

Dry Land

A Dungeons & Dragons® Living Greyhawk™ Zeif Regional Adventure

by Ian Seale

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The seed of ancient evil is sown in human frailty and nurtured in ignorance, indifference and corruption. The strong of heart and wise of mind must wrench out the vile weed, lest it bear a terrible fruit. A one-round Zeif regional adventure, for PCs level 1-15 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker] and *The Player's Guide To Zeif* [Jake Robins, Warren Banks, Eugene Luk, Brent Jans].

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 rulebooks: *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 PCs (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 PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC 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), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		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	5	6	7
	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 PCs 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 PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard 1-round Zeif adventure. *As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Zeif, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.*

PCs 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 PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC 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 PC 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

For decades, creatures tied to elemental water have been disappearing from in and around Zeif. This has gone largely unnoticed by the citizen's of Zeif, as the creatures tended to live in remote regions, often underwater.

Two distinct groups have performed the abductions. One group is a cadre from the Scarlet Brotherhood, led by a priest of Pyremius by the name of Solac Pyremyasen. The other group reports directly to the Matron Sultana.

As the population of water creatures has dwindled, the two groups have been forced to target more powerful and more publicly visible creatures.

Sea elves under the employ of the Matron Sultana kidnapped Zellaveera the Nereid prior to the events of ZEF7-02 *Tide of Battle*. At roughly the same time, operatives of the Scarlet Brotherhood snatched Ya mak, the water mephit familiar of Kimiya bint Artabanus.

Recently, both groups have set their sights on an ancient, powerful nymph named Glimmerdew. She resides in an enchanted pool at the source of the Khijar River. She is too well protected for either group to defeat separately. As a result, agents from both factions have formed an alliance in order to overpower Glimmerdew and her guardians.

Unbeknownst to the Matron Sultana's force, Solac has an ulterior motive. Capturing Glimmerdew is secondary to his goal of permanently stopping the flow of the Khijar River. Solac has learned that cursing the source of the river will put an end to its flow. To this end, he has prepared large quantities of *dust of dryness* to aid his foul ritual.

Yesterday, Ya mak was sacrificed, severing the familiar link with Kimiya bint Artabanus. Incensed by her loss, Kimiya seeks out adventurers who can hunt down those responsible for the deed.

ADVENTURE SUMMARY

Intro – Springtime in Zeif. The usual spring rains have not come this year. Conditions are hot, dry, and very dusty. The common folk are grumbling about the shortage of water.

Encounter 1 – the Sulamak Bayan, Kimiya bint Artabanus, approaches The PC's. She is angry about the

recent loss of her familiar, Ya mak. She hires the PC's to track down the ones responsible for her familiar's death.

Encounter 2 – The PC's search for a series of clues. This section of the adventure is open ended. It is an opportunity for the PC's to exercise their investigative skills and visit their contacts. The PC's findings hint at the fact that water creatures have been disappearing from Zeif for some time now.

Encounter 3 – The PC's search brings them to an abandoned salt mine where Solac has been manufacturing large quantities of *dust of dryness*. The PC's encounter a trap and then are attacked by salt mephit guardians. After defeating the guardians, the PC's learn of Solac's expedition to the source of the Khijar River.

Encounter 4 – The PC's travel along the Wadi Khijar. They spot some Paynims whom they may speak with. At the foot of the Ulsprue Mountains, a single stream feeds the entire river.

Encounter 5 – The combined forces of the Matron Sultana and the Scarlet Brotherhood have managed to subdue Glimmerdew. The Matron's force is returning to Zeif with Glimmerdew when they encounter the PC's. They attempt subterfuge or diplomacy against the PC's. Failing that, a battle will ensue. However, part way through the battle, the Khijar River suddenly stops flowing. The two groups need to quickly resolve their differences if they are to stop Solac's plot.

Encounter 6 – The PC's (and whatever remains of the Matron's force) arrive at the enchanted pool. Solac has a group of Fire Elementals to guard him while he performs the ritual. The Elementals fight against the combined force of the PC's and the Matron's followers. They have a short time to disrupt the ritual before it is complete. If the ritual is disrupted or completed, Solac flees the scene, using his Boots of Teleportation.

Conclusion – The Khijar River begins to flow again (or not). The outcome depends on whether Solac's ritual was stopped in time and whether Glimmerdew was rescued from Abdul.

PREPARATION FOR PLAY

Familiarity with the following will be helpful, but not required:

- ZEF7-02 *Tide of Battle*
- Matron Sultana
- Sons of Cin meta-organization
- Church of Pyremius
- Scarlet Brotherhood
- Poison (*Dungeon Master's Guide*, page 296-297)

See DM Worksheet.

This adventure includes a number of opposed skill checks in Encounter 5 that should be kept hidden from the players. Have each player record ten d20 rolls in advance. For each PC, make note of the following skill bonuses:

- Appraise (red herring)
- Bluff
- Forgery (red herring)
- Listen
- Sense Motive
- Spot

Inquire about the following information. This will be relevant in Encounter 2 and Encounter 5.

- Which Zeif government faction the PC supports.
- Zeif meta-organizations that the PC is a member of.
- If the PC has The Squirm from ZEF6-08 *That Look*.

NEW RULE ITEMS

Feats

- Deft Strike (*Complete Adventurer*, page 106)
- Disguise Spell (*Complete Adventurer*, page 108)
- Extra Music (*Complete Adventurer*, page 109)
- Improved Toughness (*Complete Warrior*, page 101)
- Lyric Spell (*Complete Adventurer*, page 113)
- Practiced Spellcaster (*Complete Divine*, page 82)
- Rapid Spell (*Complete Divine*, page 84)

Spells

- *Desiccate* (*Sandstorm*, page 114)
- *Sunstroke* (*Sandstorm*, page 123)
- *Tormenting thirst* (*Sandstorm*, page 124)

APPENDICES

- Appendix 1 – Encounters
- Appendix 2 – New Rules Items
- Appendix 3 – Named NPC's
- Appendix 4 – Baklunish to Common Dictionary
- Appendix 5 – Travel Distances
- Appendix 6 – DM Maps
- Appendix 7 – DM Worksheets
- Appendix 8 – Player Handouts

INTRODUCTION

Read or paraphrase the following:

The market bazaar in Nafiq bustles with activity. Merchants loudly proclaim the amazing properties of their goods for sale, each attempting to outdo the other both in the outrageousness of their claims and the volume of their voices. Spirited bartering matches take place between buyer and seller.

A dry wind blows across the boisterous throng, stirring up grit and dust and thirst. Though Zeif is an arid land, the spring rains traditionally bring welcome relief all along the coast. This year however, the rains have been both meager and infrequent.

There is a long lineup to draw water from Nafiq's qanat. The slow trickle from the underground aqueduct prolongs the process of filling water skins and dry mouths, giving plenty of time for grumbling and gossip.

Give the PC's an opportunity to introduce themselves.

"Geshtai is punishing us for our lack of faith" sighs a man, shifting his water jar from right arm to left.

"No, it is those merfolk. Ever since they have returned, the rains have forsaken us," a woman replies as she fills her water skin.

"I heard they are cursed. Now they have brought their curse upon us!" an older woman croaks, making a sign against evil.

"Nonsense! The weather is like a shy mistress. She will grant us her favors when the time is right." a younger man expounds as he rolls a cup from one hand to the other.

"The sultan can make it rain! My baba says the sultan can make anything happen!" pipes up a little boy, smiling proudly.

If the PC's wish to express their opinions, feel free to do a little freeform role-playing. Once the discussion has died down, move on to Encounter 1.

1: SULAMAK BAYAN

Read or paraphrase the following:

A sudden flash of light and roar of thunder brings a fearful quiet over the bazaar. The source of this disturbance appears to be a middle-aged Baklunish

woman standing atop an empty cart. She wears long flowing robes of blue and green. Jewelry fashioned from silver and pearl adorns her ears, neck and wrists. The amulet she wears is of a particularly intricate design.

PCs that make a DC 18 Spellcraft check will realize that a *lightning bolt* has just been cast. However, it appears that bolt was targeted towards the sky, rather than at a target on the ground.

PCs can make a Knowledge (local) check to learn the following:

- DC 15 – Her amulet marks her as a member of the Sons of Cin, a reclusive cult of elementalists.
- DC 20 – Specifically, she is a member of the Way of the Marid, a sub-sect tied to elemental water.
- DC 25 – Ordinarily the Sons of Cin do not go out of their way to draw attention to themselves.
- DC 30 – It is rumored that the Sons of Cin were somehow involved with the Rain of Colorless Fire brought down upon the Suel Imperium during the Twin Cataclysms.

PCs can make a Sense Motive check to learn the following:

- DC 15 – She appears to be calm, perhaps a little defiant.
- DC 20 – While her demeanor appears calm, there is a hint that she is holding back her anger.

The woman shouts out in a clear voice, "Now that I have your attention, I have an announcement to make. I am Kimiya bint Artabanus, Sulamak Bayan. I need to find someone that does not wish to be found. If you are a capable tracker, investigator or bounty hunter, come speak with me. Only those with practical experience need apply. Those that are selected will be well paid in the Sultan's coin."

Looking satisfied, Kimiya jumps down from the cart and marches over to a shaded area. The noise of the bazaar resumes, as if nothing had happened. However, an assortment of interesting people makes their way over to Kimiya.

Determine which of the PC's wish to speak with her. Kimiya's announcement has attracted a number of NPC's as well:

- Ezzati the Manhunter, female Baklunish, skilled bounty hunter, but insists on working alone.
- Durika the Kukri, female elf, low-life unreliable cutthroat.

- Kayvon bin Piruz, male Baklunish, and talented amateur but seriously out of his league.
- Joubine bint Korg, male half-orc, pretends to be a mediocre tracker, but in actuality he is an operative for the Uruzaries. Joubine is only interested in assessing the situation and keeping the peace.

See Appendix 3: Named NPC's for more details.

Kimiya asks each candidate their name, occupation and an example of their work. This is an excellent opportunity for boasting, posturing, intimidation of the competition and negotiation with Kimiya. Feel free to embellish on the role-playing as time and interest allow.

When you are ready to continue the adventure, read or paraphrase the following:

After some deliberation, Kimiya raises her hands for silence. "I have made my selection. I choose Ezzati and (fill in PC's names here) as my representatives. The rest of you may go now, good day."

Once the others move out of earshot, Kimiya resumes speaking. "Not more than a month ago, my familiar was taken from me. He was a beautiful water mephit named Ya mak. I knew that he was alive at the time, for the familiar link had not been severed. I assumed that whoever had taken him had done so to ransom him back to me. Such things are not unheard of in Zeif. I offered a great reward for Ya mak's return, hoping that it would encourage the kidnappers to return him to me. However, as the weeks passed, I heard nothing from his captors and I began to fear the worst. Then, this very morning I awoke in a cold sweat with a scream on my lips and knew that Ya mak had just been killed."

Kimiya's eyes flash briefly with a bright anger. "I want those responsible for this to be found. Kill them if you must, but I would prefer that they be brought to me alive. I would very much like to meet them in person. If you can locate Ya mak's remains, return him to me so that I may give him a proper burial. I am certain that you have many questions, feel free to ask them now."

When was the last time you saw Ya mak?

"I sent Ya mak to deliver a message to my brethren in the city of Dhabiya. I have verified that they did indeed receive the message, so Ya mak must have been taken on the way back, likely in Dhabiya or somewhere in the Vaar Hills."

Do you have any clues? Do you have any leads?

"I know that Ya mak was beyond one mile of me when he was taken, so probably not in the city of Nafiq. Little happens in Zeif without someone knowing about it. Speak to your allies and confidants, question people, someone must have seen something."

Do you have any enemies?

"Few that remain alive. It is possible that the Conduit of the Efreeti did this, but I doubt they would provoke a cleansing from the Way of the Marid without purpose."

What is our pay? What is in it for me?

"(25 x APL) gold coins each up front. Another (25 x APL) for Ya mak's corpse. If you bring me those responsible alive, (50 x APL) gold coins, or (25 x APL) otherwise."

Is Ezzati going to help us?

Ezzati responds, "No. I work best alone. From your reputation, you are resourceful. Perhaps you shall find them before me. Perhaps not. I must go now to speak with members of my guild. Good luck with your search."

Treasure: The PCs can gain the following treasure here:

APL 2: Coin 50 gp; Total 50 gp.

APL 4: Coin 100 gp; Total 100 gp.

APL 6: Coin 150 gp; Total 150 gp.

APL 8: Coin 200 gp; Total 200 gp.

APL 10: Coin 250 gp; Total 250 gp.

APL 12: Coin 300 gp; Total 300 gp.

When the PC's are ready to begin their investigation, move to Encounter 2.

2: INVESTIGATION

This section of the adventure is open ended. It is an opportunity for the PC's to exercise their investigative skills and visit their contacts.

The PC's have a limited time to perform their search:

- APL 2 – 8 days
- APL 4 – 7 days
- APL 6 – 6 days
- APL 8 – 5 days
- APL 10 – 4 days
- APL 12 – 3 days

If the PC's have not left Nafiq to begin the physical search for Old Ahmad, the Scarlet Brotherhood or Abdul

when the time is up, then Ezzati will seek the PC's out and tell them what she has learned about the salt mine. Refer to the "If all else fails" section.

2A – Gather Information

Gather Information Rules

- A Gather Information check takes 1d4+1 hours.
- Retries are allowed and each retry gives a cumulative +2 bonus to the check.
- PCs can take 10 or take 20. Taking 20 will take 20d4+20 hours (average 70 hours or roughly 3 days). If a PC takes 20, give them all available information on that particular topic.
- Any number of PCs can aid a Gather Information check. Each PC that assists gives a +2 bonus to the check.
- PCs can spend gold to gain a bonus to a Gather Information check. For each (APL x 5) GP spent, the PC gains a +1 circumstance bonus to the roll.

Knowledge and Bardic Knowledge Rules

- A Knowledge or Bardic Knowledge check takes no time
- Retries are not allowed.
- PCs can take 10. PCs cannot take 20.
- Only PCs with ranks in the appropriate Knowledge skill may assist a Knowledge check. Only PCs with Bardic Knowledge may assist a Bardic Knowledge check. Each PC that assists gives a +2 bonus to the check.

Ya mak's abduction

PCs can make a Gather Information or Bardic Knowledge check to learn the following about Ya mak's abduction.

- DC 10 – Water mephits are scarce in Zeif. There is one that is occasionally seen around Nafiq. It is a familiar for a powerful spellcaster.
- DC 12 – The mephit's name is Ya mak and it belongs to Kimiya bint Artabanus.
- DC 15 – Ya mak was last seen about a month ago, flying northeast towards the Vaar Hills. Kimiya bint Artabanus offered a large reward for his return.
- DC 20 – Some old prospector mentioned seeing a little person with wings get ambushed by some Suel in the Vaar Hills.
- DC 25 – The prospector's name is Old Ahmad and he is likely in the Beylik of Madara, near the town of Parshadon.

Kimiya bint Artabanus

PCs can make a Gather Information check to learn the following about Kimiya:

- DC 10 – Kimiya bint Artabanus lives in the city of Nafiq. She caused quite a stir at the marketplace this morning.
- DC 12 – Kimiya has a water mephit familiar named Ya mak.
- DC 15 – Last month, Kimiya offered a sultan's ransom for the safe return of Ya mak.
- DC 20 – Kimiya is a member of the Sons of Cin, a reclusive elemental cult.

Attacks on other elemental water creatures

PCs can make a Gather Information or Bardic Knowledge check to learn the following about attacks on other elemental water creatures in Zeif.

- DC 15 – The Nereid Zellaveera disappeared while Sovorn's Palace was attacked by undead a month ago.
- DC 20 – The Oasis of Tears, located in the Sadhan Sheikdom, was guarded by a gigantic, mean-spirited water elemental. A year ago, a group of heroic Suel adventurers defeated the creature. They threw a magic powder at it and it disappeared. Now all can share the Oasis of Tears. Geshtai be praised!
- DC 25 – A Baklunish human from Zeif has been offering a handsome reward for the live capture of any creature that is tied to the element of water.
- DC 30 – About two years ago, a group of Suel entered Gökyakut Lake. They were able to breathe underwater, so they must have been under the effects of a spell. When they emerged, they were dragging three small creatures that looked like weird turtles (juvenile tojanida). The Suel loaded the creatures into a wagon and drove away.
- DC 35 – The man offering the reward for creatures of elemental water is named Abdul Amir, the Tamer of Words.

Scarlet Brotherhood

PCs can make a Gather Information, Bardic Knowledge or Knowledge (local) check to learn the following about the Scarlet Brotherhood.

- DC 10 – The Suel are not too popular in the area around Nafiq. The followers of Azor'Alq bear an ancient grudge against the Sueloise for their part in the Invoked Devastation.
- DC 15 – A group of Sueloise has been operating in the northwest of Zeif.
- DC 20 – The Oasis of Tears, located in the Sadhan Sheikdom, was guarded by a gigantic, mean-spirited, water elemental. A year ago, a group of Sueloise defeated the creature using some sort of magic powder.

- DC 25 – Agents of the Scarlet Brotherhood are operating in the Beylik of Madara, somewhere in the Vaar Hills.
- DC 30 – About two years ago, a group of Scarlet Brotherhood agents entered Gökyakut Lake. They were able to breathe underwater, so they must have been under the effects of a spell. When they emerged, they were dragging three small creatures that looked like weird turtles (juvenile tojanida). The Suel loaded the creatures into a cart and drove away.
- DC 35 – The leader of the Scarlet Brotherhood cell in Zeif is named Solac Pyremyasen.

Abdul, the Tamer of Words

PCs can make a Gather Information, Bardic Knowledge or Knowledge (local) check to learn the following about Abdul, the Tamer of Words.

- DC 10 – The “Tamer of Words” is an entertainer who frequently tours the coastal cities in Zeif.
- DC 15 – The Tamer of Words is quite wealthy and always travels with guards and servants.
- DC 20 – The Tamer of Words has close ties to the Matron Sultana.
- DC 25 – The Tamer of Words spends much time meeting with the aquatic humanoids that trade with Zeif. He offers a substantial reward for the live capture of any creature tied to elemental water.
- DC 30 – The Tamer of Words recently gathered a large entourage of guards and servants. He departed Dhabiya, heading south along the Wadi Khijar.
- DC 35 – The Tamer of Words’ real name is Abdul Amir. He has ties to the ruling family in Dhabiya.

The Vaar Hills

PCs can make a Knowledge (geography), Knowledge (history) or Bardic Knowledge check, DC 15 to learn the following. Any PC that has the “Former Slave” or “Worked in the Mines” background knows this as well.

The Vaar Hills have been mined for centuries, often by slave labor. Many mines have been abandoned when the minerals ran dry or when the mine became too dangerous to work. There are plenty of locations for someone to hide in if they did not wish to be found.

Salt Mines

PCs can make a Knowledge (geography), Knowledge (local) or Bardic Knowledge check to learn the following:

- DC 10 – All of Zeif’s salt comes from mines in the Vaar Hills.
- DC 15 – There are three salt mines currently in operation. They are in the Vaar Hills, west of Dhabiya.

- DC 20 – The oldest salt mine, Eski Tuz Madeni, is in the middle of the Vaar Hills in the Beylik of Madara. In the distant past, it was the only salt mine in Zeif. However, the discovery of salt deposits near Dhabiya 120 years ago made the old mine unprofitable. Eski Tuz Madeni was sealed up and abandoned.

