

ZEF7-01

# Parshadon

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

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There's danger lurking in the Drawmidj! The cargo must get through! But is it worth the trouble? A client in the small town of Parshadon thinks so. Without those supplies, his expedition into the Vaar Hills will be over before it starts. A one-round Sultanate adventure set in the Vaar Hills and the town of Parshadon for characters level 1-12 (APLs 2-10).

Resources for this adventure [and the authors of those works] include *Arms and Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, Rich Redman, James Wyatt], *Complete Arcane* [Richard Baker], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matthew Sernett, Chris Thomasson, James Wyatt], and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jennifer Clarke-Wilkes].

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Sultanate of Zeif. All characters native to the Sultanate of Zeif pay one Time Unit per round, while all others pay two Time Units per round.

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

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

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

## ADVENTURE BACKGROUND

In BH 3235, the once prosperous silver mines near Parshadon began running dry. Sultan Murad the Proud made the decision to withdraw royal support and end mining operations.

Bugra

Bey ibn Damir al'Bakhoura, the Bey of Madara at that time, successfully lobbied the Sultan for the right to oversee the operation of the mines. However, Bugra's intentions were far from altruistic. Bugra planned to strip what he could from the mines, sending enough to the Sultan to prevent him from growing suspicious, while keeping the rest for himself.

It was this greed that led to the tragic events within the Parshadon silver mines a few years later. Bugra pushed his men to delve further into the mines in search of wealth. It was during this deep tunneling that the main shaft to the surface collapsed, killing nearly eighty slaves and workers. Bugra Bey ibn Damir decided to cut his losses and all but abandoned the mines and the nearby town of Parshadon.

In the resulting years that followed Parshadon became a tarnished shadow of its former self. Only those too old to start anew or too stubborn to move on remained behind to try and scratch out a life from the arid hills. Until about a year ago (CY 596)...

### Recent Events

In the last year, the Sultan of Zeif signed important trade agreements with the Duchy of Urnst. The newly established trade routes have brought with it an influx of Suel and non-Suel foreigners to Zeif, all looking to make their fortune. Parshadon has benefited from this recent surge in immigration. Rumors of lost silver and high adventure have drawn many to the tiny coastal town, which acts as an excellent launching point for those looking to explore the southwestern Vaar Hills.

One such individual is Hamza Fakih, a historian and scholar seeking lost knowledge from a powerful sorceress reputed to be living deep within the Vaar Hills. Hamza arrived in Parshadon two weeks prior to the start of the adventure. Unfortunately, Hamza's supplies and hirelings were not so fortunate. The ship they were traveling on was attacked and sank and Hamza has been forced to wait for the next supply ship to arrive before heading out on his journey. Thankfully for Hamza, the supply ship has managed to secure some added security for the voyage in the form of the PCs.

## ADVENTURE SUMMARY

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The adventurers begin the adventure in the city of Zeir-I-Zeif. They are asked to help guard a ship's cargo headed to Beit Castan.

Assuming the PCs accept the job offer, they spend a week on board the ship heading west through the troubled waters of the Drawmidj. The journey goes relatively smoothly until about a day or two out of Parshadon when the ship is attacked by rampaging water elemental. The elemental breaches the ship's hull and the PCs must drive off the elemental before the ship sinks.

If the PCs defend the ship successfully, they are given the cargo and a long boat upon reaching Parshadon. They need to row ashore to deliver the cargo but must first struggle against the unruly waters of the local inlet.

If the PCs can not defend the ship but survive the encounter, they are forced to abandon ship and row ashore. From there, the closest town is Parshadon, which is a day or two of hiking away. PCs forced to walk to Parshadon find themselves subject to the environment and her inhabitants on route. Quick thinking PCs may salvage some or all of the cargo to bring with them.

Once in Parshadon, the PCs have an excellent opportunity to uncover adventure as they are given ample time to meet and speak with the locals.

During the time spent at the inn discussing matters with the locals, a local tax collector and his bodyguard arrive on the scene to collect the innkeeper's (and/or other convenient merchants/townfolk) taxes. The tax collector is rude and belligerent and doesn't take kindly to PC backtalk. The PCs have an opportunity to talk their way out of the encounter but there is a very real chance that combat breaks out instead.

While in town, the PCs also meet Hamza Fakih. The PCs are to deliver the supplies to him. While he has the PCs' attention, Hamza speaks with them about his mission and asks them if they'd be willing to accompany him to find the home of a sorceress whom he is seeking out for her knowledge about some artifacts he is researching.

The PCs are also approached by a local who asks to accompany them to the sorceress' tower. His name is Mutah and he plans to trade a strange looking stone for assistance in helping Parshadon.

While in the hills, the PCs hear haunting noises while en route to the sorceress' tower. Depending on the PCs' actions and how the DM runs the journey, the PCs likely meet up with the remains of a group of adventurers who stirred up something they should not have.

At the tower, Hamza makes a trade for the knowledge he seeks. The PCs are also given an opportunity to deal with the sorceress Alochiel. Alochiel

is willing to make several deals including removing her curse, getting back her figurine, trading for assistance for Parshadon or simply bargaining for treasure.

It is most likely that the PCs become prey for the vengeful spirit of the hills, which follows the PCs for days waiting for the perfect opportunity to attack. It is likely on their return journey that the Ancient Evil attacks the PCs, though it may happen earlier.

If the PCs survive this they are able to find their way out of the hills once again and back into Parshadon, where they can tie up loose ends.

## PREPARATION FOR PLAY

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It is important that the Dungeon Master (DM) should ask players if their character has already played ZEF6-04 *Generosity*, as elements from that adventure tie in closely with this one. Before the adventure starts, the GM should ask the PCs if they have one (or more) of the following:

- Favor of Hamza Fakih
- Curse of Alochiel
- Struck a deal with Alochiel
- Won at auction: figurine

*Favor of Hamza Fakih* – In ZEF6-04 *Generosity*, PCs needed to lend Hamza some money so he could purchase some valuable papers at auction. Those that did earned his favor. Any PCs that haven't used it up already may have opportunity to use it here. At the very least, Hamza will react favorably with those PCs that still retain his favor.

*Curse of Alochiel* – In ZEF6-04 *Generosity*, the PCs may have earned Alochiel's wrath. Alochiel will be Unfriendly to those PCs that have this curse and not wish to allow them entry to her home unless they meet her stated demands. She will insist that the cursed PCs beg and grovel for her forgiveness. Any player that convincingly does so through roleplaying will be allowed in. Any PC that refuses will be forced to wait outside. There is no other way that Alochiel will allow the cursed PC(s) in her home.

*Struck a deal with Alochiel* – In ZEF6-04 *Generosity*, if the PCs agreed to secure a figurine of a horse at the auction and did so, then they likely earned her favor. Any PC using her favor may have lost their soul to Alochiel. Alochiel will automatically be Friendly towards any PC whose soul she owns. For those who haven't taken advantage of her favor, she will be Indifferent and

want to know why those particular PCs haven't taken her up on her offer.

*Won at auction: figurine* – if any PC has the figurine (a grotesque representation of a horse carved from obsidian) coming into the adventure, then they will learn the true identity of their purchase. At the end of the adventure, surviving PCs that purchased the horse figurine will find themselves with a powerful magic item purchased at a reduced cost. However, Alochiel will make one last attempt to get the figurine back from the PC before the adventure is over. PCs may use the figurine as a bargaining chip when dealing with her should they choose, as it carries great value to Alochiel.

NOTE: more than one player at the table may be in possession of a Figurine during play.

Secondly, Parshadon is part of the Zeif Player Town Project. PCs may live in this town. The DM should ask players if their character is from Parshadon before the adventure begins. This adventure is an opportunity for those PCs who became residents of Parshadon to take advantage of their decision. PCs living in Parshadon gain the following benefits:

- +2 to Charisma based skills when dealing with town folk from Parshadon
- +2 to Knowledge(Local) checks dealing with Parshadon and the surrounding area
- Parshadon townfolk have an attitude of Friendly when dealing with the PC(s) unless otherwise noted
- free Standard Lifestyle during this adventure
- regional access to certain items on the AR
- ability to access any non-consumable item worth 5 gp or less from Table 7-8: Goods and Services in the *Player's Handbook* for free during the course of this adventure

Also, details of additional benefits for PC residents of Parshadon are listed throughout the text of this adventure.

Thirdly, a portion of this adventure takes place on the sea. The DM may wish to review the following rules: swimming (*Player's Handbook* page 84), water dangers and drowning (*Dungeon Master's Guide* page 304) & underwater combat (*Dungeon Master's Guide* page 92-93). The *Stormwrack* supplement may also prove useful to the DM but is not necessary to run this adventure.

## INTRODUCTION

The PCs start their adventure in Zeir-I-Zeif, the capital city of Zeif and the largest city in the land. The splendor of Zeir-I-Zeif is more than enough to attract most individuals to its crowded marketplaces. However, PCs being PCs, they may have other reasons for coming to Zeir-I-Zeif. How the PCs wound up in Zeir-I-Zeif is up to the players to decide. What is important is that the PCs will find themselves down by the city's port. (See Encounter One.) Allow the PCs to introduce themselves before continuing with the adventure.

It should be noted that Zeir-I-Zeif is a huge city with many wondrous goods for purchase. PCs have ample opportunity to shop for goods before departing for Parshadon and should be allowed to do so.

### Zeir-I-Zeif (Metropolis) Sultanate of Zeif:

Conventional; AL N; 100,000 gp limit; Assets 217,500,000 gp; Population 43,500; Mixed (human 88%, orc/half-orc 9%, Halfling 2%, other 1%). Authority Figure: Murad the Proud, Sultan of Zeif (LN human Ftr 15); Pasha of Zeir-I-Zeif (also called the Pasha of Zeif or Chief Pasha).

### Rumors

Through out the adventure, the PCs will have numerous opportunities to mingle with various individuals. These individuals may have information to pass along to the PCs. A list of rumors is provided in Appendix 5: Rumors.

Because the rumors are mainly about the Town Project Story Arc, the DM should feel free to include rumors where and when they see fit without the need for a skill check. These rumors are meant to help link the various Town Project adventures more closely together.

If the PCs are keen to make use of their social skills, allow them to do so. A DC 15 Gather Information check will net them one rumor. For every five points above fifteen the PC gets on their Gather Information check, hand out one additional rumor.

## ENCOUNTER ONE: LOOKING FOR A FEW GOOD MEN AND WOMEN

In the last year, conditions in the Drawmidj Ocean have become increasingly dangerous. Many captains are refusing to set sail into open waters, decreasing the number of active cargo ships operating in the area. The price of shipping goods has increased as compensation for the increased risk. Those brave enough to sail the

Drawmidj stand to make a tidy profit. Ahfet bin Muzan is such a man.

Ahfet bin Muzan is the captain of the Sulamak, a large cargo ship. Ahfet typically sails between Zeif and Beit Castan, safely delivering cargo to the two cities and all profitable points in between. Ahfet has been sailing the Drawmidj Ocean for most of his 40 plus years and has seen many of the dangers she has to offer. Ahfet is not about to be scared off while there is profit to be made. However, he is not foolish enough to leave port without taking precautions. Ahfet is looking to hire a few adventurers to help guard the ship and its cargo to help assure a safe arrival.

Read the following aloud:

*The fresh sea air blowing gently across your face is a refreshing change to the hot, crowded streets behind the high city walls. Your wandering has led you to the harbor and Zeir-I-Zeif's normally busy ports. However, things are quieter this day. The normal hustle of the dockworkers unloading cargo has been replaced with a more subdued atmosphere. There is little activity despite an abnormally large number of ships tied off at the docks.*

*However, before you can wander off, a rough looking man calls out to you.*

*"You there! A moment of your time!"*

Assuming the PCs are willing to talk to Rassir, read the following:

*"I seen ya' wandering by and I said to myself, Rassir, 'tis my fate to run into you lot! The lady herself has blessed me indeed.*

*I was just saying to myself, Rassir, who are you going to find to help protect that rich man's cargo? Then you lot walk by and my prayers were answered! Blessed be thy Lady!"*

The man's name is Rassir and he is part of the Sulamak's crew, a cargo ship bound for Beit Castan. Since falling overboard and surviving a shark attack nearly one year ago, Rassir has found religion and become a devout follower of Istus. He now ascribes everything to fate.

Rassir is approaching the PCs because he has been ordered by the ship's captain, Ahfet bin Muzan, to find a group of individuals to act as guards on the ship's next voyage. Rassir has found the PCs, as a group or as individuals, and he's bound and determined to get the PCs to join the crew.

Rassir knows very little about the situation. He will attempt to get the PCs to agree to speak with Ahfet for

details. However, Rassir does have some information for the PCs:

- Rassir joined the crew of the Sulamak over five years ago.
- The Sulamak is a caravel that makes the Zeir-I-Zeif to Beit Castan run once a month.
- Rassir thinks Ahfet is a brave and fair captain and believes all the other men feel the same way.
- The captain is looking to hire individuals willing to help guard and transport cargo for a rich client.
- Rassir thinks the client is rich because he paid a lot of money to make sure the cargo is delivered intact and on time. Rassir doesn't know how much. He just heard some of the other men talking.

### The Captain

Assuming the PCs agree to meet with Ahfet bin Muzan, Rassir will lead the PCs to the ship. Read the following aloud:

*Making your way down the long pier, it isn't difficult to locate the Sulamak. Unlike many of the other craft, crew crawl about a large caravel cleaning, mending and storing cargo in preparation for a long journey.*

Once at the ship, the PCs will be lead up a long gangplank and on to the Sulamak. Once on board, the PCs will be greeted by Ahfet bin Muzan, captain of the ship. Read the following aloud:

*A husky, bronze skinned man strides confidently down from the ship's forecastle and on to the main deck. A thick hand slaps your back as the man bellows in a distinct baritone.*

*"Welcome aboard the Sulamak! I'm Ahfet bin Muzan and you must be my new crew!"*

It is difficult to tell by his gregarious nature, but Ahfet bin Muzan is well into his 40's. He has been captain of the Sulamak for nearly twenty years having taken over the job when the previous captain was dragged overboard by a giant squid. Ahfet killed the beast and saved the ship. He took command of the ship to sail her back to port and has been captain ever since.

Ahfet has an offer for the PCs. He has been contracted by the Moquollad Consortium (on behalf of Hamza Fakih) to arrange for delivery of a shipment of cargo to a small port town called Parshadon. Ahfet has decided to subcontract out to a group of adventurers. With the increased dangers in the Drawmidj Ocean, having a group of adventurers on board is never a bad idea.

Naturally the PCs will have questions for Ahfet bin Muzan. Here is what he knows:

- He was approached two days ago by a member of the Moquollad Consortium with a contract.
- The contract was to deliver three large crates of supplies to a small port town called Parshadon. Any PC making a DC 20 Knowledge (Local – VTF) check will know that Parshadon was once a booming mining town located in the Beylik of Madara. PCs that live there will already know this.
- The crates are to be delivered to Hamza Fakih who currently waits for them in Parshadon.
- The contract contained stiff penalties for late delivery so Ahfet decided to hire some help.
- Ahfet feels help is in order due to increased dangers in the Drawmidj Ocean.
- Ahfet has heard many tales of ships disappearing out in open waters. In fact, the reason Ahfet has this contract is because the ship that previously had this contract was sunk near the Janasib Islands.
- Ahfet will state that many things have been said to be the cause of the troubles. He thinks its pirates but in all his years he's never seen such a ruthless and powerful bunch.
- Ahfet will offer the PCs 20 gp for two weeks work. The PCs may haggle with Ahfet to increase this price as high as 30 gp. The PCs will receive more money upon successful delivery. The amount will vary depending on how good a job the PCs do.
- Ahfet wants to leave first thing tomorrow morning. The PCs may bunk in the ship's hold if they like otherwise they need to be back at the ship just after dawn.

Assuming the PCs have no more questions or requests, they have the rest of the day to explore Zeir-I-Zeif and do any last minute shopping. However, before the PCs are ready to leave, they may receive a rather secretive visitor (see Encounter Two: One Bad Dude for more details).

If the PCs ask around town about Ahfet, the Sulamak or her crew, aside from random rumors, they will also learn that the ship is sturdy, reliable and has an excellent captain. Most people have good things to say.

**Ahfet bin Muzan, Captain of the Sulamak:** fighter 4/expert 3; hp 32; see Appendix Four: NPCs

**Treasure:** The PCs can gain the following treasure here:

\*The PCs may haggle for additional payment. The payments will range from 20gp to 30gp depending on the PC's ability to haggle with the Captain.

**APL 2:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 4:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 6:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 8:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 10:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

## ENCOUNTER TWO: ONE BAD DUDE

Bayezit Azaz ibn Timur is a low ranking member of the Dusk Lash, a secret criminal organization of smugglers and cutthroats. Bayezit has a job that needs doing and he's looking for someone reliable to do it.

Bayezit is a Baklunish male just under 6 feet tall. He carries some extra pounds that show predominantly in his face. Bayezit hides his weight beneath flowing robes and a well manicured beard. He wears clothing that befits a well to do merchant as well as some valuable looking jeweler. A DC 15 Appraise check will reveal that the jewelry looks more valuable than it actually is, though it does have some value.

### Who is appropriate?

Bayezik will automatically approach any PC that is already a member of the Dusk Lash. He will also approach any PC that looks like he or she would be willing to deliver a package no questions asked, starting with rogues and bards and working from there. Bayezik will not approach any PC that is obviously lawful (paladin, cleric of a lawful good deity, obviously lawful looking individual, etc).

Before the Sulamak leaves port, Bayezit will approach an appropriate PC (or PCs). He will greet the

chosen PC (or PCs) where ever the DM deems appropriate. Take the chosen PC (or PCs) aside (if necessary) and read them the following:

***"Friend. If you are interested in earning a few efrit, I would speak to you in private."***

If the PCs do not seem interested or draw undue attention to him (calling the guard for example) Bayezik will make an excuse and quickly depart. Bayezik does not have anything incriminating on his person and is convincing enough to talk himself out of any trouble the PCs might cause. Read the following aloud:

***"A thousand pardons! I had mistaken you for someone else."***

If the PCs do follow Bayezik, he introduces himself and asks the PCs to accompany him to his shop. He will not reveal his full title (Bayezit Azaz ibn Timur) unless one or more of the PCs are members of the Dusk Lash. Any PC that is a member of the Dusk Lash will instantly recognize that he is a member of the Dusk Lash by his title.

Bayezik will lead the PCs to a small shop just off the main thoroughfare. He will put off answering any questions until they arrive at the shop, simply asking the PCs to wait until they have reached their destination.

When the PCs do arrive, Bayezik will offer some simple refreshments before speaking. When the PCs are ready, read the following aloud:

***"I've been told by associates that you can be trusted with tasks of great importance. These same associates also have informed me that you are headed on a ship to deliver some cargo. Is this true?"***

Bayezik will wait for the PCs to answer. If the PCs wish to play it cagey, Bayezik will be impressed with the PCs reluctance to reveal too much. He will take it as a sign of interest and will continue speaking.

***"I have a parcel I wish delivered. It is a gift to a friend. If you were to deliver this parcel to him, unopened, I would be in your debt. What do you say?"***

Bayezik will wait for an affirmative response before revealing any information. Once the PCs have agreed, he will shake each PCs hand to make the agreement binding. Only then will he answer any questions the PC(s) may have.

PCs in the Dusk Lash shouldn't need to ask questions, but if they do, Bayezik will tell the PC ***"There***

***are to be no questions. You are Dusk Lash. Do as you are told."***

Here is what Bayezik is willing to reveal:

- Bayezik is the owner of this shop. He sells various herbs and medicines. This is false. Bayezik does not own this shop. However, he is dressed as a merchant and appears to know where most things are in the store. This is because the shop is a Dusk Lash safe haven and Bayezik has been here before.
- The parcel Bayezik wants the PCs to deliver is a package of rare herbs to be used to make medicinal draughts to help cure rheumatism. This is true. However it contains a bit more. See The Parcel for more details.
- The parcel should be given to a man named Hadee bin Nusar. He has been told to expect the PC(s) arrival.
- If the PCs ask how he knew where they were going and when, Bayezik will tell the PCs that the Sulamak has been making that run for many years. Once he learned it was departing, it didn't take much to find out what and whom it was transporting. This is true.
- If the PCs are oblivious to whom they are actually working for and press for money, Bayezik will remain in cover and offer the PCs 10 gp each for the job. Easy money since the PCs are headed that way already. Bayezik will go as high as 20 gp if the PCs attempt to bargain but no higher. He is willing to find someone else to deliver the package if necessary.

If only Dusk Lash PCs are there, Bayezik will be frank. He will come right out and tell the PCs that the Dusk Lash wishes for this parcel to be delivered. Dusk Lash PCs will realize that they aren't being asked to do this job. However, they are free to turn the job down without reprisal. It just won't look very good for them.

If the PCs aren't Dusk Lash members, they may make a Sense Motive check VS Bayezik's Bluff to discern that he is attempting to transmit some secret information. He is trying to let the PCs know that the Dusk Lash is asking for a favor and that it is in their best interest to accept. However, Bayezik won't come out and say it. He is careful not to reveal too much.

Once the PCs and Bayezik come to an arrangement, he will head into the back room and fetch the parcel to give to the PCs.

If the PCs decide to attack or cause trouble, Bayezik will flee. He is wearing nothing more than robes and has



no weapon to defend himself. If he can't flee, he will surrender. He is more than prepared to remain silent and do time as a slave. Crossing the Dusk Lash is just not an option. The PC will have also earned themselves Enmity with the Dusk Lash as per the AR.

### The Package

The Dusk Lash has been paying Hursit Bey ibn Bugra al-Bakhoura, the Bey of Madara, to look the other way for some time. This package contains one of their regular payments. The package contains ten tiny yet valuable gems. The gems are each worth 200 gp and have been hidden in the stalks of the various herbs within the package. PCs who open the package may uncover the hidden gems with a DC 25 Search check.

Of course the PCs shouldn't be poking around inside the package. To help contain PC curiosity, the herbs are wrapped in a sheet of cotton bound with thin twine. The bundle is locked inside a small wooden box that is about 2 feet wide by 2 feet long by 6 inches high. The box is locked. If the PCs can make a DC 25 Open Lock check they may pick the lock. However, the box is also trapped. The trap isn't lethal. It is only there to alert the Dusk Lash to possible tampering. The trap may be disabled with a DC 25 Disable Device check.

If the box is opened without a proper key, a small glass container will be broken and ink will be sprayed on the boxes contents and anyone's hands that are opening the lid. The ink easily stains most substances and is hard to remove. Without the appropriate magic, the PCs will need to spend several days scrubbing.

If the PCs tamper with the package, it is very likely that the Dusk Lash will find out. However, they won't be too upset if none of the gems are missing.

However, Hadee bin Nusar will not accept the package if it has obviously been opened. He will believe he is being duped and possibly set up for an arrest. PCs attempting to cover up any meddling must get rid of the ink stains and make a Disguise check. Hadee will make an opposed Spot check to notice any tampering.

If Hadee will not take the package, then the Dusk Lash will be very displeased and the PCs will have earned their disfavor. If Hadee is happy with the package and its contents are all accounted for, he will accept the package. Any PC responsible for delivering the package will gain the Dusk Lash's favor.

**Bayezik Azuz ibn Timur:** Rogue 2; hp 9; see Appendix 4: NPCs

**Treasure:** The PCs can gain the following treasure here:

\*The PCs may haggle for additional payment. The payments will range from 0gp to 20gp depending on the PC's ability to haggle with Bayezik Azuz ibn Timur.

**APL 2:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 4:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 6:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 8:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 10:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

## ENCOUNTER THREE: DARK WATERS

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### Background

The merfolk that live in the Drawmidj Ocean have recently come under attack. The details of this threat are beyond the scope of this adventure and are likely unknown to the PCs. These facts should remain unknown, as they will be revealed in future Zeif adventures. What is important is that the merfolk's attackers have been using corrupted water elementals as part of their forces. Some of these forces are now moving up and down the Zeif coast, attacking anything they come into contact with. Several ships have already been sunk due to these aggressive elementals, leading to the lack of ships willing to travel in the area.

### Boat Trip

The Sulamak's journey has her stopping at several ports, big and small, along the Zeif coastline. The Sulamak's final destination is Beit Castan but she has scheduled stops in Dhabiya, Parshadon, and Nafiq as well. The entire return journey takes nearly a month. The trip to Parshadon, seen as a defacto half-way point, takes about one week. This includes the brief time spent loading and unloading in each port of call.

Ahfet bin Muzan stops in each location long enough to unload cargo and take on any new shipments before heading off to the next port of call. Only when the Sulamak reaches Beit Castan will Ahfet afford his crew some rest and relaxation ashore. Until that time, he is all business, concerned with keeping his ship and crew safe.

The PCs may help out around the ship performing various duties or may keep to themselves. As long as the PCs don't interfere with the running of the ship, they will be treated with respect. If they help out, the crew

will warm to the PCs, inviting them to sit and drink and tell stories with them each night. PCs talking to various crew members have an opportunity to learn various rumors (see Appendix 5: Rumors for details).

Bonding with the crew will also provide the PCs with reinforcements when the elemental attacks.

### The Sulamak

Caravel (from *Stormwrack* page 98)

Colossal vehicle; Seaworthiness +4; Shiphandling +2; Speed wind × 30 ft. (average); Overall AC −3; Hull sections 24 (sink 6 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 7; Cargo 120 tons (Speed wind × 15 ft. if 60 tons or more); Cost 10,000 gp.

### The Cargo

The PCs may take the opportunity to inspect the cargo before delivering it. The cargo consists of three crates, each weighing around 50 pounds. Inside each crate is a number of assorted items, some mundane and some unusual. The crates are not water tight and many of the goods can become damaged or ruined if the water level rises too high in the hold. Fortunately for the PCs, the crates were last in to the hold and are piled atop other cargo with nothing on top of it. Once the water level surpasses 3 feet, the crates will be in the water and the gear will take damage.

