



THE TRAITOR'S ROAD

A ONE-ROUND D&D[®] LIVING GREYHAWK[™] CORE ADVENTURE

Version 1

BY PAUL LOOBY

Additional Bright Desert Material by Creighton Broadhurst

Circle Reviewer: Creighton Broadhurst

A lady in distress—a diplomat, not a damsel. In the machinations of the great, the good and the not-so good, appearances are not all that deceive.

A LIVING GREYHAWK Core adventure for APLs 2-10

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 the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ©2003 ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other

text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command)

that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
CR of Animal	1	1	2	3
	2	2	3	4
	3	3	4	5
	4	4	6	7
	5	5	7	8
	6	6	8	9
	7	7	9	10

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Hardby and the Bright Desert. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

In late 592 CY, a cloaked mage appeared before Jian Destron, the Szek of Onnwal. Claiming to be an emissary of the Emperor of the Bright Lands (or as he is more widely known, Rary the Traitor), the mage informed Destron that Rary had aided the szek to escape the clutches of the Scarlet Brotherhood after the fall of Onnwal in 584 CY. As he was now in Rary's debt, the emissary said, Destron would have to surrender Veryanna, his first-born child to the emperor.

The szek, of course, refused and the emissary departed, though not before calling down the curse of the Emperor of the Bright Lands upon Jian and the House of Destron.

Since then nothing has been heard from the Traitor or the Bright Lands.

In the spring of 593 CY, an agent of the Scarlet Brotherhood kidnapped Veryanna Destron. Fearing an unholy alliance between the Scarlet Sign and Rary, Szek Jian has asked for the aid of the Jade Mask, the spy-network of the Iron League.

The Jade Mask has agreed to this, though as much for its own motives than to aid the szek. Firstly the Mask want to gain tidings of the current state of affairs within the Bright Lands, divine what Rary's plans

might be and whether he has joined forces with the Scarlet Brotherhood. Secondly, they want to discover why the Traitor has taken such a keen interest the House of Destron and Onnwal, whether he has the Destron child and whether Jian Destron can truly be trusted.

To this end they have dispatched an envoy named Elyra Delhaster to parley with the Emperor of the Bright Lands. Elyra is of course more than just a diplomat, being a member of the Jade Mask and thus a capable and resourceful spy. Travelling in the guise of a priestess of Zilchus, she and two bodyguards have arrived in Hardby to meet with Joran Havelos, a contact who can guide them into the heart of the Bright Lands.

However, not everything has gone as planned. The Directing Oligarchy of the Free City of Greyhawk got wind of the meeting. Fearing a plot by Rary to subvert Hardby, they sent members of the Assassin's Guild to "question" Joran, and inadvertently killed him in the process. Unsatisfied with what they managed to glean from Havelos, they set an ambush for Elyra at Joran's house.

When Elyra and her guards arrived at the house, the assassins made their move. In the ensuing fight, Elyra's guards were killed, but she managed to fling one of her assailants out the first floor window of the house, attracting the attention of a certain band of heroes in the street below.

The Jade Mask: The Jade Mask is the spy network for the Iron League. Its agents operate both within the boundaries of the current (Irongate, Onnwal, Sunndi) and former (Naerie, Lordship of the Isles) members of the League, as well as across the Flanaess, furthering and protecting the interests of the League. Priests of the Oeridian hero-deity Johydee, goddess of Deception, Espionage and Protection, often hold positions of power in the Jade Mask, especially since the network's decimation by the Scarlet Brotherhood during the Greyhawk Wars.

ADVENTURE SUMMARY

Encounter One: Rumble on the Rooftops

The PCs, while walking through Hardby, become embroiled in Elyra's fight with the Greyhawk assassins, among the rooftops of Hardby. At the end of the fight, a squad of the Hardby Watch arrives and threatens to detain the group for affray.

Encounter Two: The Didatrix

Just as things are looking sticky for the PCs, an important looking woman—to whom even the Hardby Watch show deference—arrives and bails the PCs and Elyra out. The woman, Jelal Havelos, offers to guide Elyra on her mission into the Bright Desert and "persuades" the PCs into acting as escort.

Encounter Three: The Hardby Pass

The PCs and the two women set out along the trail through the southern Abbor-Alz toward the village of Ul Bakak on the edge of the Bright. Along the way the PCs encounter the denizens of the Abbor-Alz.

Encounter Four: Ul Bakak

The PCs pass the Abbor-Alz and journey into the Bright Desert proper, arriving at the small trading village of Ul Bakak. There, Jelal appears to deliver Elyra and the PCs into the hands of agents of Rary. If the PCs start a fight, they bring down the wrath of all those present for breaking the peace oath of Ul Bakak. This should, therefore, be a tense roleplaying encounter.

Encounter Five: The Glittering Plains

With one of Rary's Tukim warriors as escort, the PCs cross the trackless wastes of the Glittering Plains of the Bright Desert, dealing with the attendant natural hazards.

Encounter Six: Tulwar

The PCs arrive at Tulwar Oasis and encounter a group of Rary's Paynims at the newly built fort there. One of the Paynims takes a shine to Jelal—potentially leading to an explosive situation. This is intended as a roleplaying encounter, and some clever diplomacy by the PCs can resolve the problem without bloodshed.

Encounter Seven: Better the Demon You Know?

As the PCs arrive at the Oasis of Shembai, a sandstorm blows up. The PCs' native guide insists on leaving the oasis before nightfall, even if it means going out into the teeth of the sandstorm. The PCs then have to face the choice of braving a Bright Desert sandstorm or sheltering at the oasis. If they choose the former they have to take their chances against a sandstorm. If they choose the latter they are attacked by Tanar'ri issuing forth at sunset from a hidden gate in the Sulmish ruins at Shembai.

Encounter Eight: Wrath of the Bright

If the PCs did not face the Tanar'ri at Shembai, they are attacked by some of the creatures that inhabit the desert, as they trek on toward the Brass Hills

Encounter Nine: Riders of the Bright

The PCs endure the scorching temperatures in the heart of the Bright before encountering a band of Paynim cavalry. The Paynims insist that the PCs peace-bind their weapons and accompany them to their master.

Encounter Ten: The Traitor's Apprentice

The PCs are taken to a tent-camp in the middle of the Glittering Plains, where a large force of Rary's troops is gathered. There they meet Rary's apprentice and emissary, Eliazir Razeem Azam'ut of the Mumbling Tongue. They have an opportunity to learn certain things about the plans of Rary and other personages of power. The meeting does not go smoothly however,

and the PCs may quickly find themselves in a very tricky situation.

INTRODUCTION

The action opens in the port of Hardby (see Sidebar). Allow the players to come with reasons for their PCs to be there. Read aloud or paraphrase the following:

The Blanket Street market in the port of Hardby is a bustling riot of sights, smells, and sounds. Along the entire length of the street, traders ply a myriad of wares on brightly colored blankets. The calls of the hawkers mingle into a cacophony of voices, all bent toward one end: commerce. You are assailed by the smells of roasting chestnuts, cooked meats and the tang of exotic spices fresh from the ships whose masts forest the harbor.

It is only with some difficulty that you manage to press through the throng and turn into one of the quieter residential streets, where you feel less suffocated and no longer have to keep a wary hand on your purse. The houses here are proud stone-built structures, towering two and three stories above the cobbles of the street.

Just as you are keeping a cautious eye out for chamber pots—or more precisely their contents—issuing forth from the overhanging upper windows, there is a sudden shattering of glass. A man's body crashes to the ground at your feet with a wet, sickening thud and a tinkling shower of glass-shards. A bloody wound gapes in his throat. His eyes have the glazed stare of death.

Hardby (small city): Conventional; AL: NG; 15,000 gp; Assets: 3,750,000gp; Population 5,000; Mixed (Human 3,950, Half-orcs 1,000, Dwur 13, Olve 12, Noniz 13, Hobniz 12).

Authority Figures: Ilena Norbelos, female human Wiz13 (Despotrix of Hardby), Wilbrem Carister, male human Ftr9 (Commander of the Hardby Marines);

Important Characters: Captain Kateran, male human Ftr5 (Captain of the Hardby City Watch), Mother Storanna, female human Clr7 - Pelor (head, temple of Pelor), Javka Gerneskir, female human, Rog3/Clr3-Lirr (Didatrix to Despotrix Ilena).

Temples: Pelor (Northend; St Cuthbert (Ebbfields), Xerbo (Dock District), Osprem (Northend), Zilchus (Tradetown), Zodal (Ebbfields).

Notes: Hardby is a small port city on the northern shores of Woolly Bay. Although for many centuries a hereditary Gynarch ruled the city, since the Greyhawk Wars, Hardby has come under the rule of Greyhawk City, a fact much resented by many in the city. Women still tend to be treated with deference here though.

Dock District: The eastern shore of Hard Bay bristles with docks and wharves, and is forested with the masts of many vessels. Behind the quays stands a warren of warehouses, boisterous sailor's taverns and other less reputable premises. The narrow streets are dangerous after dark and watch patrols are frequent. Three great Dwur-built cranes dominate the north end of the docks and allow rapid unloading of heavy cargoes.

Fishtown: The small district at the southern end of the old town is crammed with fish and meat salters and packers, boat-wrights, netmakers, ropemakers as well as fishermen. The area reeks of fish and is populated with a great number of gulls and cats.

Northend (High Chapel): This district is the site of city barracks for the Hardby Marine and Greyhawk Mountaineer garrison in Hardby as well as the City Watch House, Jail and Law Courts. Hardby's temple of Pelor stands prominently in the centre of High Chapel.

Tradetown: The main mercantile district, this area of the city contains many shops of both merchants and artisans. Blanket Street, running though the heart of the area, is the site of an open-air market. Like Ebbfields, a wooden palisade protects the eastern perimeter of Tradetown.

Ebbfields: This residential district ranges from the stately stone houses of the wealthy officers, merchants and minor gentry in the west end to the half timber dwellings of artisans in the centre of the district to poor wooden shacks on the eastern fringes of the town.

You look up in time to see a grey-robed woman clamber out of the shattered window-frame and up onto the roof of the house, a bloodied dagger in her teeth. Four men, clad in leather armor, with bloodied short swords quickly follow her.

ENCOUNTER 1: RUMBLE ON THE ROOFTOPS.

The woman is Elyra Delhaster, an envoy from the Iron League. The men are agents of the Greyhawk Assassin's Guild, who have been dispatched to intercept Elyra and discover what dealings she might have with Rary the Traitor. The assassins have already killed the owner of the house, Joran Havelos and two of Elyra's bodyguards. Elyra has managed to slay one of the assassins (the man in the street) and is now escaping for her life across the rooftops.

The dead man carries no identifying marks or papers. He carries a dagger in his boot and 5 gold Greyhawk orbs in his purse.

There is only one way that the PCs can get onto the roof unaided by rope or magic: through the house and out the broken window. The door to the house is unlocked and the PCs can quickly gain the upper room.

Read aloud or paraphrase the following:

You dash up the stairs and into what appears to have been a study. Books, papers and parchments are scattered across the room like leaves and a rosewood writing desk lies in splinters. The bodies of three men lie here. One is dressed in fine clothing and bears the signs of a severe beating and torture. The other two are clad in traveling clothes and studded leather armor. They are scored with bloody sword and dagger wounds.

A cursory glance at the papers and books reveals little more than an interest in travel and foreign climes. A determined Search check (DC 12) reveals that the owner of the house is one Joran Havelos, a man who seems to have a great deal of interest in and knowledge of the Bright Desert. Such a search takes about 10-20 minutes to complete; by then the combat on the roof is concluded.

PCs making an easy Listen check (DC 7) hear the sounds of combat on the roof above.

Reaching the roof from the window requires a Climb check (DC 15). Feel free to modify this according to the PCs' circumstances (ropes and grapples). Failure means a fall of some 30 feet onto the cobbles below (3d6 points of falling damage).

If/when the PCs reach the roof, read aloud or paraphrase the following:

Atop the roof, you find a running battle is in progress. The gray-robed woman is desperately defending herself from a number of assailants, leaping and balancing precariously

upon the roof ridges, and occasionally sending roof slates clattering down to shatter in the street below.

The woman casts a quick glance in your direction and shouts:

"Well don't just stand there - help me!"

Elyra is overmatched, but giving a good account of herself. However, it is only a matter of time before the assassins overpower and capture her, unless the PCs intervene.

APL 2 (EL 2)

➤ **Greyhawk Assassins (3):** male human Rog1; hp 10; see Appendix 1.

APL 4 (EL 4)

➤ **Greyhawk Assassins (3):** male human Rog2; hp 12; see Appendix 1.

APL 6 (EL 6)

➤ **Greyhawk Assassins (3):** male human Rog3; hp 17; see Appendix 1.

APL 8 (EL 8)

➤ **Greyhawk Assassins (3):** male human Rog5; hp 32; see Appendix 1.

APL 10 (EL 9)

➤ **Greyhawk Assassins (3):** male human Rog5/Asn1; hp 38; see Appendix 1.

Tactics: Assume that Elyra can hold her own against one assassin while the other two turn to deal with the PCs. At the start of the encounter they are 20 feet away

Rooftop movement and combat

The rooftops are steeply sloped and covered in loose slates. Given their precarious nature, apply the following rules to movement and combat in this environment.

PCs can move at one-quarter their base movement rate as a full-round action without risk of falling, if unassisted by magic such as *spider climb*. A Balance check (DC 15) allows moment at half the base speed, as a move-equivalent action. Full base speed as a move-equivalent action requires a Balance check (DC 20). Moving twice base speed requires two Balance checks (DC 20) per round.

Alternatively a Dexterity check (DC 18) allows half-base movement as full-round action, while full base movement as a full-round action requires a Dexterity check (DC 25).

PCs who are attacked on the rooftops lose their Dexterity bonus to AC, unless they have 5 or more ranks in the Balance skill or have *spider climb* cast on them. Foes get +2 attack bonus. If either PCs or foes take damage from combat, they must make a Balance check (DC 10) or a Reflex save (DC 15) to keep their footing. Characters with the *spider climb* spell cast on them need not be concerned about losing their footing.

Characters losing their footing topple and slide down the slates. A Reflex save (DC 15) allows them to halt their slide before they topple over the edge of the roof and into the street below for 3d6 falling damage.

on the roof ridge. The assassins' short swords are coated with poison of the type listed in their stat blocks (the poison is not included in the loot total below)

If the assassins lose more than three-quarters of their number, the remainder attempt to flee over the roofs, using chimneys and whatever cover they can.

Development:

Assuming that the PCs manage to kill or drive off the

assassins, move to Encounter 2.

Treasure: After the PCs defeat the assassins, what they can recover from their bodies is their treasure.

APL 2: Loot: 6 gp; Coin: 3 gp.

APL 4: Loot: 6 gp; Coin: 6 gp; Magic: *potion of spider climb* (3) (4 gp each).

APL 6: Loot: 1 gp; Coin: 9 gp; Magic: *potion of spider climb* (3) (4 gp each); +1 *short sword* (3) (193 gp each); +1 *leather armor* (3) (96 gp each); *potion of haste* (3) (62 gp each); *potion of cure moderate wounds* (3) (25 gp each).

APL 8: Loot: 1 gp; Coin: 12 gp; Magic: *potion of spider climb* (3) (4 gp each); +1 *keen short sword* (3) (692 gp each); +1 *leather armor* (3) (96 gp each); *potion of haste* (3) (62 gp each); *potion of cure serious wounds* (3) (25 gp each).

APL 10: Loot: 1 gp; Coin: 12 gp; Magic: *potion of spider climb* (3) (4 gp each); +1 *keen short sword* (3) (692 gp each); +1 *leather armor* (3) (96 gp each); *potion of haste* (3) (12 gp each); *potion of cure serious wounds* (3) (62 gp each); +1 *amulet of natural armor* (3) (166 gp each).

Moreover the PCs have just made enemies of the Assassin's Guild of Greyhawk - dangerous foes indeed.

Wrath of the Greyhawk Assassin's Guild: You have earned the wrath of the Greyhawk Assassin's Guild. For the next three adventures beginning or set in the Free City or Domain of Greyhawk, all your upkeep costs are doubled and the costs of all items, magical items or services (including spell-casting) purchased in the City and Domain of Greyhawk are increased by 10%, as the Guild uses its influence to make your life difficult. The Wrath of the Guild may manifest itself in other ways in future adventures.

ENCOUNTER 2: THE DIDATRIX

Read aloud or paraphrase the following:

Having dealt with the last of your foes, a sudden silence falls over the rooftops. The gray-robed woman wipes her bloodied dagger on a scrap of cloth. It is only now that you notice she wears a brooch in the shape of a bulging purse.

Steadying herself on the roof ridge, she gives you a shallow bow.

"My thanks, good sirs. You have earned the gratitude of Elyra Delhaster."

A Religion check (DC 10) or a devotee of Zilchus can identify the brooch as being the holy symbol of Zilchus, the Oeridian god of Power, Prestige, Money, Business and Influence.

◆ **Elyra Delhaster**, Iron League Envoy

Appearance: Elyra is a tall woman in her late twenties. Her olive complexion and dark hair and eyes bespeak Oeridian ancestry, though her looks are attractive rather than beautiful. She stands a few inches

above six feet and is of slight build. Elyra is clad in bloodstained, but finely woven gray robes of a Zilchus cleric. She moves with an easy grace and appears quite quick and nimble on her feet.

Character: Elyra is a lively and confident woman, rarely afraid to speak up and make herself heard. She comes across as a typical very strongly self-possessed servant of the Lord of Coin.

However, there is more to Elyra Delhaster than meets the eye. She is not in fact a priestess of Zilchus, but an agent for the Jade Mask, the spy network of the Iron League. As such, though she has scruples, she is not above and indeed is well capable of, manipulating those around her to achieve her ends. Elyra does not reveal her true allegiance unless it suits her purposes to or she has no other choice. She does however say that she is a diplomat from Irongate. If pressed about her lack of spellcasting ability, she admits she is traveling in disguise.

Statistics for Elyra are provided in Appendix 1.

Once the PCs have had a chance to introduce themselves to Elyra read aloud or paraphrase the following:

Further conversation is interrupted by the sounds of horns and of booted feet echoing in the street below.

Glancing over the edge of the roof, Elyra says: "Ah - and about time too. Gentlemen, if you could help me down - I think we have some explaining to do."