2B – Visit Contacts

Contact Rules

A PC can only gain information from a contact if they meet one of the following requirements:

- PC is a member of the appropriate meta-organization
- PC has a favor or influence with the organization or individual. Also, the PC must not have an enmity with the organization.

Meeting a contact takes 1d4+1 hours.

Supporter of the Sultan

This information should only be given to PCs that have pledged loyalty to Sultan Murad or are a member of the Uruzaries.

You are contacted by Joubine bin Korg. “Forgive my earlier deception. I am an Uruzary operative working undercover for the Sultan here in Nafiq. We suspect that agents of the Scarlet Brotherhood are operating out of the Vaar Hills in the Beylik of Madara. So far, they have been keeping a low profile. Find out what you can and report it to the Sultan.”

Backer of the Matron Sultana

This information should only be given to PCs that have pledged loyalty to the Matron Sultana.

Your search has brought you to the attention of Omar bin Hassan, an agent of the Matron Sultana. “I like you friend, so I am going to give you some good advice. Do not look for a Suel man by the name of Solac. Certainly do not go looking for him in an old abandoned salt mine in the Vaar Hills. It would be best if you went about your normal business and forgot all about this.”

Adherent of the Grim Vizier

This information should only be given to PCs that have pledged loyalty to the Grim Vizier.

Your search has brought you to the attention of Garnat bin Jamil, a ghoul in the service of the Grim Vizier. “There is much scuttling in the dark by those who think themselves too clever. Perhaps you should ask the whelps of the Matron Sultana what purpose a palanquin made of cold iron is meant to serve?”

Friend of the Merfolk

PCs that have the favor of Mer-Sheik Sovorn al-Ghayar or the Merfolk al-Ghayar can make a Gather Information check to learn the following:

- DC 10 – The Nereid Zellaveera disappeared while Sovorn's Palace was attacked by undead a month ago.
- DC 15 – Sea elves were spotted near Zellaveera's grotto before she went missing.
- DC 20 – A Baklunish human from Zeif, called the "Tamer of Words", has been offering a handsome reward for the live capture of any creature that is tied to the element of water.
- DC 25 – Zellaveera was delivered to the Tamer of Words by the sea elves.
- DC 30 – The Tamer of Words' real name is Abdul Amir. He has ties to the ruling family in Dhabiya.

Church of Azor'Alq

PCs that seek out a member of the Church of Azor'Alq learn the following.

"Strength grows in the light of courage. We know that a cell of the Scarlet Brotherhood is operating in the Vaar hills somewhere in the Beylik of Madara. Clearly those thrice-cursed Suel are the source of your problem. Go forth and smite the infidels in the name of the Banisher of Darkness."

Church of Geshtai

PCs that seek out a member of the Church of Geshtai learn the following.

"Water is more precious than gold, for a thirsty man gets no sustenance from his wealth. As you know, the weather is unseasonably dry this year. We suspect that the cause is creatures of elemental water being removed from Zeif. Go forth and restore the waters in the name of the Daughter of the Oasis."

Church of Istus

PCs that seek out a member of the Church of Istus learn the following.

"Everything is connected to every other by invisible strands that push and pull over time. A powerful malevolent force interferes with Istus' prophecies. All that we see is a towering falchion forged of black iron, wreathed in flames. Go forth and stop those who would tamper with fate, in the name of The Colorless and All-Colored."

Dusk Lash

PCs that seek out a member of the Dusk Lash learn the following.

"Old Ahmad claims he saw someone ambush a water mephit up in the Vaar Hills. You can find him prospecting up in the hills near Parshadon."

2C – Supernatural

Divination spells

Any *divination*, *commune* or similar Divination spell gets the following vision:

You see a towering falchion forged of black iron, wreathed in flames. It feels as though a malevolent outside force is interfering with divination magicks.

Can You Feel it Squirm?

PCs that carry the Squirm from ZEF6-08 *That Look* get the following vision some time during their investigation:

A greasy, cold feeling wells up within your gut. A stray thought has agitated the young you carry. A memory or premonition or dream, you are not certain which, floods your mind.

"Safe inside the wet dark womb of the host. A hot black blade pierces the safe place, spilling the fluid barrier away, exposing the too dry air. Not ready to consume the intruder yet. Metallic tongs grasps, extracts, constricts. Brought face to face with horrid humanity, pale white skin with obscene blue eyes. Black iron at the neck forms a comforting demonic face with ears like bat wings. Strike at the hateful human flesh, taste the sweet copper blood. Dropped, falling, floor made of salt, drying, desiccating, dying. Thrash madly, a flash of fire, sizzling death."

2D – Physical Search

Search Rules

- A Search or Track check takes 1 day
- Retries are allowed and each retry gives a cumulative +2 bonus to the check.
- PCs can take 10. Taking 20 is not feasible, as it would take too long (20 days).
- Any number of PCs may aid a Search check. Only PCs with the Track feat may aid a Track check. Each PC that assists gives a +2 bonus to the check.

Search for Old Ahmad in the Vaar Hills

PCs can make a Search or Track check to try and locate Old Ahmad in the hills near Parshadon.

PCs that are residents of Parshadon gain a +5 circumstance bonus. If a PC takes the time to travel to

Parshadon and ask the residents about Old Ahmad, they will also gain the +5 circumstance bonus.

- DC 15 – The PC's locate Alochiel's tower.
- DC 20 – The PC's locate Old Ahmad

Meeting Old Ahmad

If the PC's find Old Ahmad, read the following:

Sitting atop a small boulder is an old Baklunish man rapping upon a stone with a small hammer. A mule stands placidly nearby, munching on dry bunchgrass. The man does not appear to notice your arrival.

Once the PC's make their presence known:

"Yah, what do you want? Can't you see that Çirkin and I are busy?"

Once the PC's explain their mission:

"You came all this way for that? Bah! Waste of time, eh Çirkin."

The mule looks towards Old Ahmad and continues to chew.

"So anyways, you best listen carefully, because I won't say this twice. Bout a month back I was heading up into the hills to get some salt for Çirkin here. He does love to lick salt, don't yah boy."

The mule bows its head and grabs another mouthful of bunchgrass.

"So anyways, Çirkin and I were up near the old salt mine. Then I heard a bunch of twangs, like from a bow. I took a peek over the ridge and there I saw a bunch of Suel folk, all dressed in red robes, standing over some little fellow with wings. Isn't that right Çirkin?"

The mule swats its tail at a fly sitting on its posterior.

"So anyways, the red robes pick up the little critter and carry it back towards the mine. I was going to follow them, but Çirkin here got spooked. He isn't too pretty but he has good instincts, don't yah boy."

The mule ambles towards another patch of bunchgrass and starts sniffing at it.

"So anyways, Çirkin and me made our way back to Parshadon. And that is the whole story, isn't it Çirkin."

The mule snorts and starts nibbling on the new patch of bunchgrass.

Proceed to Encounter 3.

Meeting Alochiel

If the PC's go to Alochiel's tower, read the following:

In the distance stands a tall stone tower. It is said that a powerful sorceress dwells within. She knows much, but her knowledge always comes at a great cost.

If the PC's approach the tower:

A beautiful, slim Baklunish woman with unusually dark complexion meets you at the door of the tower.

If any of the PC's have played ZEF6-04 *Generosity* or ZEF7-01 *Parshadon*:

Alochiel purrs, "Hello darling, it is so nice to see you again."

If no PC has met Alochiel before:

The woman purrs, "Hello darlings! I am Alochiel. It is so good for you to come and visit me."

Alochiel continues:

"I know what it is that you seek. All that I ask in exchange is the memory of your first kiss. Do you find this acceptable?"

If the PC agrees:

"Wonderful. Hold still for a moment, this won't hurt a bit."

Alochiel touches your forehead and furrows her brow. You feel something disappear, but cannot recall what it was, only that you are somehow diminished.

"Ah, how sweet. I will savor this. Now, the ones you seek are a group of Scarlet Brotherhood agents, led by a man named Solac Pyremyasen. Their base of operations is the old salt mine, Eski Tuz Madeni. You best hurry as time is running out. Farewell."

Proceed to Encounter 3.

Search for the Scarlet Brotherhood in the Vaar Hills

PCs can make a Search or Track check to locate the Scarlet Brotherhood base of operations in the Vaar Hills.

- DC 25 – There are signs that a group of humanoids are operating in the local area.
- DC 30 – The PC's locate the Salt Mine. Proceed to Encounter 3.
- DC 35 – A large group left the mine, bringing a wagon with them. Proceed to Encounter 3.

Search for Abdul, the Tamer of Words along the Wadi Khijar

PCs can make a Search or Track check to follow the trail of Abdul, Tamer of Words

- DC 25 – The Tamer of Words and his followers seem to be heading south.

- DC 30 – The Tamer of Words and his followers are avoiding obvious roads and trails. They are sticking close to the Wadi Khijar. Proceed to Encounter 4.
- DC 35 – The Tamer of Words and his followers met up with a second group with a wagon. The two groups began traveling together. Proceed to Encounter 4.

2E – If all else fails

Use this section if the PC's have run out of time, contacts or ideas. Note that if the PC's need Ezzati's help to find the salt mine, then they gain less XP. See the Experience Point Summary section for details.

In the morning of the fourth (fifth, sixth...) day of your search, you are sought out by Ezzati the Manhunter.

"I have information for you about the ones that we seek. I know that we have both been hired to hunt the same quarry, making us rivals of a sort. Yet, I have reason to believe that you are much better qualified to deal with these people than I am. I would rather have the job completed, than deny you an opportunity for the bounty."

"The ones you look for are a large group of Suel operating out of an abandoned salt mine in the Vaar Hills. I can sketch out a map to the mine for you. Good luck on your search and perhaps you can do me a good turn in the future."

Proceed to Encounter 3.

3: ESKI TUZ MADENI

Read or paraphrase the following:

The dry wind whistles through the Vaar Hills, stirring up grass and dust in its wake. Cresting the next rise, a small village comes into view.

However, it soon becomes apparent that there are no people living there anymore. No sounds can be heard, no fires burn, no movement, save for what the wind stirs. The buildings show signs of advanced age.

A well-worn trail winds its way from the village, up the hillside and ending at a dark tunnel. Piles of broken rock flank either side of the entrance.

If the PCs choose to search the village, have them make a Search or Track check to learn the following:

- DC 10 – The village is abandoned.
- DC 15 – A number of humanoids had taken up residence in this village. However, they left more than a week ago.

- DC 20 – The group was probably composed of humans. They left with a wagon, heading southeast. A scrap of red cloth is found caught on a thorn bush.
- DC 25 – The old salt grindstone shows signs of scorch marks. Nearby are some partially gnawed bones and a few tufts of fur. A DC 14 Knowledge (planes) check identifies it as Hell Hound fur.
- DC 30 – In one of the salt storehouses, there is a foul smell and the walls show signs of odd bite marks. A few tatters of a leathery substance are found on the floor. A DC 11 Knowledge (planes) check identifies the scraps as coming from a Vargouille's wing.

If the PC's approach the salt mine, read or paraphrase the following:

A single large stone, placed in the middle of the path, bars the entrance to the mine. Upon it is engraved in Baklunish, "None may take from this mine, by order of Sultan Muktar, may he reign forever."

PCs can make a DC 15 Knowledge (history) or Knowledge (nobility) check to learn the following:

Sultan Muktar, also known as Muktar the Crafty, was the ruler of Zeif from 463 CY to 489 CY (3122 BH to 3148 BH).

If the PC's enter the mine, read or paraphrase the following:

The entrance to the mine is twenty feet wide and equally tall. Marks on the walls and ceiling indicate that this tunnel is not natural. Every ten feet, thick wooden beams support the ceiling. Further into the mine, the composition of the surrounding rock changes. The floor, walls and ceiling become composed of a pinkish-white, semi-translucent salt crystal. The air in the mine becomes extremely dry and it has a salty tang to it.

See DM Map – Eski Tuz Madeni.

The tunnels are all 20' wide and 20' tall. The rooms are pits, sunk 20' below the floor level of the tunnels. The rooms are 40' high.

If the PC's travel down towards the northwest tunnel read or paraphrase the following:

The tunnel travels northwest for about fifty feet and then turns northward. Rounding the corner, flickering firelight can be seen glinting off of the

ceiling. Its source must be in the room further down the tunnel.

The salt mephits are amusing themselves by playing with Solac's alchemist's lab. PCs can make a DC 0 Listen check, -1 per 10' distance, to hear the flapping of wings, the clinking of glass and the muttering of one or more creatures.

Solac has poured a line of powdered salt from wall to wall to remind the mephits about the trap. PCs can make a DC 20 Spot check, -1 per 10' distance, to notice the line of salt.

There is a trap placed in the tunnel. If any creature larger than Tiny enters any of the trigger squares marked on the map, then the trap is set off. The effect is a 20' radius burst, regardless of the area of effect of the original spell. As soon as the trap is triggered, the mephits will investigate and attack the PC's. The trap resets itself in 10 rounds.

At APL 12, the *greater dispel magic* trap has the same trigger squares and affects the same area. However it is triggered by the presence of magic items or creatures under the effect of a spell.

If the PC's disable or bypass the trap, have the mephits make a Listen check against the PC's Move Silently check to determine surprise.

- APL 2-6 – Listen +6
- APL 8-12 – Listen +5

See below for the description of Solac's room.

APL 2 (EL 4)

Burning Hands Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*), 1st level wizard, 1d4 fire damage, DC 11 Reflex half; Search DC 26; Disable Device DC 26.

Salt Mephit: hp 19; See *Monster Manual* page 184.

APL 4 (EL 6)

Fireball Trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*fireball*), 5th level wizard, 5d6 fire damage, DC 14 Reflex half; Search DC 28; Disable Device DC 28.

Salt Mephit (2): hp 19, 19; See *Monster Manual* page 184.

APL 6 (EL 8)

Heightened Fireball Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect

(*heightened fireball*), 9th level wizard, 9d6 fire damage, DC 17 Reflex half; Search DC 30; Disable Device DC 30.

Salt Mephit (4): hp 19, 19, 19, 19; See *Monster Manual* page 184.

APL 8 (EL 10)

Delayed Blast Fireball Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*delayed blast fireball*), 13th level wizard, 13d6 fire damage, DC 20 Reflex half; Search DC 32; Disable Device DC 32.

Salt Mephit / Sorcerer 2 (4): hp 36, 36, 36, 36; See Appendix 1.

APL 10 (EL 12)

Horrid Wilting Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*horrid wilting*), 17th level wizard, 17d6 desiccation damage, DC 23 Fortitude half; Search DC 34; Disable Device DC 34.

Salt Mephit / Sorcerer 4 (4): hp 47, 47, 47, 47; See Appendix 1.

APL 12 (EL 14)

Horrid Wilting Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*horrid wilting*), 17th level wizard, 17d6 desiccation damage, DC 23 Fortitude half; Search DC 34; Disable Device DC 34.

Greater Dispel Magic Trap: CR 10; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*greater dispel magic*), 17th level wizard, area dispel, 1d20 + 17 dispel check; Search DC 34; Disable Device DC 34.

Salt Mephit / Sorcerer 6 (4): hp 58, 58, 58, 58; See Appendix 1.

Environment: See **DM Map** – Eski Tuz Madeni.

- The area is dark. The braziers beside the altar provide the only illumination.
- The floor, walls and ceiling are made of rough-hewn salt crystal (DC 20 Climb).

Initial Position: The mephits are clustered around the table in the center of the room.

Motivation: The mephits are under orders from Solac to slay any intruder.

Tactics: The salt mephits prefer to fly near the ceiling; using spells, spell-like abilities and breath weapons to keep their distance from the PC's (see *Dungeon Master's Guide*, page 20 for flight rules). The mephits engage in

melee if they have a significant advantage or if they have run out of other options.

The mephits like hurling sarcastic insults at their opponents and each other.

A mephit below half hit points retreats behind a salt pillar and attempts to *summon* another salt mephit (25% chance). Any summoned salt mephit will be of the average kind (see *Monster Manual* page 184).

The mephits will avoid crossing the line of salt, as they do not know how the trap is triggered or how long it takes to reset.

Exit Conditions: The salt mephits fight to the death. The mephits aren't too bright and are overconfident in their fast healing ability.

When the PC's get a chance to survey Solac's room, read or paraphrase the following:

The large chamber is roughly square, measuring over fifty feet for length and width. It is some forty feet from floor to ceiling. Four wide columns of salt, spaced evenly through the room, support the roof. The floor of the tunnel is twenty feet above the floor of the chamber. A set of stairs, carved from the salt crystal, follows the wall to the left, curving from the south wall to the west wall.

Below the stairs, in the southwest corner of the room, lie three hollow spindle-shaped shells, colored a pale bluish green. They are about three feet long and are composed of hexagonal plates. Four holes are evenly spaced around each end of the spindle, making eight in total.

In the southeast corner are three cages composed of secure iron bars. They are currently empty, though a few stray blades of dried grass suggest that they may have once had straw on the floor.

Near the center of the east wall is a sturdy wooden table. It has sets of manacles attached at both ends. The surface of the table is stained an unpleasant rusty brown color. Beside the table is a small, unlit brazier filled with ashes. Adjacent to the brazier is a tray covered in burlap.

In the northeast corner, a pair of purple curtains partially blocks the view. Inside is a sleeping pallet covering in fine bedding made of silk dyed sky blue. The area smells vaguely of incense.

Near the center of the space is a workbench made of thick timber. On its surface is all manner of alchemist's lab equipment, scatted in chaotic disarray, some of it littering the floor nearby. Beside the equipment lays a broad tome with its pages open.

Finally, in the northwest corner, hangs a ten-foot wide, red and orange tapestry depicting a demonic

face with ears like bat wings. In front of it is an altar made of salt blocks, draped with a red and orange cloth. Two braziers, containing tall flickering flames, flank the altar. On the center of the altar, a small winged creature lies still. A miniature brass sword protrudes from its chest. Dried blood from the creature stains the altar cloth.

Shells

PCs can make a DC 13 Knowledge (planes) check to recognize the shells as belonging to a juvenile tojanida.

Cages

PCs can make a DC 10 Search check to locate some markings faintly scratched into the salt floor. They depict a waterspout. Under them are words written in Old Baklunish that read "May Geshtai watch over our souls".

PCs can make a DC 10 Knowledge (religion) check to know that the waterspout is a symbol of Geshtai.

Torture Table

The tray contains implements of vivisection and torture. If the PC's look under the burlap cloth, read or paraphrase the following:

Under the burlap cloth lays rows of metal implements. All manner of tongs, blades and other sharp tools are neatly arranged on the tray. Their intended purpose disturbs the imagination.

Sleeping Area

PCs can make a DC 15 Search check to find a small wooden box containing three marble sized pellets. These are the result of using *dust of dryness* on the corrupt water elemental. The pellets radiate a faint aura of evil. PCs can make a DC 24 Spellcraft check to identify the pellets as used *dust of dryness*.

Workbench

The tome is written in Ancient Sueloise. If a PC reads the text, give them **Player Handout One**.

PCs can make a DC 20 Search check to notice traces of dry, white powder on the workbench. This is the residue of the *dust of dryness* that Solac has been manufacturing. PCs can make a DC 24 Spellcraft check to identify the powder as *dust of dryness*. A *detect magic* will detect moderate Transmutation magic.

Treasure: Alchemist's Lab:

ALL APL's: Loot 41 gp; Total 41 gp.

