

TUS2-01



FLOPHOUSE

A One-Round D&D[®] LIVING GREYHAWK[®]
Tusmit Regional Adventure

Version 1

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With an adventure that stopped before it even started, maybe its time to take a load off your feet. Or maybe it's a perfect time to see the sites in Sefmur's Foreign Quarter. Can you see the sites in 24 hours? Better hurry, the water clock is ticking. An adventure for characters level 1-6.

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 Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each characters animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Tusmit. All in-region characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Out-of-region characters pay double these costs.

ADVENTURE SUMMARY AND BACKGROUND

Many years ago, three Tusmites, went east in search of knowledge and adventure. While out and about, their hearts turned to darkness when they came across writings, which introduced them to the ways of Vecna, The Whispered One. Though they have yet to actually meet any other Vecna worshipers, they have studied enough ancient texts to gain at least some power as clerics of the Whispered One. They later got their hands on an ancient and evil manuscript that described a yearlong ritual, which would further unlock twelve secret chapters in the book. The reward is uncertain, but the three cultists are determined to proceed.

The cultists think the book is a gift from the Whispered One, for the title, written in ancient Flan, is 'Whispered Secrets'. They also suspect it creates a portal to

an Outsider that holds some item or knowledge in safekeeping. The latter is just a guess, as they do not really have the knowledge to translate all of the text.

The three Cultists, Jha'hym, Kahzad and Saffa have returned to Tusmit and discovered a place that suits the requirements for their complex ritual in the sewers of Sefmur.

Kahzad Farthought, one of the cultists, purchased a flophouse in the foreign quarter and handed its naming and management over to a kind but slow-minded foreign cleric of Pelor. The Blessing Sun flophouse is now a perfect front for the secret activity of the evil cult. Kahzad's part of the cult is to provide the front and help secure the victims. Jha'hym is to provide the import and storage of the unusual arcane supplies they need over the year while Saffa deals with the day-to-day management of the unending details of the complex ritual.

Well, the final victim for the ritual has been captured and the end is just over a day away when Jha'hym decides he does not want to share the secrets of the book after all. He has betrayed his companions and tipped off the brother of the final victim. Jha'hym plans on mopping up after the adventurers have done the dirtiest deeds and finishing the ritual himself. With many red herrings in place to cover their trail and provide patsies, the cult is in full swing. It's important for the DM to keep close track of time in this adventure.

Introduction: The characters are in the foreign quarter of Sefmur expecting to do a job for a merchant, only to find the job is a no go.

Encounter 1: This brings them to the attention of Thrak, a man very much in need of some heroes. He explains that his brother is missing and that he strongly believes his brother has only 24 hours to live. The characters also pick up two rogues who work for Jha'hym, who tail them the rest of the adventure.

Encounter 2: The characters get a chance to collect information from the foreign quarters watch captain, Omar. Bribes, bluff or intimidation can all reward the characters with information on what to expect next. Also, the tale of the guards fighting off 'one of those damn sewer beasts' will be relayed.

Encounter 3: The Flophouse. With four levels, the characters encounter the regular patrons, including Brother Eugene, Ardenec (the business woman) and the evil Kahzad and his henchmen.

Encounter 4: The Al-Gar Warehouse. If the characters can get the rogues of Jha'hym to spill the location, the characters find the forces of Jha'hym waiting here for a battle.

Encounter 5: The Cellar and the fake shrine of Zouken. A well hides the trigger to a secret staircase with a blade trap at the bottom. The Zouken shrine is a fake, and an excuse to move in and out from the cellar at night. Past the Blade

trap is the home of a wererat servant who has been eaten by the Otyugh.

Encounter 6: The Ritual Bibliotheque, this is the now-empty library and holding area of the ritual victim. The skeletal corpses of the past victims and the cultist Saffa guard this lair. There is also Saffa's cat familiar, Little Kas.

Encounter 7: The final Battle. The forces of the remaining cults all try to sandwich the characters at the Ritual Bibliotheque.

INTRODUCTION

It is noon and you have arrived at the pre-arranged meeting spot with the merchant who wanted you to look into a mysterious theft. You enter the Split Moon Inn located in the Foreign Quarter of Sefmur. The short merchant comes up to you, a look of chargin on his face. "I am so sorry to have wasted your time. It seems it was not a robbery, just a mistake. My son, who has just returned from his business trip, took the wrong package. Please, accept this small purse of coins to pay for your wasted day." With that, the merchant hands over a small purse and leaves.

Looking for action, the characters have arrived to meet a man at the Split Moon Inn (Foreign Quarter) who wanted to hire them to look into a case of a mysterious robbery of a family heirloom. It turns out it was just a mix-up as his son took the wrong package on his trip. He pays the adventurers a grand total of 25 gp for their troubles and leaves.

ENCOUNTER 1: SHADOWS

It's lunch hour and the Inn is starting to get busy. A young serving girl comes up to you and asks if you are staying for lunch. They have goat prepared.

If the characters decide to eat, she clears a table for them.

The dealings with the merchant have attracted the attention of the true hook. His name is Thrak, and he works as a 'Caravan Expert'. He is foreign to Tusmit, though he is half Baklunish. His father was originally from Zeif, but settled in the East.

☞ **Thrak:** Male human Exp 2.

As you finish your meal, a middle-aged man approaches you. He is dressed like a local but there is something about his stride and his accent as he speaks. "A thousand pardons great adventurers. I overheard your exchange with that other man. Please, I have been looking for several days now and my time runs very short! I need you to save my brother's life!" The man, probably only half Baklunish and definitely from the east, seems about ready to drop to his knees and beg...

His younger brother, Nassif, went missing several days ago. Thrak and Nassif are on a 2-month stop over while they await the arrival of the new caravan westbound, for

which they have a contract. Thrak received a note two days later that he swears was delivered to him by a mouse, in his room here at the Split Moon Inn. In tiny common script, the message says “Your kin was stolen from the Blessing Sun and dies in five days to the hour. Seek help to save him and look for the two red bricks”.

Thrak last saw Nassif when they met a prostitute named Ardenec on a nearby street. If asked, he can recount her opening line, as it was memorable:

“My name is Ardenec. Do you know who I am named after? It was a favorite of the Janni women who, for a price, use seductive powers to put men in a state of eternal bliss. No? You’ve never heard that? It’s from a very ancient Baklunish tale.”

A successful Knowledge (local or history) check (DC 15) recalls that there is no such story. It is a tale she invented to entice foreigners with a touch of the exotic. Thrak knows the direction that his brother went off with Ardenac. He can also provide an accurate description of her. Thrak shows the characters a golden medallion on a silver chain that he wears around his neck. He says his brother has one identical to it. If a character thinks of it, that would do for a *locate object* spell later in the sewers. Following the ominous advice on the note, he went to the watch captain of the foreign quarter.

Unfortunately, the Captain showed little interest in Thrak’s story. The response can be summed as follows:

“Probably showed his heavy purse out in the open and another took it, along with his life. We will look into it. Good day, unless you have something more...weightier... then words to add”.

Thrak explains that he highly suspects a bribe was being sought, but he has little money and does not trust the Captain to keep his word. Without other recourse, Thrak set off to find some adventurers. He is reasonably sure the Captain might know more, for he absented mindedly tapped a pile of parchment when Thrak explained the details of his story. Also Thrak recognized the words ‘Blessed Sun’, written in Common, on the top report.

Thrak can’t offer much for help, but he has 50 gp and promises to try and scrounge up something more valuable among his few trade contacts in the city. He is quite desperate, for now that he has finally found some people who seem capable, he has only twenty-four hours left to save his brother. He tries to impress the importance of finding his brother in time, during any further part of the conversation.

During this talk, the characters have become the targets of two rogues who have been trailing Thrak. They work for the renegade cleric of Vecna, Jha’hym. Their mission is to stalk Thrak until he hired adventurers. They were to then follow the party until they got close to solving the situation. At that point, the two rogues would report back to Jha’hym, who would come in and steal the victory and the spoils.

As the characters leave, the rogues follow them out. If the characters split up, so do the rogues. In terms of

targets, the rogues choose intellectual types first, and then the rest of the group.

If spotted, the rogues flee back to the Al-Gar warehouse. Should they be apprehended, a successful Intimidate (DC varies, 10+HD+2 circumstance and +2 if both are still alive) reveals the location of their master at the warehouse, and that they were to follow the adventurers and report back if they entered the sewers. That is the extent of their knowledge. The rogues always keep a considerable distance between themselves and the characters; a minimum 50 feet.

The Rogues try to avoid combat and flee if confronted. They only fight if cornered.

APL 2 (EL 2)

☛ **Zalm:** Male human Rog1; hp 8; see Appendix I.

