

ZEF6-04

Generosity

A One-Round D&D® LIVING GREYHAWK™ Regional Adventure set in the Sultanate of Zeif By Warren Banks

Edited by the Sultanate of Zeif Triad (Mike Haakstad, Cory Fliegel, Jon Dawes)

Circle Edit: Tim Sech

Playtested by: Duncan Armitage, Dave Wayne, Mike Strobel, Neal Bennet, and Eugene Luk; Additional Playtested by: Shauna Frey, Keith Park, Matt Coles, Chris Toblin, Andreas Zimmermann and Tracy Zimmermann

Most adventurers rely on sword and spell to recover valuable treasures but how many are prepared for the cunning and skill of the auction house? One man's junk is another man's treasure. Can you tell which is which? An adventure particularly well suited for savvy merchants of character levels 1 to 10 (APLs 2 to 8).

Generosity is the second adventure in the four part "The Feet of the Dragon" series. While it is not mandatory to play **ZEF6-03 Honor** first, it is recommended. This module may be of further intrigue to those with the Spahis, Arcane Sanctum, Dusk Lash or the Kols.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com

For questions specific to this document and your region please e-mail your triad point of contact (POC) at <zeiftriad@yahoogroups.com> for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

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

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

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one round Regional adventure, set in the Sultanate of Zeif. PCs native to Zeif pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Background

Sahid Al'Adib, a spahi of some renown, had proven his honor and bravery in several important military campaigns and was rewarded with land on the southern edge of the Timarral region, a few days west of Ceshra. Sahid was also known as a kind and generous man, and many flocked to his lands. Sahid opened his lands to the people and in return the people showed their gratitude by tending to his lands and helping raise crops and livestock.

Several months ago, Sahid was called off. The reason for his departure was not revealed but he left instructions with his servants to maintain his lands until he returned. Sahid has not been seen nor heard from since. Rumors

circulate of Sahid's demise but no proof has been produced.

Yazid bin Yunus is a man of ambition; a spahi who has shown his worth in battle but has proven flawed in character. He is concerned only with bettering his position in life. Learning that Sahid Al'Adib had left his lands unattended, he quickly curried favor with Zinn-i-Bey-ibn'Zinn al'Ceshra and the two struck a deal: Yazid bin Yunus would be given control of Sahid Al'Adib's lands and in return, Yazid would pay Zinn-i-Bey-ibn'Zinn al'Ceshra a monthly stipend. Both were happy with the deal. Yazid bin Yunus would get the land he wanted and Zinn-i-Bey-ibn'Zinn al'Ceshra could claim ignorance at Yazid bin Yunus' unscrupulous dealings thereby protecting his reputation.

Yazid bin Yunus has very recently taken over the lands of Sahid Al'Adib. His treatment of the people on Sahid's lands has been brutal and unfair. Many have fled. Those that have stayed have been overworked and brutalized.

At Zinn-i-Bey-ibn'Zinn al'Ceshra's behest, Yazid bin Yunus has made arrangements to sell off some of Sahid Al'Adib's more valuable belongings at a "charity" auction. The charity is Zinn-i-Bey-ibn'Zinn al'Ceshra's coffers and the Bey has sent in his agents to drive up the bidding or purchase the items cheaply. Both ways the Bey wins and none are the wiser.

Adventure Summary

The adventure begins for the PCs when a representative of the Mouqollad Consortium hires a group of individuals to pick up a shipment of goods and bring them back to Ceshra to be auctioned off.

The PCs will arrive to pick up the package where they will witness some of the brutal treatment the people of the lands are facing. Otma, a servant of Sahid Al'Adib, will contact the PCs. She will provide the PCs with the background of what is happening and ask the PCs to help out by attending the auction and retrieving some of the items.

The PCs return to Ceshra where they are paid for their services and have the option to attend the auction. During the auction, the PCs will meet various NPCs and will be given a chance to bid on various items.

Once the auction is over, the PCs will be forced to deal with the consequence of their actions, such as returning the shield/gold to the servant if the PCs agreed to help.

Preparation for Play

Before play begins, the DM should ask each player if they have played the other adventures in “The Feet of the Dragon Series”. Characters may obtain the “Implicating the Bey” designation. Keep track of how many times each character has “Implicating the Bey”. This has an effect in this adventure.

The DM should refer to the rules for Appraise (*Player's Handbook* page 67) and have them prepared for the auction segment of the adventure. The expanded Appraise rules (*Complete Adventurer* page 97) and knowledge of the Appraise Magic Value feat (*Complete Adventurer* page 103) will also prove useful and are provided in Appendix Two – New Rules for those that don't own *Complete Adventurer*.

It is recommended that the DM make all Appraisal rolls for the PCs in secret. To prevent meta-gaming, the PCs should not see the die roll. This way, the PCs will be more inclined to believe or disbelieve the price the PCs assign to the item.

The DM may also wish to review the Diplomacy skill (*Player's Handbook* page 71-72) and familiarize themselves with the attitude table (*Player's Handbook* page 72). The PCs will likely be making many Diplomacy checks during the course of the adventure. The expanded Diplomacy rules (*Complete Adventurer* page 98-99) will also prove useful, especially the portion on haggling, and are provided in Appendix Two – New Rules for those that don't own *Complete Adventurer*.

The auction segment of the adventure can be complex without preparation. Several aids have been provided for the DM to make the auction run more smoothly and to provide guides to several of the NPCs actions and reactions. Most notable is the spreadsheet in Appendix Five – NPC Bidding. This grid covers all the prominent NPCs, how they plan to bid on certain items, NPCs stats relevant to the bidding and how the PCs may influence the NPCs bidding. The DM will most likely want to have this appendix ready when the auction takes place. The DM will also wish to review Appendix Three – Auction NPCs and Appendix Four – Auction Items.

Haggling – assume all NPCs start with an attitude of Indifferent and a Diplomacy modifier of +4 unless stated otherwise. If the PCs have worsened the attitude of a NPC to Unfriendly, the NPC will automatically raise the price of the time by 100%. If the PCs worsen the attitude

to Hostile, the NPC will not deal with the PCs for any reason and will actively work to make sure that the other merchants in the area work against the PCs. Depending on the situation, the other merchants could shift their attitudes to Unfriendly, raise prices another 10% or also not deal with the PCs.

The DM should also familiarize themselves with the spells *arcane mark* (*Player's Handbook* page 201) and *Drawmij's instant summons* (*Player's Handbook* page 225). Those spells are used to keep track of the special items up for auction.

Meta game Preparation for Play

The Sultanate of Zeif has several meta-game organizations and backgrounds that may come into play during this adventure.

In this adventure, there is an opportunity for PCs to buy items at an auction. Certain items will appeal more to those who belong to certain meta-organizations. Appendix Four: Auction Items provides more detailed information about which meta-orgs receive an easier time uncovering knowledge about which item. While not complete (there may be exceptions that arise as more meta-orgs appear), the DM should be aware of the following meta-orgs: Arcane Sanctum, Faith of Al'Akbar, Dusk Lash, Kol al Zeif, as well as the Spahi and other military meta-orgs.

Also, note that several meta-orgs and backgrounds have bonuses and penalties to diplomacy, gather information etc in the right circumstances. Ask your players if they belong to any orgs that will affect these types of checks.

Escaped from the Harem has restrictions on PCs entering the major cities of the Sultanate. Have the PC roll their disguise check at the beginning of the module. Do not give them the result of the opposed check until the end of the adventure. Make them sweat for a bit!

Introduction

The PCs will start the adventure in the city of Ceshra. Ceshra has a population of 16,600. It is considered a large city and has a gold piece limit of 40,000 gp. (See *Dungeon Master's Guide* page 137 for more details). PCs can find temples or shrines to most Baklunish deities

here, the largest and most prominent being the temple of Mouqol.

Ceshra is located on a major trade route. As a result, the Mouqollad Consortium has a major presence here, overseeing all legal trade. Yazid bin Yunus, a spahi landowner, has contacted the Consortium and asked them to arrange the collection and auctioning of a large collection of valuables. The Consortium agreed and is now making arrangements to hire individuals willing to travel to Yazid bin Yunus' lands and collect the items and return them to Ceshra in a week's time.

The adventure begins with each PC being approached, individually or in groups, by individuals working for the Mouqollad Consortium. Read or paraphrase the following:

As you wander the streets and market of Ceshra, a baklunish man approaches.

"A thousand pardons, but the Appraiser is in need of sturdy folks, and you seem to be the right fit!"

The PCs will be told that the Consortium is looking for skilled men and women to perform a task. The pay is good and could lead to further employment. The PCs will be instructed to go to the temple of Mouqol and to ask for Yusef bin Dana Halil. The temple of Mouqol is located in the center of the large marketplace near the center of the city. The PCs will be given directions if they aren't familiar with the city. PCs who worship Mouqol will already know the way as all of Mouqol's areas of worship are set in marketplaces.

If the PCs refuse to take the job, they may still attend the auction. Proceed to **Encounter Eight: The Pre-Auction Show.**

The fate of Istus has decreed that the PCs will all arrive at the temple at roughly the same time. As the PCs approach the temple, read the following:

The main square of Ceshra is a hub of activity. Hundreds of people circulate past the many tents set up by vendors looking to hock their wares. In the middle of it all, sits a simple two-story building made from brick. It is unadorned except for large brass relief depicting a set of scales, the holy symbol of Mouqol the Merchant.

The marketplace is busy with activity. PCs can purchase any mundane piece of equipment from the marketplace for 10% more than the listed price. PCs may haggle to reduce the cost (see Appendix Two for details). Merchants start with an attitude of Indifferent. For each positive shift in attitude, the Merchant will reduce the price of the item by 10%. So Friendly merchants will sell

for listed price and Helpful merchants will grant a 10% discount on their goods. PCs only get one roll to influence a merchant. As they enter the temple continue with the following:

An acolyte of Mouqol greets you at the temple doors and asks your business. Once you explain you were summoned to meet the Appraiser, he ushers you through the temple to a back room.

Read the following to the PCs:

Sitting at a wooden table behind a set of large brass scales is a stern looking man dressed in flowing white robes. His deep brown skin contrasts heavily with his icy blue eyes and his short graying hair. He addresses you in a manner that is formal yet cordial.

"How may I help you?"

Assuming the PCs mention they are here in response to a job offer, he will ask for introductions and then get right to business.

"As you may or may not know, the Mouqollad Consortium is a union of the merchant clans throughout the Baklunish nations. We work to ensure fair trade and to protect marketplaces against theft and violence.

We have recently been contacted by Yazid bin Yunus, a spahi and landowner about three days east of Ceshra. He requested that the Consortium secure his goods and make arrangements for an auction to be held one week from today. We are more than willing to make all the necessary arrangements. However, Yazid's lands are remote. Wild creatures and Paynim raiders are known to frequent the area.

The Mouqollad Consortium would like to hire you to accompany a Consortium representative to Yazid bin Yunus' lands, secure the goods for auction and return to Ceshra in one week's time. The journey is three days there and three days back so one week should be enough time.

Upon successful completion of your task, you will be paid in full. Late delivery of the goods will forfeit the contract and your payment so it is in your best interest to return the shipment as promptly as possible.

If you are interested, I'm willing to pay you a lump sum of 200 Efreets. Is this price agreeable to you?"

Any PC making a Knowledge (local - VTF), Knowledge (royalty or nobility), Bardic Knowledge or has Profession (Merchant) may make an appropriate check (DC 15) to know that Yusef bin Dana Halil is an important member

of the Mouqollad Consortium and is known for his skills as a tough and honest negotiator. He is also a devout follower of Mouqol and can be found every day at dawn in the temple praying.

PCs may also make Knowledge (local - VTF), Knowledge (royalty or nobility) or Bardic Knowledge checks to learn some more about Yazid bin Yunus (see **Encounter Four** for more details)

Yusef bin Dana Halil knows the following:

- A courier sent by Yazid bin Yunus arrived at the temple two weeks ago with a message.
- The message was from Yazid. It said that Yazid had come into a number of valuables and would like to auction them off to help raise money to better his newly acquired lands.
- A Mouqollad Consortium agent has journeyed to Yazid's estate and confirmed Yazid's claims. The items have been marked and packed for shipment to Ceshra.
- The journey to Yazid bin Yunus' estate is about 50 miles. The cart should arrive at the estate early on the fourth morning if all goes well. PCs able to expedite travel may arrive sooner.
- The crates are not to be opened nor are any of the items to be removed from the crates. The Consortium has placed protective and potentially harmful magics on the items.
- He will offer the PCs a lump sum of 200 gp for the job. PCs may attempt to "haggle" this fee. PCs may make a Knowledge (local VTF) DC 10 check to know that haggling with the Consortium is seen as a sign of respect and is almost a sacred tenant of Mouqol. Shifting Yusef's attitude to Friendly will raise the fee to 250 gp. Shifting Yusef's attitude to Helpful will raise the fee to 300 gp. Yusef has been authorized by Yazid bin Yunus who stands to recoup his costs and then some with this auction. Yusef's Diplomacy score is +10 and begins with an Indifferent attitude.
- The PCs are to bring the shipment to the temple when they return to Ceshra. They will be paid upon certification that all the goods have been delivered intact.
- If the crates have been tampered with or any items are missing, the PCs will have voided their contract and will not be paid.

