

ZEF6-05

# Family

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

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When a complete stranger pleads for help to save the lives of his fellow men, you must rush to retrieve the rare *al-hazarde*. True Heroes don't question a person in need; they simply act. What value do you place on Family? Think long and hard on this as it may seal your fate! Part three of the "Four Feet of the Dragon" story arc. A one-round adventure for characters level 1-10 (APLs 2-8). This adventure may be of interest to worshippers of Zuoken, the Dusk Lash, and members of the Order of Kwalish.

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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## RPGA SANCTIONED PLAY

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

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

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

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

## Time Units and Upkeep

This is a standard one-round Regional Adventure set in the Sultanate of Zeif. All PCs native to Zeif pay 1 Time Units per round; all others pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. 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

More than one hundred years ago, a comet known as Alhararde flew past Oerth and left its imprint upon the region of Zeif forever. The meteorites from the comet impacted along the Tuflik River near the eastern border of Zeif.

Those who pray to Zuoken believe that the incident was executed by a jealous rival god. They felt this way was due to the fact that a newly formed temple was decimated in the aftermath of the meteorites. The initial wave of the meteor shower caught the patrons of the temple by surprise. Most patrons died as a result of inadequate protection. Surviving patrons immediately started to evacuate the wounded from the temple. Unfortunately, the curse of Alhararde was not yet done. A large portion of the meteorite spared the temple, but struck the edge of the Tuflik River further away. This impact caused a large crater that changed the very foundation and flow of the Tuflik River. As a result, the river raged past its levies and flooded the surrounding region. In the aftermath, only two elderly monks survived. These two survivors, mournful as they were, had to accept their losses. They did their best to move the temple to Ceshra, but with their flock thinned and, with their own faith faltering, their newly formed hospice did not thrive.

Over the years, the flooded temple survived, but was not suitable for inhabitation. Over time, the temple's foundation slowly sank into the muddy ground, causing the structure to fold onto itself. The moisture also created a deathtrap, in the form of quicksand, for those unwary travelers too curious to leave well enough alone. Rumors and folklore formed which kept most raiders and travelers away from the cursed temple.

In 3209 BH a group of Zuokenite priests became interested in studying this important historical landmark. A pilgrimage was set forth and four Zuokenite priests made their way to the flooded temple. What came next was a blessing from Zuoken. The four priests discovered small fragments of the meteor around the temple. The four soon realized that the meteorite rocks (starmetal) could fetch a small fortune when sold. They gathered what they could in a single expedition and quickly returned to Ceshra with their new found fortune.

This timing was crucial as the current Sultan (Selim "The Scoundrel") pressured not only the temples but his people with overbearing amounts of taxes. Sickness and disease were rampant and many of Zeif's people turned to the Zuoken hospice in Ceshra. Though other temples diminished during the reign of Selim, the hospice in

Ceshra run by the priests of Zuoken never once floundered.

Years passed and the four monks aged, forever hiding the secret of their unexplained fortunes. As the last priest passed away, the secrets of the flooded temple were entrusted to the new elders of the church.

Closer to the current time, a young orphan gnome by the name Neile grew up in Ceshra. Cared for by the priests of Zuoken, he mingled with the many orcish orphans that were plentiful in the hospice. These orcs, to say the least, were not kind to Neile. Neile survived within the orcish underbelly by learning how to channel his gnomish abilities. As he grew to maturity Neile carefully coordinated and muscled in on every unlawful activity that was overlooked by the Ceshra authorities. Neile's luck came to a halt when Murad "The Proud" was named Sultan.

Hunted by the law, Neile was forced to choose between his fortune and his head. Thus, Neile disappeared for many years, and most assumed he was killed or jailed by Murad. As time passed, Neile resurfaced in the backroom of an orcish drinking hole, running a game of chance. One day, an orc-blooded man by the name of Nasser took out a much bigger wager than he could afford. Nasser, desperate to pay his debt to Neile, went to Zihni Bey bin Zihn al-Ceshra for reprieve. Bey Zihni was, after all, Nasser's uncle and was a wealthy man who could easily afford this payment.

Now, Bey Zihni did not care one way or the other if Nasser was killed, but he could not be seen as a man who lacked family virtue. Zihni reluctantly was willing to pay the debt to Neile, and, in the course of the transaction, became intrigued by the gnome's next scheme.

While growing up in the hospice of Zuoken, Neile was privy to rumors that there was a secret fortune in the church. Neile's plan was to steal this fortune and split it with Bey Zihni. Bey Zihni liked this idea very much, and, further, knew he could use his nephew to achieve this goal. With Nasser indebted now to his Uncle, he was assigned a simple task; Zihni ordered Nasser to infiltrate the hospice of Zuoken in Ceshra and investigate the rumors of their wealth.

This plan backfired when Nasser found the priests of Zuoken to be noble and pure. Over the last year Nasser has been thoroughly indoctrinated into the flock, though he has deluded his Uncle and Neile into believing he is still loyal to their cause. He has been claiming to be "very close to the secret" for some time now, and continues to ask for more time to investigate.

Over this time Neile had been very patient, especially by gnome standards, but enough had become enough. Two days ago he threatened to expose the Bey's true motives to the public unless the situation was resolved quickly. Bey Zihni thus set events in motion. Neile hired some goblin thugs and quietly took the hospice in Ceshra captive.

Negotiations with the temple were resolved quickly, and the temple leader, Ahmet al Uysal Hikmet abdu Zuoken, agreed to exchange the Zuoken secret fortune for the lives of the innocent hostages. Neile, as instructed by Bey Zihni, told Ahmet that he was too weak and elderly to retrieve the ransom. Neile then "selected" Nasser, apparently randomly, to retrieve the ransom for him. Nasser was entrusted with the location of the ore and the knowledge that a mapmaker by the name of Hom had the map required to find the abandoned temple. Nasser was "set free" with every intention of giving in to the demands. Unfortunately when he left the hospice he was joined by a squad of Bey Zihni's orcish thugs.

Bey Zihni is much like Neile, lacking any true virtues, but he is much more conniving. He did not like loose ends and, more importantly, he did not like being threatened by Neile. The thugs were given the chore of mopping up the whole situation. They were to escort Nasser to the treasure, retrieve it, and then kill Nasser. After that was complete, they were to return to the temple and kill Neile. The hostages were a technicality and were expendable, as long as Neile and Nasser perished.

This was Bey Zihni's one mistake. Nasser, despite his orcish bloodline, is softhearted and, through the teachings of Da'Shon and Edel, has become a man of true virtue. Nasser has also developed some astute instincts when it comes to his uncle's intentions. Nasser could not live with himself if he let even one hostage die due to his folly. He had heard stories of the old temple and knew that it was south of Ceshra. As the orcish thugs prepared to leave the city, Nasser slipped into a bathhouse, in order to put together a group of brave souls to counter the evil in which he was ensnared. He hopes that by leading the orcs without the map he can give the PCs enough lead time to retrieve the treasure and in the end save the hostages.

## Adventure Summary

### Encounter One: A Crude Way to Get a Job.

Nasser makes a hasty attempt to gather a group (the PCs). The PCs are told that they require a map to an old temple of Zuoken 16 miles south of Ceshra. They need to get to

the flooded temple, find the ore *al-hazarde*, and return 100 pounds of it to the hospice of Zuoken in Ceshra. There they must negotiate the release of the hostages. They must do all this by sundown.

#### **Encounter Two: The Home of Hom.**

A simple task of finding the mapmaker, Hom, turns into a little bit more of a challenge. PCs paying attention can find out a plethora of details from Hom, who is a retired bard. Also, Hom is willing to set the PCs up with mounts and the map in exchange for an exclusive story.

#### **Encounter Three: Some Useful Tidbits.**

A shepherd and two small boys can reveal information that makes Encounters 4 and 5 a bit easier. PCs in a hurry to get into combat may lack this information when they need it.

#### **Encounter Four: The Sundered Temple.**

The PCs must navigate quicksand, hazardous debris, and finally the thrum worms that inhabit the flooded temple. The *al-hazarde* ore they seek can be found in two locations, so the PCs could skip the thrum worm encounter all together.

#### **Encounter Five: Forewarned Ambush.**

The orcish thug squad of Bey Zihni has located the sundered temple and has set up an ambush outside. The ambush goes astray as Nasser shouts out a warning. The PCs must still deal with these combatants before they are able to leave.

#### **Encounter Six: Family Virtues.**

The PCs arrive back at Ceshra and enter the closed hospice to Zuoken. A psychotic gnome and some hired goblins are holding several groups of hostages in the mosque. The PCs have a chance to free the hostages by meeting some demands. The PCs must walk a fine line to save the hostages and defeat Neile.

#### **Conclusion: Witness Relocation Program.**

The PCs must decide what to do about Nasser and the secret of Bey Zihni's true nature and ambitions.

## **Preparation for Play**

The main objective of the session is to always make the PCs feel that they have a time limit. The adventure should not time out on the PCs unless they choose to rest or are inflexible about taking mounts. Yet, in keeping the impression of a deadline, the travel times on Table 9-3 and Table 9-6 of the *Players Handbook* should be handy.

The second item to take note of is the surplus of treasure found as *al-hazarde* ore among the rooms in the flooded temple. This was necessary to give the PCs all the treasure they are permitted to keep early in the adventure. Thus, the only reason the PCs have to finish the adventure is for the lives of the hostage families.

This adventure also has several side-missions that some PCs may have to complete to receive a total reward (these are handed out before the party leaves Ceshra for the temple):

**Worshippers of Zuoken: Task:** Find out any information on Ekin bint Ekmel and inform him of her fate.

**Order of Kwalish: Task:** Bring back a sizeable sample of star metal. Search as much of the temple as possible until it is found

**The Dusk Lash: Task:** Bring back a sample of ore and any information on those that are in possession of it. Any information that can be used against Bey Zihni would be a bonus.

Also, many meta-organizations can impact the adventure:

**Escaped from the Harem:** There is a disguise check that the PC must make while in Ceshra. Failure to attain the DC will have the PC incarcerated and they must pay TUs and gp to be released. This will take effect at the end of the adventure, but have the PC roll right away and sweat a bit.

**Uruzaries:** If you have any Uruzaries in the party, they may be able to intimidate the orc ambushers. Have the player roll an Intimidate check versus a Will save from the orcs. If they fail they are "shaken" for the encounter. (This is a special use of the Intimidate skill that differs from the Core rules.)

**The Navy:** PCs may have a way to travel the river on boat instead of overland. If this is the case, run Encounter 3 with the kids as if they are crew on the ship.

## **Introduction**

Read the following for any PCs who would be willing to enter a public bath house. Remind the players that this is an extremely common activity enjoyed by all classes of people in this dry, dusty part of the world.

*Fresh off the Plains of Antal, you have found that the dirt and grime of the adventuring lifestyle has finally taken its toll. As you entered the city of Ceshra, your first thought was how nice a warm bath in the morning would feel. After choosing a public house and storing your non-essentials, you fall into a deep*

*slumber. In the morning, you rush off to the largest bathhouse of Ceshra. When you enter the bathhouse, it is crowded, as the merchants and other travelers take advantage of the fresh early morning waters. You eagerly attend to the chafing from your long travels and prepare for a much deserved restorative rubdown.*

## Encounter One: A Crude Way to Get a Job

Nasser, on temporary leave from Bey Zihni thugs, has entered the *hammam* (bath house) on the ruse that he needs to attend to some bodily functions. Thus, he has little time to put together a functional team. Nasser has already used valuable time ascertaining whom he wishes to contact.

In order to avoid being seen by his other companions, Nasser will utilize a *message* spell to contact the PCs. One PC will be chosen as the “leader” and will be given the full plea while others will be asked to contact this “leader”. Nasser chooses who will be “leader” by the following hierarchy: 1) worshipper of Zuoken, 2) higher lifestyle cost, 3) higher Charisma, 4) any divine caster, and 5) level of experience. The DM may feel free to change this if this would create a more interesting gaming environment. After all, Nasser does not have the best sense of character (and can’t read the numbers off a character sheet). If any PC chooses to make a saving throw to avoid the *message* effect, Nasser will choose the next most likely “leader”, until, if every PC makes the save, he whispers frantically:

***“I mean you no harm. Please, for the love of Zuoken, do not resist my telepathy!”***

The PC that is chosen to be the “leader” by Nasser hears the following through the *message* spell:

***Just when you think you have entered utopia, a voice bombards your head.***

***“Do not be alarmed. My name is Nasser and I beg of you to help not me but my family. They are in dire need due to my own folly. Will you aid me?”***(If the PC answers negatively, then Nasser will move on to another PC. The adventure may be over for this PC (unless the PC can accompany acquaintances in the party who reply correctly). Remember, Nasser has no time to answer questions and is simply looking for helpful good people.) ***“Take note that I will only have time to explain all I know once. You must go see the mapmaker Hom. He resides in the market square in the southeast of Ceshra. Ask him for an old map detailing the areas south of Ceshra. Particularly, you will want a map that***

***will locate the old holy grounds of the Servants of the Lady. You must travel there in haste and recover some rare ore called al-hazarde. Return one hundred pounds of this ore to the mosques of the Lady here in Ceshra and negotiate for the lives of the hostages. You must do this quickly, for you have only until dusk to complete this task. I will find others to aid you and you must meet them out front within a few minutes.”***

Other players at the table will simply get the following message:

***“Do not be alarmed. My name is Nasser and I beg of you to help my family. They are being held hostage by an evil gnome. If you are willing to help, gather outside in the next few minutes.”***

The players may be interested in who is sending them this message. A DC 20 Spot check will locate a nervous slightly porcine male (Nasser) going about his business. He is muttering to himself and playing frantically with a small object. A DC 30 Spot check will reveal it to be a copper wire. If approached, he will let the player know that they are endangering his life and compromising the mission. He may also confer this through the *message* spell, if asked why he uses such a strange means to contact them.

A DC 15 Spot check will notice a group of orcs that are similarly attired keeping an eye on Nasser. A DC 15 Knowledge (local, VTF metaregion), Knowledge (nobility) or Bardic Knowledge check will reveal that their uniforms are that of a local Bey. This group’s makeup is detailed in Encounter 5. A PC may make a DC 10 Sense Motive check to notice that these orcs do not care for Nasser all that much. If this group catches on to what Nasser did they will arrest him and gather evidence against Nasser for treason. If the PCs resist have Nasser spell it out for them. Attacking the Bey’s men can only lead to arrest and execution.

Once the PCs have gathered outside, let them introduce themselves. The mission should be explained briefly, after which the PCs may gather their adventuring gear from their rooms. If all goes well, they will make haste to the mapmaker’s establishment. A DC 10 Knowledge (religion) check will reveal that the Servants of the Lady mentioned are monks who pray to Zuoken. An eager group may try to find and investigate the hospice directly. If this happens the DM may have to run Encounter 6 only. Of course, if this happens the PCs will not have any ore to negotiate with.