Any PC on the street below see a squad of a dozen men armed with short swords and crossbows and clad in studded leather armor overlaid with black tabards emblazoned with sable and gold arms of Hardby. The Watch (for they are such) aim crossbows on any PC with drawn weapons and detain anyone standing in the street for questioning. When she appears, Elyra is also detained, along with any PCs accompanying her. While male PCs are treated roughly and with little respect, Elyra and female PCs are treated with some respect.

The Watch sergeant, one Basral Marevan, questions the PCs as to their involvement in the killings: who the PCs are, what their business is in Hardby, what their relationship to Elyra is, what had they had in the killing, and similar questions?

◆ **Basral Marevan**, Hardby Watch Sergeant.

Appearance: Marevan is a short, well built, and in his late thirties. He is of ruddy complexion and curls of sandy-blond hair poke from under his steel cap.

Character: Marevan is a professional watchman, sworn to uphold the laws of the city of Hardby. He is suspicious of outsiders and especially outsiders who strew corpses about the streets of his hometown. A shrewd man, he can spot a lie a league off (Sense Motive +8). Like all native men of Hardby, he treats females, (both human and nonhuman, though not half-orcs) with deference and respect. Marevan has an especial dislike of half-orcs, having lost a brother to the hordes of Turrosh Mak during the Greyhawk Wars.

If the PCs lie, Marevan quickly becomes angry and threaten to bring them all straight to the gibbet and hang them unless he gets the truth.

If the PC tells the truth, he tells them, self-defense or no, they must stand before a magistrate. They have broken the laws of Hardby.

Note that any aggressive action by the PCs brings the entire garrison of Hardby down on their heads. Escape in this case is extremely unlikely, and the best they can hope for is quick death. Make it plain to the PCs that contemplating such rash action and dissuade them from such a course.

When it begins to look like a lot of trouble is coming the PCs' way, read aloud or paraphrase the following:

Just as you begin to fear having to become acquainted with the inside of a Hardby jail cell, a well-dressed woman with striking blue eyes arrives. She is clearly a person of some authority, for the Watch sergeant bows to her. The woman takes him aside and they speak in hushed tones for some time. You see her look grimly up at the shattered window and a sudden look of grief flashes across her face. She quickly composes herself, however and looks toward you and Elyra, nodding as Marevan speaks. When he is finished she thanks him and strides toward you. However it is to Elyra she addresses herself.

"You are Elyra of Irongate?" she asks.

"I am", says Elyra.

"And these are?" the woman asks flicking a glance in your direction.

"Kindly gentlemen who came to the aid of a woman who had need of it," Elyra replies.

The blue-eyed woman nods.

"Thank you, sergeant," she says turning to Marevan "I will handle this now. I would be grateful if you could make arrangements for the dead."

Throughout this entire exchange, the blue-eyed woman pointedly ignores any interruption by the PCs—be they male or female—much to their frustration no doubt, though this is her intention.

Read aloud or paraphrase the following:

As the Watch begin carrying away the bodies, the blue-eyed woman introduces herself:

"If you are Elyra of Irongate, then you now have some business with me. I am Jelal Havelos. Joran Havelos, the man who was murdered in the room above, is—was—my uncle. However, he told me something of your plans and I think I may be able to help you. Are you still fixed on the course that you wrote to him of?"

"That I am," Elyra replies.

"Good - but in that case we shall need some help, for the journey is long and the country wild."

Jelal turns her brilliant blue eyes upon you.

"Perhaps some kindly gentlemen could come to your aid once more? I'm sure they'd find it more agreeable than a long stay in the prison at the Despotrix's pleasure," she says meaningfully.

Though it might not be clear to them yet, the PCs have been press-ganged into escorting Elyra and Jelal into the Bright Desert. Jelal offers them the choice between that or a long stay in prison for affray, manslaughter and unlawfully unsheathing weapons in the streets of Hardby. As Jelal is a person of some prominence in the city, the PCs find themselves with very little choice in the matter.

Jelal Havelos, Didatrix of Hardby

Appearance: Exactly 30-years old, Jelal is a strikingly beautiful woman. Blonde hair falls in ringlets to the middle of her back. She is short of stature, standing only an inch or two above five feet, and slight of build. She is dressed in a finely made tunic and trews, as is customary for the women of Hardby, and a short brown cape.

Character: Jelal is a Didatrix, a junior official of the Gynarchy of Hardby, acting as a personal herald and assistant to one of the Gynarchs who hold great sway in the city. She is a very charismatic, charming woman. Strong-willed and determined, Jelal is used to being obeyed and does not take insolence or insubordination well, especially from men, whom she views as inferior. On the other hand she treats women as equals and addresses female PCs in preference to male PCs.

Like Elyra, Jelal also has her secrets. She and her uncle have been part of the secret line of communication between Rary and the Despotrix of Hardby, though Jelal herself has never been much further into the Bright than Ul Bakak.

Moreover, Jelal is an associate of Nystul. On the Flan archmage's behalf, she is trying to find out the real reason behind Rary's apparent treachery. Up until now she has never had the opportunity to speak to anyone of enough seniority within the Bright Lands. She hopes that by tagging along with Elyra, she will be able to discover some new clues.

Stats for Jelal are provided in Appendix One.

Assuming that the PCs accept Jelal's "generous" offer, she will give them all a winning smile and tell them that they can escort her and Mistress Delhaster back to Jelal's townhouse in the North End. The Didatrix lives in an old, well-appointed, but plain house not far from the North Gate of the old town. She will offer lodging for the night in the servant's quarters in the ground floor to any PCs that require it.

Elyra will explain her mission - that she has been sent as an emissary from the Iron League to parley with Rary the Traitor. She will relate the story of the Szek of Onnwal and his child (see background) and say she has been charged with discovering more about the matter. Thus she plans to travel into the Bright Desert via the Hardby Pass to the oasis town of Ul Bakak and from thence into the heart of the Bright Desert. Jelal is to be her guide in this venture and the PCs are to be their protection.

If the PCs press for payment - Elyra will promise that they will receive a sum of Irongate coin on completion of the mission, while Jelal merely promises

not to have them breaking rocks for the rest of their days.

Jelal plans to set off early the next morning. Until then, the PCs have the freedom of the city of Hardby - though Jelal will warn them not to think about skipping town.

The PCs now have an opportunity to purchase any mundane items from the *Player's Handbook* up to the value of 15,000 gp, (provided they can afford them, of course), to equip themselves for the journey ahead. They do not have time to purchase any magical items or NPC spellcasting.

Troubleshooting: If the PCs do foolishly flee Hardby at this point, the adventure is over. Jelal will have a warrant for their arrest posted for the crimes of affray, manslaughter and unlawfully unsheathing weapons in the streets of Hardby.

ENCOUNTER 3: THE HARDBY PASS

Early the following morning, Jelal and Elyra are ready for the off. They are both kitted out in travelling gear. Jelal has a short sword girthed at her hip and a light crossbow slung across her back. Elyra meanwhile is wearing leather armor and has a rapier slung at her side.

Note: Throughout the journey, unless noted otherwise, neither Jelal nor Elyra do anything other than defend themselves in combat if directly attacked. After all, the PCs are supposed to be their bodyguards. Moreover, if applicable, Elyra does not reveal her shadowdancer abilities to the PCs.

As soon as the PCs are ready, the party can depart. Jelal takes the Orz Road east from the city. Have the PCs determine their marching order before setting out.

Read aloud or paraphrase the following:

At first you make easy progress. The road is well maintained and paved with wave-rounded cobbles taken from the nearby shore. You swiftly reach the fishing village of Orz, a pleasant place on a sheltered bay over which white gulls sail lazily on the sea breeze. The cobbles run out about three miles east of Orz, leaving a hard-packed, rutted, dirt track winding over hills cut by many gentle valleys and fast streams tumbling down to meet the sea.

The villages of Megas Landing and Fishtown follow in quick succession, each more rustic and isolated than the last. Then the trail turns inland, climbing up the first broken slopes that mark the westernmost ramparts of the dreaded Abbor-Alz.

At this point keep the players paranoid by having them make Spot checks. There's nothing to spot other than some rugged hill scenery, but it keeps them on edge. Equally when they camp that night, ask them if they are setting watches and have them roll Spot checks.

The night passes uneventfully, but they are not to know this. Read aloud or paraphrase the following:

The trail—now little more than a rocky streambed—climbs up steeply up out of High Pass and into the increasingly arid and shattered granite crags of the Abbor-Alz.

After three hours hard trekking, you catch a glimpse of a tall tower—square-built in an Oeridian style—standing proudly on a hilltop up ahead. You can just make out a banner with a griffon rampant set on a field of sable and gold streaming from the top of the keep.

Jelal snorts at the sight of it and carries on for a short distance, before turning off onto a side trail that angles sharply south and east down a gully, away from the keep.

"It's a shortcut," Jelal mutters over her shoulder, not waiting to see if you follow her or not.

The path is not a short cut, but is rather is a very rugged and difficult path whose only virtue in Jelal's eyes is that it takes the party past the keep unseen before rejoining the main trail.

A Knowledge (local: Greyhawk City) or Knowledge (heraldry) check (DC 12) reveals the arms upon the keep to be those of the Greyhawk Mountaineers, elite soldiers of the Free City of Greyhawk who keep watch over the Abbor-Alz.

If the PCs ask Jelal why she is deliberately avoiding the Mountaineers, she replies that their commander, Carstane Geronten, is a boor, no friend of Hardby and that she dislikes him intensely. A Sense Motive check (DC 15) reveals that this is not entirely true, though Jelal clearly dislikes the man. If pressed she says that it is better that their journey through the Hardby Pass goes unremarked by those who would misinterpret their purpose in travelling into the Bright and ask "inconvenient questions".

As the PCs press on into the Pass, they encounter some of the natives of the Abbor-Alz. Roll 1d6 and consult the table below to determine what challenge the PCs encounter:

1d6	APL2	APL4-10
1	Duergar	Manticore
2	Ogres	Duergar
3	Ogres	Ogres
4	Barbarians	Barbarians
5	Barbarians	Barbarians
6	Bandits	Sphinx

Manticore

As the PCs wind their way through the pass, they are ambushed by a hungry manticore. The creature is hiding atop the crags that line the pass, waiting for its next meal to come past.

A Spot check (DC 17) is required to spot the manticore before it attacks. Only those PCs who spot the creature can act in the surprise round.

The pass at this point is only 50 feet wide, with 100 feet high cliffs rising on either side.

APL 4 (EL 4)

➤ **Manticore:** hp 57; see *Monster Manual*.

APL 6-10 (EL 4)

➤ **Manticore (Advanced):** hp 76; see Appendix 1.

Tactics: The manticore initially swoops over the PCs spraying them with spikes, targeting any PCs carrying missile weapons or obvious spell casters especially. The manticore continues to soften up the PCs like this until it runs out of spikes, at which point it engages the PC that has done it most damage in melee combat. The manticore continues its attack until it is reduced to below 5 hit points, at which point it attempts to flee by wing.

Duergar

One night, as the PCs camp on a patch of flat ground by a small stream about halfway through the pass, they are targeted by a raiding party of duergar. The dwarves attack as the majority of PCs sleep.

APL 2 (EL 2)

➤ **Duergar Warriors (2):** Ftr1; hp 12; see Appendix 1.

➤ **Duergar Priest (1):** Clr1; hp 11; see Appendix 1.

APL 4 (EL 4)

➤ **Duergar Warriors (5):** Ftr1; hp 12; see Appendix 1.

➤ **Duergar Priest (1):** Clr1; hp 11; see Appendix 1.

APL 6 (EL 4)

➤ **Duergar Warriors (5):** Ftr1; hp 12; see Appendix 1.

➤ **Duergar Priest (1):** Clr1; hp 11; see Appendix 1.

APL 8 (EL 4)

➤ **Duergar Warriors (5):** Ftr1; hp 12; see Appendix 1.

➤ **Duergar Priest (1):** Clr1; hp 11; see Appendix 1.

APL 10 (EL 4)

➤ **Duergar Warriors (5):** Ftr1; hp 12; see Appendix One

➤ **Duergar Priest (1):** Clr1; hp 11; see Appendix One

Tactics: The duergar attempt to creep up on the camp using their *invisibility* ability (and, if applicable, *potions of sneaking*) to mask their approach. The cleric hangs back if he does not have a *potion of sneaking* available. If PC sentries succeed at an opposed Listen check versus the worst duergar Move Silently check, they can hear the dwarves' approach. If the alarm is raised the duergar will attempt to rush the PCs and attack them before they can rouse themselves and organise a defence.

If no sentries are posted, then the PCs will require a Listen check (DC 30) to be woken from their sleep by the duergars' approach. The duergar will try to position themselves close to the PCs in order to coup de grace them while they sleep. At APL 2 they will use daggers to coup de grace. At higher levels they will use dwarven waraxes.

The duergar use their *enlarge* ability to augment their attacks if possible. They fight to the death, considering flight or surrender dishonorable.

Development: The PCs notice that all of the duergar wear fine armor emblazoned with a single round eye.

Treasure: If the PCs defeat the duergar, their possessions are the PCs to claim.

APL 2: Loot: 43 gp; Coin: 0.5 gp;

APL 4: Loot: 79 gp; Coin: 2 gp; Magic: *potions of sneaking* (5) (12 gp each); *potions of cure light wounds* (5) (4 gp each).

APL 6: Loot: 66 gp; Coin: 2 gp; Magic: +1 *dwarven waraxe* (5) (194 gp each); *potions of sneaking* (6) (12 gp each); *potions of cure light wounds* (6) (4 gp each).

APL 8: Loot: 66 gp; Coin: 3 gp; Magic: +1 *dwarven waraxe* (194 gp each); *potions of sneaking* (6) (12 gp each); *potions of cure moderate wounds* (6) (25 gp each); *potion of bull's strength* (5) (25 gp each); *potion of wisdom* (25 gp).

APL 10: Loot: 66 gp; Coin: 3 gp; Magic: +1 *dwarven waraxe* (5) (194 gp each); *potions of sneaking* (6) (12 gp each); *potions of cure moderate wounds* (6) (25 gp each); *potion of bull's strength* (5) (25 gp each); *potion of wisdom* (25 gp).

Ogres

The PCs have the misfortune to run into one or more ogres, intent on some meat and plunder.

The ogre(s) is/are well hidden atop the cliffs overlooking the pass. It/they gain(s) a +2 circumstance bonus to the Hide check for the terrain, though a successful opposed Spot check against the ogre's Hide reveals its/their presence.

At APL4+ (**but NOT APL 2**), they have set an ambush by starting a landslide to bury any prey. They then plan to finish off what's left and dig out the (now-tenderized) meat.

As soon as the PCs pass underneath their ambush site, or the ogre(s) come under attack from the PCs, they trigger the landslide.

The landslide buries the pass thirty feet on either side of the central ogre's position. The slide zone includes a further thirty feet on either side of the bury zone.

PCs in the bury zone sustain 8d6 points of damage, unless the make a Reflex check (DC 15) for half damage. They are also pinned.

PCs in the slide zone must make a Reflex Check (DC 15) to avoid 3d6 points of damage and being pinned.

Pinned characters take 1d6 points of subdual damage per minute (10 rounds) they are pinned. If the pinned character falls unconscious, they must succeed at a Constitution check (DC 15) or take 1d6 points of actual damage per minute (10 rounds) until dead or freed.

APL 2 (EL 2)

➤ **Ogre:** hp 26; see *Monster Manual*, p144

APL 4 (EL 4)

➤ **Ogres (3):** hp 26; see *Monster Manual*, p144

APL 6 (EL 4)

➤ **Ogres (3):** hp 26; see Appendix One

APL 8 (EL 4)

➤ **Ogres (3):** hp 26; see Appendix One

APL 10 (EL 4)

➤ **Ogres (3):** hp 26; see Appendix One

Tactics: Following the landslide the ogres charge down recklessly at the PCs, wildly engaging in combat.

Treasure: Assuming the PCs are victorious, what they claim from the bodies of the dead is their treasure.

APL 2: Loot: 8 gp; Coin 1 gp.

APL 4: Loot: 26 gp; Coin 3 gp.

APL 6: Loot: 25 gp; Coin: 3 gp; Magic: +1 *huge greatclub* (3) (191 gp each).

APL 8: Coin: 3 gp; Magic: +1 *huge greatclub* (3) (108 gp each).

APL 10: Coin: 3 gp; Magic: +1 *huge greatclub* (3) (191 gp each); +1 *chain shirt* (3) (104 gp each)

Barbarians

As the PCs make their way along the pass, read aloud or paraphrase the following:

As you turn a corner in the twisting trail, you see a man standing in the middle of the trail ahead of you, leaning on an exceptionally large sword. He is heavily muscled, with sun bleached white hair poking out from under a tight leather coif. His tanned face and arms are covered in a rash of freckles. A brass armband inlaid with small discs of sky-blue lapis lazuli wraps around his forearm. He makes no move until you get within ten feet of him, at which point he raises his hand.

"Halt," he says with a not altogether friendly smile.

The man is Zuvag, a barbarian of Suel extraction whose tribe, the Tareg, lays claim to the surrounding hills. He is a war-leader, though not the chief of the tribe (or as Zuvag calls him "the Lord of Ghazal", a hilltop fortress on the edge of the Bright). Zuvag knows only one or two words of Common, otherwise he speaks only in Ancient Suloise. If none of the PCs can speak this language, Jelal and Elyra between them know enough to be able to act as interpreters.

Zuvag demands that the PCs pay a tribute to the lord of Ghazal for "sullyng his road with their unclean foreign presence". The tribute takes the form of whatever Zuvag takes a shine to. He is especially keen on magical weapons, though failing that any magical armor or other magical item will do. He demands the best magical weapon or other magical item from each PCs and from Elyra and Jelal.

It is very likely that the PCs will refuse, at which point Zuvag chides them for being so proud, especially when they are in such danger. He gestures to the sides

of the valley, where more barbarians rise out of the rocks; bows trained on any obvious spell casters (and actions readied to release the shafts at the first hint of trouble).

If the PCs still refuse to give in, Zuvag does not look overly perturbed. This is because another tribesman—a sorcerer—is hiding on the valley wall above the PCs, with an action readied to lever a large boulder down the slope at the PCs at the first sign of trouble. A successful opposed Spot check against his Hide (+2 circumstance bonus to his Hide for cover) will allow the PCs to spot him.