- If the PCs are late with the delivery, they have voided their contract and will not be paid.
- If attacking enemies damage the crates, then the Consortium will excuse any damages. If the PCs damage the crates or items as a result of battle, they will be expected to pay damages.

Once the PCs and Yusef have reached an agreement, he will offer the PCs a drink to seal the deal. He will tell the PCs that they will be collected first thing tomorrow morning. Yusef will make all the arrangements for mules and wagons for transportation of goods. The PCs will be responsible for their own provisions, mounts and other sundries.

If the PCs turn Yusef down, he will thank the PCs for their time and dismiss them. If the PCs wish to attend the auction, proceed to **Encounter Eight: The Pre-Auction Show**.

Encounter One: On the Road

Allow the PCs to move freely throughout Ceshra for the rest of the day. The next morning, the PCs will be collected and brought to the western most city gate. There waiting, will be a Baklunish man named Abdul Hazif. He is the teamster assigned to operate the wagon and mules and is the Mouqollad Consortium representative Yusef spoke of. He is a short, thick-limbed man who will instantly befriend the PCs.

Along the journey, Abdul will make conversation with the PCs and share some of the rumors (see Appendix Six – Rumors) he's been hearing. Abdul knows nothing important about the transfer of Sahid Al'Adib's lands. Any PCs making Gather Information checks can also learn some of these rumors from Abdul or as they move throughout Ceshra. A Gather Information check (DC 10) will give one rumor. For every five points above the base DC, the PCs can hear another rumor.

On the second day out, the PCs will be attacked. The lion(s) begin hidden in the long grass 50 feet from the road. Have the PCs make Spot and Listen checks to avoid surprise. Consult Appendix One – Combat for the Hide ranks of the lions for the appropriate APL. These checks may happen as the PCs approach the ambush area but modifiers for distance should be included.

Read the following to the PCs:

The sound of rustling brush catches your attention. A loud roar explodes in your ears as something large comes crashing through the long grass.

APL 2 (EL 3)

🦁 **Lion**: hp 32; see *Monster Manual*/page 274.

APL 4 (EL 5)

🦁 **Lions (2)**: hp 32; see *Monster Manual*/page 274.

APL 6 (EL 7)

🦁 **Dire Lions (2)**: hp 60; see *Monster Manual* page 63.

APL 8 (EL 9)

🦁 **Dire Lions (4)**: hp 60; see *Monster Manual* page 63.

Tactics:

The lion(s) are hunting for food. It will attack the weakest looking prey. It will target anyone not carrying large weapons over those that have large weapons. The lion(s) are female and are hunting for food for their cubs and the rest of the pride. The lion(s) will attack until death until reduced to half their initial numbers. At that point, any lion reduced to 8 or less hit point will flee if able. In the case of one lion at APL 2, the lion will attack until 8 or less hit points, at which point it will flee if able.

Encounter Two: Arrival

The rest of the journey should proceed uneventfully. The PCs should arrive at Yazid's estate on the morning of the fourth day but may be earlier if the PCs were able to travel faster. When the PCs near Yazid bin Yunus' estate, read them the following:

On a small hill, surrounded by a wall of stone, sits a large, attractive manor. Scattered around the bottom of the hill are many small earthen huts and cloth tents. Many men and women work the fields nearby, tilling soil and tending crops.

Breaking the silence, a large Orc standing near the road yells ferociously at one of the men, lashing him several times with a whip. The peasant looks up at you with moist, red eyes struggling to fight back the pain as the whip continues to fall on him, yet he remains defiant.

Zinn-i-Bey-ibn'Zinn al'Ceshra has sent a bunch of his men to assist Yazid bin Yunus. The orcs think they now

work for Yazid and will indicate as such though powerful magics and the right questions might reveal otherwise. PCs that have encountered Zinn-i-Bey-ibn'Zinn al'Ceshra's men before may recognize these orcs with an Intelligence check (DC 10). The orcs see the peasants as slaves and treat them as such. Whether the peasants are or aren't slaves is not up for debate with the orcs.

Some of the peasants have escaped to the surrounding countryside to avoid such poor treatment. Some have struck back in anger with acts of defiance and vandalism. This has only caused Yazid and his orcs to become more oppressive.

The PCs can easily hear the orc. He is telling the man to get back to work. The man, named Rahid, is defiant and will continue to remain down on all fours until the orc grows tired of whipping him or until he passes out.

The PCs can attempt to stop the orc. Clever or careful PCs can talk their way past this encounter. The PCs can attempt to Intimidate the orcs, Bluff them into believing they work for Yazid, use Diplomacy on them (the orc's attitudes are Unfriendly) or use some other creative method to get the orcs to cooperate. However, if the PCs perform any perceivable hostile actions (draw a weapon, cast spell, etc), the orcs will not hesitate to attack.

If the PCs manage to shift the orc to Friendly, the Orc will stop his beating and storm off to yell at another peasant. Otma will move to Rahid and cover his back with a blanket. Proceed to **Encounter Three: The Aftermath**

If the PCs do not interfere, a woman runs over to shield Rahid. The orcs pull her off and throw her aside. She pleads to the NPCs for help. This is Otma, Sahid's servant who is now working the fields.

The teamster Abdul will offer to take the cart ahead at the first sign of trouble and meet the PCs at Yazid's abode. He does not wish to be involved in any trouble. He likes his life and doesn't want it upset by anything.

If the PCs have "Implicated the Bey" from any of the other three adventures in this series, the orcs will recognize the PCs and turn their attention to them. Each PC will get a -4 penalty to all Charisma based checks for each time they have "Implicated the Bey". If any PC has "Implicated the Bey" three times, the orcs automatically attack that individual. If fighting begins, the orcs will focus their attacks on anyone who has the most "Implications" and work their way down the list.

APL 2 (EL 2)

🦁 **Orc Thugs (2)**: Male Orc Warri; hp 6; see Appendix 1.

👉 **Orc Leader:** Male Orc War2; hp 12; see Appendix 1.

APL 4 (EL 4)

👉 **Orc Thugs (3):** Male Orc War1; hp 6; see Appendix 1.

👉 **Orc Leader:** Male Orc War3; hp 18; see Appendix 1.

APL 6 (EL 6)

👉 **Orc Thugs (3):** Male Orc War2; hp 12; see Appendix 1.

👉 **Orc Leader:** Male Orc War5; hp 30; see Appendix 1.

APL 8 (EL 8)

👉 **Orc Thugs (2):** Male Orc War3; hp 18; see Appendix 1.

👉 **Orc Leaders (2):** Male Orc War6; hp 36; see Appendix 1.

Tactics:

If at all possible, the orcs will charge in at the start of combat. Once one of them is engaged, a second orc will try to Bull Rush an opponent who is threatened by the first, who will then take an attack of opportunity against the opponent. At the earlier levels, the orcs do not yet have the Improved Bull Rush feat, so they will provoke attacks of opportunity while doing this. That doesn't matter; they stick to the tactics they've been taught. They aren't *that* stupid, though: whenever the orcs have a choice, they will Bull Rush the opponent who looks like he could do the least damage on the attack of opportunity. They also don't bother Bull Rushing an opponent if the threatening orc has already used his attack of opportunity for the round. If possible, one orc will try to push an opponent through multiple threatened areas, or, if the terrain allows it, off a drop that will cause damage. The orcs throw their javelins only if they can't reach the enemy, and draw their daggers only if they are grappled or disarmed of their falchions.

The orcs will continue to fight as long as any of the PCs still standing has "Implicated the Bey" from any adventure in this series. If all the PCs who have "Implicated the Bey" are down, the orcs will be satisfied having taught those particular PCs a lesson. The orcs will then back off if reduced to half hit points.

Encounter Three: Aftermath

If the PCs are defeated by the orcs, they will be left humiliated in the dirt. Otma will stabilize any PC in the negatives before being forced back to work. She will remember the PCs and will attempt to make contact with them as they leave Yazid's home. Abdul Hazif will come back and rescue the PCs if they are all knocked out and will revive them using any items the PCs possess such as potions, etc. Yazid will not allow the PCs to recover in his home. The PCs will be forced to rest somewhere else. PCs needing rest may find themselves at Otma's home. See **Encounter Five**.

If by chance, all the PCs are knocked unconscious, then they will all be left at Otma's hut to recover and Abdul will load up the cart himself and come back for the PCs when he is done. In this case, go directly to **Encounter Five**.

If the PCs defeat the orcs, Otma will first stabilize any unconscious orcs and/or PCs. She will then present herself, asking why the PCs are here, thanking them for their aid.

When the PCs come upon the scene, Rahid is currently at 4 hit points. Depending on how quickly the PCs act, Rahid may not need to be stabilized, but he can always use some healing. If the PCs cure Rahid and question him, he will curse Yazid and his orcs and demand the PCs do something to help. Otma will speak for Rahid if she is present, since Rahid is too upset to speak rationally.

If Otma is not present, Rahid will need to be calmed before he can reveal pertinent information. PCs making a Diplomacy check (DC 15) or using certain spells can calm him down. PCs that healed Rahid get a +5 on their check.

The following information may need to be altered depending on who the PCs are speaking with.

What Otma or Rahid can tell the PCs:

- Her name is Otma and she used to be a servant of Sahid Al'Adib, the previous owner of these lands.
- His name is Rahid and he once worked as a guard for Sahid Al'Adib, the previous owner of these lands.
- Sahid Al'Adib left on a holy mission some time ago. Nearly a year by her recollection. The lands were left under the care of the servants. Sahid has not been heard from nor seen since.
- The man being whipped was Rahid. He was a former servant for Sahid Al'Adib. He was caught attempting to burn down the stables and

has been forced into hard labor to repay his crimes.

- Yazid bin Yunus is the new owner of the lands. He convinced Zinn-i-Bey-ibn'Zinn al'Ceshra to give him the lands, claiming that they stood idle and that Sahid Al'Adib was dead.
- Otma/Rahid doesn't believe Sahid is dead though she/he has no proof.
- Otma/Rahid believes Zinn-i-Bey-ibn'Zinn al'Ceshra is a good man and that Yazid must have tricked him. (This is not true)
- Otma/Rahid claims that Yazid is a cruel man. He has let his men move into the houses of the people that live here and has imposed a strict work schedule. Anyone not working is beaten.
- Otma/Rahid says that while the people here are not slaves, they are encouraged to work the fields under threat of violence.
- Otma/Rahid says that she/he waits for the day that Sahid will return and free us from Yazid's tyranny.

At the mention of Sahid Al'Adib, PCs may make a Knowledge (local VTF), Knowledge (royalty or nobility), Bardic Knowledge or Profession (soldier) check to know more about Sahid. Anyone making their check (DC 15) will have heard of Sahid Al'Adib. He is a spahi of some renown. He proved his worth in many battles against the Paynims, earning the nickname "The Lance of Light". He was given a title and land in recognition of his deeds. Sahid is known as a generous and fair man.

Once the PCs are done talking with Otma, she will ask the PCs to meet with her in a few hours outside the wall of Yazid's home. Perhaps good people like the PCs can help her.

If the PCs spoke with Rahid, he will tell the PCs that he would like to arrange a meeting once the PCs leave Yazid's home. Rahid cannot attend (since he is now a slave for his crimes and his actions restricted) so he will be sending a woman by the name of Otma to meet with the PCs.

Encounter Four: Pick Up

The PCs should eventually make their way up to Yazid's home to pick up the crates for delivery to Ceshra. The PCs will be met at the gate by orc guards, who will ask

the PCs to identify themselves. Provided there are no problems, the PCs will be lead around back of the main building where a priest of Mouqol named Salah will greet them. He knows Abdul and the two will greet each other warmly and openly.

Salah, a member of the Mouqollad Consortium, has personally overseen the appraisal and packing of the goods. He has also marked several of the more important items (see Appendix Four – Auction Items) with *arcane mark*, in case they are stolen. He has also marked each crate (six in total) with a *glyph of warding*. Anyone attempting to open a crate that does not speak the proper password ("Scales and weights") will be hit with 5d8 points of sonic damage. The sonic damage is produced in such a way that any Mouqollad Consortium member hearing the sonic blast will instantly recognize what has occurred.

A short man wearing the priestly robes of Mouqol claps his hands and barks orders to the orcs nearby. As soon as the wagon comes to a stop, the orcs begin lifting large crates on to the back.

"Greetings my friends! My name is Salah. The Consortium sent word of your arrival. I trust your journey has been good?"

Salah can tell the PCs the following:

- Assuming the PCs arrived at Yazid's place on the morning of the fourth day, Salah will tell the PCs they are expected in Ceshra in three days time. Yes, the PCs are expected to leave immediately. The PCs do not have to leave immediately but Yazid will not give them hospitality in his home. If the PCs do not reach Ceshra by the agreed upon date, their contract will be void and the PCs will not receive payment.
- He will remind the PCs that the crates are not to be tampered with. The crates will be inspected upon delivery in Ceshra. If any of the items are missing or the crates are tampered with, the PCs will not be paid.
- He will also remind the PCs that they are responsible for any damages they cause to the crates or items in the crates as a result of their actions, even if they are protecting the crates or items.
- The items in the crates are valuable. The PCs are expected to guard them with their lives.
- He will be going ahead to Ceshra to let the Consortium know that items were picked up by

the PCs. He will meet them at the temple of Mouqol with Yusef bin Dana Halil when they arrive back in Ceshra.

While the PCs are talking with Salah, Yazid bin Yunus will appear on the scene to oversee the loading of the crates. Yazid is a tall, brawny man who carries himself with an air of superiority. He is confident in his decisions despite the fact that they may be considered unpopular.

Yazid will introduce himself to the PCs and make some small talk before sending them off on their return trip to Ceshra.

PCs may make a Knowledge (local VTF), Knowledge (royalty or nobility), Bardic Knowledge or Profession (soldier) check to know more about Yazid bin Yunis. Anyone making their check (DC 15) will have heard of Yazid. He is a battle hardened spahi known for his strict leadership style as much as his military success. Yazid is unabashedly ambitious and makes no apologies for this.

If the PCs confront Yazid about the situation on his lands, he will react the following ways:

- If the PCs ask about the issue the legality of his behavior, he will claim that by Zeif law, these lands and all that lay on it are his. If the people decide to stay here then they must live by his rules.
- If the PCs question Yazid's treatment of the people, he will state that he chooses to lead with discipline and hard work. There is nothing wrong with that. Once the people here understand that, things will improve. Until the people calm down and stop resorting to theft and vandalism, he will continue to discipline.
- If the PCs question how Yazid got these lands, he will state that the lands stood empty for nearly a year and as such were considered open to claim. PCs making a Knowledge (local VTF) or Profession (lawman or similar profession) check will know that while it is usually common to wait at least a year before such claims are made, it is not unheard of.
- If the PCs ask about the orcs working for him, he will state that he requested assistance from Zinn-i-Bey-ibn'Zinn al'Ceshra after several acts of vandalism on his property. If pressed for an example, Yazid will tell the PCs of a man named Rahid caught attempting to burn down his stables. The man was forced to ten years of hard labor in the fields for his crimes. PCs making a

Knowledge (local VTF) or Profession (lawman or similar profession) check will know that ten years of hard labor is fair considering the potential loss of property. Harsher sentences have been handed out.

- If the PCs ask about his connection to Zinn-i-Bey-ibn'Zinn al'Ceshra, Yazid will claim that he has earned the Bey's honor through battle. His reward is these lands. He will say no more about the subject.

According to Zeif law, Yazid has done nothing wrong. However, ethically, the PCs will likely object to Yazid's actions. Unfortunately, there is nothing the PCs can do to Yazid to give up his lands or release the people. He is of a higher station than the PCs and his word carries greater weight with Zeif officials.

Once the PCs have had a chance to ask Yazid a few questions, he will excuse himself as he has other duties. He states very authoritatively, that the PCs are expected to leave immediately. He will not offer the PCs any hospitality under any circumstances short of intervention by an individual of higher station than Yazid.

If the PCs attacked his orc guards in the fields and were knocked out or worse, he will not allow the PCs to recover in his home. The PCs will be forced to rest somewhere else. PCs needing rest may find themselves at Otma's home (See **Encounter Five**).

If the PCs are insulting to Yazid, he will end the conversation immediately and order the PCs off his land while the carts are loaded. The PCs will be escorted from the manor and expected to leave Yazid's lands immediately. Abdul will tell the PCs that he will handle the loading of the carts and meet the PCs at the town's edge when he is done.

Encounter Five: Departure

Once the PCs are loaded up, they are expected to leave and will be ushered past the wall surrounding Yazid's home.

The Shipment

The crates can be treated as average wooden chests in terms of hardness and hit points and radiate of faint Abjuration magic

☛ **Crates:** hardness 5; hit points 15; break DC 23.

There are six crates in all. The DM is free to assign any item to any particular crate. Also found within the crates are many mundane items such as books, papers, clothing, etc.

The specific items (see Appendix Three – Specific Items) radiate of faint Universal magic. Anyone casting *read magic* will be able to see the Moquollod Consortium's mark on the items. If that PC can read Ancient Baklunish, the mark reads "Moquol".

Stealing the Shipment

The really valuable items have an *arcane mark*. If the marks are not removed or disabled, the Moquollad Consortium will cast *Drawmij's instant summons* and the items will no longer be in the possession of the PCs. If the PCs move quickly, they may be able to sell the items before the Consortium acts. If Abdul survives the PCs attack, he may be able to warn the Consortium of the PC's treachery thus reducing the time the PCs have to offload the items.

The PCs have three days from the time they pick up the shipment to off load the goods. After three days, the Consortium will scry on the PCs to ascertain the PCs whereabouts to make sure the PCs won't be late for the auction. If the PCs can avoid/fool the scry attempt, they have another day before concerned Consortium members cast *Drawmij's instant summons*.

PCs must then fence the goods. Finding a fence will require a Gather Information check (DC 20) or Bardic Knowledge check (DC 25) to locate one. PCs in appropriate meta-organizations may receive bonuses to this check. PCs that have favors with appropriate criminal organizations in Zeif (smugglers, thieves, etc) may use the favor to automatically locate a fence. The fence will then offer to buy the special auction items at half price (See Appendix Four – Auction Items) minus the cost for a *dispel magic* to be cast (150 gp) to remove the *arcane mark* if one still exists. Unless the PCs offer to dispel the marks themselves, the price is non negotiable. The fence will make an offer of 150 gp for the rest of the items.

The PCs may attempt to pass off false items to the Consortium. They must somehow come up with convincing replicas (make appropriate Craft or Profession check as well as a Forgery check to reproduce the item effectively) as well as reproducing the *arcane mark* on each item. Anyone attempting to reproduce the mark must be able to read and write Ancient Baklunish. They may then make a Forgery check to reproduce the *arcane mark* provided the PC can cast the spell. PCs with any favors connected to criminal elements (smugglers, thieves, etc) in Zeif may use their favors to forego these

checks. For each favor used, one item will be reproduced convincingly enough to fool the Consortium to receive payment and to flee the city. Auction officials will uncover the ruse the day of the auction and the PCs will be considered criminals.

Any PCs wishing to make off with the shipment will have to deal with Abdul, who will fight to protect the shipment with his life.

☛ **Abdul:** Male Human Exp2; hp 7; (LN)

If the PCs are successful at overpowering Abdul, they may then take the goods and attempt to fence them.

No matter what course of action the PCs take, the adventure is now over. Give the PCs the appropriate experience points for the adventure completed so far as well as the appropriate amount of gold for items recovered as well as fenced. The PCs are now wanted in Zeif for their crimes and the DM should note this on the PCs Adventure Record as well as reporting all player and character information to the triad. While the PCs are not arrested in this adventure, the PCs actions will certainly affect future adventures.

Any PC attempting to keep an item will find that should they have the item in their possession while in Zeif, the Moquollad Consortium will successfully scry the PC's item unless the PC has taken precautions to avoid scrying. If located, the PC will be confronted with overwhelming numbers and forced to surrender. Unless the PC has a reasonable means of escape, Moquollad Consortium members will ready *Dispel Magic*s to counter PC spell casting and will capture the PC.

The Zeif triad will have final say over the fate of any PCs attempting to steal these items.

Contact with Otma

If the PCs were able to speak with Otma and/or Rahid in **Encounter Three**, Otma will be waiting for the PCs in the doorway of a small hut, out of view from the guards at the castle. As the PCs pass by, she will attempt to make contact with them.

If the PCs were unable to speak with Otma or Rahid in **Encounter Three**, Otma will attempt to make contact with the PCs as they leave for Ceshra. She will attempt to wave them into a hut. The PCs will recognize the woman as one they saw in the fields earlier today.

PCs that were knocked out in **Encounter Three** may find themselves needing a place to rest until they are conscious. They will be brought here while the cart is loaded with the goods. If all of the PCs are knocked out and placed in the hut, skip the following text:

From the darkened doorway of a small mud and stone hut, you hear a female voice beckon to you.

"My friends, please come into my house so that we may speak freely."

Assuming the PCs enter the hut, they will have to stoop to enter. They will find themselves in a small 10 feet wide by 15 feet long room. There are no other rooms to the home. There is a large blanket cover the floor. Several clay jugs rest in the corner near a small fire pit.

If the PCs ignore the woman, proceed to **Encounter Six** – The Long Road Back.

Otma will beckon the PCs to sit on the floor with her. Once the PCs are comfortable she will begin to speak. Read the PCs the following:

"I know you are here to carry the belongings of my master Sahid Al'Adib away for auction. I know those items were given to Yazid bin Yunus along with everything else on these lands but I do not consider them his items to do with as he pleases. I don't know when my master Sahid will return but I do know this: one of the items you carry is a shield, a family heirloom passed down to Sahid from his father and his father's father before him. This shield is very important to Sahid and it should not be sold to another."

"I... we do not have much but we have gathered what we could. I ask for your aid. Buy back Sahid's shield so we may present it to him when he returns."

Otma will hand the PCs a cloth bundle. Inside is 10 gold pieces. It is all she can get.

The DM should refer to **Encounter Three** – Aftermath for more information on Otma. She will have the following to add to the previous information:

- The shield is of great sentimental value to Sahid. She heard him speak of the history of the shield and how it carried his ancestors through many great battles.
- The shield is likely worth more than she has. She is hoping the PCs will help buy back the shield. She will promise to pay back the PC somehow.
- Some of the people did attempt to vandalize Yazid's home. She knows Rahid tried to burn down the stables. She tried to stop them because the people are only wrecking Sahid's home, which he will reclaim when he returns but was unsuccessful.

- As far as she knows, Yazid has done nothing against the law. However, he is a horrible man and she waits for the day when Sahid will return and free us from Yazid's tyranny.

The PCs may turn down Otma's request. If they do, Otma will be disappointed. She will thank the PCs for their time and ask them to leave.

Assuming the PCs accept the offer, Otma will thank the PCs, insisting that she could see kindness in their eyes. She will wish the PCs good luck and may they have the blessing of Mouqol. She awaits their return.

Encounter Six: The Long Road Back

The PCs will have likely met with Yazid and Otma and gotten an idea of what is happening at Yazid's lands. They should also have agreed to get back the shield for Otma though it is possible that they did not.

On the way back to Ceshra, Paynim raiders attack the wagon. They are raiding the wagon for supplies and have no idea of how valuable the shipment really is. This attack will take place a day out of Yazid's lands, giving the PCs a night to recover if they took damage at the hands of Yazid's orcs.

NOTE: This is supposed to be an easy encounter. The idea behind this encounter is to introduce the PCs to the concept of the Paynims, who tend to use hit and run tactics, and to give PCs a relatively easy journey back to Ceshra so there is more time to roleplay at the auction.

APL 2 (EL 3)

☛ **Paynim Raiders (2):** Male human War1; hp 9; see Appendix 1.

☛ **Paynim Leader:** Male human Ftr1; hp 11; see Appendix 1.

APL 4 (EL 5)

☛ **Paynim Raiders (3):** Male human War1; hp 9; see Appendix 1.

☛ **Paynim Leader:** Male human Ftr4; hp 29; see Appendix 1.

APL 6 (EL 7)

☛ **Paynim Raiders (3):** Male human Ftr1; hp 9; see Appendix 1.

☛ **Paynim Leader:** Male human Ftr6; hp 42; see Appendix 1.

APL 8 (EL 9)

☛ **Paynim Raiders (3):** Male human Ftr2; hp 16; see Appendix 1.

☛ **Paynim Leader:** Male human Ftr8; hp 55; see Appendix 1.

Tactics:

The Paynim raiders sit in foxholes 20 feet on either side of the road. The raiders wait until the wagon is between them then pop up from their hiding spots and fire their bows. The leader charges into battle immediately. The raiders will support the leader by entering melee on their next action.

The Paynims have nearly complete cover, using grass covered blankets to hide the openings to their foxholes. The Paynims cannot be spotted but the irregularities in their camouflage can. PCs making Spot checks (DC 20 *not adjusted for distance) will notice odd patches of grass off to the side of the road before the Paynims attack.

PCs making Spot or Listen checks can avoid being surprised once the Paynims leap from their hiding spots.

The Paynim's specialize in hit and run tactics. They will attack for three rounds then reassess the situation. If the battle is not going well, the Paynim will attempt to flee to fight another day.

NOTE: At APLs 2 to 6, the Paynim Leader has a stash of gems worth 300 gp in his foxhole. This is not noted in his stat block. If the Paynim escapes, the Paynim leader takes this stash with him.

Treasure:

APL 2: L: 154 gp; C: 0 gp; M: 21 gp – *elixir of hiding* (21 each)

APL 4: L: 170 gp; C: 0 gp; M: 192 gp – *dust of tracelessness* (21 each), *elixir of hiding* (21 each), *quiver of Ehlonna* (150 each)

APL 6: L: 166 gp; C: 0 gp; M: 432 gp – *dust of tracelessness* (21 each), 3 *elixir of hiding* (21 each), *quiver of Ehlonna* (150 each), +1 *falchion* (198 each)

APL 8: L: 166 gp; C: 0 gp; M: 1266 gp – *dust of tracelessness* (21 each), 3 *elixir of hiding* (21 each), *quiver of Ehlonna* (150 each), 2 *salve of slipperiness* (167 each), +1 *keen falchion* (698 each)

Encounter Seven: Delivery

Assuming the PCs survive the Paynim ambush, the rest of their trip proceeds uneventfully.

The PCs should arrive back in Ceshra before or on the day of the auction. They should proceed to the temple of Moquol and make contact with Salah and/or Yusef bin Dana Halil. The two Consortium members will provide the PCs with refreshments and will be asked to wait while the crates are checked to ensure all the items arrived as agreed. If everything checks out, the PCs will be paid their money.

While the PCs wait, Yusef will ask the PCs how their journey went. He will also ask if the PCs plan to attend the auction. He will offer to buy items from the PCs for half the listed price if they are going to attend. **“This is as good as a price as you’ll get anywhere,” Yusef claims.** This means the PCs may sell any items they recovered from the Paynim raiders that attacked their caravan and use the gold for bidding.

Yusef will make sure that all the important items (see Appendix Four – Auction Items) that have the appropriate *arcane mark* on them are present. He will also make sure that the important items actually have an *arcane mark* and that it is the appropriate mark for the Moquollad Consortium. If there are any inconsistencies, he will have the PCs detained and will immediately cast *Drawmij’s instant summons*, theorizing that the real item has been stolen. He will also make sure the items were not damaged in any way.

If any of the items are missing, Yusef, escorted by four armed guards (use the Paynim Leader stats for appropriate APL for each guard), will ask the PCs to wait in a holding room. The PCs will be instructed to remain here while members of the Mouqollad Consortium attempt to divine what happened to the items. If the PCs took any of the items, the entire party will be held responsible for the theft and will be arrested. The PCs will not be paid and will miss the auction. Unless the PCs have a reasonable means of escape or a rock solid alibi, they will be tried as criminals and be forced into slavery to pay of their debt to society.

If any of the items are damaged or any of the crates were opened but all the items are present, Yusef will approach the PCs and ask for an explanation. If the PCs can provide a reasonable explanation, he will provide the PCs

with pay minus expenses for damages. For each crate or item damaged, Yusef will subtract 50 gold pieces from the PCs payment. This could mean that the PCs get no money for delivering the goods. Yusef will still offer to buy items from the PCs if they wish to sell.

If the PCs do not have a good excuse for why the items/crates are damaged, Yusef will not pay the PCs. They have voided the contract. PCs may attempt to bluff Yusef (Sense Motive +12) if they do not have a good excuse. If the PCs succeed, they will only be forced to pay for damages.

The PCs do have the option of taking the shipment and selling it (See **Encounter Five** – Stealing the Shipment for more details). The Mouqollad Consortium has detailed descriptions of the PCs as well as extensive knowledge of the items contained in the shipment. The Consortium will spare no expense in recovering the items and bringing the PCs to justice. Any PC returning to Zeif (playing in any Zeif regional or VTF meta-regional set in Zeif) that does not take proper precautions will instantly be picked up by Consortium agents and taken into custody. There may be additional in game penalties for PCs who turn to a life of crime. Player and Character information for anyone stealing the shipment should be passed on to the triad for adjudication and the crime should be marked on the player's adventure record.

Encounter Eight: The Pre– Auction Show

NOTE: It is recommended that the DM make all Appraisal rolls for the PCs in secret. To prevent meta-gaming, the PCs should not see the die roll. This way, the PCs will be more inclined to believe or disbelieve the price they assign to it.

Adventure Hooks for Auction

It is possible for the PCs to not hire themselves out to deliver goods for the Mouqollad Consortium. In this case, the PCs will not have spoken with Otma regarding the shield and may need a hook to get them to attend the auction. It is also possible that the PCs did talk to Otma and did not agree to assist.

In either case, the PCs may not feel they have reason to attend the auction. In this case, the PCs are approached by Hamza Fākih, a local sage and scribe (see Appendix Three – Auction NPCs). He will tell the PCs that he is looking for investors to help him purchase a set of

diaries. He is short of money (he needs 200 gold pieces) but promises to pay the PCs back with services rendered.

He mentions that there will be other rare and mysterious items up for bid and that he would happily help the PCs find the truly unique. If the PCs refuse Hamza's offer and refuse to attend the auction then the adventure is over.

Meta Orgs

The Sultanate of Zeif has several meta-game organizations and backgrounds that may come into play during this adventure. Certain meta-organizations will have an easier time ascertaining important historical facts about certain items up for bid. Appendix Four: Auction Items provides detailed information about each item and the meta-orgs that would have an easier time obtaining such knowledge.

The Temple

Upon entry into the temple, the temple guards will request that the PCs peace bond their weapons and refrain from any spell casting. Any PCs performing a hostile action in the temple will be arrested. A peace bonded weapon is fastened to its scabbard in such a way that it takes a standard action to loosen the strap so the weapon may be drawn. Any weapon that could not be peace bonded must be stored out of sight so the temple guards can't see it (Spot +4) or left with the temple guards who will return the weapons when the PCs leave.

The PCs may take the time to move around the temple and view the various items up for bid. As the PCs mingle, they will be given a chance to interact with several NPCs at the auction. The PCs may also take the time to appraise the various items and learn more about them.

IMPORTANT: The PCs should be made aware of how to participate in the auction. Any number of Mouqollad Consortium members will ask the PCs if they wish to bid. If the PCs are willing, the Consortium member will outline how the auction works and will direct PCs to obtain a bidding placard.

NOTE: In some cases the PCs may be uncertain of the cost of the shield and do not bid on other items to ensure they have enough gold to win the shield. It is suggested that if the PCs do not attempt to Appraise the individual items or hire someone to perform the Appraise checks for them, that an NPC strike up discussion with the PCs about the price of a particular item. The NPC may not necessarily give the PCs the correct price but should give them a rough idea of price so that the PCs have a rough idea of the cost associated with the various items. In other words, let the PCs know the items don't cost over 2,000 gp.

Hiring an Appraiser

The PCs may not have the Appraise skill. The skill may be used untrained but the PCs would likely get better results if they opt to hire someone to assist them. The Mouqollad Consortium will not provide assistance in the form of an appraiser. They wish to remain neutral and free from claims of bias. However, there are several individuals who are unsanctioned by the Mouqollad Consortium who will approach the PCs and offer their services for a fee. The typical individual the PCs may hire has an Appraise skill check of +5 and will cost the PCs 5 silver pieces for the day. PCs may also befriend some of the prominent NPCs, who will help them out with information about some of the other items. Any NPC helping the PCs out with Appraisal will ask the PCs if they have a placard to bid. If the PCs do not have a placard, the NPCs will instruct the PCs to get one if they wish to bid and show the PCs where to get one. (See **Encounter Nine**)

All the Bey's Men

At some point, the PCs are approached by a man claiming to be an experienced merchant and appraiser. His name is Hamid. In reality, Hamid is actually working for Zinn-i-Bey-ibn'Zinn al'Ceshra and is here to drive up the bidding. Hamid will attempt to take over the appraising duties from anyone the PCs hire by making him look bad. He will attempt to offer his services to the PCs at a significantly reduced price of one silver piece. Hamid will follow the PCs around. If the PCs or PCs appraiser guesses the correct price or undervalues an item, he will give a price at 10% above listed value. If the PCs have not hired an appraiser, Hamid will work hard to get the PCs to hire him.

Hamid will ask the PCs what they think the item is worth before quoting them a price. He will be careful not to make the PCs look too bad with their estimates, but will always quote them a higher price if the PCs have guessed too low or right on. Generally this price will be 10% above listed value but if Hamid senses he can get away with a higher price, he will increase his quote more.

Hamid will attempt to bid for the PCs. He will bid over list price. His default is 10% over list price. He may go higher in certain circumstances or refuse to bid in certain cases such as with the shield. Hamid's behavior is generally up to the DM except for certain circumstances.

For more details on Hamid, see Appendix Three – Auction NPCs.

Sagely Advice

If the PCs have not been exposed to Hamza Fâkih, he will notice the PCs admiring some of the items and approach

them with an offer. Some important papers are being put up for auction that Hamza would like to obtain. In return, he would act as a guide and appraiser for the PCs as well as offering future services as payment. If the PCs have an appraiser, the PCs current appraiser will run Hamza off unless the PCs interfere. Hamza needs 200 gold pieces to secure the item he wants. See Appendix Three – Auction NPCs for more info.

Motivating PCs

The idea of the auction (other than fun) is to give PCs a chance to use skills that see little play. In this instance, the focus is on the Appraise skill. Players should be encouraged to look at the various items and estimate the items worth.

If players feel their characters are not very good at appraising, remind them that bartering and appraising worth is part of everyday life in Zeif. Also feel free to remind them that there are plenty of appraisers available for hire to help them out.

If PCs have not bothered to do any appraising, have the NPCs approach the PCs and ask them what they think the price of certain items are worth. If the PCs have no response or issue some unbelievable amount, have the NPC chastise the PCs for their carelessness. After all, who in Zeif would come to an auction uninformed? “A fool and his money are soon parted” is what the PCs will hear from others. After the chastising, the NPC should suggest the PCs hire an appraiser and may even offer their own opinion about an item that the NPC isn't going to bid on.

The idea is that PCs should have an idea of cost, especially at lower levels, so the PCs have an idea if they have enough gold to bid on the various items if they so desire rather than having the PCs assume they are competing against NPCs with bottomless pockets.

The Sky Is NOT the Limit

One of the problems that may occur is that PCs may not wish to bid on various items because they are not secure in the price of an item. They may also think the NPCs have a bottomless coin purse and that the appraisal price is meaningless.

To combat this problem, the DM should have one or more NPCs engage the PCs and ask them how much they would pay for various items. Depending on the PCs responses, the NPC could state something like “Only a fool would pay that much!” or “An item of such value would surely go for a higher price”.

If the PCs hire an appraiser, feel free to have the appraiser fill this role. The appraiser should offer advice on what to

bid for an item. As a rule of thumb, an appraiser will tell PCs to bid no more than 10 to 20% over the appraised price.

Ethical Discussion

At some point, time permitting, one of the NPCs will begin a discussion with the PCs, approaching the PCs if necessary. The NPC will mention that they were just approached by a man looking for money to help purchase an item. The NPC will then pose the following question to each PC: *"How do you feel about giving up your hard earned wealth to those that don't have any? Shouldn't the poor work harder?"*

The discussion can be spurred by a different question if the DM feels a different question would be better but the idea is to get PCs roleplaying and talking about generosity. Any question that would help get a feel for each PC's ideas about generosity would do. Hopefully the discussion would also get the PCs to think a bit more about their character's thoughts and motivations.

Interacting with the NPCs

Appendix Three – Auction NPCs contains information on each of the prominent NPCs that the PCs can meet. The DM is free to add or alter this list. The DM should review this appendix and have at least two or three of the NPCs speak with the PCs. Certain NPCs will be interested in certain items. PCs showing interest in these particular items may attract the attention of these NPCs who are trying to get an idea how serious the PCs might be with their bidding.

Below is a quick summary of the NPCs in Appendix Three:

- 1 – Nurhan Gazi: Spahi looking to buy spear
- 2 – Hamza Fâkih: Sage looking to buy important documents
- 3 – Alochiel: Demon sorceress looking to reacquire one of her magic items, a figurine.
- 4 – Hamid: Working for Zinn-i-Bey-ibn'Zinn al'Ceshra to drive up bids for items
- 5 – Sitti: wife of wealthy merchant here to be seen and spend money
- 6 – Ima bin Hassen: priestess of Mouqol and member of Mouqol Consortium. Collects valuable musical instruments. Looking to buy a recorder.

Rumors

The PCs may move around the crowd at the auction and collect rumors (see Appendix Six – Rumors) during the

pre-auction segment. Any PC making a Gather Information check (DC 10) will gain a rumor. For every five points over ten, the PC will gain an additional rumor. The DM may wish to limit the number of rumors a PC may gather since there are only eight rumors listed. Of course the DM is free to make up more rumors.

Striking Deals

The PCs may attempt to forge alliances with some of the various NPCs at the auction. The PCs may attempt to secure the NPCs promise not to bid on certain items or vice versa. Below is a summary of the deals various NPCs will make (see Appendix Three for more details):

Nurhan Gazi

Nurhan would like the spear and the shield in that order. He is willing to help the PCs acquire the shield if they help him acquire the spear. If the PCs help him acquire the spear, they will earn his favor.

Alochiel

Alochiel wants the figurine. She will offer the PCs her help in securing the shield in return. She will offer to use her power to influence the bidding. If the PCs don't like that idea, she'll strike a deal for future magical assistance. If the PCs make a deal with Alochiel then break it, they will suffer her curse.

Inda bin Hassen

Inda wants the recorder. She is willing to not bid on any other item if the PCs agree to help her secure the recorder. If the PCs help her get the recorder, they will have earned her favor.

Gauging PC Interest

Each NPC will attempt to interact with the PCs and try and determine the level of interest in the item the NPC is most interested in. The NPC would like to gauge PC interest in their particular item. If PCs show particular interest, the NPCs could use various methods to shift PC interest elsewhere.

This NPC interest also works towards drawing the PCs into the process of discovering more about each item and its potential worth. The NPC may also ask the PCs what they would pay for a particular item. Depending on the NPC, they may help guide the PCs and provide ideas of what to pay for a particular item. This helps give the PCs an idea of what kind of a price range the items might bid for and help reassure them that the PCs aren't dealing with NPCs that have bottomless coin purses.

Detecting Alochiel

Alochiel has *nondetection* (*Player's Handbook* page 257) active. It will remain active for the length of the entire auction. This makes it hard for her to be detected by divination spells, including detect spells like *detect evil*. The DC to beat the *nondetection* is 21.

Casting spells in the auction area is forbidden but some PCs such as paladins have spell-like ability that is difficult to detect.

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

As noted, Alochiel does not react violently if detected. She will be impressed with the PCs and will attempt to strike a deal with them to help her obtain the figurine. In return, she will offer to help the PCs get the shield by charming the other bidders. If the PCs don't like that, she will promise future rewards.

If attacked or pointed out to authorities, she will *teleport* away. She can make use of the Silent and Still metamagic feats if necessary.

Encounter Nine: Everything You Wanted To Know About Auctions but Were Afraid To Ask

The PCs should have time to rest and refresh after their journey. Depending on the PCs speed of travel, they could be back in Ceshra with time to spare before the auction takes place. During this time, they can learn more about the auction. They may also sell items to raise more money. All items will be bought at half listed price.

Auction FAQ

Timing and Location

The auction will take place in the temple of Mouqol. The items will be on display for viewing until noon. There will be a short break for lunch. After lunch ends, the bidding will begin.

Participation

Anyone may enter the temple and view the items up for bid. However, no one may bid on items unless they have obtained a placard. Anyone placing a bid must hold up a placard for the bid to be considered.

Obtaining a Placard

Anyone wishing to obtain a placard is directed to speak with any priest of Mouqol or Mouqollad Consortium members. They will take the individual to a room off from the bidding area.

To obtain a placard, a PC must agree to the rules of the auction and prove intent to bid.

Proof of Intent

The PCs must prove their intent to bid by placing items of value to be held with the Mouqollad Consortium. The items of value can be gold, jewels, magic items, etc. In the case of magic items, PCs will be given half of the listed price in value. The Consortium charges a 5 gp handling and security fee for each deposit a bidder makes. This has the added effect of providing an additional barrier for those with little gold to spare but helps ensure that bidders are serious about the bidding and not just there to make false bids. In addition, the money helps the Consortium cover the extra costs incurred when running such an important event.

The minimum amount of gold a PC may deposit is 100 gp. There is no upper limit to the amount of funds a PC may deposit for holding. It is advantageous for the PC to make one big deposit than several smaller ones since fewer fees will be applied.

Rules

If the PCs obtain a placard for bidding, they will be informed of the rules or the auction.

Read the following aloud to the players:

In agreeing to participate in this auction, you must agree to the following rules:

You may not make a bid in excess of the amount being held by the Mouqollad Consortium. Any bid in excess will be disallowed and will result in a fine of half of your held assets as well as confiscation of your placard.

If you have the winning bid for an item, your bid will be considered as binding confirmation of intent to purchase. The amount bid will be removed from the amount held by the Mouqollad Consortium. You will be given possession of the item after the auction concludes.

Do you understand and agree to these conditions?

Once the PCs affirm they understand and agree to the rules, they will be asked to sign a document of proof. The PCs will then be given a placard and wished good luck.

Multiple PCs and One Placard

When a PC obtains a placard, they may assign other PCs to also use it. This allows PCs to pool their resources under one placard, which gives them more purchasing power. Any PC wishing to use the placard must also agree to the rules and sign the consent form.

Viewing Items Up For Bid

The items up for bid will be placed on display the morning of the auction. PCs may visually inspect the items but may not handle them.

Bidding

To bid, the PCs simply hold up the placard and agree to the callers next bid or call out an amount they wish to pay.

Winning a Bid

If the PCs have the last bid, they have successfully purchased the item up for bid and may take possession of the item after the auction has ended.

Encounter Ten: The Locked Chest

This encounter is designed to occur once the PCs have arrived at the auction but before bidding has started. However, if the PCs aren't bidding on anything or they spent too much time mingling with NPCs pre-bidding, this encounter could happen while bidding for items is taking place.

“Excuse me”, a young man in priestly robes says to you sheepishly, “I was sent to fetch you and your friends. Your assistance is needed.”

The PCs are contacted by a young boy named Amad. Amad works with Yusef bin Dana Halil. If asked any questions, he can only reply that Yusef sent him to find the PCs and that it was urgent. He will lead the PCs to a backroom when they agree to come.

When the PCs enter the back room, read them the following:

This room is littered with open crates and piles of straw. Along the east wall sits a table, upon which rest the contents of the crates. A large chest stands apart from the other items. Not far from the chest, lay a Baklunish man. His skin is purple and his breathing is erratic.

Yusef bin Dana Halil is in this room. He will approach the PCs. He will tell the PCs that a locksmith named Mulah was attempting to open one of the chests sent to the auction by Yazid bin Yunus. Apparently the chest was trapped and Mulah, unaware of this fact, was struck with a poison dart. He is not fairing so well. Yusef is not prepared to deal with poison. He would ask the PCs two things: help Mulah and to open the chest.

Mulah

Mulah (currently Fortitude save bonus -1 due to poison) will need to make a second Fortitude save (DC 11) for the poison in five rounds. If the PCs cannot prevent the secondary poison from working, Mulah will die. He has been hit with Black Adder Venom and the secondary Con damage will amount to 4 points of Con damage. His current Con is 3.

The PCs can take any number of measures to ensure Mulah lives. Restoring some of his ability damage, improving his chance to make the saving throw with spells/healing checks or delaying/neutralizing the poison with spells will all work.

If the PCs do not have a cleric in the group, Yusef will send some of the PCs out into the temple to discretely locate a healer. This may be the time for the PCs to make contact with Inda bin Hassen, a priestess of Mouqol who is here from out of town to bid on items (see Appendix Three – Auction NPCs) but they will need to hurry. They do only have five rounds before the next saving throw must be made.

The Chest

The chest contains a clay jug. The jug radiates powerful conjuration if the PCs have a chance to view it with *detect magic*. The actual secret behind this clay jug is beyond the scope of this adventure and is left to be uncovered at a later date. However, it is certainly valuable and potentially dangerous enough to warrant the protection of a deadly trap.

Yusef will tell the PCs that the chest contains a fragile and very valuable item. Smashing the chest open is not an option. The PCs need to pick the lock, which is obviously trapped, or at the very least disable the trap. If PCs do smash the chest and the clay jug, a visible ripple in the air spreads from the chest outwards in every direction. This wave leaves the PCs with heavy despair

and a sense of great uneasiness. Something bad has definitely occurred.

The trap can shoot a total of three more darts (total of four) before it needs to be reset.

APL 2 (EL 4)

☞ **Poisoned Dart Trap:** CR 4; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 30); Atk +20 ranged (1d4+4 plus poison, dart); poison (Black Adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 19; Disable Device DC 16

APL 4 (EL 6)

☞ **Poisoned Dart Trap:** CR 6; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 30); Atk +20 ranged (1d4+4 plus poison, dart); poison (Black Adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 25; Disable Device DC 25

APL 6 (EL 8)

☞ **Poisoned Dart Trap:** CR 8; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 30); Atk +20 ranged (1d4+4 plus poison, dart); poison (Black Adder venom, DC 16* Fortitude save resists, 1d6 Con/1d6 Con); Search DC 25; Disable Device DC 25

*more potent form of Black Adder venom

APL 8 (EL 10)

☞ **Poisoned Dart Trap:** CR 10; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 30); Atk +20 ranged (1d4+4 plus poison, dart); poison (Deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 25; Disable Device DC 25

Encounter Eleven: Buyer Beware!

Eventually, the auction will begin. The order the items will be auctioned off is presented in Appendix Five – Auction Bidding but can be presented in any order the DM so wishes. Ideally, the shield would be the last item up for bid since that is likely the item the PCs are looking to purchase.

NOTE: The PCs can be unaware of the cost of the shield and sometimes do not wish to bid on other items to ensure they have enough gold to secure the shield. It is suggested that the shield be presented first in the order of bidding to let PCs know how much money they have

left to bid on items. DMs should not go out of their way to make sure PCs bid on other items. There should have been plenty of NPC encouragement to bid as well as the occasional DM suggestion at Appraise checks. However, if the DM feels the PCs need that extra push forward to ensure auction bidding, moving the shield to the first item for bid might help motivate cautious players.

Auction Happenings

During the auction, the PCs may notice the following:

- Figurine bidding – the PCs may make Spot checks (DC 11) to notice Alochiel stares at anyone who bids against her. Those individuals then cease bidding. A Sense Motive check (DC 25) will show the individuals are under some kind of enchantment.
- Hamid – after a few items have been auctioned, the PCs may make an Intelligence check (DC 15) to notice that Hamid is bidding on every item but has yet to actually win an auction. The PCs can only speculate why (unless they can read his mind).
- If the PCs got the chest open and saw the clay jug inside, they will notice that it never went up for bid. Why it never went up for bid remains to be seen.

Of course PCs watching some of the various NPCs, will note their bidding behavior as outlined in Appendix Five – Auction Bidding.

Alochiel's Charms

The PCs may have spoken with Alochiel and made arrangements to help her ensure that she obtains the figurine. If they have, Alochiel will offer to ensure that the other guests do not outbid the PCs. She won't say how. If the PCs take her up on this offer, they will not earn the favor "Struck A Deal with Alochiel". Instead, she will charm all opposing bidders, ensuring that the PCs get the shield for half the list price.

The Shield and Hamid

It is likely that the PCs will be here to bid on the shield. Hamid's bidding on the shield will be determined by the number of times the PCs have "Implicated the Bey". The PC who has "Implicated the Bey" the most number of times will set the bar. If more than one PC is bidding at auction, add one to the highest number of implications as Hamid can see the PCs working together.

Hamid has 1000 gp to bid on the shield. Provided the PCs are low key and don't show a lot of wealth, his limit for bidding on the shield is as follows:

No implications = 150 gp

One implication = 300 gp

Two implications = 600 gp

Three implications = 900 gp

If the PCs have threatened him or confronted him with the truth of his real identity, Hamid will use all of his resources to try and secure the shield.

Of course, the DM is free to control Hamid's bidding as he sees fit. The PCs should have to dig into their own pockets to try and win the shield. At the same time, the DM should not try and screw any PC willing to put their money where their mouth is. The auction should be fun and challenging but any PC with enough money should win. It is recommended that the DM do not bid more than 1000 gp but if PCs are high level, over confident, and have many implications feel free to make them sweat a little. In this case, Hamid will have up to 2000 gp to bid.

If Hamid is bidding for the PCs, Hamid will disappear shortly before bidding begins on the shield, taking the PCs bidding placard with him. Hamid has left the temple and gone to a local tavern for a drink. He will return once the bidding is over making an excuse for his absence. PCs may have to quickly strike a deal with an NPC to have them bid on their behalf if they only had one placard for the group. Rushed Diplomacy checks (-10 penalty) shifting an NPC's attitude to Helpful will convince the NPC to bid on the PCs behalf. PCs may be able to secure another placard before bidding ends if they hurry. The PCs will need to convince the Moquollad Consortium member to hand over a new placard for bidding or open a new account. Either way, the PCs must make a rushed Diplomacy check (-10 penalty) to shift the Consortium member's attitude to Friendly and have him overlook some of the more important and lengthy legalities involved so the PCs may make it back to the bidding area in time to put in bids for the shield.

Conclusion

Once the auction is over, there are still a few loose ends to tie up.

The Spear

If the PCs won the spear in the auction, Nurhan Gazi will congratulate them. He will make a final play for the spear. He will tell the PCs about the history of the spear

and ask the PCs to give him the spear for sentimental reasons. If the PCs do give him the spear, they will have earned his gratitude. If the PCs don't give him the spear, he will offer to cover costs. If the PCs make Nurhan pay for the spear, they will not earn his favor.

The Figurine

If the PCs won the figurine in the auction, Alochiel will track down the PCs, appearing before them suddenly. She will offer her favor to any PC willing to hand over the figurine for free. Cagney PCs could convince Alochiel to give all the PCs her favor but they will need to do some fancy talking. A Bluff or Diplomacy check (DC 25) will convince Alochiel to grant a PC her favor if they didn't pay for the figurine in some capacity. If the PCs agree to hand over the figurine, they will have Struck a Deal with Alochiel.

If the PCs made an agreement with Alochiel before the auction to help her win the figurine or hand it over afterwards should they win, they should honor that agreement. If they do not honor that agreement and keep the figurine, they will have earned the Curse of Alochiel.

The Recorder

If the PCs won the recorder, they will be approached by Inda bin Hassen. She will offer the PCs a trade. She has some valuable items that she would be willing to swap for the recorder. If the PCs agree to the trade, they gain Access to Inda bin Hassen's Collection.

The Shield

If the PCs win the shield and agreed to take it back to Otma, they should do so. They have earned the Favor of Otma. Read them the following:

"Thank you for recovering the shield. You will be rewarded for your generosity."

Otma pauses then hesitantly speaks once more.

"You have already been too kind but I would ask one last favor. I have been spying on Yazid bin Yusun. I have learned that he was given these lands by Zinn-i-Bey-ibn'Zinn al'Ceshra in return for a large amount of money. I think Yazid sold some of Sahid's items as payment. I will investigate further to try and collect proof. If you could take our plight to someone who could help us! Sahid Al'Adib is the true owner of these lands!"

The PCs are now privy to the foul dealings of the Bey. The Bey sold Sahid Al'Adib's lands for a large profit. Unfortunately, Yazid's spies have sent word of the PCs meeting with Otma to Zinn-i-Bey-ibn'Zinn al'Ceshra who

is displeased with the PCs meddling. They have earned Implicate the Bey.

It is possible that the PCs did not win the shield. If Nurhan Gazi won the shield, the PCs may approach him and plead their case. If they succeed at shifting his attitude to Helpful, he will give the PCs the shield free of charge. If they shift Nurhan's attitude to Friendly and pay his costs, he will give the PCs the shield. If the PCs can't afford to pay his costs, he will take the shield to Otma personally. In this case, the PCs don't get the Favor of Otma.

If the PCs won the spear and Nurhan Gazi won the shield, he will offer a swap straight across. They will not earn his favor in this case.

If the PCs were not working for Otma, but still won the shield, the Bey assumes that the PCs were working for Otma. He has taken note of the PCs actions and they have earned Implicate the Bey.

Hamza Fâkih - The Sage

Once the PCs have been made offers by the other NPCs for any item the PCs bought, they will be approached by Hamza Fâkih.

If the PCs aided Hamza in his quest to obtain the valuable historical papers he sought, the PCs have earned the Favor of Hamza Fâkih. Hamza will take a sudden interest in the PCs purchases at the auction and will offer to study the items free of charge. He will reveal his findings in a later adventure.

If the PCs did not help Hamza obtain the valuable papers, he will offer to investigate the items for a fee. He will charge 250 gp for each item to be studied. This is the cost for the casting of *legend lore*. The results will be revealed in a later adventure.

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 Two

Defeated Lion(s):

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp

Encounter Three

Dealt with Zinn-i-Bey-ibn'Zinn al'Ceshra's Orcs:

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp

Encounter Six

Defeated Paynim Raiders:

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp

Encounter Ten

Disabled trap and saved Mulah:

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

Story Reward

Returning the Shield to Otma:

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp

Total possible experience:

APL 2	420 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp

Treasure Summary

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

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

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

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

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

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

Encounter One: Introduction

ALL APLs: L: 0 gp; C: 200, 250 or 300 gp lump sum (33, 42 or 50 gp each); M: 0 gp

Encounter Six:

APL 2: L: 154 gp; C: 0 gp; M: 21 gp – *Elixir of Hiding*

APL 4: L: 170 gp; C: 0 gp; M: 192 gp – *Dust of Tracelessness* (21 each), *Elixir of Hiding* (21 each), *Quiver of Ehlonna* (150 each)

APL 6: L: 166 gp; C: 0 gp; M: 432 gp – *Dust of Tracelessness* (21 each), 3 *Elixir of Hiding* (21 each), *Quiver of Ehlonna* (150 each), +1 *Falchion* (198 each)

APL 8: L: 166 gp; C: 0 gp; M: 1266 gp – *Dust of Tracelessness* (21 each), 3 *Elixir of Hiding* (21 each), *Quiver of Ehlonna* (150 each), 2 *Salve of Slipperiness* (167 each), +1 *Keen Falchion* (698 each)

Total Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300gp

Appendix I: NPCs

APL 2

Encounter Two

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

Skills and Feats: Jump +5, Ride +2; Power Attack.

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

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

Languages: Common, Orc

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

Skills and Feats: Jump +5, Ride +3; Power Attack.

Languages: Common, Orc

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

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

Encounter Six

Paynim Raiders (2): War1; medium humanoid (human); CR ½; HD 1d8+1; hp 9; Init +0; Spd 30; AC 15(+4 chain shirt, +1 buckler), touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (2d4+1, masterwork falchion) or +2 melee (1d4+1, dagger) or +1 ranged (1d8, longbow); Full Atk +3 melee (2d4+1, falchion) or +2 melee (1d4+1, dagger) or +1 ranged (1d8, longbow); AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +3, Ride +4, Swim +4; Power Attack, Toughness.

Possessions: chain shirt, buckler, masterwork falchion, dagger, longbow, 20 arrows.

Paynim Leader: Ftr1; medium humanoid (human); CR 1; HD 1d10+5; hp 15; Init +0; Spd 30; AC 16 (+4 chain shirt, +1 buckler, +1 Dex), touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (2d4+2, masterwork falchion) or +3 melee (1d4+2, dagger) or +2 ranged (1d8, longbow); Full Atk +4 melee (2d4+2, falchion) or +3 melee (1d4+2, dagger) or +2 ranged (1d8, longbow); AL N; SV Fort +4, Ref +1, Will -1; Str 15, Dex 12, Con 14, Int 10, Wis 9, Cha 13.

Skills and Feats: Handle Animal +3, Intimidate +4, Ride +4; Cleave, Power Attack, Toughness.

Possessions: masterwork chain shirt, buckler, masterwork falchion, dagger, longbow, 20 arrows, *elixir of hiding*.

APL 4

Encounter Two

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

Skills and Feats: Jump +5, Ride +2; Power Attack.

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

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

Languages: Common, Orc

Orc Leader: War3; medium humanoid (orc); CR 2; HD 3d8+3; hp 18; Init +0; Spd 20; AC 17 (+6 splint mail, +1 buckler), touch 10, flat-footed 17; Base Atk +3; Grp +6; Atk +6 melee (2d4+4, falchion) or +6 melee (1d4+3, dagger) or +3 ranged (1d6+3, javelin); Full Atk +6 melee (2d4+4, falchion) or +6 melee (1d4+3, dagger) or +3 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +4, Ref +1, Will -1; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Jump +5, Ride +4; Power Attack, Improved Bull Rush.

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

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

Languages: Common, Orc

Encounter Six

Paynim Raiders (3): War1; medium humanoid (human); CR ½; HD 1d8+1; hp 9; Init +0; Spd 30; AC 15 (+4 chain shirt, +1 buckler), touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (2d4+1, masterwork falchion) or +2 melee (1d4+1, dagger) or +1 ranged (1d8, longbow); Full Atk +3 melee (2d4+1, falchion) or +2 melee (1d4+1, dagger) or +1 ranged (1d8, longbow); AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +3, Ride +4, Swim +4; Power Attack, Toughness.

Possessions: chain shirt, buckler, masterwork falchion, dagger, longbow, 20 arrows.

Paynim Leader: Ftr4 medium humanoid (human); CR 4; HD 4d10+11; hp 29; Init +0; Spd 30; AC 16 (+4 chain shirt, +1 buckler, +1 Dex), touch 11, flat-footed 15; Base Atk +4; Grp +7; Atk +9 melee (2d4+5, masterwork falchion) or +7 melee (1d4+3, dagger) or +6 ranged (1d8+3, longbow); Full Atk +9 melee (2d4+5, falchion) or +7 melee (1d4+2, dagger) or +6 ranged (1d8+3, longbow); AL N; SV Fort +6, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 10, Wis 9, Cha 13.

Skills and Feats: Handle Animal +6, Intimidate +7, Ride +9; Cleave, Power Attack, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: masterwork chain shirt, buckler, masterwork falchion, dagger, composite longbow (strength +3), 20 arrows, *quiver of ehlonna*, *elixir of hiding*, *dust of tracelessness*.

APL 6

Encounter Two

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

Skills and Feats: Jump +5, Ride +3; Power Attack.

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

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

Languages: Common, Orc

Orc Leader: War5; medium humanoid (orc); CR 4; HD 5d8+5; hp 30; Init +0; Spd 20; AC 18 (+7 splint mail, +1 buckler), touch 10, flat-footed 18; Base Atk +5; Grp +9; Atk +9 melee (2d4+6, falchion) or +9 melee (1d4+4, dagger) or +5 ranged (1d6+4, javelin); Full Atk +9 melee (2d4+6, falchion) or +9 melee (1d4+4, dagger) or +5 ranged (1d6+4, javelin); SQ Darkvision 60 ft, light sensitivity; AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6. Height 6'2"

Skills and Feats: Jump +5, Ride +6; Power Attack, Improved Bull Rush.

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

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

Languages: Common, Orc

Encounter Six

Paynim Raiders (3): Ftr1; medium humanoid (human); CR 1; HD 1d10+4; hp 9; Init +0; Spd 30; AC 15 (+4 chain shirt, +1 buckler), touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (2d4+1, masterwork falchion) or +2 melee (1d4+1, dagger) or +1 ranged (1d8, longbow); Full Atk +3 melee (2d4+1, falchion) or +2 melee (1d4+1, dagger) or +1 ranged (1d8, longbow); AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +3, Ride +4, Swim +4; Cleave, Power Attack, Toughness.

Possessions: masterwork chain shirt, buckler, masterwork falchion, dagger, longbow, 20 arrows, *elixir of hiding*.

Paynim Leader: Ftr6 medium humanoid (human); CR 6; HD 6d10+15; hp 42; Init +0; Spd 30; AC 16 (+4 chain shirt, +1 buckler, +1 Dex), touch 11, flat-footed 15; Base Atk +6; Grp +9; Atk +12 melee (2d4+6, masterwork falchion) or +9 melee (1d4+3, dagger) or +8 ranged (1d8+3, longbow); Full Atk +12/+7 melee (2d4+6, falchion) or +9/+4 melee (1d4+2, dagger) or +8/+3 ranged (1d8+3, longbow); AL N; SV Fort +7, Ref +3, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 9, Cha 13.

Skills and Feats: Handle Animal +6, Jump +6, Intimidate +10, Ride +9; Cleave, Point Blank Shot, Power Attack, Precise Shot, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: masterwork chain shirt, buckler, +1 falchion, dagger, composite longbow (strength +3), 20 arrows, *quiver of ehlonna*, *elixir of hiding*, *dust of tracelessness*.

APL 8

Encounter Two

Orc Thugs (3): War3; medium humanoid (orc); CR 2; HD 3d8+3; hp 18; Init +0; Spd 20; AC 17 (+6 splint mail, +1 buckler), touch 10, flat-footed 17; Base Atk +3; Grp +6; Atk +6 melee (2d4+4, falchion) or +6 melee (1d4+3, dagger) or +3 ranged (1d6+3, javelin); Full Atk +6 melee (2d4+4, falchion) or +6 melee (1d4+3, dagger) or +3 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +4, Ref +1, Will -1; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Jump +5, Ride +4; Power Attack, Improved Bull Rush.

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

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

Languages: Common, Orc

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

Skills and Feats: Jump +5, Ride +7; Power Attack, Improved Bull Rush, Shock Trooper*.

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

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

Languages: Common, Orc

* See Appendix 2: New Rules Item

Encounter Six

Paynim Raiders (3): Ftr2; medium humanoid (human); CR 2; HD 2d10+5; hp 16; Init +0; Spd 30; AC 15 (+4 chain shirt, +1 buckler), touch 10, flat-footed 15; Base Atk +2; Grp +3; Atk +5

melee (2d4+1, masterwork falchion) or +3 melee (1d4+1, dagger) or +2 ranged (1d8, longbow); Full Atk +5 melee (2d4+1, falchion) or +3 melee (1d4+1, dagger) or +2 ranged (1d8, longbow); AL N; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +3, Ride +4, Swim +4; Cleave, Power Attack, Toughness, Weapon Focus (falchion).

Possessions: masterwork chain shirt, buckler, masterwork falchion, dagger, longbow, 20 arrows, *elixir of hiding*, *salve of slipperiness*.

Paynim Leader: Ftr8 medium humanoid (human); CR 8; HD 8d10+19; hp 55; Init +0; Spd 30; AC 16 (+4 chain shirt, +1 buckler, +1 Dex), touch 11, flat-footed 15; Base Atk +8; Grp +11; Atk +15 melee (2d4+6, +1 *keen falchion*/15-20) or +11 melee (1d4+3, dagger) or +10 ranged (1d8+3, longbow); Full Atk +15/+10 melee (2d4+6, +1 *keen falchion*/15-20) or +11/+6 melee (1d4+2, dagger) or +10/+5 ranged (1d8+3, longbow); AL N; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 13.

Skills and Feats: Handle Animal +6, Jump +6, Intimidate +10, Ride +9; Cleave, Greater Weapon Focus (falchion), Point Blank Shot, Power Attack, Precise Shot, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: masterwork chain shirt, buckler, +1 *keen falchion*, dagger, composite longbow (strength +3), 20 arrows, *quiver of ehlonna*, *elixir of hiding*, *dust of tracelessness*.

Appendix Two – New Rules Items

Appraise Magic Value as *Complete Adventurer*

Your ability to determine an item's worth and your knowledge of magic allow you to determine the exact properties of a magic item without the use of the *identify* spell or similar magic.

Prerequisites: Appraise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Benefit: If you know that an item is magical, you can use the Appraise skill to identify the item's properties. This use of the Appraise skill requires 8 hours of uninterrupted work and consumes 25 gp worth of special materials. The DC of the Appraise check is 10 + the caster level of the item.

Shock Trooper [Tactical] as presented in *Complete Warrior*

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

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

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

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

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

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

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

EXPANDED SKILLS

Appraise (INT) as presented in *Complete Adventurer*

Whether performing a daring burglary or a hasty act of espionage, adventurers don't always have time to carefully study the value of potential loot. Characters can use the Appraise skill to make a quick but rough estimation of an item's value.

Check: You can appraise an item quickly, but the DC is higher. Failing the check means that you cannot estimate the item's value.

Item (Example)	DC
----------------	----

Common	15
Trade goods (spices, food stuffs, raw materials, etc.), mundane items, livestock	

Rare	20
Fine clothing, precious metals (unworked), gems, artwork	

Exotic	25
Unusual gems (strange colorings, unusual to the region, unusually large or pure), spell components, jewelry, obscure religious items	

Unique	30
Masterpiece artwork, royal jewels, crowns, or other adornments	

Action: Appraising an item quickly takes 1 round.

Try Again: You can try to appraise an item normally (requires 1 minute), but you cannot try to appraise the item quickly again. You can try to appraise an item normally whether or not you successfully appraise the item quickly.

Special: The Appraise Magic Value feat enables you to use the Appraise skill to determine a magic items' properties; see the feat description on page 103.

Diplomacy (CHA) as presented in *Complete Adventurer*

You can haggle over prices with a merchant or mediate between disagreeing groups, finding a solution to a diplomatic or legal matter that is satisfactory to everyone regardless of background.

Haggle: You can use the Diplomacy skill to bargain for goods or services, including those of a magical nature. When discussing the sale of an item or service, you can attempt to lower the asking price with a Diplomacy check made to influence NPC attitudes (see the sidebar on page 72 of the *Player's Handbook*). If you manage to adjust the vendor's attitude to helpful (most vendors begin as indifferent), the vendor lowers the asking price by 10%. Add the vendor's Diplomacy check modifier to the DC needed to achieve the result.

For example, to adjust the attitude of an indifferent vendor with a Diplomacy modifier of +3 to friendly, you must achieve a result of 33 or higher on your Diplomacy check (a base chance of 30, +3 for target's Diplomacy modifier). If you worsen the vendor's attitude, the vendor refuses to sell anything to you at this time. The DM is the final arbiter of any sale of goods and should discourage abuse of this option if it is slowing the game down too much.

Action: Hagglng requires at least 1 full minute, as normal for a Diplomacy check.

Try Again: You can't retry a Diplomacy check to haggle.

Mediate: In order to mediate a disagreement, you must succeed in adjusting each group's attitude to friendly or better towards the other party in the negotiation. Make a Diplomacy check as normal for influencing NPC attitudes, but add the group leader's Diplomacy check modifier to the DC needed to achieve the result.

For example, to adjust the attitude of an unfriendly group led by an individual with a Diplomacy modifier of +7 to friendly, you would need to roll a result of 32 or higher on your Diplomacy check (a base chance of 25, +7 for target's Diplomacy modifier). If your check result is less than 12 (a base chance of less than 5, +7 for target's Diplomacy modifier), the target's attitude worsens to hostile. The DC increases by 5 if the two parties are of different cultures or races.

Action: Mediation is a long process and cannot often be rushed successfully. Each check requires a full day of game time. You can take a –10 penalty on the check if you wish to attempt a mediation in an hour instead of a day (such as staving off an impending battle).

Try Again: As long as both sides aren't hostile (that is, as long as at least one side remains unfriendly or better), you can retry a Diplomacy check made to mediate a disagreement. If both parties become hostile at any time after the first check is made, you can't retry the check.

Appendix Three – Auction NPCs

Nurhan Gazi

Spahi and friend of Sahid Al'Adib (Ftr6/Ari2)

Appearance: Nurhan is a well-mannered, older Baklunish gentleman. He has a prominent wide nose; long curly hair pulled back into a ponytail and is missing part of his left ear. He is dressed in a noble's outfit.

Background: Sahid is an old friend of Nurhan's. Nurhan served with Sahid on several military campaigns against the Paynim. It is during one of these battles that Nurhan lost part of his left ear and nearly his life to a savage Paynim tribesman. Sahid saved Nurhan's life by killing the Paynim with the very spear that is now up for auction. Sahid now lives in Ceshra making his living buying and selling horses.

Bidding Information: Nurhan is here primarily to bid for the spear. He knows it was once a magical spear but lost its magic when it was broken saving his life. Nurhan wished to obtain the spear for sentimental reasons and is willing to bid very high to get it. Nurhan will also bid high on the shield. He will not put in any serious bids for any other items.

Hook: Nurhan can be met at the spear or shield display. He could strike up conversation with any PC showing real interest in either item especially if they appear to be in the Zeif military in some capacity.

Influencing Nurhan: A Diplomacy check shifting Nurhan's attitude to Friendly will reveal the previous background of the spear and that he intends to purchase this spear. If the PCs reveal to him that they are here to help recover a family heirloom (the shield), he will be pleased and will tell them he intends to purchase the spear since it was used to save his life. Nurhan will not bid on the shield in this case. Nothing short of magic can keep him from bidding on the spear.

Knowledge: Nurhan knows the spear was once a powerful magic weapon used to strike at the lawless and was the reason Sahid earned the nickname "The Lance of Light". He also knows that the shield is an important family heirloom and was carried into battle until it fell into disrepair. It could be restored. Nurhan has seen Alochiel before but cannot place where.

Relevant Skills:

Appraise +5; Bluff +1; Diplomacy +5; Intimidate +9; Sense Motive +5;

Saves – Fort +7; Ref +3; Will +6

Hamza Fâkih

Sage and Scholar (Exp9)

Appearance: Hamza is a tall, thin man with bulging eyes. He speaks excitedly when given the chance to share his knowledge of the region. He is wearing fine robes (courtier's outfit) but they have obviously seen better days.

Background: Hamza's true passion in life is knowledge, particularly military history. Learning that several of Sahid Al'Adib's personal items were up for auction, he gathered up what money he could and has arrived at the auction to purchase several of Sahid's diaries.

Bidding Information: Hamza will not bid on any of the important items. He is only really interested in purchasing a collection of Sahid Al'Adib's diaries and papers. He is currently low on funds and may decide to seek financial assistance from the PCs. If the PCs hire Hamza, he will provide them with accurate appraisals but also offer advice on how much to bid for certain items.

Hook: Hamza may approach the PCs for help purchasing Sahid's diaries. He may also be found at the spear or shield display, eager to tell anyone who will listen about the history behind these magnificent items. The PCs could also hire him to appraise items for them. He needs 200 gold pieces to get the diaries.

Influencing Hamza: Agreeing to fund Hamza will automatically shift his attitude to Helpful. He will freely provide what services he can in return. A Diplomacy check shifting Hamza's attitude to Friendly will lead Hamza to offer his sagely services for a fee (help fund his attempt at purchasing the diaries).

Knowledge: He knows the background of the spear and shield (no check necessary) and could make Knowledge checks to give the PCs information about the other items. Hamza recognizes most of the other important NPCs except for Alochiel and provide basic information on each PC.

Relevant Skills:

Appraise +10; Bluff +0; Decipher Script +16; Diplomacy +5; Gather Information +12; Intimidate +0; Knowledge (Arcana) +16; Knowledge (Architecture and Engineering) +16; Knowledge (Geography) +16; Knowledge (History) +16; Knowledge (Local VTF) +16; Knowledge (Royalty and Nobility) +16; Sense Motive +5;

Saves – Fort +3; Ref +3; Will +8

Alochiel

Demonic Sorceress (Succubus Sor10)

Appearance: Alochiel appears as a beautiful, slim Baklunish woman with unusually dark complexion. She is dressed in very expensive robes.

Background: Alochiel has been wandering Oerth for over two hundred years. She has taken a liking to the warm, arid plains of Zeif and often returns here. She is known as a powerful sorceress amongst the Paynim. She recently learned that an item she crafted has recently been put up for auction. Sahid captured the figurine during a raid on a Paynim camp. She had lost track of the item and would like to get it back. Since spell-like abilities require no verbal, somatic or material components, she is casting *charm monster* (DC 22) at anyone she feels might be a serious threat to outbidding her and speaking with them telepathically commanding them to cease bidding. She has more than enough money that she doesn't feel it necessary to get others to buy her items back for her.

Bidding Information: Alochiel is not interested in anything other than the figurine. She will bid high for it if she must but prefers to charm the competition into letting her have it for a steal.

Hook: Alochiel will be found near the figurine display. She will also take interest in any PC with a high Charisma score, flirting and attempting to divert the PCs attention to a different item. If she can't charm or distract the PCs away from the figurine, she will attempt to strike a deal. She will offer to share knowledge and help the PCs obtain the shield if they agree to either not bid for the figurine or hand it over if they do win it. If the PCs do not want her to use her abilities to influence the bidding, she will offer the PCs a future favor.

Influencing Alochiel: If the PCs learn of Alochiel's true identity, they could use the knowledge of her real form to persuade her to step out of the bidding or to strike a deal to help the PCs get the shield. Attacking Alochiel or reporting her to authorities will cause her to *dimension door* away. She has access to the Silent and Still Spell Metamagic feats.

Knowledge: She knows all information about all the NPCs and important items. She will reveal information about each person in exchange for the PCs co-operation in the auction. If they make a deal to co-operate then break it, they will be cursed by her.

Relevant Skills:

Bluff +32; Concentration +23; Diplomacy +12; Intimidate +19; Sense Motive +2;

Saves – Fort +12; Ref +12; Will +17

Hamid

Zinn-i-Bey-ibn'Zinn al'Ceshra's Lackey (Exp5)

Appearance: Hamid is a handsome Baklunish man sporting a well-kept beard. He is wearing fine courtier's outfit.

Background: Hamid works for Zinn-i-Bey-ibn'Zinn al'Ceshra and has been sent her to drive up the bidding. He will also attempt to mislead the PCs about the value of all the items, claiming they are worth more than they actually are. He will quote 10% over list price unless he feels he can get away with more.

Bidding Information: Hamid will drive up bidding on all items to the listed price. He will then assess the situation and see if he can get the bid higher without being stuck buying the item.

Hook: Hamid will approach the PCs and offer his services. He will also attempt to discredit any appraiser the PCs hire and offer to do a better job for less money. If the PCs hire him, he will attempt to bid for them and will bid higher than list price.

Influencing Hamid: Players may learn about Hamid from Alochiel. If the PCs confront Hamid about the fact that he is working for the Bey to drive up prices, he may be convinced to leave. At any time the PCs may intimidate or Bluff Hamid into overbidding or underbidding with successful opposed rolls.

Knowledge: Hamid has no knowledge about any of the items other than the list price. He knows information about Nurhan Gazi and Sitti but none of the other NPCs.

Relevant Skills:

Appraise +10; Bluff +10; Diplomacy +10; Intimidate +7; Knowledge (local VTF) +10; Sense Motive +8;

Saves – Fort +1; Ref +1; Will +4

Sitti

Wife of wealthy merchant (Ari1)

Appearance: Sitti is a curvy and vivacious Baklunish woman. She is dressed in very expensive clothing and jewelry.

Background: Sitti is the wife of a wealthy merchant who sends her off on shopping trips to keep her happy and out of his hair. She enjoys talking to anyone. She thinks money makes the person and likes to talk about all the expensive things she owns. She is here to be seen and to spend money. Throughout the auction she is accompanied by two slaves: Leeandros, an aquatic elf, and Ansom Meissel, her tailor. Leeandros is dressed to match his mistress. Ansom is a Suel man and acts as though he were not a slave at all. His relationship with Sitti is more like family than that of master/slave. Neither will speak disrespectfully of Sitti.

Bidding Information: Sitti will bid on every item. She will make large bids suddenly just to get the bidding over with. She will bid out of spite if someone obviously outbids her on a previous item.

Hook: Sitti will talk to anyone. She will likely strike up a conversation with any nearby PC. She was featured in **ZEF6-101** and any PC that took part in that interactive may remember her. She will certainly remember them. Also, any PC with one of more of the following Zeif character backgrounds will know about Sitti and her characteristics (and vice versa): Educated in the Harem, Member of a Ruling Family, and Member of a Fallen Bey,

Influencing Sitti: Sitti is susceptible to just about any kind of trick the PCs may attempt to influence her bidding. Sitti is currently charmed to not bid on the figurine. Short of magical influence, they cannot get her to bid on the figurine. Any PC making a Sense Motive check (DC 25) will notice she is under the influence of some kind of enchantment.

Knowledge: Sitti has no knowledge about the items. On a successful Knowledge (royalty and nobility) check (DC 15), she will recognize Nurhan Gazi

Relevant Skills:

Appraise +7; Bluff +2; Diplomacy +7; Intimidate +5; Knowledge (royalty and nobility) +7; Sense Motive +6;

Saves – Fort +0; Ref +1; Will +2

Inda bin Hassen

Priestess of Mouqol and collector of fine things (Clr5)

Appearance: Inda does not make much of an impression. She is quite quiet and dresses very plainly in her priestly robes. Inda could be quite attractive if she spent some time on her appearance.

Background: Inda wanted to be a musician but lacked the ability to play an instrument well. Instead she turned to a life of worship. Her mercantile skills have enabled her to amass an impressive collection of musical instruments and she is here to purchase the recorder.

Bidding Information: Inda is only interested in the recorder but she will bid on any item that appears to be going for a good price.

Hook: Inda can be found inspecting the recorder. She has little to say unless the PCs appear to have an appreciation for music (carrying a musical instrument for example). She loves talking to bards and any Bard PC talking to Inda will see she clearly knows her stuff and has an amazing collection of instruments.

Influencing Inda: The PCs may attempt to strike a deal with Inda. Inda doesn't have a lot of money so if she gets the impression that the PCs might bid high on the recorder, she will attempt to strike a deal. She will offer knowledge if the PCs will agree to not bid or even lend her money. If the PCs win the bidding for the recorder, she will offer to trade an item out of her collection for it.

Knowledge: Inda knows about the recorder but will not reveal too much of the backgrounds if she thinks the PCs are interested in it. A Diplomacy check shifting her attitude to Friendly will reveal she is a collector of fine musical instruments and needs the recorder to round out her collection.

Relevant Skills:

Appraise +10; Bluff +1; Diplomacy +10; Intimidate +1; Sense Motive +9;

Saves – Fort +4; Ref +1; Will +6

Appendix Four – Auction Items

Item One - Spear

Description: This longspear has a darkwood haft and a cold iron tip. It is of masterwork quality but has been broken into two parts.

Knowledge (local), Knowledge (nobility and royalty) or Bardic Knowledge check (DC 20): This spear used to belong to Sahid Al'Adib, a spahi renowned for his virtues as much as his battle prowess. The spear was called "The Lightbringer" and struck fear into the hearts of his Paynim adversaries. The weapon was broken in battle and the magic within it lost.

Meta Organization info: Members of the Spahi reduce the DC for relevant knowledge checks to DC 10 (Knowledge checks of DC 10 can be made without having ranks in the skill). Members of any other military meta-organization may reduce the relevant knowledge checks to DC 15.

Craft (Weaponsmith) check (DC 12): The spear could be repaired and made whole again.

Price: 700 gp

Item Two - Chalice

Description: This silver chalice is ornately embossed with writing. The item detects as magic.

Knowledge (history) or Bardic Knowledge check (DC 20): A missionary priest of Al'Akbar named Abib Suloiman forged the chalice over a hundred years ago. He brought it with him when he journeyed to the Plains of Paynim to bring religion to the tribesmen that lived there. What happened to Abib is unclear but his chalice was recovered by Sahid Al'Adib during a successful raid on a Paynim encampment.

Knowledge (religion) check (DC 15): Anyone who can read Baklunish will be able to identify the script as some of the holy teachings of Al'Akbar. Any worshipper of Al'Akbar will automatically know this.

Meta Organization info: Members of the Arcane Sanctum or the Faith of Al'Akbar may reduce the DC for relevant knowledge checks to DC 10 (Knowledge checks of DC 10 can be made without having ranks in the skill). Worshipers of Al'Akbar automatically pass the Knowledge (religion) check.

Price: 950 gp

Item Three - Recorder

Description: A plain looking wooden recorder accompanied with a scroll of songs.

Knowledge (history) or Bardic Knowledge check (DC 20): The recorder is reputed to have been crafted by the human bard Decius of Urnst and given to Sahid Al'Adib as a gift for his hospitality. It is said that the recorder has great powers but can only be unlocked by a person skilled enough to master the songs on the accompanying scroll.

Meta Organization info: Members of the Kols al Zeif meta-org may reduce the DC for relevant knowledge checks to DC 10 (Knowledge checks of DC 10 can be made without having ranks in the skill).

Price: 300 gp

Item Four - Figurine

Description: This figurine is made from polished obsidian and is a somewhat grotesque rendition of a horse. On the base of the figurine is some illegible writing. The item does not detect as magic.

Knowledge (history) or Bardic Knowledge check (DC 20): The figurine represents the mount of an ancient Paynim warrior. It was claimed that long ago, the warrior rode a fiery black horse into battle. He struck down legions of men single handedly before he was stopped by a holy warrior of purity and great power.

Decipher Script check (DC 20): The writing at the base of the figurine is a previously unknown language. Translated it reads "Fury".

Meta Organization info: Members of the Dusk Lash meta-org may reduce the DC for relevant knowledge checks to DC 10 (Knowledge checks of DC 10 can be made without having ranks in the skill). If the Dusk Lash members make their knowledge check, they also know that certain individuals of questionable morals have been asking around for just such an item as of late.

Price: 1100 gp

Item Five - Shield

Description: This small round metal shield is painted bright red. The shield straps are gone and the paint is chipped and peeling, however the shield is of masterwork quality.

Knowledge (history) or Bardic Knowledge check (DC 20): The shield was forged for Sahid Al'Adib's great grandfather Halal Al'Sallam. It was carried into battle by him and each successive generation. While the shield is of masterwork quality, it is worth little on the open market due to its poor condition. Its value comes from its status as a valuable heirloom for Sahid Al'Adib and his family.

Craft (leather working) check (DC 12): The straps on the shield can be replaced and the shield could be made battle worthy once more.

Price: 150 gp

Appendix Five – Auction Bidding

	Bidding Behavior	Item One: Spear (cost 700 gp)	Item Two: Chalice (cost 950 gp)	Item Three: Recorder (cost 300 gp)	Item Four: Figurine (cost 1100 gp)	Item Five: Shield (cost 150 gp)
		Starting Bid 200 gp	Starting Bid 300 gp	Starting Bid 50 gp	Starting Bid 400 gp	Starting Bid 100 gp
Nurhan Gazi	Will accept callers bid. Will not raise bids himself.	Will bid up to 1,400 gold pieces for spear	Will bid up to 400 gold pieces for chalice	Will not bid on recorder	Will bid 1,100 gold pieces on figurine (if not charmed)	Will bid up to 600 gp if he won spear; 1,200 gp if he didn't win spear
Hamid* *bids 10% over cost if bidding for PCs	Is there to try and increase the bids. He will try to get the bids to cost without being forced to buy.	Will bid up to 1,000 gold pieces (He is aware of Nurhan's desire for the spear)	Will bid up to 900 gold pieces	Will bid up to 450 gold pieces (He is aware of Inda's desire to get this recorder)	Will bid up to 500 gold pieces. He is then charmed and will stop bidding	See Encounter Eleven for details
Alochiel	Accepts callers bid. (*if PCs attack her or have her arrested, she teleports away and does not take place in the auction)	Will not bid	Will bid up to 1,000 gold pieces	Will not bid on recorder	Will bid up to 3,500 gold pieces if necessary	Will not bid on shield. May charm NPCs if PCs agree to it.
Sitti	Will call out bid increase. Likes to bid in large chunks (up bid by 100 – 200 gp) per bid.	Will not bid on broken spear	Will bid up to 2,000 gold pieces	Will bid up to 600 gold pieces	Charmed not to bid. If freed of her charm, will bid up to 2,500 gold pieces	Will not bid on shield unless she hasn't won anything else. Will bid 500 gold pieces
Inda bin Hassen	Will accept callers bid. Will try and outbid with last second offer if she can get a good deal	Will bid up to 600 gold pieces	Will bid up to 1,000 gold pieces	Will bid up to 1,200 gold pieces	Will bid up to 1,000 gold pieces (if not charmed)	Will bid up to 150 gold pieces

Appendix Six: Rumors

- "I heard that the Mouqollad Consortium has been secretly traveling to the Arm of Kwalish to recover one of Kwalish's most powerful creations. The Consortium plans to trade the item to the Mer-Shieks in exchange for their backing. With that much power at their disposal, they could assume control of the government!"
- "I can't reveal my source, but Sahib Al'Adib has been on a secret mission for the Sultan. Interesting times are ahead when Sahib gets back and finds out what the Bey has done!"
- "A Master of Curses lives in Dhabiya. It is said that he can lift any curse known to man, but more often bestows them. A friend of my cousin went there after being cursed with foul body odor and came back smelling of honey. He died of insect bites within a month."
- "The Mer-Sheiks wish to expand their territories. A sailor told me that they are preparing to invoke powerful magic that will flood the entire realm."
- "Sahib Al'Adib was killed months ago in battle with the Paynims. My nephew knew a man who was there! I could feel his sadness as I watched the orcs take his belongings and beat his people. Perhaps his spirit does not rest easy."
- "Have you ever seen the Matron Sultana? She is the Sultan's mother, but looks young enough to be his granddaughter. Some say she hasn't aged a day since she bore him."
- "There is a powerful sorceress that lives in the far west of Zeif who trades favors for unusual items. I heard she once gave a man great wealth in exchange for his left eye!"
- "Apparently Pandar Reis, the high admiral of the royal navy, has gone mad after the death of so many of his sons. They say he has begun neglecting his duties to pursue Xoshour, the ancient dragon turtle."

DM Aid 1: Appraisal Chart

PC Name	Item One: Spear (cost 700 gp)	Item Two: Chalice (cost 950 gp)	Item Three: Recorder (cost 300 gp)	Item Four: Figurine (cost 1100 gp)	Item Five: Shield (cost 150 gp)
1	Appraise Check	Appraise Check	Appraise Check	Appraise Check	Appraise Check
2	Appraise Check	Appraise Check	Appraise Check	Appraise Check	Appraise Check
3	Appraise Check	Appraise Check	Appraise Check	Appraise Check	Appraise Check
4	Appraise Check	Appraise Check	Appraise Check	Appraise Check	Appraise Check
5	Appraise Check	Appraise Check	Appraise Check	Appraise Check	Appraise Check
6	Appraise Check	Appraise Check	Appraise Check	Appraise Check	Appraise Check
Hired Appraiser:	Appraise Check	Appraise Check	Appraise Check	Appraise Check	Appraise Check

Appraise DC on each item is 12 unless they “rush” the check. If they do not make this DC roll 2d6+3 and multiply by 10%. This is the amount higher that they appraise the item for (50%-150%).