☛ **Tus:** Male human Rog1; hp 8; see Appendix I.

APL 4 (EL 4)

☛ **Zalm:** Male human Rog3; hp 20; see Appendix I.

☛ **Tus:** Male human Rog1; hp 8; see Appendix I.

APL 6 (EL 6)

☛ **Zalm:** Male human Rog5; hp 32; see Appendix I.

☛ **Tus:** Male human Rog3; hp 20; see Appendix I.

ENCOUNTER 2: OMAR CAPTAIN, MY CAPTAIN

Finding the Watch Station for the Foreign Quarter is not a difficult task. You make your way through the hustle and bustle of the crowds in the streets and stand before billowing banner of the Sefmur City Guard.

‘Inviting’ is not a word that describes the building décor. It is harsh and functional. The City has made no effort here to beautify or disguise the true nature of the quarter, as this is merely the Foreign Quarter.

Omar is the captain of the foreign quarter city watch. He is a corrupt man, however he is not evil or incompetent; his alignment is neutral. He wasn’t always like this, but the years of increasing corruption in his superiors have seeped into his own soul. He is no longer the diligent and lawful soldier that got him his first promotion so long ago.

One of the Guards escorts you to the day room of Captain Omar. The gruff man looks up at you with disdainful smirk on his lips. “Let me guess, a sand snippet blew off with your purse?”

Captain Omar scans the group. Read the following if there is a Mullah of the True Faith present:

Captain Omar's eyes focus upon your holy symbols, recognizing your status as a Mullah of the True Faith. His disdain turns to welcome.

"You honor us with your presence, I am sure you have brought with you the appropriate documents. It would be improper for us to carry on any dealings without them"

The documents to which Omar is referring are strict letters of approval from the ranking Mullah for a lesser to be involved in the particular case of a City Watchmen, unless the Mullah has proof that the situation needs to be acted upon immediately. This is typical of the strictness in a lawful neutral hierarchy. To get such documents would take days, unless an appropriate influence point is spent.

If there is a Mullah of the true faith present, and the topic of bribes come up, Omar gets nervous and does not mention anything about bribes in anyway or accept one. It takes a successful Intimidate (DC 15) check by the Mullah to have the files handed over. Omar is too nervous to listen to diplomacy, fearing a trick. Only Mullahs may try to Intimidate. Should they either do so and fail, or not make an attempt, he politely removes them from the watch house as quickly as he can diplomatically manage to do so. This is within his authority to do so and he has no compunction about this, given the authority that a Mullah represents to him.

Should there be no Mullahs present, then, Omar expects to get around 50 gp to give access to the information. He is not willing to actually take any effort in this case as long as it's just unimportant foreigners being taken. If the characters have some reasonable proof, he acts. His bribe may come down in price with a successful Diplomacy check. A successful Bluff could get info for free but has some chance of backfiring. Should the bluff suggest some sort of repercussion to Omar or a threat to his career/livelihood, he gets angry and throws the characters out on the street.

Otherwise, Omar needs to be bribed to share information. If this is not undertaken, he eventually has the group dismissed.

Over the last eleven months, Omar has had six missing person cases of foreigners reported, each around the same time of month, and in the same area. The abductions have occurred on the same day every month, but only six of them have been reported to Omar. He had been thinking about the date and the case and had the files out and on his desk when Thrak arrived. The info lists six cases randomly spaced through out the last 11 months. All were last seen either near the Blessing Sun, or in it. In two of the cases the name of Ardenec is also mentioned. Info on the Blessing Sun is given, including the name and history of the actual owner. He is Kahzad Farthought, noted as being a scholarly type who traveled afar in his youth. When he returned to Sefmur he bought the Flophouse. He has since then kept in seclusion but made some trips to other western nations. The information also notes his transfer of the management to the foreigner Brother Eugene and the name change to The Blessing Sun, about three years ago. No bodies have

ever been listed as found and all others who filed the missing persons reports have since left Sefmur.

If the roll is good or the bribe above the minimum amount, Captain Omar relates the story of a squad fighting off 'one of those damn sludge eating monsters in the sewers'. It seems one of the infrequent sewer worker crews encountered a 'tentacled beast' and called for the guards. The guards fought it off and wounded it, but several of their own were injured. "Thank Al-Akbar that none were killed." He certainly uses this as an excuse not to lend more of an active role in helping the characters.

ALL APLS

☛ **Captain Omar:** Male human Ftr5; hp 40; see Appendix I.

☛ **Guards (6):** Male human Ftr2; hp 20 each; see Appendix I. **Note:** Can get more reinforcements in short order.

ENCOUNTER 3: THE FLOPHOUSE

AREA A

Standing before you is a small three-story building. According to a sign, this is 'The Blessing Sun.' In addition to the humble appearance, the markings of Pelor grace the front of the building, not a common occurrence in Tusmit, but nothing stands out beyond that fact.

This is the common room. Tables are set up along with a small bar of ales of limited strength and variety. Second-rate mercenaries and a few other unfortunates sprawl about the chairs. They are all foreigners, though some have been in Tusmit for many years. If questioned, they know that Brother Eugene, the Pelor Cleric who manages the Blessing Sun, is a good person but not that bright. The best example is the fact that he sometimes leaves the patrons on the honor system for getting their ale. They know that Ardenac has room upstairs and regularly works the area. Everyone likes Ardenac; she is described as a good person. If asked about the 'true' owner, Kahzad Farthought, no one knows much about him. If pushed, one patron does offer the following information:

- There is a bigwig who has practically rented out the entire top floor of the flophouse for his one personal use (and that of his entourage).
- The man's name might be Kahzad.

No one, not even Brother Eugene, is allowed to go to the top floor. Only Brother Eugene tends the bar and there are no other wait-staff or bartenders.

Brother Eugene is either asleep or at prayer, depending on the time. If the characters have won over the crowd of regulars, or at least not made them hostile, and ask about the disappearances, one mercenary relates

the story of Kad, a fellow mercenary from the Gran March, who's attitude didn't quite fit in there. Just over three months ago (there is no missing persons report for this month) he went missing. If checked more thoroughly, the time frame fits with the other abductions.

The patrons go quiet as one of them begins to spin the tale of Kad. "He liked to drink his ale, and about a week before he disappeared, he told us all of a tale. One night, after having maybe a few too many, he headed up to sleep it off. There, sitting on his windowsill, was a mouse. Now this is not unusual, you say. But when he bent over to say hello to the mouse, because he was drunk and it seemed like a good thing to do at the time, he noticed a little rolled up scroll in its mouth. (Laugh) The little mouse was offering him a job! Alas, before Kad could give his reply to his rodent employer, the mouse took off out the window and into the night. Being 'excitable', and not taking rejection well, Kad yelled an oath into the night that he would never work for such a creature! Boy, that Kad and his drinking! Then a few days later he was gone."

No one has touched his room, because Brother Eugene has the feeling he'll suddenly be back. On top of that he is still paid up for another two months. Most of the patrons of the bar know this fact and relay it after the story.

☞ **Patrons [Oeridian/Suel]:** Male human War1; hp 10; see Appendix I.

AREA B

This Corridor seems to be primarily used for storing junk and kegs waiting to be moved to the bar. There are two doors at the far end, one in the east wall and one in the west wall. The room has a hint of a bad odor, like that of a distant sewer.

This room is both a supply storage area and a corridor. It has a door leading out to the alley and a door leading into Brother Eugene's private quarters. Amongst the kegs and barrels - in an area that can be accessed easily by moving a couple of barrels, is a secret trap door. It is well disguised and requires a successful Search check (DC 25) to discover. Of course, Brother Eugene responds immediately to the noise and demands that the characters stop disturbing things. The characters would then need to successfully impress upon Brother Eugene, the necessity of their actions. This, of course would require a character to succeed in an opposed Diplomacy or Bluff/Sense Motive check against Brother Eugene. The trapdoor leads to a rope ladder that eventually leads to the Wererat's lair.

AREA C: TAKING A SHRINE TO THEM

This is Brother Eugene's living quarters and his shrine to Pelor. There is a locked cupboard that belongs to Kahzad, the flophouse's owner. Brother Eugene does not have a key. Eugene was told the key was lost so if the lock was broken off, it couldn't be locked again. This made sense to Eugene.

In the cupboard are well-forged incriminating documents, evidence that would link Eugene to the

worship of dark powers. This is a backup plan in case a patsy is needed; who better but a foreigner cleric and his foreign god? If Kahzad's evil magics are discovered it brings more than just the town guard, it brings the Mullahs as well.

The documents contain parts of manuscripts that promote dark arts. There are several documents, forged in Brother Eugene's handwriting. Detecting the forgery requires a successful Forgery check (DC 17).