Fast thinking PCs may wish to move the cargo out of harm's way. As long as the PC can lift a crate they should have no problem picking it off the pile. Nothing is on top of the cargo and nothing is blocking it in.

The DM should feel free to pick obvious adventuring gear from the *Player's Handbook*. On top of the normal items there are some unusual items that Hamza thinks will make valuable trading commodities when dealing with Alochiel but it is unlikely that the PCs will know that at this time.

For DMs who do not want to look up items, a list of common goods that would likely be in the crates is provided here.

- 6 bedrolls
- 4 backpacks
- 6 blankets
- 3 tents
- 2 shovels
- 6 mugs
- 6 plates
- 6 forks
- 12 scroll cases
- 50 sheets of parchment

- 4 vials of ink
- 2 quills
- 1 magnifying glass
- 1 wooden chest
- 2 iron pots
- 1 Distillation Kit
- 6 Parasols
- 6 Desert Outfits
- 1 Healer's Kit
- 24 torches
- 2 Flint & Steel

A list of potentially unusual items that Hamza may have in the crates is ultimately up to the DM. However, here is a list of items that a DM may use:

- 12 black sheep skins
- 1 large jar containing the gizzard of a cockatrice
- 4 mind flayer masks
- 1 bag of dried acorns
- 1 pile of mummy wrappings
- 1 large pot of purple ink
- 1 tome entitled "Zord, Mightiest of the Yak Folk"
- 1 bagpipe made from a dead roper

### We're Under Attack!

The voyage is fairly smooth to Dhabiya, with little sign of trouble. Once it leaves Dhabiya, the Sulamak's luck changes. Read the following aloud the players...

***It has been a day since you departed from port in Dhabiya and five days since you left Zeif. So far, no sign of trouble. The crew is in good spirits as the ship rounds the northern tip of Vaar and begins her southward journey. Next stop Parshadon!***

Once the Sulamak rounds the most northern tip of Vaar on route to Parshadon, she is attacked. Ascertain where the PCs are on the ship and what they are doing. If time is an issue, assume the encounter takes place just after noon. Otherwise, the DM can set this encounter at any time during the day.

Any PC that is on deck may make a DC 27 Spot check to spot the water elemental approaching the ship. Any PC keeping lookout need only make a DC 22 Spot check to see the approaching elemental.

Anyone making the Spot check will see the water rippling in an odd manner about 120 feet from the boat. This rippling will be moving against the waves and towards the ship then end about 10 feet from the ship's bow. The elemental will then slam the ship and breach its hull below decks.

NOTE: at lower APLs, the smaller elementals lack the punch to pierce the ship's hull in one blow. At those APLs, the smaller elementals had some help from a larger elemental accompanying them. The larger elemental was then called off by its controller while the smaller one was left finish up.

Once the PC's whereabouts on the ship are accounted for, read them the following...

***Suddenly, the lookout gives a shout. "Something's heading this way! In the water, off the bow! It's going to ram..."***

***Before the lookout can finish, the Sulamak heaves at an odd angle and a loud crack reverberates as the ship lurches to one side.***

When the elemental strikes the ship, each PC must make a Balance check. The DC for the Balance check depends on the size of the elemental attacking the ship.

APL 2 (4 HD): DC 4;

APL 4 (8 HD): DC 8;

APL 6 (16 HD): DC 16;

APL 8 (18 HD): DC 18;

APL 10 (20 HD): DC 20;

Any PC that made the Spot check and saw the elemental approaching the ship may attempt to brace for impact. Bracing for impact will give a PC a +4 bonus to their Balance check. Anyone failing the check is knocked prone. Anyone failing the check who is in an elevated location (such as the crow's nest) must make a DC 15 Reflex save or fall out, taking falling damage. The amount of damage taken will depend on how high up the individual was. Assume the crow's nest on the Sulamak is 20 feet up.

### **We're Taking On Water!**

The ship is now beginning to sink. The hull has been breached and water is now pouring into the ship causing her to sink. To make matters worse, an angry water elemental is in the hold attempting to speed up the process. Read the following aloud...

***Captain Ahfet bin Muzan begins shouting orders to the crew. The men still on their feet begin running about the deck, desperate to regain control of the situation. A shout comes from below, "We're taking on water!" It is quickly followed by the sounds of battle.***

At this point the PCs should be headed to the lower decks to stop the elemental and to help repair the ship. If after one round of combat the PCs have not acted, Captain Ahfet will command them to head below and protect his crew while they patch the hole.

Normally, the captain would have the crew patch the ship from the outside so that the water pressure could suck the wood against the hole rather than pushing it away. However, due to the situation, Ahfet doesn't want to risk endangering his crew anymore than he has to.

### **Commanding the Men**

If the PCs have bonded with the crew or look like they could use some help, the Captain will give the PCs 1d3+1 men to assist them. The men will take orders from the PC with the highest ranks in Profession (Sailor) or the highest Charisma modifier (which ever is more appropriate). As long as the PCs act to save the ship, the men will obey orders. If the PCs act cowardly, the men will stop following their orders.

**Average Sulamak Crewmember:** Expert 1/Warrior 1; hp 10; see Appendix 4: NPCs.

### **Development – Flooding Battlefield**

Water rushes into the hold via the hole made by the water elemental, and may sink the ship if the PCs are not careful. The hole in the hull occurs in the surprise round and a ½ foot of water fills the hold that round. After that, the water continues to enter at the rate appropriate to the APL at the beginning of the elemental's turn. The hold is six feet high, and will fill up the hold in twelve rounds if left unchecked.

If the PCs are not keeping the elemental occupied, it will continue to smash the hull. Each round the elemental has to attack the ship's hull, the hole will increase in size allowing another ½ foot of water in a round.

When the water level reaches 1 foot in height, PC movement will be hampered. Movement rates are halved and Tumble checks are increased by two at this point. As water level rises, things will become more difficult for the PCs. At 3 feet of water, Tumble checks are increased by five.

If the hold fills up too high with water, the PCs will need to fight underwater. Those unable to escape the water may drown (*Dungeon Master's Guide* pg. 304). The hold is seven feet in height in most places.

**NOTE:** PCs may hold their breath for a number of rounds equal to two times their Constitution. Strenuous actions cost PCs one extra round.

## Development – The Size of the Hole

Due to the varying size of the elemental attacking the ship, the size of the hole bashed in the hull will vary. Below is each APL along with starting hole size and amount of water rushing in to the hold per round.

APL 2: hole – 5 foot diameter; ½ foot water per round

APL 4: hole – 5 foot diameter; ½ foot water per round

APL 6: hole – 10 foot diameter; 1 foot water per round

APL 8: hole – 10 foot diameter; 1 foot water per round

APL 10: hole – 10 foot diameter; 1 foot water per round

## Development – Dealing With the Flooding

There is some relief to the oncoming flood. Two bilge pumps are in the hold. PCs spending a full-round action working at one of these magical pumps will remove ½ foot depth of water/round. If both pumps are being worked, it will remove one foot depth of water/round (to a minimum of zero).

PCs may also attempt to patch the hole. PCs can take a full round action and make an appropriate Craft or Profession check DC 15 to temporarily close the hole using appropriate materials found in the hold. Up to three PCs may work on the hole at one time.

Anyone working on the hole must make a DC 15 Strength check or be pushed back by the water pressure. Anyone failing the check may not work on fixing the hole.

Of course, creative use of magic spells should also be allowed to stop or slow the flooding. Ultimately it is the DMs discretion as to what effect certain spells will have on the situation but if the PCs come up with clever ideas, they should be allowed to implement them.

## Development – Saving the Cargo

The PCs may be unable (or unwilling) to fight a water elemental on its home ground and may decide to grab the cargo and flee the ship. The elemental will spend enough time smashing the ship that quick acting PCs may make it ashore before the elemental can track them down. However, the PCs need to get the cargo first and it is in the hold with the water elemental.

PCs may attempt to sneak past the distracted elemental with a DC 10 Move Silently roll and grab a crate of cargo. Failure means the elemental has noticed the PC and will move to attack.

There are three crates in all. Each crate weighs about 50 pounds. The crates are too bulky for a small or medium PC to carry more than one without some kind of

magical assistance (size increase for example) and as mentioned earlier, are not water tight so they do not float. Large PCs can carry two. Huge can carry four but may not be able to fit in the hold (see The Cargo for more details).

## Tactics & Motivation

The elemental is single minded. It has been summoned to inflict as much damage on the enemy as possible. In this case, the elemental sees the boat as the enemy and will fight to the death. The elemental will continue to smash the ship unless it is being attacked. The elemental will not fight tactically, preferring to bludgeon anything that gets in its way with its watery fists. It will not use its vortex ability unless the hold is completely full of water (6 feet of water enters the hold).

At APLs 6 and up, the elemental is huge in size. Entering the ship's hold will cause it to be squeezed (*Player's Handbook* page 148). At APL 6, it is advised that the elemental enter the ship and be squeezed during the entire combat to make things easier on the PCs. A squeezed creature takes –4 to hit, a –4 to AC and moves at half speed.

The elemental can also start outside the ship. In this case, the hull will provide cover (+4 cover bonus to AC) to anyone not in direct line of sight of their target.

NOTE: If the PCs pump out all the water in the hold, the water elemental's Water Mastery ability is nullified until more water enters on the elemental's turn.

### APL 2 (EL 3)

**Medium Water Elemental:** hp 30; *Monster Manual* 98.

### APL 4 (EL 5)

**Large Water Elemental:** hp 68; *Monster Manual* 98.

### APL 6 (EL 7)

**Huge Water Elemental:** hp 152; *Monster Manual* 98.

### APL 8 (EL 9)

**Glabbulg, Huge Water Elemental Warrior:** hp 173; *see Appendix 1: Stats.*

### APL 10 (EL 11)

**Glabbulg, Huge Water Elemental Warrior:** hp 194; *see Appendix 1: Stats.*

## Defeating the Elemental

If the PCs defeat the elemental and patch the hole in the ship, the crew will let out a loud cheer and the

Captain will personally thank them. That night the PCs will be guests of honor at an impromptu banquet where the crew will tell outlandish stories (some about the PCs fight with the elemental), sing seafaring songs & get drunk.

### **Development – The Ship Sinks**

If the PCs do not patch the hole, the ship will be completely submerged in 5 minutes. The Sulamak has two long boats that can be used to row ashore. If the PCs are quickly sneaking away with the cargo, then they should be allowed to get away unhindered. However, the PCs will have earned the ill will of Captain Ahfet bin Muzan and his crew, who will refuse to let the PCs take the long boat.

Ultimately, it is up to the DM's discretion whether the elemental attacks the PC's long boat(s). It is recommended that if the PCs heroically tried to defend the ship, they should be given an adequate chance to escape. However the DM can still make the escape exciting by having the elemental notice the boats and attempt pursuit only to ultimately fail to catch the PCs. Having the PCs make Strength checks to row harder might help increase this tension. PCs that make the check should get to travel a bit farther in their boat than normally.

If the PCs do get ashore, they will have to find their own way to Parshadon. If they were smart enough to salvage the cargo, they can still collect their payment in Parshadon. Cargo or not, the PCs may still carry on with the adventure. They simply have a bit of a journey ahead of them.

If the PCs escaped without the cargo, it is considered lost and irretrievable barring high powered magic or favors.

## **ENCOUNTER FOUR: PARSHADON**

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### **Arrival In Parshadon**

There are three known ways to get to Parshadon without the use of magic, none of them are terribly convenient.

#### **On Foot**

It is highly unlikely that the PCs will be arriving in Parshadon by foot. However, there does exist the possibility that the PCs will not save the Sulamak and will be forced to walk. If this happens, the PCs may still continue with the adventure. However, they will have to make their way south through the Vaar Hills to Parshadon.

During the PCs journey south, the DM may wish to insert Encounters Nine (Lost Souls) and/or Eleven (An Ancient Evil).

Once the PCs have journeyed through the Vaar Hills, move to Encounter Five: The Light Above as Na'imah ibnt Fakhri al Madara, the manager at The Light Above will not be waiting for cargo at the shore.

### **By Sea**

It is assumed that the PCs will arrive in Parshadon aboard the Sulamak. If they do, the PCs will arrive in Parshadon the following day. The time of arrival is up to the DM but it is assumed they arrive around mid morning. If the Sulamak was sunk, the PCs may have fled the sinking ship using the long boats and may still be using them to get to Parshadon rather than walking. Either way, the PCs will be forced to row a longboat through the choppy, swirling waters of the local harbor to reach the town with the cargo.

If the PCs arrived via the Sulamak, once the PCs have been dropped off, the Sulamak will push on to Beit Castan to secure proper repairs.

### **Washid's Cove**

This treacherous body of water was deemed, ironically, the best route for large cargo ships to dock at Parshadon. In the summer months, this may be true but in the winter months the cove becomes quite choppy due to high winds.

Larger ships could make port within the cove until recently when a severe storm smashed the pier into splinters. Little remains of the pier and the town cannot afford the cost of a new one. For now, ships looking to stop at Parshadon must weigh anchor and row ashore using smaller craft.

Standing in the cove are two stone outcroppings dubbed the Waving Daughters. Any PC making a DC 15 Knowledge (Architecture & Engineering) or Stonecunning check () can tell that the 'Daughters' were once part of a land bridge that connected to nearby cliffs until wind and water erosion took its toll.

The waters here can be quite turbulent, making navigating inside the cove very difficult. The easiest passage into the cove is along the north side of the Waving Daughters. Swimming in the cove is unadvised except for the strongest swimmers (DC 15 Swim check).

PCs from Parshadon will be aware of the rough currents as well as the best route into the harbor (when entering the cove, keep to the left of the Daughters). Other PCs may make a DC 25 Knowledge(Local - VTF) check to learn this information.

## Rowing Ashore

Assuming the PCs arrive at Parshadon aboard the Sulamak, they will have a bit of a task getting the supplies ashore.

Captain Ahfet bin Muzan will inform the PCs that the local pier was destroyed a few years back in a storm and that the ship must weigh anchor a few hundred feet off shore and ferry the supplies ashore via longboat.

The Captain will warn the PCs that Washid's Cove is a troublesome patch of water and that great care should be taken when rowing ashore (see Washid's Cove for details). He will also advise any characters wearing heavy armor or equipment that it is probably better to wait until the PC is ashore before putting it on.

The crew will load the necessary cargo (five boxes that weigh 50 lbs each – three are for Hamza and two are for the town and contain dried goods and other sundries) into a longboat for the PCs and lower it into the water. The rest is up to the PCs.

If the PCs ask, the Captain says they'll pick up the longboat on their return voyage. What is more important is getting to Beit Castan for proper repairs.

PCs asking if the Captain is worried about them stealing the boat, he simply replies *"Where are you going to go with it? You are in the middle of nowhere."*

## Fighting the Waters

While rowing ashore, the PCs will need to make a DC 10 Profession (Sailor) or Strength check to safely battle the choppy waters. The PCs may not take ten on this check.

If the PCs failed to heed the Captain's advice, or did not receive the advice, and they do not stay to the left, the check becomes DC 15.

Failure by five or less means the longboat begins to flounder in the waters. No progress is made but the boat stays upright and afloat.

Failure by more than five means the longboat capsizes and everything on board is dumped into the waters.

Where the boat is dumped depends on the progress the PCs have made. A long boat typically travels 10 feet per round. The PCs will start 200 feet from shore. The PCs won't have to make rolls until they are 100 feet from the shore.

Once in the water, the PCs must make a DC 15 Swim check to make it to shore. Significant failure on the swim check can lead to submersion and possible drowning (*Dungeon Master's Guide* page 304)

Righting a capsized longboat is possible but difficult. Assuming the PCs make a Swim check (DC 15 or 10 to tread water), they must make a DC 15 Profession (Sailor)

or Strength check to flip the boat back over. Other PCs may aid the check if they can stay afloat.

At the DM's discretion, if the PCs capsize and look to be in serious trouble, Na'imah ibnt Fahkri (see Once Ashore) will swim out and attempt to save as many PCs as she can. Na'imah is a strong swimmer (Swim +10) and should have no problem rescuing any sinking PC provided they aren't so heavy she cannot swim with them.

The rules for saving a drowning person are vague at best. The following rules are recommended to make the process simpler.

A PC may swim up to a sinking character by making the appropriate swim check. Once the PC is next to the sinking character, the PC may grab the sinking character (no roll necessary) and Swim to the surface. However, the Swimming character is now burdened with the weight of the character they are trying to rescue. See the Swim skill (*Player's Handbook* page 84) for more info on weight penalties and swimming.

Assume a sinking character sinks at the following rate per round:

- Not encumbered = 5 ft./rnd
- Lightly encumbered = 10 ft./rnd
- Moderately encumbered = 15 ft./rnd
- Heavily encumbered = 20 ft./rnd

Assume that a sinking/drowning character may assist their rescuer if they are still conscious by making a DC 10 Swim check to help offset any penalties the rescuer may suffer due to the weight of the sinking/drowning PC.

## Rowboat (from *Stormwrack* page 102)

Large vehicle; Seaworthiness -4; Shiphandling +2; Speed oars 10 ft. (good); Overall AC 4; Hull hp 30 (hardness 5); Ram 1d6; Mounts —; Space 10 ft. by 5 ft.; Height 2-1/2 ft. (draft 2-1/2 ft.); Complement 4\*; Watch 1; Cargo 1,000 pounds (Speed oars 5 ft. if 500 pounds or more); Cost 50 gp.

\*note: these row boats are longer than normal and can seat up to 8 people.

## Parshadon

There isn't a lot in Parshadon for the PCs to see or do. It is most likely that the PCs will head for the inn first but they may want to look around first (see Appendix 6: Parshadon & Map: Parshadon for details). Since the bulk of the adventure centers around PC/NPC interaction at the inn, the purpose of Na'imah meeting the PCs at the shore (see Once Ashore) is to direct the PCs to the inn quickly. However, if the PCs want to look

about Parshadon allow them to do so. Some information has been provided about the main town features to assist the DM (see Appendix Six: Parshadon). However, the town information is quite general and the DM may need to make up some things on the fly.

**Parshadon:** Conventional; AL LN; 40 gp limit; Assets 100 gp; Population 53; Mixed (human 88%, orc/half-orc 9%, Halfling 2%, Dwarf %, Gnome %, other 1%). Authority Figure: Na'imah ibnt Fahkri (NG human Com1/Exp2); 'Phelps' (CG Oeridian human male, Ftr4/Rog3/MThr3).

When the PCs arrive in town, read the following...

*A dozen modest Kamara dot the side of a steep hill. A meandering path zig-zags back and forth between the homes and past a large two story wooden building, most likely an inn.*

*Off to one side of the path, lay a set of disused tracks. Unlike the footpath, the tracks travel straight up the hill and beyond.*

*At the water's edge, large splinter poles jut from the churning seawater. What was once a sturdy pier is now little more than a few jagged reminders of the power of the sea.*

### Once Ashore

Na'imah ibnt Fahkri (see Appendix 4: NPC's for details) will meet the PCs at the shore. Na'imah runs the local inn (The Guiding Light) and is a bit of a figurehead in town. It is her perseverance and optimism that has helped keep Parshadon alive.

Na'imah will greet the PCs as they come ashore, making polite chitchat and instruct them to carry all the crates up the steep hill to the Light Above, the local inn.

If the PCs are local residents of Parshadon, they will know Na'imah and she will know them. She will greet them by name and inviting them to join her at the inn for a free drink while she sends locals around to ready their homes. Of course, she still expects locals to help carry crates up to the inn, even more so than those not from town because they should know better. *"Everyone pitches in"*, Na'imah likes to say.

Na'imah can certainly pass along information to the PCs if they ask. If the PCs mention Hamza Fakih or that they are here to deliver some goods to someone other than the inn, Na'imah will direct them to the inn, mentioning that they've had more than a few out of town visitors lately. If the PCs try to head to the inn without carrying the crates, she will call them back down. For a list of what Na'imah knows, see Encounter Five: The Light Above.

### Development – Lost Cargo

If the PCs turn up in Parshadon with no cargo for Hamza, not all is lost.

If the PCs longboat capsized coming ashore, some of the non-perishables can be rescued from the cove provided the PCs are willing to swim down to the bottom of the cove and recover the crates (see Player's Handout 1: Cargo Manifest for details). Swimming in the cove, as mentioned earlier, is tricky due to the swirling currents but clever PCs may come up with a way to recover the gear without entering the water.

For any items that were unrecoverable, PCs may attempt to procure those missing goods in town but it won't be easy. Parshadon is not a wealthy town by any stretch of the imagination. However, PCs may certainly try.

PCs wishing to scavenge supplies from town must make a group Gather Information check (DC 15) to randomly find enough of one particular item to replace it (see Encounter 3: The Cargo for details). There is no store in Parshadon.

PCs may only find replacements for items listed in the *Player's Handbook* that cost less than 5 gp. PCs can also replace missing gear with their own equipment if they have it on their person (character sheet) or the means to gather it from somewhere else quickly (*Teleport*, etc).

If the PCs are able to replace a sufficient amount of the cargo (80% of the items), then Hamza will still honor the contract and pay them the rest of their fee.

**NOTE:** If time is an issue, consider eliminating this option or having the PCs make a few skill rolls and move on. This is a roleplaying encounter and can run long.

## ENCOUNTER FIVE: THE LIGHT ABOVE

### Background – The Light Above

The Light Above is a moderately sized inn with a connecting tavern. It was once a very busy establishment, brimming with mine representatives and enterprising fortune hunters. With the failure of the mines and the subsequent departure of the mining industry, the Light Above has seen its clientele severely diminished over the past ten years. However, things are looking up as a recent influx of foreign adventurers have begun returning to Parshadon following rumors of treasure and lost cities.

The Light Above is owned by Abbas ibn Nadim al'Madara though he may introduce himself as ibn Nadim. The town folk commonly refer to him as

'Suratsiz' (Grumpy) due to his sour demeanor. Abbas was an out of town merchant that naively bought into the inn over thirty years ago. Unable (and perhaps unwilling) to sell the Light Above, Abbas remains in Parshadon, spending most of his time brooding and doing as little as possible to help out at the inn. Thus the job of running the inn has fallen up the shoulders of Na'imah ibnt Fahkri.

Na'imah was born in Parshadon just over thirty years ago and came to work at the inn at an early age when her father was killed in a mining accident. Over the years, Na'imah's fair and just treatment of her fellow townsfolk has endeared her to the locals and many see her as the town's de facto leader, coming to her with concerns and for advice.

In the past year, Parshadon has seen a large influx of foreign adventurers and merchants. Many have been transitory but some, for whatever reason, have decided to build in Parshadon. Some of those new town members may even be the PCs! This has meant a vast increase in business for the Light Above, allowing Abbas and Na'imah to pay off most of their debtors and even bring in some fresh supplies from Zeir-I-Zeif.

For detailed information on Abbas and Na'imah, see Appendix 4: NPCs.

**Abbas ibn Nadim:** male Baklunish human Expert 4; hp 14; see Appendix 4: NPCs.

**Na'imah ibnt Fahkri:** female Baklunish human Commoner 1/Expert 2; hp 9; see Appendix 4: NPCs

## Current Events

Within the last two weeks, business has been pretty good. Two parties have taken rooms at the inn and have paid well for the privilege. The first is Hamza Fakih, a scholar from Zeir-I-Zeif. The second was a group of adventurers from the Duchy of Urnst calling themselves the Seltaren Seven.

Hamza Fakih is still at the inn waiting for the PCs to arrive with his supplies (see Hamza Fakih for details). He has been friendly with the locals and news of his quest has traveled around town.

The Seltaren Seven have retained rooms at the inn with a sizable deposit but are currently off adventuring in the Vaar Hills. Their deposit is good for one week starting the day the PCs arrive in town.

## In The Inn

When the PCs enter the inn, they'll see a few locals sitting in the back playing a card game (Three Dragon Ante) and a lone individual sitting off to one side reading various books and scrolls while eating a bowl of soup.

When the PCs enter the inn, read the following aloud:

*The ceiling hangs low and tiny windows let thin beams of light into the common room. The wooden floor boards creak under the weight of feet. Three figures slowly look up from their card game then look back down. A lone figure sits off to one side, lost in his studies and oblivious to your arrival.*

The head of the card game is a human male of mixed race going by the name of Phelps. Phelps came to Parshadon after winning the deed to a large manor in a game of cards. The deed turned out to be a hoax. However, Phelps took residence in a large house up on the cliffs anyway. Since no one seems to mind, Phelps is happy to keep living there.

Phelps will be eager to invite the PCs to join him in a game of cards. The locals have no money to take and there isn't much thrill in playing for seashells. Phelps also relishes the company and takes the opportunity to tell the PCs about himself and his exploits. He particularly likes telling the tale of how a green dragon picked the wrong day to mess with ol' Phelps. He'll make sure the PCs notice his dragon skin boots as he tells the story.

The other two individuals are a small gnome by the name of Frumpkis Bimpersnickle and Gurdek. Frumpkis recently retired to town to enjoy a warmer climate and to build his dream home. Frumpkis occasionally performs in the Guilding Light on certain evenings.

Gurdek is a half-orc and has recently found his way up to Parshadon from Antalotol. Gurdek realized he was never going to make a living in the Antals and headed for Nafiq. An incident in Nafiq caused Gurdek to head north to Parshadon. No one really knows why and Gurdek isn't saying what happened.

**NOTE:** If time is an issue, consider eliminating roleplaying with the NPCs or keeping the encounter very short and move on. This is a roleplaying encounter and can run long.

The individual sitting off by himself is Hamza Fakih. He is busy studying his texts and won't notice the PCs come in. If the PCs have met Hamza before, they will recognize him.