Altar

PCs can make a Knowledge (religion) check to learn the following:

- DC 10 – The tapestry does not depict a Baklunish deity.
- DC 15 – A demonic face, with ears like bat wings, is the symbol of Pyremius, the Suel god of fire, poison and murder.
- DC 20 – Priests of Pyremius are known as Deathseekers. They wear clothing of red and orange. Both men and women have their heads cleanly shaven.
- DC 25 – A miniature brass sword and a whip woven with red gold are used for religious ceremonies.

The altar is under the effect of an *unhallow* spell. It radiates an aura of strong evil. PCs can make a DC 25 Spellcraft check to identify the *unhallow* spell. The altar radiates moderate Evocation magic.

PCs can make a DC 23 Spellcraft check to know that the fires in the braziers are the result of *continual flame* spells. The braziers radiate faint Evocation magic.

The creature lying on the altar is Ya mak. He was poisoned by Solac and then killed on the altar by being stabbed with the small brass sword.

PCs can make a DC 13 Knowledge (planes) check to identify Ya mak as a water mephit.

PCs can make a DC 20 Heal check to know that Ya mak was poisoned with lich dust, an ingested poison, before he was stabbed.

Treasure: If the PC's recover Ya mak's corpse and return it to Kimiya, they will earn the following reward:

APL 2: Coin 50 gp; Total 50 gp.

APL 4: Coin 100 gp; Total 100 gp.

APL 6: Coin 150 gp; Total 150 gp.

APL 8: Coin 200 gp; Total 200 gp.

APL 10: Coin 250 gp; Total 250 gp.

APL 12: Coin 300 gp; Total 300 gp.

If the PCs read the tome and choose to pursue Solac, proceed to Encounter 4. Otherwise, the adventure is over; proceed to the Conclusion.

4: WADI KHIJAR

Read or paraphrase the following:

Once long ago, a great river flowed from the Crystalmist and Ulsprue Mountains. It carved a wide

valley through the lands of Zeif, now known as the Wadi Khijar, a name bestowed upon it by the Paynim tribes.

For much of the year, the riverbed remains dry. During the early spring in seasons past, the river has come to life, flooding the valley for several weeks.

This year is different. The Khijar River flows with much less vigor, barely half its normal volume. If this continues, there is certain to be a drought by this summer.

Make note of the PC's travel arrangements and marching order. Do not worry about the PC's travel speed. As long as the PC's make their best effort to travel to the source of the Khijar River, they will arrive "just in time".

Read or paraphrase the following:

After many days travel to the south, the Sultanate of Zeif gives way to the Plains of the Paynims. The land becomes progressively more arid and the vegetation dry and sparse. Only the area near the Khijar River shows any signs of new growth.

Soon after arriving in the Paynim lands, a small group of riders are seen in the distance, following a parallel course. They make no effort to approach, seemingly content to observe your journey.

The PC's may want to try and contact the Paynim riders. They have an initial attitude of Unfriendly (suspicious). If the PC's can shift their attitude to Friendly, they will learn that a large caravan passed this way only a few days ago, following the river south. PCs with the Paynim Nomad background will succeed automatically.

Read or paraphrase the following:

After more travel southward, the Crystalmist and Ulsprue Mountains loom in the distance. Nearer to the Ulsprue range, tributaries begin branching eastward off of the main riverbed, though these rivulets are bone dry.

The lone exception is puzzling. At one point a large stream energetically pours water into the Wadi Khijar. Beyond this point, the wadi continues upstream towards the Crystalmist Mountains, but it is now completely devoid of any water. It appears as if this one stream is feeding the entire river.

PCs can make a DC 15 Track or Search check to notice that a large group recently crossed the dry riverbed and followed the stream heading east into the foothills of the Ulsprue range.

The PC's may choose to continue following the dry riverbed. If they do so, they will not be able to arrive in time to prevent Solac's ritual. Proceed to the Conclusion.

5: THE TAMER OF WORDS

Read or paraphrase the following:

A few miles east of the Wadi Khijar, the flora abruptly becomes lush and verdant. Colorful wild flowers explode from a carpet of thick green grass. Small trees begin to dot the landscape. Birdsong and the buzzing of insects become louder. A young black bear, laps noisily from the stream, seemingly unconcerned by the presence of strangers to its domain.

Up ahead a waterfall plunges fifteen feet down a steep cliff face. Three stout ropes hang down the cliffside. Near the waterfall, a wagon sits empty. A small herd of horses is tethered to the surrounding trees. Four of the horses are in the process of being saddled by a like number of Baklunish humans, two men and two women. A pair of male half-orcs stands beside a covered palanquin.

See **DM Map** – The Tamer of Words.

One of the humans is Abdul, Tamer of Words. The other three are Badia, Cyrus and Delruba, assassins trained by the Matron Sultana. The two half-orcs are Yahyah and Zar, a pair of slaves used for carrying the palanquin.

All APL's

Yahyah and Zar: Half-Orc male Commoner 1; hp 4; 4; See *Dungeon Master's Guide*, page 108-109.

APL 2 (EL 5 – 1 Fight may end early)

Abdul the Tamer of Words: Baklunish male Bard 1; hp 7; See Appendix 1.

Badia, Cyrus and Delruba: Baklunish human Rogue 1; hp 7, 7, 7; See Appendix 1.

APL 4 (EL 7 – 1 Fight may end early)

Abdul the Tamer of Words: Baklunish male Bard 3; hp 16; See Appendix 1.

Badia, Cyrus and Delruba: Baklunish human Rogue 3; hp 16, 16, 16; See Appendix 1.

APL 6 (EL 9 – 1 Fight may end early)

Abdul the Tamer of Words: Baklunish male Bard 5; hp 25; See Appendix 1.

Badia, Cyrus and Delruba: Baklunish human Rogue 5; hp 25, 25, 25; See Appendix 1.

APL 8 (EL 11 – 1 Fight may end early)

Abdul the Tamer of Words: Baklunish male Bard 7; hp 34; See Appendix 1.

Badia, Cyrus and Delruba: Baklunish human Rogue 5 / Assassin 2; hp 34, 34, 34; See Appendix 1.

APL 10 (EL 13 – 1 Fight may end early)

Abdul the Tamer of Words: Baklunish male Bard 9; hp 43; See Appendix 1.

Badia, Cyrus and Delruba: Baklunish human Rogue 5 / Assassin 4; hp 43, 43, 43; See Appendix 1.

APL 12 (EL 15 – 1 Fight may end early)

Abdul the Tamer of Words: Baklunish male Bard 11; hp 52; See Appendix 1.

Badia, Cyrus and Delruba: Baklunish human Rogue 5 / Assassin 6; hp 52, 52, 52; See Appendix 1.

The combined forces of the Matron Sultana and the Scarlet Brotherhood have captured the nymph Glimmerdew. Abdul and his followers are returning to Zeif with Glimmerdew as their prisoner. She has been poisoned and rendered inoperative. Glimmerdew is locked inside of a specially constructed palanquin, laced with cold iron.

The wagon and roughly half of the horses belong to the Scarlet Brotherhood. The remainder of the horses belongs to other members of the Matron's force that have fallen in battle against Glimmerdew's guardians.

The encounter with Abdul and his followers can go many ways, depending on the PC's actions and reactions.

If the PC's attempt stealth, proceed to the "Sneaky PC's" section.

If the PC's immediately attack, proceed to the "Words have failed" section. There will be no surprise round.

Otherwise, proceed to the "Getting a feel for the opposition" section.

5A – Sneaky PC's

Have Abdul, Badia, Cyrus and Delruba make opposed Spot and Listen checks against the PC's Hide and Move Silently checks.

- All APL's – Abdul – Spot +0, Listen +0
- APL 2 – Badia, Cyrus and Delruba – Spot +3, Listen +3
- APL 4 – Badia, Cyrus and Delruba – Spot +5, Listen +5
- APL 6 – Badia, Cyrus and Delruba – Spot +7, Listen +7

- APL 8 – Badia, Cyrus and Delruba – Spot +11, Listen +11
- APL 10 – Badia, Cyrus and Delruba – Spot +13, Listen +13
- APL 12 – Badia, Cyrus and Delruba – Spot +15, Listen +15

If the PC's evade notice, they catch Abdul and his followers by surprise. Their conversation reveals that they must "deliver the prisoner to Graynose as soon as possible".

If the PC's are noticed, proceed to the "Getting a feel for the opposition" section.

If the PC's attack, proceed to the "Words have failed" section. The PC's get a surprise round.

If the PC's parlay, proceed to the "Getting a feel for the opposition" section.

5B – Getting a feel for the opposition

If Abdul or his followers notice the PC's at a distance, Abdul tells Yahyah and Zar to stay with the palanquin. Abdul, Badia, Cyrus and Delruba then approach the PC's in order to keep them further away from the palanquin and the half-orcs.

Read or paraphrase the following:

The other group appears to have noticed your arrival. The four Baklunish humans come closer.

One of the men and the two women are dressed in loose fitting, dark blue uniforms, bearing the symbol of a pale blue crescent moon.

- APL 2 – *A few slight bulges hint that they wear light armor under their clothing. They hold a shortspear in their right hand.*
- APL 4-6 – *A few slight bulges hint that they wear light armor under their clothing. They hold a shortspear in their right hand. A large metal shield on their left arm also displays the crescent moon.*
- APL 8-12 – *Several distinct bulges hint that they wear a breastplate under their clothing. They hold a shortspear in their right hand. A large metal shield on their left arm also displays the crescent moon.*

The man at the center of the group is a middle-aged man, dressed in clothes made of the finest cut of dark silk and tailored to the latest of Zeifan fashion. His

turban has a sparkling sapphire affixed to its brow. A jeweled scabbard and a fine leather whip hang at his side. He wears a brooch, made of ivory and lapis lazuli, depicting a blue crescent moon. He smiles broadly and opens his arms wide.

"Well met. I am Abdul Amir al'Zeif. These are my loyal, able-bodied protectors, Cyrus, Delruba and Badia. It is excellent to see such civilized folk in these untamed lands. Pray tell, good effendis (and lovely bayans), what brings you to this place?"

PCs can make a Knowledge (nobility) check to learn the following:

- DC 10 – The crescent moon is a common symbol in Baklunish lands.
- DC 15 – The crescent moon was the symbol of Sultan Ozef the Warrior. Many of the old noble families in Zeif use the crescent moon as their symbol.
- DC 20 – The pale blue crescent moon is the symbol of the Amir family, an old clan that holds great power in Dhabiya.
- DC 25 – Rafayda Amir is the de facto ruler of Dhabiya. Abdul is her younger brother.

See DM Worksheet.

Abdul automatically recognizes any PC that has the "Backer of the Matron Sultana" reward from Zef7-02 *Tide of Battle*, or any PC that has an enmity with the Matron Sultana.

Abdul can make a Bardic Knowledge check to recognize a PC, DC (25 – PC level). PCs whose home region is other than Zeif add 5 to the DC.

If Abdul recognizes a PC, he will know their name, alignment, character class and meta-org affiliations.

Abdul is a shrewd judge of moral fiber. If he gets a chance to talk to a PC, he can make a Sense Motive check, DC (15 + PC's Bluff score), to get a feel for the PC's alignment.

Abdul tries to get a sense of whether he can make a deal with the PC's. Those he can make a deal with are:

- Morally ambiguous (non-Good alignment) OR
- Backers of the Matron Sultana

Those he cannot make a deal with are:

- Morally upright (Good alignment) OR
- Strong supporters of the Sultan or the Grim Vizier OR
- PCs that have the enmity of the Matron Sultana

If Abdul determines that the majority of the PC's are people he can make a deal with, proceed to the "Let's make a deal" section.

If the PC's appear non-hostile and are far enough away from the palanquin, proceed to the "Deceit and lies" section.

Otherwise, proceed to the "Words have failed" section. At first Abdul pretends to explain why they are there.

5C – Deceit and lies

Abdul has decided that deception is the best option. Badia, Cyrus and Delruba play along, pretending to be Abdul's warrior bodyguards.

Yahyah and Zar are clueless about the deception. If they are directly questioned, their answers or body language likely reveal the ruse (-1 Bluff).

Read or paraphrase the following:

"No doubt you may be wondering what my servants and I am doing here, so far from home. That is a story that will take some time in the telling I'm afraid, so I beg your indulgence."

"It all begins, as many things do, with a lady. Her name is Tesha Amir and she is my wife. She has many virtues; kindness, devotion, wisdom, fortitude." Abdul gets a far away look and a half smile forms on his lips.

"My darling Tesha has but one vice. She is a vain woman. When age began to steal the attractiveness of youth, she became obsessed with fighting the advance of time. Tesha does not believe me when I tell her that she grows more beautiful with every passing year. Instead she fears that some younger girl will come along and steal my heart away from her." Abdul shakes his head sadly.

"At first it was merely clothes and cosmetics and bathhouses. Typical indulgences, nothing to be concerned about. But Tesha was never satisfied. Somewhere along the way, she convinced herself that she had grown ugly. She refused to leave the house except to go to the temple of Istus to pray. Even then she would always wear a heavy veil and only travel by an enclosed palanquin." Abdul tightens his lips and breathes out an audible sigh.

"One day she learned that the solution to her problem was at the wellspring of the Khijar River. She was told that an enchanted faerie pool lay at its source. Anyone who bathes in this pool will have beauty restored, or so it was said. Such a journey as you well know is expensive and perilous. At first I resisted the idea. But Tesha was so insistent and I wanted her to be happy, so eventually I gave in." Abdul shrugs his shoulders.

"The journey was uneventful, though the Paynims did give us a bit of a scare."

Delruba pipes up, "They were not interested in raiding a small, well-guarded group, effendi."

Abdul replies, "Quite so Delruba, quite so. As I was saying, the trip passed without incident. When we arrived at the base of the Ulsprue Mountains, we came across a most amazing sight. As you are no doubt aware, this very stream was feeding the whole of the Khijar River. Clearly some powerful magic is at work here." Abdul gestures towards the waterfall.

"We made haste upstream towards its source. There we came across a pond filled with the clearest water I have ever seen. All around its banks were an astonishing assortment of creatures. A man with the horns and legs of a goat..."

Delruba interjects, "One of the trees moved like a person."

Cyrus adds, "There were tiny flying elves."

Badia chimes in, "And a unicorn!"

Abdul clears his throat. "Yes, as I was saying, quite the odd menagerie. But none could compare to their queen. Such a splendid loveliness, so radiant that I had to avert my eyes. I am ashamed to admit that I was tempted with impure thoughts. It was only my love for Tesha that kept me true."

Cyrus gets a lewd smile on his face. Delruba punches him in the shoulder. Badia gazes at the ground looking mildly embarrassed.

Abdul continues, "We asked the fey monarch that Tesha be allowed to bathe in the pool. She refused. I offered her considerable wealth. She rebuffed my generous proposal. We begged. Still the faerie queen declined. At long last, we were forced to leave, our quest a failure. Tesha was heart-broken. The poor girl would not stop crying the whole way back." Abdul pauses for a moment to wipe something out of his eye.

"Imagine our shock and alarm when we arrived back at the horses to find a band of pale-skinned Suel ruffians rooting through our saddlebags. We were out-numbered three to one, so conflict was out of the question. We tried to hide, but we were soon spotted. They took us to see their leader, a bald, mean-spirited man named Solac." Abdul's eyes darken.

"He demanded to know why we were here. When I told him, he laughed. Then that thrice-cursed son of a pasty whore said that my Tesha was too ugly to be helped." Abdul clenches his fists.

"Had that coward not been surrounded by his men, I would have struck him soundly. Instead, I consoled my distraught wife. They questioned us at length about the fey folk that we had seen. I thought that these pallid brutes would kill us for certain when

they were through. Instead they warned us to not follow them and then just left us here. Scaled up the cliff and departed.” Abdul makes a dismissive hand wave towards the hillside.

“There was not much left for us to do but return home. Tesha was exhausted from fear and grief, the poor dear. As soon as we placed her in the palanquin, she fell into a deep slumber. We were making ready to depart when you arrived. Thus ends our sad account.”

Abdul's story is a complete fabrication, mixed with a little truth for potency. Secret Check: The PC's can make a Sense Motive check, opposed by Abdul's Bluff check to get a sense that Abdul is not being honest.

If the PC's fall for Abdul's lies, proceed to the “Where did the water go?” section.

If the PC's are unconvinced, but not hostile, Abdul tries switching to diplomacy. Proceed to the “Let's make a deal” section.

Otherwise, Abdul decides to eliminate the PC's. At first he pretends to try to explain the situation. Proceed to the “Words have failed” section.

5D – Let's make a deal

Abdul has decided that diplomacy is the best option.

Read or paraphrase the following:

“Evidently you are astute and reasonable people. I am sure you would agree that it is in both our best interests to come to an arrangement.” Abdul pauses, seeking your assent.

Once the PC's have voiced their agreement, Abdul continues:

“A sensible man does not travel so far without cause. I am here representing a very influential member of the ruling class of Zeif. Suffice it to say that such a person can be a valuable ally to those who are cooperative. It would be unseemly to go into the details about the consequences of interference.”

“Here is the deal. In exchange for your discretion in this matter, you will have the favor of one in power. This will be reflected both in material wealth and in more intangible things.”

Who do you work for?

“My munificent employer is none other than Nara Kur, the Matron Sultana of Zeif.”

How can we trust you?

“This bargain is beneficial for both parties. Breaching the accord is mutually destructive. I would have no reason to go back on my pledge unless you broke your word.”

What happens if we do not accept the agreement?

“That would be both unwise and expensive. My employer is equally powerful and unforgiving. Please think carefully before choosing such a path.”

What is in the palanquin?

“The price for your reward is that your curiosity must go unfulfilled about the nature of our cargo.”

Why is the Scarlet Brotherhood here?

“The Sueloise were a means to an end, nothing more. Now that they have served their purpose, you may do with them as you please.”

Where is the Scarlet Brotherhood?

“The Suel and their hairless leader remain at the pool, fishing for nixies.”

PCs can make a Sense Motive check to verify Abdul's truthfulness.

- DC 9 or less – Abdul seems like a trustworthy kind of guy.
- DC 10 – Abdul appears to be telling the truth.
- DC higher than Abdul's Bluff check – Abdul will keep his word. He doesn't want to make a deal, but he is forced to because he is uncertain about the PC's threat level.

If the PC's are willing to accept the deal, proceed to the “Where did the water go?” section.

Otherwise, Abdul decides to eliminate the PC's. At first he pretends to try and reach a compromise. Proceed to the “Words have failed” section.

5E – Words have failed

If the PC's decide to attack first, have Abdul make a Sense Motive check opposed by the PC's Bluff checks. Any PC that beats Abdul's Sense Motive check gets a surprise round.

If Abdul decides to attack first, he signals his intentions to Badia, Cyrus and Delruba using innuendo (*Player's Handbook*, page 68, Bluff, Delivering a Secret Message). Secret Check: The PC's are allowed an opposed Sense Motive check to interpret the hidden message.

- APL 2-6 – The rogues will palm a sap (*Player's Handbook*, page 81-82, Sleight of Hand).
- APL 8-12 – Abdul will continue talking for 3 rounds so that the assassins have a chance to study their targets for a Death Attack. The assassins will palm a poisoned dagger (*Player's Handbook*, page 81-82, Sleight of Hand). A dagger gives a +4 bonus to the Sleight of Hand check.

Secret Check: The PC's may make a Spot check, opposed by Badia, Cyrus and Delruba's Sleight of Hand checks to notice the concealed weapons.

Environment: See **DM Map** – The Tamer of Words.