Careful study shows that they implicate Eugene in the worship of Tharizdun, The Dark God. The writing is mostly in Old Oeridian, but the name of Tharizdun is easy to make out, as well as his Spiral symbol. The parchment is made out of human (baklunish) skin. It takes only a Religion (DC 10) check to recognize the script and markings of Tharizdun.

In addition to the documents, there is also a Holy Symbol of Tharizdun wrapped in black velvet. A successful Knowledge (religion) check (DC 30) allows a character to determine that this is a fake unholy symbol.

Brother Eugene is flabbergasted and has no clue as to how it got there or what the symbol means; he doesn't even read old Oeridian. He does not object if the characters take it away, so long as they promise to dispose of it for being evil. If any ask about his handwriting, Brother Eugene says that he has given many copies of Pelor Scriptures, written in the common tongue to people, as well as signed some 'business' agreements with the owner Kahzad.

Brother Eugene's bedchamber is connected to this room. It holds little more than his bed and personal effects. Eugene is a kind, warm man, but slow in the head. He does good deeds for those that stay here and tries to get them to do the same in return for others. If asked, he freely tells the characters his story of being given the chance to do some good by the owner who lives on the top floor. The owner even donates money every month to help with the puzzling ale shortage. According to Brother Eugene, the owner is a shy man who likes the solitude of his apartments or peaceful meditation late at night to his shrine of Zouken, which is in the cellar. Eugene is under instructions not to disturb the owner when he or his companions are down there meditating.

Eugene helps the characters with his limited divine powers, but does not go adventuring with them. He feels he has a flock to take care of right out in the common room. In front of the small shrine of Pelor is a simple unlocked boxed mark "Poor Box" in common. If searched, it has a sizeable amount of coins in it.

Also hanging from the Shrine is a Silver Holy Symbol of Pelor that Brother Eugene uses on special occasions.

Should the characters require it, and have not been hostile to him, Brother Eugene offers healing spells free of charge for the next 24 hours (4 *cure light wounds* 3 *cure moderate wounds* - all cast as a 4th level cleric).

☞ **Brother Eugene:** Male human Clr3 (Pelor); hp 18; see Appendix I.

AREA D AND THEN THERE WAS ONE...

On the second floor there are many small rooms, just large enough to sleep in and keep a handful of personal effects.

One of these rooms once belonged to a chaotic neutral human Oerdian mercenary named Kad of the Gran March. The cleric Jha'hym tried to anonymously recruit Kad by sending him a mouse-o-gram reading "come to the Al-Geal warehouse for a job worth five times your last one." Kad was in a drunken stupor when the message arrived and later thought it was a dream. He dropped the note on to the floor after reading it. A successful Search check (DC 15) allows a character to find it along with a small bag of coins. When the mercenary yelled out his rejection of the offer, Jha'hym's henchmen mistook it for a rejection of their master. To cover his tracks, Jha'hym had Kad selected as the next victim.

Kad's greatsword and chain shirt went missing with him. These can be found at the ritual area. The greatsword would make a good object with which to use a Locate Object spell, for there are few greatswords in this part of the Flanese. Any of the mercenaries in the common room can recall the greatsword that Kad wielded.

AREA E ARDENEC'S LAIR

After a knock or two on the door, a sultry Baklunish woman in her mid twenties opens the door. Her smile tells the story of a happier spirit, more than her thread worn courtiers' clothing ever would, although not by much. "Welcome strangers, how may I be of...service?" she says coyly.

Ardenec was in her room sleeping. She is friendly at first, thinking the characters might be clients. A rather easy Bluff check gets one of the characters into her room as such (-5 to the opposed roll for she wants to believe). Otherwise, she takes a little time to chat with them and then suggests that they "buy" further chat time. She takes 5 sp and offers all that she knows in response to any questions from the characters.

If Ardenec feels threatened she screams loudly. This brings several patrons up the stairs to save their beloved Ardenec. Two rounds later, Brother Eugene also arrives. Unless the characters can get her to give the all clear, it could get violent fast. Previous relations with the patrons of the bar have no bearing on their protective and violent stance with regards to Ardenec. Despite this, the mercenaries only use subdual damage, being well aware of the laws regarding murder.

Ardenec does not know much. She recounts the story of meeting up with Thark and Nassif and using her opening line. They both then walked back to the Blessing Sun for some drinks and afterward up to her room for the business exchange. She remembers that Nassif was a very good tipper. The man left thereafter and she went to sleep. That was at about 1am. She has not seen Nassif since and has had no knowledge of, or dealings with any evil goings on. If asked about any other names from the missing persons, she recognizes some of the more recent ones, but about half of them she had never met.

Kahzad uses her as bait when convenient, but not as his only source. If asked if anything strange happened that night, she tells them she had an eerie feeling that at times she was being followed, but she never saw anyone. As for Brother Eugene, she thinks he is sweet. She doesn't think he has actually has figured out her business, but suspects she is some kind of criminal. He is kind to her and hopes the treatment turns her down a better path.

☞ **Ardenec:** Female human Exp4; hp 22; see Appendix I.

AREA F TOP FLOOR, SHOES, HATS AND DEATH

Now on the top floor, you notice it is quite different from the others. The rooms seem to be bigger, and the walls and doors are obviously reinforced. Each door has a solid lock, save for one, which is boarded up.

This is the exclusive home of Kahzad and his cronies.

F1) In F1, the two rogues share quarters. None of these henchmen possess special treasure.

F2) In F2, a pair of warriors shares quarters. None of these henchmen possess special treasure.

The locks to both F1 and F2 are solid but otherwise unspectacular.

☛ **Good Wooden Doors (locked):** Thickness 1 1/2 in.; Hardness 5; hp 15; Break DC 18. *Common quality Locks:* Hardness 15; hp 30; Open Locks (DC 20).

F3) F3 is the personal quarters of Kahzad Farthought. During the day, Kahzad can be found here. If it is night, then Kahzad is in the sewer ritual place. Like all the rooms in the building, there is a small window to these quarters. An inventive rogue could climb to the window and squeeze into the window with a successful Escape Artist check (DC 15). This only applies if the rogue is of medium-size. Anyone who is larger than medium-size cannot get in through the window, and small characters can get in easily, without a check. A rogue coming through the window will exit by the same means if affected by the fear spell. See the later description of this room.

If Kahzad is here and the characters bother him, he insists they leave immediately. Should they enter through the window, he attacks them, though he cannot summon his henchmen as the door is still locked. He tries to take a prisoner for questioning.

If Kazad is present and disturbed:

A short man in scholarly robes stares at you sternly. "What business do you have invading my solitude? Leave now", he says, pointing towards the stairs.

If the characters do not comply within a round (a very brief discussion), he attacks (he is extremely badly tempered these days), calling forth his minions as he

does. Once they are engaged for his protection, he tries to make it to the sewers. The key to the downstairs cupboard is on Kahzad's person.

His room is protected not only by a good quality lock, but also by an *unhallow* spell with *cause fear* attached to it. Any character attempting to enter Kahzad's room must make a successful Will save (DC 14) or suffer a -2 morale penalty to attack rolls, weapon damage rolls, or saving throws, and flee from the room as well as they can. The *unhallow* spell affects anyone who is not a worshiper of Vecna. The spell's range is limited to his room, not the corridor or the lab. *Unhallow* was cast from an item he picked up on his travels.

☛ **Good Wooden Door (locked):** Thickness 1 1/2 in.; Hardness 5; hp 15; Break DC 18. *Good quality Lock:* Hardness 15; hp 30; Open Locks (DC 30).

Other than that, his room appears normal enough. At the far end is a trunk. It is locked but not trapped. A successful Search check (DC 20) is required to find it. There is a sack of gold stashed in the trunk. The amount of gold depends on the APL of the adventure. See Treasure Summary for exact figures.

☛ **Large Trunk (locked):** Thickness 2 in.; Hardness 5; hp 20; Break (DC 22); Open Locks (DC 30).

F4) F4, on the other side of the concealed door is Kahzad's 'lab'. An alchemy and brew potion lab is set up here, as well as a supply of scroll scribing materials. The door that leads from the lab into the hallway is securely boarded up.

☛ **Good Wooden Doors (boarded up):** Thickness 1 1/2 in. plus 2 in. of boards; Hardness 8; hp 40; Break DC 25.

APL 2 (EL 4)

☛ **Kahzad Farthought:** Male human Clr1/Wiz1 (Vecna); hp 13; see Appendix I.

☛ **Thugs (2):** Male human War1; hp 10 each; see Appendix I.

☛ **Cutthroat:** Male human Rog1; hp 8; see Appendix I.

APL 4 (EL 6)

☛ **Kahzad Farthought:** Male human Clr2/Wiz3 (Vecna); hp 27; see Appendix I.