If the PCs are making no effort to find Hamza for payment, feel free to have Na'imah direct the PCs to Hamza or even have Hamza approach the PCs. See Encounter Seven: Hamza Fakih for more details.

Various locals will pass through the inn during the PCs time in Parshadon. These locals are average



Parshadon residents: poor, hard working town folk just trying to get by. The residents are generally quite friendly and don't mind striking up a conversation with the PCs. This is a great way for the PCs to learn some rumors and gather some more information about the town and its surrounding environs.

### **The Seltaren Seven**

The Seltaren Seven spent about two days in Parshadon before moving on. Half of the group kept to themselves, the others mingled with the townsfolk and spoke with Hamza.

The group is/was comprised of a Female Suel Wizard named Aleena Meissel, a Halfling rogue named Dondo Peele, a half-orc Barbarian named Slit Wolfheart, an Elf Ranger named Turanti, an Oeridian Cleric of Pelor named Gaelen Sihoan, a Male Suel Sorcerer name Jonah and a Dwarf Fighter named Grimm Dunador.

Aleena Meissel was the leader of the group. She made the arrangements for the rooms and spoke to Hamza regarding possible employment. Slit and Gaelen socialized with the townfolk while the others kept a low profile.

Most people in town will recall the group though not many will remember all of its members. Slit and Gaelen were most visible and most likely to be remembered.

### **Getting Rooms**

PCs with homes in Parshadon can allow fellow PCs to stay at their place. But if there are no PCs from Parshadon, then they will be forced to stay at the only inn in town, the Light Above. It is assumed that PCs that pay no lifestyle cost will find shelter in the nearby hills or somewhere along the beach to sleep for the night. They may pay for a room if they like.

Currently, four of the six rooms in the inn are full. Three are being held for the Seltaren Seven, while the other room is being occupied by Hamza Fakihi.

Each room is a tight fit for two medium humanoids but passable. Three to a room will result in at least one PCs waking up fatigued as though they had slept in heavy armor (PH page 122 under Armor Check Penalty).

Abbas will forbid PCs from trying such a stunt but Na'imah is indifferent. She knows people in these parts don't have a lot of money. If someone is obviously trying to get off cheaply, Na'imah will take a different stance reprimanding the PC for their avarice and sending them to sleep elsewhere.

If more than four PCs need rooms in town, they have a few options...

The first option is to bribe (at least 10 gp), cajole (Intimidate check) or persuade (Diplomacy check) Abbas

or Na'imah into giving them a room. In this case, the PCs will be given one of the Seltaren Seven rooms for the night.

The second option is to offer to pay to sleep on the inn floor. This will also require some convincing (Diplomacy check) but is easier than trying to get a room.

The third option is to pay one of the locals to stay at their house. This will cost the PCs the same as a night at the inn (5 sp) but the PCs will have the benefit of experiencing the local cultures and customs as well as a free bowl of boiled dates in the morning.

NOTE: If time is an issue, consider just letting the PCs book rooms and move on. This is a roleplaying encounter that is here to provide a feel for life in Parshadon as well as what some of the NPCs are like. It can run long or add unnecessarily.

### **Information**

On top of the general rumors (see Appendix 5: Rumors), PCs can speak with the locals to gather more information about the town, its history and other important related events (see Appendix 6: Parshadon).

The talk of the town is the recent arrival of the Bey's tax collector. He arrived the day before the PCs and has been resting at the Bey's home up on the cliffs. No one is quite sure what he is here for since the town has no money and there has not been a tax collector in Parshadon for nearly twenty years.

It should be noted that Hamza Fakihi has been in Parshadon for over two weeks and he has befriended many of the locals. Thus Hamza's quest is known about town and has a few people talking. This is a great way to get the PCs involved with Hamza if they haven't already made contact with him.

## **ENCOUNTER SIX: HAMZA FAKIH**

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### **Background**

Hamza Fakihi is a curious scholar with an unquenchable thirst for knowledge. Approximately a year ago, Hamza attended an auction in his hometown of Ceshra in southeastern Zeif. It was there he learned of several curious items and has since gone on a quest to uncover their true history.

Hamza arrived in town just over two weeks prior to the PCs arrival. His distrust of boats and water travel means that he did not accompany his cargo (which was sent by boat) to Parshadon. Instead he traveled the roads to Nafiq and from there, headed north to Parshadon.

Since the ship carrying Hamza's supplies never reached Parshadon, his decision seems justified.

With the disappearance of the ship, her crew and all her cargo, Hamza is now in a bit of a bind. The Vaar Hills are a dangerous place for a lone, unprepared traveler and Hamza is not so desperate for knowledge that he would foolishly risk life and limb to reach his final destination.

Initially, Hamza approached a group of adventurers passing through town on route into the Vaar Hills. The group was looking for a lost tomb in the area but refused to take him claiming there was 'no profit' and it was 'out of their way'.

Desperate, Hamza spent most of his remaining money to have a new batch of supplies shipped to Parshadon. The Moquallad Consortium handled the transaction and hired Captain Ahfet bin Muzan who in turn hired the PCs.

### Currently

While the rest of the adventure does not rely on the PCs meeting Hamza Fakih, the PCs may wish to collect the remainder of their payment. At some point the PCs will (hopefully) attempt to locate Hamza. Assuming the PCs approach Hamza at the inn, read the following aloud:

*A thin man sits before you, his bulging eyes poring over various texts and scrolls. He slowly sips spoonfuls of soup unaware that most of it is dribbling down the front of his robe.*

### Supplying Hamza

The PCs were only hired to accompany the supplies to Parshadon. If they were successful, Hamza will be quite relieved and will happily pay them the second half of their fee. He will then enquire as to the PCs current plans and offer them additional work if they are interested (see Hamza's Plan for more details).

### Supplying Hamza – No Supplies

If the PC turned up with no supplies, Hamza will be rather upset. He will claim that those supplies were crucial to his trip into the Vaar Hills on his quest for knowledge and will be greatly dismayed that his journey may have to end short. There is also the matter of payment. Since the PC didn't hold up their end of the contract, he will refuse to pay them. PCs with Hamza's favor may use it here to receive payment even if they refuse to continue with the rest of the adventure.

Not all is lost! Hamza can easily be convinced to continue on with his journey and even pay the PCs. As mentioned earlier, the PCs may attempt to round up enough supplies in town in an attempt to fulfill their contractual obligation of safe delivery.

In case the cargo was lost, Hamza does have a back-up trade object: a mirror that only shows vampires reflections. He acquired it too late to have it shipped so he carried it with him during his overland journey.

Again, consider any time constraints before running this option. It can run long depending on how much the PCs roleplay.

### Hamza's Reaction

Hamza's reaction to the PCs will depend on past interactions (in ZEF6-04 *Generosity*) as well as if they turn up empty handed or not.

If the PCs don't deliver the supplies, Hamza's attitude will be Unfriendly. His attitude will have to be shifted to Indifferent before he will offer the PCs work.

If the PCs deliver the goods but have not met Hamza or have met him but did not earn his favor, his attitude is Indifferent.

If the PCs aided Hamza in Generosity (helped him buy the historical documents he was looking at) then they should have gotten his favor. If this is the case, he will remember the PCs by name. In this case, Hamza's attitude is Friendly.

If the PCs purchased any of the items from the auction and hired him to find out about said item, he will be very excited and will seek out the PC(s) to discuss his progress. In this case, Hamza's attitude is Helpful.

Hamza's attitude can be shifted one step up the chart by expending any favor the PCs have with Hamza.

### Payment

Hamza's offer of payment will depend on his attitude towards the PCs.

Hostile: 0 gp & no chance to speak with Hamza

Unfriendly: 0 gp but chance to use Diplomacy on Hamza

Indifferent: start offer at 5 gp, can go up as high as 10 gp

Friendly: start offer at 10 gp, can go up as high as 20 gp

Helpful: start offer at 35 gp, can go up as high as 75 gp

### Hamza Turned Down

If the PCs turn down Hamza's offer, he will continue on his way provided he has enough supplies to continue his journey. Desperate, Hamza will hire some locals to accompany him into the hills and will leave as soon as possible.

Of course there is still another option for the PCs, a local will approach them and ask them to make a deal

with the sorceress to aid the town (see Encounter Eight: Save This Town for details)

### Hamza's Plan

Naturally, the PCs will want to know exactly what they are being hired to do. Hamza is generally a friendly man. He will be pleasant if not forthcoming with bits of information about his quest, especially if the PCs seem interested in his work.

Hamza's can tell the PCs the following:

### How He Got Involved

- Approximately one year ago, he was attending an auction in Ceshra where he spotted some strange items up for sale. He remembered an interesting detail about one of the items and approached the item's buyer. That buyer may be a PC or it could have been one of the NPCs from the Generosity.
- If no PCs hired Hamza, a rich merchant's wife named Sitti paid him to uncover more about an item she purchased. The item Sitti won was not one of the items the PCs could have won at the auction; however Hamza looking for sponsors will have led her to believe otherwise.
- The buyer was interested in his story and hired him to uncover more details.
- His initial inquiry led him to uncover interesting information about several of the pieces that were sold.
- Curious Hamza set out on a quest to uncover the true history and purpose of these items.

### About The Figurine

- The figurine is a grotesque rendition of a horse and is carved from solid obsidian. It has strange markings along its base and (currently) does not detect as magic.
- Study into the origins of the figurine proved particularly intriguing. It was originally part of a set known collectively as the Dark Rider.
- The horse figurine was recovered by Sahid Al'Adib after defeating a fierce and powerful Paynim Chieftan in battle. The rider figurine was not present and its current whereabouts is unknown.
- When Sahid Al'Adib went missing, his estate was taken over by Yazid bin Yunis and his possessions were put up for auction.
- Further investigation has uncovered links between the horse figurine and a powerful

magician known in legend as the Black Sorceress.

### Where He's Going & Why

- Hamza is heading into the Vaar Hills to seek out the supposed location of the Tower of the Sorceress.
- Hamza knows the general area but will have to spend some time there to find the exact location.
- Hamza wants to find the Tower so he can speak to the Sorceress.
- The Sorceress supposedly possesses much arcane and mundane knowledge.
- However, it is said that this knowledge does not come without a price.
- The Dark Sorceress is a devilishly skilled and somewhat incomprehensible bargain maker. One story tells of her trading a mountain of gold for single strand of hair. Another tells of a bey trading the love of his family for a single name.
- Hamza is missing a few key pieces of information about the horse figurine and believes that the Dark Sorceress may have the final pieces of the puzzle that he seeks.
- Hamza hopes he can meet the price she demands but is unsure what she will request from him. Stories mention several items that might be useful bartering chips. (This should explain some of the odd items in the cargo delivered to Hamza if the PCs are wondering).

Hamza plans to leave as soon as possible as he is eager to reach the Tower. However, Hamza is willing to wait if needed especially if waiting means recovering any missing supplies but will grow impatient after two or three days. After that, he will demand that they leave without delay.

### More Than One Figurine

It is possible for more than one PC at the table to have a Figurine. Unbeknownst to Hamza, Alochiel made more than one set of figurines. Hamza will be amazed if more than one PC produces a Figurine for him to see and will ramble excitedly about the significance of this occurring and how it alters what he has learned so far.

In game terms, it is ok for more than one PC to have a Figurine. Each PC will get the chance to unlock their Figurine at the end of the adventure.

**Hamza Fakih:** male Baklunish human Expert 9; hp 34; see Appendix 4: NPCs

**Treasure:** The PCs can gain the following treasure here:

\*The PCs may haggle for additional payment. The payments will range from 0gp to 75gp depending on Hamza's reaction to the PCs and the PC's ability to haggle with Hamza.

**APL 2:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 4:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 6:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 8:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 10:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

## ENCOUNTER SEVEN: THE TAXMAN

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### Background

Bugra Bey ibn Damir al'Bakhoura, the Bey of Madara, has heard rumors of the recent influx into Parshadon by foreign interests. He is curious, believing the sudden interest equal a newfound source of wealth. The Bey has sent up one of his closest men, Hadee bin Nusar, to scout out the situation and to collect taxes from the town. If something of interest is happening to make Parshadon profitable, the Bey would like to know so he can claim his share.

### Current Events

A few days ago, Hadee bin Nusar and his bodyguard Fatel arrived in Parshadon. They are staying at a home in town that is owned by the Bey but has lain vacant for years. Since it has been some time since the Bey sent a tax collector to Parshadon, the town residents have taken notice.

The day before the PCs arrive in town, Hadee visited the Guiding Light to demand the Bey's tax money. He gave Abbas ibn Nadim two days to come up with the money. With the PCs arrival in town, Hadee has become interested in the goings on at the inn and has decided to step up payment by a day. When the PCs are at the inn, Hadee and Fatel will arrive to pressure Abbas and Na'imah for money.

### Using This Encounter

This encounter can happen any time the PCs are in Parshadon but before they leave to the Sorceress' Tower. Ideally it would happen in the Light Above after the PCs

have had a chance to talk with Hamza (if not Muthah) so it is clear they have an option for leaving town and still continue with the adventure. If this encounter happens when the PCs arrive back from their adventure, then Hadee will have arrived in town with the Bey's men, giving the PCs very little opportunity to avoid arrest should the PCs use lethal force or break some other law.

### Dealing With the Tax Man

Hadee is elitist, insulting and only concerned with forwarding his interests. He is a generally dislikable person. He feels his position as the Bey's number one tax collector gives him the authority to behave in any manner he sees fit as long as it is in keeping with the Bey's wishes. Thus when he arrives at the inn to collect his taxes, he is rude and demeaning to Abbas, Na'imah and any PC that becomes involved in the situation.

Read the following aloud...

*A milky skinned Baklunish male dressed in expensive silk robes stands out like a beacon against the run down backdrop of the tavern. Proceeding the man is a large, thick orc warrior wearing gleaming splint armor and polished leather boots.*

*The pair makes their way over to Na'imah. The finely dressed man exchanges words with Na'imah and suddenly the conversation becomes quite heated.*

*"One hundred efrit!?! By the end of the day!?! That is impossible!" shouts Na'imah.*

*"For Mouqol's Sake! You people have sat out here avoiding taxes for the last twenty years. When the Bey finally sends me to collect taxes, you had better pay up. You owe a grand total of one hundred efrit. If you can't pay it then the Bey will take your inn instead" the man hisses back.*

The Bey's tax collector Hadee bin Nusar is here to collect the taxes owed to the Bey. Currently, the only thing in town even close to making money is the inn. With all the new arrivals, the Bey feels owning the inn would be a good way to keep tabs on the goings on in Parshadon while potentially generating a profit.

PCs may (and probably should) intercede at this point. Hadee's behavior is unbecoming a proper Zeifan. Any PC that is religious (of a Baklunish faith) or a devoutly follows the Four Feet of the Dragon, should be made aware that his words are inappropriate and even blasphemous. Even if the PCs don't want to save the inn, they could at least prevent Hadee from offending anyone else in the tavern.

There are a few ways to handle the situation but it won't be a simple. Hadee will immediately begin insulting and intimidating the PCs, hoping to aggravate them into some kind of foolish action so that he has an

excuse to punish them under Zeif law. PCs unable to keep their cool may quickly find themselves as slaves.

The easiest way end this encounter is to pay the taxes for the Guiding Light. Since taxes have not been collected from the inn in some time, the amount is quite substantial (by regular standards). The inn owes 50 gp in tax money however Hadee has now upped the total to 100 gp and moved up the deadline to pay to the next few days. If the inn can't come up with the money, the Bey will take control of the building. The PCs can simply pay the 100 gp with no need for a roll and Hadee will leave, miffed yet content. Unfortunately, no one in town (owner included) can afford that kind of money. In total, the Light Above has 5 gp to its name.

A second way to deal with the situation is to use one of the following social skills: Bluff, Diplomacy or Intimidate. However, these only forestall the inevitable. Unless the PCs can pay off the debt before the end of the adventure, Hadee will eventually make his way back to Parshadon and take control of the inn on behalf of the Bey since no one at the inn can pay the debt.

For purposes of Diplomacy, Hadee bin Nusar starts the encounter with an attitude of Unfriendly. The PCs will need to shift his attitude to Friendly or better to buy the inn more time to pay. If the PCs are successful, Hadee will give the inn one more week to come up with the money. Shifting Hadee's attitude to Friendly will mean the inn still needs to pay its taxes immediately but the fee will be reduced back to 50gp. Helpful will give the town more time to pay back the 50 gp.

PCs able to Bluff Hadee with a plausible excuse will buy the inn some time to pay and/or lower the price. How much time is up to the DM and the PC(s) to work out through roleplaying. If the PCs don't have a suggestion, Hadee will give them one week.

PCs who Intimidate Hadee will send him packing. If Hadee realizes he's outnumbered, he will head out of the inn promising that the Bey will hear about this behavior. If the PCs succeed but Hadee thinks he is dealing with one or two PCs, he'll send in Fatel to deal with the situation. Fatel will do exactly what he is told.

It should also be noted that Hadee is very self-serving. Should the PCs mention they have connections with the Sultan or some other important official (have favor with that individual) and are willing to expend their favor on Hadee's behalf, Hadee will agree to give the inn another month to come up with the money. If the PCs are willing to expend a favor, no roll is necessary.

A final resort is to beat up Hadee's bodyguard. Once Fatel is out of the picture, Hadee loses his nerve and flees in fear. This option can be dangerous for the PCs. If the PCs do use lethal force, they will be considered criminals and may be arrested (see Conclusion for more details).

If the PCs insult Hadee in any possible way, he will immediately order Fatel to defend his honor. Fatel will then step in and attempt to knock the offending PC unconscious with his fists. Fatel will only use lethal force if the PCs use lethal force on him first.

### **Delivering the Dusk Lash Package**

Since Hadee has been sent to Parshadon, he has made arrangements with Bayezik Azuz ibn Timur to have the Dusk Lash's payment delivered to Parshadon. One (or more) of the PCs may have been chosen to deliver that package. If this is the case, then the PCs may use their roles as bagmen to leverage some lenience from Hadee.

Provided the PCs are somewhat discrete and deliver the package intact (not tampered with), Hadee will be pleased. PCs that make the delivery gain a +4 bonus to any Diplomacy checks made when dealing with Hadee. The PC (or PCs) will have also gained the Notice of the Dusk Lash.

If the PCs are obvious about the delivery, threaten to withhold the package from Hadee or Hadee detects that the package has been tampered with, then the PCs are in a bit of trouble. First, the Dusk Lash will find out and the PCs will have earned their disfavor. Second, Hadee will be very displeased and his attitude will automatically shift to Hostile and will inform the Bey of the situation, jeopardizing the Dusk Lash's operations in Madara.

### **Development – Lethal Force**

If the PCs used lethal force on Hadee or Fatel, word will reach the Bey who will send a sizable contingent of men to arrest the PCs and bring them to justice. The Bey's men will arrive at the conclusion of the adventure when the PCs arrive back in town. See Conclusion for more details.

### **Development – PCs Do Not Interfere**

Zeif is a very Lawful nation and many Zeif characters are very law abiding. There is the chance that all of the PCs will not interfere with Hadee's threats. After all Hadee is an official representative of the Bey and his word is law after all. It is ok for the PC to not interfere and sleep at night. This is a fairly typical moment of life in Zeif. The events in the tavern will affect the fate of Parshadon and every outcome has been accounted for.

It should be pointed out to concerned PCs that Hadee's behavior and claims are not in keeping with the Four Feet of the Dragon. He is behavior dishonorably and showing no generosity. He even goes so far as to take the name of Mouqol in vein. Not very pious. Those PCs that adhere to the Four Feet of the Dragon will

definitely be appalled by his behavior and it would not be wrong of them to intercede if only to calm Hadee down and have him set a better example. In the process, the PCs may even buy the inn some more time to pay their taxes.

### Tactics & Motivation

If the PCs are unwilling or unable to avoid a fight with Hadee bin Nusar bodyguard, then Fatel do his best to avoid lethal combat. Hadee bin Nusar and Fatel are both well aware of the criminal laws in Zeif, and while Hadee is somewhat above reproach, Fatel isn't. Thus the half-orc and his boss avoid lethal combat without provocation to cover the possibility that they will be prosecuted for their crimes and be forced into slavery. However, once the PCs use lethal force, the gloves are off.

If and when a fight does break out, Fatel will do his best to protect Hadee bin Nusar. He will attempt to stay between Hadee and the PCs, Bull Rushing anyone that gets too close. Fatel isn't a smart fighter. He relies on his size and strength to intimidate most opponents into backing down. Fatel will risk attacks of opportunity to protect Hadee and may draw a few of his own due to carelessness.

If the fighting looks serious, Hadee will attempt to flee. If Fatel is taken out (very likely), and Hadee hasn't escaped, he will attempt to threaten or cajole his way out of trouble, stating that Bugra Bey ibn Damir al'Bakhoura will hear about any harm that befalls him. The DM may wish to remind PCs that inflicting lethal damage upon Hadee is a punishable offence and the sentence for the crime is slavery.

**Hadee bin Nusar:** male Baklunish human Aristocrat 6; hp 27; see Appendix 4: NPCs

**Fatel:** male Orc; see appropriate entry in Appendix One: Stats.

### APL 2 (EL 3)

**Fatel, Bodyguard:** male orc Warrior 4; hp 22; Appendix 1.

### APL 4 (EL 3)

**Fatel, Bodyguard:** male orc Warrior 4; hp 22; Appendix 1.

### APL 6 (EL 5)

**Fatel, Bodyguard:** male orc Warrior 6; hp 33; Appendix 1.

### APL 8 (EL 5)

**Fatel, Bodyguard:** male orc Warrior 6; hp 33; Appendix 1.

### APL 10 (EL 7)

**Fatel, Bodyguard:** male orc Warrior 8; hp 44; Appendix 1.

## ENCOUNTER EIGHT: SAVE THIS TOWN

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### Background

Idel was one of the Sultan's men in charge of overseeing operations in the mine. Originally Idel hated living in Parshadon but over time grew to love the land and the quiet solitude it provided. When the mines began to shut down, Idel decided to stay on and live the remainder of his life in Parshadon. Idel died five years ago but before he did he entrusted his son Mutah with a secret: a mysterious tan and green marbled stone found deep within the mines.

### Introducing Mutah

Mutah bin Idel is a handsome man in his mid twenties. He was born and raised in Parshadon and has grown to love his life here. Despite his rugged appearance, Mutah is well spoken, intelligent and well mannered. He was taught the ways of the court and of science by his father who was schooled at the Sultan's harem.

Mutah currently lives on his own in a small stone hut on the slopes of Parshadon. He makes a living farming root vegetables in small plots near his home. He trades the vegetables for other necessities such as fish, wine and various services.

When the PC meet Mutah, read the following aloud...

*A young man wearing the worn garments of a farmer approaches, his handsome face displaying concern and worry. He wrings his weathered hands as he paces nervously towards you.*

*"If it is possible, I would wish to have a word with you if you are not too busy. It concerns the welfare of my home as well as every other person that lives in Parshadon."*

### The Stone

If the PCs ask to see the stone, Mutah produces an object approximately one foot in diameter wrapped in red cloth. The stone weighs approximately 6 pounds (the weight of a heavy pick) and is tan with green marbling.

Anyone handling the stone can feel that it is quite cool to the touch.

Unbeknownst to Mutah, the stone was once a legendary weapon known as Fellstone, a magical pick made entirely of stone. How the weapon came to its current state is unknown. For now, Fellstone sits inert in its original stone form waiting for someone to draw on its power and return it to its rightful state. (*Arms and Equipment Guide* page 107)

### How to Use This Encounter

Mutah's introduction to the PCs is left to the DM's discretion. It is most likely that Mutah will introduce himself to the PCs before they set out with Hamza Fakih.

Mutah has heard Hamza's tales of the Dark Sorceress and believes that his unusual stone may be worth something to her. He would like to accompany the party to her Tower and barter a trade to help restore Parshadon's former prosperity.

However, Mutah could also search out the PCs if they have just fought Hadee and Fatel. Mutah will advise the PCs that it would be best if they left town for a while until things cool down and if they are leaving town, perhaps he could ask a favor.

If the PCs have yet to meet with Hamza Fakih, Mutah could be used as a catalyst to have the PCs initiate contact with him. He will mention hearing Hamza's tales and mention they are the reason for his wanting the PCs to journey to see the Sorceress.

If the PCs have met Hamza and decided not to take him up on his offer and don't know where the Tower is located, Mutah will be able to help lead the PCs through the Vaar Hills. Though he is unsure where the tower is located, he has seen Hamza's maps and could find the general location. Once there it would be much easier to locate the Tower.

If the PCs decide that the quest is too dangerous for Mutah and do not offer to take the stone for him, he will then attempt to follow the PCs as they head into the Vaar Hills. He is careful to remain quite far behind the party (200 feet) so as not to be seen. A DC 30 Spot check is needed to see Mutah tailing the PCs.

If the PCs catch Mutah, he will apologize for his deception and plead with the PCs to allow him to accompany them. If they still decline to take him along, he will head back to Parshadon, leaving the stone to the most trustworthy looking PC in the party (or Hamza if none of the PCs inspire confidence) with instructions to offer the stone to the Dark Sorceress in exchange for prosperity.

If the PCs still refuse to take the stone to trade with Alochiel, they will not gain the favor of the town of

Parshadon and the item Fellstone should be crossed off as an option on the AR.

Here is what Mutah knows:

- The stone was given to him by his father Idel.
- Idel worked for the Sultan and helped run the mines.
- Idel told Mutah that one evening, while he was clearing slaves from the mine, the earth shifted, revealing a strange rock formation.
- On closer inspection, the formation resembled an altar or a pedestal. On top of this pedestal was a strange looking rock.
- Thinking rock might be valuable, Idel took it. He hoped to sell it for cash.
- Over time Idel grew to love living in Parshadon and when the mines closed, he remained behind.
- Mutah plans to trade the stone to the Sorceress in exchange for her help saving Parshadon.

**Mutah:** male Baklunish human Expert 4; hp 14; see Appendix 4: NPCs

## ENCOUNTER NINE: LOST SOULS

### Background

With the recent establishment of trade ties to Zeif, more than a few citizens of the Duchy of Urnst have made their way to Zeif to find their fortune. The Seltaren Seven were one such group.

The Seltaren Seven were an adventuring group based in the city of Seltaren in the Duchy of Urnst. Looking for a change of scenery and following rumors of lost silver, the Seltaren Seven made their way to Parshadon and into the Vaar Hills.

Using magical guidance and a rough map, the group found the remains of an ancient ruin deep in the hills. Over the next few days, the group uncovered hidden burial chambers and plundered them for their wealth. Unfortunately, the group also released an ancient evil spirit that was trapped there. The spirit stalked the group as they journeyed back to Parshadon, slowly eroding their sanity and picking off stray members during opportune moments. By the time the party finds the Seltaren Seven, there is one member left: Slit Wolfheart.

Late last night Slit Wolfheart succumbed to the maddening whispers of the evil jackal spirit. In a fit of paranoid rage, he lashed out at everything and anyone

around him, killing the remaining two members of his party: a female Suel mage and worshipper of Wee Jas and a Halfling warrior and his riding dog. Slit now sits atop a large rocky formation beside the camp, hiding and fearful of detection. When the PCs enter the camp, Slit will see them as threats to his safety, mistaking them for the evil spirits, and will instinctively lash out at them.

### Using This Encounter

This encounter is designed to be inserted into the adventure at any time the PCs are traveling through the Vaar Hills. Ideally it will come after the PCs have met Hamza and/or Mutah in town and agreed to head to the Sorceress' Tower but this need not always be the case. If the PCs were unfortunate enough to be unable to defend the Sulamak and were forced to walk to Parshadon via the Vaar Hills, they may stumble upon the remains of the Seltaren Seven a bit earlier than expected.

It is also important to note that this encounter should come before Encounter Eleven: An Ancient Evil so the PCs may have an opportunity to discover information about what is to come but again, this isn't absolutely necessary. See Appendix 7: Flow Chart for details.

### The Campsite

When the DM is ready to insert the encounter into the adventure, read the following aloud...

*Smoke drifts lazily from behind a cluster of several large red rocks.*

Assuming they investigate the campsite, read the following aloud...

*Shattered wreckage lays strewn about the hard ground surrounding a smoldering fire pit. Not far from the center of the camp lay two motionless forms: a Halfling and a Suel female. It isn't difficult to tell that the pair did not survive the attack.*

### The Cave

Approximately 15 feet up on one of the large rocks near the campsite (see map), is a small shallow cave that Slit has been using as a hiding spot and shelter. Inside, the PCs will find scraps of food and rations that Slit scavenged from the remains of the campsite as well as a *replenishing skin* that provides Slit with water.

### Identifying Slit

Both Hamza and Mutah met Slit Wolfheart as well as the rest of the Seltaren Seven. If they are accompanying the PCs, they can easily identify Slit as one of the adventurers that was in town a little over two weeks ago. They can also identify the bodies of the female Suel and

the Halfling though neither knows their name as they never spoke with the townsfolk.

PCs taking a full round to examine Slit from a reasonable distance, will be able to make a DC 15 Heal check to tell that Slit is suffering from malnutrition and thirst. A result of 25 to 29 will reveal that Slit is not just raging but he is also suffering from some mental trauma. Results of 30 or better will let the PC know all of that plus that Slit has had his mental stats reduced in some capacity.

### Tactics & Motivation

If the PCs do not spot Slit atop the large rocky formation (DC 25 Spot check), he will rage and leap down upon the PCs with furious anger and attack the closest PC, screaming in orcish "You won't kill me! I won't let you!"

Slit will not stop attacking until subdued or killed. His Wisdom is currently three and he is running on little more than instinct. He is too crazed to stop and use any of his potions. He simply keeps hitting until the PCs stop him.

If the PCs capture/subdue Slit and cure him of his insanity, give them full experience as though they had killed him.

### Development – Speaking With Slit

If the PCs are able to remove his madness (bring in Wisdom above five or use some other powerful magic), he will be able to give the PCs some interesting bits of information. The descriptions have been left a bit vague so that the DM.

If the PCs cast *Speak with Dead* on the Suel Wizard or the Halfling, they will get roughly the same information, modified to fit their point of view.

What Slit Wolfheart can tell the PCs:

- Slit and his group left Parshadon over two weeks ago to find the location of a set of ruins. He remembers Hamza approaching the group but their leader Llwelyn declined.
- After a week in the hills, the group finally found the ruins. They spent three more days exploring the ruins before stumbling across some ancient burial chambers.
- The group had some luck recovering treasure but decided to head back to Parshadon when two of their members were killed by guardians.
- We began heading back but we became lost. It was as though the path was moving, leading us further into the hills rather than out. We



wandered for five days before making camp here.

- During our wandering we began to notice strange sounds in the night. An odd howling. Everyone felt uneasy and were put very on edge.
- Two nights out we lost our cleric of Pelor. It appeared as though he wandered off into the night. There was no sign of him coming or going, he simply vanished during his watch.
- Two nights after that, the elf thought he spotted something and ran off after it. It was night and we lost him the dark. We have not seen him since.
- I have seen eyes, terrifying eyes, watching us at the edge of our camp fire. They filled my soul with dread.
- The wizard said we had unearthed an ancient evil when we opened the tomb. This creature was the walking dead but alive and older than humans. That it would follow us to the ends of Oerth to exact its revenge. That it would destroy our minds then make us one if its kind.

Specific to Slit Wolfheart:

- We made camp here and that night my dreams were filled with terrible visions. Something or things were closing in trying to hold me down. I do not recall what happened after that.

Specific to the Mage and the Halfling:

- The half-orc was having some very troubling dreams and began screaming. I (the Mage) went over to see if there was some way I could help. When I (the Mage) shook the half-orc, he went berserk. He attacked the camp, smashing our belongings like a ferocious animal. When we tried to stop him, he turned on us.

### **Development – Slit Goes With PCs**

If the PCs are concerned with what Slit will do, he will say he's not sure. If there are any Suel present, he will ask them what to do. If no one has any ideas, he will say that he should go back to Seltaren.

Clever PCs may be able to convince Slit to accompany the PCs for the rest of their journey (however long that may be). PCs need to make a DC 15 Diplomacy check to convince Slit to go with them. If any PC is Suel, they do not need to make a check but they still need to ask. Slit has been trained to protect Suel and follows their orders almost religiously.

If Slit does accompany the PCs, he will stay near any Suel PCs, acting as their bodyguard. If there are no Suel, he will stay by the person that persuaded him to come with the PCs.

Slit is a powerful ally. If there are six PCs and they don't seem to be having any trouble, don't involve Slit in any combats. Instead, have him guard the rear or some other duty.

If the PCs are a small group and/or underpowered, the DM should consider having Slit join the combat to help even the odds. He can deal a lot of damage if needed.

### **Development – The Next Victim**

If the PCs haven't encountered the Ancient Evil Jackal yet, he is in the area. He will take this opportunity to pick a PC to begin stalking. That person will then begin to see things in the corner of his eye and feel as though he/she is being watched. The Jackal will then stalk the PC for a number of days, attempting to weaken the PC before making its move.

### **Development – PCs Don't Get Slit's Gear**

If the PCs save Slit, they won't get to keep his gear (anything on his person) as loot. In this case, the PCs will receive a reward from House Meissel on behalf of Slit Wolfheart once Slit returns to Seltaren. The PCs will receive the gold equivalent to the value of Slit's gear and still gain access to any items listed on the AR under item access. House Meissel has promised to make some items available for purchase for a short time. The items are those listed on the AR.

### **Development – Searching The Campsite**

When Slit Wolfheart went insane, the following rampage destroyed most of the valuables in the camp. A search of the camp will uncover 30 gp worth of gems and coins and any potions that may be listed under Slit's equipment list (he's forgotten they exist). The potions are marked in Orcish. If anyone can read Orcish, they say "Big" (for *enlarge person*), "Heal" (for *cure moderate wounds*) & "Heal" (for *potion of lesser restoration*). The *cure moderate wounds* and the *lesser restoration* potions are different colors (one is green and one is clear) which is how Slit could tell the difference.

It will also uncover a blood soaked map leading to the ancient ruins that housed the evil jackal spirit. Notes have recently been made on the map to help pinpoint the exact location of the ruins in relation to Parshadon. The notes are written in Common with some in ancient Sueloise.

If the PCs follow this map and have not yet defeated the jackal spirit, they will encounter it at the ruins. Once

the PCs have defeated the jackal spirit, they may remain at the ruins unmolested. See Encounter Eleven: An Ancient Evil for more details.

Any PC able to Track can make a DC 15 Survival check to tell that the most recent tracks show a three humanoids in battle. Two are of medium height, one is small. A result of 20 or better will also reveal two older sets of tracks wandering off from the campsite and not returning. Those are the tracks of the priest and the elf.

#### APL 2 (EL 3)

**Slit Wolfheart:** male half-orc barbarian 2/fighter 1; hp 21; Appendix 1.

#### APL 4 (EL 5)

**Slit Wolfheart:** male half-orc barbarian 2/fighter 3; hp 39; Appendix 1.

#### APL 6 (EL 7)

**Slit Wolfheart:** male half-orc barbarian 2/fighter 5; hp 54; Appendix 1.

#### APL 8 (EL 9)

**Slit Wolfheart:** male half-orc barbarian 2/fighter 7; hp 69; Appendix 1.

#### APL 10 (EL 11)

**Slit Wolfheart:** male half-orc barbarian 2/fighter 9; hp 95; Appendix 1.

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** Loot 27 gp; Coin 30 gp; Magic 258 gp; *chainshirt +1* (104 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp); Total 315 gp.

**APL 4:** Loot 0 gp; Coin 30 gp; Magic 258 gp; *chainshirt +1* (104 gp), *greataxe +1* (193 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp); Total 481 gp.

**APL 6:** Loot 0 gp; Coin 30 gp; Magic 258 gp; *chainshirt +1* (104 gp), *gauntlets of ogre power* (333 gp), *greataxe +1* (193 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp); Total 814 gp.

**APL 8:** Loot 0 gp; Coin 30 gp; Magic 258 gp; *chainshirt +2* (354 gp), *gauntlets of ogre power* (333 gp), *greataxe +1* (193 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp), *ring of protection +1* (167 gp); Total 1231 gp.

**APL 10:** Loot 0 gp; Coin 30 gp; Magic 258 gp; *chainshirt +2* (354 gp), *gauntlets of ogre power* (333 gp),

*greataxe +1, thundering* (693 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp), *ring of protection +1* (167 gp); Total 1731 gp.

**Magic:** The items produce the following magic auras:

**APL 2:** *chainshirt +1* (faint abjuration), *potion of cure moderate wounds* (faint conjuration), *potion of lesser restoration* (faint conjuration), *potion of enlarge person* (faint transmutation), *replenishing skin* (faint conjuration).

**APL 4:** *chainshirt +1* (faint abjuration), *greataxe +1* (faint abjuration), *potion of cure moderate wounds* (faint conjuration), *potion of lesser restoration* (faint conjuration), *potion of enlarge person* (faint transmutation), *replenishing skin* (faint conjuration).

**APL 6:** *chainshirt +1* (faint abjuration), *gauntlets of ogre power* (faint transmutation), *greataxe +1* (faint abjuration), *potion of cure moderate wounds* (faint conjuration), *potion of lesser restoration* (faint conjuration), *potion of enlarge person* (faint transmutation), *replenishing skin* (faint conjuration).

**APL 8:** *chainshirt +2* (moderate abjuration), *gauntlets of ogre power* (faint transmutation), *greataxe +1* (faint abjuration), *potion of cure moderate wounds* (faint conjuration), *potion of lesser restoration* (faint conjuration), *potion of enlarge person* (faint transmutation), *replenishing skin* (faint conjuration), *ring of protection +1* (faint abjuration).

**APL 10:** *amulet of health +2* (faint transmutation), *chainshirt +2* (moderate abjuration), *gauntlets of ogre power* (faint transmutation), *greataxe +1, thundering* (faint abjuration/necromancy), *potion of cure moderate wounds* (faint conjuration), *potion of lesser restoration* (faint conjuration), *potion of enlarge person* (faint transmutation), *replenishing skin* (faint conjuration), *ring of protection +1* (faint abjuration).

## ENCOUNTER TEN: LET'S MAKE A DEAL

### Alochiel

Alochiel is a demoness sorceress that came to the Prime Material Plane nearly a millennium ago and decided to stay. While Alochiel is a creature of chaos and evil, she is not violent nor is she stupid. She would much prefer to use deception and subterfuge to get what she wants. If that doesn't work, she is more than happy to buy it with gold and jewels. If she can't get what she wants immediately, she is willing to wait. She has lived over a thousand years. She can afford bide her time until the item becomes available once more.

Alochiel is ultimately out for herself even if her immediate goals don't appear clear. Though her bargaining may seem foolish or incomprehensible to those dealing with her, Alochiel's deals are always made with an eye on her long-term plans. What those plans are, however, remain a mystery to everyone except her.

### Alochiel and the PCs

Alochiel will appear to the PCs as a beautiful human female with dark skin as she did in ZEF6-04 *Generosity*.

Unlike *Generosity*, Alochiel is not masking her alignment. She is in her home and has nothing to gain by doing so. Any PC using *detect evil* will be in for a nasty surprise. Her evil aura is Overwhelming. Anyone detecting evil on her will lose the spell and be stunned for one round. She will immediately notice (see Detecting Alochiel for details).

At no time will Alochiel admit she is something more than she appears. PCs may have ideas she is more than she appears but she will neither confirm nor deny their suspicions.

Alochiel will already know the name of any PC that played that adventure whether she met them or not. If the PCs met Alochiel at the auction, their actions in the previous adventure may have a bearing on how Alochiel treats the PCs this time around. PCs that played ZEF6-04 *Generosity* may have one (or more) of the following marked on their Generosity Adventure Record:

### Curse of Alochiel

In ZEF6-04 *Generosity*, the PCs may have earned Alochiel's wrath. If they did, then Alochiel will be Unfriendly to those PCs that have this curse and not wish to allow them entry to her home unless they meet her stated demands. She will insist that the cursed PCs beg and grovel for her forgiveness. Any player that convincingly does so through roleplaying will be allowed in. Any PC that refuses will be forced to wait outside. There is no other way that Alochiel will allow the cursed PC(s) in her home.

### Struck A Deal with Alochiel

In ZEF6-04 *Generosity*, if the PCs agreed to secure a figurine of a horse at the auction for Alochiel and did so, then they likely earned her favor. Any PC using her favor may have lost their soul to Alochiel. Alochiel will automatically be Friendly towards any PC whose soul she owns. For those who haven't taken advantage of her favor, she will be Indifferent and want to know why those particular PCs haven't taken her up on her offer.

### Won At Auction: Figurine

If any PC has the figurine (a grotesque representation of a horse carved from obsidian) coming into the adventure, then they will learn the true identity of their purchase once Hamza successfully deals with her. If he can't get in to meet with Alochiel (he died on route) then Alochiel may agree to reveal the figurine's secret for a price.

However, Alochiel will make one last attempt to get the figurine (or figurines) back from the PC before the adventure is over. PCs may use the figurine as a bargaining chip when dealing with her should they choose, as it carries great value to Alochiel.

### Paladins & Alochiel

Paladin characters may have a bit of a dilemma on their hands during this section of the adventure. It is possible that Paladins (or other Lawful Good characters) may discover Alochiel's true alignment or even true nature.

While the Paladin's Code of Conduct (*Player's Handout* page 44) doesn't specifically state that talking to an evil individual breaks the code, some DMs may rule otherwise.

If you as a DM rule that dealing with Alochiel is against the Paladin's Code of Conduct, it is probably a good idea to give the player some advanced warning of the situation they might find themselves in. Attacking Alochiel in her own tower will not go well for the PCs and it is likely that a Paladin, if placed in front of Alochiel and aware of her alignment/race, will feel compelled to do so.

Some suggestions on how to avoid overzealous Paladins:

- Alochiel denies entry to any Paladin unless they agree to hand over all weapons. The DM can hide the fact that he/she is singling out Paladins by having all PCs hand over their weapons.
- Allow the Paladin in the tower but exclude them from negotiations. Instead, Alochiel will ask the Paladin (and perhaps other Lawful Good characters) to translate some valuable religious texts that she is having trouble deciphering. She promises to give the texts to the PCs if they can decipher them for her. A DC 10 Decipher Script check, a DC 30 Knowledge(Religion) check or an appropriate spell (*comprehend languages*) will unscramble the code, which Alochiel created to keep annoying Lawful Good PCs busy.

- Have Alochiel state to non-Lawful Good PCs that she doesn't think it is a good idea that the Paladin (or other Lawful Good type) come in. The business they are about to conduct isn't something Paladins tend to tolerate. She asks the PCs to deal with the Paladin but he should be allowed inside. If he is allowed inside and starts trouble, then they will all be held responsible.

## Detecting Alochiel

Casting spells and using spell-like abilities inside Alochiel's home will be seen as a hostile action and will result in the PCs (and any NPCs) being ejected from the premises without hesitation (see Attacking Alochiel's for details).

PCs may make a DC 30 Spot check to determine that something is not right about Alochiel. Anyone making the Spot check may make a DC 29 Knowledge (Planes) check to learn she is a succubus. Alochiel receives a +10 to her Disguise check thanks to *polymorph* so PCs using *true seeing* on Alochiel may have an easier check.

Alochiel does not react violently if detected. She will be impressed with the PCs resourcefulness and will say so but will then return to the business at hand.

If the PCs decide to attack, then all bets are off. The PCs will have been given ample warning before entering the premises. If they still attempt to attack her, they get what they deserve (see Attacking Alochiel's for details).

## Alochiel's Tower

Alochiel's Tower has some unusual properties that may come into effect.

First of all, her tower is protected by a permanent *mordenkainen's private sanctum* (*Player's Handbook* page 256). This means no divination (scrying) into the tower and those within are immune to detect thoughts.

Second of all, the walls of Alochiel's Tower are enchanted with a permanent *dimension lock* spell (*Player's Handbook* page 221). This prevents travel in to or out of the tower but not within the tower itself.

## Alochiel's Stats

Alochiel is far more powerful than the PCs and is present to act mainly as a plot device. The PCs may want to fight her. Try to avoid it. Alochiel could easily defeat the entire party.

To avoid the temptation to place her in combat and to maintain her aura of dominance, Alochiel has purposely not been given stats.

However, the DM may need some information to go on. The numbers presented here may not be the same numbers that will appear in other adventures. These

numbers are given to assist DMs. Some important numbers are given and should cover most eventualities; however, the DM may need to make up some stats on the fly.

**Alochiel, Succubus Sorceress:** Sorcerer 10; hp 120 (16 HD); Bluff +32; Concentration +23; Diplomacy +12; Intimidate +19; Sense Motive +2. Saves Fort +14, Ref +14, Will +18.

Alochiel can make use of the Still and Silent Spell feats. The DC for her spells is 21 + Spell Level.

## Entering Alochiel's Tower

After three (or possibly more) days of travel, the PCs should arrive at Alochiel's Tower. When they do, read the following:

*A most unusual site suddenly breaks the repetition of the stark landscape. The glint from polished metal catches your eye. A narrow white tower with a large brass dome stands tall amidst the sun-baked soil of the Vaar Hills. This could only be the Tower of the Sorceress.*

The Tower only has one obvious entrance and that is a large wooden door at the base of the tower. The door is read them the following...

*Approaching the only entrance to the tower, you are suddenly commanded by a woman's voice.*

*"State your business or turn back. I have no time for fools."*

The PCs will be greeted by a woman's voice as they approach the door to the tower. She will know Hamza's name and may know the PCs names if they played ZEF6-04 *Generosity*.

Alochiel may have some things to deal with before she allows the PCs entry.

First, she will want to deal with any PC that was cursed by her. See Curse of Alochiel for more details.

Second, she may need to caution the PCs about Paladins and other Lawful Good types should the DM use that option. See Paladins & Alochiel for more details.

Once that is taken care of, she will ask the PCs their business. If they lie, she will know it and tell them so. She would prefer they got straight to the point.

Once the PCs (or Hamza) admit they are here to make some kind of trade, and do not have her curse, read them the following...

*An ornate scroll case falls at your feet as if suddenly dropped from a great height.*

***"Those are my terms for entrance. Read them. If you wish to enter, you must sign that contract and heed my wishes."***

Alochiel will not be so kind to those that carry her Curse (see Alochiel's Curse for details). Read the following to any PC that is cursed...

***"Those who bear my curse may not enter freely. They must attempt to curry favor with me. Grovel before me and I may allow you within my halls."***

Unfurling the scroll will reveal a quill and a small vial of oddly colored ink. The PCs must sign the document if they wish to enter the tower. The scroll lists Alochiel's terms and conditions.

Any PC carefully examining the document and making a DC 10 Intelligence, Knowledge (Arcane), Profession (Law) or some other applicable skill check will know that the contract holds no tricks or loopholes. It is simply an agreement that the PCs will abide by her rules and if they don't, she has legal precedence to act accordingly. The terms and conditions are listed on **Player Handout 2: Contract**

If asked about the scroll, Alochiel will state...

***"In Zeif, there are certain laws that must be followed. In my home, there are also laws you must follow. Your contract binds you to those laws. Should you fail to follow my laws, then that contract absolves me of any responsibility for what may happen."***

When a PC signs his scroll, he/she is transported into the tower.

Those that successfully enter the tower will find themselves in a large circular chamber. The chamber is extremely well furnished and stocked with the finest refreshments the PCs could imagine. There is only one door in or out of the room.

There are twenty-six alcoves around the edge of the room. Inside each alcove stands a large stone statue of the past (and the present) Sultans of Zeif. The statues are placed in chronological order. PCs will automatically recognize the current Sultan. Those making a DC 15 Knowledge (Nobility & Royalty) check will recognize twenty-four of the other twenty-six statues as past Sultans of Zeif. Between Sultan Kouroz and Sultan Keshkadar, there is a statue of a mysterious man that was not Sultan. If the PCs bring it up in any fashion, Alochiel will neglect to comment.

Alochiel will be seated comfortably on a large pile of cushions when the PCs appear. She will greet the PCs and will order her servants to serve the PCs. She will make a bit of small talk then get down to business.

## **First the Figurine**

Before any deals are struck, Alochiel will first single out any PC that is in possession of the Figurine. The Figurine is of some value to her and she would like it back. She tried to win it at the auction but was unable. Now she is making one last attempt to retrieve it from the PCs.

Before revealing any information about the Figurine, Alochiel will make an offer to the PC possessing it. She will offer to trade it for a treasure from her collection. She will not reveal any information about the treasures except to say that they are considered quite valuable by some. However, the more figurines at the table, the less bargaining power the PCs actually have. Alochiel only has need for one Figurine after all.

If a PC is cursed, she will offer to lift her curse in exchange for a Figurine.

If the PC is not carrying her curse, she will offer them a chance to pick an item from her treasury.

She will do this for each PC that has a figurine. Once Alochiel has secured a Figurine or all PCs have declined to trade, Alochiel will continue on with business.

## **Hamza Fakih**

If Hamza Fakih is present, she will start dealing with him. Read the following aloud:

***"So scholar, what have you brought that might interest me? My knowledge does not come cheap."***

Hamza will produce one of the random objects from the supplies to give to her, which she will accept.

If the PCs lost the cargo, Hamza will produce a silver mirror from his pack and announce that it is a magical mirror that only shows vampires.

Alochiel will take Hamza to a private room and reveal the secrets of the Figurine. She will teach him the ritual necessary to unlock the Figurine's powers as well as give him other pertinent information about the Figurine as well as the other items he is studying.

Once she is done with Hamza, Alochiel will turn to the PCs and attempt to strike a bargain (or bargains) with them.

If Hamza did not accompany the PCs or died on route, Alochiel will reveal that she can unlock the secrets of the Figurine for a price: an eye. See Bartering with The PCs for more details.

## **The Stone**

If the PCs brought the stone and ask to trade it, Alochiel will agree. Alochiel will first ask for the stone. Once it is in her possession, she will speak a command

word and the stone will suddenly morph into a large magical pick made entirely of granite. Read the following aloud...

***Alochiel takes the stone and studies it intently for some time. After a few minutes, she gestures, white threads of smoke snake from her hand and wrap the stone in a translucent cocoon of energy.***

***The stone begins to pulse and warp. Slowly its shape changes to one more familiar: a large pickaxe made entirely from stone.***

If the PCs ask, Alochiel will inform them that stone was in fact a powerful weapon known as Fellstone. It had reverted to its original form waiting to awake once more. Mutah was completely unaware of the stone's true nature before the trade.

Once the stone has been dealt with, Alochiel will inform Mutah or the PCs (who ever gave her the stone) that she will now hold up her part of the bargain. She will offer to cast a Wish. She will ask the PCs to decide what to wish for and then she will use her ring to cast its remaining wish. Alochiel will always speak the wish and she will always phrase it so that the PCs do not gain permanent benefit from ability increases, etc. If the PCs demand that they should be allowed to speak the wish, Alochiel will decline. Alochiel will state that she will only allow the owner of the stone to speak the wish and that owner is Mutah (Mutah will always wish for prosperity for Parshadon). In the absence of the stone's owner, Alochiel and only Alochiel may opt to speak for him. If the PCs don't like it, there is little they can do about it.