## Encounter Two: The Home of Hom

*As you enter the marketplace in the southeast of Ceshra, the bazaar is overwhelming. Finding Hom at first seemed a simple task, yet, as you mull around the marketplace, it becomes more and more daunting. Merchants abound everywhere, setting up displays and tent awnings. Many are quick to offer you merchandise, but at the first sign of disinterest rudely move to sling a pitch to the next possible customer. In addition, there is a plethora of street urchins around every corner. Many beg for food for their families, while others try to make their living hawking trinkets. The only thing for sure is that somewhere in this pandemonium you must find a man named Hom that sells maps.*

There are several ways that the PCs can find Hom's business. The simplest way is to make a DC 15 Knowledge (local, VTF metaregion) check. If successful, this method takes the PCs a mere 10 minutes getting to the destination. Alternatively, a DC 15 Gather Information check will find a helpful merchant. Gold will always help in a market. For each efrit (gold) spent, a PC gets a +1 circumstance bonus to the Gather Information check. Because of the great number of people in the area, each check takes only 10 minutes of time, as opposed to the hours normally taken. A DC 20 Spot check may be used to simulate wandering around to locate the business, but this option takes the PCs a full hour. Once they have found the shop read the following:

*You believe that you have finally come to the right place. A small tent is set up down the end of an alley. Under the tent, a young boy sells varying pieces of adventuring gear. The boy boasts that he has a fresh supply of sun lenses from the Festival of Sadakat (the Sultan's loyalty celebration). As well, many of the customers wish to purchase something called Hom's rope. This confirms that you have finally arrived at your destination.*

The boy is very busy and the PCs will have to get his attention. Waving money will work instantly, a DC 15 Diplomacy check works as well, and a DC 10 Intimidate check will instantly get his full cooperation. The boy is Macit ibn Hom al Ceshra and he is an expert of his father's stock. He can sell the PCs any Adventuring Gear (Table 7-8 of the *Players Handbook*). In addition, Macit has several pairs of sun lenses for sale (Table 4-3 of *Sandstorm*).

If asked about Hom's rope he will show the interested customer several 100 foot lengths of earthsilk rope (Table 7-4 of the *Races of Stone* book). All the PCs have to do is mention that they are seeking either a map or an audience with his father and Macit will reveal an opening behind a hung rug. He will cry out a salute to his father and then hold back the rug, gesturing the PCs inside.

*As you breach the archway, you take several steps down into a musky room that would be an obvious storage for all the trappings outside. Past a second archway, a light flickers and you can make out thousands of tomes and loose parchment scattered and piled on top of one another.*

*As you enter the room, a large table bears the weight of many a hefty book. The musty smell is instantly abated by the scent of jasmine incense. A Zurna (wind instrument) lies on an elderly Baklunish man's lap. He sits in a very comfortable chair examining a parchment that has musical notes upon it. The man struggles to stand and introduces himself as Hom. After exchanging names, he asks how he may be of service.*

Hom ibn Himmet al Ceshra is a retired elderly bard and has had a very rough life. His many days as an adventurer have left him with many scars and broken bones. At this age, they seem to have finally caught up to him. He is not very agile and lacks the patience or demeanor to run his shop. Having adventured for so many years he never had time for a family. The boy above is one of his adopted sons and is his pride and joy.

Being a bard, Hom is very interested in any story and will listen intently to any well told story. If the PCs share their current predicament with Hom and succeed at a DC 10 Diplomacy check, he will be willing to finance the mission for exclusive rights to the story. As well, he would appreciate exclusive rights to fence the PCs' loot. In return he is willing to lend them the map and either a horse or camel to expedite their travels.

If the PCs take Hom up on his offer, it will take him 30 minutes to locate and acquire specific mounts for the players. Alternatively, Hom will sell the PCs a map for 150 efrit. Hom, being a bard, is a vault of knowledge and may answer several questions free of charge. He will also enjoy comparing musical talents with any bard in the group. Hom's has a +15 to his Perform check.

### What can you tell us about the map we need?

- The map details the location to the temple of Zuoken. If memory does not fail me the temple was decimated. Legend has it that an angered god hurled

a single stone from the skies with such ferocity and anger that the temple was sundered in half. That land belongs to Zihni Bey bin Zihn al-Ceshra and if you plan on looting his property you should be careful. That said, the map should be in this pile here; you will just have to give me a hand with some of these heftier books.

#### **What of Bey Zihni?**

- The Bey is a man of true virtue. He is a perfect example of a man who upholds the Four Feet of the Dragon. It is this respect from the people that allows him to maintain such peace in his land. That is, unless I speak out of sorts and mention that he has been known to employ orcish thugs for some more clandestine exploits. These orcs are a little less scrupulous. In fact they are orcs that did not meet, shall we say, “the criteria” for the Sultan’s Uruzaries.

#### **What is the rare ore *al-hazarde*?**

- The name does sound familiar. I believe I have a book that will reveal more. The dwarves believe the ore that we call *al-hazarde* falls from the green star. Meteorites from the star hit the earth every hundred or so years. The Greyhawk mages refer to it as starmetal. It is said that it is as hard as adamantine, but possesses a magical curse. It is also said that some mystics seek the metal in order to harness this magic.

#### **Do you know Nasser?**

- I know Nasser. He is one of the boys working at the hospice. He has very porcine (pig-like) features and was constantly harassed by some of the children at the hospice. Despite his treatment at the hands of the orphans he always treated each child with the utmost respect. My son speaks well of him and I suppose our relationship grew from there. If you could help him you would have my blessing. The odd thing is that, the boy, despite his orcish heritage, is rumored to also have noble blood.

#### **Where did you get all these books?**

- I adventured for years before settling down. I have traded every valuable item I obtained during those years for the knowledge that is in these parchments. After all, knowledge is the one thing you cannot take from a man.

#### **Where did you acquire the rare earthsilk rope?**

- In my early years, I traveled with a woman of nature who was, oddly enough, a dwarf. She now makes her way in the world by harvesting a grove of fungus

that produces earthsilk. Once a year, she brings me her harvest. Truthfully, I think she does it so we can relive old times. Either that or she feels sorry for my aging.

#### **Where did you acquire the sun lenses?**

- With them damn orcs so prominent I saw a market for them. I bought one from a gnomish merchant in my early adventuring years. Well I got such a pretty djinni for my used pair when I set up shop that I started importing them. They are still one of my better sellers at the Festival of Sadakat every year, and not just to the orcs. Some of the wealthy people buy them because they like how they look and they are a novelty of the festival.

#### **What is that parchment you are reading?**

- Why, I was just practicing a great piece of work by the composer Robb ibn Gazi al Ekbir. It was composed in the year 3219 BH. The man just recently passed and I was hoping to learn this piece as a tribute to his death.

Any other questions Hom will attempt to answer to the best of his knowledge. He will acknowledge the PCs’ urgency and truly hopes to help them out anyway possible.

Time is the PCs’ limiting factor now. They have (assuming one hour spent finding Hom, adjust if otherwise) approximately 12 hours remaining before the sun goes down. The map estimates that the temple is 16 miles south of Ceshra along the Tuflik River. Mounts’ travel times are listed on Table 9-6 in the *Players Handbook*. If the PCs are all mounted, there will be no problem returning in the 12 hours given. The DM or PCs may wish to keep track of time in order to allow for more time at the temple or in Ceshra when they return. If the players opted out of the agreement with Hom, they may be on foot. If this happens consult Table 9-3 from the *Players Handbook*. Basically, a PC with a speed of less than 20 will think that they will not be able to return in time unless they hustle. Also, characters on foot may be required to forced march in order to return on time. See overland movement on page 164 of the *Players Handbook* for these movement penalties. What they don’t know is if they defeat Bey Zihni’s thugs and steal their horses they could possibly still make it back in plenty of time.



## Encounter Three: Some Useful Tidbits

If the PCs stop to talk to the shepherd, al-Vilayad, or the boys, named Abidin and Ruya, they may find a tidbit of information. If the PCs do not talk to either the shepherd or the two boys, they may become lost. The PCs will require a DC 6 Survival Check each hour or they will spend an additional half hour trying to get back on course. Have the PCs select one from their number to make the check. The others may attempt to assist. PCs making separate checks would essentially be going in different directions.

*The sun shines bright on this day and it is an ever reminding icon that time is ticking away. Yet, the bleakness of the plains has a tranquil effect. The only thing that is of interest out here is the occasional grove or the ominous shadow of the Yatil Mountains past the Tusman hills. The monotony of your travels is interrupted by a local shepherd tending to his flock.*

If the PCs choose to stop and talk to the shepherd (Hamid ibn Istani ibn Husnu al-Vilayad), read the following:

*This elderly Baklunish man has the look of a well seasoned veteran to his trade. He has a recent bruise on his forehead and his attire seems a bit torn. He clutches a quarterstaff almost like he needs it to bear his weight. In his offhand he rolls a prayer bead that has a cup and talisman charm dangling from its end. He seems apprehensive to talk and is mainly occupied in the herding of his flock of sheep.*

The shepherd is bit skittish when first approached, but with proper handling he will welcome a conversation. A DC 15 Diplomacy check or a DC 15 Handle Animal check (representing someone attending to the flock) will persuade him to be friendly. Any offensive action will cause the shepherd to cease the conversation. In addition to his body, his ego has taken a bruising and he would like to keep some dignity.

### Why are you bruised?

- This morning a group of orcish thugs came upon me. They stopped me to ask directions to an old temple of the Servant to the Lady. I said nothing at first because I didn't care for the way they talked to me. So the thugs roughed me up some and left me with a sprained foot. I'm afraid they would have killed me, were it not for the words of one of their number, an

orcish looking human. They went on their way leaving me injured but alive.

### Do you know where the temple to the servant of the lady (Zuoken) is?

- I told those thugs that the old temple is in the vicinity, but I did not know its exact location. Bah, you seem a better lot than them; you follow the Daughter of the Oasis (river). She will lead you to what you seek.

### What can you tell us of these thugs?

- I counted several orcs and another orcish looking human. The human had kind eyes and was obviously not at ease with his company. If you catch up to them give them a few lumps from me would you? But spare the human; he was kind to me. He saved my life.

Once the PCs are done speaking to the shepherd, continue with the following:

*As you approach to the Tuflik River, the humidity changes and the dry scratching dust in your nostrils and mouth goes away. After a quick refreshing drink, you find a trail that follows the river bed. As you clear the top of a gully, two panicked boys that were fishing grab cover in a small thicket. This is not uncommon, being so close to the Tusmit border and with Paynim bandits crossing the river system. Kettite barges also frequently travel westward to the Dramidj Ocean leaving the locals a bit skittish.*

Ask the party how they wish to react to the boys: swing wide of them and leave them be, or approach them. This encounter only happens if the PCs stop and talk to the two boys (Ruya and Abidin). The boys are indifferent, requiring a DC 15 Diplomacy Check to persuade them to be friendly. They can get a +1 circumstance bonus for each djinn (sp) spent or for each ration or trinket given to the boys.

These two boys, once persuaded to leave the shelter of a fort they built in the thicket, will talk non-stop. The youngest boy Ruya, being five, will do most of the talking. The oldest boy Abidin, being about ten, will act very properly and only talk if he needs to correct his younger friend. Abidin speaks within the brackets ( ). Under no circumstance short of physical harm will the boys give their proper names.

### Did you see any other travelers today?

- No, nothing but fish and our families this morning.
- (Don't forget we hid from that Kettite barge, as well.)

**Where are you from?**

- My family lives just east of here. Times are tough and my father taught me that families must work together in tough times like these. So me and my friend (my friend and I) like to fish down this river and help support our families.

**Do you know of an old temple in the area?**

- If you follow the river further down it splits in two. The temple lies directly down the other (smaller) river's path. I would be careful though; there are some dangers in that area. (The ground isn't as solid as it may look). We are not allowed to play anywhere in that area; it is said to be cursed and that a hag resides in there. (Mom just says that to scare Ruya!)

**What do you mean that the ground is not solid?**

- (The ground will swallow you up whole. You can easily tell where it is if you take your time and check the ground were you step.)

After meeting with the shepherd and the boys (or moving on past them), proceed with Encounter Four.

## Encounter 4: The Sundered Temple

*As you follow the Tuflik River, you come to a fork. The main body of the river coming from the south flows heartily to the west. A small outcropping flows east, trickling down a rocky ledge.*

*In the distance you can see that this small rivulet runs directly to the ruined temple that you are seeking. The front portion of the temple includes the lower remains of a minaret (tower). These were attached at one time to the main structure of the domed mosque. The temple front juts out of the ground with the back portion sunken below the surface. The mosque's walls remain standing, yet the dome itself is asunder. The red and ochre masonry of the structure shows signs of impact damage and possible structural damage underneath.*

*The rivulet narrows as it approaches the temple and completely dissipates as it reaches the remaining walls. Trees and underbrush grow rampant all around the temple and some of the plants seem foreign to the land. Occasional debris can be seen as far as 80 feet from the base of the temple and is possibly the remains of a large minaret that was once present.*

*The front entry doors are open at the top where exposed. Another possible entry is a balcony at*

*ground level on the west side. Rotted and ruined textile covered windows are abundant throughout the structure, but only the front half are above the ground.*

**Temple Exterior:**

The ground around the temple has some dangers. There are several patches of quicksand all around the temple (see Appendix 6: **DM Map 1:** Temple Overview Outside). PCs that were warned by the two boys will always be able to spot the patches given normal movement and precautions. PCs unaware of the dangers will require a Spot or Survival Check (DC 8 if moving normally, DC 16 if hustling, or DC 32 if running). Failure means they will slip into the quicksand. Effects of quicksand can be found on page 88 of the *Dungeon Masters Guide*. Once the quicksand has been successfully navigated, the PCs can climb up to the open doors of the temple with ease. Alternatively, all other exposed entrances are available at the DM's discretion.

**Temple interior:**

Entering the temple is easy. Moving about most of the temple will not be. The front portion of the temple (see Appendix 6: **DM Map 2:** Temple Overview Inside) is slanted and slippery with moisture and mold. A DC 15 Balance check is required in order to remain standing each round. Any PC can move down towards the mosque with ease, but a PC wishing to move uphill will require a DC 5 Climb check. The Mosque itself is littered with debris and is considered difficult terrain (no charging or 5 foot steps allowed). This will make for an interesting fight with the burrowing beasts within the mosque.

The floor of the temple is tile, yet in the Mosque most of the tile has been destroyed and sandy ground swells where the tile is removed. The windows of the temple were once covered with an intricate *mashrabiya* weave that allowed decent airflow and protection from the elements. Yet over the years the *mashrabiya* has rotted. The windows were ten to fifteen feet on average above the floor and only about 1 foot wide by 2 feet high. Most of these windows are now buried beneath the surface. The doors if present are of good wooden manufacture. The structure itself is of superior masonry and about 1 foot in thickness.

Due to the elements and time, the masonry is weakened and is much more easily broken. If any PC wishes to climb any wall or roof structure they will require a DC 20 Climb Check. The residual walls and ceilings can withstand up to 500 pounds before they will collapse causing typical falling damage. The residents of the temple will be aware of the PCs the minute they set foot within the area of the temple.

**Wooden Doors:** 1 in. thick; hardness 5; hp 15; AC 5; Break DC 18.

**Walls Superior Masonry:** 1 foot thick; hardness 8; hp 90; AC 5; Break DC 25.

### 1. Qa'a

*The front doors of the temple lie in waste and dangle loosely in the wind. As you penetrate the entrance, you can't help but admire the vaulted ceiling almost 30 feet high. The floor here slants heavily downward toward the domed mosque area. The floor here is moist with growths of slime and mildew on the tile, making it very difficult to move without taking precautions.*

*An octagonal ablution fountain adorns the center of a room made out of shells and textiles long overdue for a good cleaning. A pair of alcoves on either side of the room contains storage areas and hooks for visitors. Small chairs accompany each alcove but the material has rotted. There are passages on either side between the alcoves. At a glance, the passages seem damaged due to the shifting of the structure. Directly across from the front entry is a larger archway that leads into a vaulted hallway. Within the hall there are arched niches every few feet. Each at one time would have housed a small altar to the god Zuoken.*

At APL 2 only, the left passage presents a danger of collapsing. A PC with Knowledge (engineering) or Stonecunning can determine this with a visual DC 15 Search check of the *voussoir* (wedge-shaped) archway. Any movement past the first five feet in the passage will trigger the trap one round after the movement. This trap is marked as the X on the **DM Map 2: Temple Overview** Inside.

#### **Trap:**

#### **APL 2 (EL 2)**

**Bricks From Ceiling:** CR 2; mechanical; 1 round after touch trigger; manual reset; Atk +5 melee (2d6, bricks); multiple targets (all targets in stair passageway); Search DC 15; Disable Device DC 15.

If the PCs set the trap off, they may be required to dig in order to retrieve a PC or to proceed further into the temple areas. This will require a full hour of digging by one individual. This time can be split up among all the PCs (it would only take ten minutes if six PCs dig). There is also room for small characters to squeeze through the debris ignoring the entire digging process.

### 2. Left Passageway: Living Quarters.

*This passageway enters into a large open room with a good portion of its area beneath ground level. The room contains the remains of several bunks. Each one at one time or another housed a loyal monk of the Lady. The ceiling is littered with small holes that allow rain water to collect within the room. The foundation is in ruin due to the obvious decimation of the complex. The river runoff has eroded the ground so that water and debris pools in the lowest portion of the chamber.*

**Treasure:** The pool is approximately 4 feet deep and is littered with broken tile. A DC 20 Search check will locate several interesting *al-hazarde* ore deposits. The ore is exactly what the PCs are here for. They can find several small rocks (5 pounds) after ten minutes of sifting. Nothing else of value can be found amongst the tile.

### 3. Right Passageway: Hospice

*This passageway is currently blocked with debris. It may take some time to clear, but you feel that working together, you can clear a path quickly.*

The debris is safe to move, but will take one hour for one PC to clear. The PCs will have no way of knowing how long this will take without a DC 15 Knowledge (engineering) check. This labor can be divided by the number of PCs willing to haul rock, to a minimum of 10 minutes.

*Once cleared, the hall branches off to the left and right. Every five feet is a cell that contains a rotted bedroll and moldy linen. The skeletal remains of a monk lie in the topmost alcove. The skeleton has a broken leg and several broken ribs. Clutched to its chest are a small journal and a set of prayer beads. A large door remains sealed across from him. At the bottom of the room is the sludge of a mud pit littered with broken floor tiles and the occasional human bone.*

Give players **Players' Handout #1** - Journal of Ekin.

A quick read of the journal will reveal it to belong to the now deceased servant to the Lady. The monk was here researching the history and truth that caused the decimation to the temple to Zuoken. She was wounded from the cave-in and could not dig her way out. She had told only her father of her expedition here. Unfortunately, her wounds were too grave to hope to make it back to Ceshra.

The door opposite the body will have to be forced if the PCs want to know what lies on the other side. Behind the door is a counter-clockwise staircase that one would require a Climb Check to navigate due to the awkward

angles of the room. A DC 25 Climb Check will lead to the outside via the top of the broken tower (minaret).

#### **4. Mosque**

*This large domed room is the largest in the complex and is also the only flat floor in the temple. Unfortunately, debris from the dome litters the floor and in some areas the piles of debris are over 5 feet tall. The floor of the mosque is also littered with dirt, swelling in the places where the tile is removed. Two sets of stairs to the left and right lead to a pair of maq'ad (sitting balconies). Scattered across the floor of the mosque is the strange ore known as al-hazarde. The only other noticeable feature is a minbar (pulpit) that was left behind.*

*It seems that getting the al-hazarde will be much easier than anticipated, when the very ground beneath you comes to life. A creature much like a dire worm erupts from the ground. It is much larger than a normal man and twice as long. It has large teeth that it bares as it comes to strike. At the last second it rears up and a high pitched sound starts to focus on its intended target.*

Burrowed under the floor are the thrum worms. There is a small nest near the minbar that they will try to protect if any PC comes within 30 feet. The PCs will have to approach the area if they wish to collect the majority of the al-hazarde. Give each PC a (APL 2-6: DC 21; APL 8: DC 22) Listen check to act in the surprise round. (The worms are less than five feet underground, which is equivalent to being behind a door, but are 30 feet from the PCs and taking ten on their Move Silently checks.) In the surprise round the worms will take a five-foot step, breach the ground, and fire their sonic attack at the PC that is closest to the nest. They do not try to finish fallen PCs, and will only attack those PCs that approach to within 30 feet of the nest or who attack the worms. Remember that the ground here is considered difficult terrain (pg 148, *Player's Handbook*).

#### **APL 2 (EL 4)**

**Thrum Worms (2):** hp 15 each; see Appendix 1.

#### **APL 4 (EL 6)**

**Thrum Worms (4):** hp 15 each; see Appendix 1.

#### **APL 6 (EL 8)**

**Advanced Thrum Worms (4):** hp 47 each; see Appendix 1.

#### **APL 8 (EL 10)**

**Advanced Thrum Worms (6):** hp 57 each; see Appendix 1.

**Tactics:** The thrum worms will protect the nest at all cost. The worms' tactics will be to appear at the longest range possible (within the room) to tag its opponent. If, at any time, a worm is engaged in direct melee, it will dive (double move) under the ground and move to another location farther away. The ground will provide it with cover and thus it will not provoke any attacks of opportunity by moving in such a manner. They will always try to move in order to target those closest to the nest.

A PC may notice that the worms are protecting something with a DC 10 Survival check. If the PCs realize that the worms are protecting something, they may attempt a DC 10 Knowledge (nature or arcana) check to determine that the most likely thing for these creatures to protect would be their young. (Note that any Knowledge check of DC 10 or lower can be made untrained.) If this check is made, the PCs may make a further DC 17 Knowledge (arcana) check to recall that thrum worms can be trained as mounts for small humanoids, and that their larvae have a market value of 1500 gp each. PCs with at least 5 ranks in Handle Animal get a +2 circumstance bonus to this check, but it may not be made untrained.

A DC 20 Spot or Survival check will reveal that the worms tend to focus on the threat that is closest to the nest. You may allow the PCs to make this check every round, and they could also figure it out by trial and error. In any case, clever PCs may realize that they can get the ore without a fight, just by supplying a decoy that is closer to the nest than the PCs who are retrieving ore. Many possibilities exist, including illusions, summoned creatures, or even a single PC acting as a tank.

The worms will not give chase to any PC that wishes to leave the mosque area. Once a PC is in retreat or unconscious the worms will not consider them a threat.

If the PCs retreat such that they are more than 30 feet from the nest and do not engage the worms in combat, a PC with the Wild Empathy class ability may take a minute to try to calm them down enough to approach. The worms will initially count as unfriendly and each must have its attitude altered to indifferent DC 15 or better before it will allow PCs to approach. Each worm that has its attitude shifted to friendly DC 25 or better will provide a +2 circumstance bonus to attempts to influence its fellows. Note, however, that because thrum worms are magical beasts, rather than animals, each check must be made at a -4 penalty. Also, it is possible for a PC to attempt a hasty check during combat, but a -10 penalty applies, and the worms start out hostile. In this case, the DC to shift one to indifferent is 25, while the DC to shift one to friendly is 35. If a PC can somehow

change all of the worms' attitudes to Helpful DC 40, that PC will be accepted as family and be allowed to leave with a single larva.

**Treasure:** The PCs can easily find several large deposits of the *al-hazarde* ore and as well as the nest of the Thrum worms. Each five foot square in the room takes one round to search, but no roll is required. For each square searched, roll 1d4. A roll of 1 yields no ore, a roll of 2 yields one pound of ore, a roll of 3 yields 5 pounds of ore, and a roll of 4 yields 10 pounds of ore. (If a roll of 1 comes up ten times and the PCs still haven't found 100 pounds of ore, treat all future rolls of 1 as rolls of 4.) Picking up the ore is a standard action that provokes attacks of opportunity. The nest contains three larvae. The *al-hazarde* is easily worth a small fortune to the right smith as it is of equal value to adamantine. Unfortunately for avaricious PCs, any smith who knows of the ore also knows that the only known deposit in Zeif belongs rightfully to the priests of Zuoken. PCs will not be able to sell the ore, so it is not included in the treasure calculations. Before the PCs proceed to the next encounter, you should find out where the PCs are storing the ore. Make sure everyone involved takes account of the effects of encumbrance on their characters.

**Treasure:**

APL 2: Loot – 0 gp: Coin – 750 gp: Magic – 0 gp.

APL 4: Loot – 0 gp: Coin – 750 gp: Magic – 0 gp

APL 6: Loot – 0 gp: Coin – 750 gp: Magic – 0 gp

APL 8: Loot – 0 gp: Coin – 750 gp: Magic – 0 gp

## Encounter 5: Forewarned Ambush

As the PCs made their way to the site, Bey Zihni's thugs located their trail and followed them to the site. Initially, the thugs were completely lost, as Nasser was doing his best to lead them astray. They soon realized that the PCs were here for the same reason and they have set up an ambush to retrieve the *al-hazarde* ore once the PCs leave the temple. If the PCs have set up a sentry they will easily spot the thugs setting up the ambush. The thugs will set themselves up so as to increase the possibilities of bull rushing a PC into a quicksand pit (see Appendix 6: **DM Map 3: Temple Overview Outside Ambush**). Depending upon where the PCs exit the temple, the DM can feel free to move the thugs around to better set up an ambush. To foul the thugs' plans, Nasser panics and lays all his cards on the table. At the top of what could have been a surprise round for the thugs, Nasser yells a warning. This

happens at the same time that the PCs would get their Spot checks. The thugs have taken 20 on their Hide checks and thus require a DC 20 Spot check to locate their positions in the opening round. Because of Nasser's help there is no surprise round, as the thugs are taken a bit off guard by this betrayal.

*As you pierce the outside of the temple, you take but a step when a howl from behind some cover is audible. "It's an ambush! Thugs are everywhere". The man's voice is recognizable as the same man that first solicited you back at the bathhouse. He looks around and then cowers as he realizes what he has done, obviously hoping that he will not suffer any ill wrath for his actions.*

**APL 2 (EL 2)**

**Bey Zihni's Thug Leader:** Male Orc War2; hp 12; see Appendix 1.

**Bey Zihni's Thugs (2):** Male Orc War1; hp 6 each; see Appendix 1.

**APL 4 (EL 6)**

**Bey Zihni's Thug Leader:** Male Orc War5; hp 30; see Appendix 1.

**Bey Zihni's Thugs (4):** Male Orc War2; hp 12 each; see Appendix 1.

**APL 6 (EL 8)**

**Bey Zihni's Thug Leader:** Male Orc War6; hp 36; see Appendix 1.

**Bey Zihni's Thugs (4):** Male Orc War4; hp 24 each; see Appendix 1.

**APL 8 (EL 10)**

**Bey Zihni's Thug Leader:** Male Orc War8; hp 48; see Appendix 1.

**Bey Zihni's Thugs (4):** Male Orc War6; hp 36 each; see Appendix 1.

**Tactics:** With the betrayal of Nasser ruining the chance of surprise the leader of the thugs will take his first action and throw a javelin at Nasser. Have Nasser hit. Describe the hit and the impact for effect. Be creative! Following this, the leader will ready javelins on any obvious spell casters, hoping to disrupt the spells. However, if someone presents the possibility of a bull rush, he will find it hard to resist bull rushing someone into the quicksand. He will try to mask his readied action by issuing commands to the other thugs. The other thugs will start by throwing a javelin each and then use their move action to try and set up a charge for the following round. The thugs will try not to cluster as they have been

trained to avoid area based spells. If the possibility arises the thugs will try to bull rush a PC into quicksand. They prefer to do this to weaker looking characters and to obvious archers and spell casters. At lower levels they do not have the proper feats and will draw attacks of opportunities, since that is what they are training to do. They might think twice about bull rushing a strong looking character or a character with a melee weapon that could set for charge. The thugs have a fairly good idea where the patches are since they spent some time prodding around before picking their ambush site. PCs that properly navigated the quicksand prior to entering the temple will also be aware of any quicksand. The thug leader will have a pair of sun lenses but all the other orcs will be under the effects of light sensitivity. Any thug that reaches 10% of his original hit points will attempt to flee (if his allies are still fighting) or surrender (if his allies have all stopped fighting). These orcs are thugs, not zealots, so their selfish desire to earn favor with the Bey is quickly quashed by real life and death situations.

**Development:** Questioning Nasser may be impossible if he is critically hit or if he fails to stabilize, so, in this case, make sure this does not happen. He will instantly stabilize and he cannot be critically hit. Call this the favor of the gods. Nasser will replace a *potion of cure light wounds* if any PC uses one on him. When revived, he will be able to tell his tale of woe.

*As Nasser sits down, he hesitates several times as if what he is about to tell brings him nothing but woe. His face reveals shame and, as he begins to tell you his tale, he struggles to hold back the majority of his tears.*

Give players **Player's Handout #2- Nasser's Tale**.

The PCs have a choice. They can refuse to help Nasser, in which case the adventure is over. They can try to confront Bey Zihni, but will fail to get an audience. Any open slander about Bey Zihni in the city of Ceshra will be first answered with a warning to cease. If a PC persists, it will be considered treason and slanderous and will land a PC in prison for 6 time units. If the PCs agree to help Nasser, they can make haste back to Ceshra. The thugs each had a horse that they left by the river fork. These horses may be used to quicken travel back to Ceshra, if needed.

Questioning Nasser further is very easy; he is completely indebted to the PCs and will be most sincere. He will humbly reveal all he knows including the sin of his gambling debt. Any Sense Motive will reveal that he truly feels for the hostages and would be ruined if any were to die. Without the PCs help, he is willing to sacrifice his own life to free the hostages. Nasser also still

fears his uncle and the gnome Neile for what they are capable of.

Questioning the orcs will be a bit more difficult. The orcs know as much as Nasser, but will only tell half truths and they will under no circumstances admit that they were working for anybody. The orcs will only speak orcish at this point and will take the higher moral ground on the ambush. They will call the PCs tomb raiders and thieves of Bey Zihni's properties. If compelled to tell the truth through a spell or an Intimidate check, an orc will spill his guts. The PC must actually cause physical harm on the Intimidate check and they must further promise to let the orc flee to the hills if he turns on his master. Everything that Nasser said will be verified once an orc is willing to talk.

**Treasure:**

APL 2: Loot – 59 gp: Coin – 0 gp: Magic – 0 gp.

APL 4: Loot – 92 gp: Coin – 0 gp: Magic – 0 gp

APL 6: Loot – 151 gp: Coin – 0 gp: Magic – 0 gp

APL 8: Loot – 151 gp: Coin – 0 gp: Magic – 0 gp

## Encounter 6: Family Virtues

PCs may wish to heal before entering the temple to Zuoken. If they fail to think of this, Nasser may suggest it. PCs at this point may have a lot of excess wealth and may use this to pay for the healing. In Ceshra, the PCs may find a temple to nearly any Baklunish god or goddess. If they have tithed to any of these temples, they may use these funds to pay for any healing as described in the Baklunish Pantheon metaorg.

At this point in the adventure, you should limit cross talk at the table. What the PCs say is what is heard. If they start arguing as to whether they should kill the gnome, respond with the "things go bad" scenario. Meta-gaming and combat preparations should be limited, if not outright disallowed, during the hostage negotiations, as this will remove the players from their suspension of disbelief.

*Your travel back to Ceshra has been uneventful. You manage to navigate the streets of Ceshra just in time to arrive at the temple with the evening's sun on the horizon. You felt like you would not make it in time as the push to travel such distances in one day took its toll. The hospice to which prayers to the Lady takes place is closed. Above the entryway is the symbol of the striking fist. A posted announcement on the door reads, "On account of sickness the mosque will be closed to the general public. Services to the Lady will*

*resume as soon as possible." The door is closed and barred on the other side. There are also several windows 15 feet above ground level. Every window is covered and there is neither light nor movement visible within the complex. The streets are empty except for the occasional dog or street urchin. Most of the law abiding citizens seem to have gone inside for their evening meals and prayer.*

Entry into the complex is easy. No matter how the PCs get into the complex they will have to make their way to the central mosque where the hostages are being held. Before they go off, Nasser will have one last word with the PCs.

*"Knocking on the door will get me in, but the discovery that I am not alone could lead to bloodshed. I recommend the window as the most silent way to gain entry. Remember that the innocents within the walls must be your main objective. If you go in waving weapons, the men within will become desperate and will take whatever casualties they can before dying. If you do not negotiate, then you will have achieved nothing. So all I ask is that you free those families first before taking arms against the hostiles. I lack any true skill in a fight and I am sure only to enrage Neile. With your permission I shall stay to watch that you are not seen getting in."*

If the PCs decide to gain entry by banging on the door, a young acolyte will be sent to answer. Nasser will be allowed entry but all others will be refused. The young boy will be visibly nervous and will do his best to convince all others to leave. The boy will block the door as instructed and will not let anyone else past except by sheer force. After 10 rounds, the acolyte will give up on any bluffs and negotiations and will simply close the door. A goblin will get full cover further in the room behind an ablution fountain. He will scream a warning if things go poorly and stall the PCs to the best of his ability. If the opportunity arises, he will make a break for the mosque (see Appendix 6: **DM Map 4:** City of Ceshra: Temple of Zuoken).

If the PCs gain entry using stealth, they will make their way through the hospice and eventually hear the rantings of Neile Shyskabo. The head of the hospice just recently started a debate with Neile over the virtue of family. He was hoping to buy more time and to appeal to Neile's sense of family in order to let the woman and children go free. Therefore, the PCs do not need to make Move Silently checks, as Neile is giving a very thunderous and overbearing lecture. There are two possible entrances into the Mosque: the north and south hallways. Once the PCs enter the hallways leading into the mosque they can

make final preparations as they listen in on Neile's lecture.

*"You dare to judge me for my lack of virtues. I tell you that none of you are as innocent as you plead. I have lived beneath the heel of Ceshra and seen all of the atrocities of your human culture. You claim to hold dearly to the Four Feet of the Dragon. I stand here today spitting on the so-called 'virtue' of family, but you know well that I am not the only one. I have chosen this holy place because you monks are the only people that even pretend to care for those cast aside by their families: people long forgotten and no longer of any use in this city's culture. Yes, you had wealth, but most importantly your death will send a message to the ungrateful people you aid daily. What will they do with their useless and worthless kin? Maybe in your death the people of Ceshra will wake up and find that they need to rethink their virtues."*

At this point the PCs will have to interject or things will go badly. If they do not pick up on this on their own give the PCs one last chance. Spell it out for them with a father's plea for mercy or the high pitched scream of a mother. All the PCs have to do is engage in conversation with Neile and he will stop the assault. Neile will require a few things before the negotiations can proceed. If the PCs refuse to enter, or come in fighting, then things will go instantly bad.

*"As was to be expected, we have uninvited guests. I imagine the Bey sent you, as he lacked the stomach to pull this off. If you wish to save these hostages, and not sully the Bey's good name, you will have to come into the light one at a time. Not too close, though; I wouldn't want anything bad to happen. Also, be respectful: introduce yourselves by your proper given names." As each of you enters the room, you can see several goblins with bows lurking behind coves on the balcony above. They have their sights trained on two sets of hostages. Huddled on the floor on one side are the surviving monks of this temple. On the other side are civilians consisting mainly of the elderly and sickly. Each of the hostages is bound with rope and unable to get up. The end of each rope is tied to the top of the balcony where a goblin is stationed. A small, chubby gnome stands behind the minbar (altar) anxiously awaiting each of your replies. Something strikes you as funny about this gnome: he is bald and has a deeper color to his skin. There are stairs on either side of the room that lead up to the balconies (maq'ad). The room is well lit with torch light emanating from the walls.*

Names hold power in many cultures and Neile feels that if the PCs give him their names they will be more

inclined to stay truthful and honorable. Also, if they double-cross him, names have power in seeking revenge through strong magic. PCs not willing to give their true name will be asked to leave. PCs that lie will have to beat out Neile's Sense Motive check and if they are caught they will be asked to leave. PCs that do not leave when asked will anger Neile and he will refuse to negotiate with a liar present. PCs that lied have two rounds to make amends by telling their real names and a giving a sincere apology with a DC 15 Diplomacy Check. If this is not done and the offending PCs do not leave, things will go badly. After the first demand is met, Neile will be sure to call the characters by their given names. PCs who willingly give their true names can each add a +1 to the final Diplomacy Check. A DC 30 Spot Check can be given here to see that each goblin has a flask in his hand instead of an arrow.

***"Now that the formalities are over, I hope you mercenaries have sequestered Zuoken's fortune, because if you are here to simply kill us we will not die without a fight."***

The PCs do not need to produce all the ore they found. Neile was unsure of the treasure and will be just as happy with any meaningful amount of treasure (equal to the APL Cap). PCs without treasure will anger Neile. It will take three rounds before Neile's anger steams over. At this point things will go badly.

If asked to free the hostages:

***"To show mercy upon these good folk and to prove your honor, I will require a test of your virtues. I chose my hostages because they hold dear the virtue of family. If you wish to take their place, then I require that each of you tell a truthful account of your fondest family memory. That will prove your belief in the family virtue. Please, I am a stickler for the details and the better the yarn the more likely this arrangement will end without incident."***

This gives each PC a chance for a little story telling and character development. PCs that lie will have to beat out Neile's Sense Motive check and if they are caught they will be asked to leave. Neile takes this slight much more seriously and once a liar is caught they will be required to make a rushed DC 25 Diplomacy Check. PCs that fail to do this have two rounds to leave or things will go badly. Each successful story will help in the final negotiation, adding an additional +2.

After all three conditions are met, the final negotiation can take place. At no time will Neile move from behind the minbar's cover. The goblins will always try to use the balcony for cover. The PCs get one chance at a final negotiation with Neile. This diplomacy can have further

modifiers depending on what the PCs are willing to give up. In other words, if the DM feels that the party lacks skill in diplomacy there are other options that may be considered. A DC 25 Diplomacy Check is required to release the hostages. This check cannot be assisted any more than the modifiers below. Only one PC may make the check and cannot be aided by other PCs Diplomacy Checks.

#### **Diplomatic Modifiers:**

1. The relinquishing of all spell component pouches, spell focuses and weapons to the side (+5).
2. Peace bond all spell component pouches, focuses and weapons (+2).
3. Allow the goblins to tie up each PC first (+2 per PC).
4. Each successful family memory told (+2 per PC).
5. Name revealed to Neile (+1 per PC).
6. Each PC that is caught in a lie (-2 per PC).
7. A PC consistently moves more than 10 feet into the room or seems to be tactfully moving into a better combat positioning (-5 per PC).

#### **Failure:**

***"You have not proven to me that you can be fully trusted and, therefore, if you wish to make this trade, then we will have to do so in the company of these hostages. So here is what will happen. Place the treasure at your feet and retreat to the hallway. Once you have done this, my henchmen will retrieve it. After that, I will leave, followed by my henchmen. Please do not try to pursue us; you never know what type of backup we have in place."***

#### **Success:**

***"Well, you have proven to me that you are heroes of honor. Therefore I ask each of you for your word that, if I release these hostages, you will hand over the treasure and no harm will come to us."***(Neile will wait for a conformation from each PC). ***"You are then free to release every hostage we have taken. Remember, people, that you are all pure in spirit and I hope that you will remain that way despite what has transpired."***(Neile then waits for each of hostages to be let free before continuing). ***"So, here is what will happen. Place the treasure at your feet and retreat to the hallway. Once you have done this my henchmen will retrieve it. After that, I will leave, followed by my henchmen. Please do not try to pursue us; you never know what type of backup we have in place."***



At APL 2-6 Neile has littered the floor between the entry and the minbar with caltrops and blasting pellets (see Appendix Five: New Rules Items). At APL 8 Neile has more resources at his disposal and is much more serious about taking this temple. He has placed an exploding spike twenty feet in front of the minbar as a deterrent to being overpowered. This item will explode if anyone comes within 10 feet of it (see Appendix Five: New Rules Items). The hostages have been placed so that none can set the spike off. Neile is especially careful not to move into this range. The spike is invisible and can be seen with a DC 40 Spot Check. This blast may kill every hostage within the building if the PCs do not succeed in negotiations. Other than these precautions, Neile is full of it and has no further back up plan. As far as leaving the hostages and PCs alone once he has the *al-hazarde*, he most certainly intends to leave without incident. (A DC 20 Sense Motive check will give a PC this hunch.) If the hostages leave and the PCs renege on their word, Neile will defend himself to the death. If allowed to leave with the *al-hazarde*, Neile means to disappear into the streets never to be seen again.

**When things go bad:** Unfortunately, the goblins Neile employed got a better offer. Earlier in the day, as things were being finalized, Bey Zihni's agent slipped the goblin leader a note, **Player Handout #3**. The note said to kill Neile once the orcish squad arrived and they would receive twice what they were promised. Failure to do this would, in turn, be rewarded with a very unkindly death. The goblins have been anticipating the Bey's orc squad, but, seeing so much treasure and running short on patience have become excited and jittery. Therefore, the goblins initiate this encounter. At first, the goblins follow Neile with hopes of killing the PC's. They hope that Neile will be wounded and that they can cash in on this once the fight ends. Continue with the following text:

*The goblins move to collect the ore that you leave behind. As they draw closer you hear a voice from above shout "Alright boys, we's gotz what we came for. Kill' em all!" The voice is not Neile. Neile turns to the voice and yells back: Kill me?! I think not! You and yours will die along with the rest."* (This could mean either the hostages or the PCs)

Follow the tactics below to see what should happen. Note, though, that at this point Neile and the goblins are mutually antagonistic. If the PCs can set things up so that a goblin is a more obvious target, Neile will go after the goblin. Likewise, any goblin will go after Neile if it seems easier than going after a PC. (With Neile's crazy AC, though, this is a lot harder to engineer.) Clever PCs can make this fight a whole lot easier.

#### ALL APLs

**Hostage (20):** Com1; hp 4 each; see Appendix 1.

#### APL 2 (EL 4)

**Neile:** Clr1; hp 10; see Appendix 1.

**Goblins (3):** War1; hp 5 each; see Appendix 1.

**Goblin Leader:** Ftr1; hp 11; See Appendix 1.

#### APL 4 (EL 6)

**Neile:** Clr3; hp 24; see Appendix 1.

**Goblins (3):** War1; hp 5 each; see Appendix 1.

**Goblin Leader:** Ftr3; hp 25; See Appendix 1.

#### APL 6 (EL 8)

**Neile:** Clr5; hp 35; see Appendix 1.

**Goblins (3):** War2/Ftr1; hp 28 each; see Appendix 1.

**Goblin Leader:** Ftr5; hp 39; see Appendix 1.

#### APL 8 (EL 10)

**Neile:** Clr7; hp 52; see Appendix 1.

**Goblins (3):** War2/Ftr2; hp 37 each; see Appendix 1.

**Goblin Leader:** Ftr7; hp 53; See Appendix 1.

**Tactics: *Hostages Present*:** Neile and the goblins will focus on causing as many casualties as possible. On the first round, if not confronted in melee the goblins will throw an alchemist fire into the crowd followed by missile shots on the rounds after. If a goblin is engaged in melee, the goblins have been trained by Neile to fight defensively against strong fighter types. Neile will take full cover behind the minbar and use his *blur* ability on the first round. In the following rounds, Neile will hide behind the minbar's cover (+4 AC modifier and +2 to reflex saves) and only peek enough to use his spells, targeting primarily archers and spellcasters or his compulsion spells on fighter types. As a last resort, with the spike at APL 8 in mind, he will sway into melee, fighting defensively and using his morningstar to cut down man woman and child as he moves. Neile, being a true sociopath, will hum a song as he slaughters the innocent hostages. He will only stop if someone challenges him in direct melee, at which point Neile will still fight defensively and attempt to cast *inflict wounds* spells so as to take advantage of touch attacks.

**Hostages Freed:** With no hostages present, the goblins will target obvious spellcasters with their alchemist fires, hoping to ignite them. In following rounds, they will continue to pepper the spellcasters with ranged weapons in hope of disrupting spells. They will fight defensively with their melee weapons, once engaged. Neile will take full cover behind the minbar and use his *blur* ability on

the first round. On the following rounds Neile will hide behind the minbar's cover (+4 AC modifier and +2 to reflex saves) and only peek enough to use his spells, targeting primarily archers and spellcasters or using his compulsion spells on fighter types. As a last resort, with the spike at APL 8 in mind, he will sway into melee, fighting defensively using touch attacks to *inflict wounds*. His absolute last resort would be his morningstar.

Neile has a very high AC and may require some tactical attacks like aid another and flank. He is also easily taken down by grappling or strong spellcasters. Neile and his goblins will fight to the death. Because this group is merciless, if a cleric is present, Neile and the goblins will have no qualms about using a coup de grace or putting an arrow into someone who is down.

**Important:** The +1 *shock arrows* fired by the goblin leader are a valuable commodity, especially at the lower levels. Every arrow that hits its target is destroyed, but those that miss are only destroyed 50% of the time. Take note of how many of the arrows are left after the combat. You will need to write this number on each AR, in the item access section. If none are left, write zero.

#### Treasure:

APL 2: Loot – 70 gp: Coin – 0 gp: Magic – *potion of cure light wounds* (4 gp each), +1 *shock arrows* (14 gp each x 4).

APL 4: Loot – 60 gp: Coin – 0 gp: Magic – +1 *breastplate* (113 gp each), +1 *heavy wooden shield* (96 gp each), *potion of cure moderate wounds* (25 gp each), +1 *shock arrows* (14 gp each x 13).

APL 6: Loot – 135 gp: Coin – 0 gp: Magic – +1 *breastplate* (113 gp each), +1 *heavy wooden shield* (96 gp each), *potion of cure moderate wounds* (25 gp each), +1 *shock arrows* (14 gp each x 24), *ring of protection* +1 (167 each).

APL 8: Loot – 269 gp: Coin – 0 gp: Magic – +1 *chain shirt* (104 gp each), +1 *breastplate* (113 gp each), +1 *heavy wooden shield* (96 gp each), *potion of cure light wounds* (4 gp each x 3), *potion of cure serious wounds* (63 gp each), +1 *shock arrows* (14 gp each x 35), *ring of protection* +1 (167 each), *peripat of wisdom* +2 (333 each).

## Conclusion: Witness Relocation Program

After Neile is disposed of, Nasser will enter the hospice. If the party utterly failed and either lie dying or have fled, Nasser will stabilize whom he can and then seek help. Neile would not have looted the party thoroughly

(assume 25% of each PC's listed gp on hand is missing, unless they took precautions) as all he would feel he had time for was the Zuoken treasure. If the party succeeded in killing Neile, they are free to take the loot. No one will blink an eye at this well earned reward. Nasser, once ready, will engage the PCs in private conversation. The temple will want to know what happened up to this point. The PCs will be given two choices, lie about Bey Zihni's involvement or tell the truth.

*"What's done is done. There will be many questions to answer. I implore you to quickly come to a final decision. If my Uncle finds me, he will surely suspect my betrayal and I do not know what to do. I truly do not wish his ire, for a simple man like me would certainly meet an ill fate. Yet, I have no means to save myself. I can think of only two possible solutions. We could remain silent about the Bey's involvement and we could even give him credit for assembling your group and saving the hostages. This ruse would allow me to contact the Dusk Lash. From there, I could be smuggled off to a distant land before the Bey knows of my betrayal. I do not really wish to do this, since I have many friends and close relations within Ceshra. I wish to remain in Ceshra and see what good I can achieve. I believe that, to make this work, we would have to tell the temple of the Bey's betrayal and beg them to hide me and help reveal Bey Zihni's true nature. This, of course, may not agree with you, since I am sure you do not wish to go into hiding. Rumors spread like sand in an open desert and the Bey will surely know of each of your involvements in this day. Bey Zihni can be a very influential man, which could bode ill for you. You have done me a great service and for that I am your servant."*

The fate of Nasser is in the hands of the PCs. They must choose to either tell of the Bey's role in today's affairs or remain silent.

If they decide to stay silent they may just leave with Nasser's gratitude. Following this, Nasser will spread the word of Bey Zihni's rescue of many hostages. Bey Zihni will surely love the limelight but will inquire after some time what happened to his group of thugs. Specifically, he will try to locate Nasser, since he wonders what ever happened to the Zuoken treasure. Bey Zihni will eventually learn of Nasser's betrayal and will always look for a way to gain retribution. Nasser will hopefully be safe by this time, as the Dusk Lash will have pulled some strings and sent him to some far off region to the east.

If the PCs entrust Nasser and his tale to the temple, the PCs will have to make a DC 20 Diplomacy Check in order to make the temple elders believe the tale. If the PCs managed to save the hostages, or saved a large

majority of them, they can gain a +10 to this check. If they present **Player Handout #1**, as well, they receive a +5 to this check. Up to two players can aid this check. If this check fails, the temple will still be friendly with the PCs and will remain quiet about the presence and whereabouts of Nasser. Nasser will be sad but will have no choice but to retreat to the east. If they succeed, the temple will always remember the PCs and will remain helpful if possible. This starts with hiding Nasser among their numbers and providing him with a home. The Temple will also be very interested in helping bring a man of Bey Zihni's nature to eventual justice.

## The End

### Experience Point Summary

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

#### Encounter Four

Surviving or Disabling Trap

APL 2	60 xp
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#### Encounter Four

Leaving the area with at least 100 pounds of ore, regardless of whether the thrum worms were defeated

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

#### Encounter Five

Defeating the orc ambushers

APL 2	60 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

#### Encounter Six

Freeing the hostages OR defeating Neile the Gnome and the goblins

APL 2	120 xp
APL 4	180 xp

APL 6	240 xp
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APL 8	300 xp
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**Objective failed:** Hostages died because of the PCs actions; i.e. they burst through the door with weapons drawn, or showed nothing but contempt for Neile, resulting in botched diplomacy.

APL 2	-6 xp per hostage killed to a maximum of 120XP
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APL 4	-9 xp per hostage killed to a maximum of 180xp
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APL 6	-12 xp per hostage killed to a maximum of 240xp
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APL 8	-15 xp per hostage killed to a maximum of 300xp
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#### Discretionary roleplaying award

APL 2	90 xp
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APL 4	135 xp
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APL 6	180 xp
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APL 8	225 xp
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#### Total possible experience:

APL 2	450 xp
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APL 4	675 xp
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APL 6	900 xp
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APL 8	1,125 xp
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## Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

#### Encounter Four: Sundered Temple

**APL 2:** Coin: 750 gp.

**APL 4:** Coin: 750 gp.

**APL 6:** Coin: 750 gp.

**APL 8:** Coin: 750 gp.

#### Encounter Five: Forewarned Ambush.

**APL 2:** Loot: 59 gp.

**APL 4:** Loot: 92 gp.

**APL 6:** Loot: 151 gp.

**APL 8:** Loot: 151 gp.

#### Encounter Six: Family Virtues.

**APL 2:** Loot: 70 gp; Magic: 60 gp – *potion of cure light wounds* (4 gp each), *+1 shock arrows* (14 gp each x 4).

**APL 4:** Loot: 60 gp; Magic: 416 gp – *+1 breastplate* (113 gp each), *+1 heavy wooden shield* (96 gp each), *potion of cure moderate wounds* (25 gp each), *+1 shock arrows* (14 gp each x 13).

**APL 6:** Loot: 135 gp; Magic: 737 gp – *+1 breastplate* (113 gp each), *+1 heavy wooden shield* (96 gp each), *potion of cure moderate wounds* (25 gp each), *+1 shock arrows* (14 gp each x 24), *ring of protection +1* (167 each).

**APL 8:** Loot: 269 gp; Magic: 1378 gp – *+1 chain shirt* (104 gp each), *+1 breastplate* (113 gp each), *+1 heavy wooden shield* (96 gp each), *potion of cure light wounds* (4 gp each x 3), *potion of cure serious wounds* (63 gp each), *+1 shock arrows* (14 gp each x 35), *ring of protection +1* (167 each), *periapt of wisdom +2* (333 each).

#### Total Possible Treasure

**APL 2:** Loot: 129 gp; Coin: 750 gp; Magic: 60 gp;  
**Total: 939 gp (APL Max: 450 gp).**

**APL 4:** L: 152 gp; C: 750 gp; M: 416 gp – **Total: 1318 gp (APL Max: 600 gp).**

**APL 6:** L: 286 gp; C: 750 gp; M: 737 gp – **Total: 1773 gp (APL Max: 900 gp)**

**APL 8:** L: 420 gp; C: 750 gp; M: 1378 gp – **Total: 2548 gp (APL Max: 1,300 gp)**

## Appendix 1: ALL APLs

**Nasser:** male orc-blooded Baklunish Human Sor1;  
medium humanoid (human) CR 1; HD 1d4+2; hp 6;  
Init + 3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3  
Dex); Base Atk +0; Grp -1; Atk -1 melee (1d4-1/19-20,  
dagger); Full Atk -1 melee (1d4-1/19-20, dagger); SA  
spells; SQ Darkvision 30 ft.; AL LN; SV Fort +2, Ref +3,  
Will +1; Str 8, Dex 16, Con 14, Int 10, Wis 8, Cha 16.

*Skills and Feats:* Concentration +6,  
Diplomacy +10, Spellcraft +4, Speak Common; Orc  
Blooded, Skill Focus (diplomacy).

*Spells Prepared:* (5/4; save DC = 13+spell  
level.) o- *detect poison, message, read magic, daze*, 1<sup>st</sup>-  
*identify, charm person*.

*Possessions:* priest robes, wooden holy  
symbol of Zuoken, dagger, spell component pouch.

**Captive:** male or female Baklunish Human Com1;  
medium humanoid (human); CR ½; HD 1d4; hp 3; Init  
-1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); Base  
Atk +0; Grp -1; Atk -1 melee (1d3-1, unarmed); Full Atk  
-1 melee (1d3-1, unarmed); AL LN; SV Fort +0, Ref -1,  
Will +1; Str 9, Dex 8, Con 11, Int 10, Wis 13, Cha 12.

*Skills and Feats:* Craft (varies) +4, Profession  
(varies) +5, Spellcraft +4, Speak Common; Skill Focus  
(varies).

*Possessions:* peasant's outfit or monk's outfit.

## Encounter 4

**Thrum Worms\*** (2): CR 2; Medium Magical Beast; HD 2d10+4; hp 15; Init +1; Spd 20 ft., burrow 20 ft.; AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural); Base Atk +2; Grp +3; Atk +3 melee (1d4+1, bite) or +3 ranged touch (1d8, sonic); Full Atk +3 melee (1d4+1, bite) or +3 ranged touch (1d8, sonic); SA sonic ray; SQ Darkvision 60 ft., low-light vision, trainable, tremorsense 60 ft.; AL N; SV Fort +5, Ref +4, Will +1; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +3, Move Silently +3; Blind-Fight.

**Sonic Ray (Su):** A thrum worm can fire this ray once per round from its mouth, with a range of 30 feet and no range increment.

\* see Appendix 2: New Rules Items

## Encounter 5

**Bey Zihni's Thug Leader:** male Orc War2; medium humanoid (orc); CR 1; HD 2d8+2; hp 12; Init +0; Spd 20; AC 17, touch 10, flat-footed 17 (+6 splint mail, +1 buckler); Base Atk +2; Grp +5; Atk +5 melee (2d4+4/18-20, falchion) or +5 melee (1d4+3/19-20, dagger) or +2 ranged (1d6+3, javelin); Full Atk +5 melee (2d4+4/18-20, falchion) or +5 melee (1d4+3/19-20, dagger) or +2 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +4, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6. Height 6'2"

*Skills and Feats:* Jump -2, Speak Common, Speak Orc; Power Attack.

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

*Possessions:* splint mail, buckler, falchion, dagger, 8 javelins, and sun lenses.

**Bey Zihni's Thugs (2):** male or female Orc War1; medium humanoid (orc); CR ½; HD 1d8+1; hp 6; Init +0; Spd 30; AC 15, touch 10, flat-footed 15 (+4 chain shirt, +1 buckler); Base Atk +1; Grp +4; Atk +3 melee (2d4+4/18-20, falchion) or +3 melee (1d4+3/19-20, dagger) or +1 ranged (1d6+3, javelin); Full Atk +3 melee (2d4+4/18-20, falchion) or +3 melee (1d4+3/19-20, dagger) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6. Height 6'2"

*Skills and Feats:* Jump +2, Speak Common, Speak Orc; Power Attack.

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

*Possessions:* chain shirt, buckler, falchion, dagger, 8 javelins.

## Encounter 6

**Neile:** male Svirfneblin Clr1; small humanoid (gnome); CR 2; HD 1d8+2; hp 10; Init +2; Spd 15 ft., AC 24, touch 17, flat-footed 18 (+1 size, +2 Dex, +4 Dodge, +5 chainmail, +2 heavy wooden shield); Base Atk +0; Grp -6; Atk -1 melee (1d6-2/20, morningstar) or +3 ranged touch (alchemist fire or tanglefoot bag); Full Atk -1 melee (1d6-2/20, morningstar) or +3 ranged touch (alchemist fire or tanglefoot bag); SA spell like abilities; SQ gnome traits, svirfneblin traits, Darkvision 120 ft., low-light vision, SR 12, nondetection; AL CE; SV Fort +6, Ref +4, Will +8; Str 6, Dex 14, Con 14, Int 10, Wis 18, Cha 7.

*Skills and Feats:* Concentration +6, Listen +6, Sense Motive +8, Spot +4; Speak Common, Speak Undercommon, Speak Gnome; Spell Focus (Enchantment).

*Spell-like Abilities:* 1/day-blindness/deafness, blur, disguise self. Caster level 1<sup>st</sup>, save DC = 12 + spell level.

*Spells Prepared:* (3/2+1; save DC = 14 + spell level; enchantment or illusion DC = 15 + spell level) 0-detect magic, resistance, detect poison; 1<sup>st</sup>- bless, lesser confusion\*, cause fear. (Domains: Chaos +1 caster level to chaos spells; Madness\* 1/day +1 to any wisdom based skill check or will save.)

*Nondetection (Su):* continuous nondetection as per spell. Caster level 1<sup>st</sup>.

*Possessions:* chainmail, heavy wooden shield, silver unholy symbols of Urdlen (2), morningstar, tanglefoot bag, flasks of alchemist's fire (2), *potion of cure light wounds*, small book *Beginners Guide to Keeping Secrets by Icantis ibn Reda al Zeif*.

**Goblin Leader:** small humanoid (goblinoid) Ftr1; CR 1; HD 1d10+1; hp 11; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +4 chain shirt, +1 buckler); Base Atk +1; Grp -3; Atk +2 melee (1d6, morning star) or +7 ranged (1d4+1+1d6 electricity, shortbow with +1 shock arrow) or +6 ranged (1d4, shortbow) or +6 ranged touch (1d6, alchemist's fire); Full Atk +2 melee (1d6+1, morningstar) or +5/+5 ranged (1d4+1+1d6 electricity, shortbow with +1 shock

arrow) or +4/+4 ranged (1d4, shortbow) or +6 ranged touch (1d6, alchemist's fire); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +4, Will +0; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Hide +5, Listen +1, Move Silently +5, Ride +8, Spot +1, Speak Goblin; Point Blank Shot, Rapid Shot.

*Possessions:* chain shirt, buckler, morningstar, shortbows (2), arrows (20), +1 *shock arrows* (4), flasks of alchemist's fire (2).

**Goblins (3):** small humanoid (goblinoid) War1; CR 1/3; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 leather, +1 buckler); Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, shortbow) or +3 ranged touch (1d6, alchemist fire); Full Atk +2 melee (1d6, morning star) or +3 ranged (1d4, shortbow) or +3 ranged touch (1d6, alchemist fire); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +4, Listen +0, Move Silently +4, Ride +5, Spot +0, Speak Goblin; Point Blank Shot.

*Possessions:* leather armor, buckler, morningstar, shortbow, arrows (20), flasks of alchemist's fire (2).

## APL 4

### Encounter 4

**Thrum Worms\* (4):** CR 2; Medium Magical Beast; HD 2d10+4; hp 15; Init +1; Spd 20 ft., burrow 20 ft.; AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural); Base Atk +2; Grp +3; Atk +3 melee (1d4+1, bite) or +3 ranged touch (1d8, sonic); Full Atk +3 melee (1d4+1, bite) or +3 ranged touch (1d8, sonic); SA sonic ray; SQ Darkvision 60 ft., low-light vision, trainable, tremorsense 60 ft.; AL N; SV Fort +5, Ref +4, Will +1; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +3, Move Silently +3; Blind-Fight.

**Sonic Ray (Su):** A thrum worm can fire this ray once per round from its mouth, with a range of 30 feet and no range increment.

\* see Appendix 2: New Rules Items

### Encounter 5

**Bey Zihni's Thug:** male Orc War4; medium humanoid (orc); CR 3; HD 4d8+4; hp 24; Init +0; Spd 20; AC 18, touch 10, flat-footed 18 (+7 splint mail, +1 buckler); Base Atk +4; Grp +8; Atk +8 melee (2d4+6/18-20, falchion) or +8 melee (1d4+4/19-20, dagger) or +4 ranged (1d6+4, javelin); Full Atk +8 melee (2d4+6/18-20, falchion) or +8 melee (1d4+4/19-20, dagger) or +4 ranged (1d6+4, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +1, Speak Common, Speak Orc; Power Attack, Improved Bull Rush.

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

*Possessions:* half-plate, buckler, falchion, dagger, 8 javelins, and sun lenses.

**Bey Zihni's Thugs (4):** male or female Orc War2; medium humanoid (orc); CR 1; HD 2d8+2; hp 12; Init +0; Spd 20; AC 17, touch 10, flat-footed 17 (+6 splint mail, +1 buckler); Base Atk +2; Grp +5; Atk +5 melee (2d4+4/18-20, falchion) or +5 melee (1d4+3/19-20, dagger) or +2 ranged (1d6+3, javelin); Full Atk +5 melee (2d4+4/18-20, falchion) or +5 melee (1d4+3/19-20, dagger) or +2 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +4, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump -2, Speak Common, Speak Orc; Power Attack.

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

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

### Encounter 6

**Neile:** male Svirfneblin Clr3; small humanoid (gnome); CR 4; HD 3d8+6; hp 24; Init +2; Spd 15 ft., AC 26, touch 17, flat-footed 20 (+1 size, +2 Dex, +4 dodge, +6 +1 *breastplate*, +3 +1 *heavy wooden shield*); Base Atk +2; Grp -4; Atk +1 melee (1d6-2/20, morningstar) or +5 ranged touch (alchemist's fire or tanglefoot bag); Full Atk +1 melee (1d6-2/20, morningstar) or +5 ranged touch (alchemist's fire or tanglefoot bag); SA spell like abilities; SQ gnome traits, svirfneblin traits, Darkvision 120 ft., low-light vision, SR 14, nondetection; AL CE; SV Fort +7, Ref +5, Will +9; Str 6, Dex 14, Con 14, Int 10, Wis 18, Cha 7.

*Skills and Feats:* Concentration +8, Listen +6, Sense Motive +10, Spot +4; Speak Common, Speak Undercommon, Speak Gnome; Spell Focus (Enchantment).

*Spell-like Abilities:* 1/day-blindness/deafness, blur, disguise self. Caster level 3<sup>rd</sup>, save DC = 12 + spell level.

*Spells Prepared:* (4/3+1/2+1; save DC = 14 + spell level; enchantment or illusion DC = 15 + spell level) 0- *detect magic* (2), *resistance*, *detect poison*; 1<sup>st</sup>- *bane*, *bless*, *lesser confusion*\*, *cause fear*; 2<sup>nd</sup>- *hold person*, *touch of madness*\*, *enthrall*. (Domains: Chaos +1 caster level to chaos spells; Madness\* 1/day +1 to any wisdom based skill check or will save.)

*Nondetection (Su):* continuous nondetection as per spell. Caster level 3<sup>rd</sup>.

*Possessions:* +1 *breastplate*, +1 *heavy wooden shield*, silver unholy symbols of Urdlen (2), morningstar, tanglefoot bag, flasks of alchemist's fire (4), *potion of cure moderate wounds*, small book: *Rise Vecna Rise* by Macash ibn Malone al Ceshra.

\* see Appendix 2: New Rules Items

**Goblin Leader:** small humanoid (goblinoid)Ftr3; CR 3; HD 3d10+3; hp 25; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +4 chain shirt, +1



buckler); Base Atk +3; Grp -1; Atk +4 melee (1d6, morning star) or +10 ranged (1d4+1+1d6 electricity, shortbow with +1 *shock arrow*) or +9 ranged (1d4, shortbow) or +8 ranged touch (1d6, alchemist fire); Full Atk +4 melee (1d6, morningstar) or +8/+8 ranged (1d4+1+1d6 electricity, shortbow with +1 *shock arrow*) or +7/+7 ranged (1d4, shortbow) or +8 ranged touch (1d6, alchemist fire); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +5, Will +1; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Hide +6, Listen +1, Move Silently +6, Ride +8, Spot +1, Speak Goblin; Point Blank Shot, Rapid Shot, Precise Shot, Weapon Focus (shortbow).

*Possessions:* chain shirt, buckler, morningstar, shortbows (2), arrows (20), +1 *shock arrows* (13), flasks of alchemist's fire (2).

**Goblins (3):** small humanoid (goblinoid)War1; CR 1/3; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 leather, +1 buckler); Base Atk +1; Grp -3; Atk +2 melee (1d6, morning star) or +3 ranged (1d4, shortbow) or +3 ranged touch (1d6, alchemist fire); Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, shortbow) or +3 ranged touch (1d6, alchemist fire); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +4, Listen +0, Move Silently +4, Ride +5, Spot +0, Speak Goblin; Point Blank Shot.

*Possessions:* leather armor, buckler, morningstar, shortbow, arrows (20), flasks of alchemist's fire (2).

## APL 6

### Encounter 4

**Thrum Worms\* (advanced) (4):** CR 4; Medium Magical Beast; HD 5d10+20; hp 47; Init +1; Spd 20 ft., burrow 20 ft.; AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size); Base Atk +5; Grp +14; Atk +9 melee (1d6+7, bite) or +5 ranged touch (2d6, sonic); Full Atk +9 melee (1d6+7, bite) or +5 ranged touch (2d6, sonic); SA sonic ray; SQ Darkvision 60 ft., low-light vision, trainable, tremorsense 60 ft.; AL N; SV Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide -1, Listen +4, Move Silently +4; Blind-Fight, Improved Natural Armor.

**Sonic Ray (Su):** A thrum worm can fire this ray once per round from its mouth, with a range of 30 feet and no range increment.

\* see Appendix 2: New Rules Items

### Encounter 5

**Bey Zihni's Thug:** male Orc War6; medium humanoid (orc); CR 5; HD 6d8+6; hp 36; Init +0; Spd 20; AC 18, touch 10, flat-footed 18 (+7 splint mail, +1 buckler); Base Atk +6; Grp +10; Atk +10 melee (2d4+6/18-20, falchion) or +10 melee (1d4+4/19-20, dagger) or +6 ranged (1d6+4, javelin); Full Atk +10/+5 melee (2d4+6/18-20, falchion) or +10/+5 melee (1d4+4/19-20, dagger) or +6 ranged (1d6+4, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +3, Speak Common, Speak Orc; Power Attack, Improved Bull Rush, Shock Trooper\*.

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

*Possessions:* half-plate, buckler, falchion, dagger, 8 javelins, and sun lenses.

\*See Appendix Two: New Rules Items.

**Bey Zihni's Thugs (4):** male or female Orc War4; medium humanoid (orc); CR 3; HD 4d8+4; hp 24; Init +0; Spd 20; AC 18, touch 10, flat-footed 18 (+7 splint mail, +1 buckler); Base Atk +4; Grp +8; Atk +7 melee (2d4+6/18-20, falchion) or +8 melee (1d4+4/19-20, dagger) or +4 ranged (1d6+4, javelin); Full Atk +7 melee (2d4+6/18-20, falchion) or +8 melee (1d4+4/19-20, dagger) or +4 ranged (1d6+4, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +5, Ref +1, Will -1

*Skills and Feats:* Jump +1, Speak Common, Speak Orc; Power Attack, Improved Bull Rush.

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

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

### Encounter 6

**Neile:** male Svirfneblin Clr5; small humanoid (gnome); CR 6; HD 5d8+10; hp 35; Init +2; Spd 15 ft., AC 27, touch 18, flat-footed 21 (+1 size, +2 Dex, +4 dodge, +6 +1 *breastplate*, +3 +1 *heavy wooden shield*, +1 *ring of protection* +1); Base Atk +3; Grp -3; Atk +2 melee (1d6-2/20, morningstar) or +6 ranged (alchemist fire or tanglefoot bag); Full Atk +2 melee (1d6-2/20, morningstar) or +6 ranged (alchemist fire or tanglefoot bag); SA spell like abilities; SQ gnome traits, svirfneblin traits, darkvision 120 ft., low-light vision, SR 16, nondetection; AL CE; SV Fort +8, Ref +5, Will +10; Str 6, Dex 14, Con 14, Int 10, Wis 19, Cha 7.

*Skills and Feats:* Concentration +10, Listen +6, Sense Motive +12, Spot +4; Speak Common, Speak Undercommon, Speak Gnome; Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

*Spell-like Abilities:* 1/day-blindness/deafness, blur, disguise self. Caster level 5<sup>th</sup>, save DC = 12 + spell level.

*Spells Prepared:* (5/4+1/3+1/2+1; save DC = 14 + spell level; enchantment DC 16 + spell level.) 0-*detect magic* (2), *resistance* (2), *detect poison*; 1<sup>st</sup>-*bane*, *bless*, *cause fear*, *lesser confusion*\*, *protection from law*; 2<sup>nd</sup>-*hold person* (2), *touch of madness*\*, *enthrall*; 3<sup>rd</sup>-*anarchic storm*\*, *blindness/deafness*, *magic circle against law*\*. (Domains: Chaos +1 caster level to chaos spells; Madness\* 1/day +1 to any wisdom based skill check or will save.)

*Nondetection (Su):* continuous nondetection as per spell. Caster level 5<sup>th</sup>.

*Possessions:* +1 *breastplate*, +1 *heavy wooden shield*, unholy symbols of Urdlen (2), morningstar, tanglefoot bag, flasks of alchemist's fire (4), *potion of cure serious wounds*, *ring of protection* +1, small book: *How to Avoid Area Based Magic by Tenser*.

**Goblin Leader:** small humanoid (goblinoid)Ftr5; CR 5; HD 5d10+5; hp 39; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +4 chain shirt, +1 buckler); Base Atk +5; Grp +1; Atk +6 melee (1d6,

morningstar) or +12 ranged (1d4+3+1d6 electricity, shortbow with +1 *shock arrow*) or +11 ranged (1d4+2, shortbow) or +10 ranged touch (1d6, alchemist's fire); Full Atk +6 melee (1d6, morningstar) or +10/+10 ranged (1d4+3+1d6 electricity, shortbow with +1 *shock arrow*) or +9/+9 ranged (1d4+2, shortbow) or +9 ranged touch (1d6, alchemist's fire); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +1; Str 10, Dex 19, Con 12, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Hide +7, Listen +1, Move Silently +7, Ride +8, Spot +1, Speak Goblin; Point Blank Shot, Rapid Shot, Precise Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

*Possessions:* chain shirt, buckler, morningstar, shortbows (2), arrows (20), +1 *shock arrows* (24), flasks of alchemist's fire (2).

**Goblins (3):** small humanoid (goblinoid) War2/Ftr1; CR 2; HD 2d8+1d10+9; hp 28; Init +1; Spd 30 ft.; AC 17, touch 14, flat-footed 14 (+1 size, +3 Dex, +2 leather, +1 buckler); Base Atk +3; Grp -1; Atk +4 melee (1d6, morningstar) or +8 ranged (1d4, masterwork shortbow) or +7 ranged touch (1d6, alchemist fire); Full Atk +4 melee (1d6+1, morningstar) or +8 ranged (1d4, masterwork shortbow) or +7 ranged touch (1d6, alchemist fire); SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +3, Will +0; Str 11, Dex 16, Con 16, Int 10, Wis 10, Cha 6.

*Skills and Feats:* Hide +5, Listen +1, Move Silently +5, Ride +7, Spot +1. Speak Goblin; Point Blank Shot, Rapid Shot, Precise Shot.

*Possessions:* leather armor, buckler, morningstar, masterwork shortbow, arrows (20), alchemist's fire (2).

**Encounter 4**

**Thrum Worms\* (advanced)(4):** CR 5; Medium Magical Beast; HD 6d10+24; hp 57; Init +1; Spd 20 ft., burrow 20 ft.; AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size); Base Atk +6; Grp +15; Atk +10 melee (1d6+7, bite) or +6 ranged touch (2d6, sonic); Full Atk +10 melee (1d6+7, bite) or +6 ranged touch (2d6, sonic); SA sonic ray; SQ Darkvision 60 ft., low-light vision, trainable, tremorsense 60 ft.; AL N; SV Fort +9, Ref +5, Will +3; Str 21, Dex 12, Con 19, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide -1, Listen +5, Move Silently +4; Blind-Fight, Improved Natural Armor, Point Blank Shot.

**Sonic Ray (Su):** A thrum worm can fire this ray once per round from its mouth, with a range of 30 feet and no range increment.

\* see Appendix 2: New Rules Items

**Encounter 5**

**Bey Zihni's Thug:** male Orc War8; medium humanoid (orc); CR 5; HD 8d8+8; hp 48; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18 (+7 splint mail, +1 buckler); Base Atk +8; Grp +12; Atk +12 melee (2d4+6/18-20, falchion) or +12 melee (1d4+4/19-20, dagger) or +8 ranged (1d6+4, javelin); Full Atk +12/+7 melee (2d4+6/18-20, falchion) or +12/+7 melee (1d4+4/19-20, dagger) or +8 ranged (1d6+4, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +7, Ref +2, Will +0; Str 19, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Jump +5, Speak Common, Speak Orc; Power Attack, Improved Bull Rush, Shock Trooper\*.

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

*Possessions:* half-plate, buckler, falchion, dagger, 8 javelins, and sun lenses.

\*See Appendix Two: New Rules Items.

**Bey Zihni's Thugs (4):** male or female Orc War6; medium humanoid (orc); CR 5; HD 6d8+6; hp 36; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18 (+7 splint mail, +1 buckler); Base Atk +6; Grp +10; Atk +9 melee (2d4+6/18-20, falchion) or +10 melee (1d4+4/19-20, dagger) or +6 ranged (1d6+4, javelin); Full Atk +9/+4 melee (2d4+6/18-20, falchion) or +10/+5 melee (1d4+4/19-20, dagger) or +6 ranged (1d6+4, javelin); SQ

Darkvision 60 ft., light sensitivity; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6. Height 6'2"

*Skills and Feats:* Jump +3, Speak Common, Speak Orc; Power Attack, Improved Bull Rush, Shock Trooper\*.

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

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

\*See Appendix Two: New Rules Items.

**Encounter 6**

**Neile:** male Svirfneblin Clr7; small humanoid (gnome); CR 8; HD 7d8+14; hp 52; Init +3; Spd 15 ft., AC 27, touch 18, flat-footed 21 (+1 size, +2 Dex, +4 dodge, +6 +1 *breastplate*, +3 +1 *heavy wooden shield*, +1 *ring of protection* +1); Base Atk +5; Grp -1; Atk +4 melee (1d6-2/20, morningstar) or +8 ranged (alchemist's fire or tanglefoot bag); Full Atk +4 melee (1d6-2/20, morningstar) or +8 ranged (alchemist's fire or tanglefoot bag); SA spell like abilities; SQ gnome traits, svirfneblin traits, darkvision 120 ft., low-light vision, SR 18, nondetection; AL CE; SV Fort +9, Ref +6, Will +12; Str 6, Dex 14, Con 14, Int 10, Wis 21, Cha 7.

*Skills and Feats:* Concentration +12, Listen +7, Sense Motive +15, Spot +5; Speak Common, Speak Undercommon, Speak Gnome; Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Craft Wondrous Item.

*Spell-like Abilities:* 1/day-blindness/deafness, blur, disguise self. Caster level 7<sup>th</sup>, save DC = 12 + spell level.

*Spells Prepared:* (6/6+1/4+1/3+1/2+1; save DC = 15 + spell level; enchantment (compulsion) DC = 17 + spell level.) 0- *detect magic* (2), *resistance* (2), *detect poison* (2); 1<sup>st</sup>- *bane*, *bless*, *cause fear* (3), *lesser confusion*\*, *protection from law*; 2<sup>nd</sup>- *hold person* (3), *touch of madness*\*, *enthrall*; 3<sup>rd</sup>- *anarchic storm*\*, *blindness/deafness* (2), *magic circle against law*\*, 4<sup>th</sup>- *confusion*\*, *freedom of movement*, *wrack*. (Domains: Chaos +1 caster level to chaos spells; Madness\* 1/day adds one to any wisdom based skill check or will save.)

*Nondetection (Su):* continuous nondetection as per spell. Caster level 7th.

*Possessions:* +1 *breastplate*, +1 *heavy wooden shield*, silver unholy symbols of Urdlen (2), morningstar, tanglefoot bag, flasks of alchemist's fire (4), *potion of cure serious wounds*, *ring of protection* +1, *periapt of wisdom* +2, small book: *How to Avoid Area Based Magic by Tenser*.

\* see Appendix 2: New Rules Items

**Goblin Leader:** small humanoid (goblinoid) Ftr7; CR 7; HD 7d10+7; hp 53; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17 (+1 size, +4 Dex, +5 +1 *chain shirt*, +1 buckler); Base Atk +7; Grp +3; Atk +8 melee (1d6, morning star) or +14 ranged (1d4+3+1d6 electricity, shortbow with +1 *shock arrow*) or +10 ranged (1d4+3+1d6 electricity, shortbow with +1 *shock arrow*, Manyshot 2 arrows) or +13 ranged (1d4+2, shortbow) or +9 ranged (1d4+2, shortbow, Manyshot 2 arrows) or +12 ranged touch (1d6, alchemist's fire); Full Atk +8/+3 melee (1d6, morningstar) or +12/+12/+7 ranged (1d4+3+1d6 electricity, shortbow with +1 *shock arrow*) or +11/+11/+6 ranged (1d4+2, shortbow) or +12 ranged touch (1d6, alchemist fire); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +6, Will +2; Str 10, Dex 19, Con 12, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Hide +9, Listen +1, Move Silently +9, Ride +8, Spot +1, Speak Goblin; Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

*Possessions:* +1 *chain shirt*, buckler, morningstar, shortbows (2), arrows (20), +1 *shock arrows* (35), flasks of alchemist fire (2).

**Goblins (3):** small humanoid (goblinoid) War2/Ftr2; CR 2; HD 2d8+2d10+12; hp 37; Init +1; Spd 20 ft.; AC 19, touch 14, flat-footed 16 (+1 size, +3 Dex, +4 chain shirt, +1 buckler); Base Atk +4; Grp +1; Atk +7 melee (1d6+1/19-20, masterwork longsword) or +10 ranged (1d6+1, masterwork mighty composite longbow (+1 STR)) or +8 ranged touch (1d6, alchemist fire); Full Atk +8 melee (1d6+2/19-20, longsword) or +9 ranged (1d6+1, masterwork mighty composite longbow (+1 STR)) or +8 ranged touch (1d6, alchemist fire); SQ Darkvision 60 ft.; AL NE; SV Fort +9, Ref +3, Will +0; Str 12, Dex 16, Con 16, Int 10, Wis 10, Cha 6.

*Skills and Feats:* Hide +5, Listen +1, Move Silently +5, Ride +7, Spot +1, Speak Goblin; Point Blank Shot, Rapid Shot, Precise Shot, Weapon Focus (longbow).

*Possessions:* chain shirt, buckler, masterwork longsword, masterwork mighty composite longbow (+1 STR), arrows (20), alchemist's fire (4), *potion of cure light wounds*.

## Sun Lenses

### *Sandstorm*

This item, made of thin slabs of mica or volcanic glass affixed to curved frames can protect your eyes from being dazzled by bright light, such as glare (see page 18). If you are already dazzled when you don the lenses, you are treated as if you had entered an area of shade; you recover from the dazzled condition 1 hour if you continue to wear the lenses. (10 gp, Weight 0 lb).

## Earthsilk Rope

### *Races of Stone*

In addition to being used for clothing, earthsilk fibers can be woven together to form a strong, thin rope that finds common use in many dwarf cities. Earthsilk rope feels similar to silk ropes made in the surface world but is roughly twice as thick, putting it between silk and hempen ropes in bulk and ease of use. It is stronger even than silk rope, however and can bear heavier loads without breaking. Earthsilk rope has hardness 1, 10 hit points, and can be burst with a DC 26 Strength check. (12 gp, Weight 7 lb).

## Blasting Pellets

### *Races of Stone*

Blasting pellets look like ball bearings or stones and come in bags. One bag of these alchemical items is enough to cover a 5-foot square. During each round when a creature moves through an area covered in blasting pellets (or fights while standing in such an area), it must make a successful DC 15 Reflex saving throw to avoid breaking one. Breaking one pellet sets off a chain reaction among the others, and they all explode loudly, dealing 1d6 points of sonic damage to the creature in the square. Spreading a bag of pellets over a wider area or throwing the bag at a target has no substantial effect. Gnomes use blasting pellets mainly as an alarm system, hiding the pellets under leaves or among other stones and gravel. (50 gp, Weight 2 lb).

## Exploding Spike

### *Miniatures Handbook*

Warm to the touch, this red spike pulses with stored energy. The spike does nothing until it is planted firmly in the ground (a standard action). One round later, the spike becomes invisible. Any creature that thereafter comes within 10 feet of the spike causes it to explode in a fireball that deals 10d6 points of fire

# Appendix 2— New Rules Items

damage (Reflex DC 14 half) to every creature within 20 feet of the spike. This blast destroys the spike.

## Orc Blooded

The following feat is from *Dragon Magazine* #319.

Somewhere in the shadowy boughs of your extended family tree is an orc. The creature's influence on your heritage isn't enough to make you a half-orc, but it is enough to give you slightly porcine features, chronic bad breath, and a nasty temperament.

**Benefit:** You gain Darkvision up to 30 feet. Barbarian is considered your favored class. You are NOT considered an orc for effects related to race.

**Special:** You may only select this feat at first level.

## Shock Trooper [Tactical]

### *Complete Warrior*

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

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

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

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

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

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

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

## Starmetal

### *Complete Arcane*

This superior alloy is made from meteoric iron—specifically, ore refined from meteors that fall during the rare appearances of the comet Alhazarde. Starmetal is extraordinarily hard, and is equal to adamantite for all purposes (see page 283 of the *Dungeons Masters Guide*), including overcoming damage reduction or granting damage reduction when used in armor construction. Starmetal also possesses an inherent magical connection to the Material Plane, meaning that weapons made of the alloy are especially effective against creatures from other planes. Weapons made of starmetal deal an extra 1d6 points of damage to any extraplanar creatures while they are on the Material Plane. Creating a weapon from starmetal costs 5000 gp more than creating a similar weapon of steel. Creating armor from starmetal has the same costs as armor created from adamantite.

## Thrum Worm

*Races of Stone*, p190

Medium Magical Beast

**Hit Dice:** 2d10+4 (15 hp)

**Initiative:** +1

**Speed:** 20 ft., burrow (20 ft.)

**AC:** 14 (+1 Dex, +3 Natural), touch 11, flat-footed 13

**Base Attack/Grapple:** +2/+3

**Attack:** bite +3 melee or sonic ray +3 ranged touch

**Full Attack:** bite +3 melee or sonic ray +3 ranged touch

**Damage:** bite 1d4 +1, or sonic ray 1d8

**Face/Reach:** 5 ft./5 ft.

**Special Attacks:** sonic ray

**Special Qualities:** Darkvision 60 ft., low-light vision, trainable, tremorsense 60 ft.

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

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

**Skills:** Hide +3, Listen +3, Move Silent +3

**Feats:** Blind-Fight

**Climate/Terrain:** Underground

**Organization:** Solitary or pair

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always Neutral

**Advancement:** 3-4 HD (Medium); 5-6 HD (Large)

This thick, wormlike creature is longer than an adult human is tall. Its head rears up as if it intends to strike, but then its teeth retract.

Thrum worms are unusual, slow-moving worms often used by specialized gnome cavalry. The gnomes take advantage of the worms' burrowing abilities in several ways. In times of peace, they use their unique mounts to find ore and mineral deposits, and in times of war, they burrow behind enemy lines and infiltrate enemy encampments.

Thrum worms grow to around 8-10 feet long and weigh up to 200 pounds when fully grown. They have dry, rubbery, orange-brown hides and smell of soil. A thrum worm's mouth has two rows of very small teeth that it can tuck inside its mouth when shooting its sonic ray.

## Combat

Thrum worms generally avoid combat when they can. When forced to fight by a burrowing predator or when directed to fight by a rider or handler, the thrum worm relies on its sonic ray as its primary attack form.

**Sonic Ray (Su):** A thrum worm can fire this ray once per round from its mouth, with a range of 30 feet and no range increments.

**Trainable (EX):** A thrum worm is easier to train and handle than most other magical beasts. Handle Animal checks made to train or handle a thrum worm are not increased by 5. Gnomes receive a +2 circumstance bonus on all Handle Animal checks made to train or handle a thrum worm.

## Training a Thrum Worm

A thrum worm can be trained with the use of the Handle Animal skill. Riding a thrum worm requires an exotic saddle or a specialized burrowers saddle (see page 159 *Races of Stone*). A thrum worm larva costs 1500 gp on the pet market and a young worm sells for 2500 gp. Trainers charge 125 gp to train a thrum worm.

**Carrying Capacity:** Although they are not quadrupeds, thrum worms are capable of carrying heavier loads than most creature with a similar Strength. A light load for a thrum worm is up to 75 pounds; a medium load, 76-150 pounds; and a heavy load, 151-225 pounds. A thrum worm can drag 1125 pounds.

## Madness Domain

*Spell Compendium*, p 276

**Granted Power (Su):** You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

## Madness Domain Spells

**1 Confusion, Lesser:** One creature acts randomly for 1 round.

**2 Touch of Madness:** Dazes one creature for 1 round/level.

**3 Rage:** Subjects gain +2 Str and Con, +1 on Will saves, -2 to AC.

**4 Confusion:** Make subject behave oddly for 1 round/level.

**5 Bolts of Bedevilment:** One ray/round, dazes 1d3 rounds.

**6 Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.

**7 Insanity:** Subject suffers continuous *confusion*.

**8 Maddening Scream:** Subject has -4 AC, no shield, Reflex save on 20 only.

**9 Weird:** As *phantasmal killer*, but affects all within 30 ft.

### ***Anarchic Storm***

*Spell Compendium*

Conjuration (Creation) [Chaotic, Water]

**Level:** Cleric 3

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Area:** Cylinder (20-ft. radius, 20 ft. high)

**Duration:** 1 round/ level (D)

**Saving Throw:** None

**Spell Resistance:** No

The downpour created by this spell fall in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks. It also applies a -4 penalty on ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames

and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages lawful creatures, dealing 2d6 points of damage per round (lawful outsiders take double damage). In addition, each round, a bolt of lightning strikes a randomly selected lawful outsider within the spell's area, dealing 5d6 points of electricity damage. After the spell's duration expires, the water disappears.

*Material Component:* A flask of anarchic water.

### ***Touch of Madness***

*Spell Compendium*

Enchantment (Mind-Affecting)

**Level:** Madness 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Duration:** 1 round/ level

**Saving Throw:** Will Negates

**Spell Resistance:** Yes

You can cause one living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its minds is clouded and it takes no actions for 1 round per caster level.

### ***Wrack***

*Spell Compendium*

Necromancy (Evil)

**Level:** Cleric 4, Sorcerer/Wizard 5

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** one creature

**Duration:** 1 round/ level +3d10 minutes

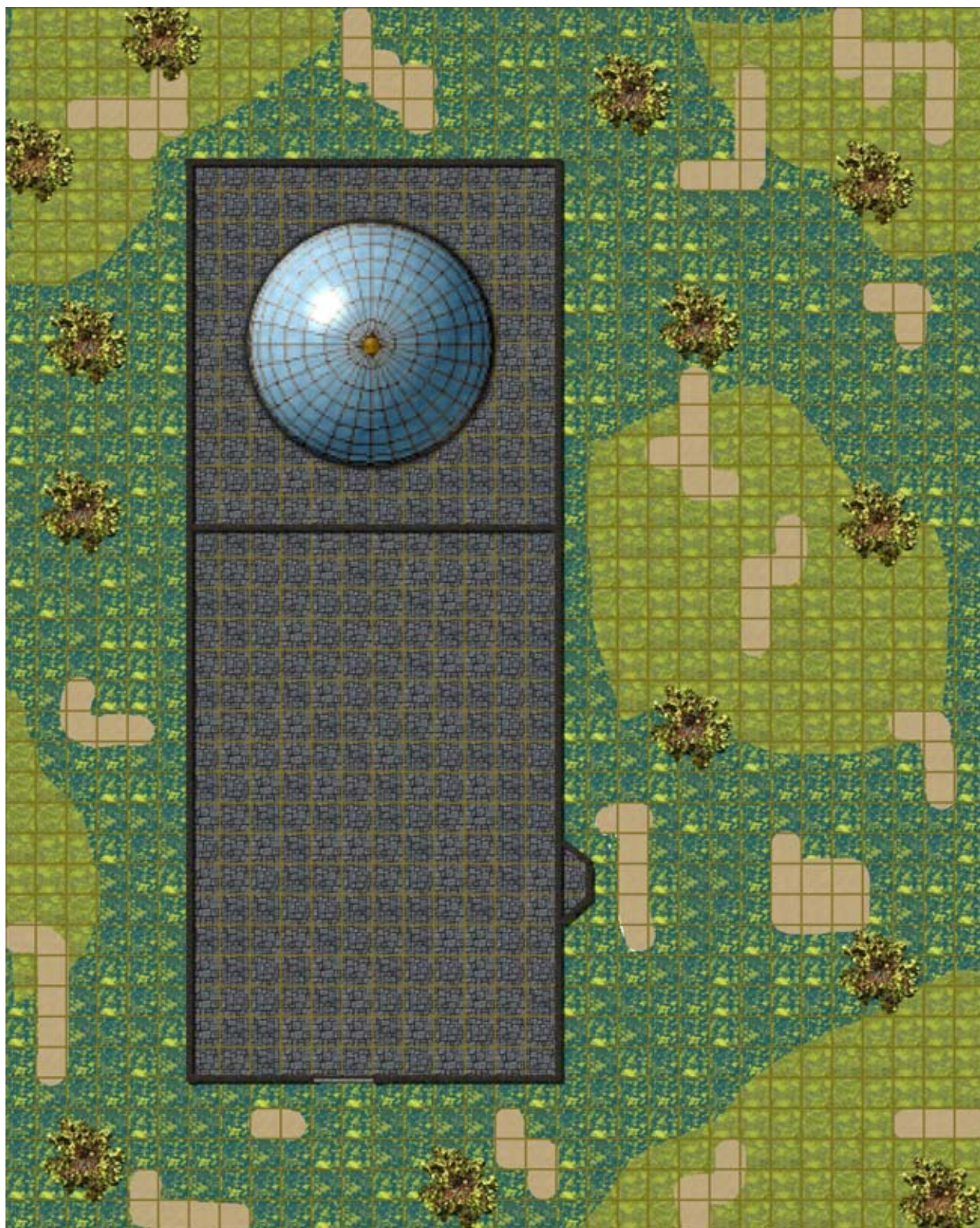
**Saving Throw:** Fort Negates

**Spell Resistance:** Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

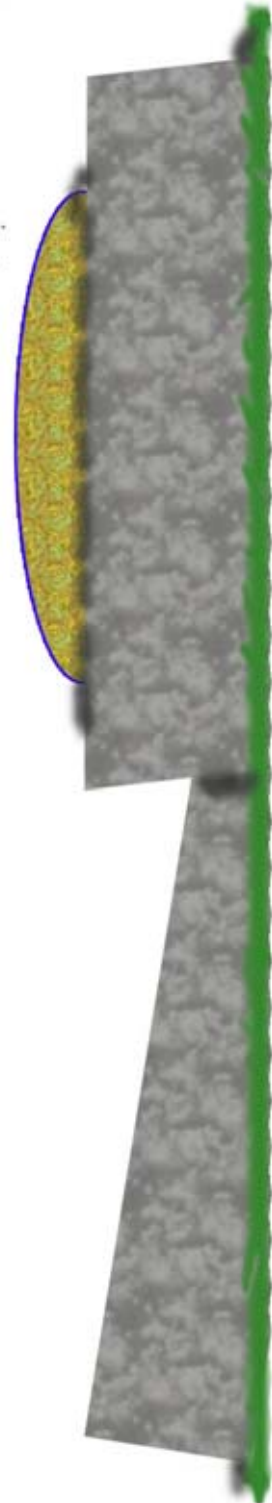
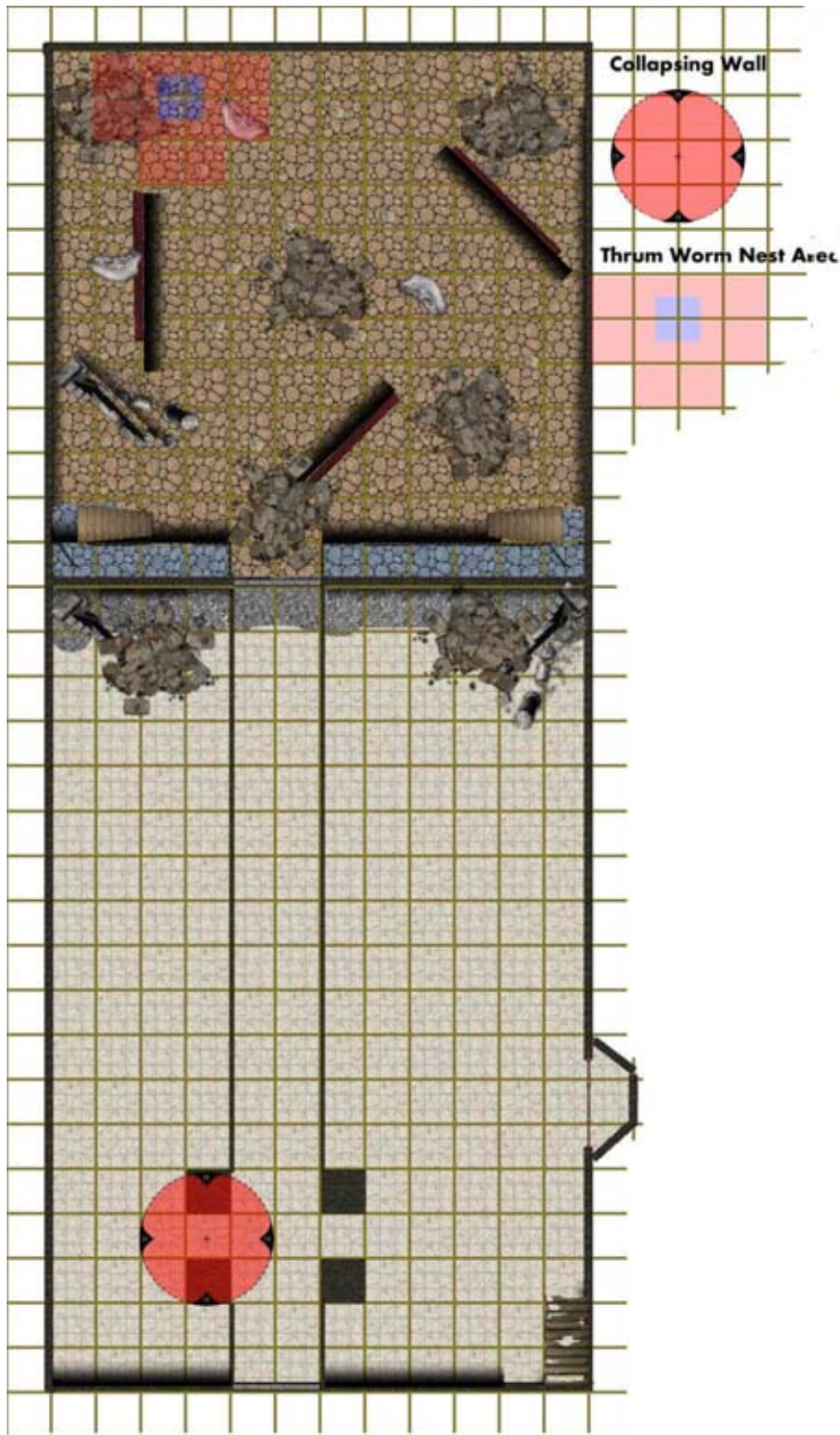


## DM Map 1



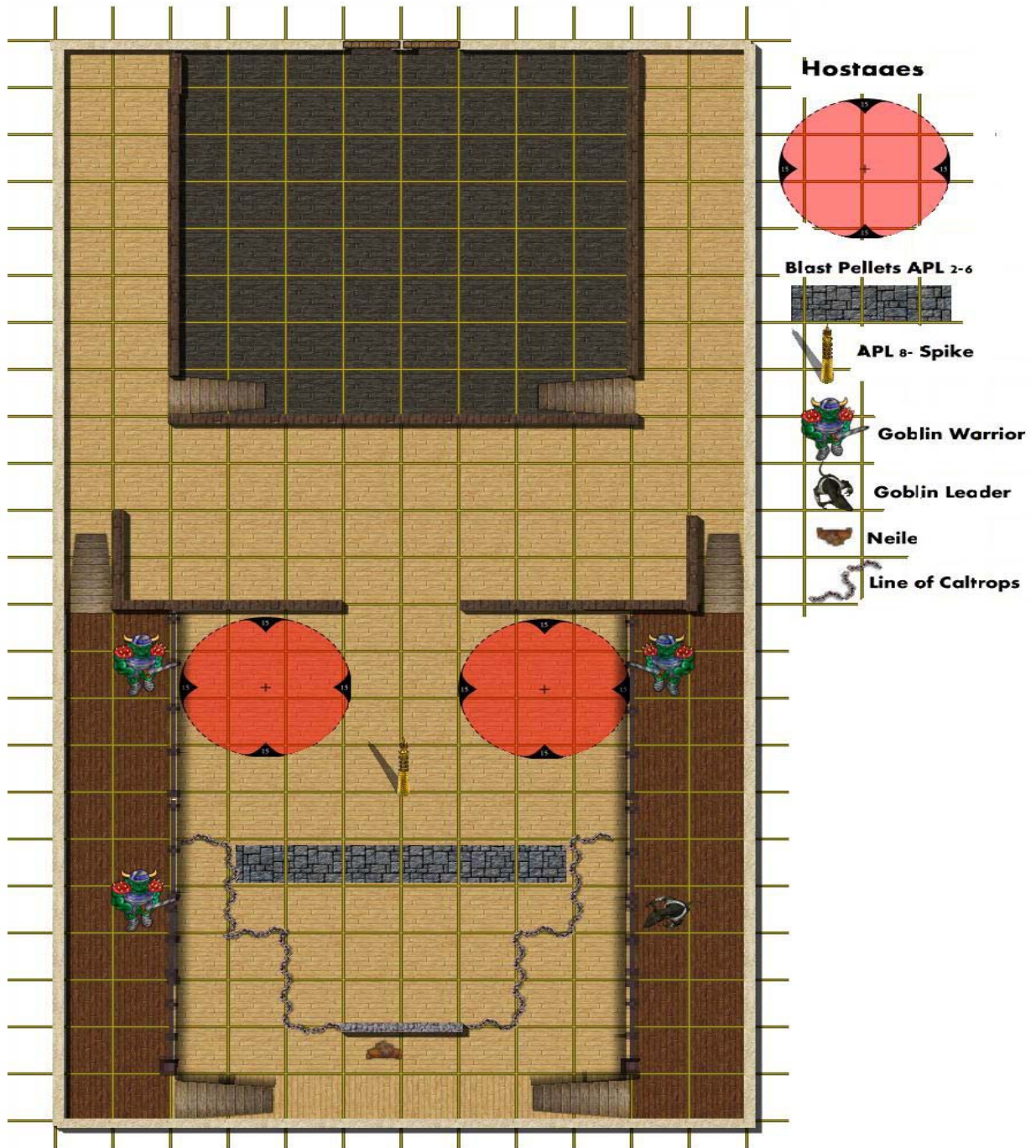


## DM Map 2



Side View of the Temple

## DM Map 3





## Player Handout 1—Journal of Ekin bint Ekmel al Cheshra

Coldeven 12, 3200- *What a fool I am. Coming here alone and ill prepared for such an expedition. My lust for knowledge into the truth of the decimation is now my undoing. While I search the temple for clues, Istus apparently was watching my action too. Now here I lie, my body broken by the temple's weakness. I will try to transcribe all that I know should someone find my remains. Please take my bones to the hospice in Ceshra for the proper rites of burial.*

*The gods rained down a storm of rock upon this temple. The relentless attack finally tore the temple in half. Yet the holy ones were not satiated and they tore the very land anew and changed the flow of the Tusman River. The might of the river destroyed the very foundation of this weakened temple and it inevitable folded in on itself.*

*Coldeven ?? 3200I had to bury several skeletal remains in the south of the room. This task was very daunting but I felt that it was necessary. I hope that someone will give myself and the others a proper burial.*

*Coldeven? The life slowly drains from me. It is hard to write the words. I hope that word reaches my father of my fate. Please tell him that my life's regret is that I will not be married and give him an heir that he so desperately seeks. May the gods smile upon him. I hope he*

## Player Handout 2—Nasser's Tale

*I suppose you wish to know why I solicited your aid, my good friends. My name is Nasser ibn Moura al Ceshra. My uncle is someone of great wealth and privilege. My Uncle plagues me this day with his greed and treachery. My Uncle's latest evil was to steal the wealth away from the hospice in Ceshra. As I was indentured to him for paying off my sin, I felt that I had no choice in this conscription. Unfortunately I took an ill like to the situation when a gnome, whom I am familiar with, took my fellow brothers and sisters hostage at the hospice. I knew at once that my Uncle was behind the hostile act. If I do not intervene he will kill them all. I would sooner die than have my sins affect so many innocent. What more I can tell you is that the gnome responsible for this is using the hostages as leverage to obtain the temple's wealth. His name is Neile and he can be reasoned with if an easy profit can be obtained. My uncle, though, is Bey Zihni. He is renowned for his belief in the Four Feet of the Dragon. He will not quell so easily. He is a man of great power and respect in the community. The people in the temple must be saved promptly. Otherwise, my uncle will have them slaughtered to protect the illusion of his virtue. I also know that my uncle was willing to kill Neile himself in hopes to keep the fortune for himself. I have no proof other than my word, but the only thing I have left to gain from all this is redemption for my involvement. If you have the ore, we must go to the temple of the Lady and free those families. Will you help me?*

### Player Handout 3–The note

When my men come to the hospice help them kill the gnome. Bring me the treasure and I will make sure that you get more than your every wish is met. Betray me and your entire lineage will be killed after enjoying some goblin stew made from your corpse.

*H*



## Players Handout Four: Meta–Org Missions

<p style="text-align: center;"><u><b>Worshipper of Zuoken</b></u></p> <p>As you prepare to leave Ceshra a man who introduces himself as Ekmel ibn Aklar al Chesra approaches you. <i>“Word has reached me that you are going to the sunken temple of Zuoken. My daughter went there seeking knowledge of i’s demise. If you find any information about her, please inform me as soon as possible.”</i> He gives you a brief description of her. She was a priestess of Zuoken.</p> <p><b>Task:</b> Find out any information on Ekin bint Ekmel and inform her father of her fate as soon as you can.</p>	<p style="text-align: center;"><u><b>Worshipper of Zuoken</b></u></p> <p>As you prepare to leave Ceshra a man who introduces himself as Ekmel ibn Aklar al Chesra approaches you. <i>“Word has reached me that you are going to the sunken temple of Zuoken. My daughter went there seeking knowledge of its demise. If you find any information about her, please inform me as soon as possible.”</i> He gives you a brief description of her. She was a priestess of Zuoken.</p> <p><b>Task:</b> Find out any information on Ekin bint Ekmel and inform her father of her fate as soon as you can.</p>
<p style="text-align: center;"><u><b>Order of Kwalish</b></u></p> <p>A member of the order approaches you before you leave the marketplace: Brother, you seek the temple of Zuoken. It is rumored to hold starmetal of <i>al-hazarde</i> . Bring the Order some sizeable samples and you will be greatly rewarded.</p> <p><b>Task:</b> Bring back a sizeable sample of star metal. Search the temple until it is found. Bring it to the order at your earliest convenience.</p>	<p style="text-align: center;"><u><b>Order of Kwalish</b></u></p> <p>A member of the order approaches you before you leave the marketplace: Brother, you seek the temple of Zuoken. It is rumored to hold starmetal of <i>al-hazarde</i> . Bring the Order some sizeable samples and you will be greatly rewarded.</p> <p><b>Task:</b> Bring back a sizeable sample of star metal. Search as the temple until it is found. Bring it to the order at your earliest convenience.</p>
<p style="text-align: center;"><u><b>Dusk Lash</b></u></p> <p>A note finds its way into your backpack. It reads “The ore is as important as the information on its owners. Bring us all the information and any ore you have to your contact in Ceshra. We also understand that a certain Bey may be involved in this affair. Remember: Information is more valuable than gold at times. Anything that we can use as “leverage” is worthy of notation.”</p> <p><b>Task:</b> Bring back a sample of ore and information on those that are in possession of it. Any information that can be used against Bey Zihni would be a bonus.</p>	<p style="text-align: center;"><u><b>Dusk Lash</b></u></p> <p>A note finds its way into your backpack. It reads “The ore is as important as the information on its owners. Bring us all the information and any ore you have to your contact in Ceshra. We also understand that a certain Bey may be involved in this affair. Remember: Information is more valuable than gold at times. Anything that we can use as “leverage” is worthy of notation.”</p> <p><b>Task:</b> Bring back a sample of ore and information on those that are in possession of it. Any information that can be used against Bey Zihni would be a bonus.</p>

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