Zuvag and his men will not attack without provocation (spell casting, praying or unsheathing of weapons counts as provocation), but equally they do not let the PCs pass without taking their tribute. It is likely therefore that the stalemate ends in conflict.

APL 4 (EL 2)

➤ **Abbor-Alz Barbarians (2):** Bbn1; hp 14; see Appendix 1.

➤ **Abbor-Alz Sorcerer (1):** Sor1; hp 5; see Appendix 1.

APL 4 (EL 4)

➤ **Abbor-Alz Barbarians (5):** Bbn1; hp 14; see Appendix 1.

➤ **Abbor-Alz Sorcerer (1):** Sor1; hp 5; see Appendix 1.

APL 6 (EL 4)

➤ **Abbor-Alz Barbarians (5):** Bbn1; hp 14; see Appendix 1.

➤ **Abbor-Alz Sorcerer (1):** Sor1; hp 5; see Appendix 1.

APL 8 (EL 4)

➤ **Abbor-Alz Barbarians (5):** Bbn1; hp 14; see Appendix 1.

➤ **Abbor-Alz Sorcerer (1):** Sor1; hp 5; see Appendix 1.

APL 10 (EL 4)

➤ **Abbor-Alz Barbarians (5):** Bbn1; hp 14; see Appendix 1.

➤ **Abbor-Alz Sorcerer (1):** Sor1; hp 5; see Appendix 1.

Tactics: As soon as the PCs make any threatening move, the barbarians use their readied actions to fire on the PCs. The sorcerer tips the boulder down into the middle of the party. Choose one of the PCs at random to be in the direct path of the rock. If the PCs are aware of the sorcerer, they may take evasive action. A Reflex save (DC 15) allows them to escape the falling rocks. Otherwise they suffer the damage listed below and are pinned beneath the falling debris:

APL 2

➤ **Falling boulder:** 1d6 damage

APL 4

➤ **Falling boulder:** 2d6 damage

APL 6

☞ **Falling boulder:** 4d6 damage

APL 8

☞ **Falling boulder:** 6d6 damage

APL 10

☞ **Falling boulder:** 8d6 damage

Pinned characters suffer 1d6 points of subdual damage per minute (10 rounds) they are pinned. If they fall unconscious, they must make a Constitution check (DC 15) each minute or suffer 1d6 points of real damage until freed. A Strength check (DC 12) is required to free pinned PCs.

Zuvag enters melee on his initiative. After they have released their arrows, all but one of the archers join him. They rage as appropriate. The final archer and sorcerer remain in one-half cover on the valley wall. The archer targets spellcasters, while the sorcerer provides what magical support he can.

The tribesmen fight to the death, considering flight or surrender dishonorable.

Treasure: Assuming the PCs are victorious, what they claim from the bodies of the dead is their treasure.

APL 2: Loot: 65 gp; Coin: lapis and brass armbands (2) (10 gp each).

APL 4: Loot: 159 gp; Coin: lapis and brass armbands (5) (10 gp each).

APL 6: Loot: 159 gp; Coin: lapis and brass armbands (5) (10 gp each); Magic: *potion of bull's strength* (5) (25 gp each); *potion of charisma* (25 gp); *potion of cure moderate wounds* (25 gp);

APL 8: Loot 141 gp; Coin: lapis and brass armbands (10 gp each); Magic: +1 greatsword (5) (195 gp each); *potion of bull's strength* (5) (25 gp each); *potion of charisma* (25 gp); *potion of cure moderate wounds* (6) (25 gp each);

APL 10: Loot 141 gp; Coin: lapis and brass armbands (5) (10 gp each); Magic: +1 greatsword (5) (195 gp each); *potion of bull's strength* (5) (25 gp each); *potion of charisma* (25 gp); *potion of cure moderate wounds* (6) (25 gp each); +2 bracers of armor (333 gp).

Bandits

A group of bandits, fleeing the forces of the law in the Free City of Greyhawk, have taken up refuge in the Abbor-Alz, preying off passing travellers who look like soft targets.

They are concealed on the walls of the pass, waiting to ambush the PCs. A successful opposed Spot check vs the bandit's Hide will allow the PCs to see them.

APL 2 (EL 2)

☞ **Bandits (2):** Rog1 hp 11; see Appendix 1

☞ **Bandit sorcerer:** Sor1 hp 5; see Appendix 1

Tactics: The bandit sorcerer tries to catch as many of the PCs with a *sleep* spell as he can. The other bandits

rain arrows down on the PCs. They attempt to avoid getting into melee combat unless the PCs advance on their position (40 feet from the path, up a slope). The bandits and sorcerer have one-half cover on the valley wall. The bandits target spellcasters, while the sorcerer provides what magical support he can.

If two of the bandits are killed the third attempts to flee or surrender. This bandit (Vildas) is an uncouth Greyhawk thug, thoroughly disreputable and untrustworthy - but he begs for his life if he is captured.

Treasure: Assuming the PCs are victorious, what they claim from the bodies of the dead is their treasure.

APL 2: Loot: 50 gp.

Hierarcosphinx

The PCs inadvertently pass through the territory of a hungry hierarcosphinx. The creature is lurking atop of a crag overlooking the pass. Choose one of the PCs at random. The sphinx swoops down and pounces on that PC. A Spot check (DC 17) is required to spot the sphinx before it attacks. Only those PCs who spot the sphinx initially get to act in the surprise round.

The pass at this point is only 50 feet wide, with 100-foot cliffs rising on either side.

APL 4 (EL 4)

☞ **Hierarcosphinx:** hp 67; see *Monster Manual*.

APL 6-10 (EL 4)

☞ **Hierarcosphinx (Advanced):** hp 97; see Appendix 1.

Tactics: The sphinx attempts to use its pounce and rake attacks on the first PC it hits. It then tries to use its wings to fly up and dive back down on the PCs, targeting any annoying spell casters or archers. If reduced to fewer than 10 hit points it attempts to flee, flying for cover atop a crag to lick its wounds if possible.

Troubleshooting: If any of the PCs attempt to fly or *teleport* to Ul Bakak, have the sphinx or mantichore attack them in midair or when they arrive.

ENCOUNTER 4: UL BAKAK

Having survived the dangers of the Hardby Pass, the party is able to make their way to Ul Bakak without any further incident. Read aloud or paraphrase the following:

After several days of hard travel, you notice the landscape beginning to change. The vegetation becomes more sparse and desiccated. Strange fleshy plants bristling with sharp spines begin to appear more and more frequently. Here and there, small stands of ancient and gnarled pine trees cling to the rocky slopes—the remains of what may in ancient times have been a luxurious forest. On what turns out to be your

last day in the pass, you begin seeing patches of white on the black granite slopes of the hills.

"Desert snow," Jelal says with a wry smile. "The Bright is so named because of its white sands. Some of it is carried into the hills by sandstorms. We are not far from Ul Bakak now."

"True to her word, not an hour later, you find yourself on the edge of a high mesa. Below you, the trail switchbacks down a steep, rock-strewn slope to the desert floor. Your vantage point gives you a fantastic vista out over the last few broken and barren hills of the Abbor-Alz, to where a vast expanse of glittering white sand stretches to the horizon.

"Behold the Glittering Plains of the Bright Desert, my friends," says Jelal.

Jelal recommends heading for Ul Bakak, a small trading village on the edge of the desert, where she and her uncle had contacts. All going well, the PCs should reach it late in the afternoon. Read aloud or paraphrase the following:

As Pelor is beginning to sink toward the jagged teeth of the Abbor-Alz behind you, you crest a saddle between two hills. Below you the village of Ul Bakak, nestles in a small valley, green and lush compared to the arid desert beyond.

The village consists of little more than a dusty huddle of tents and flat-roofed mud-brick dwellings clustering around the banks of a stream that tumbles down from one of the hills. A large triangular, open space on the northeastern bank of the stream with a tall desert pine standing at its centre, marks the marketplace of Ul Bakak.

To the south and west of the settlement, a small fan of green fields, veined with irrigation ditches, straddles the stream, until a small earthen dam and reservoir marks the end of its course and of the cultivated land. Beyond there is only barren desert.

On the hillsides about you, goatherds are driving their flocks back toward the village, the tinkling of the goat bells carrying through the warm evening air. Smoke from cooking fires rises in wispy pillars from the houses below, already in shadow as the sun sinks lower in the west.

Before the PCs enter Ul Bakak, Jelal warns them that fighting of any sort is strictly forbidden within the village on pain of death (see sidebar). The PCs may keep their weapons, but to even draw them could mean the entire village turning upon them.

Descending into the village, the PCs quickly find that there is no inn and that they must perforce pitch camp in the market place. The natives, deeply bronze skinned Flan tribesmen, regard them suspiciously. However, unless the PCs cause trouble, the locals do not harm nor bother them. A few local children come and stare at the pale-skinned strangers, but flee if the PCs speak to or approach them.

Few of the natives speak Common. They consider it beneath their dignity to speak such an uncouth foreign tongue. Their attitude is that if foreigners have something important to say, they will learn the ancient Flan tongue of the tribesmen to say it. Jelal can speak Flan and can act as an interpreter. Any PC Flan speakers find that the local dialect is extremely archaic and idiosyncratic, but nonetheless comprehensible with a bit of effort.

The PCs will not have pitched camp long when an imposing Flan warrior approaches them and demands their attention in heavily accented Common. He is Kumhaik, the Chief of Ul Bakak.

🗡️ **Kumhaik**, Chief of Ul Bakak

Appearance: Approaching fifty, Kumhaik is nevertheless in incredible condition for his age. A bandy-legged warrior of Flannish extraction he wears his greasy hair in an unkempt mass that tumbles over his shoulders. His eyes are similarly dark; being a deep brown in hue and his skin—a legacy of a hard life—is deeply burnt, resembling parched leather. Kumhaik wears battered and scorched leather armor, but is unarmed.

Character: Kumhaik is a dour individual who deals with all he meets in an honest and forthright fashion. A veteran of almost three decades of the violence and double-dealings endemic to the region he takes nothing at face value and is a difficult man to get to

🏰 **Ul Bakak (village):** Conventional; AL: N; 200gp; Assets: 9,000gp; Population 900; Isolated (873 humans, 18 hill dwarves, 9 norkers).

Authority Figures Kumhaik, male human, Ftr12 (Chief of Ul Bakak)

Important Characters: Burhala, female human, Clr5 - Rao (Brajal of the Waters)

Temples: Rao (shrine), Obad-hai (shrine).

Little more than a permanent collection of tents and mud-bricked dwellings Ul Bakak stands between the folds of three hills. A well-guarded stream bubbles to the surface at the base of these hills allowing the inhabitants to cultivate a small parcel of land and to maintain several herds of goats. Assisted by a ragtag band of desert warriors the dour-faced and single-minded Kumhaik maintains order here.

For the last decade or so Ul Bakak has repeatedly professed its neutrality in the conflicts wracking the region. Rary's domination of the Bright now all but invalidates this neutrality but he allows Ul Bakak its fantasy because of the trade it attracts. As well as acting as the destination for unscrupulous caravan masters hailing from Hardby many nomads meet here to barter. The village stands on land sacred to Rao – called *Taspan'tur Saol* (Flan: The Lifegiver) locally. The spring and stream that are Ul Bakak's life's blood are sacred to him. The cave from which the spring rises is both a shrine and the home of the reclusive Burhala, a Flan *Brajal* - a hermitic priestess and wise woman. As a result no nomads will fight here; even barbarians hailing from the Abbor Alz and the reviled Suel can walk the market of Ul Bakak without fear. Any who do start a fight in Ul Bakak will be instantly set upon and slain by any bystanders who witness the desecration of the holy ground. Any who escape will be hunted down relentlessly by the desert

know. Kumhaik is an implacable foe to those who have broken the laws of Ul Bakak. A devout follower of Obad-Hai, Kumhaik believes that he is carrying out the will of the Lord of the Wild in protecting the sacred land upon which Ul Bakak stands. His name and reputation for honesty is legendary around desert campfires throughout the Bright Lands.

Glowing at the PCs, Kumhaik reiterates the warning that violence is forbidden on the sacred ground of Ul Bakak. Only the life's blood of those who defile the holy ground can wash away the sin.

Once Kumhaik has departed, Jelal insists on going alone into the village to speak with her contacts, leaving the PCs to pitch camp. She does not accept an escort and is offended at the suggestion that she, a Didatrix of Hardby, would need protection.

Of course, if one or more PCs insist on following her surreptitiously, they find that she goes to a group of tents on the southern side of the settlement.

Read aloud or paraphrase the following:

About a dozen hardy desert ponies are tethered beside a campfire, fuelled with dried horse dung, about which sits a band of Flan warriors. The desert sun has tanned their skin a dark, bronze color. Their armor, made from goat and horse leather, is sand-scoured but well maintained. As the heat of the day recedes, they draw loose flowing robes about them. Beside them a crude banner hangs limply in the dead air. However, you can just make out the device—a crude representation of a mailed fist seizing a crescent moon surmounted by three stars.

These are the arms of the Empire of the Bright Lands and the men are warriors of the Tukim, a Flan tribe fiercely loyal to Rary the Traitor.

The leader of the Tukim greets Jelal warmly and bid her to sit beside their fire. They speak for a small time. Then they rise and the leader musters a dozen of his men. Grabbing their weapons, they set off with Jelal in the direction of the PCs' camp.

If the PCs do not follow Jelal, they know of this is when the didatrix returns to the camps surrounded by a dozen burley Flan tribesmen.

Read aloud or paraphrase the following:

Jelal approaches out of the darkness, a band of Flan warriors surrounding her. The desert sun has tanned the men's skin a dark, bronze color. Their armor, made from goat and horse leather, is sand-scoured but well maintained. Over the armor, they wear long loose-fitting brown robes. All have scimitars of curiously Bakluni design sheathed at their hips. The tribesmen move to surround you in a wide circle, hands resting on the hilts of their blades, their dark eyes glittering dangerously in the firelight.

Jelal steps forward.

"My friends, do not be alarmed. These are my contacts. They are warriors of the Tukim and loyal servants of the Emperor of the Bright Lands. You will go with them. We are in their hands now," she says.

What happens next is up to the PCs. They are ill advised to take any offensive action against the Tukim, as it brings the entire village down on their heads. It is safe to assume in this case that unless the PCs have magical means of escape, the vengeful tribesmen of Ul Bakak kill them for desecrating their holy ground with violence. Do not even bother playing out the combat—the tribesmen overwhelm the PCs by weight of numbers or hunt them down like dogs. They then exile the PCs in the middle of the desert, believing they are leaving the soft outsiders to their certain death.

If only a few of the PCs attack and the others do not, only the attacker is exiled, though they have no problem leaving other PCs out in the desert if the fools don't want leave their treacherous companion. Again assume this is automatic. They have been warned and if they are stupid enough to violate the peace of Ul Bakak, this is their punishment.

If the PCs go peacefully, they will be allowed to keep their weapons and armor and other possessions, though Jelal will ask that they peace-tie them. The Tukim will escort them PCs back to their camp.

There, Jelal will introduce Terkhun, the leader of the nomad band.

Terkhun, Tukim war-leader.

Appearance: Terkhun is a Flan warrior in his mid-forties. A lifetime under the sun of the Bright Desert has given his dark-bronze skin a leathery quality. A web of deep lines has been etched into his face by sun and sand, giving him a somewhat wizened look. A brass headband, richly adorned with polished red and black stones, keeps his long, coarse, greying hair from his face. Terkhun is dressed in long flowing brown robes over a finely adorned set of armor, depicting bold human warriors slaying centaurs beneath their lances.

Character: Terkhun is a typical Tukim warrior - proud, brash, brave and uncouth. Terkhun speaks a smattering of broken Common, picked up from Hardby merchants in his role as Rary's "man" in Ul Bakak. He shares his people's general disdain for outsiders and has no qualms about saying so to the PCs. He will have some measure of respect for Flan priests of Obad-hai, Beory or Rao, though they are obviously not as close to the "Great Spirits" as the Tukim are.

Terkhun is a misogynist. He has some respect for Jelal because she is "man-hearted", but even with her, he will prefer to speak to male PCs, and will ask female PCs and Elyra which of the male PCs they "belong to" (an unfortunate literal translation of "wife" from the Tukim Flan dialect).

The PCs are also free to eat and speak with the other Tukim. This is a free-flowing roleplaying encounter to introduce the PCs to the mindset of Rary's Tukim warriors. As such, it can be handled at the DM's discretion, and can even be dropped if there is insufficient time.

Only Terkhun can speak any Common, with the Tukim speaking only Flan. Like Terkhun, the other Tukim warriors are haughty, vain, disdainful of outsiders and women and uncouth. They derive great

pleasure from telling of their exploits hunting and killing the enemies of the Ardrih - "Great Chief" (Rary) - especially the hated Hueleneær (desert centaurs).

The Tukim will not take kindly to having their honour insulted. However, they will not break the peace, but rather will trade insults in an increasingly threatening manner, until Terkhun orders them to quit. The Tukim involved will then spit at the PCs feet and stalk off into the night, vowing to correct the slight to his honour another time.

Jelal will discuss the plan for the onward journey with Terkhun, though he will address his answers at male PCs rather than the didatrix, much to her considerable chagrin.

Terkhun will assign them a guide from one of his men to lead the party deeper into the Bright. He will send word ahead to the Great Chief of their coming. How he will do this, he will not tell, except to look sly and say, "The Great Chief sees all."

This plan arranged, Terkhun will retire to his tent leaving the PCs to their own devices.

Troubleshooting: The PCs may decide to slip away during the night and strike off on their own. Jelal and Elyra will have nothing to do with this plan. The didatrix has no wish to anger her contacts and the envoy fears it may jeopardise her mission. If the PCs do insist on going, all their benefits for helping the women will be forfeit.

Indeed Jelal will try to inform Terkhun of their plans, resulting in a watch being put on PCs. If they insist on leaving, Terkhun will promise to hunt them down and slay them as soon as they leave Ul Bakak. The Tukim leader is not bluffing. He and fifty of his men will ride down the PCs the following day and offer them the simple choice of surrender or death. They would be wise to choose surrender - in which case they can resume their journey with Elyra and Jelal, under the watchful eye of a Tukim guide.