- The area is lit by natural sunlight.
- The ground is covered in knee-high grass that does not hinder movement.
- The trees provide cover and concealment.
- The rock outcroppings stand between 5' and 15' high. They are a very rough natural rock surface (Climb DC 15).
- The riverbank is a 45-degree slippery slope (Balance DC 14, Climb DC 5). If the check is failed by 5 or more, the PC falls into the stream.
- The stream is 5' deep. It is flowing at 15' per round. The stream is considered rough water (Swim DC 15).

Initial Position: The battle is on the center of the map.

- If the PC's sneak up on the Matron's force – 20' apart
- If the PC's initiated hostilities before talking – 60' apart
- If the PC's initiate hostilities after talking to Abdul – 20' apart
- If Abdul initiates hostilities, then the assassins maneuver closer – 5' apart

Motivation: The Matron's force wishes to keep a few PC's alive for questioning and kill the rest.

Yahyah and Zar are non-combatants. They run and hide at the first sign of combat.

Tactics:

Abdul prefers to cast mind-affecting spells against the PC's (*dominate person*, *confusion*, *suggestion*, *Tasha's hideous laughter*). His targets, in order of preference, are heavily armored warriors, lightly armored warriors and spell casters.

- APL 2-6 – Abdul leads off with an Inspire Courage bard song.
- APL 8-12 – Abdul pretends to lead off with an Inspire Courage bard song. In reality he will use his Disguise Spell feat to cast a spell at the PC's.

Abdul will avoid melee combat, keeping his distance from the PC's. Abdul takes cover whenever possible.

At APL 10-12, Abdul uses his Lyric Spell feat to convert Bard Songs into spells.

The initial strike from Badia, Cyrus and Delruba is to take prisoners, rather than to kill. They attack the closest PC's. Their targets, in order of preference, are spell casters, lightly armored warriors and heavily armored warriors.

- APL 2-6 – The rogues lead off with a Sneak Attack with a sap.
- APL 8-12 – The assassins lead off with a paralyzing Death Attack with a poisoned dagger (*Dungeon Master's Guide*, page 180, death attack).

After the initial attack, Badia, Cyrus and Delruba will switch to using their spears. They use flanking, Improved Feint and Deft Strike at every opportunity in order to improve the odds of striking their target.

Note: At APL 4-6, it is possible for the rogues to accidentally poison themselves if they roll a natural 1 on an attack roll with a poisoned weapon.

Exit Conditions: After the first round of combat, have the PC's make a Spot check, DC (18 + APL) to notice that the water level is dropping. If the PC's succeed, proceed to the "Where did the water go?" section.

At the end of each subsequent round, the PC's can make another Spot check. The PCs gain a cumulative +2 circumstance bonus for each subsequent check.

If the PC's have not noticed the water level by the end of the fifth round of combat, the NPC's automatically notice it. Proceed to the "Where did the water go?" section.

5F – Sneaking a peek

If Abdul is aware of the PC's attempting to approach the palanquin, he warns them to stay away. If the PC's persist and the Matron Sultana's force is capable of stopping the PC's, Abdul decides to attack. Proceed to the "Words have failed" section.

Yahyah and Zar offer no resistance to the PC's opening the palanquin.

The palanquin is constructed of cold iron, covered in a thin layer of wood and lacquer. Each wall and the door have hardness 10 and 30 HP.

The door of the palanquin is locked by a concealed deadbolt. Abdul has the key.

- APL 2-4 – Average Lock, DC 25

- APL 6-10 – Good Lock, DC 30
- APL 12 – Superior Lock, DC 40

Read or paraphrase the following:

Inside the palanquin a perfect female form lies unconscious, draped in a diaphanous gown. This being's beauty exceeds mere words. Her figure inspires dangerous, primal emotions. She has long copper hair, large eyes and long swept-back ears. An old burn scar on the left side of her face mars her otherwise perfect skin. Her dress is stained with blood from several small wounds on her arms, legs and body. Her hands and feet are manacled. The chains pass through a metal ring set in the floor.

Any PC that gazes at Glimmerdew directly must make a Fortitude save or be blinded permanently. The save DC for Glimmerdew's *blinding beauty* is normally 16 (-1 due to her burn scar). However, the DC will vary in this case based on how much of Glimmerdew's *blinding beauty* is marred by her wounds.

- APL 2 – DC 6
- APL 4 – DC 8
- APL 6 – DC 10
- APL 8 – DC 12
- APL 10 – DC 14
- APL 12 – DC 16

PCs can make a DC 16 Knowledge (nature) check to identify Glimmerdew as a nymph.

Glimmerdew's restraints are masterwork cold iron manacles (*Player's Handbook*, page 126-127). They are locked. Abdul has the key.

- APL 2-4 – Average Lock, DC 25
- APL 6-10 – Good Lock, DC 30
- APL 12 – Superior Lock, DC 40

Glimmerdew has been poisoned by Purple Worm venom and her Strength score has been reduced to zero. PCs can make a DC 26 Heal or Knowledge (arcana) check to identify the poison.

Even if the PC's heal Glimmerdew, she is unable to help them. Glimmerdew's essence is closely tied to her enchanted pool and Solac's ritual has left her weak and powerless.

5G – Where did the water go?

The effects of the *dust of dryness* have worked their way downstream.

Read or paraphrase the following:

The flow of the waterfall slows suddenly, changing from a cascade to a flow to a trickle. The water level at the base of the falls rapidly lowers, leaving small fish flopping around in puddles and mud. The diminishing water flow progresses downstream. The sound of running water dwindles; leaving behind the soft plinks of water drops falling from the cliff face.

If at least one member of the Matron's force is conscious: Abdul (or one of the assassins) *proclaims*, "**What in Istus' name is that Suel bastard doing?**"

Neither Abdul, nor his followers, know anything about Solac's ritual. They are as ignorant about the situation as the PC's.

If the PC's have accepted Abdul's lies, read or paraphrase the following:

Abdul speaks, "Friends, something terrible must be going on at the faerie pool. You look like the sort that can deal with tough situations. However, there were a lot of those Sueloise. I know that we do not look like much, but my guards are quite capable and I know how to handle a sword. We want to help."

If the PC's have made a deal with Abdul, read or paraphrase the following:

Abdul speaks, "Friends, something undesirable is going on at the enchanted pool. Both of us have reason to investigate. Let us combine our resources and get to the bottom of this."

If the PC's were fighting the Matron Sultana's force, read or paraphrase the following:

Abdul (or one of the assassins) speaks, "Stay your hand! This turn of events is more urgent than our disagreement. For now let us cease our hostilities and seek out the cause. Be warned that we will tolerate no treachery until this matter is settled."

If the PC's allow the Matron's force to accompany them, proceed to Encounter 6.

If the PC's absolutely refuse to bring along the Matron's force, Abdul pretends to respect their wishes. In reality, Abdul sends the assassins to tail the PC's at a distance. Badia, Cyrus and Delruba use stealth or *invisibility* to remain unnoticed. Secret Check: The PC's can make opposed Spot and Listen checks to notice the assassins tailing them. The assassins do not help the PC's in any

way; only intervening if it appears that Solac's ritual is about to succeed. Proceed to Encounter 6.

If the PC's insist on continuing hostilities with the Matron's force, they continue to fight until the bitter end. After the battle is over, proceed to Encounter 6.

Treasure: The equipment belonging to the Matron Sultana's force is not included in the treasure summary. There is no guarantee that this encounter will end in hostilities.

6: DRY SPELL

Do not worry about the PC's movement rate. As long as they move towards the pool at their best possible speed, they arrive "with moments to spare".

If the PC's proceed upstream, read or paraphrase the following:

At the top of the waterfall, the vegetation becomes thicker and the trees more tightly packed. The underbrush near the empty streambed shows signs of breakage and trampling.

If the PCs try to make a Track or Search check, the Matron Sultana's force tell the PC's that time is of the essence and they must make haste to get to the pool.

PCs can make a Track or Search check to learn the following:

- DC 10 – A large group of humanoids traveled upstream within the last 24 hours.
- DC 15 – A large group of humans that traveled upstream within the last 8 hours. They had a pack of dogs or wolves with them.
- DC 20 – A large group of humans traveled upstream about 4 hours ago. Scorch marks suggest that they had a pack of hellhounds with them.
- DC 25 – A second, smaller group of humans traveled upstream along a parallel course to the first group, staying in the cover of the trees.
- DC 30 – A group of 4 humans traveled downstream less than an hour ago. Two of them were dragging something. Bloodstains suggest that they were dragging a medium-sized creature that was injured, possibly unconscious.

Read or paraphrase the following:

Further along the streambed, a light breeze wafts the scent of smoke. In the distance to the northeast, the baying of hounds can be heard. To the southeast, a

sudden sharp screech punctures the air. The sounds of loud chanting and the roar of a bonfire come from upstream to the east.

Baying of hounds to the northeast

A pack of hellhounds is chasing a unicorn. The unicorn has already expended its daily *teleport* ability.

PCs can make a Listen check to learn the following:

- DC 15 – The hounds are about 150' away.
- DC 20 – The baying is not quite like a dog or wolf. A Knowledge (planes) check, DC 14, will identify them as a pack of hellhounds.
- DC 25 – The crashing of brush suggests that the hellhounds are chasing something.
- DC 30 – A faint whinny suggests that the hellhounds are chasing some sort of horse.
- DC 35 – The whinny is not quite like a normal horse. A DC 14 Knowledge (arcane) check will identify it as a unicorn.

Screech to the southeast

A vargouille (Malphasa) is chasing a grig. The grig has already expending its daily *invisibility* ability.

PCs can make a Listen check to learn the following:

- DC 15 – The creature is about 140' away, high amongst the treetops.
- DC 20 – The screech is quite distinctive. A DC 11 Knowledge (planes) check will identify it as a vargouille.
- DC 25 – The crashing of brush suggests that the vargouille is chasing something.

Chanting to the east

Solac is performing the ritual at the elemental gate. He has called four fire elementals to guard him.

PCs can make a Listen check to learn the following:

- DC 10 – The chanting is a male voice, about 100' away.
- DC 15 – The chanting is spellcasting. A DC 25 Spellcraft check will recognize an *unhallow* spell is nearing completion.

If the PC's proceed east towards the pool, read or paraphrase the following:

Up ahead, the trees part giving way to a wide clearing. An empty pond occupies most of the clearing. The floor of the depression is composed of dry, cracked mud.

A great battle was recently fought here on the banks of the pool.

A tiny winged humanoid is pinned unmoving to a nearby tree with a crossbow bolt.

The bodies of several Suel and Baklunish humans lie scattered around a pair of fallen trees. Both trees are marred by scorch marks. One tree bears an uncanny resemblance to a person, still clutching a dead man in its long branch-like hands.

Underbrush and tree branches have been scorched in a perfect twenty-foot diameter circle. At the center of the circle is a badly charred corpse of a creature with horns and goat legs.

At the center of the basin sits a low circular well composed of piled stones. Water pulsates within the well, threatening to spill over the edge, but receding before it reaches the lip. Scattered on the ground around the well is a number of small spherical pellets.

Four creatures composed entirely of fire stand in a wide circle around the well. Three of them peer intently at the tree line. The fourth stands beside a great willow tree, occasionally reaching up, tearing off a low hanging branch and sticking it into its mouth.

Standing behind the well is a bald Suel man. He wears plate armor covered in flowing twisted cloth of red and orange. He swings a censer back and forth with his right hand, wreathing him in a sickly green smoke. In his left he grasps a shiny red whip. He loudly chants a steady litany of curses and entreaties to dark powers.

See **DM Map** – Dry Spell.

PCs can make a Knowledge (nature) check to learn the following:

- DC 11 – The creature with wings is a pixie.
- DC 15 – The creature with horns and goat legs is a satyr.
- DC 17 – The fallen tree is a treant.

PCs can make a DC 20 Knowledge (arcana) or Knowledge (planes) check to identify the well as a gate to the elemental plane of water.

PCs can make a DC 20 Spellcraft check to identify that Solac is casting an *unhallow* spell. If the PC beats the DC by a number greater than or equal to the amount of casting time remaining, the PC will know how many rounds remain. The PC may retry this check every round.

PCs can make a DC 25 Bardic Knowledge check to identify the Censer of Pyremius and know its powers.

APL 2 (EL 5 – 1 Possible Assistance)

Small Fire Elemental (4): hp 9, 9, 9, 9; See *Monster Manual* page 98-99.

Solac Pyremyasen: Suel Male Cleric 12 (Pyremius); non-combatant, hp 58; See Appendix 1.

APL 4 (EL 7 – 1 Possible Assistance)

Medium Fire Elemental (4): hp 26, 26, 26, 26; See *Monster Manual* page 98-99.

Solac Pyremyasen: Suel Male Cleric 12 (Pyremius); non-combatant, hp 61; See Appendix 1.

APL 6 (EL 9 – 1 Possible Assistance)

Large Fire Elemental (4): hp 60, 60, 60, 60; See *Monster Manual* page 98-99.

Solac Pyremyasen: Suel Male Cleric 12 (Pyremius); non-combatant, hp 70; See Appendix 1.

APL 8 (EL 11 – 1 Possible Assistance)

Huge Fire Elemental (4): hp 136, 136, 136, 136; See *Monster Manual* page 98-99.

Solac Pyremyasen: Suel Male Cleric 12 (Pyremius); non-combatant, hp 82; See Appendix 1.

APL 10 (EL 13 – 1 Possible Assistance)

Greater Fire Elemental (4): hp 178, 178, 178, 178; See *Monster Manual* page 98-99.

Solac Pyremyasen: Suel Male Cleric 12 (Pyremius); non-combatant, hp 94; See Appendix 1.

APL 12 (EL 15 – 1 Possible Assistance)

Elder Fire Elemental (4): hp 204, 204, 204, 204; See *Monster Manual* page 98-99.

Solac Pyremyasen: Suel Male Cleric 12 (Pyremius); non-combatant, hp 106; See Appendix 1.

Solac's Ritual

Solac is in the process of casting a *rapid unhallow* spell. If he completes casting the spell, the gate to the elemental plane of water is disrupted, cutting off the supply of water to the Khijar River.

Because the spell is affected by the Rapid Metamagic feat, the casting time is one hour. Solac has nearly completed casting the spell. Only the following amount of time remains:

- APL 2 – 8 rounds
- APL 4 – 7 rounds
- APL 6 – 6 rounds
- APL 8 – 5 rounds
- APL 10 – 4 rounds
- APL 12 – 3 rounds

A PC can make a DC 20 Spellcraft check to recognize the *unhallow* spell. If the PC beats the DC by a number greater than or equal to the amount of casting time remaining, the PC will know how many rounds remain. The PC may retry this check every round.

Solac must spend his standard action every round continuing to cast the *unhallow* spell. He provokes attacks of opportunity every round on his action.

The *unhallow* spell can be disrupted in a number of ways:

- If Solac is reduced to below ¼ of his hit point total, he stops casting and flee.
- If Solac is forced to make a Concentration check and fails, the spell is disrupted.
- If Solac is incapable of spending his standard action to cast the spell, the spell is disrupted.
- If Solac is not adjacent to the elemental gate on the last round of spell casting, the spell fails (range: touch).
- If Solac is knocked into the elemental gate, he is dragged into the elemental plane of water by a colossal goldfish (Geshtai's pet, Gumus) and swallowed whole (Gumus is immune to *freedom of movement*. Also *teleport* cannot cross planar boundaries).

If the *unhallow* spell is disrupted, Solac will threaten everyone present, ***"Venom and Flames! You will all pay for your interference!"*** Solac then uses his *boots of teleportation* to exit the combat.

If the *unhallow* spell is successful, Solac gloats, ***"Success! You cannot withstand the might of the Scarlet Brotherhood! For the Glory of Pyremius!"*** Solac then uses his *boots of teleportation* to exit the combat.

Assistance from the Matron Sultana's force

If the Matron Sultana's force is overtly assisting the PC's and 50% or more of the Matron Sultana's force is intact, then they are able to handle one fire elemental while the PC's deal with the other three. No combat rolls are required. Simply assume that all of the Matron's force and one fire elemental are occupied for the duration of the battle.

Environment: See **DM Map** – Dry Spell.

- The area is lit by natural sunlight.
- The area where the pool used to be is covered in dried mud. Movement is not hindered.
- The bank of the pool is a smooth, gradual slope. Movement is not hindered.

- The area outside of the pool is covered in light undergrowth (hindered terrain and provides 20% concealment).
- The trees provide cover and concealment.
- The elemental gate is a circle of rock standing 3' high. It provides cover.
- At the center of the elemental gate is a portal to the Elemental Plane of Water. If a PC enters the portal, they are gently ejected by a colossal gold fish (Geshtai's pet, Gumus). If Solac, Abdul, Badia, Cyrus or Delruba enters the portal, they are swallowed whole by Gumus.

Initial Position: Solac is adjacent to the elemental gate. The fire elementals are spaced evenly around the gate.

If the Matron Sultana's force is overtly assisting the PC's, they will start behind the PC group.

If the Matron Sultana's force is covertly observing the PC's, they hide in the nearby trees.

The grig, hellhounds, unicorn and vargouille are only present for the purposes of verisimilitude. None of them participate in or affect the combat in any way.

Motivation: Solac wants to complete the ritual. Solac has neither the resources, nor the desire to fight the PC's directly.

The fire elementals have been ordered to kill anything that approaches the dried pool.

The Matron Sultana's force genuinely wants to stop Solac's ritual.

If the Matron Sultana's force is overtly assisting the PC's, they engage a single fire elemental. Other than fighting the fire elemental, the Matron's force do not directly assist the PC's in any way.

If the Matron Sultana's force is covertly observing the PC's, they are content to allow the PC's to do all of the fighting for them. They only intervene if the PC's are defeated by the fire elementals.

Tactics: Solac will stay as close to the elemental gate as is possible. He continues casting the ritual every round until it is complete.

Solac uses the elemental gate for cover as much as possible.

Each fire elemental engages the first target that it can reach. It continues attacking the same target until that target is dead. Exception: If the Matron's force is involved

in the battle, they are able to lure a single fire elemental into combat with them.

If a target is resistant to fire damage or is proving difficult to hit, the fire elemental switches to a different target.

The Matron Sultana's force fights as a team, engaging a single fire elemental for the duration of the battle. They do not attack Solac directly while any fire elementals remain.

The Matron Sultana's force do not directly assist the PC's in any way. They can provide passive assistance, such as blocking the fire elementals' movement, being a flanking partner or providing soft cover.

Exit Conditions: As soon as the ritual is disrupted or completed successfully, Solac teleports away from the area.

The fire elementals fight to the death.

The Matron Sultana's force fight until the end of the battle. If the PC's are victorious, assume that the Matron's force was able to defeat the single fire elemental.

Treasure: The PC's can scavenge a considerable amount of valuables from the battlefield and surrounding area; horses, armor, weapons, coinage, valuables and a few minor magic items (see Item Access).

APL 2: Loot 309 gp; Total 309 gp.

APL 4: Loot 409 gp; Total 409 gp.

APL 6: Loot 559 gp; Total 559 gp.

APL 8: Loot 859 gp; Total 859 gp.

APL 10: Loot 1759 gp; Total 1759 gp.

APL 12: Loot 2659 gp; Total 2659 gp.

Note: Solac's equipment is not included in the treasure summary. It is assumed that he is able to flee with all of his equipment.

CONCLUSION

The conclusion depends on whether Solac's ritual was stopped in time and whether Glimmerdew was rescued from the Matron's force.