☛ **Thugs (2):** Male human War1; hp 10 each; see Appendix I.

☛ **Cutthroats (2):** Male human Rog1; hp 8; see Appendix I.

APL 6 (EL 8)

☛ **Kahzad Farthought:** Male human Clr3/Wiz4 (Vecna); hp 37; see Appendix I.

☛ **Thugs (2):** Male human Ftr2; hp 20 each; see Appendix I.

☛ **Cutthroats (2):** Male human Rog2; hp 15; see Appendix I.

ENCOUNTER 4: THE AL-GAR WAREHOUSE

A sign hangs over the large front doors of the barn-like building. In both Baklunish and Common, the sign reads "Al-Gar Warehouse".

This warehouse holds mundane trade goods awaiting shipment. It is the family warehouse belonging to Jha'hym and he is using it as a base of operations. If the characters come here, they find Jha'hym and his small gang (excluding the two rogues who should be out following the characters). The small size of the band is why Jha'hym was so anxious to get himself some more muscle (attempting to hire Kad). He lacks the troops to do what he needs to do, attacking his fellow cultists and finishing the ritual himself. As a result, he came up with the plan to get the characters to do his dirty work and dispose of his two partners. Should it seem like the characters are headed to the warehouse and the two rogues are still following, one will split off, take a short cut and warn his master. The rogue still tailing the characters waits for an opportunity to attack them from behind during the warehouse battle. The henchmen hide themselves among the crates near the back, leaving Jha'hym to try to bluff the characters into leaving. If a fight is unavoidable, he runs to the back of the warehouse and his group attacks from hiding. The characters may make a successful Spot check (DC 25) to avoid the ambush. The henchmen are hiding in complete cover, rarely exposing themselves. Jha'hym himself may flee if the battle is going badly. Should he run, he chooses to head immediately to his allies at the Blessing Sun. He carries on him the possibly incriminating tiny scroll pad he uses to send his mouse-o-grams.

Should the characters never visit, he and his force waits until it is time to attack from behind down in the sewer complex. In the locked room of the Warehouse, are the books that have been evacuated from the ritual library in the sewers. They have some value, but may bring about unwanted attention if sold openly.

☛ **Good Wooden Door (locked):** Thickness 1 1/2 in.; Hardness 5; hp 15; Break DC 18. *Common quality Lock:* Hardness 15; hp 30; Open Locks (DC 20).

APL 2 (EL 4)

➔ **Jha'hym:** Male human Clr2 (Vecna); hp 19; see Appendix I.

➔ **Thugs (2):** Male human Ftr 1; hp 12 each; see Appendix I.

APL 4 (EL 6)

➔ **Jha'hym:** Male human Clr5 (Vecna); hp 40; see Appendix I.

➔ **Thug:** Male human Ftr 2; hp 20; see Appendix I.

➔ **Thug:** Male human Ftr 1; hp 12; see Appendix I.

APL 6 (EL 8)

➔ **Jha'hym:** Male human Clr7 (Vecna); hp 54; see Appendix I.

➔ **Thugs (2):** Male human Ftr 2; hp 20 each; see Appendix I.

➔ **Flame Twins:** Male and Female human Sor2; hp 8; see Appendix I.

ENCOUNTER 5: THE ZOUKEN SHRINE

The Cellar is small affair with a tiny well-like structure in the middle. It seems just large enough for the rope-strung bucket to fit down. However, taking a whiff of the raw sewer stench in the air tells you it doesn't seem like anyone would want to drink from it. On the north wall is a small shrine to Zouken. In the south west corner are more barrels of trade goods.

The shrine to Zouken is not a real shrine. Any character that makes a successful Knowledge (religion) check (DC 20) can tell that it has not be consecrated, or even aligned properly. Clerics of Zouken get a +10 competence bonus to that check. The well leads down to the sewer and is normally used for dumping, though Brother Eugene uses it to draw water, which he purifies. It is big enough for a halfling to squeeze through if they can make a successful Escape Artist check (DC 10). It drops down about thirty feet to a fifteen-foot deep sewer similar to the one in Encounter 5B, but of no value. On the east side of the room are some hidden stairs. The stone cover slides away when the trigger hidden on the well activates it. Characters need to make a successful Search check (DC 18) to locate the trigger. If the trigger is found, so too is the stone door, otherwise a successful Search check (DC 20) is required to find the door. The stairs can be forced open with a successful Strength check (DC 24) or otherwise accessed with a successful Disable Device

check (DC 25). There is a blade trap the bottom of the stairs.

APL 2 (EL 1)

➔ **Scything Blade Trap:** CR 1; +8 melee (1d8/x3 crit); Search (DC 21); Disable Device (DC 20). *Note:* A pressure plate that is set to go off when 30 lbs or more rests on the final step triggers the trap.

APL 4 (EL 3)

➔ **Multiple Scything Blade Trap:** CR 3; +10 melee (1d8/x3 crit); Search (DC 24); Disable Device (DC 20). *Note:* A pressure plate that is set to go off when 30 lbs or more rests on the final step triggers the trap. There are three blades, each striking from a different angle. All three do the above listed damage.

APL 6 (EL 5)

➔ **Multiple Scything Blade Trap:** CR 5; +15 melee (1d8/x3 crit); Search (DC 24); Disable Device (DC 25). *Note:* A pressure plate that is set to go off when 30 lbs or more rests on the final step triggers the trap. There are five blades, each striking from a different angle. All five do the above listed damage.

THE LAIR OF THE WERERAT

Past that and down a corridor is the lair of the now dead wererat servant. The wererat served the cultists and helped obtain the victims. The wererat was recently eaten, while trying to drive off an otyugh.

Through a locked door, to which the wererat had the key, a corridor leads to a passage with a rope ladder that goes to the storeroom. This is the route the wererat used to transport whatever victim he has been ordered to retrieve.

➔ **Good Wooden Door (locked):** Thickness 1 1/2 in.; Hardness 5; hp 15; Break DC 18. *Common quality Lock:* Hardness 15; hp 30; Open Locks (DC 20).

Behind a secret door is the sewer. About one thousand feet along the east side of the sewer tunnel is the likewise, secret entrance to the ritual library. Five hundred feet further is a rickety bridge over the water. Two red bricks mark the secret entrance. A successful Spot check (DC 20) is required to notice the portal. The entrance is between both bricks.

Inside the wererat's lair can be found sacks of garbage tied to ten feet high poles. These sacks were used to feed the Otyugh.

On the wall of the small lair is a crude looking map. It seems to have been scratched into the wall itself, not drawn. After observing it, you can make out a small section of a tunnel network. At one point, there seems to be a bridge crossing the width of one of the tunnels. There are also five markings, four of which also have times of day.

This a crude map clawed into the wall, displaying the local section of sewer, the bridge, and the areas where the Otyugh feeds. If checked, these sewer places are where refuse is piling up above in the city and being dumped – these are the four markings with times, which approximates when the creature visits those areas. The final marking is the secret entrance to the ritual library. None of the markings are actually explained; they have to be figured out if they are to be understood. The wererat used this to keep track of the Otyugh movements and when best to avoid the creature or lure it elsewhere with his feeding bag.

As the door opens, the full stench of sewer air strikes your nostrils and your eyes. You are about ten feet up from the sewer walkway. Except for the wall, there is no visible way down.

Ten feet below the opening for the secret door is the west walkway. There are disguised climbing holes for the trip down. The walkway is five feet wide. The water's surface is about a two-foot drop from the edge, while the water itself is ten feet deep.

The Otyugh is still nursing its wounds somewhere else and digesting the wererat. Otherwise, it would be here waiting for more food.

ENCOUNTER 6: THE RITUAL BIBLIOTHEQUE

Once the portal between the red bricks is found, a successful Search check (DC 15) locates the trigger mechanism for the secret door.

The door rises out toward you and slides up and out of the way. Inside is a large vaulted chamber that ends in an open archway. The empty sockets of many tattered human skeletons face your direction. They look like they died in agony and now want you to share their pain.

This small complex was the lair of an agent of Iuz a long time ago. He had a library full of evil books that he read to pass the time.

He was killed and his lair became the perfect location for the ritual the Vecna cultists want to perform. A skeleton of a previous victim guards the front room. The back room is where a victim must spend his seven days chained and starving, while prayers to Vecna take place. On the last day he is killed and one of the twelve hidden chapters can be opened. This also makes the previous chapter disappear from the book. Only those present at the previous rite can take place in the next. So far, all three Cultists have been at every ritual, but Jha'hym plans on having the others killed so that he may be the only one to read the final chapter. The backroom used to be filled with evil books, but references in the unholy tome ('Whispered Secrets') suggested that all the

books in the area would be destroyed. As a precaution they have been moved to the warehouse.