ENCOUNTER 5: THE GLITTERING PLAINS

The following morning, Terkhun comes to the PCs and tells them (again addressing the males only) that the "Great Chief" wants them to proceed with all haste. So rather than wait for nightfall before departing, Terkhun insists that they leave as soon as possible.

The PCs can proceed on foot, or they can purchase desert ponies in the market the following day. The locals will ask 200 gp for each initially, but can be haggled down to no lower than 100 gp. A Diplomacy check (DC 15) achieves the same result if you do not have time to roleplay the haggling.

Terkhun assigns Tahgal, one of his warriors as the PCs' guide. If the PCs traded insults with the Tukim the previous night, then Tahgal is one of those that they insulted, and he has not forgotten the slight.

Tahgal, Tukim warrior

Appearance: Tahgal is a young Tukim warrior in his mid-twenties. Under his long flowing dark robes, he wears a brand new set of leather armor made, he says from the hide of a desert centaur he slew single-handedly at the great battle of Gai Hur last year. He also has a large, curving white scar on his right arm from a centaur blade to prove this. He rides a sturdy desert pony and bears a lance and Paynim-made scimitar.

Character: Tahgal is an intensely proud young warrior. Loyal to Rary's cause, he keeps a wary eye on the "saghnur" (outlanders). Tahgal addresses his comments to the male PCs exclusively, even if spoken to by females and even if the males do not speak Flan. The Tukim treat female PCs with utter disdain and contempt. If any of the PCs have traded insults with him, he only reluctantly speaks to them, and generally is quite sullen. In this case as well, he makes no effort to defend the PCs if they are attacked, though he defend himself and refuses to flee under any circumstances. Tahgal speaks only Ancient Flan.

When the PCs finally set out read the following:

You set out early in the day, while Pelor is still low in the east. The valley of Ul Bakak quickly vanishes behind its huddle of hills as the trail bends south and then almost due east. Before you, a vast flat plain of glassy white sand and rough gravel stretches away for as far as the eye can see. The sky above is a cloudless blue dome and after a time it almost seems as though all the colors of the world have vanished, leaving only blue and white behind.

Tahgal says something sullenly over his shoulder and slowly winds a thin black scarf around his face and head, covering his eyes. Jelal translates: "He says that his people call this Ailean Brionnoch, the Glittering Plain."

As Pelor climbs higher and the peaks of the Abbor-Alz slip under the western horizon, the air begins to shimmer with the heat rising from the white sands. The gravel plain gives way to a sea of steep sided, star-shaped dunes that rise in glittering white waves up to two hundred feet in height in places. You pace slows as you wind your way between and over the dunes, ploughing through the clinging sand as you go.

The PCs encounter a number of natural hazards of desert travel, heat dangers and Bright Blindness. The journey to the oasis at Tulwar takes 1 day (10 hours travel) on horseback, or 2 days (10 hours travel/day) by foot.

Heat dangers: For every hour of the journey, PCs (and their mounts/animal companions) must succeed at a Fortitude save (DC 15 + 1 for previous checks) or sustain 1d4 subdual damage from heatstroke and feel fatigued. Those wearing heavy armor suffer a -4 penalty on this role. A successful Wilderness Lore check (DC 15) grants a +2 bonus to the save. *Endure elements, resist elements and protection from elements* can absorb of this damage, to the limits described for these spells. If PCs

fall unconscious, they take normal damage at the same rate.

Fatigued PCs cannot run or charge, and temporarily lose 2 points of both Strength and Dexterity. Fatigued characters become exhausted doing something that would normally just fatigue. Eight hours complete rest is required to remove the effects of fatigue.

Bright Blindness: Bright Blindness is a condition that afflicts those traveling the white sands of the Bright Desert without adequate eye protection during the day. At first the vision of those afflicted becomes indistinct, with colored flashes and shapes appearing in their field of vision. Their eyes then begin to ache, becoming red and inflamed before finally the individual loses his vision for a number of days. Prolonged exposure can lead to permanent blindness. To combat Bright Blindness the desert nomads wear thin veils or pieces of cloth over their eyes when travelling during the day. This provides adequate protection from the affliction but infers a -2 circumstance penalty to all Spot or Search checks while being worn.

Anyone traveling the white sands without protection must make a Constitution check (DC 15) every four hours of travel. The DC of subsequent checks in a day's travel increases by one. Failure means the character is temporarily blinded for 1d4 days.

Characters suffering from Bright Blindness should also make these additional checks unless they have been completely blindfolded. If a character suffering from Bright Blindness fails a subsequent Constitution check their eyes are damaged beyond repair and they are permanently blinded.

A successful Heal check (DC 15) and the complete blindfolding of the afflicted character's eyes halves the duration of the temporary blindness. Remove blindness removes both temporary and permanent Bright Blindness instantly.

Troubleshooting: If the PCs are traveling the sands without a Tukim guide then they run a serious risk of getting lost in the trackless dune lands. The PCs should make a Wilderness Lore check (DC 15) every 24 hours to avoid becoming lost. Failure means that the PCs wander aimlessly in circles for that day, getting no closer to Tulwar.

ENCOUNTER 6: TULWAR

When the PCs reach the Oasis of Tulwar read aloud or paraphrase the following:

You press on through the rolling sand sea. You see no sign or trace of another living soul or creature. The endlessly shifting sands quickly swallow up your own tracks.

After many hours of arduous trekking, seeing nothing but the white of the dunes, the blue of the sky and the merciless golden fire of Pelor, the sight of green living things

comes as a sudden surprise. Cresting a particularly high dune, you find yourself gazing down into a scimitar-shaped green basin surrounded by a sea of stark white sand. Palm trees and tall, wind-bent desert pines tower over a lush riot of grasses, scrub bushes and strange plants with thick fleshy, spike-shaped leaves. For a moment you think it must be one of the mirages that desert travelers are said to fall victim to, until the sound of horns comes echoing across the dunes from a stone fort nestling in the heart of the oasis.

Tahgal raises his horn to his lips and blows a response, as a band of Tukim horsemen gallop out toward you. The warriors shout greetings to Tahgal and eye you suspiciously. The riders form up on either side of you and escort you down into the oasis to where the fort squats sinisterly in the middle of the lush vale.

The walls of the fort are of a translucent glassy-stone and seem to flow up out of the ground almost like a standing wave. It is plain that the fort is not of natural construction, but the artifice of Rary or his otherworldly allies. The banner of the crescent and stars of the Bright Land flutters over the gates, as Tukim warriors glare down at you from the ramparts.

The heart of the fort is a small squat blockhouse, its walls pierced only by arrow slits, surrounded by the horses and tents of the Tukim. The mingled smells of smoke, horses, horse-dung and unwashed bodies pervade the encampment.

The PCs and Tahgal are allowed to pitch their camp and draw water from the well in the centre of the fort. Food will be grudgingly supplied if asked for—tough dried horsemeat, figs and slices of some sort of fleshy desert tuber smeared with a pungent and bitter jam. After the PCs have eaten a Tukim warrior arrives to issue a summons from the commander of the fort.

You are shown to the blockhouse, outside of which are tethered a dozen exquisite stallions—as different from the squat desert ponies of the Tukim as an olve is from a halfling. The interior of the blockhouse is smoky and ill lit. As your eyes adjust to the gloom, you can see that you stand in a semi-circle of robed warriors sitting on what at first seem to be ornate leather footstools, but on closer inspection appear to be exquisitely crafted saddles. The warriors, sitting with sheathed scimitars across their knees and clad in flowing silk robes, are dark of hair and golden of complexion. Several are puffing evil smelling smoke from ornate brass and wood pipes. All regard you with a mix of hostility and haughty disdain

The men are a group of Bakluni Paynims, led by Hai'dur Shenazir Zhadhal, a mid-ranking Paynim warrior.

Hai'dur Shenazir Zhadhal, Paynim warrior

Appearance: His skin tanned a deep golden-brown and lined by many years in the deserts of his native plains and the Bright, Hai'dur is a doughty Paynim warrior in his thirties. His eyes are a bright green and he wears his long fine black hair in a braid reaching to the middle of his back. Hai'dur is intensely proud of

his prodigious black handlebar moustache, which he grooms and strokes incessantly.

Character: Hai'dur is the commander of the fort at Tulwar, with responsibilities to protect the fragile trade route between the Brass Hills and Ul Bakak. He is a proud man, who believes firmly in the Bakluni virtues of honour, family and generosity (though piety tends to get forgotten somewhere along the line). Having been at Tulwar for nearly two years, he is growing somewhat bored and restless, so the PCs serve as a welcome distraction from the monotony of garrison life. Something of a ladies' man, he will pay particular attention to the females in the group, inquiring first if they have husbands and then turning on the charm if they don't - though unlike some of his men, he will be scrupulously courteous to them.

What follows is a loose role-playing encounter. The DM should feel free to extend or foreshorten it to fit the available time.

Hai'dur will have triangular, straw-filled sitting cushions brought for the PCs to recline against. He greets them warmly, and have dates, fruits and pipes offered around. It is considered polite for the PCs to accept these gracefully. A refusal greatly offends Hai'dur.

In general, the Paynims are somewhat distant and haughty toward the PCs. Elves in particular are coldly ignored, with only Hai'dur responding tersely to direct questions posed to him by them. Bakluni PCs, however, are treated warmly, which much backslapping and innumerable questions about recent events in the west.

Hai'dur asks about the PCs' journey and their mission, before going on to sing the praises of "The Rider", as Rary is known among the Paynims. Given the Paynims' fanatical loyalty to Rary, the PCs are ill advised to speak badly of him here. If they do, several of the warriors leap up and draw their blades in fury, before Hai'dur restrains them and angrily advises the offending party to never utter such words again, unless they want their foul tongue cut out by Hai'dur himself.

In the course of the events, one of Hai'dur's men take a shine to Jelal. The mixture of improper suggestions and a pinch on the didatrix's behind, earns him a ringing slap in the face for this trouble. A sudden and very dangerous silence falls over the group, before the furious Paynim rises and moves to strike Jelal with his fist.

If one of the PCs intervene, the Paynim, Faresh, immediately calls for an honor duel between that PC and himself (providing the PC is male). Faresh (backed by Hai'dur) demands that the PCs choose a male champion to fight him (fighting a woman is considered dishonorable and improper among the Paynims).

If none of the PCs intervene, Hai'dur orders the Paynim to halt, saying it is not honorable to strike a woman and a guest - even one so impertinent as Jelal. Faresh demands that the slur to his honor be redressed

by an honor duel. Hai'dur allows Jelal to choose a male champion for the duel if needs be.

The PCs can still try to diffuse the situation with some soothing words and by persuading Jelal to apologise (not an easy task). Appealing to Hai'dur's responsibility to extend hospitality to his guest will go a long way to placate the Paynims. Offering a gift to Faresh (a single item worth no less than 100 gp - but not coin, which will only offend the Paynim more) will also mollify the warriors' injured pride.

If the DM is in a hurry to resolve the situation, have one of the PCs make their case to Hai'dur briefly and then make a Diplomacy check (DC 15), applying discretionary +/-2 circumstance modifiers depending on the quality of the argument.

If it comes down to a duel, the Paynims clear a circle twenty feet across, around which they stand, slashing their scimitars in figure of eight patterns to form a barrier of whirling blades around the arena. The chosen PC then fight Faresh in a wrestling match until one or other is either rendered unconscious or has been pinned for five rounds. Hai'dur forbids lethal combat because The Rider himself has ordered that the envoy and her entourage reach him alive. Use of armor or magic of any sort on or by either duelist is forbidden. Anyone who is pushed into the barrier of whirling blades automatically suffers 1d6 points of real (not subdual) damage.

Statistics for Faresh are included below.

APL 2

☞ **Faresh:** male human Bbn2; hp 23; see Appendix 1.

APL 4

☞ **Faresh:** male human Bbn4; hp 41; see Appendix 1.

APL 6

☞ **Faresh:** male human Bbn6; hp 59; see Appendix 1.

APL 8

☞ **Faresh:** male human Bbn8; hp 77; see Appendix 1.

APL 10

☞ **Faresh:** male human Bbn10; hp 95; see Appendix 1.

Tactics: Though the combat is supposed to be non-lethal, Faresh tries to use his strength to bull rush his opponent into the whirling blades, thus injuring him. Faresh does not try to kill the PC, but if he can injure him enough to make a knock-out or pin easier, as well as spill some blood along the way, then all the better. If the fight is going badly, Faresh rages in an attempt to overpower his foe. He also makes good use of his Tumbling and Escape Artist skills.

Development: If Faresh is victorious, he spits at Jelal's feet and then swagger off to his tent, being congratulated by his peers.

If Faresh is defeated, with grudging respect, Hai'dur declares the matter resolved.

Hai'dur then dismisses the PCs from his presence, saying that he has orders directly from The Rider himself that they should continue on their way as soon as is possible i.e. next morning at the latest.

The Rider, it seems, is impatient to meet them.

ENCOUNTER 7: BETTER THE DEMON YOU KNOW?

As soon as the PCs are rested and recovered, they can set out for the next oasis on the trail toward the Brass Hills - Shembai.

Read aloud or paraphrase the following:

You set out once more as voyagers on the shining sand-sea. Pressing on east and south from Tulwar, you find that the high star-shaped sand hills begin to give away to smaller crescent dunes that undulate off toward the horizon which dances in the shimmering heat of the day.

The journey to Shembai again takes two days on foot and one on horseback. The PCs face the same heat dangers and Bright Blindness risks as before. The journey will be uneventful.

The only sign of life that the party encounters is a set of reasonably fresh horse tracks crossing their line of march, heading roughly east-west. There is no sign of who or what made them however. Tahgal ignores them and presses onwards.

Read aloud or paraphrase the following:

Toward the middle of the afternoon, you catch the first glimpses of Shembai as a mirage floating upside down on the horizon in a shimmering cloud of heat haze. The promise of shade, water and rest implicit in the lush green of this illusion, spurs you onwards and by late afternoon, you find yourselves looking down on the real oasis.

By this time, a hot breeze has begun to pick up from the south. Tahgal looks nervously at the southern horizon, above which a dark bruise of dust is now beginning to rise.

You press on into the oasis itself—a broad flat bowl of lush greenery and mercifully cool shade under the spreading branches of tall palm and desert pine trees. Flowering plants and waxy leafed shrubs abound here, filling the dry desert air with their fragrance. Tahgal takes some time to pick some bitter tasting yellow desert melons, which he calls "taelsmeara".

At the center of the oasis is a deep well, surrounded by a small and undoubtedly ancient stone wall. The water from the well is cool and refreshing and tastes better to your parched throats than the finest wines of Celene. You notice that more tumbled stone walls lurk in the undergrowth, all made from the same finely-hewn, but age weathered granite blocks.

The walls are all that remains of the palace of a Sulmish wizard, which stood at Shembai 2,000 years ago. A broad circle (50-foot diameter) of twenty foot-high

tumbled walls a short distance (150 feet) east of the well marks the ruins of the main tower of the complex. A square doorway with an ornately carved lintel pierces the northern side of the tower stump. The vegetation inside the tower seems strangely stunted and blasted, in marked contrast to the lush undergrowth outside. A successful Search check (DC 15) turns up some weathered bas-relief and runes of Flannae origin, but little else.

Those watching the weather will notice that, as the sun begins to sink toward the western horizon, the hot breeze strengthens. The dusty haze in the south is building up into a towering pillar of threatening, brown cloud.

If the PCs don't figure it out, Jelal says that they are in for a sandstorm. Tahgal however, once he has filled his pack with fruit and refilled with waterskin insists that the PCs leave immediately, despite the sandstorm bearing down on them. He glances continually at the sinking sun and will say that he does not wish to spend the night at Shembai - though he will not say why, except that it is forbidden by his people to do so. As it grows closer and closer to sunset he grows increasingly agitated and even visibly frightened. Finally, shortly before sunset, Tahgal strikes off south in a loping run, dragging his pony after him into the teeth of the oncoming dust storm.

What happens next is up to the PCs. They have the choice to stay in the shelter of the oasis, where the undergrowth breaks a lot of the force of the storm, or venture out into the teeth of it with Tahgal.

1: If the PCs follow Tahgal: Read aloud or paraphrase the following:

Tahgal lopes over the dune as fast as can, directly into teeth of the gale now rising over the darkening desert, the wind picks up a fine haze of sand and dust. You realise this is but the forerunner of the storm of sand that towers above you. The Tukim glances west continually, as though he were racing the sunset, cresting one dune and then the next and the next, doggedly putting distance between himself and whatever it is he fears in Shembai.

Then the storm hits you. You run into a howling wall of wind and dust that scours your skin and eyes and lodges in your nose and throat. The setting sun is swallowed up by a swirling mass of blackness.

The storm counts as a duststorm (see DUNGEON MASTER's Guide). All naked flames are immediately extinguished and protected flames have a 50% chance of being quenched. Visibility ranges are reduced by three-quarters, imposing a -8 penalty to Spot, Search and Listen checks. Unless PCs succeed at Fortitude saves (DC 15), Small creatures are knocked prone and Medium-size creatures are unable to move forward against the wind. 1d6 inches of sand are deposited, completely obscuring any tracks that the PCs make in a matter of seconds. Any PC attempting to move and navigate in the storm should make an Intuit Direction

check (DC 15) to guess which direction they are heading.

The sandstorm finally blows itself out just after dawn the following day. Unless any of the PCs remained at, or returned to Shembai during the night proceed to Encounter 8.

If any PC did return to the oasis, then go to 2 below.

2: Some or all of the PCs stay at the oasis: If some or all of the PCs stay at Shembai after sunset, they will quickly discover the reason for Tahgal's fear. The ancient Sulmish wizard who built the ruined tower, experimented with planar travel. As a result, after sunset a gate to the Abyss opens inside the tower, disgorging tanar'ri, who ravage and slay all they can find before the gate closes again at sunrise.

The vegetation absorbs much of the ferocity of the wind and so it counts as merely strong wind within the confines of the oasis. Unprotected flames are still automatically extinguished and a -2 penalty is imposed on Listen, Spot and Search checks and ranged attacks.