If the PCs agree to her terms, they may now describe what they'd like in exchange for the stone. However, before Alochiel grants them their wish, she will try to tempt them to choose something other than help for Parshadon (assuming that is what the PCs want to wish for).

### **Helping the Town**

If Mutah is present, he will wish for the town to prosper once more. If, after being tempted by Alochiel, the PCs choose to wish for prosperity for the town. Read the following aloud...

***Alochiel concentrates and then speaks, "Provide the town of Parshadon with the means to return to her former glory."***

### **Tempting the PCs**

If the PCs are the one's making the wish, Alochiel will try to tempt the PCs into wishing for something other than prosperity for the town.

### **Removing the Curse**

Her first tactic will be to target any PC that bears her curse. She will claim (falsely) that the wish is the only way to lift the curse and that she only has one wish. If more than one PC has the curse, Alochiel will claim that the one wish can lift multiple curses to make it that more tempting. Read the following aloud...

***Alochiel concentrates and then speaks, "The sinners have paid their penance and so let their burden be lifted."***

***Suddenly you feel as though a great weight has been lifted from your shoulders.***

If the PCs take Alochiel up on her offer, the curse is lifted and stays lifted.

### **Raise Dead / Resurrection**

If any of the PCs died on the way to the tower, Alochiel will offer to use the wish to have ally raised or resurrected free of charge. If the PCs agree, then read the following aloud...

***Alochiel concentrates and then speaks, "Guide this individual's soul back to this body so that they may walk amongst us once again."***

If the PCs do raise their companion from the dead, the raised/resurrected individual will be returned to life with no adverse effects.

### **Raise Ability Score**

Alochiel won't offer to increase the PCs attributes but if the PCs bring it up, she'll be more than happy to agree.

Alochiel will word the wish so that it is not a permanent effect. Alochiel will cast the wish and the PC will have his chosen attribute increased by one. Read the following aloud (paraphrasing as needed)...

***Alochiel concentrates and then speaks, "Lend your power to enhance the <ability name goes here> of this/these individual(s)".***

At the end of the adventure, the PC who had his attribute increased is in for a shock. Alochiel was careful enough to word the wish so that the effect was not permanent. The PC will enjoy the benefit of the increased stat for the remainder of the adventure. After the adventure ends, the attribute returns to pre-wish levels and somewhere Alochiel smiles.

### **Alternate Trades**

If the PCs didn't have The Stone to trade but still wish to aid the town, Alochiel will accept an eye or a Figurine as payment instead. Alochiel will not trade for something she has already gotten from the PCs, so if she

already has traded for a Figurine or an eye, no PC may trade her a second one.

### One Eye Please

Once the DM has run the Hamza and the Stone encounters, the DM should see to Alochiel's agenda of securing an eye.

Alochiel is building an eye golem and she needs one more eye to complete the task. She will offer to trade something of extreme value for a PC's left eye. Only one PC may partake in this deal. As noted elsewhere, Alochiel will not trade for something she already has, so if one PC trades their eye, no other PC may trade their eye to Alochiel.

If the PCs didn't bring the stone, then she will offer up a wish to the PCs (see The Stone for details) in exchange for an eye.

If the PCs brought the stone and used it, Alochiel will then offer to trade an item from her vast treasury for someone's eye. As with the Figurine, she won't show the PCs what is in her treasury before hand, only stating that she has collected many items of great value over the years. Last but not least, PCs may also have Alochiel lift her curse in exchange for an eye.

Any character that trades an eye is considered Dazzled for the rest of the adventure. The DM should inform the PC of this effect after the deal is completed. This does not count towards the time listed on the Adventure Record.

### The New Deal

After a PC has traded their eye, Alochiel will then offer any PC that Struck A Deal with Alochiel the opportunity to renegotiate the deal. She waits to ensure she gets an eye first and to inflict humiliation on those that choose poorly earlier in negotiations. If no one trades Alochiel an eye, she will be unhappy with the PCs and won't offer this deal.

Any PC that struck a deal and who has not used it may choose to scratch that favor off there ZEF6-04 *Generosity* AR in exchange for a valuable treasure. Alochiel was originally collecting souls to trade to a devil but now that the deal has been fulfilled, she (being a demon) has no use for them. Of course that isn't to say that she doesn't find them useful, but it is more fun for her to watch others regret their earlier bargains when they could have gotten off so much easier.

### Minor Trades

The PCs may have questions for Alochiel. For example, they may want to know about the creature that attacked the Seltaren Seven. Information can be had for

a lesser price, though Alochiel will still try to get an eye first.

If the PCs ask questions that she can answer, she will eventually be willing to give the PCs some bit of information in exchange for something seemingly unimportant (such as a song about her beauty or a limerick about the Vaar Hills) or she could charge the PCs gold or treasure. It is up to the DM what to make the PCs pay but the price shouldn't be too steep.

### Choosing An Item

If the PCs do secure an opportunity to choose from Alochiel's treasures, give them Player Handout Two to read. The handout gives a description of the five items she has available. The PCs who made a deal must each pick an item. All other items should be crossed off that player's Adventure Record.

Alochiel will inform the PC that she will sell that particular item to the PC at a reduced rate. If the PC does not have the required gold to purchase it immediately, she will hold on to the item the item of the PC's choice.

If more than one PC wants the same item, Alochiel will inform the PCs that she can likely procure additional copies of that item. However, only one PC may leave the tower with the item since she only has one in stock.

### Attacking Alochiel

If at any point, the PCs decide to attack Alochiel in her home, the gloves are off. She will immediately teleport elsewhere in her tower and the only door into the chamber will open allowing two greater stone golems into the room. The golems will attack to kill.

### ALL APLs (EL r8)

**Greater Stone Golem (x2):** hp 271; Monster Manual page136.

## ENCOUNTER ELEVEN: AN ANCIENT EVIL

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### Background

Long before the Invoked Devastation and Rain of Colorless Fire, an evil priest performed a terrible ritual sealing him and his followers within the earth as the ultimate sacrifice to their god. Over the years, the land where the group was buried became corrupted with evil affecting anyone or anything that remained in the area long enough. One such creature was a vicious jackal that had made its home in a nearby cave. It became warped by the evil and soon transformed into a terrifying spirit of death and slaughter. A recent expedition to the burial site awoke the jackal, which had laid dormant for

hundreds of years. It is stalking the last of its prey when the party arrives on the scene (see Encounter Nine: Lost Souls). The jackal now has a new group to stalk: the PCs.

### Using This Encounter

This encounter is designed to be used any time the PCs are in the Vaar Hills. Ideally, it will occur after the PCs have done Encounter Nine: Lost Souls so the PCs may gather information about their upcoming opponent but this need not be the case.

The encounter may take place out in the Vaar Hills or it may take place at the ruins of the burial chambers. If the See Appendix 7: Flow Chart for details.

### Avoiding the Jackal

At higher APLs, the PCs might have the resources to return instantly to Parshadon. If this happens, the DM has two options.

Option one is that the Jackal loses the PCs' trail. In this instance, the PCs won't fight the Jackal and won't get any experience points. The Jackal will still lurk in the Vaar Hills and may be a threat in the future.

Option two is that the Jackal tracks the PCs back to town and attempts to kill its chosen target while he/she sleeps. This option allows the PCs to do all the combats and collect all the experience points possible.

### Somebody's Watching Me

When the Ancient Evil Jackal begins stalking the PCs, pick one of them to be affected by the Corner of the Eye ability. Over the next few days, the Jackal will stalk the PC, attempting to wear him/her down. Read the following...

*Over the sound of the desert wind, you can pick out a faint mournful howl. It is hard to tell if the animal cries are near by or somewhere far off. A nebulous shape darts in and out of the edge of your field of vision. The howling seems to be getting.*

### The Ruins

The ruins of the ancient burial site are two days walk from the Tower (see Encounter Ten) and three days walk from the Seltaren Seven campsite (see Encounter Nine).

If the PCs find the map at the campsite and follow it to the ruins, they will find the remains of a campsite (fire pit, tracks in the dirt, garbage) as well as several openings in the side of a nearby hillside. These lead to the burial chambers. They will also find two fresh graves.

### Burial Chambers

The burial chambers show signs of battle and have, for the most part, already been looted of their wealth. However, there is one bit of treasure in one of the

chambers. Any PC searching all the chambers and making a DC 15 Appraise check will release that one of the stone statues is actually a valuable Sand Sculpture. The value of the statue will vary according to the APL. The statue depicts a sitting dog and was positioned to watch over the sarcophagus in that particular chamber. The statue is about 1 ½ feet tall and weighs approximately 40 lbs.

The DM may wish to automatically have any PC with ranks in Appraisal succeed at this check to reward players that put points in this skill.

### The Jackal Attacks

When the Ancient Evil Jackal does finally strike, read the following aloud...

*The feral snarls and snaps of a large wild jackal race towards you, its fur bristling with feral rage. The jackal's pace is unearthly and draws your eyes to the creature's legs, all of which end in charred stumps.*

### Tactics & Motivation

The Ancient Evil Jackal will spend a few days stalking the PCs before striking. It will single out the weakest looking character and begin stalking him or her. The DM is free to choose the weakest looking character but if there is difficulty choosing, it is recommended that the DM base his/her decision on size (small before medium size), speed (slower characters before quicker ones) and/or strength (weaker characters before stronger ones). That character is now under the effects of the Corner of the Eye special ability of the Jackal (-2 to Wisdom-based skill checks) and each night will have to make a Will saving throw versus the Jackal's Maddening Whispers (see Appendix 1: Stats & Appendix 3: Wendigo Template for details). Failure means 1d3 points of Wisdom damage.

Maddening Whispers Save DC

APL 2: Will save DC 11

APL 4: Will save DC 15

APL 6: Will save DC 18

APL 8: Will save DC 21

APL 10: Will save DC 24

When it is ready to strike, it will attempt to surprise the targeted PC. Since it moves very quickly (fly 120 ft. perfect), it will charge the PC from a distance of 120 feet. PCs making a DC 36 Spot check will notice the Jackal's approach. Failure means the PC is surprised.

### Development – Escape Without Killing Spirit

If the PCs are forced to flee from the Ancient Evil Jackal without defeating it, they will continue to be



stalked by the Jackal provided they are still in the Vaar Hills.

The normal route from Ruins or Tower to Parshadon is in the neighborhood of six to seven days travel. PCs wishing to get out of the hills quicker must make a DC 15 Survival check to find a more direct route. The more direct route will half the time but the PCs will wind up some distance from Parshadon. However, the PCs should not be bothered when traveling back to Parshadon.

#### APL 2 (EL 3)

**Ancient Evil Jackal:** hp 15; Appendix 1.

#### APL 4 (EL 5)

**Ancient Evil Jackal:** hp 30; Appendix 1.

#### APL 6 (EL 7)

**Ancient Evil Jackal:** hp 45; Appendix 1.

#### APL 8 (EL 9)

**Ancient Evil Jackal:** hp 171; Appendix 1.

#### APL 10 (EL 11)

**Ancient Evil Jackal:** hp 190; Appendix 1.

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** Loot 50 gp; Coin 0 gp; Magic 0 gp; Total 50 gp.

**APL 4:** Loot 50 gp; Coin 0 gp; Magic 0 gp; Total 50 gp.

**APL 6:** Loot 50 gp; Coin 0 gp; Magic 0 gp; Total 50 gp.

**APL 8:** Loot 50 gp; Coin 0 gp; Magic 0 gp; Total 50 gp.

**APL 10:** Loot 350 gp; Coin 0 gp; Magic 0 gp; Total 350 gp.

## CONCLUSION

Upon returning to town, read the following aloud...

*The town seems quieter than when you left. A dull grey haze fills the sky and a strong ocean breeze blows up the steep slopes of Parshadon, stirring up small whirling clouds of dust.*

Depending on the PCs' actions earlier in the adventure, they may have to deal with some or all of the following consequences:

#### Tax Man

If the PCs attacked Hadee or Fatel and used lethal force, word will get back to the Bey who will send up a large group of men to arrest the perpetrators. Upon

returning to town, the PCs may only avoid arrest by making an escape attempt.

PCs can easily avoid arrest by not returning to town. However if they do return to town, the PCs will need to make a DC 15 Hide and a Move Silently check or be captured and placed under arrest.

If the PCs treated the town folk badly or used Mutah's stone selfishly, then the town will make it harder on the PCs to escape. The people of Parshadon will actively work to reveal the PCs to the Bey's men making it impossible to escape. The PCs are immediately caught and arrested.

If the PCs have earned the favor of Parshadon, they may use it now to have the citizens show their gratitude by sneaking them out of town without being caught.

If a PC is a member of the Dusk Lash and is currently in good standing (no disfavours or enmities including the one that can be earned in this adventure) then they may also avoid capture without making the checks.

#### Arrest

If a PC is arrested, they are taken into custody, tried and found guilty. They will receive the brand of a criminal and then forced to become slaves to repay their debt. The PCs may then choose how to serve their time as a slave.

If the PC pays his/her debt to society at the table, the DM should off 24 TUs from the PCs Adventure Record. PCs without enough TUs for this year may spend some of next year's TU allotment.

If the PC wishes to escape slavery, the PC is removed from play until he/she has a chance to escape via a special mission. Contact the triad ZeifTriad@yahoo.com for more details about the special mission.

#### The Townfolk

If the PCs helped with the Tax Collector and/or delivered Mutah's stone to Alochiel in exchange for help with the town, then the PCs have earned the Favor of Parshadon. If the PCs are wanted by the Bey's men, the PCs may use this favor to safely escape Parshadon without being arrested.

#### Mutah

If the PCs chose to assist Mutah, then once the PCs (and possibly Mutah) get back to Parshadon they will learn the results of their actions.

#### The Good Result

If Mutah or the PCs used the stone to bring prosperity to Parshadon, then they get the good result.

An ornate scroll is delivered to Mutah, which turns out to be a map to a location in the nearby hills. There are no clues as to what lies at the location but Mutah assumes it is the location for a new mine. News spread throughout town and an impromptu celebration soon breaks out. The PCs and Mutah are treated as heroes. While no one knows for sure what they'll find with the map, the future currently looks bright for Parshadon.

### The Bad Result

If the PCs used the stone to help themselves, then Mutah will still be delivered an ornate scroll case; however this scroll case contains a letter from Alochiel informing Mutah of the PCs' actions. Mutah will be very disappointed in the PCs and will demand that they leave town and do not return. The rest of the town will allow the PCs to remain in town to go about their business but they will be treated coldly and made to feel unwelcome.

If the PCs are wanted by the law, the town will actively work to hinder the PC's escape. See Conclusions: Tax Man for more details.

### Hamza

Hamza will stay in town for another day or two before moving on. He will take a day to rest and another to gather his things and wait for the Sulamak to return. During that time the PCs may hire Hamza to unlock the magic in the Figurine.

If any of the PCs possess the Figurine, Hamza is willing to unlock the magic within the item by completing the appropriate ritual as told to him by Alochiel. He will request 250 gp to pay for materials for the ritual. If the PCs still have the Favor of Hamza from ZEF6-04, they may use it to have Hamza absorb the costs himself.

Once the PC has had Hamza perform the ritual, the Figurine reveals its true nature. The DM should circle the Magical Figurine entry on the AR.

### Dusk Lash

Though the PCs will likely never see Bayezit Azaz ibn Timur again, word will get back to the Dusk Lash about the PCs success or failure.

If the PCs successfully delivered the package to Hadee, the PCs will have earned the notice of the Dusk Lash. The DM should circle the appropriate entry on the AR for the appropriate players.

If the PCs did not complete delivery of the package or were caught tampering with it, they will have earned the Enmity of the Dusk Lash. Any PCs that were members will be ejected from the organization and will earn the Brand of Shame (as per the entry in the Dusk Lash Meta-org).

## CAMPAIGN CONSEQUENCES

The future of the town of Parshadon will be altered by the events of this adventure. DMs should email Warren Banks <darkest@uniserve.com> with the answers to the following questions:

Did the PCs pay off the tax bill for the inn?

Did the PCs rough up Hadee, the tax collector?

Did Mutah use the Stone to aid the town?

If the PCs took the stone to the tower, did they use the Stone to aid the town or did they use it to help themselves?

Did the PCs defeat the Ancient Evil Jackal or does it still roam the hills?

## 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: Dark Waters

Defeated Water Elemental

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	240 XP
APL 10	300 XP

### Encounter Seven: The Tax Man

Diplomacised/Defeated Tax Collector

APL 2	90 XP
APL 4	90 XP
APL 6	150 XP
APL 8	150 XP
APL 10	210 XP

### Encounter Nine: Lost Souls

Defeated/Saved Slit Wolfheart

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	240 XP
APL 10	300 XP

### Encounter Eleven: An Ancient Evil

Defeated Jackal Spirit

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	240 XP
APL 10	300 XP

### Discretionary roleplaying & story award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

### Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP

## TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*,

*analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

### Encounter One: Looking For Crew

\*The PCs may haggle for additional payment. The payments will range from 20gp to 30gp depending on the PC's ability to haggle with the Captain.

**APL 2:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 4:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 6:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 8:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 10:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

### Encounter Two: One Bad Dude

\*If the PCs are contacted by the Dusk Lash, they may choose to accept the job. If they do, they may make some extra money as payment. The PCs may haggle for additional payment. The payments will range from 0gp to 20gp depending on the PC's ability to haggle with Bayezik Azuz ibn Timur.

**APL 2:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 4:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 6:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 8:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 10:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

### Encounter Six: Hamza Fakh

\*The PCs may haggle for additional payment. The payments will range from 0gp to 75gp depending on

Hamza's reaction to the PCs and the PC's ability to haggle with Hamza.

**APL 2:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 4:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 6:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 8:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

**APL 10:** Loot 0 gp; Coin varies gp; Magic 0 gp; Total varies gp.

### Encounter Nine: Lost Souls

**APL 2:** Loot 27 gp; Coin 30 gp; Magic 258 gp; *chainshirt +1* (104 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp); Total 315 gp.

**APL 4:** Loot 0 gp; Coin 30 gp; Magic 258 gp; *chainshirt +1* (104 gp), *greataxe +1* (193 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp); Total 481 gp.

**APL 6:** Loot 0 gp; Coin 30 gp; Magic 258 gp; *chainshirt +1* (104 gp), *gauntlets of ogre power* (333 gp), *greataxe +1* (193 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp); Total 814 gp.

**APL 8:** Loot 0 gp; Coin 30 gp; Magic 258 gp; *chainshirt +2* (354 gp), *gauntlets of ogre power* (333 gp), *greataxe +1* (193 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp), *ring of protection +1* (167 gp); Total 1231 gp.

**APL 10:** Loot 0 gp; Coin 30 gp; Magic 258 gp; *chainshirt +2* (354 gp), *gauntlets of ogre power* (333 gp), *greataxe +1*, *thundering* (693 gp), *potion of cure moderate wounds* (25 gp), *potion of lesser restoration* (25 gp), *potion of enlarge person* (21 gp), *replenishing skin* (83 gp), *ring of protection +1* (167 gp); Total 1731 gp.

### Encounter Eleven: An Ancient Evil

**APL 2:** Loot 50 gp; Coin 0 gp; Magic 0 gp; Total 50 gp.

**APL 4:** Loot 50 gp; Coin 0 gp; Magic 0 gp; Total 50 gp.

**APL 6:** Loot 50 gp; Coin 0 gp; Magic 0 gp; Total 50 gp.

**APL 8:** Loot 50 gp; Coin 0 gp; Magic 0 gp; Total 50 gp.

**APL 10:** Loot 350 gp; Coin 0 gp; Magic 0 gp; Total 350 gp.

### Treasure Cap

**APL 2:** 450 gp

**APL 4:** 636 gp

**APL 6:** 900 gp

**APL 8:** 1300 gp

**APL 10:** 2186 gp

### Total Possible Treasure

**APL 2:** 460 gp

**APL 4:** 636 gp

**APL 6:** 969 gp

**APL 8:** 1,386 gp

**APL 10:** 2,186 gp

## ADVENTURE RECORD ITEMS

**A Deal With Alochiel:** Alochiel grants the PC access to one (and only one) of the following items at a 10% discount: Crimson Coat of Ilpharzz (CA; p. 142; 28,300 gp), Fellstone (AE&G; p. 106; 32,308 gp), Rogue's Vest (*Dungeon Master's Guide*2; p. 271; 29,600 gp), Vanishing Blade (AE&G; p. 122; 47,120 gp), Warlock's Scepter (CA; p. 145; 28,000 gp).

If the PC successfully bargained with Alochiel, they should have picked an item. The DM should circle that item and cross off the rest. The PC may purchase that item with a 10% discount.

**Magical Figurine:** This obsidian horse figurine behaves exactly as an *Ivory Goat - Goat of Travail* (*Dungeon Master's Guide* p. 256) except it appears as a demonic horse. The item radiates an aura of moderate evil.

Moderate transmutation; CL 11<sup>th</sup>; Craft Wondrous Items, *animate object*, *unholy blight*; 7000 gp.

**Gratitude of Parshadon:** The PC is given a free Kulübe (small hut) in Parshadon. If you already own property in Parshadon, you have a 1500 gp credit toward any legal upgrade. The work and materials are supplied by the grateful citizens.

**Resident of Parshadon:** All items marked Adventure access below become Regional access.

**Missing an Eye:** For the next three adventures the PC is Dazzled. No known magic can regenerate or replace the missing eye.

**Notice of the Dusk Lash:** This counts as one influence point with the Dusk Lash. PCs that are members may count the TUs spent on this adventure towards advancement in the organization.

**Enmity of the Dusk Lash:** The PCs ran afoul of the Dusk Lash and have earned their wrath.

**Branded:** The PC was branded for committing a crime. This meets the condition 'Marked As Criminal' for the purposes of entering or advancing in the Dusk Lash Meta-org.

## APPENDIX 1: APL 2

### ENCOUNTER SEVEN: THE TAX MAN

**FATEL** **CR 3**

Male orc War4

CN Medium Humanoid (orc)

**Init** +1; **Senses** Darkvision 60 ft.; Listen -2, Spot -2

**Languages** Common, Orc

**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

**hp** 22 (4 HD);

**Fort** +5, **Ref** +2, **Will** -1

**Speed** 20 ft. in splint mail (heavy armor) (4 squares), base movement 30 ft.;

**Melee** falchion +6 (2d4+4; 18-20) or fist +7 (1d3+3) or

**Ranged** javelin +5 (1d6+3)

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

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

**Atk Options** Improved Unarmed Strike, Power Attack

**Abilities** Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6

**SQ** Light Sensitivity

**Feats** Improved Unarmed Strike, Power Attack

**Skills** Ride +8

**Possessions** splint mail, buckler, falchion, dagger, 6 javelins, whip

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

### ENCOUNTER NINE: LOST SOULS

**SLIT WOLFHEART** **CR 3**

Male half-orc Brb2/Ftr1

CN Medium Humanoid (half-orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen -4, Spot -4

**Languages** Common, Orc

**AC** 17, touch 12, flat-footed 17

(+2 Dex, +5 armor)

**hp** 21 (3 HD);

**Fort** +6, **Ref** +2, **Will** -4

**Speed** 40 ft. in chain shirt (light armor) (8 squares), base movement 40 ft.;

**Melee** mwk greataxe +8 (1d12+4; x3) or dagger +6 (1d4+3; 19-20/x2) or

**Ranged** dagger +5 (1d4+3; 19-20/x2)

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

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

**Atk Options** Improved Sunder, Power Attack

**Abilities** Str 17, Dex 14, Con 13, Int 10, Wis 3, Cha 6

**SQ** Fast Movement, Rage 1/day, Uncanny Dodge

**Feats** Improved Sunder, Power Attack, Weapon Focus (Greataxe)

**Skills** Handle Animal +4, Jump +12, Ride +9, Survival +1

**Possessions** +1 chain shirt, masterwork greataxe, dagger (x2), *potion of cure moderate wounds*, *potion of lesser restoration*, *potion of enlarge person*

#### RAGE STATS

**AC** 15, touch 10, flat-footed 15

(+2 Dex, +5 armor, -2 rage)

**hp** 27 (3 HD);

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

**Melee** mwk greataxe +10 (1d12+7; x3) or dagger +8 (1d4+5; 19-20/x2) or

**Ranged** dagger +5 (1d4+5; 19-20/x2)

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

**Abilities** Str 21, Dex 14, Con 17, Int 10, Wis 3, Cha 6

**Skills** Handle Animal +4, Jump +14, Ride +9, Survival +1

### ENCOUNTER ELEVEN: AN ANCIENT EVIL

**ANCIENT EVIL JACKAL** **CR 3**

CE Medium Fey (Augmented Animal, Fire)

**Init** +6; **Senses** Low-light vision; Listen +4, Spot +4

**AC** 19, touch 17, flat-footed 13

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

**hp** 15 (2 HD); regeneration 5

**Immune** Fire

**Fort** +7, **Ref** +9, **Will** +2

**Speed** Fly (perfect): 120 ft.;

**Melee** Bite +5 (1d6+4; 18-20/x3)

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

**Base Atk** +1; **Grp** +4

**Atk Options** Trip (+3 check modifier)

**Special Actions** Disease, Maddening Whispers, Ravenous Bite

**Abilities** Str 17, Dex 23, Con 19, Int 2, Wis 14, Cha 10

**SA** Maddening Whispers, Ravenous Bite, Trip

**SQ** Corner of the Eye, Low-light vision, Scent, Wind Walk

**Feats** Track, Weapon Focus (Bite)

**Skills** Hide +14, Listen +4, Move Silently +15, Spot +4, Survival +10\*

**Trip (Ex):** An ancient evil jackal that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity attempt fails, the opponent cannot react to trip the ancient evil jackal.