The third member of the Vecna cult, Saffa, practically lives down here. Before starting the ritual he would immerse himself in the books. Now, for the last year, he has spent his time managing the day-to-day parts of the ritual. There is much tension as the task is within a day of completion.

Saffa is in complete control of the skeletons, which are currently ordered to attack until Saffa calls them off.

Nassif can be found here, chained, gagged and ritually marked. His time is running short.

APL 2 (EL 3)

☛ **Saffa:** Male human Clr1/Wiz1 (Vecna); hp 13; see Appendix I.

☛ **Medium-size Skeletons (3):** hp 6 each; see *Monster Manual* page 165.

APL 4 (EL 5)

☛ **Saffa:** Male human Clr3/Wiz1 (Vecna); hp 25; see Appendix I.

☛ **Medium-size Skeletons (6):** hp 9 each; see *Monster Manual* page 165.

APL 6 (EL 7)

☛ **Saffa:** Male human Clr4/Wiz2 (Vecna); hp 35; see Appendix I.

☛ **Medium-size Skeletons (12):** hp 12 each; see *Monster Manual* page 165.

ENCOUNTER 7: THE END FIGHT

If all has gone according to Jha'hym's plan, the characters have killed off Kahzad and fought their way to the ritual library. As the characters attack Safa and his skeletons, Jha'hym and his forces, having been warned by his two rogues, are a few rounds behind. Jha'hym attacks the characters with his group just as soon as they finish off Kahzad. The ambush arrives 4 rounds after the fight ends if the rogues are dead and not able to inform their master of the exact time.

If the either Kahzad or Jha'hym escaped their possible previous battles, they are found here. They work together, but if the characters can finger Jha'hym as a traitor and present evidence it becomes a three-way battle. Under no circumstances will Kahzad and Safa ally with the characters, but if the characters make a false assumption about Jha'hym's true nature, he takes advantage of it and temporarily allies with them, then tries to finish it when the battle is at the right place.

The fight should be a bit of a crunch. If the characters have sent some 'proof' to Captain Omar, he

comes with a small force. They don't get involved in the battle, just scare off and chase after the henchmen.

Ignore any creatures that were killed in Encounter 4. Also, adjust for any hp damage suffered by escaping creatures from Encounter 4.

APL 2 (EL 4)

➤ **Jha'hym:** Male human Clr2 (Vecna); hp 19; see Appendix I.

➤ **Thugs (2):** Male human Ftr 1; hp 12 each; see Appendix I.

APL 4 (EL 6)

➤ **Jha'hym:** Male human Clr5 (Vecna); hp 40; see Appendix I.

➤ **Thug:** Male human Ftr 2; hp 20; see Appendix I.

➤ **Thug:** Male human Ftr 1; hp 12; see Appendix I.

APL 6 (EL 8)

➤ **Jha'hym:** Male human Clr7 (Vecna); hp 54; see Appendix I.

➤ **Thugs (2):** Male human Ftr 2; hp 20 each; see Appendix I.

➤ **Flame Twins:** Male and Female human Sor2; hp 8; see Appendix I.

CONCLUSION

It is daylight again and you stare up into the sky. It feels like much more time has passed than just over one day. Captain Omar is rushing about with his troops, Mullahs are asking questions, Thrak can't stop thanking you for his brother's return and Brother Eugene is still counting the reward he is giving you. It's a good day to be a Hero. I wonder what Blashikdur is like this time of year?

Assuming the characters don't go past the deadline, they can rescue Nassif alive, for none of the cultists want him dead before the ritual takes place. To stop would destroy the whole year of work, not to mention the whole thing might not be possible again for lack of the correct book. Thrak is overjoyed at his brother's rescue. Captain Omar may steal credit for the destruction of a dangerous Vecna cult, and thus secretly owe the characters a favor. Brother Eugene may have some trinket to reward the characters with.

THE VARIOUS BOOKS OF EVIL

These are a dangerous item to have around. They are not easy to hide and no Good character would want to have them. As soon as Captain Omar reports the presence of

unlawful magic, the Mullahs will get involved. Once they are present, they interrogate (*Zone of Truth*) any and all to get to the bottom of this situation. If they are discovered, the Mullahs will confiscate the books and put the guilty parties in the stocks if the characters denied having them before the casting of *Zone of Truth* (1-4 Times units worth, depending on the severity). If the characters willingly hand over the various evil tomes before the Mullahs cast *Zone of Truth* they receive an Influence point.

SHOULD THE CHARACTERS FAIL

If for whatever reason the characters have not stopped the ritual in time, then whatever cultists are present immediately go through with the last part of the ritual. The last chapter has only one line in it. When read, all those who have correctly studied the previous chapters are teleported away. The room is subjected to an *enlarged fire trap* spell and engulfed in flames for 1d4+20 points of fire damage (Reflex save for half, DC 18). This destroys what mundane items are left. The medallion that Nassif wears is intact and can be used to identify his body, still located in the ritual circle. Wherever the cultists have been transported to is irrelevant at this time.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Shadows

Figure out they are being shadowed and deal with the thieves.

APL 2	30 XP
APL 4	90 XP
APL 6	180 XP

Encounter 3: The Flophouse

Defeat Khazad and his thugs.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP

Encounter 4: The Al-Gar Warehouse

Defeat Jha'hym and his thugs.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP

Encounter 6: The Ritual Bibliotheque

Defeat Saffa and his skeletons.

APL 2	90 XP
APL 4	150 XP

APL 6

240 XP

Encounter 7: The End Fight

This fight only happens if the characters do not find or defeat Jha'hym at the warehouse in Encounter 4. It is not possible to get the experience from this encounter and Encounter 4.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP

TREASURE SUMMARY

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

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

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

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

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

TREASURE KEY:

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

Introduction

Receive the pouch from the employer that turns out to be a bum job.

APL 2: L: 0 gp; C: 5 gp; M: 0
APL 4: L: 0 gp; C: 5 gp; M: 0
APL 6: L: 0 gp; C: 5 gp; M: 0

Encounter 1: Shadows

Catch the thieves and take their stuff.

APL 2: L: 6 gp; C: 0 gp; M: 0
APL 4: L: 6 gp; C: 0 gp; M: 0
APL 6: L: 6 gp; C: 0 gp; M: 0

Encounter 3: The Flophouse

Defeat Khazad and his thugs. Strip their gear and find the gold in the chest.

APL 2: L: 58 gp; C: 195 gp; M: 0
APL 4: L: 61 gp; C: 395 gp; M: 0
APL 6: L: 61 gp; C: 795 gp; M: 0

Encounter 6: The Ritual Bibliotheque

Defeat Saffa and strip him of his gear.

APL 2: L: 30 gp; C: 0 gp; M: 0
APL 4: L: 30 gp; C: 0 gp; M: 0
APL 6: L: 30 gp; C: 0 gp; M: 0

Encounter 4 or 7: The Al-Gar Warehouse or The End Fight

Defeat Jha'hym and his crew and strip them of their gear.

APL 2: L: 25 gp; C: 0 gp; M: 0
APL 4: L: 25 gp; C: 0 gp; M: 0
APL 6: L: 28 gp; C: 0 gp; M: 0

Total Possible Treasure

APL 2: 319 gp
APL 4: 522 gp
APL 6: 925 gp

Influence Point with the Church of the True Faith in Tusmit. This point will be useful in future adventures with the clergy or representatives of the Church of the True Faith. They remember what your character did, and are willing to do you a favor in the future.

APPENDIX I: NPCS

APL 2

☛ **Zalm:** Male human Rog1; CR 1; Medium-size humanoid; HD 1d6+2; hp 8; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +0 melee (1d6/19-20, shortsword) or +3 ranged (1d4/19-20, dagger); SA Sneak attack; AL NE; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +4, Disable Device +5, Hide +7, Jump +4, Listen +6, Move Silently +7, Open Locks +7, Search +5, Spot +6, Tumble +7; Alertness, Improved Initiative.

Possessions: leather armor, beggar's outfit, shortsword, 6 daggers.

☛ **Tus:** Male human Rog1; CR 1; Medium-size humanoid; HD 1d6+2; hp 8; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +0 melee (1d6/19-20, shortsword) or +3 ranged (1d4/19-20, dagger); SA Sneak attack; AL NE; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Climb +4, Disable Device +5, Hide +7, Jump +4, Listen +6, Move Silently +7, Open Locks +7, Search +5, Spot +6, Tumble +7; Alertness, Improved Initiative.

Possessions: leather armor, beggar's outfit, shortsword, 6 daggers.

APL 4

☛ **Zalm:** Male human Rog3; CR 3; Medium-size humanoid; HD 3d6+6; hp 20; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d6/19-20, shortsword) or +5 ranged (1d4/19-20, dagger); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +6, Will +1; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Climb +6, Disable Device +7, Hide +9, Jump +6, Listen +8, Move Silently +9, Open Locks +9, Search +7, Spot +8, Tumble +9; Alertness, Improved Initiative, Run.

Possessions: leather armor, beggar's outfit, shortsword, 6 daggers.

☛ **Tus:** Male human Rog1; CR 1; Medium-size humanoid; HD 1d6+2; hp 8; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +0 melee (1d6/19-20, shortsword) or +3 ranged (1d4/19-20, dagger); SA Sneak attack; AL NE; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Climb +4, Disable Device +5, Hide +7, Jump +4, Listen +6, Move Silently +7, Open Locks +7, Search +5, Spot +6, Tumble +7; Alertness, Improved Initiative.

Possessions: leather armor, beggar's outfit, shortsword, 6 daggers.

APL 6

☛ **Zalm:** Male human Rog5; CR 5; Medium-size humanoid; HD 5d6+10; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d6/19-20, shortsword) or +6 ranged (1d4/19-20, dagger); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +2; Str 10, Dex 17, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Climb +8, Disable Device +9, Hide +11, Jump +8, Listen +10, Move Silently +11, Open Locks +11, Search +9, Spot +10, Tumble +11; Alertness, Improved Initiative, Run.

Possessions: leather armor, beggar's outfit, shortsword, 6 daggers.

☛ **Tus:** Male human Rog3; CR 3; Medium-size humanoid; HD 3d6+6; hp 20; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d6/19-20, shortsword) or +5 ranged (1d4/19-20, dagger); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +6, Will +1; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Climb +6, Disable Device +7, Hide +9, Jump +6, Listen +8, Move Silently +9, Open Locks +9, Search +7, Spot +8, Tumble +9; Alertness, Improved Initiative, Run.

Possessions: leather armor, beggar's outfit, shortsword, 6 daggers.

ALL APLS

☛ **Captain Omar:** Male human Ftr5; CR 5; Medium-size humanoid; HD 5d10+5; hp 40; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +9 melee (2d4+4/18-20, masterwork falchion) or +9 ranged (1d6+2/x3, masterwork mighty composite shortbow); AL N; SV Fort +5, Ref +4, Will +1; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 14

Skills and Feats: Bluff +4, Diplomacy +5, Handle Animal +8, Jump +8, Ride +11, Sense Motive +1; Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: chain shirt, masterwork falchion, masterwork mighty composite shortbow (+2), 20 arrows, *potion of cure light wounds*.

☛ **City Guards:** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20 each; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d10+2/x3, glaive) or +3 ranged (1d4+2/19-20, thrown dagger); AL LN; SV Fort +5, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Handle Animal +2, Intimidate +3, Jump +5, Ride +5; Weapon Focus (glaive)
Possessions: chain shirt, glaive, dagger.

ALL APLS

➤ **Patrons [Oerdian/Suel]:** Male human War1; CR 1/2; Medium-size humanoid; HD 1d8+2; hp 10 each; Init +1 (Dex); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d6+2, club) or +2 ranged (1d4+2/19-20, dagger); AL CN; SV Fort +4, Ref +1, Will -1; Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 10

Skills and Feats: Climb +6, Intimidate +1, Ride +3, Handle Animal +2, Swim +5; Power Attack, Weapon Focus (club)

Possessions: club, dagger.

➤ **Brother Eugene:** Male human Clr3 (Pelor); CR 3; Medium-size humanoid; HD 3d8+3; hp 18; Init +0; Spd 30 ft; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d6+1, masterwork light mace); SA Spells; SQ Turn undead; AL NG; SV Fort +4, Ref +1, Will +6; Str 12, Dex 10, Con 12, Int 6, Wis 12, Cha 17

Skills and Feats: Diplomacy +5, Heal +3, Knowledge (religion) +0, Diplomacy +9; Brew Potion, Extra Turning, Iron Will.

Possessions: chain shirt, light mace, *potion of cure light wounds*, healer's kit

Spells Prepared (4/3+1/1+1; base DC = 11+ spell level); 0 – *create water, light* (2), *purify food and drink*; 1st – *comprehend languages, cure light wounds**, *endure elements, sanctuary*; 2nd – *cure moderate wounds**, *make whole*.

*Domain spells. *Domains:* Healing (Casts healing spells at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead).

➤ **Ardenec:** Female human Exp4; Medium-size humanoid; HD 4d6+4; hp 22; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d4-1/19-20, dagger) or +6 ranged (1d4-1/19-20, thrown dagger); AL N; SV Fort +2, Ref +4, Will +5; Str 8, Dex 16, Con 12, Int 10, Wis 12, Cha 14

Skills and Feats: Bluff +9, Concentrate +3, Diplomacy +9, Disguise +4, Escape Artist +10, Gather Information +9, Innuendo +2, Perform (dance, sing, flute) +8, Profession (courtesan) +8, Ride +4, Tumble +4, Use Rope +4; Ambidexterity, Improved Initiative, Quick Draw.

Possessions: threadbare courtier's outfit, dagger.

APL 2

➤ **Kahzad Farthought:** Male human Clr1/Wiz1 (Vecna); CR 2; Medium-size humanoid; HD 1d4+1d8+2; hp 13; Init +1 (Dex); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atk +0 melee (1d4-1/19-20, masterwork silver

dagger); SA Spells; SQ Turn undead; AL NE; SV: Fort +3, Ref +1, Will +8; Str 8, Dex 12, Con 12, Int 16, Wis 14, Cha 8

Skills and Feats: Alchemy +5; Appraise +4, Bluff +1, Concentration +6, Forgery +5, Knowledge (arcane) +6, Knowledge (history) +4, Knowledge (the planes) +4, Knowledge (religion) +5, Scry +4, Spellcraft +8; Iron Will, Scribe Scroll, Spell Mastery (*cause fear, identify, shield*).

Wizard Spells Prepared (3/2; base DC = 13 + spell level): 0 – *mage hand, open/close, ray of frost*; 1st – *cause fear, shield*.

Cleric Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, read magic*; 1st – *bane, comprehend languages, protection from good**.

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: masterwork silver dagger, spell component pouch.

➤ **Thugs (2):** Male human War1; CR 1/2; Medium-size humanoid; HD 1d8+2; hp 10 each; Init +1 (Dex); Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d6+3/18-20, scimitar) or +2 ranged (1d4+3/19-20, dagger); AL LE; SV Fort +4, Ref +1, Will -1; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 10

Skills and Feats: Climb +7, Intimidate +1, Ride +3, Handle Animal +2, Jump +6; Dodge, Weapon Focus (scimitar)

Possessions: chain shirt, scimitar, dagger.

➤ **Cutthroat:** Male human Rog1; CR 1; Medium-size humanoid; HD 1d6+2; hp 8; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +0 melee (1d6/19-20, shortsword) or +3 ranged (1d4/19-20, dagger); SA Sneak attack; AL CN; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Climb +4, Disable Device +5, Hide +7, Jump +4, Listen +6, Move Silently +7, Open Locks +7, Search +5, Spot +6, Tumble +7; Alertness, Improved Initiative.

Possessions: leather armor, shortsword, 6 daggers.

APL 4

➤ **Kahzad Farthought:** Male human Clr2/Wiz3 (Vecna); CR 5; Medium-size humanoid; HD 3d4+2d8+5; hp 27; Init +1 (Dex); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d4-1/19-20, masterwork silver dagger); SA Spells; SQ Turn undead; AL NE; SV: Fort +5, Ref +2, Will +10; Str 8, Dex 12, Con 12, Int 16, Wis 15, Cha 8

Skills and Feats: Alchemy +7; Appraise +4, Bluff +2, Concentration +9, Forgery +5, Knowledge (arcane) +8, Knowledge (history) +5, Knowledge (the planes) +6, Knowledge (religion) +6, Scry +6, Spellcraft +11; Combat Casting, Iron Will, Scribe Scroll, Spell Mastery (*cause fear, identify, shield*).

Wizard Spells Prepared (4/3/2; base DC = 13 + spell level): 0 – *daze, mage hand, open/close, ray of frost*; 1st – *cause fear, sleep, shield*; 2nd – *invisibility, web*.

Cleric Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, read magic, resistance*; 1st – *bane, comprehend languages, protection from good**; *shield of faith*.

*Domain spells. Domains: Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: masterwork silver dagger, spell component pouch.

➤ **Thugs (2):** Male human War1; CR 1/2; Medium-size humanoid; HD 1d8+2; hp 10 each; Init +1 (Dex); Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d6+3/18-20, scimitar) or +2 ranged (1d4+3/19-20, dagger); AL LE; SV Fort +4, Ref +1, Will -1; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 10

Skills and Feats: Climb +7, Intimidate +1, Ride +3, Handle Animal +2, Jump +6; Dodge, Weapon Focus (scimitar)

Possessions: chain shirt, scimitar, dagger.

➤ **Cutthroat (2):** Male human Rog1; CR 1; Medium-size humanoid; HD 1d6+2; hp 8; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +0 melee (1d6/19-20, shortsword) or +3 ranged (1d4/19-20, dagger); SA Sneak attack; AL CN; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Climb +4, Disable Device +5, Hide +7, Jump +4, Listen +6, Move Silently +7, Open Locks +7, Search +5, Spot +6, Tumble +7; Alertness, Improved Initiative.

Possessions: leather armor, shortsword, 6 daggers.

APL 6

➤ **Kahzad Farthought:** Male human Clr3/Wiz4 (Vecna); CR 7; Medium-size humanoid; HD 4d4+3d8+7; hp 37; Init +1 (Dex); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d4-1/19-20, masterwork silver dagger); SA Spells; SQ Turn undead; AL NE; SV: Fort +5, Ref +3, Will +11; Str 8, Dex 12, Con 12, Int 16, Wis 15, Cha 8

Skills and Feats: Alchemy +8; Appraise +4, Bluff +3, Concentration +11, Forgery +5, Knowledge (arcane) +9, Knowledge (history) +5, Knowledge (the planes) +7, Knowledge (religion) +7, Scry +8, Spellcraft +13; Combat Casting, Iron Will, Scribe Scroll, Spell Focus (Necromancy), Spell Mastery (*cause fear, identify, shield*).

Wizard Spells Prepared (4/4/3; base DC = 13 + spell level): 0 – *daze, mage hand, open/close, ray of frost*; 1st – *cause fear, expeditious retreat, sleep, shield*; 2nd – *ghoul touch, invisibility, web*.

Cleric Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, read magic, resistance*; 1st – *bane, comprehend languages, protection from*

*good**, *shield of faith*; 2nd – *detect thoughts**, *hold person, sound burst*.

*Domain spells. Domains: Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: masterwork silver dagger, spell component pouch.

➤ **Thugs (2):** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20 each; Init +1 (Dex); Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d6+3/18-20, scimitar) or +3 ranged (1d4+3/19-20, thrown dagger); AL LN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Handle Animal +2, Intimidate +3, Jump +5, Ride +5; Weapon Focus (scimitar)

Possessions: chain shirt, scimitar, dagger.

➤ **Cutthroat (2):** Male human Rog2; CR 2; Medium-size humanoid; HD 2d6+4; hp 15; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d6/19-20, shortsword) or +4 ranged (1d4/19-20, dagger); SA Sneak attack; SQ Evasion; AL CN; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Climb +5, Disable Device +6, Hide +8, Jump +5, Listen +7, Move Silently +8, Open Locks +8, Search +6, Spot +7, Tumble +8; Alertness, Improved Initiative.

Possessions: leather armor, shortsword, 6 daggers.

APL 2

➤ **Jha'hym:** Male human Clr2 (Vecna); CR 2; Medium-size humanoid; HD 2d8+4; hp 19; Init +0; Spd 30 ft; AC 14 (touch 10, flat-footed 14); Atk +1 melee (1d6, quarterstaff); SA Spells; SQ Rebuke undead; AL NE; SV Fort +5, Ref +0, Will +7; Str 11, Dex 10, Con 14, Int 16, Wis 18, Cha 14

Skills and Feats: Bluff +3, Concentration +7, Diplomacy +6, Forgery +5, Heal +8, Knowledge (arcane) +5, Knowledge (history) +4, Knowledge (the planes) +4, Knowledge (religion) +5, Scry +4, Spellcraft +8; Combat Casting, Spell Focus (Necromancy).

Spells Prepared (4/3+1; base DC = 14 + spell level): 0 – *detect magic, guidance, light resistance*; 1st – *cause fear (2), protection from good**, *sanctuary*.

Necromancy (base DC = 16 + spell level)

*Domain spells. Domains: Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: chain shirt, quarterstaff, silver holy symbol (Vecna), spell component pouch.

➤ **Thugs (2):** Male human Ftr 1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12 each; Init +2 (Dex); Spd 30 ft. AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d6+3/18-20, scimitar) or +3 ranged (1d4+3/19-20, thrown dagger); AL NE; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +7, Jump +7, Ride +6; Combat Reflexes, Dodge, Weapon Focus (scimitar).
Possessions: chain shirt, scimitar

APL 4

➤ **Jha'hym:** Male human Clr5 (Vecna); CR 5; Medium-size humanoid; HD 5d8+10; hp 40; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d6+1, quarterstaff); SA Spells; SQ Rebuke undead; AL NE; SV Fort +6, Ref +1, Will +8; Str 12, Dex 10, Con 14, Int 16, Wis 18, Cha 14

Skills and Feats: Bluff +3, Concentration +10, Diplomacy +6, Forgery +5, Heal +10, Knowledge (arcane) +7, Knowledge (history) +6, Knowledge (the planes) +6, Knowledge (religion) +7, Scry +6, Spellcraft +11; Combat Casting, Spell Focus (Evocation), Spell Focus (Necromancy).

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0 – detect magic, guidance, light read magic, resistance; 1st – cause fear (2), protection from good*, sanctuary, shield of faith; 2nd – detect thoughts*, hold person, sound burst(2); 3rd – clairaudience/clairvoyance*, searing light, summon monster III.

Evocation/Necromancy (base DC = 16 + spell level)

*Domain spells. Domains: Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: chain shirt, quarterstaff, silver holy symbol (Vecna), spell component pouch.

➤ **Thug:** Male human Ftr 2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20; Init +2 (Dex); Spd 30 ft. AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d6+3/18-20, scimitar) or +4 ranged (1d4+3/19-20, thrown dagger); AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +8, Jump +8, Ride +7; Combat Reflexes, Dodge, Mobility, Weapon Focus (scimitar).

Possessions: chain shirt, scimitar

➤ **Thug:** Male human Ftr 1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12; Init +2 (Dex); Spd 30 ft. AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d6+3/18-20, scimitar) or +3 ranged (1d4+3/19-20, thrown dagger); AL NE; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +7, Jump +7, Ride +6; Combat Reflexes, Dodge, Weapon Focus (scimitar).

Possessions: chain shirt, scimitar

APL 6

➤ **Jha'hym:** Male human Clr7 (Vecna); CR 7; Medium-size humanoid; HD 7d8+14; hp 54; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d6+1, quarterstaff); SA Spells; SQ Rebuke undead; AL NE; SV Fort +7, Ref +2, Will +9; Str 12, Dex 10, Con 14, Int 16, Wis 18, Cha 14

Skills and Feats: Bluff +4, Concentration +12, Diplomacy +6, Forgery +5, Heal +11, Knowledge (arcane) +8, Knowledge (history) +7, Knowledge (the planes) +7, Knowledge (religion) +8, Scry +8, Spellcraft +12; Combat Casting, Expertise, Spell Focus (Evocation), Spell Focus (Necromancy).

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – detect magic, guidance, light, purify food and drink, read magic, resistance; 1st – cause fear (2), protection from good*, remove fear, sanctuary, shield of faith; 2nd – detect thoughts*, hold person (2), sound burst (2); 3rd – clairaudience/clairvoyance*, dispel magic, searing light, summon monster III; 4th – divine power, freedom of movement, unholy blight*.

Evocation/Necromancy (base DC = 16 + spell level)

*Domain spells. Domains: Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: chain shirt, quarterstaff, silver holy symbol (Vecna), spell component pouch.

➤ **Thugs (2):** Male human Ftr 2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20 each; Init +2 (Dex); Spd 30 ft. AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d6+3/18-20, scimitar) or +4 ranged (1d4+3/19-20, thrown dagger); AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +8, Jump +8, Ride +7; Combat Reflexes, Dodge, Mobility, Weapon Focus (scimitar).

Possessions: chain shirt, scimitar

➤ **Flame Twins:** Male and Female human Sor2; CR 2; Medium-size humanoid; HD 2d4; hp 8; Init +0; Spd 30 ft.; AC 13 (touch 13, flat-foot 10); Atk +1 melee (1d4/19-20, dagger); SA Spells; SQ Familiars (weasels); AL NE; SV Fort +0, Ref +5, Will +3; Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 16

Skills and Feats: Concentration +5, Hide +5, Knowledge (arcane) +6, Spellcraft +6; Combat Casting, Spell Focus (Transmutation).

Spells Known (6/5; base DC = 13 + spell level): 0 – daze, flare, light, read magic, mage hand; 1st – burning hands, shield.

Possessions: flame motif robes, dagger, spell component pouch.

Familiar (Weasels): Tiny magical beast; HD 2d8; hp 4; Init +2 (Dex); Spd 20 ft., climb 20 ft.; AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Attach; SQ Scent, alertness, improved evasion, share spells, empathic link; SV Fort +2, Ref +4, Will +4.

Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

Skills and Feats: Listen +3, Move Silently +9, Spot +6; Weapon Finesse (bite)

APL 2

➤ **Saffa:** Male human Clr1/Wiz1 (Vecna); CR 2; Medium-size humanoid; HD 1d4+1d8+2; hp 13; Init +1

(Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +0 melee (1d4-1/19-20, masterwork silver dagger); SA Spells; SQ Turn undead; AL NE; SV: Fort +3, Ref +1, Will +8; Str 8, Dex 12, Con 12, Int 16, Wis 14, Cha 8

Skills and Feats: Alchemy +5; Appraise +4, Bluff +1, Concentration +6, Forgery +5, Knowledge (arcane) +6, Knowledge (history) +4, Knowledge (the planes) +4, Knowledge (religion) +5, Move Silently +3, Scry +4, Spellcraft +8; Iron Will, Scribe Scroll, Spell Mastery (*cause fear, identify, shield*).

Wizard Spells Prepared (3/2; base DC = 13 + spell level): 0 – *mage hand, open/close, ray of frost*; 1st – *cause fear, shield*.

Cleric Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, read magic*; 1st – *bane, comprehend languages, protection from good**.

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: masterwork dagger, ritual tome

Familiar (Cat): Tiny magical beast; HD 2d8; hp 6; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d2-4, 2 claws) and -1 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link; SV Fort +2, Ref +4, Will +5.

Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7

Skills and Feats: Listen +6, Move Silently +9, Spot +6; Weapon Finesse (claw, bite)

APL 4

☛**Saffa:** Male human Clr3/Wiz1 (Vecna); CR 4; Medium-size humanoid; HD 1d4+3d8+4; hp 25; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d4-1/19-20, masterwork dagger); SA Spells; SQ Turn undead; AL NE; SV: Fort +4, Ref +2, Will +9; Str 8, Dex 12, Con 12, Int 16, Wis 15, Cha 8

Skills and Feats: Alchemy +5; Appraise +4, Bluff +1, Concentration +8, Forgery +5, Knowledge (arcane) +7, Knowledge (history) +5, Knowledge (the planes) +5, Knowledge (religion) +6, Move Silently +3, Scry +4, Spellcraft +8; Combat Casting, Iron Will, Scribe Scroll, Spell Mastery (*cause fear, identify, shield*).

Wizard Spells Prepared (3/2; base DC = 13 + spell level): 0 – *mage hand, open/close, ray of frost*; 1st – *cause fear, shield*.

Cleric Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, read magic, resistance*; 1st – *bane, cause fear, comprehend languages, protection from good**; 2nd – *desecrate**, *hold person, sound burst*.

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: masterwork dagger, ritual tome

Familiar (Cat): Tiny magical beast; HD 4d8; hp 12; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d2-4, 2 claws) and -1 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ

Alertness, improved evasion, share spells, empathic link; SV Fort +3, Ref +4, Will +6.

Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7

Skills and Feats: Listen +6, Move Silently +9, Spot +6; Weapon Finesse (claw, bite)

APL 6

☛**Saffa:** Male human Clr4/Wiz2 (Vecna); CR 6; Medium-size humanoid; HD 2d4+4d8+6; hp 35; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d4-1/19-20, masterwork dagger); SA Spells; SQ Turn undead; AL NE; SV: Fort +5, Ref +2, Will +11; Str 8, Dex 12, Con 12, Int 16, Wis 15, Cha 8

Skills and Feats: Alchemy +6; Appraise +4, Bluff +1, Concentration +10, Forgery +5, Knowledge (arcane) +8, Knowledge (history) +6, Knowledge (the planes) +6, Knowledge (religion) +8, Move Silently +3, Scry +6, Spellcraft +10; Combat Casting, Iron Will, Scribe Scroll, Spell Focus (Enchantment), Spell Mastery (*cause fear, identify, shield*).

Wizard Spells Prepared (4/3; base DC = 13 + spell level): 0 – *daze, mage hand, open/close, ray of frost*; 1st – *cause fear, charm person, shield*.

Cleric Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, purify food and drink, read magic, resistance*; 1st – *bane, cause fear, comprehend languages, protection from good**, *shield of faith*; 2nd – *desecrate**, *hold person* (2), *sound burst*.

Enchantment (base DC = 14 + spell level)

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

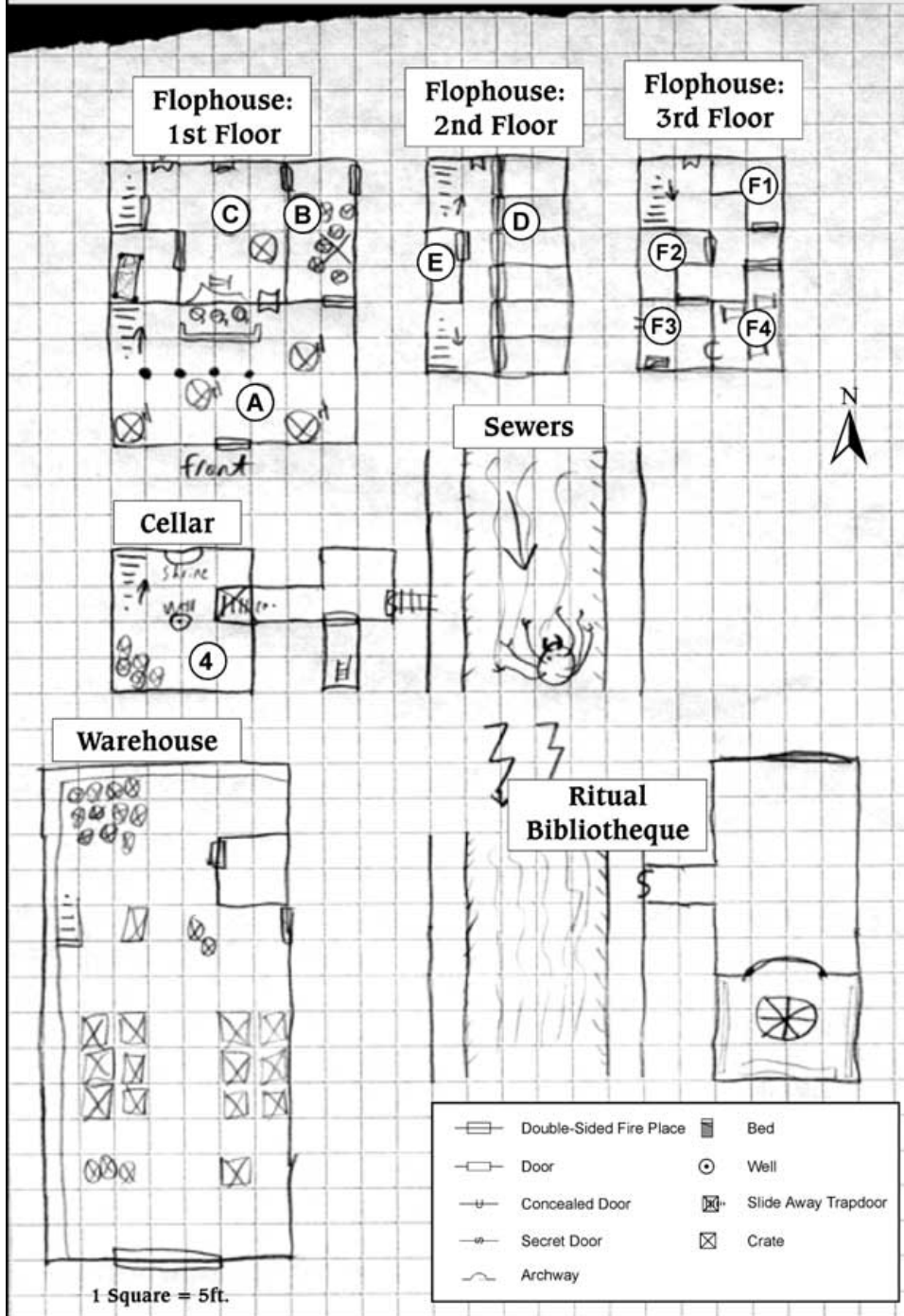
Possessions: masterwork dagger, ritual tome

Familiar (Cat): Tiny magical beast; HD 6d8; hp 17; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 14, flat-footed 13); Atk +6 melee (1d2-4, 2 claws) and +1 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link; SV Fort +4, Ref +4, Will +8.

Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7

Skills and Feats: Listen +6, Move Silently +9, Spot +6; Weapon Finesse (claw, bite)

Maps



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.