If the PCs are not camping directly inside the tower they can attempt a Listen check (DC 15) to hear the gate opening—a horrific sound akin to that of a huge wet sheet being torn in half. If they investigate the tower, they see the gate as an utterly black rent in reality in the west wall of the tower, which hurts their eyes to even look at. Whether or not they see the fiends that emerge, depend on the tactics of said fiends (see below).

If the PCs are camping inside the tower, they witness the gate opening at first hand. Read aloud or paraphrase the following:

Just as the sun slips under the horizon, it is swallowed up by the swirling mass of the sandstorm. Even as the first gusts howl through the trees, there is a sudden, horrific noise, like a wet sheet being ripped in twain. A gust of hot air, heavy with the scent of brimstone and decay blows through the ruined tower. In the west wall of the tower, an utterly black rent has been torn in reality. Its wrongness strikes you like a blow and the very sight of it makes your eyes hurt.

Suddenly something steps through.

The type of fiend that appears varies by APL:

APL 2 (EL 4)

🐉 **Jovoc:** hp 36; see Appendix 1.

APL 4 (EL 6)

🐉 **Jovoc:** hp 36; see Appendix 1.

Tactics: If it can exit the gate undetected, the jovoc seek to hide among the ruins and the undergrowth.

At APL 4 (but NOT APL 2), the little fiend attempts to summon a second jovoc. If successful, while remaining in cover, they try to get as many of the PCs as possible inside their aura of retribution. They then attack each other, inflicting full damage from their bite and 2 claws attacks both on each other and all

PCs within the aura. They will heal up for 2 rounds and then repeat, trying to remain undetected for as long as possible.

If alone the jovoc attack from ambush inflicting as much damage as he can and then fleeing into the undergrowth to heal up for a few rounds, before striking again.

The PCs must succeed at an opposed Spot check versus the jovoc's Hide to detect it/them in the undergrowth (which gives it/them three-quarters concealment (30% miss chance for ranged attacks). If the jovoc(s) are hiding behind the walls of the ruined tower, the PCs cannot see them unless they look inside the tower, in which case a successful opposed Spot/Hide check reveal its/their presence.

If the jovoc(s) are spotted inside the tower, it/they will attempt to flee into the cover of the undergrowth outside. They fight until slain.

APL 6 (EL 9)

🐉 **Bebelith:** hp 102; see *Monster Manual*.

Tactics: Any PC within the tower has very great difficulty in missing the bebelith as it emerges. If it emerges unobserved, the fiend tries to hide and ambush the PCs. The bebelith uses its web, especially within the confines of the tower to immobilize as many of the PCs as possible and then close to bite and claw immobile prey. If the PCs flee, it finishes off any immobilized PCs and then pursue the remainder. The bebelith fights until slain.

APL 8 (EL 10)

🐉 **Retriever (Advanced):** hp 82; see Appendix One

Tactics: The retriever makes little attempt to conceal itself. It uses its petrification and electricity rays in the first round, followed by the cold and fire rays the following round, targeting paladins, clerics, other spell casters and fighters/barbarians in that order of preference (though only one ray per target per round). It also chooses to bring its four claw attacks to bear on the maximum number of PCs. If it is reduced to 10 hit points or less, it attempts to grab one PC and return through the gate with him. The retriever fights until destroyed.

APL 10 (EL 13)

🐉 **Jarelith:** hp 125; see Appendix 1

Tactics: If the jarelith manages to make it through the gate unseen, it uses the cover of the undergrowth in the oasis to try and ambush the PCs, preferably if they settle down to sleep. If it cannot do this, it leaps directly into the melee, attempting to do the maximum of damage to the toughest looking PC within reach. It tries to target spellcasters or archers with *darkness* in order to disrupt their efforts to attack it. If the fight is going against it, it will attempt to summon another jarelith. It fights until slain.

Development: If any PC flees outside the confines of the oasis, they suffer the full effects of the duststorm. All the fiends except the jovocs pursue relentlessly.

The gate remains open until sunrise, though no more fiends emerge once the initial fiends are defeated. If any PC is stupid enough to step through into the Abyss, feel free to attack them with unlimited amounts of any of the fiends listed above. If they are still inside by sunrise, then they are permanently lost in the Abyss.

After the PCs have either dealt with the fiends or fled, they have to sit out the rest of the sandstorm, either in the oasis or in the dunelands beyond. The storm blows itself out next morning, and shortly after sunrise, Tahgal returns to the oasis, battered, parched, but alive.

Proceed directly to Encounter 9. Do not play through Encounter 8!

Troubleshooting: If the PCs are traveling by night and arrive at Shembai in the hours of darkness, then they cannot escape encountering the fiends. In this case the following apply:

- 1: The storm blows up as they arrive.
- 2: Tahgal refuses to seek shelter at the oasis until sunrise.
- 3: The fiends already lurk in the ruins/undergrowth waiting to ambush the PCs.

If for some reason the PCs have been able to fly this far with Jelal and Elyra, use the storm to ground them near Shembai. They gain no XP for any encounters that they avoid by using this mode of transport.

ENCOUNTER 8: WRATH OF THE BRIGHT

Note: The PCs only play this encounter if they did not meet the fiends in Encounter 7.

In the wake of the sandstorm, the PCs can press onwards south and west toward the Brass Hills. In the course of their journey, they encounter some of the Bright's inhabitants.

Roll 1d6 to determine which foe the PCs encounter:

1d6	APL2	APL4	APL 6-10
1	Dervishes	Dervishes	Dervishes
2	Centaur	Centaur	Centaur
3	Manticore	Man-scorpions	Man-scorpions
4	Sphinx	Man-scorpions	Dunestalker
5	Troll	Desert Trolls	Desert Trolls
6	Monstrous Scorpions	Monstrous Scorpions	Monstrous Scorpions

Dervishes

The PCs are about to encounter a band of Flan dervishes—fanatical enemies of Rary the Traitor. If Tahgal is with them, they attack first and ask questions later. A small band of them is patrolling this area of the desert, hoping to pick off groups of the Traitor's forces moving between Shembai and the Brass Hills.

A successful opposed Spot check against the dervishes Hide allows the PCs to see them lurking behind a dune. The dervishes are clad in leather armor and robes similar to Taghal's, but all have the symbol of a black barbed spear tattooed on their arms. A Knowledge (religion) check (DC 20) will identify this as the symbol of the Flan hero-god, Vathris the Transfixed, god of anguish, lost causes and revenge.

APL 2 (EL 4)

☛ **Dervishes** (3): male human Ftr1/Clr1; hp 17; see Appendix 1.

APL 4 (EL 6)

☛ **Dervishes** (6): male human Ftr1/Clr1; hp 17; see Appendix 1.

APL 6 (EL 8)

☛ **Dervishes** (6): male human Ftr1/Clr2; hp 23; see Appendix 1.

APL 8 (EL 10)

☛ **Dervishes** (6): male human Ftr2/Clr3; hp 36; see Appendix 1.

APL 10 (EL 12)

☛ **Dervishes** (6): male human Ftr3/Clr4; hp 49; see Appendix 1.

Tactics: The dervishes charge into the PCs' flanks, attempting to run them through with their wickedly barbed longswords. They fight with fanatical ferocity, attempting to kill Tahgal and the PCs, assuming that they are allies of the Traitor. They fight to the death.

If the PCs throw down their weapons and surrender to the dervishes, they may avoid bloodshed - though it takes a Diplomacy check (DC 20) to convince the dervishes that they are not friends of Rary. Even in this case, they run Tahgal through with scarcely a thought. They try to persuade the PCs to abandon their quest to seek out the Traitor—saying he is Nerull's servant on the Oerth, calling him Bas'haragh - Deathsower. They do not hinder the PCs progress if they insist on carrying on, instead parting company, offering prayers to Vathris to watch over them and smite the Deathsower.

If the PCs do not convince the dervishes, the fanatical warriors try to run the PCs through there and then.

Treasure: Assuming the PCs are victorious, what they claim from the bodies of the dead is their treasure.

The war ponies flee if their riders are slain and are not included in the loot.

APL 2: Loot: 60 gp; Magic: *potion of wisdom* (3) (25 gp each); *potion of hiding* (3) (12 gp each).

APL 4: Loot: 120 gp; Magic: *potion of wisdom* (6) (25 gp each); *potion of hiding* (6) (12 gp each).

APL 6: Loot: 113 gp; Magic: +1 *longspear* (6) (192 gp each); +1 *leather armor* (6) (97 gp each); *potion of haste* (6) (62 gp each); *potion of wisdom* (6) (25 gp each); *potion of hiding* (6) (12 gp each).

APL 8: Loot: 113 gp; Magic: +1 *keen longspear* (6) (692 gp each); +1 *leather armor* (6) (97 gp each); *potion of haste* (6) (62 gp each); *potion of wisdom* (6) (25 gp each); *potion of hiding* (6) (12 gp each).

APL 10: Loot: 113 gp; Magic: +1 *keen longspear* (6) (692 gp each); +1 *leather armor* (6) (97 gp each); *potion of haste* (6) (62 gp each); *potion of wisdom* (6) (25 gp each); *potion of hiding* (6) (12 gp each);

Hueleneaeer

The PCs encounter a band of Hueleneaeer (desert centaurs) - fanatical enemies of Rary the Traitor. If Tahgal is with them, they attack first and ask questions later. A small band of them is patrolling this area of the desert, hoping to pick off groups of the Traitor's forces moving between Shembai and the Brass Hills.

A successful opposed Spot check against the centaurs' Hide, allows the PCs to see them lurking behind a dune.

The desert centaurs are clad in fine chain mail and wield short bows, heavy lance and scimitars all of ancient make. They speak Sylvan and Flan and a smattering of Common.

APL 2 (EL 4)

☛ **Hueleneaeer (1):** hp 37; see Appendix 1.

APL 4 (EL 6)

☛ **Hueleneaeer (3):** hp 37; see Appendix 1.

APL 6 (EL 8)

☛ **Hueleneaeer (6):** hp 37; see Appendix 1.

APL 8 (EL 10)

☛ **Hueleneaeer (6):** Ftr2, hp 59; see Appendix 1.

APL 10 (EL 12)

☛ **Hueleneaeer (6):** Ftr4, hp 77; see Appendix 1.

Tactics: The centaurs attempt to ambush the PCs with their bows, harassing them from a distance and only closing to melee against isolated PCs. They fight in hit-and-run fashion, fleeing over the dunes if they lose more than three-quarters of their number.

If the PCs throw down their weapons and surrender to the centaurs, they may avoid bloodshed—though it takes a Diplomacy check (DC 15) to convince the centaurs that they are not friends of Rary. Even in this case, they stitch Tahgal with arrows with scarcely a thought. Intelligent, cultured and generally civil

creatures, (except when angered), they try to persuade the PCs to abandon their quest to seek out the Traitor. They do not, however, seek to hinder the PCs progress if they insist on carrying on, instead parting company, offering prayers to their gods to watch over them.

If the PCs do not convince the centaurs, they strip the PCs of their armor weapons and water and leave them to die in the desert.

Treasure: Assuming the PCs are victorious, what they claim from the bodies of the dead is their treasure.

APL 2: Loot: 55.4 gp; Magic: *potion of bull's strength* (25 gp); *potion of cure moderate wounds* (25 gp).

APL 4: Loot: 158 gp; Magic: *potion of bull's strength* (3) (25 gp each); *potion of cure moderate wounds* (3) (25 gp each).

APL 6: Loot: 311 gp; Magic: *potion of bull's strength* (6) (25 gp each); *potion of cure moderate wounds* (6) (25 gp each).

APL 8: Loot: 67 gp; Magic: +1 *mighty composite longbow* +5 (6) (150 gp each); *potion of bull's strength* (6) (25 gp each); *potion of cure serious wounds* (6) (25 gp each); *potion of heroism* (6) (75 gp each).

APL 10: Loot: 55 gp; Magic: +1 *distance mighty composite longbow* +5 (6) (733 gp each); +1 *scimitar* (6) (192 gp each); *potion of bull's strength* (6) (25 gp each); *potion of cure serious wounds* (6) (62 gp each); *potion of heroism* (6) (75 gp each).

Manticore

As the PCs make their way through the desert, a flying manticore spots them and swoop down to attack them.

A Spot check (DC 10) is required to spot the creature before it attacks. Only those PCs who spot the creature can act in the surprise round.

APL 2 (EL 4)

☛ **Manticore:** hp 57; see *Monster Manual*.

Tactics: The manticore initially swoops over the PCs spraying them with spikes, targeting any PCs carrying ranged weapons or obvious spell casters especially. The manticore continues to soften up the PCs like this until it runs out of spikes, at which point it engages the PC that has done it most damage in melee combat. The manticore continues its attack until it is reduced to below 5 hit points, at which point it attempts to flee by wing.

Hierarcosphinx

The PCs inadvertently pass through the territory of a hungry hierarcosphinx. The creature is lurking on top of dune, waiting to pounce on the PCs as they pass. Choose one of party at random. The sphinx will swoop down and pounce on them. A Spot check (DC 12) is required to spot the sphinx before it attacks. Only those PCs who spot the sphinx get to act in the surprise round.

APL 2 (EL 4)

☛ **Hierarcosphinx:** hp 67; see *Monster Manual*, p170

Tactics: The sphinx attempts to use its pounce and rake attacks on the first PC it hits. It then tries to use its wings to fly up and dive back down on the PCs, targeting any annoying spell casters or archers. If reduced to fewer than 10 hit points it attempts to flee, flying for cover behind the dunes to lick its wounds if possible

Man Scorpions

The PCs are about to encounter one or more man scorpions - vicious and merciless creatures created by the curse of Shattados.

A successful opposed Spot check against the man scorpions' Hide, allows the PCs to see them lurking behind a dune.

The man scorpions appear to be tanned and degenerate Flan humans from the waist up and enormous scorpions from the waist down. They are armed with halberds.

APL 4 (EL 6)

🦋 **Manscorpion:** hp 66; see Appendix 1.

APL 6 (EL 8)

🦋 **Manscorpion:** hp 66; see Appendix 1.

APL 8 (EL 10)

🦋 **Manscorpions (3):** hp 66 each; see Appendix 1.

APL 10 (EL 12)

🦋 **Manscorpions (6):** hp 66 each; see Appendix 1.

Tactics: Before revealing themselves, the man scorpions try to use their *major image* to create illusions of a group of illusory scorpions massing to charge the PCs at the top of a dune well away from their actual position, in the hope of drawing spells and missile fire. The real man scorpions will then attack, activating their *mirror image* and rushing into melee with the PCs, attempting to trample them. They will use their halberds to good effect, using reach and its trip attacks to disrupt the PCs as well as using their deadly poison stings. If reduced to 5 hit points or lower they will try to sting as many of the PCs within reach as possible. They fight to the bitter end.

APL 4: Loot: 13 gp.

APL 6: Loot: 13 gp.

APL 8: Loot: 39 gp.

APL 10: Loot: 79 gp.

Desert Trolls

The PCs are about to encounter desert trolls - vicious and merciless creatures specially evolved to survive in the desert. The trolls have concealed themselves in the dunes on either side of the PCs path and it takes a Spot check (DC 30) to detect them before the leap out and try to rend the PCs to pieces.

APL2 (EL4)

🦋 **Troll:** hp 63; see *Monster Manual*.

APL 4 (EL 6)

🦋 **Desert troll:** hp 74; see Appendix 1.

APL 6 (EL 8)

🦋 **Desert troll (2):** hp 74; see Appendix 1.

APL 8 (EL 10)

🦋 **Desert trolls (4):** hp 74; see Appendix 1.

APL 10 (EL 12)

🦋 **Desert trolls (9):** hp 74; see Appendix 1.

Tactics: The troll(s) charge straight into melee seeking to rend and slay the PCs. It/they fight to the bitter end, unless attacked with water, which causes them to flee.

Dunestalkers

The PCs are about to encounter one of the feared dunestalkers of the Bright. A successful opposed Spot roll against the dunestalker's Hide, allows the PCs to see them lurking behind a dune. It/they seek to leap down upon the PCs and gain the advantage of surprise.

APL 6 (EL 8)

🦋 **Dunestalker:** hp 39; see Appendix 1.

APL 8 (EL 10)

🦋 **Dunestalker (Advanced):** hp 78; see Appendix 1.

APL 10 (EL 12)

🦋 **Dunestalker (Advanced):** hp 153; see Appendix 1.

Tactics: The dunestalker seek to deafen as many of the PCs as possible with its shout, before closing rapidly, using its tumbling if needs be, to deliver its kiss of death attack on the most threatening looking character. The dunestalker fight to the death.

Monstrous Scorpions

The PCs are about to encounter monstrous scorpions that have concealed themselves in the dunes on either side of the PCs path and it will take a Spot check (DC 30) to detect them before they leap out and try grab and sting the PCs.

APL 2 (EL 6)

🦋 **Large Monstrous Scorpions (3):** hp 26; see *Monster Manual*.

APL 4 (EL 6)

🦋 **Large Monstrous Scorpions (6):** hp 26; see *Monster Manual*.

APL 6 (EL 8)

🦋 **Huge Monstrous Scorpions (2):** hp 104; see *Monster Manual*.

APL 8 (EL 10)

➤ **Huge Monstrous Scorpions (4):** hp 104; see *Monster Manual*.

APL 10 (EL 12)

➤ **Gargantuan Monstrous Scorpion (3):** hp 208; see *Monster Manual*.

Tactics: The scorpions try to put their stingers to good use to immobilise PCs, trying to knock all the PCs down before finishing them off. The scorpions fight to the death.

Development: After the PCs have dealt with whatever danger they face. Proceed to Encounter 9.

Troubleshooting: If for some reason the PCs are traveling without Tahgal, in the case of the dervishes and the centaurs, both groups do not immediately attack the PCs. Instead they surround and stop the PCs and ask them whom their allegiance is with. Any mention of meeting Rary sets them immediately on guard and it will take a Diplomacy check (DC 17) or very good roleplaying to avoid bloodshed.

ENCOUNTER 9: RIDERS OF THE BRIGHT

The PCs can press on into the desert, ever south and west toward the Brass Hills.

If they are traveling by day, the heat of the desert is excruciatingly hot. Unless suitably protected by spells, the PCs must make a Fortitude save (DC 15 + 1 per previous check) every 10 minutes or suffer 1d4 points of subdual damage and be fatigued. The PCs will journey for nearly 2 hours in this heat (12 checks). Bright Blindness is also a risk here.

