grimaces, "We are not alone."

Since they were not entirely successful, the PCs do NOT receive the **Touched by the Storm** story object.

Resolving Obscura Secret Missions

Any PC that completes the secret mission given to them by their Obscura at the beginning of the adventure should receive the **Obscura Reward #11** story object. Here is a summary of what must be done to receive this reward.

- *Children of Xoriat*: To succeed in their mission, all dogs they encounter must be slain. In particular means that they must kill Sparkles.
- *The Defiance*: In order to succeed in their assignment the PC must report the suspicions of a "No Obscura" PC. If no such PC exists, they must report the code phrase identification of a different Obscura. If all PCs are members of the Defiance, the PC automatically succeeds.
- *Instruments of Change*: The PC must capture Serenia the Glib alive.
- *Mourners of Yore*: The PC must keep Looish alive and convince him to join the Mourners of Yore.
- *No Obscura*: The PC must identify the Defiance as the Obscura that is suspicious. If no Defiance member is present, they automatically succeed.

Event Treasure

If you are running *CSH-6 What Rough Beast* as part of another event and the PCs successfully rescue Looish the Soft and return him to the Cabal alive or recover the *innocence drowned*, please have each PC record one of the following event treasures upon their adventure journals in addition to any story objects. If they did both, they receive both rewards. Each PC receives a +2 *stat item* of the PC's choice from the *DMG* and/or a +2 *suit of armor or shield or bracers* to be carried on their adventure journal until the results of this event are reported and their EV is updated.

Adventure Questions

1. How did the PCs deal with Looish's captivity at the hands of the Iron Watch?
 - a. They liberated him from the watch station by stealth.
 - b. They liberated him from the watch station by guile.
 - c. They liberated him from the watch station by force.
 - d. They liberated him from the prisoner transfer.
 - e. They failed to recover him alive.
2. How did the PCs deal with the Crimson Codex Serpents?
 - a. They slew them all.
 - b. They chased them off.
 - c. They defeated them by guile.
 - d. They waited until they left and never had to deal with them.
3. How did the PCs deal with the Riedran Privateer?
 - a. They killed every last one.
 - b. They drove off the Riedran scum.

- c. The PCs ran away.
 - d. They gave in, giving up all the psions in the party and Looish.
4. How did the PCs deal with the traps in the Ruins of the Storm?
 - a. They played smart and disarmed them or discovered and bypassed them.
 - b. They slugged through them by force.
 - c. The encounter and defeated one but not both of them.
 - d. They never got this far.
 5. How best describes the party's encounter with Ascia?
 - a. They put the cat out.
 - b. They snuck the orb out by trickery.
 - c. They gave in to what she wanted, and thus didn't really get what they wanted.
 - d. They never got this far.
 6. Did the PCs keep Looish alive after the jailbreak?
 - a. Yes.
 - b. No longer able to stand his antics, they murdered him.
 - c. Through the PCs' inaction he was taken or killed.
 - d. He was lost or died through no fault of their own.
 - e. He was dead before they got him out of the watch station.
 7. Did PCs recover the *innocence drowned*?
 - a. Yes
 - b. No
 8. Rate the players' role-playing (while keeping in mind limitations of convention time restrictions)?
 - a. Excellent, they should all be on the silver screen.
 - b. Good, you had a fun time.
 - c. Fair, someone used a funny voice.
 - d. Poor, they rolled some dice and ignored chances to role-play.

Story Objects

Touched by the Storm

Code: EXCS21

You are given a small fragment of the shattered *innocence drowned* that has been made into an earring by Looish the Soft. As long as you wear this earring it gives you resist electricity 2. If you already have or gain electrical resistance from another source, this earring increases it by +2. This earring is psionic in nature, has a manifester level of 3, and no resale value.

Obscura Reward #11

Code: EXCS22

You have succeeded in a secret mission given to you by your Obscura. The benefit you receive depends upon the Obscura to which you belong.

Children of Xoriat: You receive a +1 insight bonus to attacks made against canine Animals such as dogs or dire wolves.

Defiance: You receive a +2 insight bonus to Sense Motive checks made against other members of the Cabal of Shadows.

Instruments of Change: You may unlock one rules item from Races of the Dragon or Dragon Magic for one slot less than normal, minimum one slot. Rules items already unlocked cannot be reduced using this Story Object.

Mourners of Yore: You may unlock one rules item from Stormreach for one slot less than normal, minimum one slot. Rules items already unlocked cannot be reduced using this Story Object.

No Obscura: You receive a +2 insight bonus to Sense Motive checks made against other members of the Cabal of Shadows.

Player Handout #1: Obscura Orders

The DM should have each player secretly write down their membership in an Obscura, if any, and then provide them with the appropriate handout. These are SECRET orders and should only be shown to players who PCs are in the listed Obscura.

Children of Xoriat

Sublime: I have decided I dislike dogs. Kill them all.

Goal: Kill all dogs you encounter in this adventure.

The Defiance

The Voice of the Storm: There has been an increase in unusual activity among Cabal members of late. It is possible that a new Obscura is on the rise. Assuming there are Cabal operatives not of the Defiance present, watch them closely. Catalogue the activity of all Cabal members, especially noting unusual activity that might be identification code phrases or signals.

Goal: Report the activities of none Defiance members.

Instruments of Change

Discordant Voyage: Due to information collected from a Crimson Codex safe house, we have information that the Codex may be physically closer to the Draconic Prophecy the Children of Shadow. Some of their members have taken on draconic characteristics and are becoming dragons themselves. If you find such a being, capture it alive and bring it to me.

Goal: Capture any Crimson Codex agent exhibiting physical draconic features.

Mourners of Yore

The Melancholy: This Looish may be of use to us in the future. He knows many hidden places throughout Shargon's Teeth that we might use to hide those that our Obscura shelters. Do all that you can to bring him into our fold.

Goal: Keep Looish alive and convince him to join the Mourners of Yore.

No Obscura

Deondag: I have determined that one of the other Obscura suspect our actions. Watch your allies closely, determine who is suspicious and find out which Obscura they belong to.

Goal: Determine which Obscura suspects the motives of the non-Obscura Cabal members.

Player Handout #2: Helpful Items

Inventory list found inside the small, nondescript bag (The command words are provided for each item, where appropriate):

Bag of holding, type I (the bag the other items are in)

Hat of disguise

Potion of invisibility (3rd-level caster)

Scroll of silence (Divine, 3rd-level caster)

Wand of inflict light wounds (3 charges)

Player Handout #3: Looish the Soft

Looish the Soft

Male human ranger 4/swashbuckler 1/soulknife 1
NE Medium humanoid (human)

Action Points 3

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

Languages Common, Elven, Giant

AC 12, touch 12, flat-footed 10

hp 47 (6 HD)

Fort +8, **Ref** +8, **Will** +2

Speed 30 ft. (6 squares)

Melee mind blade +8/+3 (1d6/19-20)

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

Atk Options Favored Enemy +2 (magical beasts), mind blade (manifest as a move action)

Power Points/Day: 2

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

SQ Wild Empathy

Feats Action Surge, Endurance, Heroic Spirit, Skill Focus (Profession: sailor), Track, Two Weapon Fighting, Weapon Finesse, Weapon Focus (mind blade), Wild Talent

Skills Bluff +5, Concentration +9, Hide +9, Knowledge (Geography) +9, Listen +6, Move Silently +9, Profession (sailor) +11, Search +9, Spot +6, Survival +6, Tumble +11

Possessions a poofy shirt, leather pants, red bandana

Hook "Oh, what a rough beast you are! I like 'em rough sailor."

Sparkles, Animal Companion

Female dog

N Small animal

Init +3; Senses Listen +5, Spot +5; Low-light vision, scent

AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural)

hp 7 (1 HD)

Fort +4, **Ref** +5, **Will** +1

Speed 40 ft. (8 squares)

Melee bite +2 (1d4+1)

Base Atk +0; **Grp** -3

Abilities Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

SQ Link, share spells

Feats Alertness, Track

Skills Jump +7, Listen +5, Spot +5, Survival +1 (+5 tracking by scent)

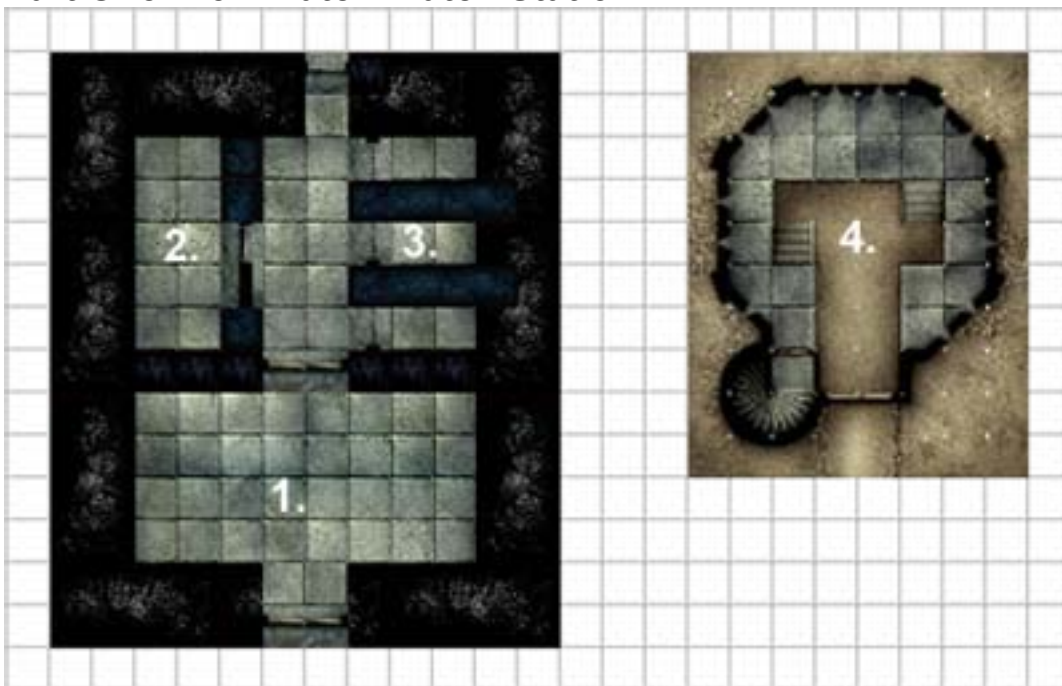
Tricks: Attack (x2), Come, Down, Fetch, Guard, Track

Possessions bright pink bow, collar with bell

Hook "Yip!"

DM Aid #1: Maps

Part One: Iron Watch Watch Station



Part Four: Ruins of the Storm