**Skills:** An ancient evil jackal has a +4 racial bonus on Survival checks when tracking by Scent.

**Disease (Ex):** Any creature hit by an ancient evil jackal's bite attack must succeed on a Fortitude save (DC 15) or become infected with the ancient evil jackal's hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day that a victim takes Wisdom damage from the disease, he must succeed on a Will save (DC 11) or become overwhelmed with an insatiable hunger for the flesh

of its own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into an ancient evil creature immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

**Maddening Whispers (Su):** An ancient evil jackal may use its maddening whispers on any one target within 120 feet once per day. The ancient evil jackal may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the ancient evil jackal. The victim must make a successful Will save (DC 11) or take 1d3 points of Wisdom damage. Typically, an ancient evil jackal stalks a chosen victim for days, wearing down the victim's Wisdom score until it attacks and attempts to bring down its disease upon the poor soul. An ancient evil jackal will stop stalking a target that resists the maddening whispers for more than three days and fly off to seek easier prey.

**Ravenous Bite (Ex):** An ancient evil jackal threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

**Fire Subtype (Ex)\*:** An ancient evil jackal is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Corner of the Eye (Su):** An ancient evil jackal that stalks a victim while wind walking always seems to lurk just at the corner of its chosen victim's field of vision. This victim takes a -2 penalty on all Wisdom-based skill checks as long as the ancient evil jackal stalks him.

**Regeneration 5 (Ex)\*:** Cold deals normal damage to an ancient evil jackal.

**Wind Walk (Su):** An ancient evil jackal can wind walk at will, transforming from physical form to incorporeal form or back again as a move action.

\*Note: Used Wendigo template (updated for 3.5) on a wolf but changed subtype from cold to fire.

## ENCOUNTER SEVEN: THE TAX MAN

## FATEL

CR 3

Male orc War4

CN Medium Humanoid (orc)

**Init** +1; **Senses** Darkvision 60 ft.; Listen -2, Spot -2**Languages** Common, Orc**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

**hp** 22 (4 HD);**Fort** +5, **Ref** +2, **Will** -1**Speed** 20 ft. in splint mail (heavy armor) (4 squares),  
base movement 30 ft.;**Melee** falchion +6 (2d4+4; 18-20) or fist +7 (1d3+3) or**Ranged** javelin +5 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +7**Atk Options** Improved Unarmed Strike, Power Attack**Abilities** Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6**SQ** Light Sensitivity**Feats** Improved Unarmed Strike, Power Attack**Skills** Ride +8**Possessions** splint mail, buckler, falchion, dagger, 6  
javelins, whip**Light Sensitivity (Ex):** Orcs are dazzled in bright  
sunlight or within the radius of a *daylight* spell.

## ENCOUNTER NINE: LOST SOULS

## SLIT WOLFHEART

CR 5

Male half-orc Brb2/Ftr3

CN Medium Humanoid (half-orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen -4, Spot -4**Languages** Common, Orc**AC** 17, touch 12, flat-footed 17

(+2 Dex, +5 armor)

**hp** 39 (5 HD);**Fort** +8, **Ref** +3, **Will** -3**Speed** 40 ft. in chain shirt (light armor) (8 squares),  
base movement 40 ft.;**Melee** +1 *greataxe* +10 (1d12+5; x3) or dagger +8  
(1d4+3; 19-20/x2) or**Ranged** dagger +7 (1d4+3; 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8**Atk Options** Cleave, Improved Sunder, Power Attack**Abilities** Str 17, Dex 14, Con 14, Int 10, Wis 3, Cha 6**SQ** Fast Movement, Rage 1/day, Uncanny Dodge**Feats** Cleave, Improved Sunder, Power Attack,  
Weapon Focus (*Greataxe*)**Skills** Handle Animal +6, Jump +14, Ride +9, Survival  
+1**Possessions** +1 *chain shirt*, +1 *greataxe*, dagger  
(x2), *potion of cure moderate wounds*, *potion of  
lesser restoration*, *potion of enlarge person*

## RAGE STATS

**AC** 15, touch 10, flat-footed 15

(+2 Dex, +5 armor, -2 rage)

**hp** 49 (5 HD);**Fort** +10, **Ref** +3, **Will** -1**Melee** +1 *greataxe* +12 (1d12+8; x3) or dagger +10  
(1d4+5; 19-20/x2) or**Ranged** dagger +7 (1d4+5; 19-20/x2)**Base Atk** +5; **Grp** +10**Abilities** Str 21, Dex 14, Con 18, Int 10, Wis 3, Cha 6**Skills** Handle Animal +6, Jump +16, Ride +9, Survival  
+1ENCOUNTER ELEVEN: AN ANCIENT  
EVIL

## ANCIENT EVIL JACKAL

CR 5

Fighter 2

CE Medium Fey (Augmented Animal, Fire)

**Init** +6; **Senses** Low-light vision; Listen +4, Spot +4**AC** 19, touch 17, flat-footed 13

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

**hp** 30 (4 HD); regeneration 5**Immune** Fire**Fort** +10, **Ref** +9, **Will** +2**Speed** Fly (perfect): 120 ft.;**Melee** Bite +8 (1d6+6; 18-20/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +7**Atk Options** Cleave, Combat Reflexes, Power Attack,  
Trip (+4 check modifier)**Special Actions** Disease, Maddening Whispers,  
Ravenous Bite**Abilities** Str 18, Dex 23, Con 19, Int 2, Wis 14, Cha  
10**SA** Maddening Whispers, Ravenous Bite, Trip**SQ** Corner of the Eye, Low-light vision, Scent, Wind  
Walk**Feats** Cleave, Combat Reflexes, Power Attack, Track,  
Weapon Focus (Bite)**Skills** Hide +14, Intimidate +2, Listen +4, Move  
Silently +15, Spot +4, Survival +10\***Trip (Ex):** An ancient evil jackal that hits with a bite  
attack can attempt to trip the opponent (+4 check  
modifier) as a free action without making a touch  
attack or provoking an attack of opportunity attempt  
fails, the opponent cannot react to trip the ancient  
evil jackal.**Skills:** An ancient evil jackal has a +4 racial bonus on  
Survival checks when tracking by Scent.**Disease (Ex):** Any creature hit by an ancient evil  
jackal's bite attack must succeed on a Fortitude  
save (DC 16) or become infected with the ancient  
evil jackal's hunger. The incubation period is 1d3  
days, and the disease deals 1d3 points of Wisdom  
damage. Additionally, each day that a victim takes



Wisdom damage from the disease, he must succeed on a Will save (DC 12) or become overwhelmed with an insatiable hunger for the flesh of its own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into an ancient evil creature immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

**Maddening Whispers (Su):** An ancient evil jackal may use its maddening whispers on any one target within 120 feet once per day. The ancient evil jackal may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the ancient evil jackal. The victim must make a successful Will save (DC 12) or take 1d3 points of Wisdom damage. Typically, an ancient evil jackal stalks a chosen victim for days, wearing down the victim's Wisdom score until it attacks and attempts to bring down its disease upon the poor soul. An ancient evil jackal will stop stalking a target that resists the maddening whispers for more than three days and fly off to seek easier prey.

**Ravenous Bite (Ex):** An ancient evil jackal threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

**Fire Subtype (Ex)\*:** An ancient evil jackal is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Corner of the Eye (Su):** An ancient evil jackal that stalks a victim while wind walking always seems to lurk just at the corner of its chosen victim's field of vision. This victim takes a -2 penalty on all Wisdom-based skill checks as long as the ancient evil jackal stalks him.

**Regeneration 5 (Ex)\*:** Cold deals normal damage to an ancient evil jackal.

**Wind Walk (Su):** An ancient evil jackal can wind walk at will, transforming from physical form to incorporeal form or back again as a move action.

\*Note: Used Wendigo template (updated for 3.5) on a wolf but changed subtype from cold to fire

## ENCOUNTER SEVEN: THE TAX MAN

**FATEL** **CR 5**

Male orc War6

CN Medium Humanoid (orc)

**Init** +1; **Senses** Darkvision 60 ft.; Listen -2, Spot -2

**Languages** Common, Orc

**AC** 18, touch 11, flat-footed 17  
(+1 Dex, +6 armor, +1 shield)

**hp** 33 (6 HD);

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

**Speed** 20 ft. in splint mail (heavy armor) (4 squares),  
base movement 30 ft.;

**Melee** falchion +8 (2d4+4; 18-20) or fist +9 (1d3+3) or

**Ranged** javelin +7 (1d6+3)

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

**Base Atk** +6; **Grp** +9

**Atk Options** Improved Bull Rush, Improved Unarmed  
Strike, Power Attack

**Abilities** Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6

**SQ** Light Sensitivity

**Feats** Improved Bull Rush, Improved Unarmed Strike,  
Power Attack

**Skills** Ride +10

**Possessions** splint mail, buckler, falchion, dagger, 6  
javelins, whip

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

## ENCOUNTER NINE: LOST SOULS

**SLIT WOLFHEART** **CR 7**

Male half-orc Brb2/Ftr5

CN Medium Humanoid (half-orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen -4, Spot -4

**Languages** Common, Orc

**AC** 17, touch 12, flat-footed 17  
(+2 Dex, +5 armor)

**hp** 54 (7 HD);

**Fort** +9, **Ref** +3, **Will** -3

**Speed** 40 ft. in chain shirt (light armor) (8 squares),  
base movement 40 ft.;

**Melee** +1 *greataxe* +13/+8 (1d12+9; x3) or dagger  
+11/+6 (1d4+4; 19-20/x2) or

**Ranged** dagger +9 (1d4+4; 19-20/x2)

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

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

**Atk Options** Cleave, Combat Reflexes, Improved  
Sunder, Power Attack

**Abilities** Str 19, Dex 14, Con 14, Int 10, Wis 3, Cha 6

**SQ** Fast Movement, Rage 1/day, Uncanny Dodge

**Feats** Cleave, Combat Reflexes, Improved Sunder,  
Power Attack, Weapon Focus (Greataxe), Weapon  
Specialization (Greataxe)

**Skills** Handle Animal+8, Jump +5, Ride +9, Survival  
+1

**Possessions** +1 *chain shirt*, +1 *greataxe*, dagger  
(x2), *gauntlets of ogre power*, *potion of cure*  
*moderate wounds*, *potion of lesser restoration*,  
*potion of enlarge person*

### RAGE STATS

**AC** 15, touch 10, flat-footed 15  
(+2 Dex, +5 armor, -2 rage)

**hp** 68 (7 HD);

**Fort** +10, **Ref** +2, **Will** -1

**Melee** +1 *greataxe* +15/+10 (1d12+12; x3) or dagger  
+13/+8 (1d4+6; 19-20/x2) or

**Ranged** dagger +9 (1d4+6; 19-20/x2)

**Base Atk** +7; **Grp** +13

**Abilities** Str 23, Dex 14, Con 18, Int 10, Wis 3, Cha 6

**Skills** Handle Animal +8, Jump +19, Ride +9, Survival  
+1

## ENCOUNTER ELEVEN: AN ANCIENT EVIL

**ANCIENT EVIL JACKAL** **CR 7**

Fighter 4

CE Medium Fey (Augmented Animal, Fire)

**Init** +6; **Senses** Low-light vision; Listen +4, Spot +4

**AC** 19, touch 17, flat-footed 13  
(+6 Dex, +1 deflection, +2 natural)

**hp** 45 (6 HD); Regeneration 5

**Immune** Fire

**Fort** +11, **Ref** +10, **Will** +3

**Speed** Fly (perfect): 120 ft.;

**Melee** Bite +10 (1d8+8; 18-20x3)

**Ranged** none

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

**Base Atk** +5; **Grp** +9

**Atk Options** Cleave, Combat Reflexes, Power Attack,  
Trip (+9 check modifier)

**Special Actions** Disease, Maddening Whispers,  
Ravenous Bite

**Combat Gear** none

**Abilities** Str 18, Dex 23, Con 19, Int 2, Wis 14, Cha  
10

**SA** Maddening Whispers, Ravenous Bite, Trip

**SQ** Corner of the Eye, Low-light vision, Scent, Wind  
Walk

**Feats** Cleave, Combat Reflexes, Improved Natural  
Attack (Bite), Power Attack, Track, Weapon Focus  
(Bite), Weapon Specialization (Bite)

**Skills** Hide +14, Intimidate +4, Listen +4, Move  
Silently +15, Spot +4, Survival +10\*

**Trip (Ex):** An ancient evil jackal that hits with a bite  
attack can attempt to trip the opponent (+4 check  
modifier) as a free action without making a touch  
attack or provoking an attack of opportunity attempt  
fails, the opponent cannot react to trip the ancient  
evil jackal.

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**Skills:** An ancient evil jackal has a +4 racial bonus on Survival checks when tracking by Scent.

**Disease (Ex):** Any creature hit by an ancient evil jackal's bite attack must succeed on a Fortitude save (DC 17) or become infected with the ancient evil jackal's hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day that a victim takes Wisdom damage from the disease, he must succeed on a Will save (DC 13) or become overwhelmed with an insatiable hunger for the flesh of its own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into an ancient evil creature immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

**Maddening Whispers (Su):** An ancient evil jackal may use its maddening whispers on any one target within 120 feet once per day. The ancient evil jackal may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the ancient evil jackal. The victim must make a successful Will save (DC 13) or take 1d3 points of Wisdom damage. Typically, an ancient evil jackal stalks a chosen victim for days, wearing down the victim's Wisdom score until it attacks and attempts to bring down its disease upon the poor soul. An ancient evil jackal will stop stalking a target that resists the maddening whispers for more than three days and fly off to seek easier prey.

**Ravenous Bite (Ex):** An ancient evil jackal threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

**Fire Subtype (Ex)\*:** An ancient evil jackal is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Corner of the Eye (Su):** An ancient evil jackal that stalks a victim while wind walking always seems to lurk just at the corner of its chosen victim's field of vision. This victim takes a -2 penalty on all Wisdom-based skill checks as long as the ancient evil jackal stalks him.

**Regeneration 5 (Ex)\*:** Cold deals normal damage to an ancient evil jackal.

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**Wind Walk (Su):** An ancient evil jackal can wind walk at will, transforming from physical form to incorporeal form or back again as a move action.

\*Note: Used Wendigo template (updated for 3.5) on a wolf but changed subtype from cold to fire

## ENCOUNTER ONE: DARK WATERS

### GLABBULG

CR 9

Huge Water Elemental Ftr 2

CN Huge Elemental (water, extraplanar)

**Init** +4; **Senses** Darkvision 60 ft.; Listen +11, Spot +12

**Languages** Aquan

**AC** 21, touch 12, flat-footed 17

(-2 size, +4 Dex, +9 natural)

**hp** 173 (18 HD); DR 5/-

**Immune** Elemental Immunities

**Fort** +18, **Ref** +9, **Will** +7

**Speed** 30 ft., base movement 30 ft., other movement mode: swim 120 ft.;

**Melee** 2 slams each +20 (2d10+7)

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

**Base Atk** +14; **Grp** +29

**Atk Options** Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Power Attack

**Special Actions** Drench, Vortex (Save DC 25), Water Mastery

**Abilities** Str 25, Dex 18, Con 21, Int 6, Wis 11, Cha 11

**SQ** Damage Reduction 5/-, Darkvision 60 ft., Elemental Traits

**Feats** Alertness, Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (Slam)

**Skills** Listen +11, Spot +12, Swim +17

**Water Mastery (Ex):** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls (These modifiers are not included in the stat block). A water elemental can be a serious threat to a ship that crosses its path.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half-speed.

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Vortex (Ex):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall,

depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

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

### Water Elemental Sizes

-Vortex-

Elemental	Height	Weight	Save DC	Damage	Height
Small	4 ft.	34 lb.	13	1d4	10-20 ft.
Medium	8 ft.	280 lb.	15	1d6	10-30 ft.
Large	16 ft.	2,250 lb.	19	2d6	10-40 ft.
Huge	32 ft.	18,000 lb.	25	2d8	10-50 ft.
Greater	36 ft.	21,000 lb.	28	2d8	10-60 ft.
Elder	40 ft.	24,000 lb.	31	2d8	10-60 ft.

## ENCOUNTER SEVEN: THE TAX MAN

**FATEL** **CR 5**

Male orc War6

CN Medium Humanoid (orc)

**Init** +1; **Senses** Darkvision 60 ft.; Listen -2, Spot -2

**Languages** Common, Orc

**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

**hp** 33 (6 HD);

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

**Speed** 20 ft. in splint mail (heavy armor) (4 squares), base movement 30 ft.;

**Melee** falchion +8 (2d4+4; 18-20) or fist +9 (1d3+3) or

**Ranged** javelin +7 (1d6+3)

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

**Base Atk** +6; **Grp** +9

**Atk Options** Improved Bull Rush, Improved Unarmed Strike, Power Attack

**Abilities** Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6

**SQ** Light Sensitivity

**Feats** Improved Bull Rush, Improved Unarmed Strike, Power Attack

**Skills** Ride +10

**Possessions** splint mail, buckler, falchion, dagger, 6 javelins, whip

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

## ENCOUNTER SEVEN: LOST SOULS

**SLIT WOLFHEART** **CR 9**

Male half-orc Brb2/Ftr7

CN Medium Humanoid (half-orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen -4, Spot -4

**Languages** Common, Orc

**AC** 19, touch 13, flat-footed 19

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

**hp** 69 (9 HD);

**Fort** +10, **Ref** +4, **Will** +0

**Speed** 40 ft. in chain shirt (light armor) (8 squares), base movement 40 ft.;

**Melee** +1 *greataxe* +16/+11 (1d12+10; 19-20/x3) or dagger +14/+9 (1d4+5; 19-20/x2) or

**Ranged** dagger +11 (1d4+5; 19-20/x2)

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

**Base Atk** +9; **Grp** +14

**Atk Options** Cleave, Combat Reflexes, Improved Sunder, Power Attack

**Abilities** Str 20, Dex 14, Con 14, Int 10, Wis 3, Cha 6

**SQ** Fast Movement, Rage 1/day, Uncanny Dodge

**Feats** Cleave, Combat Reflexes, Improved Critical (*Greataxe*), Improved Sunder, Iron Will, Power Attack, Weapon Focus (*Greataxe*), Weapon Specialization (*Greataxe*)

**Skills** Handle Animal +10, Jump +20, Ride +9, Survival +1

**Possessions** +2 *chain shirt*, +1 *greataxe*, dagger (x2), *gauntlets of ogre power*, *potion of cure moderate wounds*, *potion of lesser restoration*, *potion of enlarge person*, *ring of protection* +1

### RAGE STATS

**AC** 17, touch 11, flat-footed 17

(+2 Dex, +6 armor, +1 deflection, -2 rage)

**hp** 87 (9 HD);

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

**Melee** +1 *greataxe* +18/+13 (1d12+13; 19-20/x3) or dagger +13 (1d4+7; 19-20/x2) or

**Ranged** dagger +11 (1d4+7; 19-20/x2)

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

**Abilities** Str 24, Dex 14, Con 18, Int 10, Wis 3, Cha 6

**Skills** Handle Animal +10, Jump +22, Ride +9, Survival +1

## ENCOUNTER NINE: AN ANCIENT EVIL

**ANCIENT EVIL JACKAL** **CR 9**

CE Large Fey (Fire)

**Init** +6; **Senses** Low-light vision; Listen +14, Spot +14

**Languages** none

**AC** 20, touch 17, flat-footed 13

(-1 size, +7 Dex, +1 deflection, +3 natural)

**hp** 171 (18 HD); Regeneration 5

**Immune** Fire

**Fort** +17, **Ref** +18, **Will** +13

**Speed** Fly (perfect): 120 ft.;

**Melee** Bite +23 (2d6+15; 18-20/x3)

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

**Base Atk** +13; **Grp** +27

**Atk Options** Cleave, Combat Reflexes, Power Attack, Trip (+14 check modifier)

**Special Actions** Disease, Maddening Whispers, Ravenous Bite

**Abilities** Str 30, Dex 24, Con 22, Int 2, Wis 14, Cha 14

**SA** Maddening Whispers, Ravenous Bite, Trip

**SQ** Corner of the Eye, Low-light vision, Scent, Wind Walk

**Feats** Alertness, Cleave, Combat Reflexes, Improved Natural Attack (Bite), Power Attack, Run, Track, Weapon Focus (Bite)

**Skills** Hide +14, Listen +14, Move Silently +16, Spot +14, Survival +11\*

**Trip (Ex):** An ancient evil jackal that hits with a bite attack can attempt to trip the opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity attempt fails, the opponent cannot react to trip the ancient evil jackal.

**Skills:** \*An ancient evil jackal has a +4 racial bonus on Survival checks when tracking by Scent.

**Disease (Ex):** Any creature hit by an ancient evil jackal's bite attack must succeed on a Fortitude save (DC 25) or become infected with the ancient evil jackal's hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day that a victim takes Wisdom damage from the disease, he must succeed on a Will save (DC 21) or become overwhelmed with an insatiable hunger for the flesh of its own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into an ancient evil creature immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

**Maddening Whispers (Su):** An ancient evil jackal may use its maddening whispers on any one target within 120 feet once per day. The ancient evil jackal may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the ancient evil jackal. The victim must make a successful Will save (DC 21) or take 1d3 points of Wisdom damage. Typically, an ancient evil jackal stalks a chosen victim for days, wearing down the victim's Wisdom score until it attacks and attempts to bring down its disease upon the poor soul. An ancient evil jackal will stop stalking a target that resists the maddening whispers for more than three days and fly off to seek easier prey.

**Ravenous Bite (Ex):** An ancient evil jackal threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

**Fire Subtype (Ex)\*:** An ancient evil jackal is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Corner of the Eye (Su):** An ancient evil jackal that stalks a victim while wind walking always seems to lurk just at the corner of its chosen victim's field of vision. This victim takes a -2 penalty on all Wisdom-based skill checks as long as the ancient evil jackal stalks him.

**Regeneration 5 (Ex)\*:** Cold deals normal damage to a wendigo.

**Wind Walk (Su):** An ancient evil jackal can wind walk at will, transforming from physical form to incorporeal form or back again as a move action.

\*Note: Used Wendigo template (updated for 3.5) on a dire wolf but changed subtype from cold to fire

## ENCOUNTER ONE: DARK WATERS

## GLABBULG

CR 11

Huge Water Elemental Ftr 4

CN Huge Elemental (water, extraplanar)

**Init** +4; **Senses** Darkvision 60 ft.; Listen +11, Spot +12**Languages** Aquan**AC** 21, touch 12, flat-footed 17

(-2 size, +4 Dex, +9 natural)

**hp** 194 (20 HD); DR 5/-**Immune** Elemental Immunities**Fort** +19, **Ref** +10, **Will** +8**Speed** 30 ft., base movement 30 ft., other movement mode: swim 120 ft.;**Melee** 2 slams each +23 (2d10+10)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +16; **Grp** +32**Atk Options** Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Power Attack**Special Actions** Drench, Vortex (Save DC 26), Water Mastery**Abilities** Str 26, Dex 18, Con 21, Int 6, Wis 11, Cha 11**SQ** Damage Reduction 5/-, Darkvision 60 ft., Elemental Traits**Feats** Alertness, Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (Slam), Weapon Specialization (Slam)**Skills** Listen +11, Spot +12, Swim +19.

**Water Mastery (Ex):** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls (These modifiers are not included in the stat block). A water elemental can be a serious threat to a ship that crosses its path.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half-speed.

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Vortex (Ex):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

**Skills:** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It

can use the run action while swimming, provided it swims in a straight line.

#### Water Elemental Sizes

-Vortex-

Elemental	Height	Weight	Save DC	Damage	Height
Small	4 ft.	34 lb.	13	1d4	10-20 ft.
Medium	8 ft.	280 lb.	15	1d6	10-30 ft.
Large	16 ft.	2,250 lb.	19	2d6	10-40 ft.
Huge	32 ft.	18,000 lb.	25	2d8	10-50 ft.
Greater	36 ft.	21,000 lb.	28	2d8	10-60 ft.
Elder	40 ft.	24,000 lb.	31	2d8	10-60 ft.

## ENCOUNTER SEVEN: THE TAX MAN

### FATEL

CR 8

Male orc War6

CN Medium Humanoid (orc)

**Init** +1; **Senses** Darkvision 60 ft.; Listen -2, Spot -2

**Languages** Common, Orc

**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

**hp** 33 (6 HD);

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

**Speed** 20 ft. in splint mail (heavy armor) (4 squares), base movement 30 ft.;

**Melee** falchion +8 (2d4+4; 18-20) or fist +9 (1d3+3) or

**Ranged** javelin +7 (1d6+3)

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

**Base Atk** +6; **Grp** +9

**Atk Options** Improved Bull Rush, Improved Unarmed Strike, Power Attack

**Abilities** Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6

**SQ** Light Sensitivity

**Feats** Improved Bull Rush, Improved Unarmed Strike, Power Attack

**Skills** Ride +10

**Possessions** splint mail, buckler, falchion, dagger, 6 javelins, whip

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

## ENCOUNTER SEVEN: LOST SOULS

### SLIT WOLFHEART

CR 11

Male half-orc Brb2/Ftr9

CN Medium Humanoid (half-orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen -4, Spot -4

**Languages** Common, Orc

**AC** 19, touch 13, flat-footed 19

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

**hp** 95 (11 HD);

**Fort** +12, **Ref** +5, **Will** +1

**Speed** 40 ft. in chain shirt (light armor) (8 squares), base movement 40 ft.;

**Melee** +1 *thundering greataxe* +19/+14/+9 (1d12+10; 19-20/x3) or dagger +16/+11/+6 (1d4+5; 19-20/x2) or

**Ranged** dagger +13 (1d4+5; 19-20/x2)

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

**Base Atk** +11; **Grp** +16

**Atk Options** Cleave, Combat Reflexes, Improved Sunder, Power Attack

**Combat Gear** +1 *thundering greataxe* (19-20/x3)

**Abilities** Str 20, Dex 14, Con 16, Int 10, Wis 3, Cha 6

**SQ** Fast Movement, Rage 1/day, Uncanny Dodge

**Feats** Cleave, Combat Reflexes, Greater Weapon Focus (Greataxe), Improved Critical (Greataxe), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

**Skills** Handle Animal +12, Jump +5, Ride +9, Survival +1

**Possessions** +2 *chain shirt*, +1 *thundering greataxe*, dagger (x2), *amulet of health* +2, *gauntlets of ogre power*, *potion of cure moderate wounds*, *potion of lesser restoration*, *potion of enlarge person*, *ring of protection* +1

### RAGE STATS

**AC** 17, touch 11, flat-footed 17

(+2 Dex, +6 armor, +1 deflection, -2 rage)

**hp** 117 (11 HD);

**Fort** +14, **Ref** +5, **Will** +3

**Melee** +1 *thundering greataxe* +21/+16/+11 (1d12+13; 19-20/x3) or dagger +18/+13/+8 (1d4+7; 19-20/x2) or

**Ranged** dagger +13 (1d4+7; 19-20/x2)

**Base Atk** +11; **Grp** +18

**Abilities** Str 24, Dex 14, Con 20, Int 10, Wis 3, Cha 6

**Skills** Handle Animal +12, Jump +24, Ride +9, Survival +1

## ENCOUNTER NINE: AN ANCIENT EVIL

### ANCIENT EVIL JACKAL

CR 11

Fighter 2

CE Large Fey (Fire)

**Init** +6; **Senses** Low-light vision; Listen +14, Spot +14

**Languages** none

**AC** 20, touch 17, flat-footed 13

(-1 size, +7 Dex, +1 deflection, +3 natural)

**hp** 190 (20 HD); Regeneration 5

**Immune** Fire

**Fort** +20, **Ref** +21, **Will** +16

**Speed** Fly (perfect): 120 ft.;

**Melee** Bite +25 (2d6+15; 18-20/3)

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

**Base Atk** +15; **Grp** +29

**Atk Options** Cleave, Combat Reflexes, Great Cleave, Power Attack, Trip (+14 check modifier)



**Special Actions** Disease, Maddening Whispers, Ravenous Bite

**Combat Gear** none

**Abilities** Str 31, Dex 24, Con 22, Int 2, Wis 14, Cha 12

**SA** Maddening Whispers, Ravenous Bite, Trip

**SQ** Corner of the Eye, Low-light vision, Scent, Wind Walk

**Feats** Alertness, Blind-fight, Cleave, Combat Reflexes, Great Cleave, Improved Natural Attack (Bite), Power Attack, Run, Track, Weapon Focus (Bite)

**Skills** Hide +14, Intimidate +4, Listen +14, Move Silently +16, Spot +14, Survival +11\*

**Trip (Ex):** An ancient evil jackal that hits with a bite attack can attempt to trip the opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity attempt fails, the opponent cannot react to trip the ancient evil jackal.

**Skills:** \*An ancient evil jackal has a +4 racial bonus on Survival checks when tracking by Scent.

**Disease (Ex):** Any creature hit by an ancient evil jackal's bite attack must succeed on a Fortitude save (DC 26) or become infected with the ancient evil jackal's hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day that a victim takes Wisdom damage from the disease, he must succeed on a Will save (DC 22) or become overwhelmed with an insatiable hunger for the flesh of its own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into an ancient evil creature immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

**Maddening Whispers (Su):** An ancient evil jackal may use its maddening whispers on any one target within 120 feet once per day. The ancient evil jackal may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the ancient evil jackal. The victim must make a successful Will save (DC 22) or take 1d3 points of Wisdom damage. Typically, an ancient evil jackal stalks a chosen victim for days, wearing down the victim's Wisdom score until it attacks and attempts to bring down its disease upon the poor soul. An ancient evil jackal will stop stalking a target that resists the maddening whispers for more than three days and fly off to seek easier prey.

**Ravenous Bite (Ex):** An ancient evil jackal threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit bleeds for an additional 3 points of damage per round thereafter. Multiple wounds

from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

**Fire Subtype (Ex)\*:** An ancient evil jackal is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Corner of the Eye (Su):** An ancient evil jackal that stalks a victim while wind walking always seems to lurk just at the corner of its chosen victim's field of vision. This victim takes a -2 penalty on all Wisdom-based skill checks as long as the ancient evil jackal stalks him.

**Regeneration 5 (Ex)\*:** Cold deals normal damage to a wendigo.

**Wind Walk (Su):** An ancient evil jackal can wind walk at will, transforming from physical form to incorporeal form or back again as a move action.

\*Note: Used Wendigo template (updated for 3.5) on a dire wolf but changed subtype from cold to fire

## APPENDIX 2: NEW RULES ITEMS

### ITEM

*Crimson Coat of Ilpharzz.* Dyed a brilliant scarlet color, a Crimson Coat of Ilpharzz is a suit of +4 leather armor whose surface is embroidered with flame motifs in golden thread. As a free action, the wearer can command the armor to ignite three times per day, enveloping her in magical flames that give light as a torch. The wearer is not harmed by these flames, gaining a +4 deflection bonus to Armor Class and fire resistance 15 while they last. Any creature attacking the wearer with a natural weapon or a melee weapon that is not a reach weapon takes 1d4 points of fire damage per attack. A Crimson Coat can burn for up to 1 minute at a time.

*Moderate Abjuration; Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *fire shield*, *resist energy*, *shield*; *Market Price:* 28,300 gp; *Cost to Create:* 14,230 gp + 1,125 xp.

*Fellstone.* This +3 heavy pick is made entirely from stone, and its magical properties give its wielder great power over stone. Earth creatures struck with Fellstone must succeed on a Fortitude save (DC 13) or be dazed until the beginning of the wielder's next action. Whenever both the wielder and her opponent are touching the ground, Fellstone grants a +1 bonus on attacks and damage. If an opponent is airborne or waterborne, the wielder takes a -4 penalty on attacks and damage. Furthermore, as long as the wielder is touching the ground, she can start a bull rush without provoking an attack of opportunity. The combat modifiers given above for melee attacks also apply to the wielder's opposed Strength check when attempting a bull rush.

*Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *stone shape*, *summon monster VI*; *Market Price:* 32,308 gp; *Cost to Create:* 16,308 gp + 1,280 xp

*Rogue's Vest.* Any rogue who finds one of these precious vests counts himself among the most fortunate of scoundrels. A rogue's vest enhances the wearer's natural roguish abilities, making him more effective as both a scout and a combatant.

**Lore:** Characters can gain the following information about the rogue's vest by making Knowledge (arcane) checks at the appropriate DCs, as given below.

DC 20: A rogue's vest enhances a rogue's ability to deal devastating damage to unprepared or flanked opponents.

DC 30: A female Halfling arcane trickster named Lena Wandering eye created the first rogue's vest. Not satisfied with her already powerful abilities, she created the vest to further enhance her natural talents. She wore the rogue's vest for many years before passing the secret of its creation on to the arcane spellcasters of the caravan into which she eventually retired.

This slick-looking, black vest is made of supple, well-worn leather. Its buttons are carved of dull, black glass and seem to absorb light rather than reflect it. Upon donning the vest, the wearer immediately senses that his footsteps are lighter and more fluid, and his ability to leap out of the way of danger is enhanced. If the wearer also has the sneak attack ability, his sneak attack seems to strike more true than normal.

**Activation:** The rogue's vest functions continuously as long as it is worn, requiring no action on the wearer's part to activate.

**Effect:** When worn, this vest grants its wearer a +2 competence bonus on Hide and Move Silently checks and a +2 bonus on Reflex saves. In addition, if the wearer has the sneak attack ability as a class feature or a special ability, his sneak attack damage increases by 1d6 as long as he wears the vest. A character without the sneak attack ability doesn't gain the benefit of this increase.

*Strong illusion; Caster Level:* 13th; *Prerequisites:* Craft Wondrous Item, *cat's grace*, *invisibility*, *true strike*; *Market Price:* 29,600 gp; *Cost to Create:* 14,800 gp + 1,184 xp, 30 days

*Vanishing Blade.* A vanishing blade is a +3 rapier that allows its wielder to travel short distances instantaneously. Once per day, after a successful melee attack, the wielder of the vanishing blade may transfer himself instantaneously to any spot within 800 feet. This effect functions exactly as the dimension door spell from a 10<sup>th</sup>-level caster.

*Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, *dimension door*; *Market Price:* 47,120 gp; *Cost to Create:* 23,720 gp + 1,872 xp.

*Warlock's Scepter.* This fearsome device is a +2 *light mace* with a head in the shape of a demonic horned skull. When held, it confers a +2 profane bonus on ranged touch attack rolls made with it. In addition, a warlock (or any other character capable of invoking an eldritch blast) can choose to spend charges from the scepter to increase the amount of damage his eldritch blast deals.

Extra Damage	Charges
+1d6	1 charge
+2d6	2 charge
+3d6	3 charge
+4d6	5 charge

The rod's wielder can expend up to 5 charges in any 24-hour period. A rod is created with 50 charges. After all charges are used, the rod remains a +2 light mace, but no longer provides a bonus on ranged touch attack rolls.

*Moderate Necromancy; Caster Level: 10th; Prerequisites:* Craft Rod, *bestow curse*, *Market Price*: 28,000 gp; Weight 3 lb.

## APPENDIX THREE: WENDIGO TEMPLATE

### The Wendigo Template

(from *Fiend Folio*, page 186-188)

“Wendigo” is an acquired template that can be added to any animal, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature), although the vast majority of wendigo were once animals or humanoids. A wendigo’s type changes to fey, and it gains the cold subtype. It otherwise uses all of the base creature’s statistics and special abilities except as noted.

**Hit Dice:** Change to d6.

**Speed:** A wendigo gains a fly speed of 120 feet (perfect), unless its previous fly speed was better, in which case the base creature’s fly speed is retained. The wendigo loses all other movement types, including its base land speed. Wendigos do not travel on land.

**AC:** A wendigo gains a deflection bonus to AC equal to its Charisma bonus (minimum of +1).

**Attacks:** A wendigo’s bite is its sole attack. If the base creature does not have a bite attack, the wendigo gains one.

**Damage:** A wendigo creature’s bite attack deals damage as shown on the table below, or as the base creature, whichever is better. It adds 1 ½ times its Strength bonus to the damage dealt.

Wendigo Size	Bite Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	2d4
Huge	2d6
Gargantuan	2d8
Colossal	4d6

**Special Attacks:** A wendigo retains all the special attacks of the base creature and gains the following special attacks.

**Disease (Su):** Any creature hit by a wendigo’s bite attack must succeed on a Fortitude save (DC 10 + ½ wendigo’s HD + wendigo’s Con modifier) or become infected with the wendigo’s hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day that a victim takes Wisdom damage from the disease, he must succeed on a Will save (DC 10 + ½ wendigo’s HD +

wendigo’s Cha modifier) or become overwhelmed with an insatiable hunger for the flesh of its own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim’s body and then returns home with no memory of the tragic event.

If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into a wendigo immediately and races off into the night sky at such speed that his feet burn away into blood, charred stumps.

**Maddening Whispers (Su):** A wendigo may use its maddening whispers on any one target within 120 feet once per day. The wendigo may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 10 + ½ wendigo’s HD + wendigo’s Cha modifier) or take 1d3 points of Wisdom damage. Typically, a wendigo stalks a chosen victim for days, wearing down the victim’s Wisdom score until it attacks and attempts to bring down its disease upon the poor soul. A wendigo will stop stalking a target that resists the maddening whispers for more than three days and fly off to seek easier prey.

**Ravenous Bite (Ex):** A wendigo threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

**Special Qualities:** A wendigo retains all the special qualities of the base creature and gains the following special qualities as well.

**Cold Subtype (Ex):** A wendigo is immune to cold damage. It takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Corner of the Eye (Su):** A wendigo that stalks a victim while wind walking always seems to lurk just at the corner of its chosen victim’s field of vision. This victim takes a -2 penalty on all Wisdom-based skill checks as long as the wendigo stalks him.

**Regeneration 5 (Ex):** Fire deals normal damage to a wendigo.

**Wind Walk (Su):** A wendigo can wind walk at will, transforming from physical form to incorporeal form or back again as a move action.

**Abilities:** Increase from base creature as follows:  
Str +4, Dex +8, Con +4, Wis +2, Cha +4.

**Skills:** Same as the base creature, except that the wendigo gains a +8 racial bonus on Hide, Move Silently, and Survival checks.

**Feats:** Same as the base creature, except that the wendigo gains Track.

**Climate/Terrain:** Cold forests.

**Organization:** Solitary.

**Challenge Rating:** Same as the base creature +2.

**Alignment:** Always chaotic evil.

## APPENDIX 4: NPCS

<b>AHFET BIN MUZAN</b> Captain of the Sulamak Male Human Ftr4/Exp3 LN Medium Humanoid (Baklunish) <b>Init</b> +2; <b>Senses</b> Listen +4, Spot +9 <b>Languages</b> Common, Baklunish	<b>CR 6</b>
<b>AC</b> 13, touch 13, flat-footed 11; Dodge, Mobility, Combat Expertise; (+2 Dex, +1 deflection) <b>hp</b> 32 (7 HD); <b>Fort</b> +5, <b>Ref</b> +4, <b>Will</b> +3	
<b>Speed</b> 30 ft. no armor (6 squares), base movement 30 ft.; <b>Melee</b> rapier +9/+4 (1d6+4; 18-20/x2) or dagger +7/+2 (1d4+1; 19-20/x2) <b>Ranged</b> dagger +8 (1d4+1; 19-20/x2) <b>Space</b> 5 ft.; <b>Reach</b> 5 ft. <b>Base Atk</b> +6; <b>Grp</b> +7 <b>Atk Options</b> Combat Expertise, Spring Attack	
<b>Abilities</b> Str 12, Dex 14, Con 10, Int 13, Wis 9, Cha 15 <b>Feats</b> Combat Expertise, Dodge, Mobility, Skill Focus (Profession: Sailor), Spring Attack, Weapon Focus (Rapier), Weapon Specialization (Rapier) <b>Skills</b> Balance +9, Climb +7, Diplomacy +10, Jump +9, Listen +4, Profession (Sailor) +10, Spot +9, Swim +7, Tumble +14 <b>Possessions</b> +1 rapier, dagger, spyglass, ring of protection +1	
<b>AVERAGE SULAMAK CREWMEMBER</b> Male Human War1/Exp1 LN Medium Humanoid (Baklunish) <b>Init</b> +1; <b>Senses</b> Listen -1, Spot +3 <b>Languages</b> Common, Baklunish	<b>CR 1</b>
<b>AC</b> 11, touch 11, flat-footed 10; Dodge, Mobility; (+1 Dex) <b>hp</b> 10 (2 HD); <b>Fort</b> +3, <b>Ref</b> +1, <b>Will</b> +1	
<b>Speed</b> 30 ft. no armor (6 squares), base movement 30 ft.; <b>Melee</b> club +1 (1d6) or dagger +1 (1d4; 19-20/x2) or <b>Ranged</b> dagger +2 (1d4; 19-20/x2) <b>Space</b> 5 ft.; <b>Reach</b> 5 ft. <b>Base Atk</b> +1; <b>Grp</b> +1	
<b>Abilities</b> Str 11, Dex 13, Con 12, Int 10, Wis 8, Cha 9 <b>Feats</b> Dodge, Mobility <b>Skills</b> Balance +5, Climb +5, Jump +7, Profession (Sailor) +5, Spot +3, Swim +5, Tumble +7 <b>Possessions</b> club, dagger	
<b>BAYEZIK AZUZ IBN TIMUR</b> Dusk Lash Operative Male Human Rog 2 LN Medium Humanoid (Baklunish) <b>Init</b> +6; <b>Senses</b> Listen +0, Spot +6 <b>Languages</b> Common, Baklunish	<b>CR 2</b>

<b>AC</b> 12, touch 12, flat-footed 10; (+2 Dex) <b>hp</b> 9 (2 HD); <b>Fort</b> +1, <b>Ref</b> +5, <b>Will</b> +0	
<b>Speed</b> 30 ft. no armor (6 squares), base movement 30 ft.; <b>Melee</b> dagger +0 (1d4-1; 19-20/x2) or <b>Ranged</b> dagger +3 (1d4-1; 19-20/x2) <b>Space</b> 5 ft.; <b>Reach</b> 5 ft. <b>Base Atk</b> +1; <b>Grp</b> +0 <b>Atk Options</b> Sneak Attack +1d6 damage	
<b>Abilities</b> Str 8, Dex 14, Con 12, Int 10, Wis 10, Cha 13 <b>SQ</b> Evasion, Trapfinding <b>Feats</b> Improved Initiative, Skill Focus (Bluff) <b>Skills</b> Balance +9, Bluff +9, Climb +4, Jump +6, Diplomacy +10, Listen +5, Sense Motive +7, Spot +5, Tumble +9 <b>Possessions</b> club, dagger	
<b>Evasion (Ex):</b> The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.	
<b>ABBAS IBN NADIM</b> Owner of the Guiding Light Male Human Exp 4 LN Medium Humanoid (Baklunish) <b>Init</b> +0; <b>Senses</b> Listen +7, Spot +7 <b>Languages</b> Common, Baklunish <b>AC</b> 10, touch 10, flat-footed 10; <b>hp</b> 14 (4 HD); <b>Fort</b> +3, <b>Ref</b> +1, <b>Will</b> +4	<b>CR 3</b>
<b>Speed</b> 30 ft. no armor (6 squares), base movement 30 ft.; <b>Melee</b> dagger +3 (1d4; 19-20/x2) or <b>Ranged</b> dagger +3 (1d4; 19-20/x2) <b>Space</b> 5 ft.; <b>Reach</b> 5 ft. <b>Base Atk</b> +3; <b>Grp</b> +3	
<b>Abilities</b> Str 10, Dex 10, Con 11, Int 12, Wis 10, Cha 10 <b>Feats</b> Great Fortitude, Persuasive, Skill Focus (Profession: Merchant) <b>Skills</b> Appraise +8, Bluff +9, Diplomacy +5, Intimidate +4, Knowledge (Local - VTF) +8, Listen +7, Profession (Merchant) +10, Sense Motive +7, Spot +7 <b>Possessions</b> dagger, set of keys, coin purse (5 sp)	
<b>NA'IMAH IBNT FAHKRI</b> Manager of the Guiding Light Male Human Com1/Exp2 LN Medium Humanoid (Baklunish) <b>Init</b> +1; <b>Senses</b> Listen +3, Spot +1 <b>Languages</b> Common, Baklunish <b>AC</b> 11, touch 11, flat-footed 10;	<b>CR 2</b>

(+1 Dex)  
**hp** 9 (3 HD);  
**Fort** +0, **Ref** +1, **Will** +2

---

**Speed** 30 ft. no armor (6 squares), base movement 30 ft.;  
**Melee** dagger +2 (1d4+1; 19-20/x2) or  
**Ranged** dagger +2 (1d4+1; 19-20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +2

---

**Abilities** Str 12, Dex 13, Con 10, Int 10, Wis 9, Cha 11  
**Feats** Endurance, Run, Skill Focus (Swim)  
**Skills** Diplomacy +4, Knowledge (Local - VTF) +6, Listen +3, Profession (Merchant) +3, Spot +1, Swim +10  
**Possessions** dagger, set of keys, coin purse (4 cp)

**HAMZA FAKIH** **CR 8**

Wayward Scholar  
Male Human Exp9  
LN Medium Humanoid (Baklunish)  
**Init** +0; **Senses** Listen +2, Spot +2  
**Languages** Common, Baklunish  
**AC** 10, touch 10, flat-footed 10;  
**hp** 34 (9 HD);  
**Fort** +3, **Ref** +3, **Will** +8

---

**Speed** 30 ft. no armor (6 squares), base movement 30 ft.;  
**Melee** dagger +5 (1d4-1; 19-20/x2) or  
**Ranged** dagger +6 (1d4-1; 19-20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +5

---

**Abilities** Str 8, Dex 11, Con 10, Int 18, Wis 14, Cha 11  
**Feats** Diehard, Endurance, Leadership, Negotiator, Toughness  
**Skills** Appraise +16, Decipher Script +16, Diplomacy +16, Gather Information +14, Knowledge (Arcana) +16, Knowledge (Architecture and Engineering) +16, Knowledge (Geography) +16, Knowledge (History) +16, Knowledge (Local - VTF) +16, Knowledge (Royalty and Nobility) +16, Sense Motive +5  
**Possessions** dagger, set of keys, coin purse (4 cp)

**HADEE BIN NUSAR** **CR 5**

Corrupt Tax Collector  
Male Human Ari6  
LE Medium Humanoid (Baklunish)  
**Init** +0; **Senses** Listen +8, Spot +8  
**Languages** Common, Baklunish  
**AC** 10, touch 10, flat-footed 10;  
**hp** 27 (6 HD);  
**Fort** +2, **Ref** +4, **Will** +5

---

**Speed** 30 ft. no armor (6 squares), base movement 30 ft.;  
**Melee** dagger +4 (1d4; 19-20/x2) or  
**Ranged** dagger +4 (1d4; 19-20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** +4

**Abilities** Str 10, Dex 11, Con 10, Int 12, Wis 10, Cha 12  
**Feats** Alertness, Lightning Reflexes, Negotiator, Persuasive  
**Skills** Appraise +6, Bluff +8, Diplomacy +13, Gather Information +6, Intimidate +5, Knowledge (Nobility and Royalty) +8, Listen +8, Sense Motive +10, Spot +8  
**Possessions** dagger, coin purse (7 gp), noble's outfit

**MUTAH** **CR 3**

Concerned Citizen  
Male Human Exp4  
LE Medium Humanoid (Baklunish)  
**Init** +0; **Senses** Listen +3, Spot +3  
**Languages** Common, Baklunish

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**AC** 11, touch 11, flat-footed 10;  
(+1 Dex)  
**hp** 14 (4 HD);  
**Fort** +2, **Ref** +2, **Will** +4

---

**Speed** 30 ft. no armor (6 squares), base movement 30 ft.;  
**Melee** dagger +4 (1d4+1; 19-20/x2)  
**Ranged** dagger +4 (1d4+1; 19-20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +4

---

**Abilities** Str 12, Dex 12, Con 12, Int 12, Wis 10, Cha 14  
**Feats** Animal Affinity, Endurance, Skill Focus (Profession: Farmer)  
**Skills** Climb +6, Handle Animal +9, Heal +5, Knowledge (Architecture and Engineering) +6, Knowledge (Geography) +4, Knowledge (Local - VTF) +6, Knowledge (Nature) +6, Listen +3, Profession (Farmer) +5, Ride +8, Search +4, Spot +3  
**Possessions** dagger

## APPENDIX 5: RUMORS

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1. A number of wells went dry very suddenly in the northeastern Zeif. There hasn't been any less rainfall than usual, so what could be the cause?
2. Every year, a large number of whales beach themselves on the coast. This year it didn't happen. The people who used to scavenge the carcasses are out looking for a different way to make an easy efrit.
3. Strange metal contraptions have been seen lurking underwater by fishermen near Zeir-i-Zeif. No one knows what they are!
4. There's a power struggle going on between the Matron Sultana and the Grim Vizier. The lich may look scarier, but the Sultan's mother looks young enough to be his daughter. You tell me which one's more powerful!
5. My grandmother used to tell me stories of a sorceress living in the Vaar Hills that would steal children in the night. I thought it was to scare us children but lately I've heard a man say he had returned from visiting her tower!
6. I've heard that the Bey of Madara has taken a great interest in Parshadon. Rumor has it that he is sending men to town to survey the hills for a new mine!
7. A soldier previously stationed in Dhabiya told me a tale of a lost city in the Vaar Hills. He said that something old and evil was released when the Sultan's men entered the ruins. I think that story is true because since that time my sweet potatoes have disappeared. I think that evil creature is living nearby!
8. The waters of Sukarta are rumored to have healing properties. The water is rich in minerals and slightly warmer than normal water.
9. After hitting the "Big Score", former privateer Berker al' Muhalin landed in Korsan, where his retirement was violently interrupted by a marauding band of slavers. To this day, there is a yearly festival to celebrate Berker's heroic deeds.
10. I think the Sultan made a mistake opening Zeif for trade. All these foreigners are causing real problems. My brother just came back from Kurteq. He said the price of most goods has tripled and foreign criminals are taking over the town.



## APPENDIX 6: PARSHADON AT A GLANCE

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The name Parshadon means dirt in certain Zeif based Baklunish dialects and was given to the town by the initial slave laborers who were forced to dig into the hills to mine silver on behalf of the Sultan. Despite the dubious moniker, the town of Parshadon had very affluent beginnings. It was a prosperous mining town for over 300 years until hard time befell the town. In the last fifty years, the last of the Sultan's mines have closed and the town has diminished to a fraction of its former size. However, thanks to a few eternal optimists, Parshadon exists as a quiet seaside community struggling to hold itself together while it waits for the mother lode to hit once more.

### Origins

In 2819 BH, the Sultan Beroz commissioned cartographer Zisad ibn Masoor to explore and map the hilly region that now constitutes the present day timars of Vaar and Madara. Zisad ibn Masoor spent several years in the area before returning to Zeir-I-Zeif in 2826 BH with dozens of meticulously detailed maps and journals of his findings.

One of Zisad's maps became of interest. Zeif had many mines established in the eastern portion of the Vaar Hills but had been unable to find a economically feasible method to mine and ship valuable metals and gems from the western portion of the Vaar Hills. The map of interest detailed a small area along the western portion of the Vaar Peninsula that could be used as a functional port for possible mining interests. Beroz sent Zisad ibn Masoor and a team of men back to the area to survey the area for mineral and settlement possibilities.

### Early Exploration

Zisad set anchor in Masoor's Cove and established camp at the top the cliffs not far from what is now called Wadi Zisad. Zisad and his men stayed here for many weeks exploring the surrounding hills for viable mining operations.

Unfortunately for Zisad and his men, they had made camp in an area that channeled the run off from the rainy season. When the rains came, the run off from the hills came crashing through the men's camp, washing their supplies down the wadi created gorge and into Masoor's Cove. To this day, there are still items from that original settlement embedded high into the gorge walls by Masoor's Cove.

The flash flood forced the men to return to Zeif-I-Zeif early but the mission was a not without success. Zisad ibn Masoor had discovered what he felt was a sizable

deposit of silver in the nearby hills. When Zisad presented his findings to the Sultan, Beroz was convinced. He ordered a mine open and the development of a port in the area.

### Settlement

In 2484 BH, the first of the colonization ships arrived at Masoor's Cove to begin construction of a settlement. Due to the previous encounter with flash floods near Wadi Zisad, it was decided to establish the settlement north from the original site to a more sheltered area along the coast. A workable location for a harbor was located in a small southwest section of Washid's Cove. A pier was constructed for the loading and unloading of cargo ships and a few buildings were constructed for those important or wealthy enough to warrant one. Makeshift slave camps were established away from the settlement towards the hills to accommodate the slaves sent to work the mines. The mining operations proved viable and by the year's end, the colony was set for more development.

Soon the new mines yield began to exceed expectation, outstripping the number of available slaves able to do the work. Soon a call was put out for laborers. Many of Zeif's unfortunates made their way to

Parshadon at the possibility of obtaining work. A few adventurous merchants also headed west to take advantage of the newfound prosperity and suddenly Parshadon found itself becoming a small town.

### Recent History

For many years Parshadon flourished, but as the silver started to dry up the town began its slow decline. Nearly seventy years ago the first of the mines closed. Within the next thirty years two more of the mines were also closed and things began to look bleak. Many of the laborers were forced to look for work elsewhere and some of the more prominent citizens moved on, choosing to cut their losses while they still could. However, not all was dark. While the largest of the mines remain operational the town could survive.

Then, about twenty years ago, the main mine began to show signs that the silver was running out. Local miners attempted a risky exploration hoping to find more silver. Unfortunately, a horrible accident occurred killing all of the miners involved. With the lack of new silver veins to excavate, the Sultan closed the mining operation. With the closure of the mines, the town of Parshadon was finally forced to face its true

existence as a remote boomtown gone bust.

### **When to Go**

Parshadon's climate is like much of the rest of Zeif: harsh and extreme. Thankfully, the harsh, dry conditions are offset by the town's vicinity to the warm waters of the Dramidj Ocean.

During the spring/early summer months, Parshadon experiences a brief rainy season. For two to three weeks, pounding rains fall on Parshadon leading to a sudden and temporary 'greening' of the land. It is also during this time that Wadi Zisad flows once more with the rainwater running off the sun baked land.

Parshadon's summer is long and hot. However, the breeze that blows in off the Dramidj Ocean alleviates much of the suffering caused by the heat making life rather idyllic if one is able to find some shaded respite from the sun's punishing rays.

Parshadon's winter is a cold, blustery affair as frigid winds blow constantly against the hillside dwellings. Given the lack of building supplies, many homes do not provide adequate protection from the cold. The sea is also quite stormy making travel by boat to the town unpleasant at best.

It is recommended that travelers head to Parshadon during the early summer months to avoid the excessive heat of high summer. Unless absolutely necessary, travelers should avoid winter and even early spring trips to Parshadon.

### **Where To Go**

Wadi Zisad – south of Parshadon is a wide flat dried up riverbed that slopes down into Masoor's Cove. During most of the year this riverbed or wadi sits empty but during heavy rainfall Wadi Zisad becomes a very dangerous place as run off from the surrounding hills collect here and rush into the sea. Several minor man-made adaptations to the surrounding landscape help ensure that the sudden flash floods do not endanger Parshadon.

Masoor's Cove – This sheltered inlet is located south west of Parshadon, hidden amongst the high granite cliffs. The cove is named after the father of the explorer that first set anchor here. The cove is large enough to allow a large ship to enter and provides ample protection for ships seeking safety from stormy weather. It is also a favorite area to go swimming during the hot summer months. Be careful not to be caught here during heavy rains. The shape of the cove prevents most ships from being overcome by the sudden bursts of water pouring into the cove. However, the currents caused by the rushing water

have the ability to push ships into the rocks along the cove's edge.

The Dragon's Ladder – The large rock spire is a prominent landmark and casts a long shadow over Parshadon when struck by the rays of the setting sun. It appears to be the remains of what was once likely a stone section that once connected to The Waving Daughters out in Washid's Cove. This unusual rock formation earned its name from the apparent four sections that comprise the stone tower. It is a popular belief that each segment represents one of the four basic tenants of the Four Feet of the Dragon (honor, family, generosity, and piety). It is said that when an individual has mastered all four tenets, only then may the individual may climb the Dragon's Ladder and hope to ascend to Istus' side.

The Waving Daughters – The two stone outcroppings blocking the entrance to Washid's Cove are the results of erosion by the wind and the sea to the existing land mass. The formations were so named by Zisad ibn Masoor because at a distance, the two formations reminded him of his two daughters waving good-bye to him as he left on his exploration voyages.

Washid's Cove – This treacherous body of water was deemed, ironically, the best route for large cargo ships to dock at Parshadon. The waters here can be quite turbulent, making navigating inside the cove very difficult. The easiest passage into Parshadon's harbor is along the north side of the Waving Daughters. The currents make swimming in Washid's Cove unadvised except for only the strongest swimmers (Swim DC 15).

Parshadon Mines – The mines are currently inactive and it has been nearly twenty years since workers last occupied them. The mines are located a mile or two east of the town. The mines are not closed off to the public though most of the locals avoid entering the mines unless necessary. It is generally believed that the mines are structurally unsound though this fact remains to be proven.

The Guiding Light Inn – The only inn in town is the largest building in town and sits centrally, perched on the steep slopes overlooking Washid's Cove. The inn does not offer a wide variety of food (mostly fish based fare) but what it does offer is palatable. The inn is run by Na'imah ibnt Fahkri, a gregarious and upbeat woman who will make you feel as though you've lived in Parshadon your whole life. If you don't like work, don't leave your room before noon. Na'imah wrangles

everyone into helping around the place, including guests.

### **Getting There**

Getting to Parshadon has never been easy. The rugged harsh terrain of the Vaar Hills blocks land travel from the east except for the most determined traveler. Arrival by sea is somewhat easier but recent closure of the silver mines and damage to Parshadon's harbor over ten years ago is cause for most captains to sail on.

### **Land**

In general, overland travel to Parshadon is not considered a practical option. There are no roads leading to Parshadon. Travelers cannot expect an easy journey sitting on the back of a caravan wagon. Travelers must traverse rugged terrain on foot or mount, sometimes under very extreme conditions.

Travelers heading from the east must pass through the difficult and dangerous Vaar Hills or spend considerable time circumventing the area. Those determined to travel to Parshadon are recommended to head south on the trade route to Antalotol then head west to Barakhat and Nafiq. From Nafiq, travelers may follow the coast to Parshadon. The journey is still difficult but the beautiful scenery and cooling ocean breeze should help ease some of the suffering.

### **Sea**

Most travelers come to Parshadon by boat. The closest ports in which to book passage are Dhabiya and Nafiq though many begin their voyage in Zeir-I-Zeif. Travelers coming via Dhabiya are cautioned to take care since Dhabiya is a dangerous city at the best of times. It is recommended that travelers coming by boat from the east book passage at a safer port (such as Zeir-I-Zeif) and remain on the ship if it does dock at Dhabiya.

Nafiq is a busy port in a town known for its naval traditions and is a much safer option for lone travelers. Ships heading up the coast leave Nafiq almost daily and most captains are willing to take on passengers for a fee.

If traveling by sea, it is unlikely that a traveler will find a ship specifically stopping in Parshadon. Arrangements will likely have to be made with ship's captains to be dropped off at the town. Be prepared to pay a bit extra for this privilege if time is of the essence.

### **Currency**

The traditional Zeif currencies are accepted in Parshadon, though anyone throwing around Magus

(platinum coins) will certainly draw attention. Times are tough in Parshadon and even Efrit (gold coins) are a rare sight to see. Not surprisingly, the town tends to work most transactions based around the Djinn (silver coins) and often you can find prices in both silver and gold values.

### **Basic Costs**

The basic necessities are generally found at prices on par for that of the rest of Zeif. However certain luxury items, like fine wine, can command double or triple the normal price due to the scarcity of such supplies and the cost to deliver them to Parshadon.

### **Health**

Travelers becoming injured in Parshadon are left with few options. The town is currently without a proper apothecary to help tend to any wounds or ailments. The town also lacks a proper temple to any of the Baklunish deities so travelers accustomed to paying for divine healing may find themselves out of luck. Travelers may find some divine healing from low ranking priests attempting to convert Parshadon's populace to the ways of the gods but travelers should not expect this to always be the case. It is recommended that travelers be prepared for the worst-case scenario and come already prepared.

### **Hazard - The Sun**

The biggest health concern in Parshadon is the sun. Parshadon is located in a semi-arid region that, while not as harsh as the Antal Plains, can become quite hot during high summer. The best advice for beating the heat is to dress lightly and to cover the head with a hood or clothe cap. Darker materials tend to be hotter than lighter colored materials.

If traveling in the sun and heat, it is advised that travelers take plenty of water with them and keep hydrated. Travel should be limited to the early morning/afternoon and late evenings. Noon is the hottest time of the day and wise travelers seek shelter from the sun's rays during that time.

Sunstroke and heat exhaustion can be a real problem for those traveling in and around Parshadon. If an individual is suffering from either of these afflictions, they should immediately seek a shady area in which to rest and drink plenty of liquids. How much rest and liquid an individual needs will depend on the individual and the severity of affliction.

### **Hazard - Wildlife Dangers**

The Vaar Hills are a dangerous place. Many different and dangerous creatures live amongst the hills and it is

advised that travelers do not go hiking alone in the hilly terrain. Go with a group and stick together. If any of the group becomes sick or is unable to travel, some of the group may go fetch help or help carry out the wounded individual.

Life in Parshadon is quite a bit safer. The exotic wildlife that lives amongst the Vaar Hills rarely ventures close to Parshadon. The real threat comes from vermin that find their way into town seeking shelter from sun. Several types of venomous snakes populate the area and can prove quite deadly if proper care isn't taken. Snakes are generally afraid of humans and half-orcs and take pains to avoid confrontation with them. Walk loudly through the brush to give snakes plenty of warning. It is also advised that travelers wear high leather boots. Snakes typically strike at the ankles and high leather boots will help protect against such attacks.

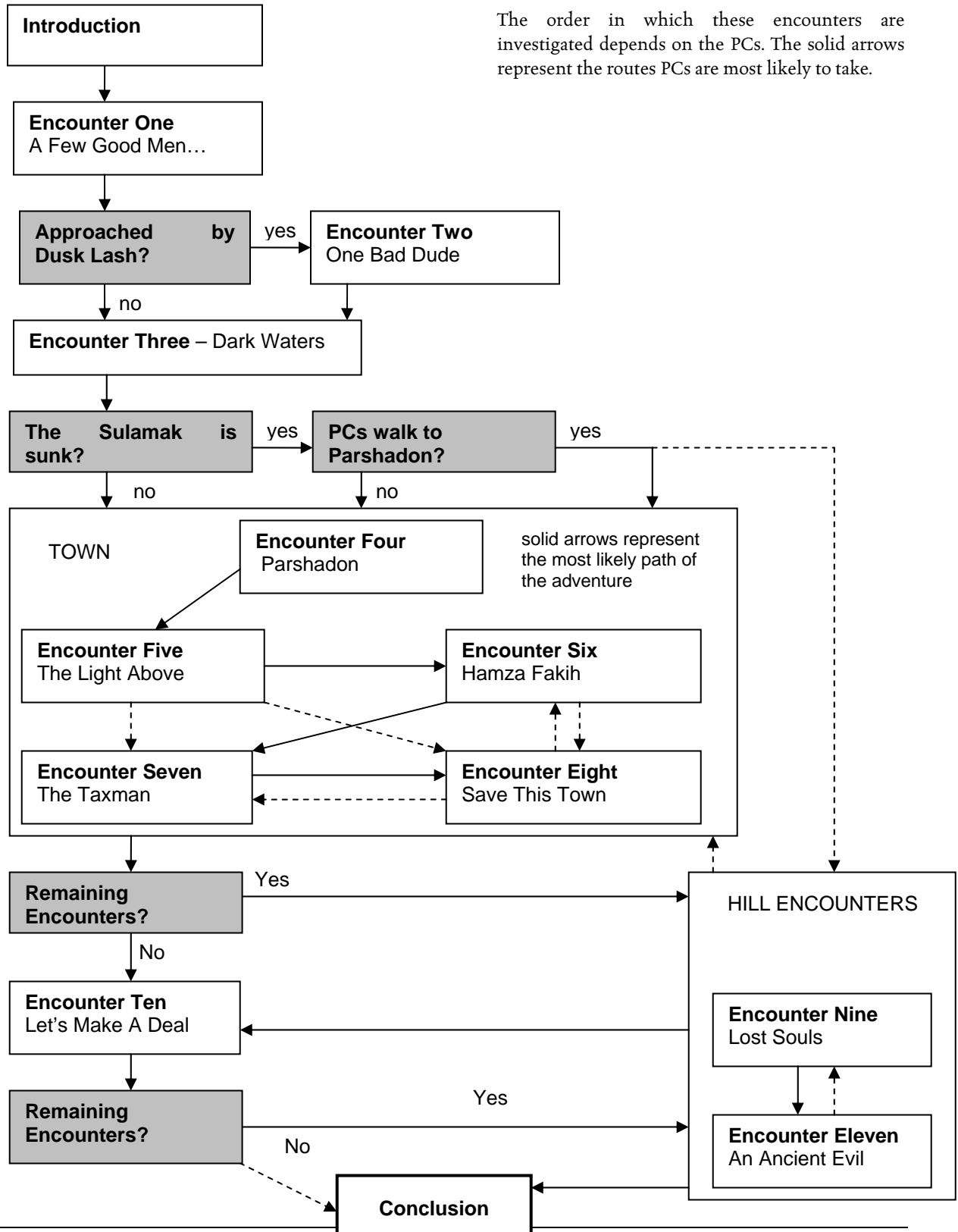
Other venomous vermin, such as spiders and scorpions are easily avoided but can be a real problem during winter months when many of the creatures seek shelter in local homes. Many unsuspecting individuals are bitten or stung as they arise from a night's rest. A bit of care and foresight can help prevent many of these attacks.

### **Hazard - Other Dangers**

The currents in Washid's Cove are a real threat to those that are not strong swimmers. Powerful undercurrents drag swimmers under the water for great distances before releasing the swimmer from its grip. Many swimmers struggle against these currents and find themselves too exhausted to swim back to shore once free. If caught in an undercurrent, a swimmer should relax and let the undercurrent carry the swimmer to a point where the current weakens and the swimmer can break free. The swimmer should then swim back to shore avoiding the area containing the currents.

The local mines pose a threat of cave-in. Many of the mines were constructed with sound structural engineering but age and other factors have made the local mines unsafe. The mines also contain many other dangers making it easy for a traveler to become injured or lost and unable to find their way back out. It is advised that travelers do not enter the mines except with trained guides.

## APPENDIX 7: ADVENTURE FLOW CHART



## PLAYER HANDOUT 1: ALOCHIEL'S CONTRACTS

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*I, the undersigned, do hereby agree to adhere to the following rules while conducting business with Alochiel, mistress of Vaar:*

*No actions of hostile intent shall be initiated within the house of Alochiel. Casting of magicks or brandishing of weapons will release Alochiel from any responsibility and void any deal struck.*

*Alochiel reserves the right to pass final judgement on any arbitration held for those representing a third party, should a disagreement arise during negotiations.*

*If the signer of this document has their life ended during negotiations, then the possessions of that individual, including body, mind and soul, become the property of Alochiel.*

X\_\_\_\_\_

## PLAYER HANDOUT 2: ALOCHIEL'S TREASURES

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### ITEM ONE

A suit of leather armor that has been dyed a brilliant scarlet color. The surface of the armor is embroidered with flame motifs in golden thread.

### ITEM TWO

This heavy pick is made entirely of sturdy beige color stone with veins of emerald running through out it.

### ITEM THREE

This slick-looking, black vest is made of supple, well-worn leather. Its buttons are carved of dull, black glass and seem to absorb light rather than reflect it.

### ITEM FOUR

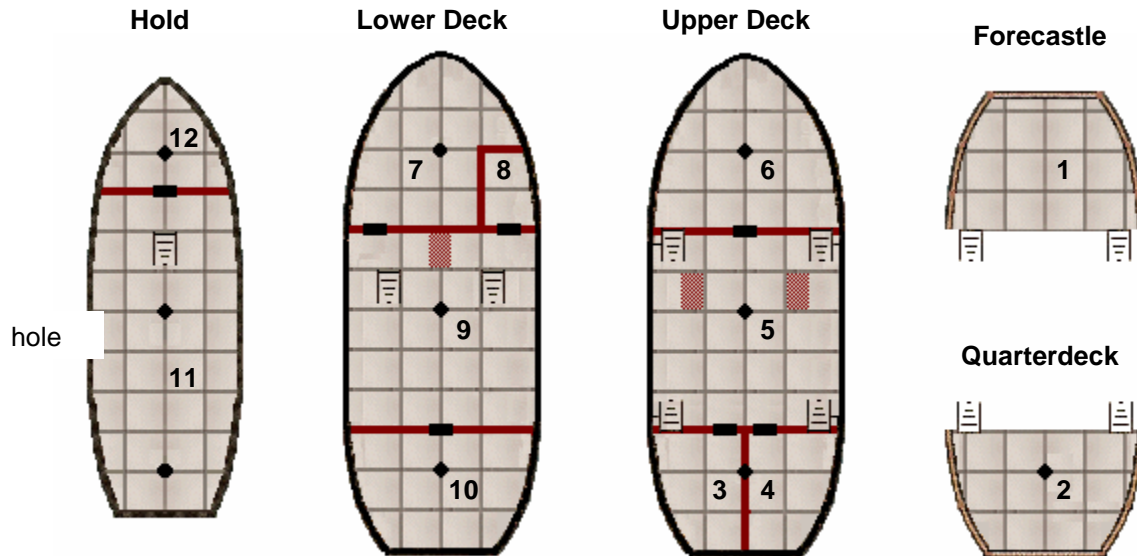
This rapier's highly polished and razor sharp blade shines. The pommel guard is made of brass and is carved to look like two hounds, each one nipping at the others tail.

### ITEM FIVE

This fearsome looking light mace has a head in the shape of a demonic horned skull. The eyes of the skull are inset with dark rubies that glint ominously.

## DM MAPS

Map One: The Sulamak  
1 square = 5 ft.



- 1. quarter deck
- 2. forecastle deck
- 3. captains cabin
- 4. ward room

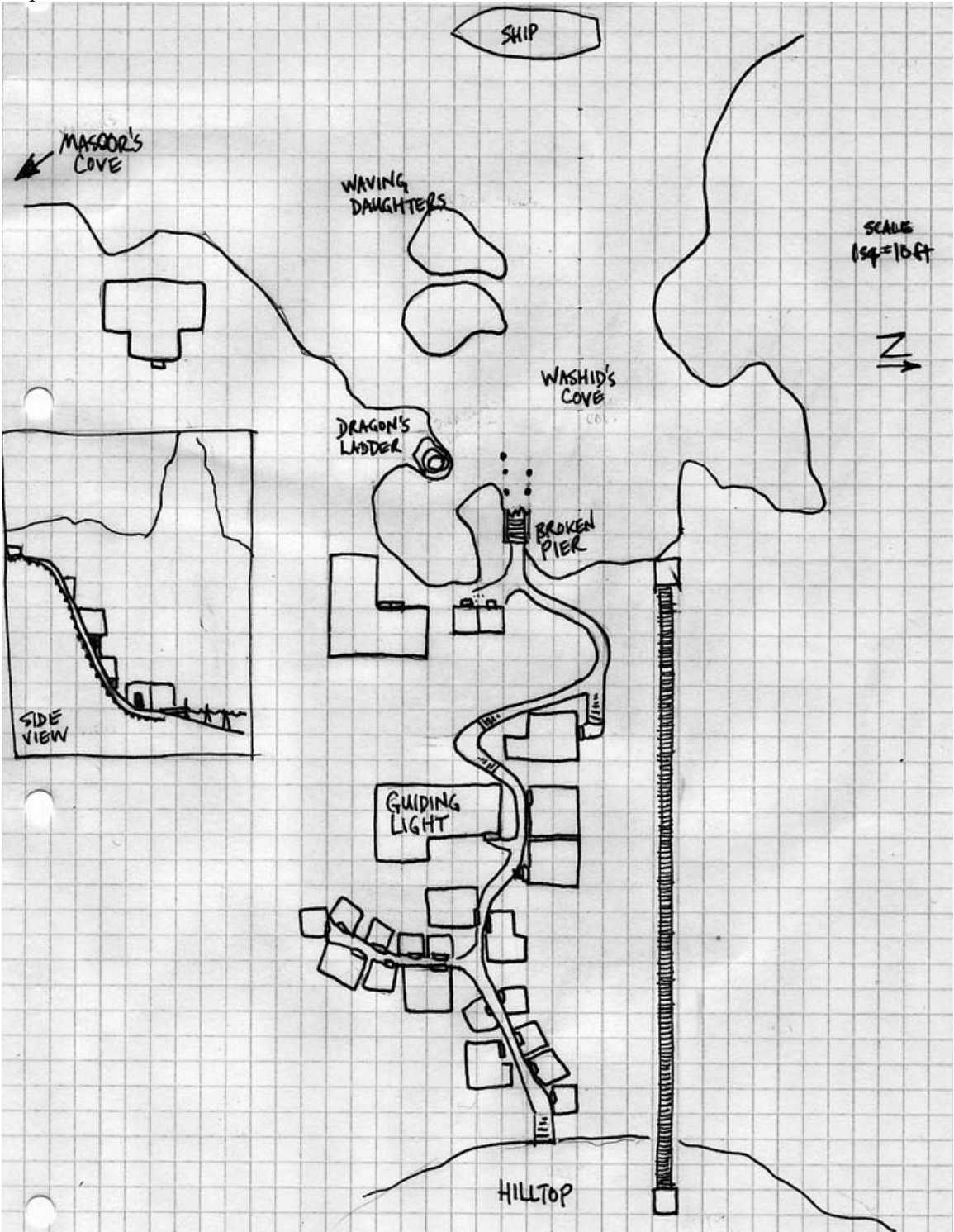
- 5. main deck
- 6. forecastle
- 7. galley
- 8. chain locker

- 9. lower deck
- 10. locked storage
- 11. hold
- 12. sail locker



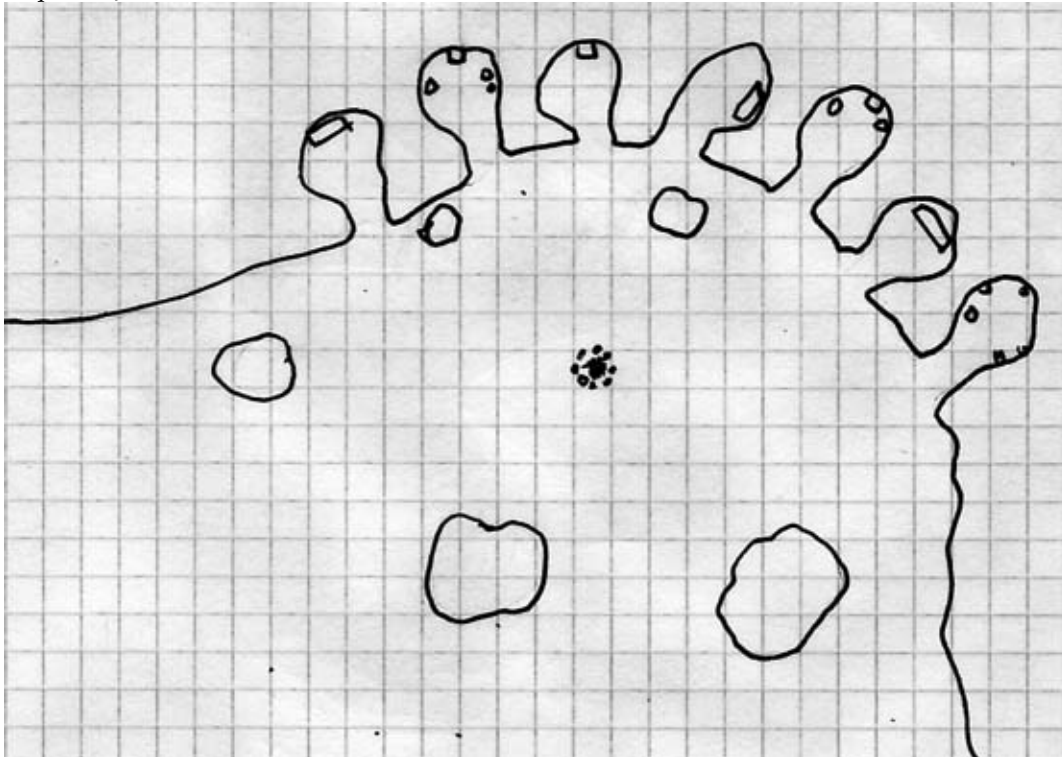
# Map of Parshadon

1 square = 10 ft.



## Map of Ruins

1 square = 5 ft.



## Map of Campsite

1 square = 5 ft.