Read aloud or paraphrase the following (adjust the text if the PCs are travelling by night):

Pelor's heat beats mercilessly down on you, transforming the desert into a crucible of white fire. You trudge onwards, your shadows small beneath your aching feet.

After a few hours, you are confronted with the sight of a range of rocky, dun-colored hills serenely floating upside down on the horizon. Another mirage, but one that brings hope for it means that you draw near to the Brass Hills and your destination.

The next thing you see is not a mirage however. A banner bearing the fist, crescent and stars of the Empire of the Bright Lands rises from behind a bone-white dune, followed rapidly by a troop of cavalry. The riders are human, clad in fine mail and flowing silks. Their stallions are exquisite examples of horseflesh. They are Rary's Paynim riders.

The troop, numbering over fifty, quickly surrounds you, trotting their horses in a circle. One rider peels off and approaches you. He bows in the saddle.

"Honoured Envoys, the Emperor of the Bright Lands sends you joyous salutations and bids you to attend his encampment."

The Paynim order the PCs to peace tie all weapons. They do not need to be disarmed, for any aggressive act violates the conditions of the parley under which they come into the Bright and will mean their immediate annihilation.

He advises spell casters that they will be dead before they finish any spell from this point onwards. They come as envoys and they will be treated with honor, provided there is no treachery on their part.

If the PCs fail to agree to these terms, they proceed no further. The Paynims prevent them from doing so, by force if needs be, and escort the PCs back to Ul Bakak, effectively ending the adventure.

If the PCs agree to these terms, they are given spare horses if needs be and escorted by the cavalry toward the ever-looming Brass Hills. Proceed to Encounter 10.

ENCOUNTER 10: THE TRAITOR'S APPRENTICE

This encounter leads directly on from Encounter Nine. Read aloud or paraphrase the following:

Your escort winds its way through the dunelands of the Bright. The stallions of the Paynims show no sign of faltering in the oppressive heat of the desert. After some time, the dunes fall away into a vast saltpan that stretches, level as a table top to the southern horizon, where the tops of the Brass Hills now rear like a row of worn-down, yellow teeth against the cerulean blue of the sky.

As you gallop across the saltpan, a strange apparition rises out of the shimmering heat haze before you. A vast number of tents sprawl across the white plain—a veritable town under canvas. As you draw closer you can see that two large and sumptuous tented-pavilions dominate the camp—done flying the Stars and Crescent of the Bright Lands, the other the device of a Black Unicorn.

Passing into the tent-town, you see that a large number of Paynims, Tukim and other Flan nomads and norkers are encamped here - what must be a significant portion of the army of the Bright Lands. The Paynims ride to the center of the camp, where a large parade ground has been cleared between the two great pavilions. Outside the tent flying the black unicorn you see a strange mechanical artifice—a great destrier constructed entirely of shining silver. It and the tent are warded by a large body of grim faced warriors, all bearing the crest of the black unicorn and many wear heavy plate armor without any seeming discomfort.

A successful bardic knowledge or Knowledge (Greyhawk City) or Knowledge (heraldry/history) check (DC 10), can identify the device of the Black

Unicorn as the personal arms of the infamous Lord Robilar.

If it is not already clear to the PCs, any rash actions in the camp are *exceptionally* ill advised. If the PCs do something stupid like attack someone without provocation or pick a fight or even attack Lord Robilar's tent or horse, they are dead. No ifs. No buts. Lord Robilar, an epic level character, has thousands of elite troops at his beck and call and the magical support of an epic level Archmage.

The PCs do not survive long enough to regret their stupidity.

Read aloud or paraphrase the following:

About the other pavilion, stands a ring of Paynim warriors, clad in red and blue silks and fine glittering mail. They stand at attention as you approach. The riders with you order you dismount and pass on into the pavilion. The circle of Paynims parts to let you pass. As one they draw their scimitars with a resounding ring of steel. They hold their blades aloft forming a glittering circle of swords.

A heavily armed and armoured Paynim emerges from the tent and approaches you.

"Who among you comes under the flag of parley in the name of the Covenant of the Iron League?"

Elyra steps forward.

"I am she," she says.

"Then Envoy of the Covenant of the Iron League, know this: Should any harm come to my master within, your flag of parley is void and your life and the lives of those that travel with you are forfeit. I shall leave your bones to bleach for eternity upon this plain. Do I make myself understood?"

The Paynim waits until all the PCs have said that they understand.

Read aloud or paraphrase the following:

The Paynim steps aside. With Elyra at your head, you march toward the tent. It is made of fabulously embroidered Bakluni silks that shimmer and shine in the desert sun. The tent flaps part before you as you approach, allowing you to step within.

The interior of the pavilion is as sumptuously appointed as the palace of a Bakluni potentate. Its centrepiece is a marble fountain, from which clear water cascades into a pool containing exotic fishes of many hues. Painstakingly tended and pruned bay trees rise gracefully here and there. Songbirds—some flesh and blood, some made of hammered silver and gold—flutter and chirp in the air about you. Tapestries adorn the walls of the pavilion and the floor is covered in mosaics of unnumbered colored tiles forming beautifully abstract Bakluni patterns.

You notice all these wonders merely in passing however. It is the sumptuous throne opposite you that monopolises your attention, or rather the robed and beturbaned Bakluni man that sits upon it regarding you coldly.

However, rather than an aged traitor archmage, the man before you is young, his hair dark and his skin unlined.

"Perhaps you were expecting someone else?" he says with a smirk.

"Eliazir Razeem Azam'ut of the Muddled Tongue, Envoy of the Arcane Court of His Percipient Magnificence, the Archmage Rary, Emperor and Monarch of the Bright Lands, at your service," he adds with a deep bow and flourish.

What follows is a loose free-flowing roleplaying encounter with a trusted servant of one of the most powerful Archmages in the Flanaess, if not the Oerth. Though both Elyra and Jelal have questions to put to Eliazir, the mage will just as happily speak and banter with the PCs. Allow them to lead the conversation, using Elyra or Jelal to bring it back to the main topics mentioned below if it strays. Roleplaying notes for Eliazir and his responses to likely and important questions are supplied below.

◆ **Eliazir Razeem Azam'ut**, envoy and apprentice to Rary the Traitor.

Appearance: A stout man clad in fine Bakluni garb that seems to shine with a preternatural youthful radiance, Azam'ut is both striking and fearful to behold. After a journey to places unknown, this apprentice, who is highest in the Traitor's affections, returned with an eerie otherworldly beauty, a countenance that is both pleasing and unnerving and a voice that soothes and dominates the weak of will. It is difficult to place what is wrong with Azam'ut by sight alone, though there is the faint glow of his skin, or the silver in the whites of his eyes. He is always meticulously dressed, with a fine eye for detail and a penchant for finest Bakluni silk robes and garments. In many ways he is the perfect contrast with his scholarly master, appearing striking, worldly and urbane

Character: The half-Paynim bastard son of a Lopollan spice merchant, Azam'ut had a hard life until Rary recognised Eliazir's potential and trained him as one of his apprentices. After a falling out with his master, Eliazir left to explore the planes. A year later Azam'ut returned; changed somehow by his wanderings in far off and unspoken places. Azam'ut took a new place in Rary's counsel. The Traitor saw the change that had occurred in his young apprentice, and valued his worth as an emissary. After aiding Rary in his treachery by destroying Tenser's clones, Eliazir became the voice for the Empire of the Bright Desert. Of all Rary's followers, Azam'ut is feared second only to Robilar. It is whispered among the norkers and dervishes that flock to the banner of the Empire of the Bright Desert that some unknown force touched him in his journeys. They call him Azam'ut of the Muddled Tongue, a name he now uses, as his voice is said to command men against their will.

A globe of invulnerability as well as a series of other extremely potent abjurations ward Eliazir. The PCs should not, in any case, be even thinking about harming him.

Read aloud or paraphrase the following:

The Traitors' Apprentice summons up soft couches for you to recline on, as well as some refreshing white wine from Zeif

and trays of Bakluni sweetmeats and sweets dusted in powdered sugar carried by unseen servants.

"Please, sit, take your ease! Now what business have you here?"

Elyra leads off the questions, if the PCs do not. Find below some obvious questions the PCs might ask along with Elyra's responses:

What business does Rary have with Onnwal and Jian Destron?

"My master gave aid to Jian Destron when he was in peril. When the Scarlet Sign sought his life upon the waves of the Gearnat nine years ago, it was the Emperor of the Bright Lands who sent the sea mists to conceal him."

Why?

"Both Jian Destron and Onnwal are the victims of the most foul of treacheries—more foul than most know or even guess. By saving Destron, my master foiled the machinations of those who would use Onnwal as a pawn in their great game."

"Alas, the Szk of Onnwal has proven ungrateful and for his insolence, he has earned the curse of the Emperor of the Bright Lands. Jian Destron will face his doom alone, yet there is still time to save his house and his land from the fate that awaits them."

What fate?

"Jian Destron has incurred the curse of the Emperor of the Bright Lands. Long life and happiness do not flow to those who live under such a mark."

What does Rary want with Destron's daughter Veryanna?

Eliazir looks thoughtful for a moment:

"Do you know that it sometimes rains in the desert? This land can go for years, decades, without a drop of rain. But occasionally there will be a cloudburst. And then the desert blooms! Seeds that have lain dormant for longer than some men live burst forth and grow. Within a day the dunes are robed in flowers - fragrant and beautiful as a bride on her wedding day. And within a day they wilt and die and return to the dust from which they came. But not before they have produced new seeds that will sit for the lives of men waiting for the next rain to fall."

"A drought is coming, a drought of hope that will make a desert of Onnwal. Against it all the might of Jian Destron and his realm will not avail. Veryanna is the seed from which Onnwal's greatness will bloom forth when the rains come again. She is precious and, like the seed of a desert flower, must be preserved. Such are my master's wishes. She will come to no harm here - my own word and my master's, I give you."

Where is Veryanna now?

"She has passed into fire and darkness, beyond the ken of my master, though she yet lives. I greatly fear for her. For such a reason did my master seek to remove her from harm's way. Her peril is the result of the pride and folly of her father in ignoring the wise counsel of the Emperor of the Bright Lands."

Is Rary in league with the Scarlet Brotherhood?

"My master is in league with no one. He keeps his own counsel, seeking neither allies nor favor. Like the wind upon the desert, he goes where he would, unbound by the will of men."

"The Brothers of the Scarlet Sign are...misguided. They dwell in the past, amid the ashes of lost glories. They have nothing to offer my master who looks rather to the future, to what will be."

Does Rary seek the Scorpion Crown?

"My master seeks after many secrets. He is a seeker of wisdom, hidden and otherwise. This is a land of secrets, hidden under the sands of long centuries. If this crown of which you speak is one, then why should he not seek it?"

To what end does Rary seek the Scorpion Crown?

"A curse has long lain on this land - a curse drawn down by foolish men who sought knowledge without having understanding. For you see, that is the worst evil, knowledge without understanding, power without wisdom, arrogance that thinks it is insight. This is the vice my master hates most."

"This Scorpion Crown is a symbol of that. It must be kept from the hands of foolish men who would repeat the mistakes of the past."

What are Rary's intentions?

"Ha! The whole world now trembles at my master's name. Kings and princes and priests all fearfully whisper the same question - 'What will The Traitor do? Where will he strike next?' I have heard these questions wherever I have gone - from Greyhawk City to Rel Mord to Niole Dra."

"Let me tell you that there is no cause for fear. Though he is named Traitor, the crowned heads of the Flanaess have less to fear from Rary of the Bright Lands than they do from others who come in fairer guises and give crooked counsel. Perhaps they will realise this before it is too late."

"Until that time comes, my master will work to strengthen himself against those whose madness he opposes and would, because of his opposition, destroy him. He will busy himself with the affairs of his lands."

If any of the PCs denounce Rary and/or Eliazir as a traitor or ask who betrayed Onnwal, read or paraphrase Eliazir's response:

"The ways of the world are curious, are they not?" Eliazir says. "My master and I are branded traitors by one who has done more than his share of betrayal."

"Of whom do I speak? Why the Archmage Bigby of course! Bigby of Scant - ah now there's an ironic tale, but then Bigby's master has a taste for irony."

"Has it never occurred to you why Scant fell so easily to the Scarlet Sign, when it had one of the mighty Circle of Eight watching over it - dwelling there no less? What is a fleet of warships to a man who can manipulate the raw fabric of the Multiverse? What must Bigby have thought

when he stood atop his tower and betrayed his beloved Scant into slavery?"

As Eliazir speaks, an image takes shape in the air about you. The walls of the tent disappear. Before you stands a city-port perched atop two steep hills, surrounded on three sides by the sea. To your right, the sun is rising red and round over a range of low hills.

Your vantage point appears to be the top of a tower that stands on a headland opposite the city-port. Below you, a fleet of warships is carefully threading its way through a reef-fanged channel. The bloody dawn light illuminates the red sails of the vessels and picks out scarlet pennants marked with a twisted black cross.

Beside you stands a gray-robed man. His features are Oeridian—light brown hair and beard, dark eyes—though his complexion is pallid, his face gaunt and hollow cheeked. He looks on impassively at the scene unfolding before him, his hands folded in the sleeves of his robes.

From behind you, out of sight, comes a voice, deep and sonorous:

"We have all had to make our sacrifices. It is time, old friend."

A tear falls from the cheek of the gray-robed man. Before it strikes the ground, he is gone.

The vision fades and you stand once more in Eliazir's tent. A bitter smile plays upon the lips of the Traitor's Apprentice.

If the PCs do not, Jelal asks about the Day of the Great Signing in Greyhawk in 584 CY:

"Ha! It was no accident that Tenser and Otiluke died that day. Not even one so puissant as my master slays two archmagi on a whim.

"Tenser learned something in the last days of the Wars, something that cost him his life and the life of the only other person he told. With my own hands I destroyed Tenser's clones, which should have condemned him to eternal death. Yet he has returned, but without the secret that cost him his life, nor anything but a vague memory of it.

"Though he did not know it until later, my master was played like a puppet. There were greater forces at play that day than you know of, forces that come in friendly guises but follow their own ruthless and insane agendas. Alas though, it is the victors who write the histories, though they are no less traitors themselves."

"Of whom do you speak?" Jelal asks urgently.

Before Eliazir can answer, a hand crossbow loaded with an enruned bolt, cracking with arcane energy materializes in Elyra's hand.

With a glazed look in her eyes, she aims the weapon at the mage.

"Traitor's lies!" she screams.

Ask the player's what their statement of intent is and roll initiative.

APL 2 (EL 4)

☞ **Elyra Delhaster:** female human Rog5 hp 27; see Appendix 1.

APL 4 (EL 4)

☞ **Elyra Delhaster:** female human Rog5 hp 27; see Appendix 1.

APL 6 (EL 6)

☞ **Elyra Delhaster:** female human Rog5/Shadow Dancer2 hp 39; see Appendix 1.

APL 8 (EL 8)

☞ **Elyra Delhaster:** female human Rog5/Sd4 hp 51; see Appendix 1.

APL 10 (EL 10)

☞ **Elyra Delhaster:** female human Rog5/SD6 hp 63; see Appendix 1.

Tactics: On her initiative Elyra tries to shoot Eliazir with the hand crossbow, unless prevented from doing so by the PCs. If she rolls a hit on a ranged touch attack, the bolt will crackle through the magical wards that surround the Traitor's Apprentice and strike him. The bolt is coated with Carrena, an extremely rare, expensive and deadly poison used by the Scarlet Brotherhood (Injury, Fortitude save (DC 25) Initial and Secondary damage 3d6 Con damage).

If Eliazir or whoever else the bolt strikes dies, a *soul bind* spell invested in the bolt is activated, unless the target succeeds at a Will save (DC 25). Assume that Eliazir fails the Will save if he is killed. If the *soul bind* succeeds, the bolt then blinks out of existence.

If Elyra misses, she tries to retrieve the bolt, reload and fire at Eliazir again - putting her tumbling (and, if applicable, shadowdancer) abilities to good use. She fights the PCs if they attempt to stop her.

Elyra is more intent on killing both Eliazir and Jelal. Therefore she avoids toe-to-toe combat, using her mobility and tumbling to try and stay away from the PCs and achieve her task. Through the brand on her shoulder, her controller has imbued her with the ability to summon the following creatures to aid her (depending on APL):

APL 2

☞ **Small earth elemental:** hp 11; see *Monster Manual*.

APL 4

☞ **Minor Xorn:** hp 19; see *Monster Manual*.

APL 6

☞ **Medium Earth Elemental:** hp 30; see *Monster Manual*.

APL 8

☞ **Rast:** hp 22; see *Monster Manual*.

APL 10

☞ **Invisible stalker:** hp 52; see *Monster Manual*.

The summoned creatures vanish after 19 rounds or when they are destroyed, whichever occurs first. Elyra uses the summoned creature to distract the PCs while she deals with her targets.

The PCs easily notice a glazed look in Elyra's eyes and an utterly blank expression on her face. She is under the control of a *dominate person* effect. Elyra only snaps out of her trance when Eliazir and Jelal are dead and she fights until either she achieves this or she is slain or subdued.

For his part, Eliazir casts *dimension door* and leaves the tent if he survives the initial attack, leaving the PCs to deal with Elyra. Once the combat is over, he reappears with a band of Paynim guards.

Development: What happens next greatly depends on whether Eliazir is alive or not.

If *Eliazir is alive*: Assuming the PCs defeat Elyra and Eliazir is alive, the Traitor's Apprentice thanks those PCs that moved to protect him. He makes a careful examination of the crossbow, the bolt (if present) and Elyra.

The crossbow, the PCs discover, is of drow manufacture. It is invested with a number of arcane sigils.

Detect magic divines that the crossbow, the bolt (if present) and a patch on Elyra's right shoulder radiate strong magical auras that will linger for 1d6 hours. Examination of Elyra's shoulder reveals the source of the aura is a brand of an eight-pointed star. Successful Spellcraft rolls determine that the crossbow has a strong Transmutational aura (DC 20), the bolt (if still present) has strong Evocation (DC 20), Necromantic (DC 19), and Transmutational (DC 20) auras, while Elyra's brand has Evocation (DC 20), and Enchantment (DC 15) auras. A Spellcraft or Knowledge (arcana) check (DC 10) reveals that only an exceptionally powerful Archmage could shape dweomers of this strength.

A Craft (weapon/blacksmith) check (DC 12) reveals that the bolt is made from blue Irongate steel and is of dwur master craftsmanship. An Alchemy, Heal, Profession (herbalist) or Knowledge (poison) (DC 17) will reveal that the poison on the bolt is Carrena, a very rare, deadly, and expensive venom used almost exclusively by the Scarlet Brotherhood.

If the PCs have a chance to study the bolt for a minute, an Appraise check (DC 20) reveals that the gem is worth between 17,000 and 32,000 gp (see Appraise rules, *Player's Handbook*).

Eliazir insists on taking the bolt and gem for further examination. He will smile grimly when he sees the brand on Elyra's shoulder - but will say nothing of it, except that it is the "mark of madness".

Eliazir then says that the parley is at an end. He gives each PC that helped prevent his assassination a small token of his appreciation (a Rary's Silver Songbird). He also offers to return the PCs and Jelal to Hardby by magical means.

Read aloud or paraphrase the following:

Eliazir motions toward where the tiled patterns in the mosaic floor pick out a broad golden circle.

"Once you step within it, you will find yourself immediately in Hardby.

"Before you depart, however - know you this: Rary, Emperor of the Bright Lands, makes this solemn promise to the crowned heads of the Flanaess - the Bright Desert will bloom once more. When white becomes green, let this be a sign that the Great War for the fate of the Flanaess is close at hand.

"So sayeth His Percipient Magnificence, the Archmage Rary, Monarch and Emperor of the Bright Lands."

Upon stepping onto the circle, the PCs immediately reappear just short of a mile east of Hardby.

Upon returning to the town, Jelal (if alive) recompenses the PCs generously. Moreover they earn her gratitude.

Treasure

APL 2: Loot 6 gp; Coin: 2 gp; Magic: *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of haste* (62 gp); Rary's silver songbird (333 gp)

APL 4: Loot 3 gp; Coin: 2 gp; Magic: +1 rapier (110 gp); +1 studded leather (98 gp); *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of haste* (62 gp); *potion of cat's grace* (25 gp); Rary's silver songbird (333 gp).

APL 6: Loot 3 gp; Coin: 2 gp; Magic: +1 defending rapier (693 gp); +1 shadow studded leather (347 gp); *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of haste* (62 gp); *potion of cat's grace* (25 gp); Rary's silver songbird (333 gp).

APL 8: Loot 3 gp; Coin: 2 gp; Magic: +1 defending rapier (693 gp); +1 shadow studded leather (347 gp); *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of cat's grace* (25 gp); *potion of haste* (62 gp); Rary's silver songbird (333 gp).

APL 8: Loot 3 gp; Coin: 2 gp; Magic: +1 defending rapier (693 gp); +1 shadow studded leather (347 gp); *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of cat's grace* (25 gp); *potion of haste* (62 gp); Rary's silver songbird (333 gp).

Rary's Silver Songbird, CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2; Spd 30 ft., fly, 50 ft. (perfect); AC 18 (touch 17, flat-footed 16); SQ Construct traits, ghost sound, lullaby; SV Fort +0, Ref +2, Will +2

Str 8, Dex 15, Con -, Int 2, Wis 15, Cha 16

Construct traits: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effect, necromantic effects, and any other effect that requires a Fort save unless it also works on objects; cannot heal damage; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 or fewer hit points; cannot be raised or resurrected; darkvision 60 ft.

Spell-like abilities: 1/day: ghost sound and lullaby as an 11th-level caster.

Caster level: 11th; Prerequisites: Craft Wondrous Item, animate objects, fly, ghost sound, Market Price: 16,500 gp; Weight: 1 lb;

Gratitude of Jelal Havelos.

For their services to the Gynarchy of Hardby, the bearer has the gratitude of Jelal Havelos, a didatrix of the Gynarchy.

Male PCs may claim one of the following once only:

Free Adventurer's Standard Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Female PCs may claim one of the following once only:

Free Luxury Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Honorary membership of the Order of the Throne of Wood: Free Adventurer's Standard Upkeep in Core Adventures beginning in Hardby or the Domain of Greyhawk; +2 circumstance bonus to Diplomacy and Gather Information Checks in Hardby; -2 circumstance penalty to Diplomacy, Gather Information and Bluff Checks with agents of the Free City of Greyhawk, Greyhawk City Thieves' and Assassin's Guilds.

If Eliazir is dead: If Eliazir is dead, the PCs are in a world of trouble. The Paynim guards outside race in and seize them. Don't bother to roll combat for this - it is safe to assume that, unless they have magical means of escape, the PCs are overwhelmed by sheer weight of numbers, given there is an army outside the tent. If Elyra is still alive, she will be bound and taken away by the Paynims. The PCs and Jelal will be stripped of their weapons and armor, blindfolded and bound.

Any PC that actively aided Elyra to kill Eliazir is executed instantly and their soul bound into a gem to be held in Rary's Tower at the Archmage's pleasure. Thus a true resurrection cannot return them to life. Such is their punishment for betraying the flag of parley and invoking the wrath of Rary the Traitor.

For the rest of the PCs, read aloud or paraphrase the following:

You are led out into the desert heat once more. The sun is warm on your faces. Suddenly you are kicked behind the knees and fall sprawling into the salty dust. A hand grabs you by the hair and drags your head up. You hear the slow rasp of a sword being drawn by your ear. There is a swish as the blade rises.

Then a voice, deep and gruff, speaks:

"Halt! I will not see these fools die like dogs. They are not the ones who slew Rary's mouthpiece and folly is not yet a crime in these lands. Send them back from whence they came. Whether they live or die will not matter when the white becomes green again.

"But let them know this: if they ever set foot in these lands again, they will be cut down where they stand and

their flesh shall feed the scorpions. So sayeth Robilar of Greyhawk."

There is some low chanting and then suddenly, you feel considerably cooler. Rather than sandy salt beneath your knees you feel wet grass. Tentatively removing your blindfold, you find that you, your companions and your equipment have been deposited in a pasture not a mile from Hardby.

Upon returning to the town, Jelal (if alive) recompenses the PCs generously. Moreover they earn her gratitude.

Treasure

APL 2: Coin: 100gp.

APL 4: Coin: 200gp.

APL 6: Coin: 300gp.

APL 8: Coin: 400gp.

APL 10: Coin: 500gp.

Gratitude of Jelal Havelos

For their services to the Gynarchy of Hardby, the bearer has the gratitude of Jelal Havelos, a didatrix of the Gynarchy.

Male PCs may claim one of the following once only:

Free Adventurer's Standard Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Female PCs may claim one of the following once only:

Free Luxury Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Honorary membership of the Order of the Throne of Wood: Free Adventurer's Standard Upkeep in any Core Adventure beginning in Hardby or the Domain of Greyhawk; +2 circumstance bonus to Diplomacy and Gather Information checks in Hardby; -2 circumstance penalty to Diplomacy, Gather Information and Bluff checks with agents of the Free City of Greyhawk, Greyhawk City Thieves' and Assassins' Guilds.

Troubleshooting: If a PC is hit and killed and has his soul bound, he may not be raised or resurrected. However - the character is not gone forever.

Read aloud or paraphrase the following:

You awake from a long dreamless sleep to the sound of your name being called. You find yourself lying naked on a bed in a spartan room. Sunlight slants through a window and you can hear the rattle of cartwheels, the clip-clop of horse hooves on cobbles and the noise and bustle of a city street.

Rising, you feel an ache and tightness on your right shoulder. Reaching around you feel the mark of a brand there - that of an eight pointed star.

The PC has awoken at the Black Dragon Inn in the Free City of Greyhawk, with no recollection of how he got there. The Innkeep, Miklos Dare, has no idea how

the PC got there either. A merchant of Oeridian extraction named Palobann rented the room two days ago, but he hasn't been seen since yesterday.

In campaign terms, the PC has lost 4 TU in addition to the 2 TU cost for the adventure (though he does not have to pay upkeep on this 4 TU). He may recover all of the gear and equipment and money that he owned when he died, but does not gain any treasure or influence earned after that point. Note that the PC does not lose any levels or points of Constitution, as they have been the subject of a *true resurrection*.

He also gains the Brand of the Star item on the Adventure Record.

Brand of the Star

Parties unknown have mysteriously returned you to life after you died in the Bright Desert. As a result you bear a magical brand of an eight-pointed star on your right shoulder. This brand may not be removed by any means other than a *wish* or *miracle*. It is present even if the character is raised or resurrected.

Critical Event Summary

The Traitor's Road - Critical Event Summary

Please e-mail the answers to the following questions to woesinger@hotmail.com

- 1: How many character (if any) died during the running of this event?
- 2: Did the PCs defeat Faresh?
- 3: Did Tahgal Survive?
- 4: Did Eliazir survive?
- 5: Did Jelal survive?
- 6: Did any PC get the Brand of the Star?
- 7: Did any PCs get Rary's Silver Songbird?

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 One: Rumble on the Rooftops

Defeat the Greyhawk assassins

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	270 XP

Encounter Three: Hardby Pass

Defeat the enemies encountered

APL2	60 XP
APL4	120 XP
APL6	120 XP
APL8	120 XP
APL10	120 XP

Encounter Four: Ul Bakak

Deal with the Tukim without coming to blows

APL2	18 XP
APL4	27 XP
APL6	36 XP
APL8	45 XP
APL10	54 XP

Encounter Six: Tulwar

Resolve the standoff with the Paynims, either diplomatically or by beating Faresh in a wrestling duel.

APL2	18 XP
APL4	27 XP
APL6	36 XP
APL8	45 XP
APL10	54 XP

Encounter Seven: Better the Demon you Know?

Combat and defeat the fiends

APL2	120 XP
APL4	180 XP
APL6	270 XP
APL8	300 XP
APL10	390 XP

OR

Encounter Eight: Wrath of the Bright

Defeat the enemies encountered

APL2	120 XP
APL4	180 XP
APL6	270 XP
APL8	300 XP
APL10	390 XP

Encounter Ten: The Traitor's Apprentice

Both Elyra and Jelal *arrive* at Eliazir's camp alive.

APL2	36 XP
APL4	54 XP
APL6	72 XP
APL8	90 XP
APL10	108 XP

Defeat Elyra Delhaster

APL2	120 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	300 XP

Discretionary roleplaying award

APL2	18 XP
APL4	27 XP
APL6	36 XP
APL8	45 XP
APL10	54 XP

Total possible experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP
APL10	1,350 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 Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practise professions or create items immediately after the adventure, so this total is not modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

ENCOUNTER 1: RUMBLE ON THE ROOFTOPS

Defeat the Greyhawk Assassins and loot their bodies

APL 2: Loot: 6 gp; Coin: 3 gp.

APL 4: Loot: 6 gp; Coin: 6 gp; Magic: *potion of spider climb* (3) (4 gp each).

APL 6: Loot 1 gp; Coin: 9 gp; Magic: *potion of spider climb* (3) (4 gp each); +1 *short sword* (3) (193 gp each); +1 *leather armor* (3) (96 gp each); *potion of haste* (3) (62 gp each); *potion of cure moderate wounds* (3) (25 gp each).

APL 8: Loot: 1 gp; Coin: 12 gp; Magic: *potion of spider climb* (3) (4 gp each); +1 *keen short sword* (3) (692 gp each); +1 *leather armor* (3) (96 gp each); *potion of haste* (3) (62 gp each); *potion of cure serious wounds* (3) (25 gp each).

APL 10: Loot: 1 gp; Coin: 12 gp; Magic: *potion of spider climb* (3) (4 gp each); +1 *keen short sword* (3) (692 gp each); +1 *leather armor* (3) (96 gp each); *potion of haste* (3) (62 gp each); *potion of cure serious wounds* (3) (62 gp each); +1 *amulet of natural armor* (3) (166 gp each).

Wrath of the Greyhawk Assassin's Guild: You have earned the wrath of the Greyhawk Assassin's Guild. For the next three adventures beginning or set in the Free City or Domain of Greyhawk, all your upkeep costs are doubled and the costs of all items, magical items or services (including spell-casting) purchased in the City and Domain of Greyhawk are increased by 10%, as the Guild uses its influence to make your life difficult. The Wrath of the Guild may manifest itself in other ways in future adventures.

ENCOUNTER 3: HARDBY PASS

DUERGAR

Defeat the duergar and loot their bodies

APL 2: Loot: 43 gp; Coin: 0.5 gp;

APL 4: Loot: 79 gp; Coin: 2 gp; Magic: *potions of sneaking* (5) (12 gp each); *potions of cure light wounds* (5) (4 gp each).

APL 6: Loot: 66 gp; Coin: 2 gp; Magic: +1 *dwarven waraxe* (5) (194 gp each); *potions of sneaking* (6) (12 gp each); *potions of cure light wounds* (6) (4 gp each).

APL 8: Loot: 66 gp; Coin: 3 gp; Magic: +1 *dwarven waraxe* (194 gp each); *potions of sneaking* (6) (12 gp each); *potions of cure moderate wounds* (6) (25 gp each); *potion of bull's strength* (5) (25 gp each); *potion of wisdom* (25 gp).

APL 10: Loot: 66 gp; Coin: 3 gp; Magic: +1 *dwarven waraxe* (5) (194 gp each); *potions of sneaking* (6) (12 gp each); *potions of cure moderate wounds* (6) (25 gp each); *potion of bull's strength* (5) (25 gp each); *potion of wisdom* (25 gp).

OR

Ogres

Defeat the ogres and loot their bodies

APL 2: Loot: 8 gp; Coin 1 gp.

APL 4: Loot: 26 gp; Coin 3 gp.

APL 6: Loot: 25 gp; Coin: 3 gp; Magic: +1 *huge greatclub* (3) (191 gp each).

APL 8: Coin: 3 gp; Magic: +1 *huge greatclub* (3) (108 gp each).

APL 10: Coin: 3 gp; Magic: +1 *huge greatclub* (3) (191 gp each); +1 *chain shirt* (3) (104 gp each)

OR

Barbarians

Defeat the barbarians and loot their bodies

APL 2: Loot: 65 gp; Coin: lapis and brass armbands (2) (10 gp each).

APL 4: Loot: 159 gp; Coin: lapis and brass armbands (5) (10 gp each).

APL 6: Loot: 159 gp; Coin: lapis and brass armbands (5) (10 gp each); Magic: *potion of bull's strength* (5) (25 gp each); *potion of charisma* (25 gp); *potion of cure moderate wounds* (25 gp);

APL 8: Loot 141 gp; Coin: lapis and brass armbands (10 gp each); Magic: +1 *greatsword* (5) (195 gp each); *potion of bull's strength* (5) (25 gp each); *potion of charisma* (25 gp); *potion of cure moderate wounds* (6) (25 gp each);

APL 10: Loot 141 gp; Coin: lapis and brass armbands (5) (10 gp each); Magic: +1 *greatsword* (5) (195 gp each); *potion of bull's strength* (5) (25 gp each); *potion of charisma* (25 gp); *potion of cure moderate wounds* (6) (25 gp each); +2 *bracers of armor* (333 gp).

OR

Bandits

Defeat the bandits and loot their bodies

APL 2: Loot: 50 gp.

ENCOUNTER 8: WRATH OF THE BRIGHT

Dervishes

Defeat the devishes and loot their bodies

APL 2: Loot: 60 gp; Magic: *potion of wisdom* (3) (25 gp each); *potion of hiding* (3) (12 gp each).

APL 4: Loot: 120 gp; Magic: *potion of wisdom* (6) (25 gp each); *potion of hiding* (6) (12 gp each).

APL 6: Loot: 113 gp; Magic: +1 *longspear* (6) (192 gp each); +1 *leather armor* (6) (97 gp each); *potion of haste* (6) (62 gp each); *potion of wisdom* (6) (25 gp each); *potion of hiding* (6) (12 gp each).

APL 8: Loot: 113 gp; Magic: +1 *keen longspear* (6) (692 gp each); +1 *leather armor* (6) (97 gp each); *potion of haste* (6) (62 gp each); *potion of wisdom* (6) (25 gp each); *potion of hiding* (6) (12 gp each).

APL 10: Loot: 113 gp; Magic: +1 *keen longspear* (6) (692 gp each); +1 *leather armor* (6) (97 gp each); *potion of haste* (6) (62 gp each); *potion of wisdom* (6) (25 gp each); *potion of hiding* (6) (12 gp each);

OR

Hueleneae

Defeat the Hueleneae and loot their bodies

APL 2: Loot: 55.4 gp; Magic: *potion of bull's strength* (25 gp); *potion of cure moderate wounds* (25 gp).

APL 4: Loot: 158 gp; Magic: *potion of bull's strength* (3) (25 gp each); *potion of cure moderate wounds* (3) (25 gp each).

APL 6: Loot: 311 gp; Magic: *potion of bull's strength* (6) (25 gp each); *potion of cure moderate wounds* (6) (25 gp each).

APL 8: Loot: 67 gp; Magic: +1 *mighty composite longbow* +5 (6) (150 gp each); *potion of bull's strength* (6) (25 gp each); *potion of cure serious wounds* (6) (25 gp each); *potion of heroism* (6) (75 gp each).

APL 10: Loot: 55 gp; Magic: +1 *distance mighty composite longbow* +5 (6) (733 gp each); +1 *scimitar* (6) (192 gp each); *potion of bull's strength* (6) (25 gp each); *potion of cure serious wounds* (6) (62 gp each); *potion of heroism* (6) (75 gp each).

OR

Man Scorpions

Defeat the man-scorpions and loot their bodies

APL 4: Loot: 13 gp.

APL 6: Loot: 13 gp.

APL 8: Loot: 39 gp.

APL 10: Loot: 79 gp.

ENCOUNTER 10: THE TRAITOR'S APPRENTICE

If Elizir is alive:

Defeat Elyra Delahster and loot her possessions

APL 2: Loot 6 gp; Coin: 2 gp; Magic: *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of haste* (62 gp).

APL 4: Loot 3 gp; Coin: 2 gp; Magic: +1 *rapier* (110 gp); +1 *studded leather* (98 gp); *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of haste* (62 gp); *potion of cat's grace* (25 gp).

APL 6: Loot 3 gp; Coin: 2 gp; Magic: +1 *defending rapier* (693 gp); +1 *shadow studded leather* (347 gp); *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of haste* (62 gp); *potion of cat's grace* (25 gp).

APL 8: Loot 3 gp; Coin: 2 gp; Magic: +1 *defending rapier* (693 gp); +1 *shadow studded leather* (347 gp); *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of cat's grace* (25 gp); *potion of haste* (62 gp).

APL 10: Loot 3 gp; Coin: 2 gp; Magic: +1 *defending rapier* (693 gp); +1 *shadow studded leather* (347 gp); *potion of sneaking* (12 gp); *potion of cure serious wounds* (62 gp); *potion of cat's grace* (25 gp); *potion of haste* (62 gp).

Receive Rary's silver songbird from Eliazir

APL 2: Magic: Rary's silver songbird (333 gp)

APL 4: Magic: Rary's silver songbird (333 gp)

APL 6: Magic: Rary's silver songbird (333 gp)

APL 8: Magic: Rary's silver songbird (333 gp)

APL 10: Magic: Rary's silver songbird (333 gp)

Receive reward from Jelal Havelos

APL 2: Coin: 100gp.
APL 4: Coin: 200gp.
APL 6: Coin: 300gp.
APL 8: Coin: 400gp.
APL 10: Coin: 500gp.

Gratitude of Jelal Havelos.

For their services to the Gynarchy of Hardby, the bearer has the gratitude of Jelal Havelos, a didatrix of the Gynarchy.

Male PCs may claim one of the following once only:

Free Adventurer's Standard Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Female PCs may claim one of the following once only:

Free Luxury Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Honourary membership of the Order of the Throne of Wood: Free Adventurer's Standard Upkeep in any Core Adventure beginning in Hardby or the Domain of Greyhawk; +2 circumstance bonus to Diplomacy and Gather Information Checks in Hardby; -2 circumstance penalty to Diplomacy, Gather Information and Bluff Checks with agents of the Free City of Greyhawk, Greyhawk City Thieves' and Assassin's Guilds.

OR

If Eliazir is dead:

Receive reward from Jelal Havelos

APL 2: Coin: 100gp.
APL 4: Coin: 200gp.
APL 6: Coin: 300gp.
APL 8: Coin: 400gp.
APL 10: Coin: 500gp.

Gratitude of Jelal Havelos.

For their services to the Gynarchy of Hardby, the bearer has the gratitude of Jelal Havelos, a didatrix of the Gynarchy.

Male PCs may claim one of the following once only:

Free Adventurer's Standard Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Female PCs may claim one of the following once only:

Free Luxury Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Honourary membership of the Order of the Throne of Wood: Free Adventurer's Standard Upkeep in any Core Adventure beginning in Hardby or the Domain of Greyhawk; +2 circumstance bonus to

Diplomacy and Gather Information Checks in Hardby; -2 circumstance penalty to Diplomacy, Gather Information and Bluff Checks with agents of the Free City of Greyhawk, Greyhawk City Thieves' and Assassin's Guilds.

TOTAL POSSIBLE TREASURE

APL 2: L: 139 gp; C: 127 gp; M: 400 gp - Total: 400 gp
APL 4: L: 327 gp; C: 258 gp; M: 600 gp - Total: 600 gp
APL 6: L: 495 gp; C: 361 gp; M: 800 gp - Total: 800 gp
APL 8: L: 259 gp; C: 464 gp; M: 1,250 gp - Total: 1,250 gp
APL 10: L: 259 gp; C: 564 gp; M: 2,100 gp - Total: 2,100 gp

Special

Rary's silver songbird, CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2 (+2 Dex); Spd 30 ft., fly, 50 ft. (perfect); AC 18 (+2 size, +2 Dex, +6 natural) (touch 17, flat-footed 16); Atk +0 melee (1d2, 2 claws); SQ Construct traits, *ghost sound*, *lullaby*; SV Fort +0, Ref +2, Will +2

Str 8, Dex 15, Con -, Int 2, Wis 15, Cha 16

Construct traits: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effect, necromantic effects, and any other effect that requires a Fort save unless it also works on objects; cannot heal damage; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 or fewer hit points; cannot be raised or resurrected; darkvision 60 ft.

Spell-like abilities: 1/day: *ghost sound* and *lullaby* as an 11th level caster.

Caster level: 11th; Prerequisites: Craft Wonderous Item, *animate objects*, *fly*, *ghost sound*, *lullaby*; Market Price: 4,000 gp; Weight: 1 lb; Frequency: Adventure

ITEMS FOR THE ADVENTURE RECORD

Wrath of the Greyhawk Assassin's Guild: You have earned the wrath of the Greyhawk Assassin's Guild. For the next three adventures beginning or set in the Free City or Domain of Greyhawk, all your upkeep costs are doubled and the costs of all items, magical items or services (including spell-casting) purchased in the City and Domain of Greyhawk are increased by 10%, as the Guild uses its influence to make your life difficult. The Wrath of the Guild may manifest itself in other ways in future adventures.

Rary's Silver Songbird, CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2 (+2 Dex); Spd 30 ft., fly, 50 ft. (perfect); AC 18 (+2 size, +2 Dex, +6 natural) (touch 17, flat-footed 16); Atk +0 melee (1d2, 2 claws); SQ

Construct traits, *ghost sound*, *lullaby*; SV Fort +0, Ref +2, Will +2

Str 8, Dex 15, Con -, Int 2, Wis 15, Cha 16

Spell-like abilities: 1/day: *ghost sound* and *lullaby* as an 11th level caster.

Caster level: 11th; Prerequisites: Craft Wonderous Item, *animate objects*, *fly*, *ghost sound*, *lullaby*; Market Price: 4,000gp; Weight: 1 lb; Frequency: Adventure

Gratitude of Jelial Havelos.

For their services to the Gynarchy of Hardby, the bearer has the gratitude of Jelial Havelos, a didatrix of the Gynarchy.

Male PCs may claim one of the following once only:

Free Adventurer's Standard Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Female PCs may claim one of the following once only:

Free Luxury Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Honourary membership of the Order of the Throne of Wood: Free Adventurer's Standard Upkeep in any Core Adventure beginning in Hardby or the Domain of Greyhawk; +2 circumstance bonus to Diplomacy and Gather Information Checks in Hardby; -2 circumstance penalty to Diplomacy, Gather Information and Bluff Checks with agents of the Free City of Greyhawk, Greyhawk City Thieves' and Assassin's Guilds.

Brand of the Star.

Parties unknown have mysteriously returned you to life after you died in the Bright Desert. As a result you bear a magical brand of an eight-pointed star on your right shoulder. This brand may not be removed by any means other than a *wish* or *miracle*. It is present even if the character is raised or resurrected.

ITEM ACCESS

Note: PCs only get access to items they encounter. As this adventure involves random encounters, the PCs will not encounter all of the items listed below for each APL.

APL 2

Rary's *silver songbird* (333 gp).

APL 4

Rary's *silver songbird* (333 gp).

APL 6

+1 *defending rapier* (693 gp); +1 *shadow studded leather* (347 gp); Rary's *silver songbird* (333 gp).

APL 8

+1 *keen short sword* (692 gp); +1 *keen longsword* (692 gp); +1 *mighty composite longbow* +5 (150 gp); +1 *defending rapier* (693 gp); +1 *shadow studded leather* (347 gp); Rary's *silver songbird* (333 gp).

APL 10

+1 *keen short sword* (3 x 692 gp); +1 *keen longsword* (692 gp); +1 *distance mighty composite longbow* +5; +1 *defending rapier* (693 gp); +1 *shadow studded leather* (347 gp); Rary's *silver songbird* (333 gp).

APPENDIX 1 - NPC STATISTICS

APL 2

ENCOUNTER 1: RUMBLE ON THE ROOFTOPS

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

Skills and Feats: Balance +7, Climb +6, Escape Artist +7, Hide +7, Intimidate +4, Jump +6, Move Silently +7, Tumble +7, Use Rope +7; Improved Initiative Toughness.

Possessions: short sword, 3 daggers, leather armor, 6 gp.

ENCOUNTER 3: HARDBY PASS

DUERGAR

➤ **Duergar:** Male duergar Ftr1; Medium-size humanoid (dwarf); HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d10+4/x3, dwarven waraxe), or +4 melee (1d4+3/x4, light pick), or +3 ranged (1d6/x3, shortbow); SA Spell-like abilities; SQ Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 4.

Skills and Feats: Appraise +3, Craft (Weaponsmithing) +1, Hide +1, Listen +4, Move Silently +5, Profession (Weaponsmith) +3, Spot +6. Alertness, Exotic Weapon Proficiency (dwarven waraxe), Improved Initiative.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a 3rd-level wizard

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Possessions: Dwarven waraxe, dagger, light pick, shortbow, 20 arrows, chain shirt, small, wooden shield, 1 gp.

➤ **Duergar Cleric:** Male duergar Clr1; Medium-size humanoid (dwarf); HD 1d8+3; hp 11; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk -2 melee (1d6+2/x4, heavy pick); SA: Spell-like abilities; SQ: Darkvision, duergar traits, light sensitivity; AL LE; SV

Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 4.

Skills and Feats: Appraise +2, Concentration +7, Craft (stonecarving) +0, Listen +6, Move Silently +5, Profession (stonemason) +5, Spot +6; Alertness, Combat Casting.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a 3rd-level wizard.

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; Base DC = 13 + spell level): 0—*cure minor wounds, guidance, resistance*; 1st - *inflict light wounds, magic weapon**, *shield of faith*.

**Domain spell*; Deity: Landuger; Domains: War (free martial weapon proficiency, weapon focus feat); Earth (turn/rebuke air creatures).

Possessions: Heavy pick, chain shirt, 1 gp.

BARBARIANS

➤ **Abbor-Alz Barbarian:** Male humans Bbn1; Medium-size humanoid (human); HD 1d12+2; hp 14; Init +6; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (2d6+3/19-20, greatsword), or +3 ranged (1d8+2/x3, mighty composite longbow +2); SA: Rage 1/day; AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +3, Climb +5, Hide +3, Jump +5, Move Silently +3; Improved Initiative, Weapon Focus (greatsword).

Possessions: Greatsword, mighty composite longbow +2, arrows (20), studded leather armor, brass and lapis lazuli armband.

➤ **Abbor-Alz Sorcerer:** Male human Sor1; Medium-size humanoid (humanoid); HD 1d4+1; hp 5; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d8/x3, shortspear); +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Hide +4, Move Silently +4, Spellcraft +5; Combat Casting, Improved Initiative.

Spells known (5/4; Base DC = 13 + spell level): 0—*daze, ghost sound, ray of frost, resistance*; 1st—*magic missile, sleep*.

Possessions: Shortspear, light crossbow, 20 crossbow bolts.

BANDITS

➤ **Bandits:** Male and female Ftr1; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +3 (Dex); Spd 20 ft.; AC 19 (touch 13, flat-footed 16); Atk +3 melee (1d8+2/19-20, longsword); +5 ranged (1d8/x3, composite longbow); AL N; SV Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb -1, Hide -2, Move Silently -2; Point Blank Shot, Precise Shot, Weapon Focus (composite longbow).

Possessions: Longsword, composite longbow, 20 arrows, chainmail, large, steel shield.

☛ **Bandit Sorcerer:** Male and female Sor1; Medium-size humanoid (human); HD 1d4+1; hp 5; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d8/x3, shortspear); +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Hide +4, Move Silently +4, Spellcraft +5; Combat Casting, Improved Initiative.

Spells Known (5/4; Base DC = 13 + spell level): 0—daze, ghost sound, ray of frost, resistance; 1st—magic missile, sleep.

Possessions: Shortspear, light crossbow, 20 crossbow bolts.

ENCOUNTER 6: TULWAR

☛ **Faresh:** Male human Bbn2; Medium-size humanoid (human); HD 2d12+4; hp 23; Init +6; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 (1d3+3 subdual, fists); SA: Rage 1/day; SQ Uncanny dodge; AL CN; SV Fort +5, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and Feats: Escape Artist +3, Jump +8, Ride +8, Tumble +5; Improved Initiative, Weapon Focus (unarmed).

ENCOUNTER 7: BETTER THE DEMON YOU KNOW?

☛ **Jovoc:** CR 5; Small Outsider; HD 4d8+18; hp 36; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +6 melee (1d3+1, 2 claws), +1 melee (1d4, bite); SQ Aura of retribution, DR 5/silver, fast healing 5, outsider traits, SR 13, *summon tanar'ri*, tanar'ri traits; SV Fort +7, Ref +6, Will +4; Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7.

Skills and feats: Hide +8, Listen +13, Search +3, Sense Motive +3, Spot +7; Toughness (x2)

Aura of Retribution (Su): This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every nontanar'ri within the area immediately takes an equal amount of damage. A successful Fortitude saving throw (DC 15) halves the damage. (For example, if an opponent deals 12 points of damage to a jovoc, that opponent and every other nontanar'ri within 30 ft also immediately takes 12 points of damage each or 6 points with a successful Fortitude save). Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

Fast Healing (Ex): A jovoc regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

Summon Tanar'ri (Sp): Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

Immunities (Ex): Immune to poison and electricity

Resistances (Ex): Cold, fire and acid resistance 20

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

ENCOUNTER 8: WRATH OF THE BRIGHT

DERVISHES

☛ **Dervishes:** Male human Ftr1/Clr1; Medium-size humanoid (human); HD 1d10+1 + 1d8+1; hp 17; Init +5; Spd 30 ft.; AC 13 (touch 11, flatfooted 12); Atk +4 melee (1d8+3/x3, longspear); +2 ranged (1d6+2/x3, mighty composite shortbow +2); AL LN; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +4, Concentration +4, Jump +7, Ride +6; Combat Casting, Improved Initiative, Weapon Focus (longspear).

Spells Prepared (Clr 3/2; base DC = 13 + spell level): 0—guidance, resistance, virtue; 1st—entropic shield, inflict light wounds*, shield of faith.

*Domain spell; *Domains:* Law (law spells cast at +1 level); Destruction (Smite: +4 to single melee attack, +1 to damage, once per day).

Possessions: Longspear, mighty composite shortbow +2, 20 arrows, leather armor, *potion of wisdom*, *potion of hiding*, warpony.

CENTAURS

☛ **Hueleneae:** CR 3; Large monstrous humanoid; HD 5d8+15; hp 37; Init +2 (Dex); Spd 50 ft.; AC 17 (touch 12, flatfooted 15); Atk +6 melee (1d6+5, 2 hooves); +10 melee (1d8+5/x3, heavy lance); +7 ranged (1d8+5/x3, mighty composite longbow +5); +10 melee (1d6+5/18-20, scimitar); AL LN; SV Fort +3, Ref +6, Will +5; Str 20, Dex 14, Con 16, Int 8, Wis 13, Cha 11.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +7; Weapon Focus (hoof)

Possessions: Mighty composite longbow +5, 20 arrows, heavy lance, scimitar, chain shirt, *potion of cure moderate wounds*, *potion of bull's strength*

ENCOUNTER 10: THE TRAITOR'S APPRENTICE

◆ **Elyra Delhaster:** female human Rog5; Medium-size humanoid (humanoid); HD 5d6+5; hp 27; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (touch 13, flatfooted 13); Atk +7 melee (1d6+1/18-20, rapier); +6 ranged (1d8/19-20/x2, light crossbow); +2 ranged (1d4/19-20, hand crossbow); +4 melee (1d4+1/19-20, dagger); SA Sneak attack +3d6; SQ Evasion, uncanny dodge; AL N; SV Fort +2, Ref +7, Will +2; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +11, Climb +9, Diplomacy +9, Disguise +9, Escape Artist +11, Forgery +9, Hide +11, Innuendo +9, Move Silently +11, Tumble +11; Combat Reflexes, Dodge, Mobility.

Possessions: Rapier, dagger, light crossbow, 20 crossbow bolts, studded leather, *potion of sneaking*, *potion of cure serious wounds*, *potion of haste*.

◆ **Eliazir Razeem Azam'ut of the Muddled Tongue:** Wiz14; Medium-size humanoid (human); HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22 (touch 13, flatfooted 22); Atk +10 melee (1d6+3, +3 *quarterstaff*); SA Spells, *muddled tongue*; SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Alchemy +17, Bluff +6, Concentration +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Scry +16, Sense Motive +9, Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Muddled Tongue (Su): Those listening to Azam'ut speak when he speaks in his *muddled tongue* (a free action) must make a Will Save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects (no further saves) at the whim of Azam'ut (again, a free action) for the next hour. Furthermore, Azam'ut can with the power of his voice conjure complex images and illusions equivalent to the effects of the *major image* spell.

Spells Prepared (4/6/5/5/5/4/3/2; Base DC = 15 + spell level; *Enchantment* base DC = 17 + spell level.): *detect magic*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*burning hands*, *mage armor*, *magic missile* (2) *shield*, *unseen servant*; 2nd—*alter self*, *hypnotic pattern* (2), *Tasha's hideous laughter*, *web*; 3rd—*dispel magic* (2), *fireball* (2), *haste*; 4th—*dimension door*, *emotion*, *minor globe of invulnerability*, *Rary's mnemonic enhancer* (2); 6th—*chain lightning*, *globe of invulnerability*, *greater dispelling*; 7th - *forcecage*, *prismatic spray*.

Possessions: +3 *quarterstaff*, *ring of protection* +3, *ring of teleportation*, +7 *bracers of armor*.

◆ **Jelal Havelos:** female human Ari6; Medium-size humanoid (human); HD 6d8+6; hp 39; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6/19-20, short sword); +5 ranged (1d8/19-20, light

crossbow); +4 melee (1d4/19-20, dagger); AL NG; SV Fort +5, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 17.

Skills and Feats: Bluff +4, Diplomacy +12, Gather Information +6, Intuit Direction +3, Knowledge (Bright Desert) +6, Listen +4, Sense Motive +8, Speak Language +9, Spot +4, Wilderness Lore +11; Alertness, Endurance, Great Fortitude, Run.

Possessions: Short sword, dagger, light crossbow, 20 bolts, studded leather armor.

APL 4

ENCOUNTER 1: RUMBLE ON THE ROOFTOPS

➤ **Greyhawk Assassin**, male or female human Rog2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d6+2/19-20, short sword); +3 melee (1d4+2/19-20, dagger); +4 ranged (1d4+2/19-20, dagger); SA Sneak attack +1d6; SQ Evasion; AL LE; SV Fort +1, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +8, Climb +7, