

TUS5-05

Strife & Chaos

A One-Round D&D® LIVING GREYHAWK™

Tusmit Regional Adventure

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Edited by the Tusmit Triad

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Tensions in the nation are at an all time high. The churches of the Exalted and True Faiths are quarrelling amongst themselves. Tales and rumors of insane PCs being held against their will to divine the location of a powerful artifact. What better time for the Pasha to begin a war with the Elves of the Udgru? A Tusmit regional adventure for character levels 1 to 14 and Part 1 of The Ancient Foes Series. (APLs 2 to 12).

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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 GM to run this adventure if you are not the senior GM.

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, 2006.

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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 characters (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 GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round.

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

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

(bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

Ancient History

In the year BH1613 (CY-354) the foundling nation of Tusmit came to an agreement with the elven folk of the Udgru forest, and a treaty was signed between Solorain, the High Chieftain of the Udgru elves and Ulumar, the first Pasha of Tusmit. This treaty would provide for the mutual protection of both people, and would grant the Bakluni the rights to a small portion of the forest to do with as they wished.

In addition to the obvious benefits of mutual defense, it had two other significant benefits. Firstly, the Bakluni would be able to survive and grow now that they had powerful allies, and would not be seen as an easy target, allowing the nation of Tusmit to grow in strength and power. For the elves, they were granted the right to self-rule, but the tribes of the Udgru would be henceforth considered Citizens of Tusmit, and gain all of the benefits that that would bring. The Treaty of Ulumar stayed in place without contention for nearly 700 years.

In 346CY, when Ekbir invaded Tusmit and placed their own puppet Pasha in power, the new Pasha and his government agreed to honor the treaty. However the administration decided to take advantage of the wording of the treaty. Mutual defense was no longer a concern for the rulers of Tusmit, but the maximizing of access to resources was. The new Pasha and his advisors decided the treaty referred to the modern-day borders of the forest.

After but a few years, the nation of Tusmit relied heavily on the Sheikdom of Khalid for lumber to allow anything to happen, so they proceeded to place military installments to ensure that nothing could happen to such a lucrative industry. There were far too many wealthy Bakluni (including the Pasha, himself) for anything bad to happen.

This "legalized" theft of the forestland continued for the next two centuries. The elves of the Udgru Forest tried all manner of diplomatic approaches to try and

reason with the Pashas, but to no avail. When this failed, the elves tried an approach that befit their habits more, and became aggressive towards anyone they felt was an intruder to their homeland. Aggression quickly turned to violence, but on a small scale – typically attacking lumberjacks who ventured too deep into the heart of the forest. The elves found themselves continually retreating northward to escape the oncoming hordes of humans.

With the ascension of Pasha Muammar Quaran, there was a renewed hope among the elves of the Udgru Forest that something might be done about their plight, but to date, the Pasha and his administration has ignored their pleas.

Recent History

Many among the elves, including King Khellorsorian, felt that an understanding might be reached through political and diplomatic means. Others amongst the tribes feel that the time is right for the elves to stand against the humans, and take back the land that the Bakluni have “stolen” from them. There is none with a voice louder than Elohir (wood elf slang word for *Shadow*), a rebel leader tolerated by King Khellorsorian, but mainly left to his own devices.

The rebels used tactics such as poisoning the water supplies and sabotaging the logging camps, or raiding villages. The more extreme rebels would go even further, stalking and eliminating the logging camps altogether.

In CY592, Elohir captured the crews of three barijahs (large Baklunish rafts used to travel up and down the rivers). He then devised a plot to have it look like the crews, hailing from the neighboring Sheikdom of Dihn, were attacked by residents of the Sheikdom of Khalid. (**TUS2-03** *Galda Coast*)

The crews were then brought deep into the heart of the Udgru Forest, and held there, but thanks to the efforts of brave adventurers, the prisoners were freed, and brought back to Blashikdur safely. (**TUS3-04** *Forest of Retribution*)

Angered by his previous failures, Elohir made a desperate attempt to draw attention to his cause. The most powerful wizards attached to his rebellion crafted mighty artifacts that would be able to cause much harm and damage to the city of Blashikdur. Flying in under the cover of powerful spells, the elven wizards were able to penetrate the protective barriers surrounding Blashikdur, and detonated their devices, burning down the University of Baklunish Arts, the

Great Library, and made a failed attempt at the Sheik's palace.

A group of brave adventurers traveled deep into the Udgru Forest in an attempt to forge a peace with the elves. After many hardships, and an attempt upon King Khellorsorian himself by some of Elohir's men, the PCs convinced the elven king of the need to a cessation of hostilities on both sides. The king listened to the adventurers, and agreed. Elohir was banished from the tribes, and a tentative peace was forged once again between the elves of the Udgru Forest and the Baklunish peoples of Tusmit (**TUS3-04** *Flames of War*).

As the snow began to fall at the end of CY594, the elves of the Udgru Forest sent an ultimatum to the nearby logging camps, telling them that they would no longer suffer intruders into their homeland, and that the Pasha had been abusing the Treaty of Ulumar. The loggers had 48 hours to vacate themselves, and then no-one uninvited would be allowed into the Udgru Forest from this day forward.

The Pasha, obviously angered by this, sent in a host of Tusmit Guards and adventurers into the Forest to quell this new rebellion. They met with a mighty force of elves, but the Tusman numbers were overwhelming. The elves were driven deep into the heart of the forest. A mighty battle raged, and as the warriors of the Udgru fought to save their homeland, the Tusman forces slaughtered those that stood in their way, including women and children.

A group of warriors broke through the elven defenses, and captured King Khellorsorian, but the elves held their ground against the rest of the Tusman forces, and save their homeland. Khellorsorian was brought before his Exalted Splendor. The Pasha declared Khellorsorian a traitor to the nation, and had him executed. (*Interactive at Prexmascon 2004*).

Angered by what they referred to as the murder of their leader, the elves have tried to regroup their forces. Many have been killed, and those that survived fled deep into the older parts of the forest. Elohir was crowned as the new king, although many elves secretly hope he won't lead them down the path of war. They have set up new defenses, but it may not be enough.

A Demon in silk clothing

For just over a century, the succubus known as Galastard has been tempting greedy mortals into causing strife and chaos throughout the land, and in the process, has destroyed the lives of countless. She

has been able to do this for so long because a beautiful woman can easily manipulate mortal men.

This particular succubus has been able to escape the notice of many of the more powerful demons by confining her torments within the confines of the Baklunish West. But her more recent actions came to the attention of some powerful demons of the Abyss who enlisted her aid.

Twenty-two years ago, a young man entered the ranks of the Water Watchers. His drive impressed his superiors, and he quickly moved up in the ranks. This drive attracted the attention of a few others, and in particular the gleaming eyes of Galastard.

From the time he was a young boy, Saeed Kazarai had a dread fear of the Elves and of the Udgru Forest, the same fear that most children growing up in Blashikdur shared. The young Kazarai hated himself for being scared, and instead turned his fear into hatred, and he found that in doing so, what he feared the most was giving him strength.

Coming from a well-to-do family (his family owning and operating one of the largest and best known weapons shops in all of Tusmit), Kazarai found himself in a position to share his views about the elves with countless others. He was far from shy about his opinions, even to the occasional elf who would wander into Blashikdur. While he was never violent, he was indeed very vocal with his comments, and would even go out of his way to make sure that the elves knew that he did not want them around.

Under the guise of his Baklunish wife, Galastard has been able to access much of the sensitive material the Water Watchers have collected in the past few years. She has also been able to keep fanning the flames of his hatred towards the elves. The latter was accomplished by telling Kazarai stories about the atrocities that her family went through at the hands of the bloodthirsty savages from the Udgru.

As Saeed Kazarai gained power and prominence in the ranks of the Water Watchers, his family wealth continued to grow as well. This was due, in no small part, to having his family make all of the weapons for the Water Watchers in the northern sheikdoms – another suggestion from his loving wife. She found this was an easy way to keep his lust for power and greed at the highest levels, making it easier for her to tempt him.

When he finally reached the rank of Liwa' (Commodore) in the Water Watchers, his family had been furnishing all of the weapons for, not only the

Water Watchers, but for all of the military units in the north sheikdoms, with the exception of the elven units, for which Kazarai refused to supply weapons.

With greed, power and hatred all working in her favor, Galastard was finally able to begin her plans of destroying this human in a top military position, and get him to start a war that would kill thousands of both humans and elves.

A Prelude to war

Now that the succubus has her players fully set to begin her little game, the focus of the forces of evil have begun to shift their attention to the Baklunish West. Galastard has begun using her *energy drain* ability on Kazarai, and it is keeping him physically weak, but mentally, raging with hatred.

For the past two and a half years, the orders given by Kazarai al-Liwa' have been rather erratic. What started as a few inconsistencies, such as denying transport to members of the Gurtha'Cu or the Ahk'Faern (two of the elven units in the Tusmit military) on the Water Watchers' barijahs, has grown into orders that are much more incomprehensible. Kazarai's anger towards the elves has grown to dangerous levels and he has begun to give orders that may not follow either the Four Feet of the Dragon, moral foundation of all Bakluni, or even the laws of Tusmit. The orders he is issuing could bring about the slaughter of the elves of the Udgru, and would allow citizens of Tusmit to be murdered – orders that are not only immoral, but also illegal.

His behavior has not yet sown any doubts in the minds of his fellow Water Watchers. Many of them share Kazarai's views, while the others simply obey the orders of what they perceived as an able commander.

Now that the Pasha has executed King Khellorsorian and Elohir is leading the elves of the Udgru, Galastard feels that it is the perfect time for her to begin the final stages of her plan. She has received word from her superiors that she is to use her control of Kazarai to start the war that will bring strife and chaos to Tusmit.

Tusmit Loyalists

Throughout the adventure, the following groups or people should be considered loyal to Muammar Quaran, the Pasha of Tusmit.

- The Water Watchers
- The Tusman Army

Tusmit Rebels

Throughout the adventure, the following groups or people should be considered rebels supporters.

- The Udgru elves
- The half-drow
- Galastard / Kal'li-Andra
- The Church of Pelor

Indifferent

Throughout the adventure, the following people should be considered neutral.

- The Church of Al'Akbar
- The Church of Geshtai
- The Gurtha'Cu and Ahk'Faern
- Everyone else

Prejudices in Tusmit

Disclaimer: Paranoia, racism and prejudice are major themes in this adventure. We, the author and the Tusmit triad, do not condone or endorse such behavior.

During the course of the adventure, the PCs will be confronted to direct racism and prejudices against the elves. Most people in Blashikdur or Tusmit do not share the Liwa" radical point of view, but few dare talk against him. Most Water Watchers met during this adventure share Kazarai' point of view and are extremely prejudiced against elves.

More than a few citizens and some of the other army units have a fear of the elves or view them with suspicion for their previous attacks on Tusmit, but the mercantile nature of most Tasmans quickly dissipates any long-lasting prejudices. Tusmit is not known as a land of prejudice. Commerce, diplomacy and money don't go well with bigotry and hatred.

Members of other military units follow orders, even if they don't agree with them. Honor is one of the Four Feet of the Dragon.

Editor's note: Throughout the adventure, the text refers to "elf" but prejudices also include half-elves. Any negative (or positive) reaction the PCs may get from elves also applies to half-elves. Elves and half-elves from any origin may suffer from prejudices.

Adventure Summary

Introduction The PCs are contacted by Professor Assad and asked to come to Blashikdur.

Encounter 1 – Danger on the Horizon Arriving in Blashikdur, the PCs witness an elven prisoner being pursued by Tusman soldiers. They have a chance to "save her" and learn a lot.

Encounter 2 – Welcome to Blashikdur The PCs enter Blashikdur and are explained the special provisions of the martial law currently in effect.

Encounter 3 – Out and About The PCs have a chance to meet a number of local personalities, hoping to discover what is going on.

Encounter 4 – Great Day for a Parade The PCs receive a letter to meet Kazarai's wife. They are attacked during the parade.

Encounter 5 – FIRE! FIRE! FIRE! The PCs' inn is burned down by some of Galastard's allies. The PCs fight some demons.

Encounter 6 – Goodbye, my Friends The PCs track Galastard's allies to a warehouse. The half-drow prepares an ambush on them.

Encounter 7 – A Man's Soul The PCs may have a chance to speak to Kazarai before he is taken to the Abyss.

Conclusion: The Sheik recalls the martial law

Introduction

The PCs receive a letter from Professor Assad of Blashikdur. PCs who have the Lasse ten'Sha'Quessir (from **TUS3-04 *Flames of War***) receive **Player Handout A – Professor Assad to his friends**. Other PCs get Player Handout B – A Note from Professor Assad. Allow them a chance to read it. Then head to

Encounter 1 – Danger on the Horizon

Encounter 1 – Danger on the Horizon

Read or paraphrase.

Summer has been pretty miserable. Rain and fog seems to try and cover Tusmit. This morning however, things are looking up. The cloud cover seems to want to break.

You have little time to consider the future of the weather as a woman's scream echoes in the still morning air. Looking around, you can see a wild-looking woman wearing rags being chased by a group of Tusman soldiers.

Soldiers from every military unit in Blashikdur are under the command of Kazarai al-Liwa'. The Sheik approves every order given by the Liwa'. And the Liwa' has issued a law that any Elf found guilty of breaking any law in Blashikdur, the Sheikdoms of Khalid or Malimar should be put to death.

During the "arrest" period, the military may use whatever force they deem "necessary" to bring in their captive. Many elves have been brought in badly beaten and unable to defend their cases and have been put to death for no reason at all, other than being elves. Most citizens of Tusmit find the method revolting, but turn a blind eye to what the law is doing. They fear the paranoia may turn against them, and thus stay away from the army and keep silent.

The group chasing Nothrandar is a little overzealous, and is toying with their captive before they bring her in. The guards have already cornered the woman when the PCs see them. Her movements are clumsy and uncoordinated. She has already taken a lot of damage at the hands of the Guards, and is on the verge of collapsing. She has cuts and bruises all over her body. But the worse damage of all seems to be from malnutrition (Heal check [DC 10]).

One of the guards leaves the woman and challenges the PCs, telling them to go away, that they are following orders. The guards are on the side of the law, and defend their right to treat their prisoner in this fashion.

Should any PC attacks a guard, the guard files an official report, and has the PC imprisoned. If the PCs kill any of the guards, a report is also made and a death

warrant is signed for the PCs. Refer to **Appendix 3: The Law in Northern Tusmit**.

The PCs need to find a non-hostile way of calming the guards enough so that they may speak with Nothrandar if they wish.

If there are members of a non-elfen unit of the Tusman army, they can try to pull rank and order the guards to deliver the woman into their care. Similarly, members of the Tusman Church of Al'Akbar can order the guards away.

The PCs can either try to Bluff or make a Diplomacy check [DC15 +APL] to convince the guards to release the woman into their care. There are a number of circumstance modifiers to the PCs' check that can come into play here.

- Every elf in the party -2 each
- No elf in the party +5
- Speak of helping the elves -10
- Speak of hurting the elves +10

Once the PCs have managed to get a chance to speak with Nothrandar alone, she is extremely nervous around them, and needs to be calmed down. Her mind and body have suffered much, and she is unable to trust anyone that is not of her tribe.

All APLs

♣**Nothrandar**: Female Wood Elf Sor4; hp 13 (currently down to 1); see Appendix 1.

♣**Tusmit Guard (6)**: Male Human Ftr2; hp 20 each; see Appendix 1.

Nothrandar has escaped from her prison cell a few months back, but with all of the work going on in the city, she has been unable to run off into the forest. She fears for her life, and is very weak. She does not have the wild attitude and anger from the first time the PCs may have met her (**TUS2-03 Galda Coast**, **TUS2-04 Forest of Retribution** or **TUS3-04 Flames of War**). Her captivity and lack of proper nourishment have driven her slightly mad.

A few hours ago, she took her chance, and ran off from her hiding place. Unfortunately, with the increased military presence in the area, she was spotted.

She is indifferent towards elves and half-elves, and is actually friendly towards those who are Udgru elves. Otherwise, her attitude is unfriendly, but she is not a physical threat. She needs to be made at least friendly

before she begins to talk. Refer to the *Dungeon Master's Guide* for the DC.

Again, there are certain modifiers that can help or hurt the party here.

- Every elf in the party +2 each
- Wearing the Lasse ten'Sha'Quessir +5
- Healing her +10
- No elf in the party -5
- Speaking of helping the elves +10
- Speaking of hurting the elves -20

Once Nothrande has been assured that she is safe, continue with the following.

Before you sits what must have once been a beautiful elven maiden. Her once beautiful long golden locks are knotted and caked with grime and refuse. Her eyes have lost the gleam that they once held, and her left eye is swollen shut.

Her clothes are ripped and tattered, and are barely able to hide the wounds that were inflicted upon her. The cuts are very old, but there are indeed a few fresh cuts and bruises. She is weak, and looks almost skeletal.

Once they have earned her trust, she answers their questions. She answers in the common tongue, albeit a broken common. If there are any elves or half-elves, she answers to them in elven. This is not meant to be disrespectful, but she trusts the elves far more, and after her ordeal, she needs some security.

Since she has been kept prisoner for so long (3 years), she does not know of the death of King Khellersorian, the destruction of so many elven lives, nor of the fact that Elohir is the new King. She is shocked and dismayed at the death of Khellersorian, and grows anxious to return to the forest and find out what has happened.

- **Who are you?** My name is Nothrande. I am of the Udgru Forest.
- **What happened to you?** I have been held prisoner by the "Toos-man" for the past three years. They have tortured and starved me. All the while, they tried to steal secrets from my mind, secrets they thought could help them hurt king Khellersorian or Elohir, but I held strong.
- **How did you escape?** During the attacks on the city a year ago, the foundation of the wall was broken, but I was unable to make my escape then.

It took me another ten moons to finally dig a big enough hole to make my way out.

Once I made my escape from the prison, I was weak. I have been trying to get out of the city for two moons now, but with so many "Toos-man" moving about, it was difficult.

I gave up hope, and just tried to run this morning, and thanks to you, I am now free. By Corellon's grace may your path be easy.

- **What do you know of Elohir?** He is a leader, with many followers. He is a great man, one who will save our forest and our way of life from the Toos-man.
- **What do you know of the plans of Kazarai al-Liwa?** Since they forgot about me being there, I was able to listen too much of what the Toos-man spoke of.

He lies well. He wants to start a war so he can make money. He makes the weapons for his army, and how much more gold would he make if he started a war with my kin? He is a greedy liar who deserves the blade of the Seldarine (elven PCs or those making a Knowledge (Religion) check [DC 15] know the "Seldarine" is the name of the sword Corellon used to take the eye from Gruumsh).

The wife of the Liwa' is a vile wench, who tells lies about our people. We are not the viscous, bloodthirsty monsters that she speaks of. She also speaks in a strange tongue when her husband is not around. The Toos-man leader is a coward, hiding behind his fear of the elves to start a war with us. He has told his soldiers to hunt and kill my kin, either for sport, or to give credence to his cowardice.

If any of the PCs ask about the strange language, Nothrande is not sure what it was. Galastard was speaking in Abyssal, but since Nothrande only speaks elven, draconic and common, it could be just about anything. This is just meant to be the PCs' first clue that there is something strange about the Liwa's wife. Nothrande cannot identify it for sure.

Once the PCs have finished questioning Nothrande, she wishes them well, and heads back to the forest.

If the PCs try and return her to the clutches of Kazarai al-Liwa', or any military installment in Blashikdur (including the church of Al'Akbar), she is executed as soon as she is turned over to the authorities. "Order of the sheik" is what they are told. Interfering with the execution may land the PCs in jail.

Encounter 2 – Welcome to Blashikdur

The PCs enter the City of Blashikdur just as the midday meal is about to be served. After finding an inn to drop their gear, stable their mounts, they go to make an appointment to see Kazarai al-Liwa’.

Blashikdur under Martial law

Because the city is under martial law, PCs not part of the army on active duty. Bows must be unstrung. To unbind a weapon is a standard action that does not provoke attacks of opportunity. Those who do not obey this order and are caught will be charged with minor disruption of the peace (even if the PCs haven’t done anything). A second offense means the confiscation of the weapon, 500gp in fines and 2 weeks (2 TU) in the mines. A third offense means the confiscation of the weapon, 500gp in fines and 3 months (12 TU) in the mines, to be carried out right away.

Any animals not found the *Player’s Handbook*, except horses, are not allowed into the city during this time of martial law – with NO exceptions. Kazarai al-Liwa’ has left explicit instructions to his men at the gate. Any normal animal of large size must be stabled (either as part of the cost of upkeep, or at a cost of 1 gp per day). Medium-sized and smaller animals can be kept alongside the PCs, but they must be muzzled and leashed. Familiars need not be leashed, but muzzled, UNLESS they are larger than small size. Larger familiars MUST be left in the care of the Guard (the guards know the difference between a familiar and an animal companion).

Wild animals must be left outside the gates of the city. There is no argument that will convince the guards to let them in. Because of the elves’ connection to nature, Kazarai al-Liwa’ has decreed that the wild animals are spies for them and must be left outside the city.

Blashikdur is not a place to laugh about the law, especially not at this time. **Impress this on the PCs.**

Entering Blashikdur

Read or paraphrase.

In search of adventure you have arrived at the northern city of Blashikdur. You are surprised to see the amount of work being made on the city walls. The most important city in the north seems to be preparing itself to sustain a siege.

The waterways that lie next to the city are as important as any other in Tusmit, and it is under the watchful eye of the Water Watchers. It is a source of revenue, as well as a military tool. The Udgru Forest and the rebellious Elves that live there are under the constant scrutiny of the Tusman army.

Squadrons of mounted Tusman guards ride along the column of people constantly looking closely at the crowd trying to enter the city.

Rumors spread that the Sheik has declared martial law and that military command has passed into the hands of the local head of the Water Watchers, Saeed Kazarai al-Liwa’. Apparently the elves of the Udgru are preparing a massive offensive against the city.

While elves are allowed inside the city, they are kept under strict observation and any mishap can get them executed. A special tax is being charged to those of elven blood upon entrance to Blashikdur. Someone tells you that once an elf tried to pass the city gates while invisible... The guards captured him and had him beheaded! Everyone recommends honesty and straight-forwardness with the guard. It seems most people don’t like what’s going on, but they don’t make a scene. Nevertheless, you see the occasional elf and half-elf entering the city, answering the guard before being charged a tax and then shown in.

Finally your turns come up to enter the city where the guard examines each of you.

With all of the problems that have been seen in the region in the past few years, a large military force is garrisoned in and around town.

The guards question the PCs about their business in the city. Rank counts little here, as the guards all received their orders from Kazarai al-Liwa’ (and have the paperwork to prove they can ask questions to anyone approaching the gates; this includes nobles, soldiers, foreigners, etc).

After taking in their names, the guard line up the PCs in a single file. Hand them **Player Handout C – Martial law in Blashikdur.**

The guards enforce the tax of 25gp on those who look suspicious (DM’s call) and elves. If any of the PCs make a disturbance, they are arrested, and charged with Disturbance of the peace. The fine of 25 gp (doubled for repeated offenses) and 1d10+2 Lashes. If the perpetrator is an elf or half-elf, they are taken into custody, and held for trial, found guilty of spying by

the Liwa' and executed (effectively taking them out of the adventure).

Use of magic, except in protective circumstances, is not tolerated. The fine for being caught is 50 gp / spell level plus 1d10 lashes per spell level. Only members of the army are allowed to use arcane magic in town. Members of organized churches in Tusmit are also allowed to perform magic as long as no one complains and that there is no damage. Members of churches not recognized in Tusmit are not allowed to use magic (note that Olidammara does NOT have a recognized church). If the two previous rules are obeyed, no local complains.

Once in Blashikdur

Once the PCs enter the city proper, read or paraphrase:

Many buildings have been rebuilt recently. The new Tusman architecture is evident here: minarets and onion domes sit atop the larger buildings while colorful mosaics paint patterns on the side of many structures. A huge granite statue of a lumberjack standing has been erected in the center of the town square. The plaque sitting next to the statue reads in both Baklunish and common. "For those who perished, we shall never forget."

Continue with **Encounter 3** – Out and About.

Encounter 3 – Out and About

Once the PCs have entered Blashikdur, they are free to go about their business. Military presence is high everywhere in town.

There is no given map of Blashikdur so run this encounter in a freeform format. Allow the PCs to go about their business, asking questions to whom they want, and in whatever order they want. Just remind them that they have no actual authority here, but allow them the freedom to investigate as they feel necessary.

This section does not cover every possibility of contacts the PCs may have. If what they propose makes sense to you, give it a fair chance of success.

Timeframe

On the first day, the PCs have time to visit or perform 4 actions. On the second day, they can do 6. On the morning of the parade, they get one final chance to see

someone. This means they do not have time to see everyone.

Goal of the investigation

The entire investigation should turn up a lot of information, but what the PCs get out of it should be the following:

- "Kazarai al-Liwa' is corrupt, greedy and prejudicial against the elves. Something seems to be wrong with the man".
- "The situation in Blashikdur is highly unusual and things aren't the way they should be. The martial law, and its application, is not done by-the-book".
- "His wife, while a beautiful woman... there is something not quite right with her, but nobody is sure what it is, everyone here is having a different theory".

Finding an inn

Not wanting to attract attention, most inns prefer not having elven patrons for the duration of the martial law. The cost to stay is increased for such PCs (but is still covered by adventurers' standard) Meals are terrible (to an elf's refined palate).

Once inside the PCs can store their gear, take a nap, or whatever they want. The PCs are free to wander around town.

Word on the Street

The PCs can ask around for what people are talking about on the streets. Have the PCs make a Gather Information check. If your party gets stuck, you can give them additional information or leads by adding more information. This section should get the PCs going and point them towards more information.

- DC 5 Blashikdur is under martial law, don't be out at night!
- DC 10 The Sheik gave power to Kazarai al-Liwa'. The Liwa' is now in charge of the city. (True)
- DC 12 The elves are planning a counterstrike and an assault on Blashikdur using creatures from the Udgru (False).
- DC 14 The Liwa' wife is the most beautiful woman in the entire West. Apparently, she has been blessed by Al'Akbar himself! (FALSE!!!)
- DC 15 The Mullahs no longer administer justice, which has led to more corruption (True).

- DC 16 The best place to find some scholars in town is the rebuilt University of Baklunish Heritage (True)
- DC 17 When my brother-in-law tried to see his mistress, he was caught by the guards and hasn't been seen since. (True, but is of no importance to the adventure).
- DC 18 The Faris in town are being kept out of the policing of the city, same for the Mullahs who no longer assist the patrol. (True)
- DC 20 The Church of Pelor has been petitioning the Sheik to stop the war preparation and to immediately send diplomats to speak with the elves. The Pelorites just want the elves to take over the north (The first part is true, the last part exaggerated).
- DC 22 There are many in the guard and militia who don't like the situation. (True)
- DC 24 The Water Watchers are readying for a full-scale invasion of the Udgru (True – they are preparing for such an eventuality)
- DC 25 Kazarai al-Liwa' is preparing to take power from the Sheik. (False)
- DC 26 Elven units of the army are preparing to back the elves. Their offices in Blashikdur recruit more elves to their cause (Not quite true)
- DC 28 Many half-elves have turned their back on Tusmit and have joined with Elohir and his rebels. (True)

Palace of Sheik Ed'our Bin Kan

With martial law in place, Sheik Ed'our Bin Kan has kept to his palace. He has grown to believe the stories of the elven atrocities and conspiracies Kazarai al-Liwa' has been telling him for years. The Sheik refuses to see anyone except the Pasha himself. The palace guards know nothing and tell the PCs to see the Liwa'.

Appointment with the Liwa'

When the PCs head to the water watchers' HQ to meet with the Liwa', read or paraphrase:

The ornate two-story building has seen some remodeling of late. The wooden facade has been reinforced with thicker beams made from Galda wood harvested from the Udgru. The golden onion dome topping the building has recently been polished, and now shines bright in the sun.

Stepping through the doorway, the front room is a model of efficiency. The Water Watcher officers are all busy with various tasks. A lone sandy-blonde wakeela raqeeba (water watcher sergeant) sits behind a large, mahogany desk that dominates the center of the room. Walking towards the large desk, she pays you little heed, as she concentrates on the many files cluttering up her desk. You can hear her mutter under her breath every few minutes "damned elves."

She continues with her paperwork until the PCs make their presence known.

☛ **Carolina al-Wakeela Raqeeba:** Female Human (Oeridian/Suel) Ftr4; LN.

Barely looking up, in a gruff voice, she speaks in your direction without looking at any of you. "Who are you, and what do you want?"

No matter what the PCs answer (or who they are), she takes their names and makes an appointment for them to see the Liwa' in a few hours.

She does not make this offer if the primary speaker is of elven blood. In fact, she refuses to speak to anyone of elven blood. If any elven PC makes a scene, they are immediately arrested and tried by Kazarai before being found guilty of spying and treason and subsequently executed. See **Appendix 3: The Law in Northern Tusmit**.

Once the appointment is made with a non-elven PC, she returns to her paperwork, and ignores the PCs. She does not answer questions, and ignores anyone who is not the Liwa'; making a scene gets a PC arrested for disturbing the peace. See **Appendix 3: The Law in Northern Tusmit**.

After what seems like an eternity of waiting, the door to the Liwa's' office opens slightly. The desk sergeant looks towards you, and without saying a word, nods towards the office door.

Opening the thick, ebony wood door, you can see the room inside is a complete shamble. There are maps and charts opened on top of every available surface. There are cobwebs in most of the corners, the windows are covered in filth, and the room has the odor of refuse.

Sitting behind the over-cluttered desk is none other than Kazarai al-Liwa'. The rich blue Liwa's' uniform is unmistakable, but it is stained and torn. The unkempt man sitting behind the desk looks up with you, his unshaven face is pale and his dark eyes appear sullen and tired.

Standing just behind him is a beautiful Baklunish woman, in her 20s. She has long, straight black hair and gleaming dark brown eyes. Her curvy figure is in stark contrast to the Liwa's' emaciated form. Turning towards the Liwa', she kisses him gently on the cheek and in a warm tone tells him "I shall wait outside while you conduct your business with these strangers."

With a graceful swaying of her hips from inside the beautiful, layered gown she is wearing, the young woman steps lightly out of the door you just came in and gently closing it behind her.

If there is anyone if elven blood in the party, add the following.

Looking upon [insert elven PC's name], the Liwa's' face contorts into a mask of hatred and anger. Jumping to his feet, his hands clenched into fists so tight his knuckles quickly drain of all color, Kazarai screams out.

"Get this traitorous savage out of my office before I have it thrown into a cell, and executed by morning!!!"

The Liwa' is adamant here. He refuses to speak in the presence of any elven PC. His own hatred of elves has been pushed to such paranoid extremes by Galastard that there is nothing the PCs can do to change his mind - elven PCs simply need to wait in the outer office.

Once the elven PCs have left, the Liwa' settles back down, or if there were no elves to begin with, continue with the following.

Kazarai al-Liwa' rubs his gnarled hands through his graying hair. His eyes are filled with a combination of fatigue and distrust, and it becomes clear that the man has not had a proper night's sleep in a long while.

In a voice that confirms his businesslike demeanor, he asks "So, what is it that I can do for you?"

The Liwa' listens to what the PCs have to say with mixed emotions. On the one hand, they are citizens, resident, PCs, friends and the blessed of Tusmit. He has worked with some of them before, and knows that they are only interested in the greater good of the nation. On the other hand, the powers of Galastard and the Abyss are difficult for anyone to fight.

♣ **Kazarai al-Liwa'**: Male Human Ftr9/Ari5; hp 95; see Appendix 1.

♣ **Galastard / Kal'li-Andra**: Female Succubus Sor8; hp 71; see Appendix 1.

If the PCs ask him questions, these are some of the likely answers he has for them:

What is going on here? "Those evil, pointed-eared murderers are trying to destroy the world. They have consistently broken the laws of our land, killed our people, supported rebels all across Tusmit and are trying to destroy us financially. We need to stop them before they bring their fiendish plots to fruition."

Why do the elves want to hurt us/you? "Who knows what goes through the minds of those savage beasts? Destroy them all and be done with it."

Why instate martial law? "I did it to keep us safe from those damned elves. They want us all dead, and this is the first step in their doom. I have many reports they are massing an army to launch and assault upon our beautiful city. And no, you can't see those reports."

Why are you in charge? There are other higher-ups in the army? "I am the only one who has been in Blashikdur for a time long enough to understand the problems. I am the one with the most experience of the savages."

Who put you in charge? "The Sheik of Malimar placed the future of the city in my hands."

How will you bring about their doom/stop them? "There are plans already in motion to build a great force that will wade into the forest, make our way past their devilish traps, and kill every last one of those demons. We need to do this before they try and attack us once more."

Why do people think there is something wrong with you? "Traitors are always afraid of the truth. The enemy wields powerful magic they use to corrupt the minds of the enemies of Tusmit."

What started all of this? "Those damned bloodthirsty savages have been causing problems in the region for the past three years and even longer if you look through the history books."

Can there be peace? "Only when every last one of them is dead! The blood of our men who died at their hands in the Udgru forest calls for revenge."

Who is the woman who just left? "That was Kal'li-Andra, my wife."

Does she ever help you make decisions? "She is the only person that I can trust."

What of Nothrandor/the elven prisoner? “I don’t know where it is, I believe it found a way to escape using vile magic. If you find it, bring it to my men so it can receive the fair justice for being a traitor and an enemy of the state.”

What do you get out of war/Do you want war so you can make money? “Tusmit is safe and we can all resume our lives the way they were before Elohir and his murderers showed up. With the death of every one of those beasts, I can finally raise my family in peace.”

What about the war/problems with the Ketites? “That is another matter. Had those damned elves not stolen the Cup and Talisman, the Baklunish would be united by a single faith and most likely under a single ruler.”

What about the civil war/problems with the Rebels? “Elohir has a network of spies than spans across Tusmit, Ekbir and even reaches to Perrenland, Ket, and Celene. He has been sponsoring those rebels, I’m certain of it.”

Are you feeling alright? “No. My wife says that I am just under too much stress, but I believe that those damned elves have poisoned me. They’ve used their devil magic to poison my mind.”

Once he has answered the questions of the PCs, he appears very tired. He tires very quickly if they argue too much. The energy drain effects Galastard has put on him are starting to affect him. He has not yet lost any permanent levels to it, but he is feeling the effects more and more. He excuses himself, and asks the PCs to leave so he can get some rest.

Members of the Water Watchers are asked to stay behind. The Liwa’ wishes to speak to him for a moment, on official business.

The Liwa’ closes the door behind your companions. Offering you a seat in his chair, he looks you up and down.

“There are some in the nation who want peace with these savages, but I knew that I could trust you. This peace would allow the enemy to regroup and strike from deep within Tusmit. We have them on the run, we can’t back down now.”

“With this in mind, I want you to keep an eye on those you travel with. Report back to me on their activities, and do not tell them of this. I think some of them may be in league with the enemy. This is an official order.”

Before the PCs can leave the Water Watchers’ office, Kal’li-Andra approaches the group with an offer to

help. Kal’li-Andra seems very sweet and innocent, and tries to convince the PCs that her husband is simply overworked.

She has convinced her husband to organize a celebration, to ease down the tensions and cheer up the people of Blashikdur. The celebration will be held in two days’ time, and will include a parade to celebrate the successful execution of King Khellersorian, and the destruction of so many elven enemies. She will ask the PCs if they could meet with her again before tomorrow’s parade

Galastard uses this opportunity to gauge the strength of the party.

A letter from an old friend

At one point where the PCs either come in, or just before they leave their inn, they receive a message from Professor Talagar Assad (recognizable from **TUS3-04** *Flames of War* and possibly **TUS5-06** *The Ekbirrian Job*), who is the Dean of elven studies at the Blashikdur campus of the University of Baklunish Heritage.

The letter detects as a moderate aura to a *detect magic* spell. A successful Spellcraft check [DC 21] identifies both evocation and illusion schools.

The note asks the PCs to come to his home because he would like to talk things with them.

If the PCs speak out the name “Khellersorian” and the PCs are alone, or in the presence in a Cleric of Corellon Larethian, then the contingency spell placed on the letter triggers, showing the following Programmed Image. Hand them **Player Handout D – Khellersorian’s final words**

The name Araushnée is a big hint for the PCs, but it takes a lot for them to figure out the meaning. They can attempt a Knowledge (Religion) or Bardic Knowledge check themselves, or ask others to do it for them, give a +5 racial bonus to elves and another +5 sacred bonus to priests of the elven pantheon.

Khellersorian supposed the PCs knew about this info and did not go into details.

DC 10 It is a very old elven name.

DC 15 The name dates back to the time of the Elfswar. And is somewhat shunned by elves.

DC 20 She was on the side of Lloth during the Gods War in elven mythology.

DC 25 It was some high-ranking member of Lloth’s army during the Godswar.

DC 35 When Corellon cast her out of Arboria she became the ruler of the Demonweb Pit, and changed her name to Lloth.

PCs making a successful Knowledge (Religion) check [DC 20] can be handed **Player Handout E – The Elfswar**. Again give a +5 racial bonus to those of Elven blood and another +5 sacred bonus to priests of the Elven pantheon. If they fail the check, the PCs may ask Professor Assad or Loremaster Jirah who both know about this.

Once the PCs have completed their investigation of the message, they should be ready to head off into town, and investigate the strange things that have occurred here in Blashikdur and the things that are affecting Kazarai al-Liwa'.

The Faris

Any PC can try to speak with Fatima al-Mullah al-Fareeqa Oula. Fiercely loyal to the Pasha, she refuses to meet with any known Tusman rebel. However, anyone else who asks to speak with her is shown in.

She is a bit of a religious zealot, and has little time to suffer fools, or members of the Exalted Faith, whom she treats with cold respect. Through the years she has learned to control her emotions.

She finds the power Kazarai al-Liwa' has is exaggerated, and she feels that military command should be handed to her because she is the highest-ranking officer in Blashikdur (she is the equivalent of a general). She is angered the way Kazarai pushes the law, and even though she has sent a number of couriers to inform the Pasha, her letters have remained unanswered (Kazarai caught the couriers and disposed of them - the messages never got to His Exalted Splendor).

She finds strange that Kazarai al-Liwa' orders the Tusman Guard like his personal army here in Blashikdur. He has made no requests to the Faris which she finds odd. She believes that as the head of the most prestigious military unit in Tusmit, command should have been given to her, not to a mere Water Watcher.

She makes more than the occasional remark that the Liwa' wife sticks to him like a fly to honey. His wife has something she doesn't like, but she doesn't why.

Unlike most Blashikdur-based soldiers, she speaks highly of both the Ahk'Faern of the Gurtha'Cu, and thinks that the hatred against them is misplaced.

The Tusman Guard & The Militia

If the PCs try to speak with someone in the Militia or in the Tusman Guard, they get to meet with Abdul Jarayfa al-Raqeeb, a lowly officer from the Tusman Guard assigned to the militia. He keeps his mouth shut, except in the presence of Clerics of Al'Akbar (either faith) or of Azor'alq, of fellow army members, of PCs of Tusmit and other veterans (see below for what Abdul considers a fellow veteran).

Abdul served with distinction in Vilayad during the siege and has been ordered to Blashikdur following the breaking of the siege. (PCs who played **TUSInt4-03 In love and war**, **TUSInt4-05 Rebellion**, **TUS4-08 All's fair**, **TUSInt5-01 The Dirty Half-dozen** or **TUSIntro5-01 Riders of the Tusman Hills** could have seen him on these occasions. Note that Abdul did not specifically appear in these adventures.)

He is none too pleased with what has been transpiring of late in town. As a rather spiritual individual who follows all of the tenants of the Four Feet of the Dragon, he feels the entire reason for putting the city under martial law is ridiculous. He has a high esteem for the elves with whom he served in Vilayad.

Like most soldiers, he knows quite well the fame of the Kazarai family of weaponsmiths, and he fears that the war with the elves is simply a way for the Kazarai family to fill their pockets – without thinking about the consequences or the loss of life. He believes that the Liwa' is starting his own personal war with the elves of the Udgru out of prejudice and greed.

In confidence, he tells the PCs that he believes Muhammad Al'Qaraf al-Fareeq, the Guard's Fareeq (general) in Blashikdur may be getting cutbacks. The Fareeq blindly follows the orders of the Liwa', even if the rank of Fareeq is higher than that of Liwa'. He thinks the Liwa' wife may be the one behind all that. Of course, he has no proof. He doesn't understand why the two senior officers: the Fareeqa Oula of the Faris and the Fareeq of the Guard are not in charge.

Offices of the Gurtha'Cu and Ahk'Faern

The offices of the Gurtha'Cu and the Ahk'Faern are a tiny shack just on the outskirts of town, near the Sorrow wood, close to the temple of Corellon Larethian. There always seems to be a patrol of Tusman guards in the area, checking on the activities of the elves. Amakiir, a charismatic wood elf mans the office. He is cordial, and usually has a smile on his face.

Amakiir is torn between his loyalty for the people of Tusmit and his loyalty to his tribe. He prays daily at the

local Temple of Corellon that war between the two nations can be avoided. He does not know where his loyalty would be in case of war.

He is completely aware of the orders of the Liwa', and is deeply saddened by it. He knows that there are those in the Udgru who are extremely angry with the things going on, and is trying to use his influence on both sides to calm things down – too little avail.

Amakiir has seen the attitude of the military switching to a much more aggressive and proactive force moving against the elves of late. He thinks that while the Water Watchers are actively gearing up for war, the Guard and Militia don't seem overly eager to fight. Many of them have been recalled from Vilayad after the breaking of the siege and don't want to go through the hardship of war again. To fellow Udgru elves, he confides that he believes the Liwa' is planning an invasion into the Udgru, and is worried that the Liwa' is considering genocide against the elves.

Church of the True Faith of Al'Akbar

PCs going to the temple of the Restorer of Righteousness meet Rash'al Dekt al-Mullah. The Mullah is friendly and open to speak to anyone, but he is more reserved with members of the True Faith.

Rash'al is very worried about the things going on here in Blashikdur of late. It seems like the elves and the army both want to get to grips. He finds the idea of civil war revolting.

He is somewhat angered by the fact that with martial law declared, most of his fellow mullahs are kept outside of the scope of justice. He knows the Tusman system is quite corrupt and without the mullahs to make sure the laws are correctly enforced, he fears a growth of corruption. Other than that, he keeps out the political side of things, for he has never had a head for such matters. He keeps himself busy tending his flock of worshippers. Of late, he has been growing increasingly worried about the Liwa', and many of his men.

Since marrying Kal'li-Andra, the Liwa' and his wife have yet to attend any sort of religious service. This attitude has spread through the ranks of the Water Watchers very rapidly, who have begun to desert not only the Church of the Restorer of Righteousness, but also the churches of Geshtai and Istus. Rash'al worries about the Liwa' soul, how can the Restorer of Righteousness protect one who does not pay proper homage to the gods? Kal'li-Andra is very active in the community, as would be expected of the wife of the Liwa', but she has never taken part of anything

associated with the temple. She even refused to meet with the Mullah on a few occasions. In fact, she has never set foot into any temple that he knows of. A Sense Motive check [DC 15] can give the PCs a sense that the Mullah thinks Kal'li-Andra to be associated with the church of Olidammara.

He confides to fellow Mullahs and priests of Azor'alq that whenever he prays for her, there seems to be something blocking his attempts, and he is getting nervous about it.

Shrine of Pelor

The shrine of Pelor is indeed a small one here in Blashikdur, housing only a head priest and an acolyte. A young Oeridian acolyte named Solaris al-Pelor welcomes them in and is ready to answer any questions they may have or offer his healing services.

The church is one of the few factions to openly oppose the Liwa' and the army. They completely oppose a war between Tusmit and the Udgru elves. They refuse to provide any magical services to any members of the military. The head priest is right now discussing the matter with the Sheik of Malimar, offering themselves as mediators. As such, the church of Pelor is under constant scrutiny and surveillance by a patrol of Tusman guards.

He knows of Kazarai al-Liwa' reputation for ruthlessness and will to sacrifice lives in exchange for a few more elven heads. Fanatical desire for genocide is unhealthy.

University of Baklunish Heritage

Department of Baklunish Studies.

Any PC who played **TUS3-04 *Flames of War*** know Professor Jamal, Dean of Baklunish Studies (Baklunish Male – Late 60's)

Professor Jamal has spent a year and a half studying the wording of the Treaty of Ulumar. He has come to the conclusion that the elves of the Udgru are correct in their assessment of the Treaty, but he also can find nothing saying that the Pasha is not correct as well.

Unfortunately, the original wording of the Treaty was quite vague. He guesses that the descendants of Ulumar, using the typical Tusman mercantile spirit saw the potential and used the word of the treaty rather than the spirit. A new treaty should be signed, setting definite and clear limits to the lands of the Udgru elves.

He was on friendly terms with the Liwa', but has not seen the leader of the Water Watchers in some time now, not since the elves of the Udgru sent an ultimatum to the loggers late last year (**TUS4Int4-05 Rebellion** Interactive).

Great Library of Blashikdur

Any PC who played **TUS3-04 Flames of War** knows Nour al'Omar, Librarian of the Great Library of Blashikdur – (Baklunish Female – mid-30's, rakish).

Nour is still working on her theories from the last time the PCs met her, that the spirit of the Treaty has been ignored. She believes that the Baklunish people are pushing the elves into a war that will claim the lives of far too many.

Nour does not agree with the Liwa's' decision to install martial law and has been quite vocal about it. She also says that if the Pasha was to send diplomats to the elves, they would agree to sign a treaty favorable to all.

She believes that the Liwa' and his actions are responsible for the tensions that are currently going on in Blashikdur. She has met the Liwa' only a few short times and her opinion of the man is not a flattering one. The Liwa' is a pig-headed bully who is taking out his fear or jealousy of the elves out in the form of aggression.

She goes so far as to suggest that his wife is a master manipulator who runs him like a dog on a leash. She feels Kal'li-Andra is "just too nice to be with such a man".

The Loremaster

They can also ask to speak with Jirah the Loremaster (if they played **VTF4-02 Conflagration**).

Jirah is still overly concerned with the goings on of Lareth and the World Burners. The goings on in the city, as well as those of the elves has pretty much gone un-noticed by Jirah.

The only thing that has interested him is the martial law. He is against it, because it removes the Mullah from power and he feels the army is too vulnerable to corruption so agents of evil can bribe their way to escape the law.

Professor Talagar Assad

The PCs should make their way to the home of Professor Talagar Assad. There are guards wandering about the area every so often, to make it seem that the professor is under constant surveillance. Note that he is not under particular scrutiny, but the professor

believes it. Professor Assad is the son of a Baklunish woman and the now dead king Khellersorian.

The professor looks the PCs up and down for a moment, to make sure that they are who they claimed to be. Once he is satisfied, he ushers them into the house, and hastily re-locks the five locks on his door.

Once the PCs are all inside, the professor calms down quite a bit, and return to his normal self. He politely invites the PCs to share his meal with him, and then speak with them.

After going through a few pleasantries, the professor tries his best to fill in some of the gaps of what the PCs have not been able to figure out. He will also try and help the PCs open the message from his father.

♣ **Professor Talagar Assad:** Male Half-Elf Exp8; hp 51; see Appendix 1.

Some of the more paranoid PCs might try and avoid dinner, or cast spells such as detect poison to ensure that the meal is safe for them to eat. Professor Talagar Assad is in dire need of help, and has done nothing to the meal, or the drink, to make them dangerous. Assure the PCs that everything is fine. However the professor does not mind the use of the magic but he becomes suspicious of the food himself.

"My friends let us we get down to business without further delay."

"As you know, my father was executed by the Pasha just before the winter solstice. There are many in the elven tribes that feel that this was murder, and call for vengeance. At the same time, there are many here in Blashikdur who feel that it was justice, a long time in the coming."

"Personally, I believe that there is something more to all of this. There are too many unanswered questions, and far too many coincidences."

"Why would my father issue an ultimatum to the loggers when he was working towards peace with the Baklunish. Elohir was banished by my father, but he was crowned as the new king before my father's blood dried..."

"What is Kazarai al-Liwa' so afraid of when the elves are concerned? We have done nothing against him, yet he treats us like a Ketite treats elves."

"But enough of my musings, it must sound as if I am paranoid, or something."

Professor Assad uses his various Knowledge skills to aid the PCs figure out whatever it is that they might be having difficulty figuring out. If they are stuck by a

clue (linked to a Knowledge skill) at any point during the adventure, Professor Assad can try to help them (have him make a check).

The professor is saddened by the death of his father, a death that he does not understand, even if the two weren't close. He wishes to find out what is going on, and help as he can to return things to normal.

He is not overly fond of Elohir, but gives the new elven king the respect that the crown deserves. He is surprised that Elohir has kept the peace so far, by locking the Udgru.

He has nothing particularly bad to say about Kazarai al-Liwa', although he wonders why the Liwa' dislikes him so much. He knows little about Kal'li-Andra, other than she is a beautiful woman.

In addition, he can also help the PCs figure out how to open the letter he sent them, if they had not already done so (see **Encounter 3 – Out and About under A letter from an old friend**).

If the PCs came here late in the day, the Professor ensures that the PCs do not stay too late, as he does not want them be arrested for breaking curfew.

Temple of Azor'Alq

At the temple of Azor'alq, the PCs can speak to Aram al-Azor'alq or Cira al-Azor'alq (they both appeared in **TUS4-02 Grave Consequences**).

The two young acolytes, while not in favor of war, stand behind the word of Kazarai al-Liwa'. They have no personal qualms with the Elves of the Udgru Forest, but they are well aware of the aggressions on both sides.

They strongly encourage characters of all faiths to join them. The Church of Azor'alq has decided that it would stand with bin-Khadij in his crusade against the Worldburners. They encourage the PCs to join them, offering the possibility of conversion to all.

The two are not aware of anything odd about the Liwa' or his wife.

Temple of Geshtai

The Temple of Geshtai is adjacent to the Water Watcher's HQ. The priestess there, Lady Surilius al-Geshtai is an aging woman who spends her free time carving small boats out of wood and selling them to local children.

She is concerned about the lack of piety the Water Watchers are exhibiting. However, she supposes they

have a lot more things to be worried about. She does express worry that they don't ask for the blessing of the Daughter of the Oasis before leaving on patrols. She firmly believes Geshtai does not approve of the coming war.

One day, as she was out on the river, she noticed Kal'li-Andra speaking with a group of half-elves. They were trying to hide themselves, but a beauty like hers is hard to hide.

She also noticed that Kal'li-Andra never set foot on a boat the entire time she has lived here in Blashikdur. They priests are unsure of the meaning, but it is a strange thing for a place surrounded by water. Neither has she ever entered the Temple of Geshtai.

Troubleshooting (Walking around at night)

If the PCs decide to play stupid and try to snoop around at night, they can find little of interest. The number of patrols is very high. You can make a short scene with the PCs heading out and call for many Move Silently and Hide rolls, not to be found by the patrols. Show them this is not a good idea.

If they persist, they should get arrested for breaking the curfew, charged with a fee of 50gp x APL (the better known you are, the more they make an example of you). If the PC cannot pay, they are sent to the mines to "work off" 50gp per TU spent. Going to the mines removes the PC from the rest of the adventure. Influence points cannot be used to offset this.

The rest of the party can pay to get captured PCs out of jail, but as an added penalty, it counts as seeing someone during the day, that is, if the others decide to get the PC out of jail.

Encounter 4 – Great Day for a Parade

There is a parade scheduled for the second day after the PCs arrive in Blashikdur, to celebrate the death of Khellersorian, and the end to the threat of the elves on the lumberjacks of Tusmit. The parade route travels through the streets, and culminate at the new statue to those who perished in the attack on the city (**TUS3-04 Flames of War**).

The PCs are scheduled to meet up with Kal'li-Andra about noon, a few minutes before the parade makes its way to the statue. The curfew has even been extended

this evening, so that the festivities can lift the spirits of all of Blashikdur.

During the early morning hours, Galastard communes with her abyssal masters and asks for advice about the PCs. The dark powers decide to test their strengths, and send a surprise for the PCs, and all of the citizens of the town.

Breakfast is rather light this morning, consisting of fruits and nuts, and air cured fish, along with spiced tea, warmed in the sunlight.

Once you are ready to depart, the serving girl hands you a rolled up note. Before departing, her excitement is impossible to contain.

"Isn't it wonderful. The parade and celebration this evening will be such fun." Turning towards the most charismatic human male PC, she continues "I'll see you there tonight, won't I?" She says with a wink and walks off, lost in thought.

The note is a message from Kal'li-Andra reminding the PCs of their meeting, and to let them know of the location: **Player Handout F – A note from Kal'li-Andra.**

This gives the PCs a few hours to wander around town and talk to another person. However, the PCs cannot meet Kazarai al-Liwa' or Kal'li-Andra at this time.

As you walk through the busy streets, you are amazed at how quickly the decorations are being put up. There is an almost frenzied speed at which the volunteers are working. It seems that the thought of a celebration seems very important to the entire city.

The volunteers are putting up floral wreaths and banners proclaiming the glorious victory of the righteous forces of the Pasha over the dark, traitorous elven forces.

The PCs should eventually make their way to the center of town for their meeting with Kal'li-Andra. No matter when they arrive, Kali is waiting for them.

Any PC using any sort of magical spell or item to locate or detect any sort of creature around the statue fails at this time.

As you finally make your way to the center of town, you are completely drenched in sweat, as the blazing sun is directly above your heads now.

Standing in the limited shade of the Great Statue of Remembrance is the young woman you are here to meet, Kal'li-Andra.

She is dressed in a light yellow dress. The sleeveless gown hangs off of her well-tanned shoulders, with her long, black hair cascading down her back. Turning in your direction, she smiles a warm smile of greeting, and waves at you.

"Thank you very much for meeting me here today. I must also apologize for my husband's behavior the other day. He is under a lot of stress, but that is no excuse for his curt attitude. But this is a time of celebration. The parade will begin soon, and the townsfolk have worked very hard over the last couple of weeks."

Looking down the street you can see the first of the flower-covered wagons turning the corner and making their way towards your direction.

"Oh, this will be so lovely" Kal'li-Andra exclaims, her soft voice filled with joy.

At this point, the magic hiding the creatures inside of the statue drops, and detect to any magic that would normally detect them.

This is also the first chance that the PCs have had to actually have a extended conversation with Kal'li-Andra. Knowing the PCs can indeed be a thorn in her side, Kal'li-Andra is extremely sweet and nice to the PCs.

She answers the PCs to the best of what she thinks they want to hear without giving away any of her plans. She is very apologetic to the PCs if she is not able to answer their questions.

She tries to stand looking at the statue, trying to keep the PCs between herself and the statue. This is so that when the dark power launches its plan, Kal'li-Andra can put on a good act to try and frame the PCs for causing the trouble.

The first of the wagons turns off the main street, and begin heading down one of the side roads. From the statue, there is a loud cracking sound, followed by an explosion. A large crack runs down the granite statue. The statue peels away emitting a blinding white light. Blinking for a second, the statue is no longer there. In its place stands something ominous.

Refer to the encounters below to describe the creatures.

See **DM Map #1: The Parade** for a detailed view of the battlefield. The PCs start on the southern side of the statue.

APL 2 (EL 3)

🔥 **Medium-Size Animated Object (Statue Arms) (2):** Medium Construct; hp 31 each; see Appendix 1.

APL 4 (EL 5)

🔥 **Large Animated Object (Statue Halves) (2):** Large Construct; hp 52 each; see Appendix 1.

APL 6 (EL 7)

🔥 **Web Golem:** Large Construct; hp 90; see Appendix 2.

APL 8 (EL 9)

🔥 **Advanced Web Golem:** Huge Construct; hp 120; see Appendix 1.

APL 10 (EL 11)

🔥 **Advanced Web Golem:** Huge Construct; hp 155; see Appendix 1.

APL 12 (EL 13)

🔥 **Advanced Web Golem (2):** Huge Construct; hp 176 each; see Appendix 1.

Development: During the course of the battle, Kal'li-Andra runs off, and once she is out of sight uses her *polymorph* ability to appear as a street beggar and she rushes to the offices of the Water Watchers. She tells them of the disturbance in the town square the PCs are causing. She lies about strange things that the PCs may be involved with (such as worshipping dark gods, conspiring with the creatures coming out of the statue, and the same sort of thing).

As the battle comes to a close, a squadron (20) of Water Watchers arrives on the scene to investigate what is going on, and bring the PCs in for questioning. The PCs are placed under arrest.

If any of the PCs runs (ask each player individually), they are now wanted, and receive "Wanted for Questioning" on their AR. This marks the end of the adventure for any PC. Continue with the **Conclusion** for these PCs.

PCs who decide not to run are quickly surrounded. The Water Watchers bring the PCs to their barracks, and question them for the rest of the day.

The Water Watchers spend the next few hours asking questions, over and over. A priest of Geshtai is summoned to cast a *zone of truth* to confirm what the PCs are saying. This is an odd behavior in Tusmit where most of these interrogations are usually conducted in the presence of the Mullah.

Eventually, the PCs are released and charges are dropped and blamed on a drunken beggar. But it takes the rest of the day away from them, giving them just enough time to return to their inn before the curfew takes effect.

Encounter 5 – FIRE! FIRE! FIRE!

While the PCs were detained by the Water Watchers, Galastard communed again with her superiors in the Abyss. Her superiors decide that the war is about to start and Galastard is to proceed with the next phase of their evil plan.

Galastard decides to play with the PCs some more to cause even more chaos. To that end, she has her half-drow allies burn down the inn where the PCs are staying and lead them into a trap, hoping to start the war.

No one can be found at the inn this night. The innkeeper is staying with a sick aunt, he advises the PCs of the fact and excuses himself for not being able to cook them a hot meal. He leaves some bread, cheese and wine for them on the counter. He leaves right after, hoping to beat the curfew.

As the PCs are still in the main hall eating their meal or discussing what to do next, the half-drow disguised as "normal" half-elves begin to cover the outer walls with oil. Earlier in the day, one of them entered the dining room and dropped large quantity of alcohol and oil on the wooden floor. They shout slogans that could link Elohir and his Udgru elves with the Worldburners.

Finally, they light up the building and begin to shout.

"Long live Elohir! Burn the World! Die Baklunish Scum! Burn the world!" The shouts from outside are unmistakable.

As you leap through your feet you can see an elf throwing an alchemist fire through a window. His three friends keep shouting "Long live Elohir! Burn the World! Die Baklunish Scum! Burn the world!"

The inn is on fire!!!

The entire lower room takes 3 rounds to be completely covered in flames. The oil and alcohol on the floor make sure water doesn't put it out (think grease fire). They also set fire to the outside of the building.

When the PCs exit the inn, the elves are nowhere to be found, having run down the street and back to the warehouse.

However some abyssal allies of Galastard move in to kill the PCs. The street is 40 feet wide and has a number of corners but no immediate side streets.

APL 2 (EL 4)

☛**Dretch (2):** Small Outsiders; hp 13, 15; see Monster Manual page 42.

APL 4 (EL 6)

☛**Yuchlol Demon:** Medium Size Outsider; hp 33; see Appendix 2.

☛**Dretch (2):** Small Outsiders; hp 13, 15; see Monster Manual page 42.

APL 6 (EL 8)

☛**Yuchlol Demon (3):** Medium Size Outsider; hp 33, 33, 39; see Appendix 2.

APL 8 (EL 10)

☛**Bebilith Demon:** Huge Outsiders; hp 150; see Monster Manual page 42.

APL 10 (EL 12)

☛**Bebilith Demon (2):** Huge Outsiders; hp 150, 162; see Monster Manual page 42.

APL 12 (EL 14)

☛**Bebilith Demon (4):** Huge Outsiders; hp 150, 162, 162, 174; see Monster Manual page 42.

Tactics: The demons begin at opposite ends of the street (if they are at least two). They try to incapacitate or slow the PCs using their area of effect powers. They then move in, using their abilities to fullest effect – their dark master is watching them. When there are more than 2 demons, the others come from the roof of other buildings.

Development: With the demons defeated, the PCs are free to track the half-elves OR they can try to extinguish the fire. If they decide to track the half-elves proceed to **Encounter 6 – Goodbye, my Friends**. Otherwise the PCs are arrested by the guards for violating the curfew. However they are cleared and comes morning they can head to **Encounter 6 – Goodbye, my Friends**. However by then, Kazarai and Galastard are long gone, so go to the **Too late** sub-section

Encounter 6 – Goodbye, my Friends

There are two ways the PCs can get to this encounter. They could have left the inn burning and rushed after the half-elves OR they could have stayed behind and helped with the fire, in which case they come too late.

Stupid PC

It is possible that a PC (or a small group of them) avoid the demon and run after the half-drow. The half-drow turn do not hesitate to turn and take on this solitary PC. This could lead to two simultaneous fights. If that's the case, then fight both at once. The half-drow takes the heads of those they kill back with them.

Tracking immediately

Following the tracks is easy enough, but does take a bit of time. Have the PCs make a Tracking check [DC 15+APL]. Tracking takes some time so the half-drow has taken the opportunity to prepare their ambush.

If the party doesn't have track, more than a few people are up and have heard sounds. With a Gather Information check [DC 15+APL] they can be pointed in the right direction. Note that in both case, the PCs can retry. A party who fails to track can try asking people.

As long as they keep moving, they should be fine. If they decide to give up the chase or do something that would take them out of the chase (like fetching the guard), they get caught by the Guard. Proceed to the sub-section **Too late**.

Note that all along the way, the PCs see no patrol on their way. Galastard didn't want to risk her pawns being captured...

Once the PCs arrive, they find a closed, but unlocked door. As soon as they open the door or enter, call for initiative, as their actions may let the half-drow inside know that the PCs are coming, and some of the preparations of the half-drow might alert the PCs that there is someone inside.

From this point on, the PCs have 20 minus APL rounds to get to Kazarai al-Liwa' in the back room. At the end of these rounds, there is an explosion in the back room. Kazarai and Galastard are gone.

Too late

If the PCs wait at the inn or get arrested, they arrive here too late. Galastard and Kazarai are long gone. However, the ambush still takes place. The half-drow are waiting for nightfall to leave. If the PCs come here after nightfall of the day after the attack, they find the warehouse empty, proceed to **Encounter 7 – A Man's Soul** under **Searching the warehouse**. Otherwise, proceed with **Ambush**.

Ambush

Refer to **DM Map #2: The Kazarai Warehouse** for the starting location of all of the half-drow inside, as well as where the *teleportation circle* is. There is no light at all inside the warehouse, as neither Galastard nor the half-drow need any. The windows are painted black and are bricked up from the inside. This means that even during the day, the place is very dark.

The half-drow are patient and wait for the PCs to enter before springing their trap. They communicate via drow sign language, so their speech does not allow a Listen check. They are clever and don't give any quarters. Where the PCs first see them, they should be ready.

The crates are all 10ft x 10ft x 10ft cubic boxes, and the ceiling is 20 feet off of the ground. The floor is clear of all debris, and is made of hard packed dirt.

APL 2 (EL 5)

☞ **A'Don-Nia**: Female half-drow Clr2; hp 14; see Appendix 1.

☞ **Bar'OOK**: Male half-drow Wiz2 (Evoker); hp 8; see Appendix 1.

☞ **Tza'l'al**: Rat familiar; hp 4; see Appendix 1

☞ **Ca'er Listée**: Female half-drow Rog2; hp 12; see Appendix 1.

☞ **Damea'El**: Female half-drow Ftr2; hp 17; see Appendix 1.

APL 4 (EL 7)

☞ **A'Don-Nia**: Female half-drow Clr3; hp 19; see Appendix 1.

☞ **Bar'OOK**: Male half-drow Wiz3 (Evoker); hp 12; see Appendix 1.

☞ **Tza'l'al**: Rat familiar; hp 6; see Appendix 1

☞ **Ca'er Listée**: Female half-drow Rog3; hp 17; see Appendix 1.

☞ **Damea'El**: Female half-drow Ftr3; hp 24; see Appendix 1.

APL 6 (EL 9)

☞ **A'Don-Nia**: Female half-drow Clr6; hp 41; see Appendix 1.

☞ **Bar'OOK**: Male half-drow Wiz6 (Evoker); hp 19; see Appendix 1.

☞ **Tza'l'al**: Rat familiar; hp 9; see Appendix 1

☞ **Ca'er Listée**: Female half-drow Rog4; hp 22; see Appendix 1.

☞ **Damea'El**: Female half-drow Ftr4; hp 32; see Appendix 1.

APL 8 (EL 11)

☞ **A'Don-Nia**: Female half-drow Clr7/Warprst1; hp 58; see Appendix 1.

☞ **Bar'OOK**: Male half-drow Wiz7/Fatespinnr1 (Evoker); hp 25; see Appendix 1.

☞ **Tza'l'al**: Rat familiar; hp 12; see Appendix 1

☞ **Ca'er Listée**: Female half-drow Rog6; hp 32; see Appendix 1.

☞ **Damea'El**: Female half-drow Ftr6; hp 52; see Appendix 1.

APL 10 (EL 13)

☞ **A'Don-Nia**: Female half-drow Clr9/Warprst1; hp 63; see Appendix 1.

☞ **Bar'OOK**: Male half-drow Wiz7/Fatespnnr3 (Evoker); hp 34; see Appendix 1.

☞ **Tza'l'al**: Rat familiar; hp 17; see Appendix 1

☞ **Ca'er Listée**: Female half-drow Rog5/Asn3; hp 35; see Appendix 1.

☞ **Damea'El**: Female half-drow Ftr8; hp 68; see Appendix 1.

APL 12 (EL 15)

☞ **A'Don-Nia**: Female half-drow Clr11/Warprst1; hp 78; see Appendix 1.

☞ **Bar'OOK**: Male half-drow Wiz8/Fatespnnr4 (Evoker); hp 37; see Appendix 1.

☞ **Tza'l'al**: Rat familiar; hp 16; see Appendix 1

☞ **Ca'er Listée**: Female half-drow Rog5/Asn5; hp 52; see Appendix 1.

☛ **Damea'El:** Female half-drow Ftr10; hp 84; see Appendix 1.

Tactics: A'Don-Nia, the cleric, focuses her attention on the party front-line type. She knows that her spells affect the minds of the weak-willed, and she tries to keep them off balanced with these spells.

Bar'Ook, the evoker, focuses on the party healer. His spells will affect many others, but the healer is going to be the center of most of the spread-based spells. Bar'Ook starts on top of the crate next to him, so that he has the advantage of height, and has less to fear of being physically attacked. At higher APLs, he uses *fly*.

Ca'er Listée, the rogue, also starts atop the crates next to her. She focuses on the party's arcane spellcasters, and she snipes at them, to disrupt their spellcasting. She moves around, keeping herself within Sneak Attack range, without giving away her location. Her bolts are dipped in Drow Sleep Poison. Expecting trouble, she prepared her whole quiver by dipping the arrows in the same poison.

Damea'El, the fighter, attempts to disable the party rogue (and those with Sneak Attack), particularly by sundering weapons. Once the rogue has been bested, she does the same to the warriors, before moving in to physically assail the spellcasters.

At APL 12, the four of them have a *stalwart pact* already cast upon them. In addition, Bar'Ook has cast *imbue familiar with spell ability*, and the spells that he has given to his familiar Tza'l'al have been crossed off his list. Refer to Error! Reference source not found. **Items.**

Treasure

APL 2: L: 379 gp; C: 45 gp; M: *Bar-Ook's spellbook* (27 gp per character), *drow sleep poison* (6 gp per character).

APL 4: L: 199 gp; C: 0 gp; M: *Bar-Ook's spellbook* (34 gp per character), *full plate* +1 (137 gp per character), *heavy steel shield* +1 (97 gp per character), *ring of protection* +1 (166 gp per character), *mithral chain shirt* (91 gp per character) *buckler* +1 (97 gp per character), *drow sleep poison* (12 gp per character).

APL 6: L: 59 gp; C: 0 gp; M: *Bar-Ook's spellbook* (95 gp per character), *full plate* +1 (137 gp per character), *heavy steel shield* +1 (97 gp per character), *morningstar* +1 (192 gp per character), *dagger* +1 (191 gp per character), *ring of protection* +1 (166 gp per character), *bracers of armor* +1 (83 gp per character), *mithral chain shirt* +1 (175 gp per character) *buckler* +1 (97 gp per character), *hand crossbow* +1 (200 gp per character), +1 *rapier* (193 gp per character), *drow sleep*

poison (18 gp per character), *adamantine greatsword* (254 gp per character), *cloak of protection* +1 (83 gp per character).

APL 8: L: 3 gp; C: 0 gp; M: *Bar-Ook's spellbook* (167 gp per character), *mithral full plate* +1 (958 gp per character), *heavy steel shield* +1 (97 gp per character), *frost morningstar* +1 (692 gp per character), *periapt of wisdom* +2 (333 gp per character), *dagger* +1 (191 gp per character), *ring of protection* +1 (166 gp per character), *bracers of armor* +3 (750 gp per character), *headband of intellect* +2 (333 gp per character), *mithral chain shirt* +1 (175 gp per character) *buckler* +1 (97 gp per character), *flaming hand crossbow* +1 (700 gp per character), +1 *rapier* (193 gp per character), *drow sleep poison* (24 gp per character), *gloves of dexterity* +2 (333 gp per character), *adamantine breastplate* (850 gp per character), *adamantine greatsword* +1 (420 gp per character), *adamantine greataxe* (251 gp per character), *gauntlets of ogre power* (333 gp per character), 4 *cloaks of protection* +1 (332 gp per character).

APL 10: L: 3 gp; C: 0 gp; M: *Bar-Ook's spellbook* (235 gp per character), *mithral full plate* +2 (1,208 gp per character), *heavy steel shield* +2 (347 gp per character), *icy burst morningstar* +1 (2,692 gp per character), *periapt of wisdom* +2 (333 gp per character), *defending dagger* +1 (691 gp per character), *ring of protection* +2 (666 gp per character), *bracers of armor* +3 (750 gp per character), *headband of intellect* +2 (333 gp per character), *mithral chain shirt* +2 (425 gp per character), *buckler* +2 (347 gp per character), *flaming burst hand crossbow* +1 (2,700 gp per character), +1 *rapier* (193 gp per character), *drow sleep poison* (30 gp per character), *gloves of dexterity* +2 (333 gp per character), *adamantine breastplate* +1 (945 gp per character), *adamantine greatsword* +1 (420 gp per character), *adamantine greataxe* +1 (418 gp per character), *gauntlets of ogre power* (333 gp per character), *cloaks of protection* +2 x4 (333 gp per character each).

APL 12: L: 3 gp; C: 0 gp; M: *Bar-Ook's spellbook* (274 gp per character), *mithral full plate* +2 (1,208 gp per character), *heavy steel shield* +2 (347 gp per character), *icy burst morningstar* +2 (4,192 gp per character), *periapt of wisdom* +4 (1,333 gp per character), *defending dagger* +2 (1,525 gp per character), *ring of protection* +3 (1,500 gp per character), *bracers of armor* +4 (1,333 gp per character), *headband of intellect* +4 (1,333 gp per character), *mithral chain shirt* +2 (425 gp per character), *buckler* +2 (347 gp per character), *flaming burst hand crossbow* +2 (4,200 gp per character), +2 *rapier* (693 gp per character), *drow sleep poison* (36 gp per character),

gloves of dexterity +4 (1,333 gp), adamantine breastplate +2 (1,183 gp per character), adamantine greatsword +2 (920 gp per character), adamantine greataxe +2 (918 gp per character), belt of giant strength +4 (1,333 gp per character), *cloaks of protection* +3 x4 (3,000 gp per character each).

Development: Once party defeats the half-drow, they can easily see the makeup on their face and thus reveal their true heritage as half-drow. Stripping the bodies takes 5 minutes.

Proceed with **Encounter 7 – A Man's Soul**.

Encounter 7 – A Man's Soul

Keep track of the rounds until it reaches the aforementioned limit of 20 minus APL. If there is still time, keep the initiative going and ask the PCs what they want to do. If they enter the backroom (the teleportation chamber) before the delay expires, proceed with **Time left**. Otherwise proceed with **Too late**. If they arrived too late for the previous encounter, they are too late here as well.

Time left

As long as the PCs enter this room before the delay is over, stop the countdown. This encounter is a chance for some role-playing.

The room beyond has a circle made with blood painted on the floor. Arcane symbols glow a dim, red light that just about allows one to make out a shape in the center.

The emaciated man with dark, sunken eyes stands unmoving in the center of the circle. In spite of the tattered remains of his uniform, you recognize Kazarai al-Liwa'. His exposed skin is covered in the same kind of arcane symbols that forms the bloody circle. He looks at you, his face completely expressionless.

Around the center of the circle is a sphere that prevents anyone from entering or leaving the interior. It functions like a *Transdimensional Otiluke's resilient sphere* cast by a 20th-level caster (it was created by Galastard's abyssal masters). Should the PCs manage to dispel it, another one appears in its place a moment later. In short, the barrier is impassable. However, it is possible to talk to the Liwa' inside.

The arcane symbols are in Abyssal and form very powerful symbols of abjuration and conjuration. PCs can make a Knowledge (Arcana) check [DC 20+APL] to guess that they cast some minor form of a *gate* spell. The SAME PC could also make a Knowledge (the Planes) [DC 20+APL] to guess it is linked to the Abyss, more particularly the 66th layer: the Demonweb pits, the domain of Lloth. Note that a *comprehend languages* spell cannot be used because of the sphere around the circle.

There is no way to save Kazarai during this adventure; however, the PCs can make the man doubt before he is taken to the Abyss. Should any PC somehow find a way to enter the sphere, then Galastard appears immediately (see the boxed text later) and takes everyone in the sphere with her to the Abyss.

To attract his attention any loud noise is fine. Once the PCs have his attention he tells them to leave, that his wife will arrive shortly. Play him as someone who is very lost, as if he'd just woken up from a very long sleep.

Some of the information he can give to the PCs.

- Kal'li-Andra did this, to allow him to relax and take his mind off the current problems.
- The elves will soon perish, and the forest taken back by loyal citizens.
- Kazarai plans on bringing Elohir's head to the Pasha himself.

Let the PCs role-play with the Liwa' that something is wrong. Show him as a little confused about what is happening. Once the conversation dies down, allow only those PCs who spoke with Kazarai to make a roll.

- Showing him the half-drow +5
- No elf in the party +5
- Each elf in the party -4
- A Water Watcher in the party +2
- Good/bad role-playing +/-4

If the PCs succeed a Diplomacy check of DC 25+APL, Kazarai seems to realize something is wrong and he starts pounding on the sides of the sphere asking to be left out. If the PCs fail, Kazarai does not take action. Whatever the result of the check, read or paraphrase.

From behind Kazarai, appears Kal'li-Andra. However, gone is the sweet, innocent Baklunish woman. While her face is still recognizable, her skinned turned to ivory, her teeth turned to sharp

fangs but her eyes are filled with such malevolence. From her back, sprouts two bat-like wings. Placing a hand on her husband's shoulder, you can hear her sweet voice. "Come with me dear husband, I've got big plans for you."

If they succeeded at the Diplomacy check, Kazarai screams "NO!" as he disappears. Otherwise, he embraces his wife as they leave. Both of them disappear in a loud *fireball* contained within the sphere. Once the ball explodes, the sphere is dispelled (and the circle is gone).

Proceed to **Searching the warehouse**

Too late

If the PCs were taken by the guard or if they somehow delayed too long, then they arrive too late to speak with Kazarai. They only find the blackened circle in the back room.

If they take their time after defeating the half-drow, then they also miss their chance to speak with Kazarai. When the delay expires, they hear a loud bang coming from the back room. At that point, continue with Searching the warehouse.

Searching the warehouse

Once the half-drows are defeated and Kazarai is taken to the Abyss, the PCs are free to do as they want.

The PCs are now free to search the warehouse. All of the crates in the main section are marked with the Kazarai family markings.

One of the side offices has all the information proving the Kazarai family is doing only fair and legal business from this warehouse. The manifest and content of the crates is the same. The crates contain weapons and metal armor of average to great quality, fabricated by the smiths of the Kazarai family.

The chamber in the back has a blackened perfect circle in the middle. Allow Survival or Heal checks [DC 15] to discover there was a circle here made of blood.

PCs can make a Knowledge (Arcana) check [DC 25+APL] can guess that they cast some minor form of a *gate* spell. The SAME PC could also make a Knowledge (the Planes) [DC 25+APL] to guess it is linked to the Abyss, more particularly the 66th layer: the Demonweb pits, the domain of Lloth. Note that because of the burn marks, the difficulty was raised.

Once they are done searching the warehouse, proceed to the Conclusion.

Conclusion

Having heard of their investigation through some of his agents in town, Sheik Ed'our Bin Kan summons the PCs to his palace, wanting to speak with them. He asks the PCs to tell him what they have learned. As long as they do not lie to him, the Sheik is very concerned by what he learns and thanks the PCs.

If the PCs run and refuse to meet with the Sheik, they are now wanted, and receive "Wanted for Questioning" on their AR. This marks the end of the adventure for any PC.

The PCs have a few choices. They can depict Kazarai as a madman, as a man manipulated by dark forces or as a man working with the forces of evil. This depiction is important, as it defines what people will later think of Kazarai. The Sheik asks the PCs to swear to keep Kazarai's whereabouts and what he did a secret. PCs who agree to keep the secret gain the "Gratitude of Sheik Ed'our Bin Kan".

Any member of the Water Watchers with a rank of Muqaddam (Captain) or Liwa' (Commodore) or Musheer (Admiral) is offered command of the Water Watchers in Malimar by the Sheik. That player receives "Offer of Command" on his AR. If several PCs qualify for the position, then the highest-ranking ones get "Offer of Command", possibly as co-commanders. If a PC does not qualify immediately, then he loses the chance for command. If no PC qualifies, then the command will go to Fatima al-Mullah al-Fareeqa Oula of the Faris.

The Sheik stands atop his palace, with you standing next to him. A large crowd has gathered, wanting to hear what he wishes to say.

"Friends, we have all been played for fools. Thanks to the effort of these brave individuals, I have learned many truths."

"Kazarai al-Liwa' is missing. I offer a bounty of 1,000 fountains to bring him back to me alive."

"I have sent word to His Exalted Splendor, explaining to him the reasons for me recalling the martial law in Blashikdur. I alone will once again run this sheikdom. While preparations for war against the elves are to continue, I no longer find it necessary to keep us prisoners in our great city."

"The future is still uncertain, for the elves have not yet declared their intentions, but with the help of the valiant we shall survive this. May the Four Feet

of the Dragon guide us to better days, the Restorer of Righteousness smile upon us."

This is the end of this chapter, however many questions remain unanswered. Who are Galastard's superiors? Who are these half-drow? Where do they come from? What is their interest in this? These questions will be answered in later adventures.

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 4 – Great Day for a Parade

Defeat the Constructs and save the townsfolk

| | |
|----------|---------|
| APL 2 – | 90 xp. |
| APL 4 – | 150 xp. |
| APL 6 – | 210 xp. |
| APL 8 – | 270 xp. |
| APL 10 – | 330 xp. |
| APL 12 – | 390 xp. |

Encounter 5 – FIRE! FIRE! FIRE!

Defeat the demons

| | |
|----------|---------|
| APL 2 – | 120 xp. |
| APL 4 – | 180 xp. |
| APL 6 – | 240 xp. |
| APL 8 – | 300 xp. |
| APL 10 – | 360 xp. |
| APL 12 – | 420 xp. |

Encounter 6 – Goodbye, my Friends

Defeat the Half-Drow.

| | |
|---------|---------|
| APL 2 – | 150 xp. |
| APL 4 – | 210 xp. |
| APL 6 – | 270 xp. |
| APL 8 – | 330 xp. |

APL 10 – 390 xp.

APL 12 – 450 xp.

Discretionary Role-playing Award

Judge may allocate up to the following for good role-playing

| | |
|----------|---------|
| APL 2 – | 90 xp. |
| APL 4 – | 135 xp. |
| APL 6 – | 180 xp. |
| APL 8 – | 225 xp. |
| APL 10 – | 270 xp. |
| APL 12 – | 315 xp. |

Total Possible Experience

| | |
|----------|-----------|
| APL 2 – | 450 xp. |
| APL 4 – | 675 xp. |
| APL 6 – | 900 xp. |
| APL 8 – | 1,125 xp. |
| APL 10 – | 1,350 xp. |
| APL 12 – | 1,575 xp. |

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. 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 (sell value)

Encounter 6:

APL 2: L: 379 gp; C: 45 gp; M: *Bar-Ook's spellbook* (27 gp per character), *drow sleep poison* (6 gp per character).

APL 4: L: 199 gp; C: 0 gp; M: *Bar-Ook's spellbook* (34 gp per character), *full plate +1* (137 gp per character), *heavy steel shield +1* (97 gp per character), *ring of protection +1* (166 gp per character), *mithral chain shirt* (91 gp per character) *buckler +1* (97 gp per character), *drow sleep poison* (12 gp per character).

APL 6: L: 59 gp; C: 0 gp; M: *Bar-Ook's spellbook* (95 gp per character), *full plate +1* (137 gp per character), *heavy steel shield +1* (97 gp per character), *morningstar +1* (192 gp per character), *dagger +1* (191 gp per character), *ring of protection +1* (166 gp per character), *bracers of armor +1* (83 gp per character), *mithral chain shirt +1* (175 gp per character) *buckler +1* (97 gp per character), *hand crossbow +1* (200 gp per character), *+1 rapier* (193 gp per character), *drow sleep poison* (18 gp per character), *adamantine greatsword* (254 gp per character), *cloak of protection +1* (83 gp per character).

APL 8: L: 3 gp; C: 0 gp; M: *Bar-Ook's spellbook* (167 gp per character), *mithral full plate +1* (958 gp per character), *heavy steel shield +1* (97 gp per character), *frost morningstar +1* (692 gp per character), *periapt of wisdom +2* (333 gp per character), *dagger +1* (191 gp per character), *ring of protection +1* (166 gp per character), *bracers of armor +3* (750 gp per character), *headband of intellect +2* (333 gp per character), *mithral chain shirt +1* (175 gp per character) *buckler +1* (97 gp per character), *flaming hand crossbow +1* (700 gp per character), *+1 rapier* (193 gp per character), *drow sleep poison* (24 gp per character), *gloves of dexterity +2* (333 gp per character), *adamantine breastplate* (850 gp per character), *adamantine greatsword +1* (420 gp per character), *adamantine greataxe* (251 gp per character), *gauntlets of ogre power* (333 gp per character), 4 *cloaks of protection +1* (332 gp per character).

APL 10: L: 3 gp; C: 0 gp; M: *Bar-Ook's spellbook* (235 gp per character), *mithral full plate +2* (1,208 gp per character), *heavy steel shield +2* (347 gp per character), *icy burst morningstar +1* (2,692 gp per character), *periapt of wisdom +2* (333 gp per character), *defending dagger +1* (691 gp per character), *ring of protection +2* (666 gp per character), *bracers of armor +3* (750 gp per character), *headband of intellect +2* (333 gp per character), *mithral chain shirt +2* (425 gp per character), *buckler +2* (347 gp per character), *flaming burst hand crossbow +1* (2,700 gp per character), *+1 rapier* (193 gp per character), *drow sleep poison* (30 gp per character), *gloves of dexterity +2* (333 gp per character), *adamantine breastplate +1* (945 gp per character), *adamantine greatsword +1* (420 gp per character), *adamantine greataxe +1* (418 gp per character), *gauntlets of ogre power* (333 gp per character), *cloaks of protection +2* x4 (333 gp per character each).

APL 12: L: 3 gp; C: 0 gp; M: *Bar-Ook's spellbook* (274 gp per character), *mithral full plate +2* (1,208 gp per character), *heavy steel shield +2* (347 gp per character), *icy burst morningstar +2* (4,192 gp per character), *periapt of wisdom +4* (1,333 gp per character), *defending dagger +2* (1,525 gp per character), *ring of protection +3* (1,500 gp per character), *bracers of armor +4* (1,333 gp per character), *headband of intellect +4* (1,333 gp per character), *mithral chain shirt +2* (425 gp per character), *buckler +2* (347 gp per character), *flaming burst hand crossbow +2* (4,200 gp per character), *+2 rapier* (693 gp per character), *drow sleep poison* (36 gp per character), *gloves of dexterity +4* (1,333 gp), *adamantine breastplate +2* (1,183 gp per character), *adamantine greatsword +2* (920 gp per character), *adamantine greataxe +2* (918 gp per character), *belt of giant*

strength +4 (1,333 gp per character), *cloaks of protection* +3 x4 (3,000 gp per character each).

Total Possible Treasure

| | |
|----------------|-----------------|
| APL 2: | 450 gp |
| APL 4: | 650 gp |
| APL 6: | 900 gp |
| APL 8: | 1,300 gp |
| APL 10: | 2,300 gp |
| APL 12: | 3,300 gp |

Appendix I: NPCs and Creatures

All APLs

Encounter 1 – Danger on the Horizon

Nothrander: Female Wood Elf Sor4; CR 4; Medium-Size Humanoid (Elf); HD 4d4; hp 13; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +2; Grp +0; Atk +0 melee (1d3-2/x2, fist); Full Atk +0 melee (1d3-2, fist); SQ Elf Traits; AL CN; SV Fort +1, Ref +3, Will +5; Str 7, Dex 15, Con 10, Int 11, Wis 13, Cha 16.

Skills and Feats: Concentration +6, Listen +5, Spellcraft +7, Spot +5, Use Magic Device +6; Alertness, Magical Aptitude.

Sorcerer Spells Known (6/7/4; save DC = 13 + spell level): 0— *Detect magic, light, mage hand, prestidigitation, read magic, resistance*, 1st— *Mage armor, magic missile, sleep*, 2nd— *Invisibility*.

Possessions: Torn robe.

Typical Tusman Guard: Male/Female Human Ftr2; CR 2; Medium-Size Humanoids (Human); HD 2d10+4; hp 20; Init +3; Spd 20 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +5 Breastplate, +2 Shield); Base Atk +2; Grp +5; Atk +6 melee (1d8+3, longsword) or +5 melee (1d4+3/19-20x2, dagger) or +5 ranged (1d8, light crossbow); Full Atk +6 melee (1d8+3, longsword) or +5 melee (1d4+3, dagger) or +5 ranged (1d8, light crossbow); AL LN; SV Fort +5, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Ride +8; Combat Reflexes, Power Attack, Quick Draw, Weapon Focus (Longsword).

Possessions: Breastplate, Large Steel Shield, Longsword, Dagger, Light Crossbow, 20 Bolts.

Kazarai al-Liwa': Male Human Ftr9/Ari5; CR 13; Medium-Size Humanoid (Human); HD 9d10+5d8+14; hp 95; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18, touch 13, flat-footed 16 (+2 Dex, +5 Masterwork Breastplate, +1 Deflection); Base Atk +12/+7/+2; Grp +15; Atk +18 melee (1d8+4, +1 longsword) or +16 ranged (1d8+4, +1 composite longbow (+3 Str)); Full Atk +18/+13/+8 melee (1d8+4, +1 longsword) or +16/+11/+6 ranged (1d8+4, +1 composite longbow (+3 Str)); AL LN; SV Fort +8, Ref

+6, Will +7; Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Balance +7, Bluff +12, Forgery +8, Handle Animal +12, Intimidate +8, Jump +5, Knowledge (Local – VTF) +5, Sense Motive +6, Swim +7; Cleave, Dodge, Great Cleave, Greater Weapon Focus (Longsword), Improved Initiative, Leadership, Mobility, Power Attack, Weapon Focus (Longbow), Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: Masterwork Breastplate, +1 longsword, +1 composite longbow (+3 Str), 20 Arrows, ring of protection +1.

Galastard: Female Succubus Sor8; CR 15; Medium-Size Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 6d8+8d4+28; hp 71; Init +2 (Dex); Spd 30 ft., fly 50 ft. (average); AC 25, touch 12, flat-footed 23 (+2 Dex, +9 Natural, +4 *mage armor*); Base Atk +10; Grp +11; Atk: Claw +11 melee (1d6+1); Full Atk 2 Claws +11 melee (1d6+1); SA Energy Drain, Spell-like Abilities, *Summon Tanar'ri*, SQ Damage Reduction 10/Cold Iron or Good, Darkvision 60 ft., Immunity to Electricity and Poison, Resistance to Acid 10, Cold 10, Fire 10, SR 22, Telepathy 100 ft., Tongues; AL CE; SV Fort +9, Ref +9, Will +13; Str 13, Dex 14, Con 14, Int 16, Wis 14, Cha 26.

Skills and Feats: Bluff +27, Concentration +19, Diplomacy +20, Disguise +21* (+23 when Acting), Escape Artist +11, Hide +11, Intimidate +19, Knowledge (Religion) +12, Listen +19, Move Silently +11, Search +12, Spellcraft +11, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); Combat Casting, Dodge, Mobility, Persuasive, Spell Focus (Enchantment).

Spell-like abilities (Sp): At will – *Charm monster* (DC 22), *detect good, detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma based.

Sorcerer Spells Known (6/8/8/7/5; save DC = 18 + spell level, DC 19 + spell level for Enchantment): 0— *Dancing lights, daze, detect magic, ghost sound, mage hand, prestidigitation, read magic, resistance*, 1st— *Charm person, expeditious retreat, mage armor, magic*

missile, shield, 2nd – *Resist energy, see invisibility, touch of idiocy*, 3rd – *Haste, hold person*, 4th – *Phantasmal killer*.

Possessions: Spell Component Pouch.

Description: In her human form of Kal'li-Andra, she is a tall, beautiful Baklunish woman. She stands 6'1", and weighs 120 lbs. She has long, silky black hair, and dark brown eyes, which sparkle. She has a slight frame, but with curves in all of the right places, and she flaunts her beauty. She wears somewhat conservative outfits, but her movements belie her beauty without question.

Professor Talagar Assad: Male Half-Elf Exp8; CR 8; Medium-Size Humanoid (Elf); HD 8d6+8; hp 51; Init +1 (Dex); Spd 30 ft.; AC 13, touch 13, flat-footed 12 (+1 Dex, +2 Deflection); Base Atk +6/+1; Grp +5; Atk +6 melee (1d4-2, masterwork silver dagger); Full Atk: +6/+1 melee (1d4-2, masterwork silver dagger); AL NG; SV Fort +3, Ref +5, Will +7; Str 9, Dex 13, Con 13, Int 18, Wis 12, Cha 15.

Skills and Feats: Appraise +17, Concentration +12, Decipher Script +17, Diplomacy +17, Gather Information +17, Knowledge (Arcana) +15, Knowledge (History) +18, Knowledge (Local - VTF) +15, Knowledge (Nobility & Royalty) +15, Knowledge (Religion) +15; Diligent, Lightning Reflexes, Skill Focus (Knowledge (History)).

Possessions: Courtiers Outfit, 50gp worth of Gems, Masterwork Alchemical Silver Dagger, *ring of protection* +2.

APL 2

Encounter 4 – Great Day for a Parade

Animated Objects (Statue Arms): CR 2; Medium-Size Construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 (+4 Natural); Base Atk +1; Grp +2; Atk Slam +2 melee (1d6+1); Full Atk Slam +2 melee (1d6+1); SQ Construct Traits, Darkvision 60 ft., Hardness 5, Low-light Vision; AL N; SV Fort 0, Ref 0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

Encounter 6 – Goodbye, my Friends

A'Don-Nia: Female half-drow Clr2 of Lloth; CR 2; Medium Humanoid (Elf); HD 2d8+2; hp 14; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20 (+8 full plate, +2 large steel shield); Base Atk +1; Grp +2; Atk +3 melee (1d8+1 masterwork morningstar); Full Atk +3 melee (1d8+1 masterwork morningstar); SA Rebuke Undead; SQ Aura, Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +4, Ref +0, Will +6; Str 12, Dex 11, Con 12, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +6, Sense Motive +8; Combat Casting.

Aura (Ex): For either *Detect Chaos* or *Detect Evil*, radiates as a Faint aura.

Cleric Spells Prepared (4/3+1; Save DC = 13 + spell level): 0 – *cure minor wounds*, *detect magic*, *resistance* (2); 1st – *command*, *cure light wounds*, *doom*, *protection from law**.

**Domains:* Chaos (You cast Chaos spells at +1 caster level); Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day)].

Possessions: masterwork full plate, masterwork large steel shield, masterwork morningstar, spell component pouch, silver unholy symbol of Lloth.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Bar-Ook: Male half-drow Wiz2 (Evoker); CR 2; Medium Humanoid (Elf); HD 2d4+2; hp 8; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11 (+1 Dex, Ring of Protection +1); Base Atk +1; Grp +0; Atk +1 melee (1d4-1, masterwork dagger); Full Atk +1 melee (1d4-1, masterwork dagger); SQ Darkvision 60 ft., Half-Elf

Traits; AL CE; SV Fort +3, Ref +1, Will +4; Str 8, Dex 12, Con 12, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +6, Decipher Script +6, Knowledge (Arcana) +12, Knowledge (Religion) +10, Knowledge (The Planes) +10, Listen +5, Open Locks +7, Profession (Gambler) +6, Search +7, Spellcraft +12, Spot +5; Alertness, Quicken Spell, Scribe Scroll.

Wizard Spells Prepared (4+1/4+1; save DC = 15 + spell level): 0 – *acid splash* (2), *detect magic*, *flare*, *resistance*; 1st – *color spray*, *mage armor*, *magic missile* (2), *protection from good*.

Spellbook: 0 – *all*; 1st – *color spray*, *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*, *magic weapon*, *protection from good*, *shield*, *shocking grasp*, *true strike*

Possessions: masterwork dagger, spell component pouch, traveling spellbook, *ring of protection* +1.

Languages: Abyssal, Ancient Baklunish, Common, Draconic, Drow Sign Language, Elven, Infernal, Undercommon.

Tza'l'al: Rat Familiar; CR 1/2 Master; Tiny Magical Beast (Familiar); HD 1/2 of 2d4+2 hp 4; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 15, touch 14, flat-footed 13 (+2 Size, +2 Dex, +1 Natural); Base Atk +2; Grp -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); Space/Reach 2 1/2 ft./0 ft.; SQ Empathic Link, Improved Evasion, Low-light Vision, Scent, Share Spells; AL CE; SV Fort +3, Ref +5, Will +4; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +11, Swim +10; Weapon Finesse.

Ca'er Listée: Female half-drow Rog2; CR 2; Medium Humanoid (Elf); HD 2d6+2; hp 12; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19, touch 14, flat-footed 15 (+4 Dex, +4 Chain Shirt, +1 Buckler); Base Atk +1; Grp +2; Atk +6 ranged (1d4 plus poison, masterwork hand crossbow) or +3 melee (1d6+1, masterwork rapier); Full Atk +6 ranged (1d4 plus poison, masterwork hand crossbow) or +3 melee (1d6+1, masterwork rapier); SA Sneak Attack +1d6; SQ Darkvision 60 ft., Half-Elf Traits, Trapfinding; AL CE; SV Fort +1, Ref +7, Will +0; Str 13, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +10, Climb +5, Disguise +5, Hide +8, Jump +7, Listen +5, Move Silently +8, Spot +5, Tumble +10; Improved Initiative.

Poison: Drow Sleep Poison. Injury DC 13. Initial Damage: Unconsciousness. Secondary Damage: Unconsciousness for 2d4 hours.

Possessions: masterwork hand crossbow, 30 bolts, masterwork rapier, masterwork chain shirt, buckler, 1 dose of drow sleep poison.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Damea'El: Female half-drow Ftr2; CR 2; Medium Humanoid (Elf); HD 2d10+2; hp 17; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 Masterwork Breastplate); Base Atk +2; Grp +5; Atk +7 melee (2d6+4, masterwork greatsword) or +6 melee (1d12+4, masterwork greataxe); Full Atk +7 melee (2d6+4, masterwork greatsword) or +6 melee (1d12+4, masterwork greataxe); SQ Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +4, Ref +2, Will +0; Str 17, Dex 15, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8, Swim +8; Improved Sunder, Power Attack, Weapon Focus (Greatsword).

Possessions: masterwork breastplate, masterwork greatsword, masterwork greataxe.

Languages: Common, Drow Sign Language, Elven, Undercommon.

APL 4

Encounter 4 – Great Day for a Parade

Animated Objects (Statue Halves): CR 3; Large Construct; HD 4d10+30; hp 52; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed 14 (-1 Size, +5 Natural); Base Atk +3; Grp +10; Atk +5 melee (1d8+4, slam); Full Atk +5 melee (1d8+4, slam); Space/Reach 10 ft./10 ft.; SQ Construct Traits, Darkvision 60 ft., Hardness 8, Low-light Vision; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Encounter 6 – Goodbye, my Friends

A'Don-Nia: Female half-drow Clr3 of Lloth; CR 3; Medium Humanoid (Elf); HD 3d8+3; hp 19; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 22 (+9 Full Plate, +3 Large Steel Shield); Base Atk +2; Grp +3; Atk +4 melee (1d8+1, masterwork morningstar); Full Atk: +4 melee (1d8+1, masterwork morningstar); SA Rebuke Undead; SQ Aura, Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +4, Ref +1, Will +6; Str 12, Dex 11, Con 12, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +7, Diplomacy +7, Knowledge (Religion) +2, Sense Motive +8; Combat Casting.

Aura (Ex): For either *Detect Chaos* or *Detect Evil*, radiates as a Moderate aura.

Cleric Spells Prepared (4/3+1/2+1; save DC = 13 + spell level): 0— *cure minor wounds*, *detect magic*, *resistance* (2); 1st— *command*, *cure light wounds*, *doom*, *protection from law**; 2nd— *hold person*, *shatter**, *spiritual weapon*.

* **Domains:** Chaos (You cast Chaos spells at +1 caster level), Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day).

Possessions: +1 full plate, +1 large steel shield, masterwork morningstar, spell component pouch, silver unholy symbol of Lloth.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Bar-Ook: Male Drow Wiz3 (Evoker); CR 3; Medium Humanoid (Elf); HD 3d4+3; hp 12; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11 (+1 Dex, *ring of*

protection +1); Base Atk +1; Grp +0; Atk +1 melee (1d4-1, masterwork dagger); Full Atk +1 melee (1d4-1, masterwork dagger); SQ Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +4, Ref +2, Will +4; Str 8, Dex 12, Con 12, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +7, Decipher Script +7, Knowledge (Arcana) +13, Knowledge (Religion) +11, Knowledge (The Planes) +11, Listen +5, Open Locks +7-1/2, Profession (Gambler) +6, Search +7, Spellcraft +13, Spot +5; Alertness, Energy Substitution (Acid)**; Quicken Spell, Scribe Scroll.

Wizard Spells Prepared (4+1/4+1/2+1; save DC = 15 + spell level): 0— *acid splash* (2), *detect magic*, *flare*, *resistance*; 1st— *color spray*, *mage armor*, *magic missile* (2), *protection from good*; 2nd— *earthen grasp**, *flaming sphere* (*Acid Substituted***); *flaming sphere*.

Spellbook: 0— *All PHB (Except from Enchantment and Necromancy schools)*; 1st— *Color spray*, *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*, *magic weapon*, *protection from good*, *shield*, *shocking grasp*, *true strike*; 2nd— *Earthen grasp**, *flaming sphere*, *web*.

Possessions: masterwork dagger, spell component pouch, traveling spellbook, *ring of protection* +1.

Languages: Abyssal, Ancient Baklunish, Common, Draconic, Drow Sign Language, Elven, Infernal, Undercommon.

** See Appendix 2: New Rules Items

Tza'l'al: Rat Familiar; CR 1/2 Master; Tiny Magical Beast (Familiar); HD 1/2 of 3d4+3 hp 6; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 16, touch 14, flat-footed 14 (+2 Size, +2 Dex, +2 Natural); Base Atk +2; Grp -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); Space/Reach 2 1/2 ft./0 ft.; SQ Deliver Touch Spells, Empathic Link, Improved Evasion, Low-light Vision, Scent, Share Spells; AL CE; SV Fort +3, Ref +5, Will +4; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +11, Swim +10; Weapon Finesse.

Ca'er Listée: Female Drow Rog3; CR 3; Medium Humanoid (Elf); HD 3d6+3; hp 17; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20, touch 14, flat-footed 16 (+4 Dex, +4 Mithral Chain Shirt, +2 Buckler +1); Base Atk +2; Grp +3; Atk +7 ranged (1d4 plus poison, masterwork hand crossbow) or +4 melee

(1d6+1, masterwork rapier); Full Atk +7 ranged (1d4 plus poison, masterwork hand crossbow) or +4 melee (1d6+1, Masterwork Rapier); SA Sneak Attack +2d6; SQ Darkvision 60 ft., Half-Elf Traits, Evasion, Trap Sense +1, Trapfinding; AL CE; SV Fort +2, Ref +7, Will +1; Str 13, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +12, Climb +7, Disguise +5, Escape Artist +7, Hide +10, Jump +9, Listen +7, Move Silently +8, Spot +7, Tumble +12; Improved Initiative, Point Blank Shot.

Poison: Drow Sleep Poison. Injury DC 13. Initial Damage: Unconsciousness. Secondary Damage: Unconsciousness for 2d4 hours.

Possessions: masterwork hand crossbow, 30 bolts, masterwork rapier, mithral chain shirt, +1 buckler, 2 doses of drow sleep poison.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Damea'El: Female Drow Ftr3; CR 3; Medium Humanoid (Elf); HD 3d10+3; hp 24; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 masterwork breastplate); Base Atk +3; Grp +6; Atk +8 melee (2d6+4, masterwork greatsword) or +7 melee (1d12+4, masterwork greataxe); Full Atk +8 melee (2d6+4, masterwork greatsword) or +7 melee (1d12+4, masterwork greataxe); SQ Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +4, Ref +2, Will +1; Str 17, Dex 15, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Swim +9; Combat Reflexes, Improved Sunder, Power Attack, Weapon Focus (Greatsword).

Possessions: masterwork breastplate, masterwork greatsword, masterwork greataxe.

Languages: Common, Drow Sign Language, Elven, Undercommon.

APL 6

Encounter 6 – Goodbye, my Friends

A'Don-Nia: Female half-drow Clr6 of Lloth; CR 6; Medium Humanoid (Elf); HD 6d8+12; hp 41; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 22 (+9 full plate, +3 large steel shield); Base Atk +4; Grp +5; Atk +6 melee (1d8+2, *morningstar* +1); Full Atk +6 melee (1d8+2, *morningstar* +1); SA Rebuke Undead; SQ Aura, Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +6, Ref +2, Will +9; Str 12, Dex 11, Con 12, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +9, Knowledge (Religion) +5, Sense Motive +9; Combat Casting, Improved Toughness**, Extra Smiting**.

Aura (Ex): For either *Detect Chaos* or *Detect Evil*, radiates as a Strong aura.

Cleric Spells Prepared (5/4+1/4+1/3+1; save DC = 14 + spell level): 0— *cure minor wounds* (2), *detect magic*, *resistance* (2), 1st— *bane*, *bless*, *command*, *cure light wounds*, *doom*, *protection from law**, 2nd— *death knell*, *hold person*, *resist energy*, *shatter**, *spiritual weapon*; 3rd— *bestow curse*, *contagion**, *cure serious wounds*, *dispel magic*.

* *Domains:* [Chaos (You cast Chaos spells at +1 caster level), Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day)].

Possessions: +1 full plate, +1 steel shield, +1 *morningstar*, spell component pouch, silver unholy symbol of Lloth.

Languages: Common, Drow Sign Language, Elven, Undercommon.

** see Appendix 2: New Rules Items

Bar-Ook: Male Drow Wiz6 (Evoker); CR 6; Medium Humanoid (Elf); HD 6d4+6; hp 19; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 12 (+1 Dex, *ring of protection* +1, *bracers of armor* +1); Base Atk +3; Grp +2; Atk +3 melee (1d4, +1 *dagger*); Full Atk: +3 melee (1d4, +1 *dagger*); SQ Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +3, Ref +1, Will +4; Str 8, Dex 12, Con 12, Int 21, Wis 12, Cha 10.

Skills and Feats: Concentration +10, Decipher Script +10, Knowledge (Arcana) +16, Knowledge (Religion) +14, Knowledge (The Planes) +14, Listen +6, Open Locks +9, Profession (Gambler) +6, Search +7, Spellcraft +16, Spot +5-1/2; Alertness, Energy Substitution (Acid) **, Quicken Spell, Scribe Scroll, Sudden Maximize **.

Wizard Spells Prepared (4+1/6+1/5+1/3+1/2+1; save DC = 16 + spell level): 0— *acid splash* (2), *detect magic*, *flare*, *resistance*, 1st— *color spray*, *mage armor*, *magic missile* (2), *protection from good*, *shield*; 2nd— *earthen grasp***, *flaming sphere* (*acid substituted***), *flaming sphere*, *mirror image*, *see invisibility*; 3rd— *bands of steel***, *fireball* (*Acid Substituted***), *fly*, *lightning bolt* (*Acid Substituted***).

Spellbook: 0— *All PHB (Except from Enchantment and Necromancy schools)*, 1st— *color spray*, *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*, *magic weapon*, *protection from good*, *shield*, *shocking grasp*, *true strike*; 2nd— *earthen grasp***, *flaming sphere*, *mirror image*, *see invisibility*, *shatter*, *web*; 3rd— *bands of steel***, *fireball*, *fly*, *haste*, *lightning bolt*, *slow*.

Possessions: +1 *dagger*, spell component pouch, traveling spellbook, *ring of protection* +1, *bracers of armor* +1.

Languages: Abyssal, Ancient Baklunish, Common, Draconic, Drow Sign Language, Elven, Infernal, Undercommon.

** see Appendix 2: New Rules Items

Tza'l'al: Rat Familiar; CR 1/2 Master; Tiny Magical Beast (Familiar); HD 1/2 of 6d4+6; hp 9; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 18, touch 15, flat-footed 15 (+2 Size, +3 Dex, +3 Natural); Base Atk +5; Grp -3; Atk +10 melee (1d3-4, bite); Full Atk +10 melee (1d3-4, bite); Space/Reach 2 1/2 ft./0 ft.; SQ Deliver Touch Spells, Empathic Link, Improved Evasion, Low-light Vision, Scent, Share Spells, Speak with Master; AL CE; SV Fort +4, Ref +9, Will +5; Str 2, Dex 16, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +15, Move Silently +15, Swim +10; Lightning Reflexes, Weapon Finesse.

Ca'er Listée: Female half-drow Rog4; CR 4; Medium Humanoid (Elf); HD 4d6+4; hp 22; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 22, touch 15, flat-footed 22 (+5 Dex, +5 mithral chain shirt +1, +2 buckler

+1); Base Atk +3; Grp +4; Atk +9 ranged (1d4+1 plus poison, *hand crossbow* +1) or +5 melee (1d6+2, *rapier* +1); Full Atk +9 ranged (1d4+1 plus poison, *hand crossbow* +1) or +5 melee (1d6+2, *rapier* +1); SA Sneak Attack +2d6; SQ Darkvision 60 ft., Half-Elf Traits, Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL CE; SV Fort +2, Ref +9, Will +1; Str 13, Dex 20, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +14, Climb +8, Disguise +5, Escape Artist +9, Hide +12, Jump +10, Listen +8, Move Silently +12, Spot +8, Tumble +14; Improved Initiative, Point Blank Shot.

Poison: Drow Sleep Poison. Injury DC 13. Initial Damage: Unconsciousness. Secondary Damage: Unconsciousness for 2d4 hours.

Possessions: +1 *hand crossbow*, 30 bolts, +1 *rapier*, +1 *mithral chain shirt*, +1 *buckler*, 3 doses of drow sleep poison.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Damea'El: Female half-drow Ftr4; CR 4; Medium Humanoid (Elf); HD 4d10+4; hp 32; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 masterwork breastplate); Base Atk +4; Grp +8; Atk +10 melee (2d6+8, adamantite greatsword) or +9 melee (1d12+6, masterwork greataxe); Full Atk +10 melee (2d6+8, adamantite greatsword) or +9 melee (1d12+6, masterwork greataxe); SQ Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +6, Ref +4, Will +2; Str 18, Dex 15, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8, Swim +8; Combat Reflexes, Improved Sunder, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: masterwork breastplate, adamantite greatsword, masterwork greataxe, *cloak of protection* +1.

Languages: Common, Drow Sign Language, Elven, Undercommon.

APL 8

Encounter 4 – Great Day for a Parade

Advanced Web Golem:** CR 9; Huge Construct; HD 15d10+40; hp 120; Init +3; Spd 30 ft.; AC 22, touch 11, flat-footed 19 (-2 Size, +3 Dex, +11 Natural); Base Atk +11; Grp +28; Atk +18 melee (4d8+13, slams); Full Atk +18 melee (4d8+13, 2 slams) and +13 melee (1d8+4 plus poison, bite); Space/Reach 15 ft./20 ft.; SA Poison, *Web*, SQ Adhesive, Construct Traits, DR 10/Adamantine, Darkvision 60 ft., Fast Healing 5, Low-light Vision, Spider Climb, Vulnerability to Fire; AL N; SV Fort +5, Ref +8, Will +5; Str 28, Dex 16, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide –1*.

Poison (Ex): Bite, Fortitude DC 15; initial and secondary damage 1d6 Str. The save DC is Constitution based.

Web (Sp): A Web Golem can use a *Web* effect, as the spell (DC 13), three times per day. Caster level 10th.

** see Appendix 2: New Rules Items

Adhesive (Ex): A Web Golem is extremely sticky. Anyone who makes an unsuccessful melee attack against a Web Golem must succeed on a DC 24 Reflex save, or the attacker's weapon sticks to the Web Golem and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they fail the save. Pulling a stuck weapon or limb loose from a Web Golem requires a DC 24 Strength check. The DC and check DC are Strength-based

Immunity to Magic (Ex): A Web Golem is immune to any spell or spell-like ability that allows Spell Resistance. In addition, certain spells function differently against the creature, as noted below.

A *Grease* spell slows it (as the *Slow* spell) for 2d6 rounds, with no saving throw.

A Web Golem's movement is not inhibited by a *Web* spell.

Spider Climb (Su): A Web Golem has a continuous *Spider Climb* ability, as the spell.

Skills: * A Web Golem's body allows it to blend in extremely effectively when hiding among other giant spider webs, conferring a +15 circumstance bonus on Hide checks.

Encounter 6 – Goodbye, my Friends

A'Don-Nia: Female half-drow Clr7/WarPrst1 of Lloth; CR 8; Medium Humanoid (Elf); HD 7d8+1d10+16; hp 58; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 22 (+9 mithral full plate, +3 large steel shield); Base Atk +6/+1; Grp +7; Atk +8 melee (1d8+2+1d6 cold, +1 *frost morningstar*); Full Atk: +8/+3 melee (1d8+2+1d6 cold, +1 *frost morningstar*); SA Rebuke Undead; SQ Aura, Darkvision 60 ft., Half- Traits; AL CE; SV Fort +7, Ref +3, Will +10; Str 12, Dex 11, Con 12, Int 12, Wis 20, Cha 12.

Skills and Feats: Concentration +12, Diplomacy +10, Knowledge (Religion) +9, Sense Motive +11; Combat Casting, Improved Toughness**, Extra Smiting**.

Aura (Ex): For either *Detect Chaos* or *Detect Evil*, radiates as an Overwhelming aura.

Rally (Ex): A warpriest who currently is not suffering from a *Fear* effect can use this ability as a standard action. Allies within 60 feet who are suffering from any *Fear* effect and who can hear the warpriest are allowed another saving throw against the *Fear* effect, with a +1 morale bonus per warpriest level.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the character's cleric or paladin levels when turning or rebuking undead.

Cleric Spells Prepared (6/6+1/4+1/3+1/2+1; Save DC = 15 + spell level): 0– *cure minor wounds* (2), *detect magic*, *guidance* (2), *resistance*; 1st– *bane*, *bles*, *command*, *cure light wounds* (2), *doom*, *protection from law**; 2nd– *death knell*, *hold person*, *resist energy*, *shatter**; *spiritual weapon*; 3rd– *bestow curse*, *contagion**, *cure serious wounds*, *dispel magic*; 4th– *chaos hammer**, *freedom of movement*, *recitation*.

* *Domains:* Chaos (You cast Chaos spells at +1 caster level), Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable 3 times per day), Domination (You gain the Spell Focus (Enchantment) feat).

Possessions: +1 mithral full plate, +1 steel shield, +1 frost morningstar, spell component pouch, silver unholy symbol of Lloth, cloak of resistance +1, periapt of wisdom +2.

Languages: Common, Drow Sign Language, Elven, Undercommon.

** see Appendix 2: New Rules Items

Bar-Ook: Male half-drow Wiz7/FateSpnnr1 (Evoker); CR 8; Medium Humanoid (Elf); HD 8d4+8; hp 25; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 Dex, ring of protection +1, bracers of armor +3); Base Atk +3; Grp +2; Atk +3 melee (1d4, +1 dagger); Full Atk +3 melee (1d4, +1 dagger); SQ Darkvision 60 ft., Half-Elf Traits, Spin Fate; AL CE; SV Fort +6, Ref +9, Will +7; Str 8, Dex 12, Con 12, Int 23, Wis 12, Cha 10.

Skills and Feats: Concentration +11, Decipher Script +9, Knowledge (Arcana) +17, Knowledge (Religion) +15, Knowledge (The Planes) +15, Listen +7, Open Locks +9, Profession (Gambler) +6, Search +7, Spellcraft +17, Spot +6; Alertness, Energy Substitution (Acid)**; Insightful Reflexes**, Quicken Spell, Scribe Scroll, Sudden Maximize**.

Spin Fate (Ex): A mage of many fates understands that “chance” is not so random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin”. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance, a 5th level wizard/3rd level fatespinner casting *Fireball* could choose to boost the DC of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinners spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation or prayer).

Wizard Spells Prepared (4+1/6+1/5+1/4+1/3+1; save DC = 16 + spell level): 0– *Acid splash* (2), *detect magic*, *flare*, *resistance*, 1st– *color spray*, *mage armor*, *magic missile* (3), *protection from good*, *shield*; 2nd– *earthen grasp***, *flaming sphere* (acid substituted**), *flaming sphere*, *mirror image*, *see invisibility*, *web*; 3rd– *bands of steel***, *fireball* (Acid Substituted**), *fireball*, *fly*, *lightning bolt* (Acid Substituted**), *slow*; 4th– *defenestrating sphere*** (Acid Substituted**), *Evard's black tentacles*, *greater invisibility*, *Otiluke's resilient sphere*.

Spellbook: 0 – All PHB (Except from *Enchantment and Necromancy schools*), 1st– *color spray*, *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*, *magic weapon*, *protection from good*, *shield*, *shocking grasp*, *true strike*; 2nd– *earthen grasp***, *flaming sphere*, *mirror image*, *see invisibility*, *shatter*, *web*; 3rd– *bands of steel***, *fireball*, *fly*, *haste*, *lightning bolt*; 4th– *defenestrating sphere***, *dimension door*, *Evard's black tentacles*, *greater invisibility*, *Otiluke's resilient sphere*, *phantasmal killer*.

Possessions: +1 dagger, spell component pouch, traveling spellbook, ring of protection +1, bracers of armor +3, cloak of resistance +1, headband of intellect +2.

Languages: Abyssal, Ancient Baklunish, Common, Draconic, Drow Sign Language, Elven, Infernal, Undercommon.

** see Appendix 2: New Rules Items

Tza'l'al: Rat Familiar; CR 1/2 Master; Tiny Magical Beast (Familiar); HD 1/2 of 8d4+8; hp 12; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19, touch 15, flat-footed 16 (+2 Size, +3 Dex, +4 Natural); Base Atk +7; Grp -1; Atk +12 melee (1d3-4, bite); Full Atk +12 melee (1d3-4, bite); Space/Reach 2 1/2 ft./0 ft.; SQ Deliver Touch Spells, Empathic Link, Improved Evasion, Low-light Vision, Scent, Share Spells, Speak with Animals of its Kind, Speak with Master; AL CE; SV Fort +5, Ref +10, Will +6; Str 2, Dex 16, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Move Silently +18, Swim +10; Lightning Reflexes, Stealthy, Weapon Finesse.

Ca'er Listée: Female half-drow Rog6; CR 6; Medium Humanoid (Elf); HD 6d6+6; hp 32; Init +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23, touch 16, flat-footed 23 (+6 Dex, +5 mithral chain shirt +1, +2 buckler +1); Base Atk +4; Grp +5; Atk +11 ranged (1d4+1+1d6 fire plus poison, +1 flaming hand crossbow) or +6 melee (1d6+2, +1 rapier); Full Atk +11 ranged (1d4+1+1d6 fire plus poison, +1 flaming hand crossbow) or +6 melee (1d6+2, +1 rapier); SA Sneak Attack +3d6; SQ Darkvision 60 ft., Half-Elf Traits, Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL CE; SV Fort +4, Ref +12, Will +3; Str 13, Dex 22, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +18, Climb +12, Disguise +7, Escape Artist +15, Hide +15, Jump +13, Listen +11, Move Silently +15, Spot +11, Tumble +17; Improved Initiative, Point Blank Shot, Precise Shot.

Poison: Drow Sleep Poison. Injury DC 13. Initial Damage: Unconsciousness. Secondary Damage: Unconsciousness for 2d4 hours.

Possessions: +1 flaming hand crossbow, 30 bolts, +1 rapier, +1 mithral chain shirt, +1 buckler, cloak of resistance +1, gloves of dexterity +2, 4 doses of drow sleep poison.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Damea'El: Female half-drow Ftr6; CR 6; Medium Humanoid (Elf); HD 6d10+12; hp 52; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 adamantite breastplate); Base Atk +6/+1; Grp +11; Atk +13 melee (2d6+10, +1 adamantite greatsword) or +12 melee (1d12+7, adamantite greataxe); Full Atk +13/+8 melee (2d6+10, +1 adamantite greatsword) or +12/+7 melee (1d12+7, adamantite greataxe); SQ Darkvision 60 ft., DR 2/–, Half-Elf Traits; AL CE; SV Fort +7, Ref +5, Will +3; Str 20, Dex 15, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +14, Jump +14, Swim +14; Combat Brute**, Combat Reflexes, Improved Sunder, Improved Toughness, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: adamantite breastplate, +1 adamantite greatsword, adamantite greataxe, cloak of protection +1, gauntlets of ogre power.

Languages: Common, Drow Sign Language, Elven, Undercommon.

** see Appendix 2: New Rules Items

APL 10

Encounter 4 – Great Day for a Parade

Advanced Web Golem:** CR 11; Huge Construct; HD 22d10+40; hp 155; Init +3; Spd 30 ft.; AC 22, touch 11, flat-footed 19 (-2 Size, +3 Dex, +11 Natural); Base Atk +16; Grp +32; Atk +24 melee (4d8+15, slam); Full Atk +24 melee (4d8+15, 2 slams) and +19 melee (1d8+5 plus poison, bite); Space/Reach 15 ft./20 ft.; SA Poison, *Web*, SQ Adhesive, Construct Traits, DR 10/Adamantine, Darkvision 60 ft., Fast Healing 5, Low-light Vision, Spider Climb, Vulnerability to Fire; AL N; SV Fort +7, Ref +10, Will +7; Str 30, Dex 16, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide –1*.

Poison (Ex): Bite, Fortitude DC 15; initial and secondary damage 1d6 Str. The save DC is Constitution based.

Web (Sp): A Web Golem can use a *Web* effect, as the spell (DC 13), three times per day. Caster level 10th.

Adhesive (Ex): A Web Golem is extremely sticky. Anyone who makes an unsuccessful melee attack against a Web Golem must succeed on a DC 25 Reflex save, or the attacker's weapon sticks to the Web Golem and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they fail the save. Pulling a stuck weapon or limb loose from a Web Golem requires a DC 25 Strength check. The DC and check DC are Strength-based.

Immunity to Magic (Ex): A Web Golem is immune to any spell or spell-like ability that allows Spell Resistance. In addition, certain spells function differently against the creature, as noted below.

A *Grease* spell slows it (as the *Slow* spell) for 2d6 rounds, with no saving throw.

A Web Golem's movement is not inhibited by a *Web* spell.

Spider Climb (Su): A Web Golem has a continuous *Spider Climb* ability, as the spell.

Skills: * A Web Golem's body allows it to blend in extremely effectively when hiding among other giant spider webs, conferring a +15 circumstance bonus on Hide checks.

** see Appendix 2: New Rules Items

Encounter 6 – Goodbye, my Friends

A'Don-Nia: Female half-drow Clr9/WarPrst1 of Lloth; CR 10; Medium Humanoid (Elf); HD 9d8+1d10+20; hp 63; Init +0; Spd 20 ft.; AC 24, touch 10, flat-footed 24 (+10 mithral full plate, +4 large steel shield); Base Atk +7/+2; Grp +8; Atk +9 melee (1d8+2 plus 1d6 cold plus 1d10 cold burst, +1 *icy burst morningstar*); Full Atk +9/+4 melee (1d8+2 plus 1d6 cold plus 1d10 cold burst, +1 *icy burst morningstar*); SA Rally, Rebuke Undead; SQ: Aura, Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +11, Ref +5, Will +13; Str 12, Dex 11, Con 12, Int 12, Wis 21, Cha 12.

Skills and Feats: Concentration +13, Diplomacy +9, Heal +9, Knowledge (Religion) +11, Sense Motive +10; Combat Casting, Corrupt Spell**, Improved Toughness**, Extra Smiting**.

Aura (Ex): For either *Detect Chaos* or *Detect Evil*, radiates as an Overwhelming aura.

Rally (Ex): A warpriest who currently is not suffering from a *Fear* effect can use this ability as a standard action. Allies within 60 feet who are suffering from any *Fear* effect and who can hear the warpriest are allowed another saving throw against the *Fear* effect, with a +1 morale bonus per warpriest level.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the character's cleric or paladin levels when turning or rebuking undead.

Cleric Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; save DC = 15 + spell level): 0— *cure minor wounds* (2), *detect magic*, *guidance* (2), *resistance*, 1st— *bane*, *bless*, *command*, *cure light wounds* (2), *doom*, *protection from law**, 2nd— *bear's endurance*, *death knell*, *hold person*, *resist energy*, *shatter**, *spiritual weapon*; 3rd— *bestow curse*, *corrupted sound burst*, *cure serious wounds*, *dispel magic*, *suggestion**; 4th— *doomtide***, *freedom of movement*, *dominate person**, *recitation***; 5th— *dispel law**, *flame strike*, *slay living*.

* **Domains:** Chaos (You cast Chaos spells at +1 caster level), Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable 3 times per

day), Domination (You gain the Spell Focus (Enchantment) feat).

Possessions: +2 mithral full plate, +2 steel shield, +1 icy burst morningstar, spell component pouch, silver unholy symbol of Lloth, cloak of resistance +2, periapt of wisdom +2.

Languages: Common, Drow Sign Language, Elven, Undercommon.

** see Appendix 2: New Rules Items

Bar-Ook: Male Drow Wiz7/FateSpnrr3 (Evoker); CR 10; Medium Humanoid (Elf); HD 10d4+10; hp 31; Init +1; Spd 30 ft.; AC 16, touch 13, flat-footed 15 (+1 Dex, Ring of protection +2, bracers of armor +3); Base Atk +4; Grp +3; Atk: +4 melee (1d4, +1 defending dagger); Full Atk: +4 melee (1d4, +1 defending dagger); SQ Darkvision 60 ft., Half-Elf Traits, Fickle Finger of Fate, Spin Destiny, Spin Fate; AL CE; SV Fort +9, Ref +12, Will +11; Str 8, Dex 12, Con 12, Int 24, Wis 12, Cha 10.

Skills and Feats: Concentration +14, Decipher Script +10, Knowledge (Arcana) +20, Knowledge (Religion) +18, Knowledge (The Planes) +18, Listen +8, Open Locks +9, Profession (Gambler) +6, Search +7, Spellcraft +20, Spot +8; Alertness, Energy Admixture (Acid) **, Energy Substitution (Acid) **, Insightful Reflexes **, Quicken Spell, Scribe Scroll, Sudden Maximize **.

| Wizard | Spells | Prepared |
|---|--------|----------|
| (4+1/6+1/6+1/5+1/4+1/3+1; save DC = 17 + spell level): | | |
| 0– Acid splash (2), detect magic, flare, resistance, 1 st – color spray, mage armor, magic missile (3), protection from good, shield, 2 nd – earthen grasp**, flaming sphere (Acid Substituted**), (2), flaming sphere, mirror image, see invisibility, web, 3 rd – bands of steel**, fireball (Acid Substituted**), fireball, fly, lightning bolt (Acid Substituted**), lightning bolt, slow, 4 th – defenestrating sphere** (Acid Substituted**), dimension door, Evard's black tentacles, greater invisibility, Otiluke's resilient sphere, 5 th – arc of lightning** (Acid Substituted**), Quickened magic missile (2), overland flight. | | |

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86 of the Complete Arcane), he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. The creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of

reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Spin Fate (Ex): A mage of many fates understands that “chance” is not so random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin”. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance, a 5th level wizard/3rd level fatespinner casting *Fireball* could choose to boost the DC of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinners spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation or prayer).

Spellbook: 0– All PHB (Except from Enchantment and Necromancy schools), 1st– color spray, disguise self, expeditious retreat, mage armor, magic missile, magic weapon, protection from good, shield, shocking grasp, true strike, 2nd– earthen grasp**, flaming sphere, mirror image, see invisibility, shatter, web, 3rd– bands of steel**, fireball, fly, haste, lightning bolt, slow, 4th– defenestrating sphere**, dimension door, Evard's black tentacles, greater invisibility, Otiluke's resilient sphere, phantasmal killer, 5th– arc of lightning **, cone of cold, overland flight, reciprocal gyre**, vitriolic sphere**, wall of force.

Possessions: +1 defending dagger, Spell Component Pouch, Traveling Spellbook, ring of protection +2, bracers of armor +3, cloak of resistance +2, headband of intellect +2.

Languages: Abyssal, Ancient Baklunish, Common, Draconic, Drow Sign Language, Elven, Infernal, Undercommon.

** see Appendix 2: New Rules Items

Tza'l'al: Rat Familiar; CR 1/2 Master; Tiny Magical Beast (Familiar); HD 1/2 of 10d4+10; hp 17; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19, touch 15, flat-footed 16 (+2 Size, +3 Dex, +4 Natural); Base Atk +7; Grp -1; Atk +12 melee (1d3-4,bite); Full Atk +12 melee

(1d3-4, bite); Space/Reach 2 1/2 ft./0 ft.; SQ Deliver Touch Spells, Empathic Link, Improved Evasion, Low-light Vision, Scent, Share Spells, Speak with Animals of its Kind, Speak with Master; AL CE; SV Fort +5, Ref +10, Will +6; Str 2, Dex 16, Con 11, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Move Silently +18, Swim +12; Dodge, Lightning Reflexes, Stealthy, Weapon Finesse.

Ca'er Listée: Female half-drow Rog5/Asn3; CR 8; Medium Humanoid (Elf); HD 8d6+8; hp 35; Init +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft.; AC 25, touch 16, flat-footed 25 (+6 Dex, +6 mithral chain shirt +2, +3 buckler); Base Atk +5; Grp +6; Atk +12 ranged (1d4+1 plus 1d6 fire plus poison plus 1d10 fire burst, *+1 flaming burst hand crossbow*) or +7 melee (1d6+2, *+1 rapier*); Full Atk +12 ranged (1d4+1 +1d6 Fire plus poison plus 1d10 fire burst, *+1 flaming burst hand crossbow*) or +7 melee (1d6+2, *+1 rapier*); SA Death Attack, Poison Use, Sneak Attack +5d6, Spells; SQ Darkvision 60 ft., Half-Elf Traits, Evasion, Improved Uncanny Dodge, +1 Saves vs. Poison, Trapfinding, Trap Sense +1, Uncanny Dodge; AL CE; SV Fort +5, Ref +15, Will +4; Str 13, Dex 22, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +20, Climb +12, Disguise +7, Escape Artist +17, Hide +16, Jump +11, Listen +11, Move Silently +16, Spot +11, Tumble +19; Improved Initiative, Precise Shot, Point Blank Shot.

Poison: Drow Sleep Poison. Injury DC 13. Initial Damage: Unconsciousness. Secondary Damage: Unconsciousness for 2d4 hours.

Assassin Spells (2/0; save DC = 11 + spell level):
1st – *Feather fall, obscuring mist, true strike*, 2nd – *Invisibility, spider climb*.

Possessions: *+1 flaming burst hand crossbow*, 30 Bolts, *+1 rapier*, *+2 mithral chain shirt*, *+2 buckler*, *cloak of resistance +2*, *gloves of dexterity +2*, 5 Doses of Drow Sleep Poison.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Damea'El: Female half-drow Ftr8; CR 8; Medium Humanoid (Elf); HD 8d10+16; hp 68; Init +3; Spd 20 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 adamantite breastplate); Base Atk +8/+3; Grp +13; Atk +15 melee (2d6+10, *+1 adamantite greatsword*) or +14 melee (1d12+8, *+1 adamantite greataxe*); Full Atk +15/+10 melee (2d6+10, *+1 adamantite greatsword*) or +14/+9 melee (1d12+8, *+1 adamantite greataxe*); SQ Darkvision 60 ft., DR 2/-, Half-Elf Traits; AL CE; SV

Fort +9, Ref +7, Will +4; Str 20, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +16, Jump +16, Swim +16; Cleave, Combat Brute**, Combat Reflexes, Improved Sunder, Improved Toughness, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: *+1 adamantite breastplate*, *+1 adamantite greatsword*, *+1 adamantite greataxe*, *cloak of protection +2*, *gauntlets of ogre power*.

Languages: Common, Drow Sign Language, Elven, Undercommon.

** see Appendix 2: New Rules Items

APL 12

Encounter 6 – Goodbye, my Friends

A'Don-Nia: Female half-drow Clr11/WarPrst1 of Lloth; CR 12; Medium Humanoid (Elf); HD 11d8+1d10+24; hp 78; Init +0; Spd 20 ft.; AC 24, touch 10, flat-footed 24 (+10 mithral full plate, +4 large steel shield); Base Atk +8/+3; Grp +9; Atk +11 melee (1d8+3 plus 1d6 cold plus 1d10 cold burst, +2 *icy burst morningstar*); Full Atk: +11/+6 melee (1d8+3 plus 1d6 cold plus 1d10 cold burst, +2 *icy burst morningstar*); SA Rally, Spell-like Abilities, Rebuke Undead; SQ Aura, Darkvision 60 ft., Half-Elf Traits; AL CE; SV Fort +13, Ref +6, Will +16; Str 12, Dex 11, Con 12, Int 12, Wis 23, Cha 12.

Skills and Feats: Concentration +16, Diplomacy +9, Heal +15, Knowledge (Religion) +11, Sense Motive +11; Combat Casting, Corrupt Spell**, Improved Toughness**, Extra Smiting**, Quickened Spell.

Aura (Ex): For either *Detect Chaos* or *Detect Evil*, radiates as an Overwhelming aura.

Rally (Ex): A warpriest who currently is not suffering from a *Fear* effect can use this ability as a standard action. Allies within 60 feet who are suffering from any *Fear* effect and who can hear the warpriest are allowed another saving throw against the *Fear* effect, with a +1 morale bonus per warpriest level.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the character's cleric or paladin levels when turning or rebuking undead.

| Cleric | Spells | Prepared |
|--|---|----------|
| (6/7+1/6+1/5+1/4+1/3+1/2+1; save DC = 16 + spell level): | 0 – <i>cure minor wounds</i> (2), <i>detect magic</i> , <i>guidance</i> (2), <i>resistance</i> , 1 st – <i>bane</i> , <i>bless</i> , <i>command</i> , <i>cure light wounds</i> (2), <i>doom</i> , <i>protection from good</i> , <i>protection from law</i> *, 2 nd – <i>bear's endurance</i> , <i>death knell</i> , <i>deific vengeance</i> **, <i>hold person</i> , <i>resist energy</i> , <i>shatter</i> *, <i>spiritual weapon</i> ; 3 rd – <i>bestow curse</i> , <i>Corrupted sound burst</i> , <i>cure serious wounds</i> , <i>dispel magic</i> , <i>searing light</i> , <i>suggestion</i> *; 4 th – <i>Corrupted searing light</i> , <i>doomtide</i> **, <i>freedom of movement</i> , <i>dominate person</i> *, <i>recitation</i> *, 5 th – <i>dispel law</i> *, <i>flame strike</i> , <i>righteous might</i> , <i>slay living</i> ; 6 th – <i>Corrupted flame strike</i> , <i>harm</i> *, <i>Quickened sound burst</i> . | |

* *Domains:* Chaos (You cast Chaos spells at +1 caster level), Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable 3 times per day), Domination (You gain the Spell Focus (Enchantment) feat).

Possessions: +2 *mithral full plate*, +2 *steel shield*, +2 *icy burst morningstar*, spell component pouch, silver unholy symbol of Lloth, *cloak of resistance* +3, *periapt of wisdom* +4.

Languages: Common, Drow Sign Language, Elven, Undercommon.

** see Appendix 2: New Rules Items

Bar-Ook: Male Half-Drow Wiz8/FateSpnnr4 (Evoker); CR 12; Medium Humanoid (Elf); HD 12d4+12; hp 37; Init +1; Spd 30 ft.; AC 18, touch 14, flat-footed 17 (+1 Dex, *ring of protection* +3, *bracers of armor* +4); Base Atk +6/+1; Grp +5; Atk +7 melee (1d4+1, +2 *defending dagger*); Full Atk: +7/+2 melee (1d4+1, +2 *defending dagger*); SQ Darkvision 60 ft., Deny Fate, Half-Elf Traits, Fickle Finger of Fate, Resist Fate, Spin Destiny, Spin Fate; AL CE; SV Fort +10, Ref +14, Will +14; Str 8, Dex 12, Con 12, Int 26, Wis 12, Cha 10.

Skills and Feats: Concentration +16, Decipher Script +16, Knowledge (Arcana) +22, Knowledge (Religion) +20, Knowledge (The Planes) +20, Listen +8, Open Locks +10, Profession (Gambler) +9, Search +12, Spellcraft +22, Spot +8; Alertness, Empower Spell, Energy Admixture (Acid)***, Energy Substitution (Acid)***, Insightful Reflexes**, Quicken Spell, Scribe Scroll, Sudden Maximize**.

| Wizard | Spells | Prepared |
|--|--|----------|
| (4+1/6+1/6+1/6+1/5+1/4+1/2+1; save DC = 18 + spell level): | 0 – <i>acid splash</i> (2), <i>detect magic</i> , <i>flare</i> , <i>resistance</i> , 1 st – <i>color spray</i> , <i>mage armor</i> , <i>magic missile</i> (3), <i>protection from good</i> , <i>shield</i> ; 2 nd – <i>earthen grasp</i> **, <i>flaming sphere</i> (acid substituted**) (2), <i>flaming sphere</i> , <i>mirror image</i> , <i>see invisibility</i> , <i>web</i> ; 3 rd – <i>bands of steel</i> **, <i>fireball</i> (acid substituted**), <i>fireball</i> , <i>fly</i> , <i>lightning bolt</i> (acid substituted**), <i>lightning bolt</i> , <i>slow</i> ; 4 th – <i>defenestrating sphere</i> ** (Acid Substituted**), <i>defenestrating sphere</i> **, <i>dimension door</i> , <i>Evard's black tentacles</i> , <i>greater invisibility</i> , <i>Otiluke's resilient sphere</i> , 5 th – <i>arc of lightning</i> * (Acid Substituted**), <i>Quickened magic missile</i> (2), <i>overland flight</i> , <i>vitriolic sphere</i> ; 6 th – | |

chain lightning (Acid Substituted**), *chain lightning, imbue familiar with spell ability*.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks in the same 24-hour period are made normally.

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86 of the Complete Arcane), he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. The creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll even if it's worse than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Spin Fate (Ex): A mage of many fates understands that “chance” is not so random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin”. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance, a 5th level wizard/3rd level fatespinner casting *Fireball* could choose to boost the DC of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinners spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation or prayer).

Spellbook: 0– All PHB (Except from Enchantment and Necromancy schools); 1st– *color spray, disguise self, expeditious retreat, mage armor, magic missile, magic weapon, protection from good, shield, shocking grasp, true strike*; 2nd– *earthen grasp***, *flaming sphere, mirror image, see invisibility, shatter, web*; 3rd– *bands of steel***, *fireball, fly, haste, lightning bolt, slow*; 4th– *defenestrating sphere***, *dimension door, Evard's black tentacles, greater invisibility, Otiluke's resilient sphere, phantasmal killer*; 5th– *arc of lightning* **, *Cone of cold, overland flight, reciprocal gyre***, *vitriolic sphere***, *wall of force*; 6th– *chain lightning, disintegrate, imbue familiar with spell ability***.

Possessions: +2 *defending dagger*, spell component pouch, traveling spellbook, *ring of protection* +3, *bracers of armor* +4, *cloak of resistance* +3, *headband of intellect* +4.

Languages: Abyssal, Ancient Baklunish, Common, Draconic, Drow Sign Language, Elven, Infernal, Undercommon.

** see Appendix 2: New Rules Items

Tza'l'al: Rat Familiar; CR 1/2 Master; Tiny Magical Beast (Familiar); HD 1/2 of 12d4+12 hp 16; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19, touch 15, flat-footed 16 (+2 Size, +3 Dex, +4 Natural); Base Atk +7; Grp -1; Atk +12 melee (1d3-4, bite); Full Atk +12 melee (1d3-4, bite); Space/Reach 2 1/2 ft./0 ft.; SQ Deliver Touch Spells, Empathic Link, Improved Evasion, Low-light Vision, Scent, Share Spells, Speak with Animals of its Kind, Speak with Master; AL CE; SV Fort +5, Ref +10, Will +6; Str 2, Dex 16, Con 11, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Move Silently +18, Swim +12; Dodge, Lightning Reflexes, Stealthy, Weapon Finesse.

Ca'er Listée: Female half-drow Rog5/Asn5; CR 10; Medium Humanoid (Elf); HD 10d6+10; hp 52; Init +13 (+7 Dex, +4 Improved Initiative, +2 Quick Reconnoiter); Spd 30 ft.; AC 26, touch 17, flat-footed 26 (+7 Dex, +6 mithral chain shirt +2, +3 buckler +2); Base Atk +6/+1; Grp +8; Atk +15 ranged (1d4+2 plus 1d6 fire plus poison plus 1d10 fire burst, +2 *flaming burst hand crossbow*) or +10 melee (1d6+4, +2 *rapier*); Full Atk +15/+10 ranged (1d4+2 plus 1d6 fire plus poison plus 1d10 fire burst, +2 *flaming burst hand crossbow*) or +10/+5 melee (1d6+4, +2 *rapier*); SA Death Attack, Poison Use, Sneak Attack +6d6, Spells; SQ Darkvision 60 ft., Half-Elf Traits, Evasion, Improved Uncanny Dodge, +2 Saves vs. Poison, Trapfinding, Trap Sense +1, Uncanny Dodge; AL CE; SV Fort +6, Ref +18, Will +5; Str 14, Dex 24, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +21, Climb +12, Disguise +7, Escape Artist +18, Hide +17, Jump +11, Listen +11, Move Silently +17, Spot +11, Tumble +20; Improved Initiative, Precise Shot, Point Blank Shot, Quick Reconnoiter**.

Assassin Spells (4/2/0; save DC - 11 + spell level):
1st – *disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd – *invisibility*, *spider climb*, *undetectable alignment*; 3rd – *deeper darkness*, *magic circle against good*.

Possessions: +2 *flaming burst hand crossbow*, 30 bolts, +2 *rapier*, +2 *mithral chain shirt*, +2 *buckler*, *cloak of resistance* +3, *gloves of dexterity* +4, 6 doses of drow sleep poison.

Languages: Common, Drow Sign Language, Elven, Undercommon.

** see Appendix 2: New Rules Items

Damea'El: Female half-drow Ftr10; CR 10; Medium Humanoid (Elf); HD 10d10+20; hp 84; Init +3; Spd 20 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +7 *adamantine breastplate* +2); Base Atk +10/+5; Grp +16/+11; Atk +20 melee (2d6+13, +2 *adamantine greatsword*) or +18 melee (1d12+10, +2 *adamantine greataxe*); Full Atk +20/+15 melee (2d6+13, +2 *adamantine greatsword*) or +18/+13 melee (1d12+10, +2 *adamantine greataxe*); SQ Darkvision 60 ft., DR 2/-, Half-Elf Traits; AL CE; SV Fort +11, Ref +9, Will +6; Str 22, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +19, Jump +19, Swim +19; Cleave, Combat Brute (CW), Combat Reflexes, Greater Weapon Focus (Greatsword), Improved Sunder, Improved Toughness, Leap Attack **, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: +2 *adamantine breastplate*, +2 *adamantine greatsword*, +2 *adamantine greataxe*, *cloak of protection* +3, *belt of giant strength* +4.

Languages: Common, Drow Sign Language, Elven, Undercommon.

** see Appendix 2: New Rules Items

Appendix 2: New Rules Items

Combat Brute [Tactical] as presented in Complete Warrior

You employ strength and leverage to great effect in battle.

Prerequisite: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional attack against the foe. The additional attack is with the same weapon and at the same attack bonus that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be –5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x 3 if you're using a two-handed weapon or a one-handed weapon in two hands. For instance, if you choose to take a –6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Corrupt Spell [Metamagic] as presented in Complete Divine

You can imbue one of your spells into an evil version of itself.

Prerequisite: Any evil alignment.

Benefit: The feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the

damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance and immunity to energy to energy-based attacks. The corrupted spell uses a spell slot one level higher than the spell's actual level.

Energy Admixture [Metamagic] as presented in Complete Arcane

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

Prerequisite: Energy Substitution

Benefit: Choose one type of energy (acid, cold, electricity or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effect. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately towards the spell's damage cap. Thus, an acid *fireball* cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid *fireball* cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell descriptor changes to include both energy types present in the spell – for example, the acid *fireball* described above in an evocation [acid, fire] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time. The type of energy selected with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can also use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

Energy Substitution [Metamagic] as presented in *Complete Arcane*

You can modify an energy-based spell to use another type of energy instead.

Prerequisite: Knowledge (Arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Extra Smiting [General] as presented in *Complete Warrior*

You can make more smite attacks.

Prerequisite: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Insightful Reflexes as presented in *Complete Adventurer*

Your keen intellect allows you an uncanny knack for evading dangerous effects

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

Leap Attack as presented in *Complete Adventurer*

You can combine a powerful charge and a mighty leap into one devastating attack.

Prerequisite: Jump 8 ranks, Power Attack.

Benefit: You can combine a jump with a charge against an opponent. If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage dealt by your use of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack.

This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any square you jump over.

Quick Reconnoiter as presented in *Complete Adventurer*

You can learn a lot of information from just a quick scan of an area or object.

Prerequisite: Listen 5 ranks, Spot 5 ranks

Benefit: You can make one Spot check and one Listen check each round as a free action.

You also gain a +2 bonus on initiative checks.

Normal: Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

Sudden Maximize [Metamagic] as presented in *Complete Arcane*

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Arc of Lightning as presented in *Complete Arcane*

Conjuration (Creation) [Electricity]

Level: Druid 4, Sorcerer/Wizard 5, Warmage 5, Wu Jen 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two targets

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be within range, and you must be able to target them (as if this spell had them as its targets). Draw a line from one any corner in one creature's square to any corner in the other's space.

Material Component: Two small iron rods.

Bands of Steel as presented in *Complete Arcane*

Conjuration (Creation)

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round / level

Saving Throw: Reflex partial

Spell Resistance: No

You conjure a number of shining, metallic bands out of thin air, encircling a Medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength or

a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bands.

Material Component: Three small silver hoops, interlocking.

Defenestrating Sphere as presented in *Complete Arcane*

Evocation [Air]

Level: Sorcerer/Wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 2-ft.-radius sphere

Duration: 1 round / level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A cloudy gray sphere of whirling air and howling wind flies to attack your enemies and hurl them to the sky. As a move action, you can make the sphere travel up to 30 feet per round and strike the creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its wind. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8x10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal.

If some obstacle prevents the target creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: A gray pearl worth at least 100 gp.

Deific Vengeance as presented in *Complete Divine*

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell). The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Doomtide as presented in *Complete Divine*

Illusion (Pattern)

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 80 ft.

Effect: Eight 10-ft. cubes extending from the caster's location

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

You fill an area with illusory black, creeping mist that vaguely resembles thousands of slender grasping tentacles. You and one creature you touch are immune to the effects of this spell and can see through it without difficulty. When you cast the spell, you then decide if the effect remains stationary or moves away from you at a rate of 10 feet per round.

The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the *doomtide* in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round.

Earthen Grasp as presented in *Complete Arcane*

Transmutation [Earth]

Level: Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Animated earthen arm

Duration: 2 rounds / level

Saving Throw: None

Spell Resistance: Yes

You bring forth from the ground an arm made of dense, compact earth or soil that can grapple your foes. You can cause the arm to rise out of only earth, mud, grass, or sand, and the spell fails if you attempt to cast it in an area with the wrong materials (including stone).

Treat the arm as a Medium creature, with a base attack bonus equal to your caster level and a Strength score of 14 + 2 per three caster levels (16 at 3rd, 18 at 6th, and so on). The arm doesn't move from the square it appears in, but can make one grapple attempt per round against any creature in its square or any adjacent square, provoking attacks of opportunity as normal. If the arm can target multiple creatures, the caster chooses one. If the caster is unable to choose a target, the arm attacks a random creature within reach (possibly including the caster's allies). Each round that it successfully pins a target, the hand deals 1d6 points of lethal damage (plus its Strength modifier).

The earthen arm has AC 15, hardness 4, and 3 hit points per caster level. If reduced to 0 or fewer hit points, it crumbles to dust.

Material Component: A miniature hand sculpted from clay.

Imbue Familiar with Spell Ability as presented in *Complete Arcane*

Universal

Level: Sorcerer/Wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar. Spontaneous spellcasters, such as sorcerers, can imbue a familiar with any spells they know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell that they have currently prepared. In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level). Multiple castings of *Imbue Familiar with Spell Ability* have no effect on these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *Imbue Familiar with Spell Ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *Imbue Familiar with Spell Ability* expires.

The spell can be dispelled if this spell fails, the spell transferred are lost as if the familiar had cast them. In an *Antimagic Field*, the familiar loses the ability to cast the imbued spells, but regains it again if it leaves the field (so long as the spell's duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

Recitation as presented in *Complete Divine*

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you.

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessings upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Stalwart Pact as presented in *Complete Divine*

Evocation

Level: Cleric 5, Pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to enter a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus evaporates when the spell ends.

XP Cost: 250 gp.

Vitriolic Sphere as presented in *Complete Arcane*

Conjuration (Creation) [Acid]

Level: Sorcerer/Wizard 5, Wu Jen 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: No

You conjure a sizzling emerald sphere that drenches all within the area with a potent acid. Affected creatures take 1d4 points of acid damage per caster level (maximum 15d4) and must succeed on a Reflex save or risk taking damage in the following 2 rounds (6d4 points of damage in the second round and 3d4 points of damage in the third round). Both rounds of continuing damage are subject to Reflex saves for half damage; if an affected creature succeeds on its second Reflex save, it takes no acid damage in the third round.

Material Component: A tiny glass vial filled with aqua regia.

New Creatures

Demon, Yuchlol

Medium-Size/Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Hit Dice: 6d8+6 (33 hp)

Initiative: +2 (Dex)

Speed: 30 ft., (climb 20 ft. in Spider Form)

AC: Humanoid Form 17 (+2 Dex, +5 Drow Chainmail) Touch 12, Flat Footed 15; Spider Form 16 (+2 Dex, -1 Size, +5 Natural) Touch 11, Flat Footed 14; Ooze Form 12 (+2 Dex) Touch 12, Flat Footed 10; Gaseous Form 11 (+2 Dex, -1 Size) Touch 11, Flat Footed 9

Space/Reach: Humanoid Form 5 ft. / 5 ft.; Spider Form 10 ft. / 5 ft.; Ooze Form 5 ft. / 5 ft.; Gaseous Form 5 ft. / 5 ft.

Attack: Humanoid Form: +10 melee (1d6+4/19-20x2, Short Sword) or +8 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: Tentacle +10 melee (1d4+4)

Full Attack: Humanoid Form: +10/+5 melee (1d6+4/19-20x2, Short Sword) or +8/+3 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee

(1d8+6 plus poison); Ooze Form: 8 Tentacles +10 melee (1d4+4)

Special Attacks: Spell-like abilities, Psionics, Poison

Special Qualities: Damage Reduction 5 / Cold Iron and Good, Electricity Immunity, Fire Resistance 20, Gaseous form, Gas, Immune to Critical Hits (Ooze form only), Immune to Sneak Attacks (Ooze form only), Poison Immunity, Spell Resistance 15, Telepathy

Saves: Fort +6, Ref +7, Will +7

Abilities: Str 19, Dex 14, Con 13, Int 14, Wis 15, Cha 16

Skills: Bluff +12, Climb (in Spider form only) +12, Concentration +7, Diplomacy +14, Intimidate +14, Knowledge (Religion) +11, Listen +11, Spot +11

Feats: Blind Fighting, Combat Casting

Climate/Terrain: Any land and underground

Organization: Solitary or brood (2-5)

Challenge Rating: 5

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 7-12 HD (Medium-Size)

Yuchlols, also called *Handmaidens of Lloth*, serve the Spider Queen in the Abyss and throughout the planes. They exist only to serve their dark mistress in whatever tasks she sets before them.

In their natural form, Yuchlols are 6 foot heaps of reeking ooze, with eight powerful tentacles and a single glaring red eye. However, they can shift between this form and three others: a beautiful woman of human or elven race (usually a drow), a Large monstrous black spider, or a gaseous cloud roughly 10 feet tall and 5 feet in diameter.

Changing shape is a free action that a Yuchlol can perform as often as once per round. If a Yuchlol wears armor in its' human or elven form, the armor falls away when the Yuchlol assumes any other form.

Yuchlol speak Abyssal

COMBAT

Yuchlols on the Material Plane are most commonly encountered in their humanoid or spider forms. If the destruction of a mortal is their command from Lloth, nothing short of utter destruction can stand in their way.

Spell-Like Abilities (Sp): Yuchlols can use the following spell-like powers at will, casting them as 8th-level sorcerers (save DCs are 16): *Charm Person*, *Darkness*, *Desecrate*, *Spider Climb*, *Stone Shape*, *Teleport without Error* and *Web*.

Psionics (Sp): In addition to their spell-like abilities, Yuchlols have psionic powers that they can use at will as 8th-level sorcerers: *Domination*, *Detect Thoughts*, and *Mind Blank*.

Spider Poison (Ex): Those hit by the bite attack of a Yuchlol in spider form must succeed at a Fortitude save (DC 14) or be injected with poison. The initial damage is 1d6 points of temporary Constitution damage, and the secondary damage is 2d6 points of temporary Constitution damage.

Gaseous Form (Ex): Yuchlols can transform themselves into a large column of gas, 10 feet tall and 5 feet in diameter. This form is exactly like that produced by a *Gaseous Form* spell. Creatures that come into contact with the Yuchlol in gaseous form are affected as if by a *Stinking Cloud* spell. When in gaseous form, Yuchlols may communicate with their native plane (as if using the *Contact Other Plane* spell).

Telepathy (Su): Yuchlols can communicate telepathically with any creature within 100 feet that has a language.

Web Golem

Large Construct

Hit Dice: 11d10+30 (90 hp)

Initiative: +3 (Dex)

Speed: 30 ft.,

AC: 20 (-1 Size, +3 Dex, +8 Natural) Touch 12, Flat Footed 17

Space/Reach: 10 ft. / 15 ft.

Attack: Slam +12 melee (2d10+7)

Full Attack: 2 Slams +12 melee (2d10+7) and Bite +7 melee (1d6+2 plus poison)

Special Attacks: Poison, *Web*

Special Qualities: Adhesive, Construct Traits, Damage Reduction 10/Adamantine, Darkvision 60 ft., Fast Healing 5, Immune to Magic, Low-light Vision, Spider Climb, Vulnerability to Fire

Saves: Fort +3, Ref +6, Will +3

Abilities: Str 20, Dex 17, Con —, Int —, Wis 11, Cha 1

Skills: Hide -1*

Feats: —

Climate/Terrain: Any

Organization: Solitary (often with a Huge Monstrous Spider) or Gang (2-4 plus 2d4 Huge Monstrous Spiders).

Challenge Rating: 7

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 12-16 HD (Large); 17-22 HD (Huge)

Level Advancement: —

This vaguely humanoid-shaped creature is composed entirely of webs, except for its eight spider-like eyes and sharp mandibles.

A Web Golem is a construct entirely composed of thick layers of spider webbing. The body is only the roughest shape of a humanoid, with two arms, two legs, and a stumpy head, but little definition. Its long, powerful arms can reach up to 15 feet. The golem has eight multifaceted eyes and the poisonous fangs of a giant spider.

A Web Golem stands roughly 8 feet tall, and despite the gossamer nature of its webbing weighs 500 pounds.

A Web Golem cannot speak and gives off no discernable scent.

COMBAT

Like a spider, a Web Golem lurks on high ceiling out of reach of its prey, catching as many opponents as possibly in its web before descending to finish them off.

Poison (Ex): Bite, Fortitude DC 15; initial and secondary damage 1d6 Str. The save DC is Constitution based.

Web (Sp): A Web Golem can use a *Web* effect, as the spell (DC 13), three times per day. Caster level 10th.

Adhesive (Ex): A Web Golem is extremely sticky. Anyone who makes an unsuccessful melee attack against a Web Golem must succeed on a DC 20 Reflex save, or the attacker's weapon sticks to the Web Golem and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they fail the save. Pulling a stuck weapon or limb loose from a Web Golem requires a DC 20 Strength check. The DC and check DC are Strength-based

Immunity to Magic (Ex): A Web Golem is immune to any spell or spell-like ability that allows Spell Resistance. In addition, certain spells function differently against the creature, as noted below.

A *Grease* spell slows it (as the *Slow* spell) for 2d6 rounds, with no saving throw.

A Web Golem's movement is not inhibited by a *Web* spell.

Spider Climb (Su): A Web Golem has a continuous Spider Climb ability, as the spell.

Skills: * A Web Golem's body allows it to blend in extremely effectively when hiding among other giant spider webs, conferring a +15 circumstance bonus on Hide checks.

Construction

A Web Golem's body is made from layer upon layer of webbing harvested from monstrous spiders. The material costs 1,000 gp for constructing the body. Creating the body is a complex task that requires a successful DC 20 Craft (Weaving) or Profession (Silkmaker) check.

CL 14; Craft Construct (see MM3, page 206), *Geas/Quest, Limited Wish, Poison, Polymorph any Object, Spider Climb, Web*, caster must be at least 14th level; Price 65,000 gp; Cost 33,000gp + 2,560 XP

Half-Drow as presented in the *Forgotten Realms Campaign Setting*

Half-human/half-drow tend to have dusky skin, silver or white hair and human eye color. They have 60ft darkvision, but they do not gain any other drow traits. They are otherwise identical to half-elves as presented in the *Player's Handbook*.

Appendix 3: The Law in Northern Tusmit

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the triad at tusmitriad@yahoogroups.com.

Horses

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

High Fines

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains per week (one TU) in the mines.

Full responsibility of the law is expected and enforced by the Qadi and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defence.

The Self-Defense Clause

A clause of self-defence can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defence.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason not to call upon this clause.

Assault. (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to six time units and 10d10 lashes.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of three time units and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

- Government official, noble, military, or church official: Imprisonment of four time units and loss of seventy-five percent of property.
- Other: Fine of one and a half times the blackmail price

Vandalism

Wilful destruction or defacement of any structure, object, thing, or place.

Sentence: 1d10 lashes per one hundred fountains and a fine equalling three times the cost of reparation.

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Theft

Possession, sale, or acquisition of an object without permission.

Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Death.

Appendix 4: Textes Français

Encounter 1 – Danger on the Horizon

L'été jusque maintenant a été plutôt misérable. La pluie et le brouillard semblent de vouloir recouvrir Tusmit. Ce matin cependant, les choses sont pour le mieux. La couverture nuageuse semble vouloir laisser place au soleil.

Vous avez peu de temps de considérer la température à venir lorsqu'un cri de femme déchire l'air du matin. Regardant autour, vous pouvez voir une femme sauvage vêtue de haillons poursuivie par des gardes Tusmans.

Devant vous est assis une superbe jeune femme elfe. Ses longs cheveux dorés sont noués et croûtés par de la crasse et de la boue. Ses yeux ont perdu une partie de la vitalité qu'ils avaient autrefois, son œil gauche est presque fermé par un bleu.

Ses vêtements ne sont plus que des guenilles déchirées et cachent à peine les blessures qui lui ont été infligé sur une longue période de temps. Les coupures sont très vieilles, mais des plus récentes sont visibles aussi. Elle est faible et ressemble à un squelette tant elle est amincie.

Encounter 2 – Welcome to Blashikdur

Entering Blashikdur

A la recherche d'aventure, vous arrivez à la cité nordique de Blashikdur. Vous êtes surpris de voir la quantité de travail effectué sur les murs de la ville. La plus importante ville du nord semble se préparer à soutenir un siège.

Les rivières près de la ville sont aussi important que partout ailleurs à Tusmit et est sous le regard attentif de Water Watchers. C'est une source de revenus, mais aussi un outil militaire. La forêt de l'Udgru et de ses elfes rebelles est sous la constante supervision de l'armée Tusmane.

Des escadrons de gardes Tusman montés chevauche le long de la colonne de gens qui tentent d'entrer dans la ville.

La rumeur s'est répandue que le Scheik a déclaré la loi martiale et le commandement militaire est passé aux mains du chef local des Water Watchers, Saeed Kazarai al-Liwa'. Apparemment, les elfes de l'Udgru préparent une offensive majeure contre la ville.

Même si les elfes sont toujours admis dans la ville, ils sont sous stricte surveillance et tout effraction est punie de mort. Une taxe spéciale est chargée à tous les elfes lors de leur entrée dans Blashikdur. Quelqu'un vous dit qu'un elfe a tenté de passer la ville alors qu'il était invisible... Les gardes se sont emparé de lui et l'ont empalé! Tous recommandent l'honnêteté avec les gardes. Il semble que même si la plupart de gens n'apprécient pas ce qui se passe, bien peu osent faire une scène. Malgré cela vous pouvez voir quelques elfes et demi-elfes entrant dans la ville après avoir répondu aux gardes.

Finalement, vous tour arrive et les gardes vous examinent attentivement.

Avec tous les problèmes que la région a connue récemment, une large force militaire est postée en garnison dans et autour de la ville.

Once in Blashikdur

Plusieurs bâtisses ont été reconstruites récemment. La nouvelle architecture Tusmane est évidente ici : des minarets et des dômes en oignons se dressent sur de bâtisses imposantes alors que des mosaïques colorées ornent les côtés de plusieurs édifices. Une immense statue de granite d'un bûPCn a été érigée au centre de la place centrale. Sur une plaque à côté on peut lire en Baklunien et en commun. « A ceux qui ont péri, nous n'oublierons pas. »

Encounter 3 – Out and about

Appointment with the Liwa'

La bâtisse à deux étages ornée a été remodelée récemment. La façade de bois a été renforcée avec des madriers de bois de Galda tirés de l'Udgru. Le dôme en oignon au-dessus de la bâtisse a été polie et brille au soleil.

Passant la porte, la pièce au-delà est un modèle d'efficacité. Les Water Watchers sont tous occupés à diverses tâches. Une wakeela raqeeba (sergent des Water Watchers) aux cheveux châains est assise

derrière un large bureau de bois d'acajou qui domine le centre de la pièce. Vous en approchant, elle reste concentrée sur son travail. A l'occasion, vous pouvez l'entendre marmonner « sales elfes ».

Levant à peine les yeux, elle parle d'une voix rauque sans vous regarder. « Qui êtes-vous et que voulez-vous? »

Après une attente qui comme à ressembler à une éternité, la porte du bureau du Liwa' s'entrouvre. La sergente vous regarde et sans dire un mot vous indique de passer la porte.

Ouvrant la lourde porte de bois d'ébène, la pièce au-delà est dans un véritable fouillis. Il y a des cartes ouvertes sur toutes les surfaces disponibles. Des toiles d'araignées couvrent les coins de la pièce et les carreaux de la fenêtre sont couverts de crasse et la pièce dégage une odeur de déchets.

Assis derrière le bureau est nul autre que Kazarai al-Liwa'. Le riche uniforme bleu est immanquable, mais taché et déchiré. L'homme sale et mal rasé assis derrière est pâle et ses yeux sombres sont cernés et fatigués.

Debout derrière lui est une superbe Baklunienne dans la vingtaine. Elle a de longs cheveux noirs et de brillants yeux brun foncé. Ses formes rondes contrastent avec la forme émincée du Liwa'. Se tournant vers lui, elle l'embrasse tendrement sur la joue et d'une voix chaleureuse, elle lui dit « Je vais t'attendre dehors pendant que tu parles avec ces étrangers. »

Sa démarche se compose d'un déhanchement dans la robe à plusieurs jupons. La jeune femme ferme la porte doucement derrière elle.

Posant les yeux sur [nom du héros elfe], le visage du Liwa' se déforme en un masque de haine et de colère. Se levant d'un bond, ses jointures deviennent complètement blanches, Kazarai se met à hurler.

« Sortez ce traître de mon bureau avant que je fasse jeter en prison et qu'il soit exécuté à l'aube. »

Kazarai al-Liwa' frotte ses mains noueuses au travers de ses cheveux grisonnant. Ses yeux sont remplis de fatigue et de soupçons, il devient rapidement

évidement que cet homme n'a pas eut une bonne nuit de sommeil depuis bien longtemps.

D'une voix qui confirme son attitude sérieuse, il vous demande. « Alors, que puis-je faire pour vous. »

Professor Talagar Assad

« Mes amis, venons-en au point sans plus attendre. »

« Comme vous savez, mon père a été exécuté par le Pacha juste avant le solstice d'hiver. Il y a plusieurs parmi les elfes qui croient que cet acte est un meurtre et qui en appellent à la vengeance. Au même moment, plusieurs à Blashikdur considèrent que la justice a été bien longue à avoir été rendue. »

« Personnellement, je pense qu'il y a quelque chose de plus à toute cette histoire. Il y a trop de questions sans réponses et trop de coïncidences. »

« Pourquoi mon père enverrait un ultimatum aux bûPCNs alors qu'il travaillait pour la paix avec les Bakluniens. Elohir était banni par mon père, mais il a été couronné roi avant que le sang de mon père n'ait eut le temps de sécher... »

« De quoi Kazarai al-Liwa' a-t-il si peur lorsque les elfes sont concernés? Nous n'avons rien fait contre lui mais il nous traite comme un Ketite traite les elfes »

« Mais assez de mes réflexions, je dois sembler paranoïaque. »

Encounter 4 – Great day for a parade

Le déjeuner est plutôt frugal ce matin, des fruits et des noix et de poisson séché avec du thé épicé, réchauffé au soleil.

Lorsque vous êtes prêts à partir, la serveuse vous tend une note roulée. Avant de partir, elle parvient difficilement à cacher son excitation.

« N'est-ce pas merveilleux? La parade et la célébration de ce soir seront tellement amusantes. »

Se tournant vers l'homme humain le plus charismatique, elle continue. « Je t'y verrai ce soir, n'est-ce pas? Dit-elle avec un clin d'œil avant de disparaître dans les cuisines. »

Marchant dans les rues remplies, vous êtes émerveillés de la rapidité à laquelle les décorations

sont posées. Les volontaires travaillent comme des abeilles dans une ruche. Il semble que la célébration est très importante pour la ville entière.

Les gens posent des couronnes de fleurs et des bannière annonçant la glorieuse victoire des forces du Pacha sur les elfes traîtres sauvages de l'Udgru.

Arrivant finalement au centre de la ville, vous êtes trempés de sueur, alors que le soleil plombe sur vos têtes.

Debout dans l'ombre de la Grande Statue du Souvenir est la jeune femme que vous devez rencontrer, Kal'li-Andra.

Vêtue d'une robe jaune, la robe sans manches repose sur ses épaules et ses longs cheveux noirs cascaden dans son dos. Se tournant vers vous, elle vous sourie chaleureusement attirant votre attention de la main.

« Merci d'être venu me voir aujourd'hui. Je dois m'excuser de la conduite de mon mari l'autre jour. Il a beaucoup de stress, mais ce n'est pas une excuse pour son comportement. Enfin, c'est un jour de célébration. La parade va commencer bientôt. Les gens ont tellement travaillé fort ces dernières semaines. »

Plus loin sur la rue, vous pouvez voir les premiers chars couverts de fleurs tourner le coin et se diriger dans votre direction.

« Oh, ce sera si beau » s'exclame Kal'li-Andra, sa douce voix remplie de joie.

Le premier char tourne hors de la route principale et s'engage dans une rue secondaire. De la statue, un craquement sourd se fait entendre, suivi d'une explosion. Une large craque court le long de la statue de granite. La statue tombe en morceaux émettant une puissante lumière blanche. Un moment plus tard, la statue n'est plus là. A sa place, se dresse quelque chose de pire encore.

Encounter 5 – FIRE! FIRE! FIRE!

« Vive Elohir! Brûlez le monde! Mort aux Bakluniens! Brûlez le monde! » Les cris de l'extérieur sont immanquables.

Vous levant, vous pouvez voir un elfe lancer une flasque de "feu grégeois" au travers d'une fenêtre.

Ses trois amis continue de crier: « Vive Elohir! Brûlez le monde! Mort aux Bakluniens! Brûlez le monde! » L'AUBERGE EST EN FEU!!!

Encounter 7 – A man's soul

Time left

La pièce au-delà a un cercle tracé avec du sang peint sur le sol. Des symboles arcanes brillent d'une lumière diffuse et rouge qui permet à peine de distinguer une forme au centre.

L'homme mince aux yeux cernés et fatigués se tient immobile au centre du cercle. Malgré les lambeaux d'uniformes vous pouvez reconnaître Kazarai al-Liwa'. Sa peau exposée est couverte des mêmes symboles arcanes qui forment le cercle de sang. Il vous regarde, son visage ne montre aucune expression.

Derrière Kazarai, apparaît Kal'li-Andra. Cependant, elle n'est plus la douce et innocente Baklunienne. Son visage est toujours reconnaissable, mais sa peau est devenue de l'ivoire; ses dents sont pointues et ses yeux sont remplis de malfaisance. De son dos sortent deux ailes de chauve-souris. Posant une main sur l'épaule de son mari, vous entendez sa douce voix. « Venez avec moi, cher époux, j'ai de grands plans pour vous. »

Conclusion

Le Sheik se tient au-dessus de son palais, avec vous à ses côtés. Une large foule s'est amassée, attendant de savoir ce qu'il veut dire.

« Mes amis, nous avec été joué comme des imbéciles. Grâce aux efforts de ces jeunes gens, j'ai appris plusieurs choses. »

« Kazarai al-Liwa' est disparu. J'offre une prime de 1,000 fontaines d'or a celui qui me le ramènera vivant. »

« J'ai envoyé un message à Sa Splendeur Exaltée pour lui expliquer pourquoi j'ai levé la loi martiale à Blashikdur. Moi seul dirigerai ce sheikdom. Même si les préparatifs pour la guerre se poursuivent, je ne considère plus nécessaire de nous garder prisonniers dans notre ville. »

« Le futur est toujours incertain, puisque les elfes n'ont pas encore déclaré leurs intentions, mais avec l'aide des braves, nous allons passer au travers des

*épreuves. Puissent les Quatre Pieds du Dragon
guider nos pas et Celui-qui-amène-la-Rectitude
nous sourire. »*

Fin

Player Handout A – Professor Assad to his friends

My friend,

As you are well aware of, there are many problems here in Blashikdur, and things have only gotten worse since the last time you were here. The Liwa' seems to have lost his good senses, and both of my people suffer for it. I, myself, am a prisoner in my own home. Those around me in the city do not trust me, because of my father. Those in the woods do not trust me, because of my mothers' family.

So it is to you that I must turn. There is a war brewing, one that threatens to boil outside the bounds of the Udgru northern Tusmit. I fear this war may lead Ekhir to join in as well. Many are in peril, and they are either unwilling or unable to do anything about it. But I know that you can help.

There is little more I can say in my letter, for I believe that I am being watched. Please, come to my home and we can discuss matter in more detail then.

Professor Talagar Assad

Dean of elven Studies at the University of Baklunish Heritage

P.S. – My father sent me something for you. When you get it, all you need is to speak his name.

Player Handout B – A note from Professor Assad

Dear adventurer,

As you are well aware of, there are many problems here in Blashikdur, and are getting worse. The Liwa' seems to have lost his good senses all of the people will suffer for it.

Your reputation precedes you, so I call upon you for your help. So it is to you that I must turn. There is a war brewing, one that threatens to boil outside the bounds of the Udgru northern Tusmit. I fear this war may lead Ekhir to join in as well. Many are in peril, and they are either unwilling or unable to do anything about it. But I know that you can help.

There is little more I can say in my letter, for I believe that I am being watched. Please, come to my home and we can discuss matter in more detail then.

Professor Talagar Assad

Dean of Elven Studies at the University of Baklunish Heritage in Blashikdur.

Player Handout C – Martial law in Blashikdur

The guard forms you up in a single file before drawing a piece of parchment. In a tone reminiscent of a Mullah's stating the words of the Restorer of Righteousness he speaks.

"The city of Blashikdur has been placed under martial law by our beloved sheik Ed'our Bin Kan. Until such time that the threat from the Udgru elves has passed, Kazarai al-Liwa' of the Water Watchers has been given the complete authority of command over military, civilian and religious authorities. Any member of the Tusman military is to report to him directly."

"For years now, the elves have threatened what is legally ours. By attacking our citizen, they have made themselves outlaws in Tusmit. Because of this, the Liwa' has instituted a series of measure aiming at preventing the enemy from infiltrating our city."

"First, any elf caught breaking the laws of Blashikdur will be sentenced to death after the appropriate trial."

"Second, vagrants will not be tolerated. Vagrants will be sent to the mines for up to 4 weeks."

"Third, the laws against illegal use of magic, whether of divine or arcane origin is restricted to members of the army, or. On all others, the law will be strictly enforced."

"Fourth, to all those who are not members of the Tusman military, all weapons must be peace bound. Failure will result in fines, confiscation of the weapon and possible time in the mines."

"Fifth, there is a curfew in place. After sunset, only members of the Tusman military ON OFFICIAL BUSINESS are allowed on the streets. Everyone else will be arrested for vagrancy, and imprisoned."

"Finally, all domestic animals must be stabled for the duration of your stay in Blashikdur. Any wild animals must be left outside of the city. Any animal caught inside the city will be immediately put to death."

Player Handout D – Khellersorian’s final words

As you speak the name of the deceased king of the wood elves, the letter shimmers for a moment. The letter shakes, and wrenches itself free from your grasp, and falls to the ground.

Before your eyes, a swirling mist appears above the fallen parchment, and shifts in a multihued pattern. Suddenly, the mists seem to coalesce into an almost solid image.

Sitting there, on a throne carved in the bark from a tall Udgru oak is the former king of the Udgru Forest elves, Khellersorian. The regal looking elf is sitting on his throne, with an ornate longsword by his side. Looking at each of you in turn, and the King speaks, his broken common barely comprehensible.

“If I am speaking to you then I am . . . I am dead. My son has been instructed to give this message to those who can help.”

“With the recent threats to the forest, I had the High Priests of the Creator look into these strange occurrences. Most of their attempts were blocked, and from what, we cannot be sure.”

“The only thing that they are sure of is a name: Araushnée. It can only be something terrible. Keep an eye open for the darkness and the shadows.”

With that, the image fades back into mist and quickly dissipates into nothing.

Player Handout E – The Elfswar

In primeval time, the deities divided the world among themselves so that their creations could prosper and grow. The Seldarine chose the forests for their children, the elves, but secretly encouraged them to spread as they would. The other gods did likewise, and the races fought for land: the hatred introduced by Gruumsh the Cursed One had spread to the mortal species.

The elves were, at this time, all one people. There were variations, but these were individual, rather than any sort of societal rift. All differences were a matter of personal inclination, and the elves lived in harmony with one another.

There were those who lusted for power, and those who could not bear to live within the confining walls of a city. Others were rabidly xenophobic, wanting to bar outsiders such as humans and dwarves from the Elflands, keeping away the taint of those "unfavored by the gods." Still others, more moderate in most things, were scorned by their brothers or even despised.

Each elf thought he knew best, and each tried to impose his views on his brother. Evil flourished in this atmosphere of distrust and dissent. The great elf cities of old deteriorated, and the Spider Queen Lloth gained a foothold in the hearts of many elves. They used her to gain greater power and influence, and her evil ways led them even further astray. These elves practiced dark magic and forbidden lore to make themselves mighty, and they turned from the light they had loved so much.

The tension grew unbearable. The elves who embraced' the teachings of Lloth marched into the cities and slaughtered their brethren. The first attack came under cover of darkness, and the other elves could not mount a defense. But they had seen the dark time to come, and they had readied themselves for war. Their preparations were not in vain. They returned fire.

The Elfswar raged for decades, neither side gaining victory. Thousands of elves perished on both sides, and the number of wounded grew ever higher. The elves of Lloth took the name Drow to signify their new allegiance, and they took the cities they had captured as their homes. They massed for the final battle, and Lloth covered the land in loathsome clouds of black to strike fear in the hearts of mortal elves. The Drow were prepared to win - but then the gods themselves intervened.

Corellon Larethian and his companions struck deep into the heart of Drow territory. Long and hard they fought, seeking the evil in that land. Finally, Corellon Larethian came upon the dread Spider Queen, and he attacked. Magic flared and spat; blood merged in rivulets. When Corellon struck Lloth a telling blow, driving her deep into the earth. With her defeat, the haze over the battlefield lifted, allowing the bright light of the sun to bathe the land in its healing rays.

The Drow turned their faces away from the sun's purification, preferring instead their fallen goddess. They consciously chose the shadows over light, and Corellon decreed that such treachery would forever show upon their faces. It is for this reason that the skin of the Drow is dark.

Corellon forced the evil elves into the rift where he had banished Lloth the Spider. After the last Drow was driven underground, he and his fellow gods abandoned the elves to their own devices, preferring instead the plane of Arvandor.

Player Handout F – A note from Kal’li–Andra

My Friends,

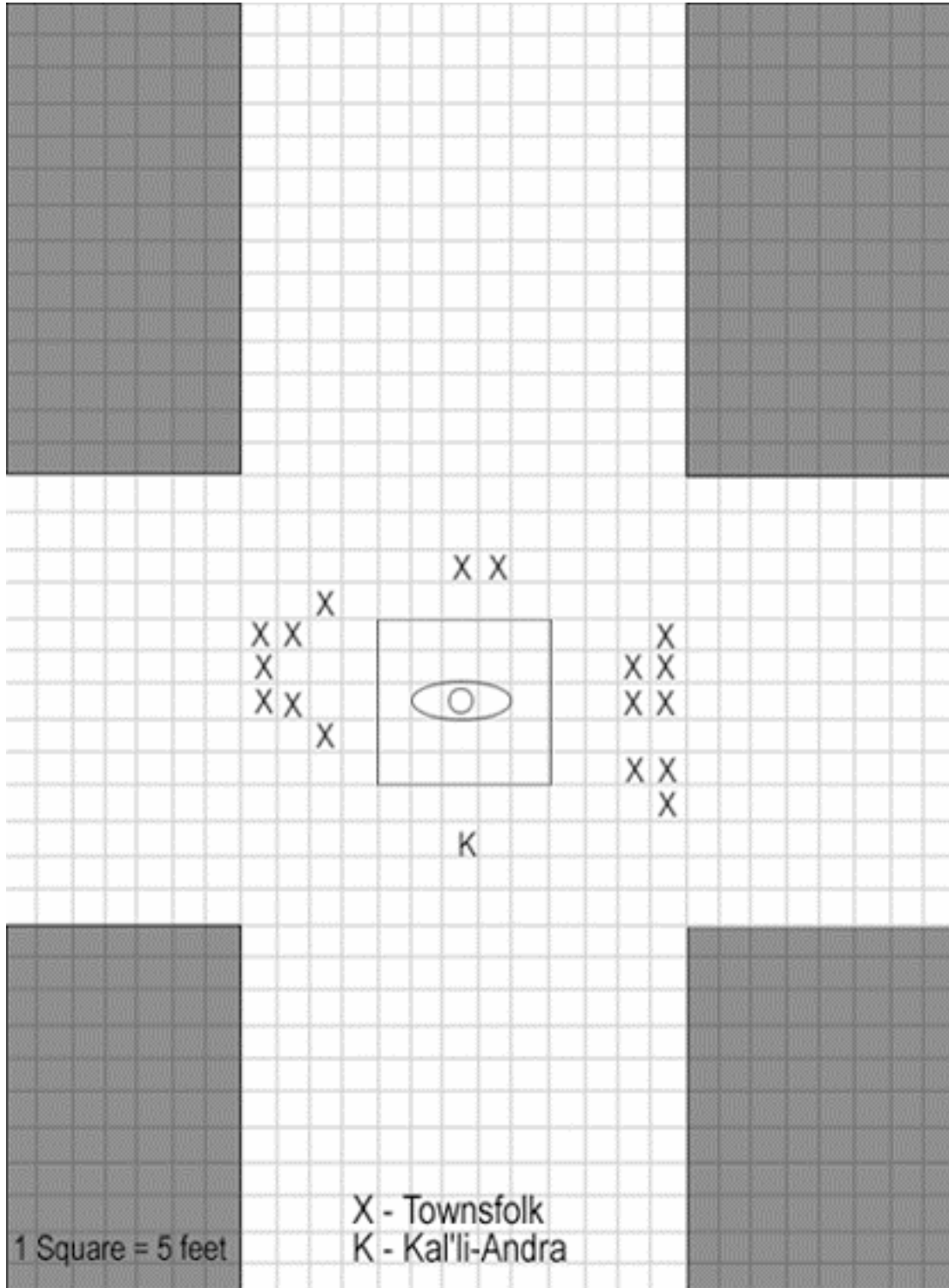
The celebration planned for this evening will be wonderful. The Liwa’ has even extended the hour for curfew, so that all can truly enjoy themselves.

As I told you the other day, there are a few matters that I believe we should discuss. I will be busy making arrangements for the parade and celebration all morning long, but please meet me at the statue in the center of town at high sun. With any luck we’ll get to see the parade together.

I look forward to our meeting.

Kal’li–Andra

DM Map #1: The Parade



DM Map #2: The Kazarai Warehouse