Conclusion A: Happy Ending

If the PC's rescued Glimmerdew and stopped Solac's ritual, read or paraphrase the following:

Cool, clear water surges forth from the elemental gate. Soon the pool will fill again and pour its contents into the Khijar River.

Glimmerdew leans against the scorched willow tree and surveys the rising waters. The corners of her full red lips curl upward forming a radiant smile.

"Gentle folk. I am pleased with the gift that has been given to me this day. I have not seen the pool fill like this since I was as young as spring. I am reminded of why I chose this place above all others. My purpose for being. The horrors of the past made me forget, but now I remember."

Glimmerdew begins gesturing gracefully, performing a slow sensual dance. Her honey-smooth voice sings a low crooning song. The motion of her lissome frame is captivating. Time seems to stand still. For a while, the world shrinks to just the dance and the song and her...

A drop of cold water breaks the moment. A steady staccato of rain starts drumming on the surface of the rapidly expanding pond. The smell of smoke and the taste of ash diminish, leaving behind the scent of wet earth and new life.

"Go now gentle folk and know that you are always welcome in this place."

The Khijar River begins to flow with more vigor than it has seen since the Invoked Devastation. Moreover, it continues to flow for the entire year. For those who live along the banks of the Wadi Khijar, the threat of drought is over.

Conclusion B: Bittersweet Ending

If the PC's rescued Glimmerdew but Solac completed the ritual, read or paraphrase the following:

Glimmerdew leans against the scorched willow tree and surveys the empty basin. The corners of her full red lips tighten upward forming a sad smile.

"Gentle folk, I am reminded of the horrors of the past, the great destruction. Then, as now, all was dead, gone, lost... But the cycle continues, new life springs from old. So shall it always be."

Glimmerdew begins gesturing gracefully, performing a slow mournful dance. Her honey-smooth voice sings a low poignant song. The motion of her lissome frame is heartbreaking. Time seems to stand still. For a while, the world shrinks to just the dance and the song and her...

A drop of cold water breaks the moment. A steady staccato of rain starts drumming on the surface of the dried mud. The smell of smoke and the taste of ash diminish, leaving behind the scent of wet earth and new life.

"Go now gentle folk and know that you are welcome here."

The Khijar River begins to flow again, but at a mere trickle. Drought later in the year is almost certain. However, Glimmerdew will be able to re-open the elemental gate next year and things will return to normal.

Conclusion C: Neutral Ending

If the Matron's force departs with Glimmerdew but the PC's stopped Solac's ritual, read or paraphrase the following:

Cool, clear water surges forth from the elemental gate. Soon the pool will fill again and pour its contents into the Khijar River.

A dry wind blows across the clearing, depositing dust and ash on the bodies of the fallen. In time the land will heal itself and all trace of this battle will be gone.

The Khijar River resumes flowing, but it is still slower than previous years. Drought later in the year is still possible. Moreover, without Glimmerdew's presence, the elemental gate does not open next spring, leading to future droughts. In a few years time, a new sylvan spirit will take on the role of guarding the gate, and things eventually return to normal.

Conclusion D: Tragic Ending

If the Matron's force departs with Glimmerdew and Solac completed the ritual, read or paraphrase the following:

A dry, bitter wind blows across the clearing, depositing dust and ash on the bodies of the fallen. A feeling of malice lingers in the air. This has become a bad place, the possession of darker powers.

The Khijar River ceases flowing at all. Drought begins immediately. One day a new sylvan spirit is able to re-open the elemental gate, but not for at least a generation.

CAMPAIGN CONSEQUENCES

If a PC makes a deal with Alochiel, they gain the **Forgotten Something** AR item.

If the PCs rescue Glimmerdew from Abdul, the Tamer of Words, they gain the **Glimmerdew's Boon** and **Enemy in High Places** AR items.

If the PC's make a deal with Abdul, the Tamer of Words, they gain the **Friend in High Places** AR item.

If the PCs are tricked by Abdul, the Tamer of Words, they gain neither the **Glimmerdew's Boon**, the **Enemy in High Places** nor the **Friend in High Places** AR items.

If the PCs stop Solac's ritual before it is complete, they gain the **Geshtai's Blessing** AR item.

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 PC.

3: Eski Tuz Madeni

Bypass or trigger the trap. Defeat the salt mephits.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: The Tamer of Words

Defeat or make a deal with the Matron's Force.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

6: Dry Spell

Defeat the fire elementals.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Find Eski Tuz Madeni without Ezzati's help:

APL 2	22 XP
APL 4	34 XP
APL 6	45 XP
APL 8	56 XP
APL 10	67 XP
APL 12	79 XP

Story Award

Stop Solac's Ritual:

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP

Discretionary roleplaying award

APL 2	23 XP
APL 4	34 XP
APL 6	45 XP
APL 8	57 XP
APL 10	68 XP
APL 12	79 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because PCs may want to use them during the adventure. Many times PCs must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to

activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

1: Sulumak Bayan

APL 2: Coin 50 gp; Total 50 gp.

APL 4: Coin 100 gp; Total 100 gp.

APL 6: Coin 150 gp; Total 150 gp.

APL 8: Coin 200 gp; Total 200 gp.

APL 10: Coin 250 gp; Total 250 gp.

APL 12: Coin 300 gp; Total 300 gp.

3: Eski Tuz Madeni

ALL APL's: Loot 41 gp; Total 41 gp.

APL 2: Coin 50 gp; Total 50 gp.

APL 4: Coin 100 gp; Total 100 gp.

APL 6: Coin 150 gp; Total 150 gp.

APL 8: Coin 200 gp; Total 200 gp.

APL 10: Coin 250 gp; Total 250 gp.

APL 12: Coin 300 gp; Total 300 gp.

6: Dry Spell

APL 2: Loot 309 gp; Total 309 gp.

APL 4: Loot 409 gp; Total 409 gp.

APL 6: Loot 559 gp; Total 559 gp.

APL 8: Loot 859 gp; Total 859 gp.

APL 10: Loot 1759 gp; Total 1759 gp.

APL 12: Loot 2659 gp; Total 2659 gp.

Treasure Cap

APL 2: 450 GP

APL 4: 650 GP

APL 6: 900 GP

APL 8: 1300 GP

APL 10: 2300 GP

APL 12: 3300 GP

Total Possible Treasure

APL 2: 450 GP

APL 4: 650 GP

APL 6: 900 GP

APL 8: 1,300 GP

APL 10: 2,300 GP

APL 12: 3,300 GP

ADVENTURE RECORD ITEMS

Forgotten Something: Alochiel has taken the memory of ... something ... from you. Nothing short of a *wish* or *miracle* will get that memory back.

Glimmerdew's Boon: For saving Glimmerdew, she has granted you a boon. Select **one** of the following:

- Have a single *commune with nature*, *heal*, *regenerate* or *stone tell* cast free of charge as a standard action. Cast as a 17th level Druid.
- Gain a Unicorn as a cohort or Paladin mount.
- A single kiss from Glimmerdew.

Geshtai's Blessing: For preventing the disruption of the Khijar River you shall never thirst again. Your PC is immune to thirst, thirst effects and desiccation damage. Your PC does not need to drink, but they can do so if they choose to.

Enemy in High Places: Your interference has incurred the wrath of someone very influential. In any Zeif regional adventure, your character's upkeep counts as one lower than normal.

- 0 GP: No upkeep. Character starts adventure with 75% of their hit point total (round down).
- 12 GP: No upkeep.
- 75 GP: Adventurer's Standard upkeep.

Friend in High Places: Your cooperation has pleased someone very influential. In any Zeif regional adventure, your character's upkeep counts as one higher than normal.

- 0 GP: Adventurer's Standard upkeep.
- 12 GP: Luxury upkeep.

ITEM ACCESS

APL 2:

Dust of Dryness (Adventure; DMG)

Water Pellet (used *dust of dryness*) 425 GP (Adventure; DMG (see *dust of dryness*))

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

Elixir of Fire Breath (Adventure; DMG)

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

Elemental Gem (fire) (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

Eversmoking Bottle (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following):

Staff of Fire (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following):

Rod of the Viper (Adventure; DMG)

APPENDIX 1: APL 2

5: THE TAMER OF WORDS

ABDUL THE TAMER OF WORDS CR 1

NE Male Baklunish Human Bard 1

Init +2; **Senses** Listen +0, Spot +0

Languages Common

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 7 (1d6+1 HD)

Fort +1, **Ref** +4, **Will** +2

Speed 30 ft. in chain shirt (6 squares)

Melee long sword +2 (1d8+1) or whip +2 (1d3+1 nonlethal)

Base Atk +0; **Grp** +1

Special Actions Bardic music 5/day (countersong, fascinate, inspire courage +1), Bardic Knowledge +1

Bard Spells Known (CL 1st, DC 13 + spell level):
0 (2/day) — *detect magic*, *light*, *prestidigitation*,
summon instrument

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

Feats Extra Music*, Negotiator

Skills Bluff +7, Diplomacy +9, Knowledge (history) +4, Knowledge (nobility) +4, Perform (storytelling) +7, Sense Motive +6, Tumble +5

Possessions spell component pouch, mw manacles, key to Glimmerdew's cage (1036) mwk chain shirt, mwk cold iron longsword, mwk whip

* see Appendix 2: New Rules Items

BADIA, CYRUS AND DELRUBA CR 1

NE Baklunish Human Rogue 1

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

Languages Common, Ancient Baklunish, Gnoll

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 7 (1d6+1 HD)

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

Speed 30 ft. in chain shirt (6 squares)

Melee shortspear +3 (1d6+2) or dagger +3 (1d4+2) or sap +2 (1d6+2)

Ranged hand crossbow +3 (1d4) 30 ft

Base Atk +0; **Grp** +2

Atk Options Sneak Attack 1d6, Combat Expertise, Improved Feint

Combat Gear alchemist's fire

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

Feats Combat Expertise, Improved Feint

Skills Bluff +4, Disable Device +6, Disguise +4, Hide +6, Listen +3, Move Silently +6, Open Lock +7, Search +6, Sleight of Hand +6, Spot +3, Tumble +6

Possessions combat gear plus thieves tools, mwk chain shirt, mwk cold iron shortspear, concealed mwk dagger, concealed sap, concealed hand crossbow, 20 bolts

6: DRY SPELL

SOLAC PYREMYASEN CR NON-COMBATANT

NE Male Suel Cleric 12 (Pyremius)

Init -1;

Languages Common, Ignan

AC 17, touch 9, flat-footed 17

(-1 Dex, +8 armor)

Miss Chance 20% concealment (Censer of Pyremius)

hp 58 (12d8 HD);

Immune fear, poison, *spell immunity* (confusion, *dimensional anchor*, *Tasha's Hideous Laughter*)

Resist fire 30;

Fort +8, **Ref** +3, **Will** +12

Speed 20 ft. in full plate (4 squares);

Base Atk +9; **Grp** +10

Combat Gear Censer of Pyremius

Cleric Spells Prepared (CL 12th):

6th— *rapid unhallow*

Precast Spells (already included in stat block):

control water, *desecrate*, *endure elements*, *heroes' feast*, *resist energy* (fire), *spell immunity* (confusion, *dimensional anchor*, *Tasha's hideous laughter*)

D: Deity: Pyremius. Domains: Evil, Fire

Abilities Str 13, Dex 8, Con 10, Int 12, Wis 18, Cha 14

SQ Poison cloud (Censer of Pyremius)

Feats Craft Wondrous Item, Rapid Spell*, Skill Focus (concentration)

Skills Concentration +13, Knowledge (history) +16

Possessions bag of holding, dust of dryness, Mwk holy symbol, spell component pouch, ritual red whip, full plate, *boots of teleportation*

Censer of Pyremius (relic) This item is a relic of Pyremius. When activated, the censer continuously fills the wielder's square with thick, poisonous smoke, providing 20% concealment. Any creature adjacent to the wielder must make a Fortitude save, DC 15, or be affected by Ungol Dust (1 Cha / 1d6 Cha + 1 permanent Cha, see *Dungeon Master's Guide*, page 297). The smoke is equivalent to that produced by a smokestick. The wielder is immune to the effects of the smoke.

Only a worshipper of Pyremius can activate the censer's powers. Any non-believer that wields the censer gains one negative level. The negative level remains for as long as the censer is wielded and disappears when the censer is released. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration*) while the censer is wielded.

* see Appendix 2: New Rules Items

5: THE TAMER OF WORDS

ABDUL THE TAMER OF WORDS CR 3

NE Male Baklunish Human Bard 3

Init +2; **Senses** Listen +0, Spot +0

Languages Common

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 16 (3d6+3 HD)

Fort +2, **Ref** +5, **Will** +3

Speed 30 ft. in chain shirt (6 squares)

Melee long sword +4 (1d8+1) or whip +4 (1d3+1 nonlethal)

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

Special Actions Bardic music 7/day (countersong, fascinate, inspire competence, inspire courage +1), Bardic Knowledge +5

Combat Gear *potion of eagle's splendor*

Bard Spells Known (CL 3rd, DC 13 + spell level):

1st (2/day)— *hypnotism*, *Tasha's hideous laughter*, *undetected alignment*

0th (3/day)— *daze*, *detect magic*, *know direction*, *light*, *prestidigitation*, *summon instrument*

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

Feats Eschew Materials, Extra Music*, Negotiator

Skills Bluff +9, Diplomacy +17, Knowledge (history) +6, Knowledge (nobility) +6, Perform (storytelling) +9, Sense Motive +8, Tumble +7

Possessions combat gear plus mwk manacles, key to Glimmerdew's cage (1036) mwk chain shirt, mwk cold iron longsword, mwk whip,

* see Appendix 2: New Rules Items

BADIA, CYRUS AND DELRUBA CR 3

NE Baklunish Human Rogue 3

Init +3; **Senses** Listen +5, Spot +5

Languages Common, Ancient Baklunish, Gnoll

AC 19, touch 13, flat-footed 15

(+3 Dex, +4 armor, +2 shield)

hp 16 (3d6+3 HD)

Fort +2, **Ref** +6 (evasion), **Will** +0

Speed 30 ft. in chain shirt (6 squares)

Melee shortspear +5 (1d6+2) or dagger +5 (1d4+2 #) or sap +4 (1d6+2)

Ranged hand crossbow +6 (1d4; Poisoned – small centipede poison, injury DC 11, 1d2 Dex / 1d2 Dex (*Dungeon Master's Guide* page 297))

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

Atk Options Sneak Attack 2d6, Combat Expertise, Improved Feint

Combat Gear small centipede poison, alchemist's fire, *potion of invisibility*

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

Feats Combat Expertise, Improved Feint, Shield Proficiency

Skills Bluff +6, Disable Device +10, Disguise +8, Hide +7, Listen +5, Move Silently +7, Open Lock +11, Search +8, Sleight of Hand +9, Spot +5, Tumble +7

Possessions combat gear plus mwk thieves tools, mwk chain shirt, mwk large steel shield, mwk cold iron shortspear, concealed mwk dagger, concealed mwk sap, concealed mw hand crossbow, 20 bolts,

6: DRY SPELL

SOLAC PYREMYASEN CR NON-COMBATANT

NE Male Suel Cleric 12 (Pyremius)

Init +0;

Languages Common, Ignan

AC 20, touch 11, flat-footed 20

(+0 Dex, +9 armor, +1 deflection)

Miss Chance 20% concealment (Censer of Pyremius)

hp 61 (12d8+3 HD);

Immune fear, poison, *spell immunity (confusion, dimensional anchor, Tasha's Hideous Laughter)*

Resist cold 30, fire 30;

Fort +9, **Ref** +5, **Will** +13

Speed 20 ft. in full plate (4 squares);

Base Atk +9; **Grp** +10

Combat Gear Censer of Pyremius, *boots of teleportation*

Cleric Spells Prepared (CL 12th):

6th— *rapid unhallow*

Precast Spells (already included in stat block):

control water, *desecrate*, *endure elements*, *heroes' feast*, *resist energy (cold)*, *resist energy (fire)*, *spell immunity (confusion, dimensional anchor, Tasha's Hideous Laughter)*

D: Deity: Pyremius. Domains: Evil, Fire

Abilities Str 13, Dex 10, Con 10, Int 12, Wis 18, Cha 14

SQ Poison cloud (Censer of Pyremius)

Feats Craft Wondrous Item, Rapid Spell*, Skill Focus (concentration), Toughness

Skills Concentration +15, Knowledge (history) +16

Possessions bag of holding, dust of dryness, mwk holy symbol, spell component pouch, ritual red whip, +1 *full plate*, +1 *ring of protection*, +1 *cloak of resistance*, +2 *gloves of dexterity*

Censer of Pyremius (relic) This item is a relic of Pyremius. When activated, the censer continuously fills the wielder's square with thick, poisonous smoke, providing 20% concealment. Any creature adjacent to the wielder must make a Fortitude save, DC 15, or be affected by Ungol Dust (1 Cha / 1d6 Cha + 1 permanent Cha, see *Dungeon Master's Guide*, page 297). The smoke is equivalent to that produced by a smokestick. The wielder is immune to the effects of the smoke.

Only a worshipper of Pyremius can activate the censer's powers. Any non-believer that wields the censer gains one negative level. The negative level remains for as long as the censer is wielded and

disappears when the censer is released. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration*) while the censer is wielded.

* see Appendix 2: New Rules Items

5: THE TAMER OF WORDS

ABDUL THE TAMER OF WORDS CR 5

NE Male Baklunish Human Bard 5

Init +2; **Senses** Listen +0, Spot +0

Languages Common

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 25 (5d6+5 HD)

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

Speed 30 ft. in chain shirt (6 squares)

Melee long sword +5 (1d8+1) or whip +5 (1d3+1 nonlethal)

Base Atk +3; **Grp** +4

Special Actions Bardic music 9/day (countersong, fascinate, inspire competence, inspire courage +1), Bardic Knowledge +7

Combat Gear *potion of eagle's splendor*

Bard Spells Known (CL 5th, DC 13 + spell level):

2nd (2/day)— *enthrall, invisibility, suggestion*

1st (4/day)— *hypnotism, nystul's magic aura,*

tasha's hideous laughter, undetectable alignment

0th (3/day)— *daze, detect magic, know direction, light, prestidigitation, summon instrument*

Abilities Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 17

Feats Eschew Materials, Extra Music*, Negotiator

Skills Bluff +11, Diplomacy +19, Knowledge (history) +8, Knowledge (nobility) +8, Perform (storytelling) +11, Sense Motive +10, Tumble +10

Possessions combat gear plus mwk manacles, key to Glimmerdew's cage (1036), mithril chain shirt, mwk cold iron longsword, mwk whip

* see Appendix 2: New Rules Items

BADIA, CYRUS AND DELRUBA CR 5

NE Baklunish Human Rogue 5

Init +3; **Senses** Listen +7, Spot +7

Languages Common, Ancient Baklunish, Gnoll

AC 20, touch 13, flat-footed 20 (uncanny dodge)

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

hp 25 (5d6+5 HD)

Fort +2, **Ref** +7 (evasion), **Will** +0

Speed 30 ft. in mithril breastplate (6 squares)

Melee shortspear +6 (1d6+2; Poisoned – medium spider venom, injury DC 14, 1d4 Str / 1d4 Str (*Dungeon Master's Guide* page 297))) or dagger +6 (1d4+2; Poisoned – medium spider venom, injury DC 14, 1d4 Str / 1d4 Str (*Dungeon Master's Guide* page 297)) or sap +6 (1d6+2)

Ranged hand crossbow +7 (1d4; Poisoned – medium spider venom, injury DC 14, 1d4 Str / 1d4 Str (*Dungeon Master's Guide* page 297))) 30 ft

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

Atk Options Sneak Attack 3d6, Combat Expertise, Improved Feint

Combat Gear medium spider venom, alchemist's fire, *potion of invisibility*

Abilities Str 14, Dex 17, Con 12, Int 14, Wis 8, Cha 10

Feats Combat Expertise, Improved Feint, Shield Proficiency

Skills Bluff +8, Disable Device +12, Disguise +10, Hide +9, Listen +7, Move Silently +9, Open Lock +13, Search +10, Sleight of Hand +11, Spot +7, Tumble +9

Possessions combat gear plus mwk thieves tools, mithril breastplate, mwk large steel shield, mwk cold iron shortspear, concealed mwk dagger, concealed mwk sap, concealed mwk hand crossbow, 20 bolts

6: DRY SPELL

SOLAC PYREMYASEN CR NON-COMBATANT

NE Male Suel Cleric 12 (Pyremius)

Init +0;

Languages Common, Ignan

AC 23, touch 11, flat-footed 23

(+0 Dex, +9 armor, +3 shield, +1 deflection)

Miss Chance 20% concealment (Censer of Pyremius)

hp 70 (12d8+12 HD);

Immune fear, poison, *spell immunity (confusion, dimensional anchor, Tasha's hideous laughter)*

Resist acid 30, cold 30, fire 30;

Fort +10, **Ref** +6, **Will** +14

Speed 20 ft. in full plate (4 squares);

Base Atk +9; **Grp** +10

Combat Gear Censer of Pyremius, *boots of teleportation*

Cleric Spells Prepared (CL 12th):

6th— *rapid unhallow*

Precast Spells (already included in stat block):

control water, desecrate, endure elements, heroes' feast, resist energy (acid), resist energy (cold), resist energy (fire), spell immunity (confusion, dimensional anchor, Tasha's Hideous Laughter)

D: Deity: Pyremius. Domains: Evil, Fire

Abilities Str 13, Dex 10, Con 10, Int 12, Wis 18, Cha 14

SQ Poison cloud (Censer of Pyremius)

Feats Craft Wondrous Item, Improved Toughness*, Rapid Spell*, Skill Focus (concentration)

Skills Concentration +17, Knowledge (history) +16

Possessions bag of holding, dust of dryness, MW holy symbol, spell component pouch, ritual red whip+1 *full plate*, +1 *animated heavy steel shield*, +1 *ring of protection*, +2 *cloak of resistance*, +2 *gloves of dexterity*,

Censer of Pyremius (relic) This item is a relic of Pyremius. When activated, the censer continuously fills the wielder's square with thick, poisonous smoke, providing 20% concealment. Any creature adjacent to the wielder must make a Fortitude save, DC 15, or be affected by Insanity Mist (1d4

Wis / 2d6 Wis, see *Dungeon Master's Guide*, page 297). The smoke is equivalent to that produced by a smokestick. The wielder is immune to the effects of the smoke.

Only a worshipper of Pyremius can activate the censer's powers. Any non-believer that wields the censer gains one negative level. The negative level remains for as long as the censer is wielded and disappears when the censer is released. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration*) while the censer is wielded.

* see Appendix 2: New Rules Items

3: ESKI TUZ MADENI**SALT MEPHIT / SORCERER 2 CR 5**

Small Outsider (Earth, Extraplanar), AL N

Init +0; **Senses** Darkvision 60 ft, Listen +5, Spot +5**Languages** Common, Terran**AC** 21, touch 11, flat-footed 21(+1 size, +6 natural, +4 *mage armor*)**hp** 36 (3d8+2d4+18 HD); fast healing 2; DR 5/magic**Fort** +6, **Ref** +3, **Will** +5**Speed** 30 ft. (6 squares), fly 40 ft. (average);**Melee** claw +9 (1d3+4)**Full Attack** 2 claws +9 (1d3+4)**Base Atk** +4; **Grp** +4**Atk Options** Power Attack**Special Actions** Breath Weapon, Desiccate, Spell-Like Abilities**Sorcerer Spells Known** (CL 2nd, DC 15 + spell level):1st (6/day, 4 remain $\frac{1}{2}$)— *mage armor*, *sunstroke**0 (6/day, 4 remain $\frac{1}{2}$)— *flare*, *ghost sound*,*prestidigitation*, *read magic*, *touch of fatigue* $\frac{1}{2}$ *mage armor* cast twice, *prestidigitation* cast twice

* see Appendix 2

Abilities Str 19, Dex 10, Con 16, Int 6, Wis 8, Cha 20**Feats** Power Attack, Toughness**Skills** Bluff +11, Escape Artist +6, Hide +10, Listen +5, Move Silently +6, Spellcraft +0, Spot +5**Breath Weapon (Su)** 10 ft cone of salt crystals, damage 1d4, reflex half, DC 15. Living creatures that fail the save suffer from itching skin and burning eyes. This imposes a –4 penalty to AC and a –2 on attack rolls for 3 rounds.**Desiccate (Sp)** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fort half, DC 17, caster level 6th, 2nd level spell). Water and plant creatures take a –2 penalty on the save.**Spell-Like Abilities (Sp)** *glitterdust* 1/hour (Will DC 17, caster level 3rd)**Fast Healing (Ex)** A salt mephit heals only in an arid environment.

* see Appendix 2: New Rules Items

5: THE TAMER OF WORDS**ABDUL THE TAMER OF WORDS CR 7**

NE Male Baklunish Human Bard 7

Init +2; **Senses** Listen +0, Spot +0**Languages** Common, Ancient Baklunish, Gnoll**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 34 (7d6+7 HD)**Fort** +3, **Ref** +7, **Will** +5**Speed** 30 ft. in chain shirt (6 squares)**Melee** long sword +7 (1d8+1) or whip +7 (1d3+1 nonlethal)**Base Atk** +5; **Grp** +6**Special Actions** Bardic music 11/day (countersong, fascinate, inspire competence, inspire courage +1, suggestion), Bardic Knowledge +9**Combat Gear** *potion of eagle's splendor***Bard Spells Known** (CL 7th, DC 13 + spell level):3rd (1/day)— *charm monster*, *confusion*2nd (3/day)— *enthrall*, *invisibility*, *sound burst*, *suggestion*1st (4/day)— *hypnotism*, *nystul's magic aura*,*Tasha's hideous laughter*, *undetectable alignment*0th (3/day)— *daze*, *detect magic*, *know direction*, *light*, *prestidigitation*, *summon instrument***Abilities** Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 17**Feats** Disguise Spell*, Eschew Materials, Extra Music*, Negotiator**Skills** Bluff +13, Diplomacy +21, Knowledge (history) +10, Knowledge (nobility) +10, Perform (storytelling) +13, Sense Motive +12, Tumble +12**Possessions** combat gear plus mw manacles, key to Glimmerdew's cage (1036), mithril chain shirt, mwk cold iron longsword, mwk whip

* see Appendix 2: New Rules Items

BADIA, CYRUS AND DELRUBA CR 7

NE Baklunish Human Rogue 5 / Assassin 2

Init +3; **Senses** Listen +11, Spot +11**Languages** Common**AC** 21, touch 13, flat-footed 21 (improved uncanny dodge)

(+3 Dex, +5 armor, +3 shield)

hp 34 (7d6+7 HD)**Fort** +2 (+3 vs poison), **Ref** +10 (evasion), **Will** +0**Speed** 30 ft. in mithril breastplate (6 squares)**Melee** shortspear +7 (1d6+2; Poison – giant wasp poison, injury DC 18, 1d6 Dex / 1d6 Dex (*Dungeon Master's Guide* page 297) or dagger +7 (1d4+2; Poison – giant wasp poison, injury DC 18, 1d6 Dex / 1d6 Dex (*Dungeon Master's Guide* page 297) or sap +7 (1d6+2)**Ranged** hand crossbow +8 (1d4; Poison – giant wasp poison, injury DC 18, 1d6 Dex / 1d6 Dex (*Dungeon Master's Guide* page 297) 30 ft**Base Atk** +4; **Grp** +6**Atk Options** Death Attack (DC 14), poison use, sneak attack 4d6, Combat Expertise, Improved Feint**Combat Gear** giant wasp poison, alchemist's fire, *potion of invisibility***Assassin Spells Known** (CL 2nd, DC 12 + spell level):1st (2/day)— *disguise self*, *feather fall*, *true strike***Abilities** Str 14, Dex 17, Con 12, Int 14, Wis 8, Cha 10**Feats** Alertness, Combat Expertise, Improved Feint, Shield Proficiency**Skills** Bluff +10, Disable Device +14, Disguise +12, Hide +11, Listen +11, Move Silently +11, Open

Lock +15, Search +12, Sleight of Hand +13, Spot +11, Tumble +11

Possessions combat gear plus mwk thieves tools mithril breastplate, +1 *large steel shield*, mwk cold iron shortspear, concealed mwk dagger, concealed mwk sap, concealed mwk hand crossbow, 20 bolts

remains for as long as the censer is wielded and disappears when the censer is released. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration*) while the censer is wielded.

* see Appendix 2: New Rules Items

6: DRY SPELL

SOLAC PYREMYASEN CR NON-COMBATANT

NE Male Suel Cleric 12 (Pyremius)

Init +0;

Languages Common, Ignan

AC 26, touch 12, flat-footed 26

(+0 Dex, +11 armor, +3 shield, +2 deflection)

Miss Chance 20% concealment (Censer of Pyremius)

hp 82 (12d8+24 HD);

Immune fear, grapple, paralysis, poison, slow, *spell immunity (confusion, dimensional anchor, Tasha's hideous laughter)*

Resist acid 30, cold 30, fire 30;

Fort +11, **Ref** +7, **Will** +14

Speed 20 ft. in full plate (4 squares);

Base Atk +9; **Grp** +10

Combat Gear Censer of Pyremius, *boots of teleportation*

Cleric Spells Prepared (CL 12th):

6th— *rapid unhallow*

Precast Spells (already included in stat block): *control water, desecrate, endure elements, freedom of movement, heroes' feast, magic circle against good, magic vestment (armor), resist energy (acid), resist energy (cold), resist energy (fire), spell immunity (confusion, dimensional anchor, Tasha's hideous laughter)*

D: Deity: Pyremius. Domains: Evil, Fire

Abilities Str 13, Dex 10, Con 12, Int 12, Wis 18, Cha 14

SQ Poison cloud (Censer of Pyremius)

Feats Craft Wondrous Item, Improved Toughness*, Rapid Spell*, Skill Focus (concentration)

Skills Concentration +19, Knowledge (history) +16

Possessions bag of holding, dust of dryness, MW holy symbol, spell component pouch, ritual red whip, +1 *full plate*, +1 *animated heavy steel shield*, +2 *ring of protection*, +2 *cloak of resistance*, +2 *gloves of dexterity*, +2 *amulet of health*

Censer of Pyremius (relic) This item is a relic of Pyremius. When activated, the censer continuously fills the wielder's square with thick, poisonous smoke, providing 20% concealment. Any creature adjacent to the wielder must make a Fortitude save, DC 15, or be affected by *Insanity Mist* (1d4 Wis / 2d6 Wis, see *Dungeon Master's Guide*, page 297). The smoke is equivalent to that produced by a smokestick. The wielder is immune to the effects of the smoke.

Only a worshipper of Pyremius can activate the censer's powers. Any non-believer that wields the censer gains one negative level. The negative level

3: ESKI TUZ MADENI**SALT MEPHIT / SORCERER 4 CR 7**

Small Outsider (Earth, Extraplanar), AL N

Init +0; **Senses** Darkvision 60 ft, Listen +5, Spot +5**Languages** Common, Terran**AC** 21, touch 11, flat-footed 21(+1 size, +6 natural, +4 *mage armor*)**hp** 47 (3d8+4d4+24 HD); fast healing 2; DR 5/magic**Fort** +7, **Ref** +4, **Will** +6**Speed** 30 ft. (6 squares), fly 40 ft. (average);**Melee** claw +10 (1d3+4)**Full Attack** 2 claws +10 (1d3+4)**Base Atk** +5; **Grp** +5**Atk Options** Power Attack**Special Actions** Breath Weapon, Desiccate, Spell-Like Abilities**Sorcerer Spells Known** (CL 7th, DC 15 + spell level):2nd (4/day)— *desiccate* *1st (8/day, 6 remain $\frac{1}{2}$)— *mage armor*, *shield*, *sunstroke* *0 (6/day, 4 remain $\frac{1}{2}$)— *flare*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*, *touch of fatigue* $\frac{1}{2}$ *mage armor* cast twice, *prestidigitation* cast twice

* see Appendix 2

Abilities Str 19, Dex 10, Con 16, Int 6, Wis 8, Cha 20**Feats** Practiced Spellcaster*, Power Attack, Toughness**Skills** Bluff +11, Escape Artist +6, Hide +10, Listen +5, Move Silently +6, Spellcraft +2, Spot +5**Breath Weapon (Su)** 10 ft cone of salt crystals, damage 1d4, reflex half, DC 15. Living creatures that fail the save suffer from itching skin and burning eyes. This imposes a –4 penalty to AC and a –2 on attack rolls for 3 rounds.**Desiccate (Sp)** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fort half, DC 17, caster level 6th, 2nd level spell). Water and plant creatures take a –2 penalty on the save.**Spell-Like Abilities (Sp)** *glitterdust* 1/hour (Will DC 17, caster level 3rd)**Fast Healing (Ex)** A salt mephit heals only in an arid environment.

* see Appendix 2: New Rules Items

5: THE TAMER OF WORDS**ABDUL THE TAMER OF WORDS CR 9**

NE Male Baklunish Human Bard 9

Init +2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 43 (9d6+9 HD)**Fort** +4, **Ref** +8, **Will** +6**Speed** 30 ft. in chain shirt (6 squares)**Melee** long sword +8 (1d8+1) or whip +8 (1d3+1 nonlethal)**Base Atk** +6; **Grp** +7**Special Actions** Bardic music 13/day (countersong, fascinate, inspire competence, inspire courage +2, inspire greatness, suggestion), Bardic Knowledge +11**Combat Gear** *potion of eagle's splendor***Bard Spells Known** (CL 7th, DC 14 + spell level):3rd (3/day)— *charm monster*, *confusion*, *slow*2nd (4/day)— *enthrall*, *invisibility*, *sound burst*, *suggestion*1st (4/day)— *hypnotism*, *nystul's magic aura*,*tasha's hideous laughter*, *undetectable alignment*0th (3/day)— *daze*, *detect magic*, *know direction*, *light*, *prestidigitation*, *summon instrument***Abilities** Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 18**Feats** Disguise Spell*, Eschew Materials, Extra Music*, Lyric Spell*, Negotiator**Skills** Bluff +16, Diplomacy +24, Knowledge (history) +12, Knowledge (nobility) +12, Perform (storytelling) +16, Sense Motive +14, Tumble +14**Possessions** combat gear plus mw manacles, key to Glimmerdew's cage (1036), mithril chain shirt, mwk cold iron longsword, mwk whip

* see Appendix 2: New Rules Items

BADIA, CYRUS AND DELRUBA CR 9

NE Baklunish Human Rogue 5 / Assassin 4

Init +4; **Senses** Listen +13, Spot +13**Languages** Common, Ancient Baklunish, Gnoll**AC** 23, touch 14, flat-footed 23 (improved uncanny dodge)

(+4 Dex, +6 armor, +3 shield)

hp 43 (9d6+9 HD)**Fort** +3 (+5 vs poison), **Ref** +12 (evasion), **Will** +1**Speed** 30 ft. in mithril breastplate (6 squares)**Melee** shortspear +9/+4 (1d6+2; Poison – purple worm poison, injury DC 24, 1d6 Str / 2d6 Str (*Dungeon Master's Guide* page 297) or dagger +9/+4 (1d4+2; Poison – purple worm poison, injury DC 24, 1d6 Str / 2d6 Str (*Dungeon Master's Guide* page 297) or sap +9/+4 (1d6+2)**Ranged** hand crossbow +11 (1d4; Poison – purple worm poison, injury DC 24, 1d6 Str / 2d6 Str (*Dungeon Master's Guide* page 297) 30 ft**Base Atk** +6; **Grp** +8**Atk Options** Death Attack (DC 16), poison use, sneak attack 5d6, Combat Expertise, Deft Strike*, Improved Feint**Combat Gear** purple worm poison, alchemist's fire, *potion of invisibility* (919)**Assassin Spells Known** (CL 4th, DC 12 + spell level):2nd (2/day)— *invisibility*, *spider climb*, *undetectable alignment*

1st (4/day)— *detect poison, disguise self, feather fall, true strike*

Abilities Str 14, Dex 18, Con 12, Int 14, Wis 8, Cha 10

Feats Alertness, Combat Expertise, Deft Strike *, Improved Feint, Shield Proficiency

Skills Bluff +12, Disable Device +16, Disguise +14, Hide +14, Listen +13, Move Silently +14, Open Lock +18, Search +14, Sleight of Hand +16, Spot +13, Tumble +14

Possessions combat gear plus mwk thieves tools, 1 mithril breastplate, +1 large steel shield, mwk cold iron shortspear, concealed mwk dagger, concealed mw sap, concealed mwk hand crossbow, 20 bolts

* see Appendix 2: New Rules Items

6: DRY SPELL

SOLAC PYREMYASEN CR NON-COMBATANT

NE Male Suel Cleric 12 (Pyremius)

Init +1;

Languages Common, Ignan

AC 29, touch 13, flat-footed 28

(+1 Dex, +11 armor, +5 shield, +2 deflection)

Miss Chance 20% concealment (Censer of Pyremius)

hp 94 (12d8+36 HD);

Immune fear, grapple, paralysis, poison, slow, *spell immunity (confusion, dimensional anchor, Tasha's hideous laughter)*

Resist acid 30, cold 30, fire 30, sonic 30;

Fort +13, **Ref** +8, **Will** +15

Speed 20 ft. in full plate (4 squares);

Base Atk +9; **Grp** +10

Combat Gear Censer of Pyremius, *boots of teleportation*

Cleric Spells Prepared (CL 12th):

6th— *rapid unhallow*

Precast Spells (already included in stat block):

control water, desecrate, endure elements, freedom of movement, heroes' feast, magic circle against chaos, magic circle against good, magic vestment (armor), magic vestment (shield), resist energy (acid), resist energy (cold), resist energy (fire), resist energy (sonic), spell immunity (confusion, dimensional anchor, Tasha's hideous laughter)

D: Deity: Pyremius. Domains: Evil, Fire

Abilities Str 13, Dex 12, Con 14, Int 12, Wis 18, Cha 14

SQ Poison cloud (Censer of Pyremius)

Feats Craft Wondrous Item, Improved Toughness*, Rapid Spell*, Skill Focus (concentration)

Skills Concentration +20, Knowledge (history) +16

Possessions bag of holding, dust of dryness, MW holy symbol, spell component pouch, ritual red whip, +1 full plate, +1 animated heavy steel shield, +2 ring of protection, +3 cloak of resistance, +4 gloves of dexterity, +4 amulet of health,

Censer of Pyremius (relic) This item is a relic of Pyremius. When activated, the censer continuously

fills the wielder's square with thick, poisonous smoke, providing 20% concealment. Any creature adjacent to the wielder must make a Fortitude save, DC 18, or be affected by Burnt Othur Fumes (1 permanent Con / 3d6 Con, see *Dungeon Master's Guide*, page 297). The smoke is equivalent to that produced by a smokestick. The wielder is immune to the effects of the smoke.

Only a worshipper of Pyremius can activate the censer's powers. Any non-believer that wields the censer gains one negative level. The negative level remains for as long as the censer is wielded and disappears when the censer is released. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration*) while the censer is wielded.

* see Appendix 2: New Rules Items

3: ESKI TUZ MADENI**SALT MEPHIT / SORCERER 6 CR 9**

Small Outsider (Earth, Extraplanar), AL N

Init +0; **Senses** Darkvision 60 ft, Listen +5, Spot +5**Languages** Common, Terran**AC** 22, touch 11, flat-footed 22(+1 size, +7 natural, +4 *mage armor*)**hp** 58 (3d8+6d4+30 HD); fast healing 2; DR 5/magic**Fort** +8, **Ref** +5, **Will** +7**Speed** 30 ft. (6 squares), fly 40 ft. (average);**Melee** claw +11 (1d3+4)**Full Attack** 2 claws +11 (1d3+4)**Base Atk** +6; **Grp** +6**Atk Options** Power Attack**Special Actions** Breath Weapon, Desiccate, Spell-Like Abilities**Sorcerer Spells Known** (CL 9th, DC 15 + spell level):3rd (4/day)— *tormenting thirst**2nd (6/day)— *desiccate**, *glitterdust*1st (8/day, 6 remain $\frac{1}{2}$)— *mage armor*, *reduce person*, *shield*, *sunstroke**0 (6/day, 4 remain $\frac{1}{2}$)— *dancing lights*, *flare*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*, *touch of fatigue* $\frac{1}{2}$ *mage armor* cast twice, *prestidigitation* cast twice

* see Appendix 2

Abilities Str 19, Dex 10, Con 16, Int 6, Wis 8, Cha 21**Feats** Improved Natural Armor, Practiced

Spellcaster*, Power Attack, Toughness

Skills Bluff +11, Escape Artist +6, Hide +10, Listen

+5, Move Silently +6, Spellcraft +4, Spot +5

Breath Weapon (Su) 10 ft cone of salt crystals, damage 1d4, reflex half, DC 15. Living creatures that fail the save suffer from itching skin and burning eyes. This imposes a –4 penalty to AC and a –2 on attack rolls for 3 rounds.**Desiccate (Sp)** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fort half, DC 17, caster level 6th, 2nd level spell). Water and plant creatures take a –2 penalty on the save.**Spell-Like Abilities (Sp)** *glitterdust* 1/hour (Will DC 17, caster level 3rd)**Fast Healing (Ex)** A salt mephit heals only in an arid environment.

* see Appendix 2: New Rules Items

5: THE TAMER OF WORDS**ABDUL THE TAMER OF WORDS CR 11**

NE Male Baklunish Human Bard 11

Init +2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 52 (11d6+11 HD)**Fort** +4, **Ref** +9, **Will** +7**Speed** 30 ft. in chain shirt (6 squares)**Melee** long sword +10 (1d8+1) or whip +10 (1d3+1 nonlethal)**Base Atk** +8; **Grp** +9**Special Actions** Bardic music 15/day (countersong, fascinate, inspire competence, inspire courage +2, inspire greatness, suggestion), Bardic Knowledge +13**Combat Gear** *potion of eagle's splendor***Bard Spells Known** (CL 7th, DC 14 + spell level):4th (2/day)— *dimension door*, *dominate person*, *greater invisibility*3rd (4/day)— *charm monster*, *confusion*, *displacement*, *slow*2nd (4/day)— *enthrall*, *invisibility*, *sound burst*, *suggestion*1st (4/day)— *hypnotism*, *nystul's magic aura*,*tasha's hideous laughter*, *undetectable alignment*0th (3/day)— *daze*, *detect magic*, *know direction*, *light*, *prestidigitation*, *summon instrument***Abilities** Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha**18Feats** Disguise Spell*, Eschew Materials, Extra Music*, Lyric Spell*, Negotiator**Skills** Bluff +18, Diplomacy +26, Knowledge (history)

+14, Knowledge (nobility) +14, Perform

(storytelling) +18, Sense Motive +16, Tumble +16

Possessions combat gear plus mw manacles, key to Glimmerdew's cage (1036), mithril chain shirt, mwk cold iron longsword, mwk whip

* see Appendix 2: New Rules Items

BADIA, CYRUS AND DELRUBA CR 11

NE Baklunish Human Rogue 5 / Assassin 6

Init +4; **Senses** Listen +15, Spot +15**Languages** Common, Ancient Baklunish, Gnoll**AC** 24, touch 15, flat-footed 24 (improved uncanny dodge)

(+4 Dex, +6 armor, +3 shield, +1 deflection)

hp 52 (11d6+11 HD)**Fort** +4 (+7 vs poison), **Ref** +13 (evasion), **Will** +2**Speed** 30 ft. in mithril breastplate (6 squares)**Melee** shortspear +10/+5 (1d6+2; Poison – dragon

bile poison, contact DC 26, 3d6 Str / none

(*Dungeon Master's Guide* page 297) or dagger

+10/+5 (1d4+2; Poison – dragon bile poison,

contact DC 26, 3d6 Str / none (*Dungeon Master's Guide* page 297) or sap +10/+5 (1d6+2)**Ranged** hand crossbow +12 (1d4; Poison – dragon

bile poison, contact DC 26, 3d6 Str / none

(*Dungeon Master's Guide* page 297) 30 ft**Base Atk** +7; **Grp** +9**Atk Options** Death Attack (DC 18), poison use, sneak attack 6d6, Combat Expertise, Deft Strike*, Improved Feint**Combat Gear** dragon bile poison, alchemist's fire, *potion of invisibility* (919)**Assassin Spells Known** (CL 6th, DC 12 + spell level):

3rd (1/day)— *magic circle against good, misdirection, nondetection*
2nd (4/day)— *fox's cunning, invisibility, spider climb, undetectable alignment*
1st (4/day)— *detect poison, disguise self, feather fall, true strike*

Abilities Str 14, Dex 18, Con 12, Int 14, Wis 8, Cha 10

Feats Alertness, Combat Expertise, Deft Strike *, Improved Feint, Shield Proficiency

Skills Bluff +14, Disable Device +18, Disguise +16, Hide +16, Listen +15, Move Silently +16, Open Lock +20, Search +16, Sleight of Hand +18, Spot +15, Tumble +16

Possessions combat gear plus mwk thieves tools+1 *mithril breastplate*, +1 *large steel shield*, +1 *ring of protection*, mwk cold iron shortspear, concealed mwk dagger, concealed mwk sap, concealed mwk hand crossbow, 20 bolts

* see Appendix 2: New Rules Items

6: DRY SPELL

SOLAC PYREMYASEN CR NON-COMBATANT

NE Male Suel Cleric 12 (Pyremius)

Init +1;

Languages Common, Ignan

AC 32, touch 16, flat-footed 31

(+1 Dex, +11 armor, +5 shield, +3 deflection, +1 luck, +1 insight)

Miss Chance 20% concealment (Censer of Pyremius)

hp 106 (12d8+48 HD);

Immune fear, grapple, paralysis, poison, slow, *spell immunity (confusion, dimensional anchor, Tasha's hideous laughter)*

Resist acid 30, cold 30, fire 30, sonic 30;

Fort +15, **Ref** +9, **Will** +16

Speed 20 ft. in full plate (4 squares);

Base Atk +9; **Grp** +10

Combat Gear Censer of Pyremius, *boots of teleportation*

Cleric Spells Prepared (CL 12th):

6th— *rapid unhallow*

Precast Spells (already included in stat block):

control water, desecrate, endure elements, freedom of movement, heroes' feast, magic circle against chaos, magic circle against good, magic vestment (armor), magic vestment (shield), resist energy (acid), resist energy (cold), resist energy (fire), resist energy (sonic), spell immunity (confusion, dimensional anchor, Tasha's hideous laughter)

D: Deity: Pyremius. Domains: Evil, Fire

Abilities Str 13, Dex 12, Con 14, Int 12, Wis 18, Cha 14

SQ Poison cloud (Censer of Pyremius)

Feats Craft Wondrous Item, Improved Toughness*, Rapid Spell*, Skill Focus (concentration)

Skills Concentration +22, Knowledge (history) +16

Possessions *bag of holding* Type I, dust of dryness, mwk holy symbol, spell component pouch, ritual

red whip, +1 *full plate*, +1 *animated heavy steel shield*, +3 *ring of protection*, +3 *cloak of resistance*, +4 *gloves of dexterity*, +6 *amulet of health*, *stone of good luck*, *dusty rose ioun stone*

Censer of Pyremius (relic) This item is a relic of Pyremius. When activated, the censer continuously fills the wielder's square with thick, poisonous smoke, providing 20% concealment. Any creature adjacent to the wielder must make a Fortitude save, DC 18, or be affected by *Burnt Othur Fumes* (1 permanent Con / 3d6 Con, see *Dungeon Master's Guide*, page 297). The smoke is equivalent to that produced by a smokestick. The wielder is immune to the effects of the smoke.

Only a worshipper of Pyremius can activate the censer's powers. Any non-believer that wields the censer gains one negative level. The negative level remains for as long as the censer is wielded and disappears when the censer is released. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration*) while the censer is wielded.

* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEATS

Deft Strike (*Complete Adventurer*, page 106)

You can place attacks at weak points in your opponent's defenses.

Prerequisite: Int 13, Combat Expertise, Spot 10 ranks, sneak attack

Benefit: As a standard action, you can attempt to find a weak point in a visible target's armor. This requires a Spot check against a DC equal to your target's Armor Class. If you succeed, your next attack against the target (which must be made no later than your next turn) ignores the target's armor bonus and natural armor bonus to AC (including any enhancement bonuses to armor or natural armor). Other AC bonuses still apply normally.

If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from this feat.

Disguise Spell (*Complete Adventurer*, page 108)

You can cast spells without observers noticing.

Prerequisite: Perform 9 ranks, Bardic Music

Benefit: You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action to cast the spell. Onlookers must match or exceed your check result with a Spot check to detect that you're casting a spell (your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't). Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell can't be identified with a Spellcraft check, even by someone who realizes that you're casting a spell. The act of casting still provokes attacks of opportunity as normal.

Extra Music (*Complete Adventurer*, page 109)

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic Music

Benefit: You can use your bardic music four extra times per day.

Improved Toughness (*Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your hit dice.

Lyric Spell (*Complete Adventurer*, page 113)

You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells.

Prerequisite: Bardic music, Perform 9 ranks, ability to spontaneously cast 2nd level arcane spells

Benefit: You can expend daily uses of your bardic music

to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyric Spell feat counts as part of the spellcasting action. Casting a spell requires one use of your bardic music ability, plus one additional use per level of the spell. For example, casting a 3rd level spell requires four daily uses of your bardic music ability.

Practiced Spellcaster (*Complete Divine*, page 82)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Rapid Spell (*Complete Divine*, page 84)

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if the original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

SPELLS

Desiccate (*Sandstorm*, page 114)

Necromancy

Level: Cleric 2, druid 2, sorcerer / wizard 2, Thirst 2

Components: V,S,M

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft / 2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of desiccation damage per two caster levels (maximum 5d6) and making it dehydrated (the creature becomes fatigued). A successful Fortitude save results in half damage and negates the dehydration. A plant or elemental of the water subtype takes 1d8 points of damage

per caster level (maximum 10d8). An elemental of the earth subtype takes only 1d4 points of damage per two caster levels (maximum 5d4).

Material Component: A pinch of dust.

Sunstroke (*Sandstorm*, page 123)

Necromancy

Level: Druid 1, sorcerer / wizard 1, Summer 1

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft / 2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. The fatigue effect ends if all of the nonlethal damage is healed.

Tormenting Thirst (*Sandstorm*, page 124)

Enchantment (compulsion) [Mind-Affecting]

Level: Bard 3, sorcerer / wizard 3, Thirst 3

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft / 2 levels)

Target: One living creature

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills the subject with a terrible thirst. Desperate and unable to focus on any other goal, it must drink as deeply as it can. The affected creature runs to the nearest body of water in sight, grabs and empties the closest container of water or liquor (even those carried by allies), or runs towards the nearest known source of water. No matter how much the subject drinks, the sensation of thirst is not quenched.

If denied the opportunity to quench its thirst, an affected creature flies into a rage similar to the barbarian class feature (see page 25 of the *Player's Handbook*). The subject attacks friend and foe alike in its quest to find water, though not necessarily with lethal force.

APPENDIX 3: NAMED NPC'S

1: Sulamak Bayan

Joubine bin Korg, LN male half-orc, Ranger 3 / Rogue 3 – Joubine is an operative for the Uruzaries operating undercover in Nafiq. He is unusually bright for a half-orc. Joubine often pretends to be a mediocre tracker in order to blend in and gather information. His current assignment is to observe the populace of Nafiq and keep the peace. Joubine's devotion to the Uruzaries is only matched by his loyalty to the Sultan.

Ezzati the Manhunter, N female Baklunish, Expert 8 – Ezzati has been in the bounty hunter business for the last ten years, collecting on 16 of the 17 bounties that she has pursued. She is professional, perceptive and persistent. Ezzati prefers to work alone. She feels that other people would hinder her effectiveness.

Durika the Kukri, CE female elf, Rogue 5 – Durika is a low-life, unreliable cutthroat. She is greedy and lazy, always looking for an easy score. Any job that Durika does will be sloppy and half-hearted, if it is completed at all.

Kayvon bin Piruz, N male Baklunish, Commoner 5 – Kayvon is a talented amateur but seriously out of his league. He has helped his neighbors find pets and small items that have been lost. Kayvon wants to be helpful, but has no practical experience dealing with dangerous or complicated searches.

Kimiya bint Artabanus, CN female Baklunish, Sorcerer 12 – Kimiya is a Sulamak Bayan in the water sect of the Sons of Cin, known as the Way of the Marid. She has a particular fondness for Ya mak, her water mephit familiar. Kimiya is governed by her emotions, moving from happiness to anger to love to sadness as the mood strikes her. She deals harshly with those who cross her, especially members of the Conduit of the Efreeti.

2: Investigation

Alochiel, NE female ???, ??? – Alochiel is a powerful entity, taking on the appearance of a beautiful Baklunish woman. She has a charming and forceful personality. Alochiel knows an astonishing amount of information about what goes on in Zeif. However, she never gives away anything for free. There is always a very steep price for her services, usually in the form body parts, memories or even a PC's soul.

Garnat bin Jamil, NE male Gravetouched Ghoul. Garnat is an operative in the Grim Vizier's network and has been for well over a hundred years. He smells foul and most commoners give him a wide berth. He seems somewhat distracted most of the time (he feels a nearly overwhelming hunger when in the presence of humanoids) and walks with a limp and hunch, but is otherwise quite charismatic. Garnat claims that the Grim Vizier is the embodiment of devotion to the prosperity of the nation and people of Zeif. He greets any arguments with patience and logical philosophy, but always comes back to the "fact" that the Grim Vizier knows what is best.

Old Ahmad, N male Baklunish, Expert 10 – Old Ahmad is a curmudgeonly prospector who operates near Parshadon. He has been wandering the Vaar Hills for as long as anyone can remember. Old Ahmad does not much care for the company of others, with the exception of his mule and conversation partner, Çirkin.

Omar bin Hassan, CN male Baklunish, Cleric 4 (Mouqol) / Ranger 4. Omar takes a very liberal interpretation of Mouqol's "finding and delivering the rarest of treasures to their predestined owners". Primarily by stealing from the rich and selling to the highest bidder. Working for the Matron Sultana is the perfect way to accomplish this, while avoiding prison, slavery or death. Omar has a sister named Olya.

5: The Tamer of Words

Abdul, the Tamer of Words, NE male Baklunish, Bard – Abdul Amir, also known as the "Tamer of Words", is a high level operative for the Matron Sultana. He prefers the finer things in life, eating exotic food, wearing expensive clothes and living a luxurious lifestyle. Abdul has a gift for storytelling and convincing people to see

things his way. He prefers talking to violence, though he is not above eliminating someone if they are not cooperative.

Badia, NE female Baklunish, Rogue/Assassin – Badia is an assassin trained by the Matron Sultana. Badia was raised on a Retsaba farm before she was sold to the Harem. Though she has been corrupted by the Sultana's influence, Badia retains a measure of innocence and a fond memory of a simpler time.

Cyrus, NE male Baklunish, Rogue/Assassin – Cyrus is an assassin trained by the Matron Sultana. He is an unrepentant hedonist, indulging in wagers, wine and women. He and Delruba currently have a relationship, though it is more physical than emotional.

Delruba, NE female Baklunish, Rogue/Assassin – Delruba is an assassin trained by the Matron Sultana. She likes speaking, just to hear the sound of her own voice, often barging into conversations. She and Cyrus currently have a relationship, though it is more physical than emotional.

Glimmerdew, CG female Nymph / Druid 10 (17th caster level) – Glimmerdew is the guardian of the enchanted pool. She is an ancient fey creature, harkening back to before the Twin Cataclysms. Glimmerdew received the burn scar on the left side of her face on the day of the Invoked Devastation. The trauma damaged her psyche, such that she only desires to bring forth water from the elemental gate in the joy of springtime. For the remainder of year, Glimmerdew is lost in a melancholic reverie.

Yahyah, N male Half-Orc, Commoner 1 – Yahyah is a slave owned by Abdul. He is laconic, typically only grunting a single monosyllabic word in response to a question. Yahyah tolerates Zar's antics because it livens up his otherwise dreary existence.

Zar, N male Half-Orc, Commoner 1 – Zar is a slave owned by Abdul. He is a bit of a clown, in the habit of telling crude jokes. Zar enjoys pulling off simple pranks, usually at Yahyah's expense, because it livens up his otherwise dreary existence.

6: Dry Spell

Solac Pyremyasen, NE male Suel, Cleric 12 (Pyremius) – Solac is the leader of a cell of Scarlet Brotherhood agents in Zeif. He is methodical, ambitious and cruel. Solac is a keen student of Sueloise history, with a deep admiration of the Suel Imperium. He has a great disdain for anyone not of Sueloise descent. Solac suffers from asthma, though his time in the salt caves has somewhat improved his condition.

APPENDIX 4: BAKLUNISH TO COMMON DICTIONARY

- baba (bah bah) – father, papa
- bayan (bah yan) – lady, madam
- çirkin (ser kin) – ugly
- effendi (eh-fend-ee) – sir, gentleman
- eski (ess key) – old
- gökyakut (goo kyah cut) – sapphire
- madeni (mah den ee) – mine
- qanat (kay nat) – underground aqueduct
- sulamak (sool-ah-mak) – water
- tuz (tooz) – salt
- ya mak (yahj mak) – rain

APPENDIX 5: TRAVEL DISTANCES

Distances are approximate. Travel times are based on (16 miles per day / 24 miles per day / 32 miles per day) overland travel speed, rounded up to the nearest quarter day. See *Player's Handbook* pages 162-164 for more details.

Nafiq to Old Ahmad's Camp – 130 miles (8.25 days / 5.5 days / 4.25 days)

Nafiq to Eski Tuz Madeni – 140 miles (8.75 days / 6 days / 4.5 days)

Nafiq to Dhabiya – 225 miles (14.25 days / 9.5 days / 7.25 days)

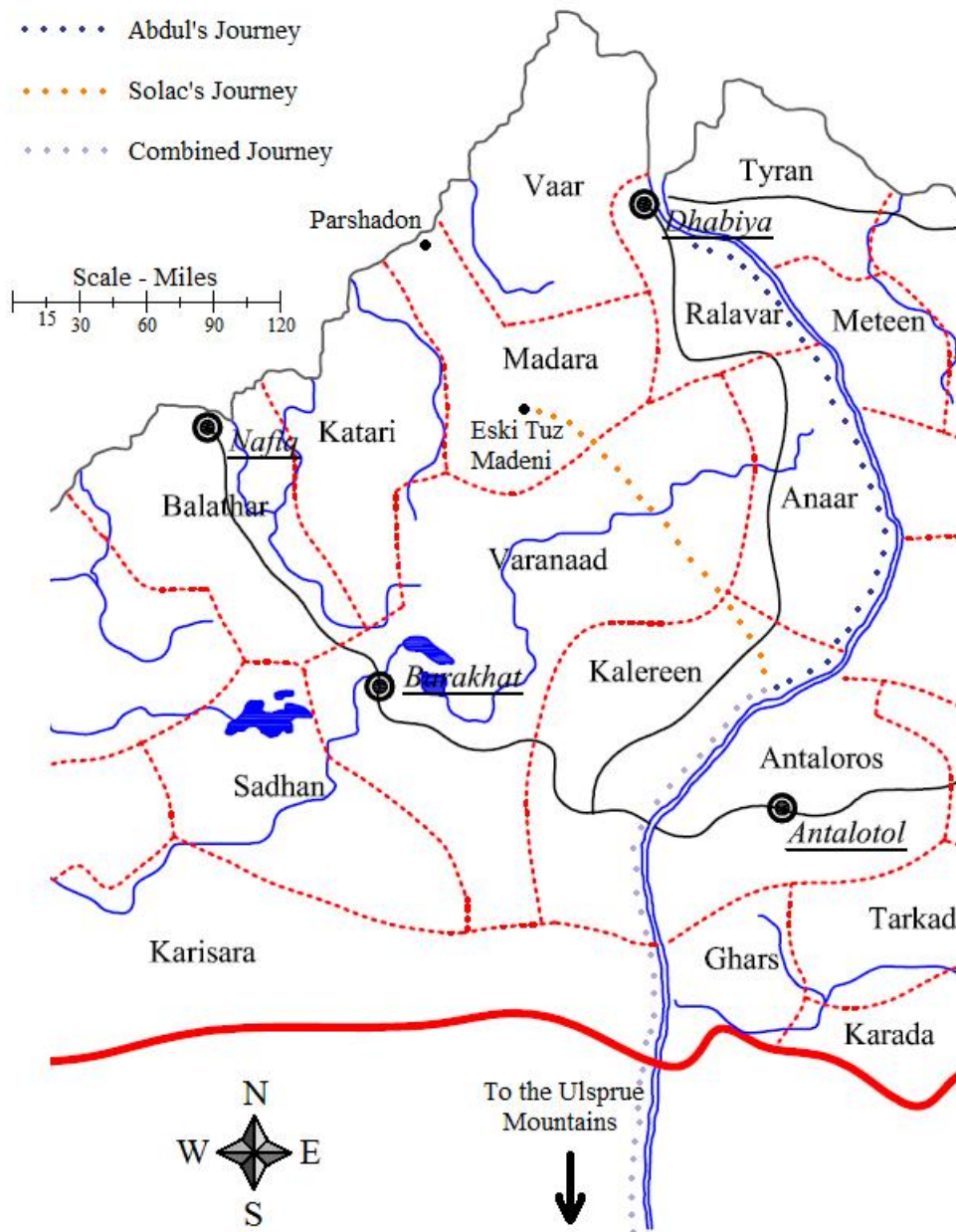
Old Ahmad's Camp to Eski Tuz Madeni – 75 miles (4.75 days / 3.25 days / 2.5 days)

Dhabiya to Abdul and Solac's rendezvous point – 290 miles (18.25 days / 12.25 days / 9.25 days)

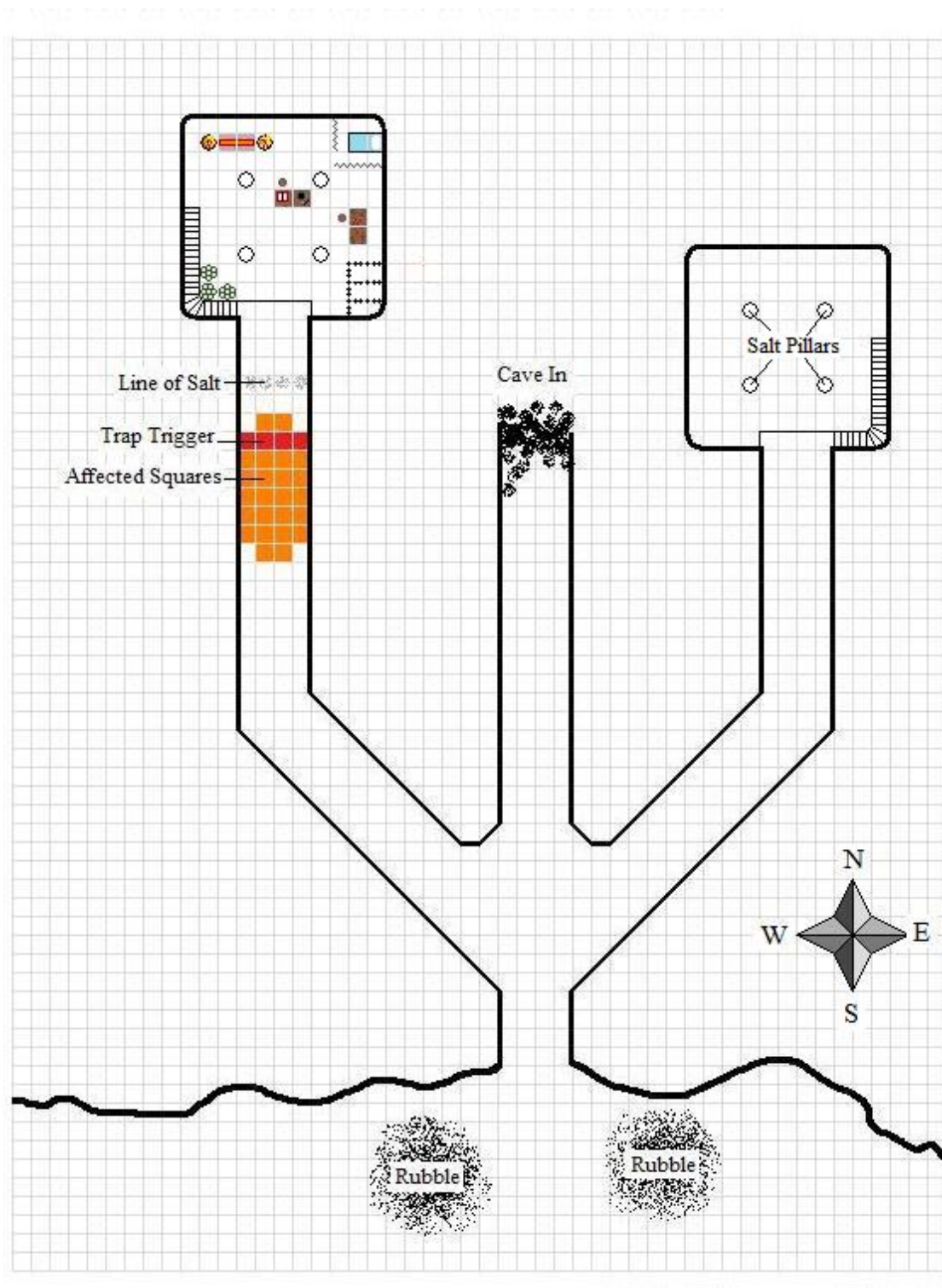
Eski Tuz Madeni to Abdul and Solac's rendezvous point – 170 miles (10.75 days / 7.25 days / 5.5 days)

Abdul and Solac's rendezvous point to Source of Khijar River – 390 miles (24.5 days / 16.25 days / 12.25 days)

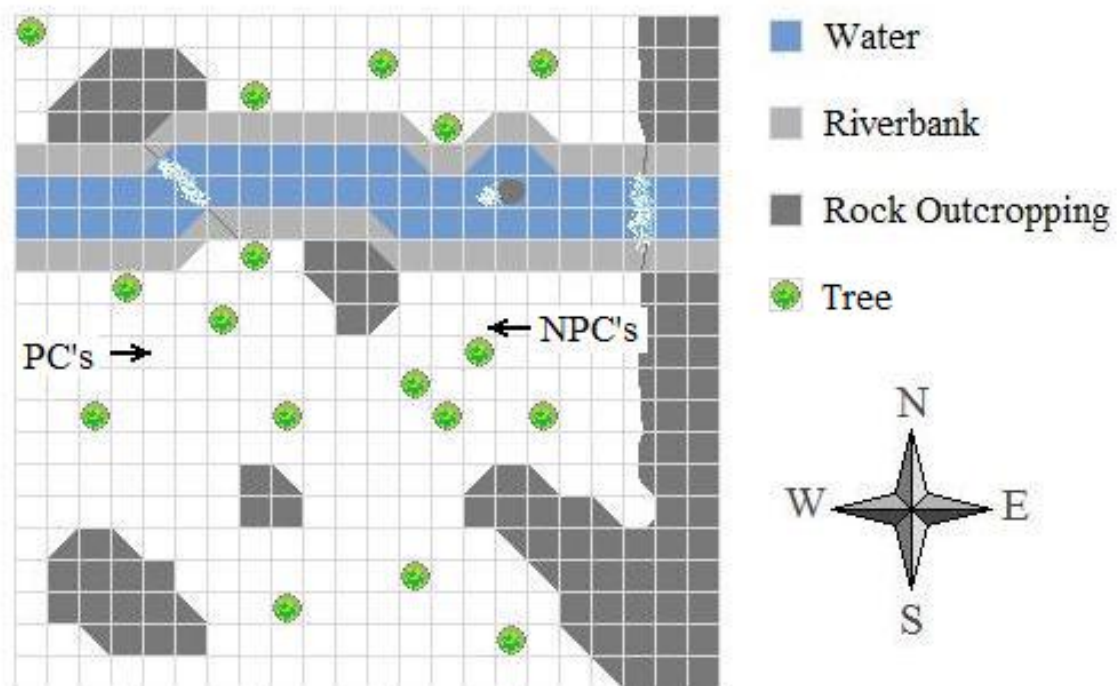
DM MAP – OVERLAND TRAVEL MAP

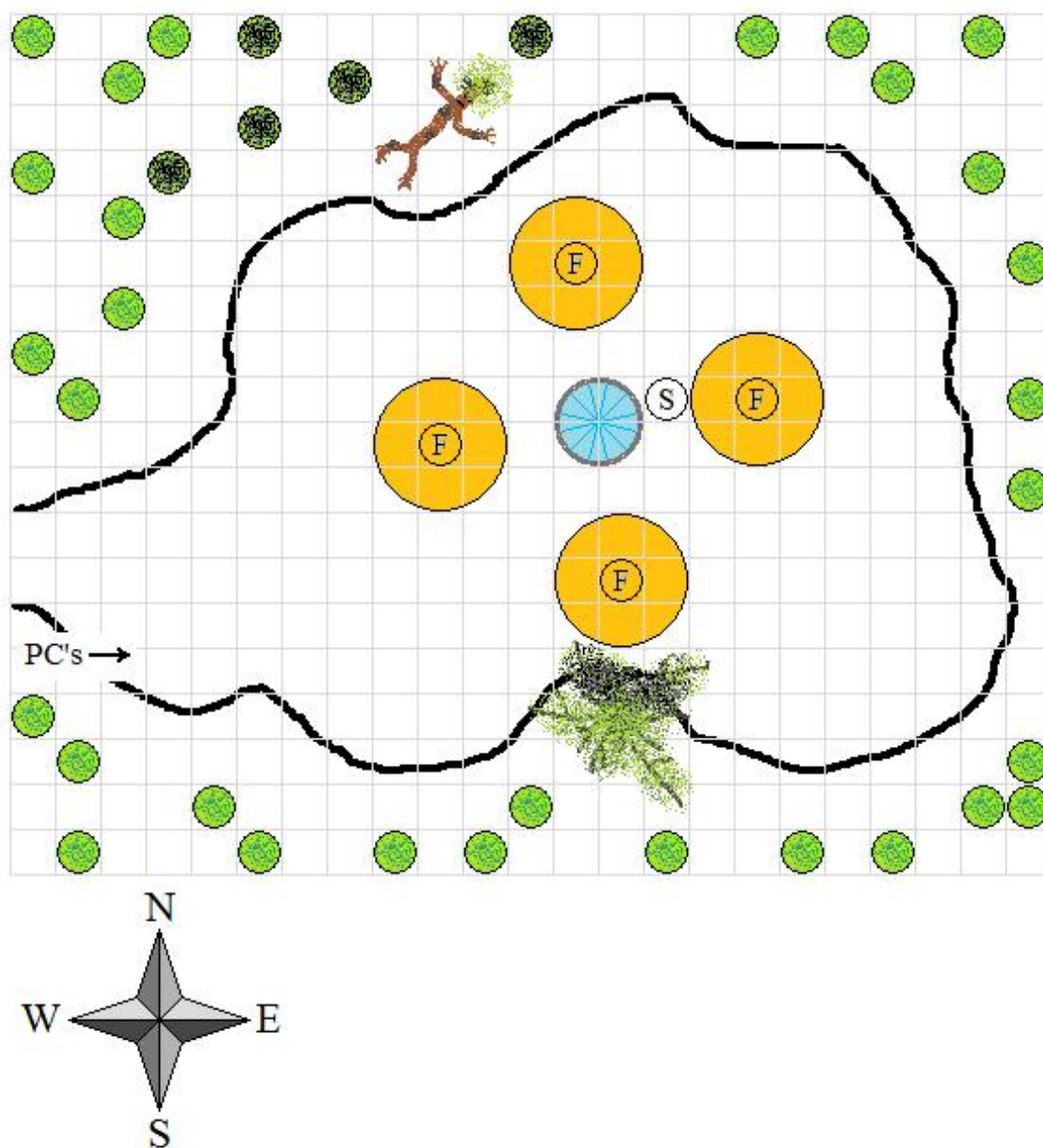


DM MAP – ESKI TUZ MADENI



DM MAP – THE TAMER OF WORDS





DM WORKSHEET

Record PC information

PC Name	Class	Alignment	Government Affiliation	Meta-Organizations

Record PC skill bonuses

PC Name	Appraise	Bluff	Forgery	Listen	Sense Motive	Spot

Record ten d20 rolls for each PC

PC Name	Roll 1	Roll 2	Roll 3	Roll 4	Roll 5	Roll 6	Roll 7	Roll 8	Roll 9	Roll 10

Cut or Fold Here

Abdul's skill bonuses

- APL 2 Bardic Knowledge +1 Bluff +7 Sense Motive +6
- APL 4 Bardic Knowledge +5 Bluff +9 Sense Motive +8
- APL 6 Bardic Knowledge +7 Bluff +11 Sense Motive +10
- APL 8 Bardic Knowledge +9 Bluff +13 Sense Motive +12
- APL 10 Bardic Knowledge +11 Bluff +16 Sense Motive +14
- APL 12 Bardic Knowledge +13 Bluff +18 Sense Motive +16

Record Abdul's opposed rolls against each PC

PC Name	Bardic Knowledge	Bluff	Sense Motive

PLAYER HANDOUT – SOLAC’S JOURNAL

On the inside cover of the tome, the following is written in Ancient Sueloise in a flowing script:

Deathseeker Solac,
Congratulations on your murder of the
high priest
Respectfully Malphasa

The rest of the tome is written in Ancient Sueloise in tight, neat handwriting.

Readying, 595 CY

The abandoned salt mine will be perfect for our new base of operations. It appears that my benefactor was correct after all.

Coldeven, 595 CY

My men located a small group of salt mephits living inside the mine. They were no match against us. After a little time in a cage, the little creatures have agreed to serve the Scarlet Brotherhood. A wise choice.

Growfest, 595 CY

The dry air inside of the mine appears to be making my breathing easier. I think that I will try living there for a while.

Patchwall, 595 CY

Malphasa has located a minor planar rift. Unfortunately, it is at the bottom of what the locals call lake sapphire.

Ready'reat 595 CY

Success! With the aid of Pyremius' power, we were able to travel to the bottom of lake sapphire and close the rift. A few small creatures tried to attack us, but they were no match for our Sueloise might. Ugly things, they look like a confused turtle that can't make up its mind if it is coming or going.

Readying, 596 CY

The hellhound bitch has given birth to a litter of pups. Having a full pack at my disposal will no doubt prove useful in the future.

Flocktime, 596 CY

My men have spotted a group of adventurers snooping around the mine. A half-orc half-baklunish bastard, an elven female and two baklunish, one male and one female. The half-orc and the female baklunish died when we attacked. The elven female and the male baklunish were captured. Apparently the male is a priest of geshtai, the local water god. I am going to have fun torturing him for information.

Flocktime, 596 CY

I found out something interesting while interrogating the elf. She claims that she has been "impregnated" by a creature she calls the "squirm". What an evocative name. I was so curious about this creature that I cut her open to examine it. Repulsive does not even come close to describing it. The abomination had the audacity to bite me. So I burned it to ashes with Pyremius' flames. I really must learn to better control my temper.

Wealsun, 596 CY

Despite my best efforts, the priest of geshtai has refused to be broken. Quite an impressive feat. So I poisoned him and stabbed him in the back. It is a shame that there is not enough wood in this land to build a decent bonfire.

Reaping, 596 CY

Malphasa has made contact with a local called "the tamer of words". What a pompous title! It turns out that he too works for my benefactor, albeit indirectly.

Harvester, 596 CY

Malphasa has located another rift in what the locals call the "oasis of tears". It is so named because it is guarded by a water spirit that prevents anyone from getting close to the water. We will see about that.

Brewfest, 596 CY

Venom and Flames! That was an elder elemental. I will need something more potent to defeat it.

Patchwall, 596 CY

Malphasa tried to kill me last night. She claimed I was unfit to lead after my failure at the oasis. Well, now her head serves me just fine as a vargouille.

Readying, 597 CY

I have finally perfected the formula for the Powder of Water's Demise. I think it is time to pay another visit to the oasis of tears.

Coldeven, 597 CY

Success! The watery behemoth was no match for the powder. The local baklunish even thanked us for our efforts. Hah! If they only knew.

Reaping, 597 CY

My benefactor contacted me last night. Apparently the last, largest gate that I seek is located far to the south, at the wellspring of the river khijar. I think I shall send my men to investigate further. I do not want a repeat of the oasis of tears.

Goodmonth, 597 CY

As I suspected, the gate is guarded. Numerous fey creatures protect it including one that is reputed to be ancient and powerful. I think I will need to recruit some dupes to help me. That "word tamer" fellow aught to do the trick.

Sunsebb, 597 CY

What a delightful surprise. My men captured a water mephit this morning. Pyremius must have given me this gift to offer as a sacrifice. His dark blessing is surely upon me.

Fireseek, 598 CY

I have finally completed enough Powder of Water's Demise for the ritual. That was considerably more

draining than I thought it would be. No time for regret, only success.

Fireseek, 598 CY

I have sacrificed the water mephit to the glory of Pyremius. Time to go to the source of the river khijar and finish what my revered Sueloise ancestors began. All praise to Pyremius!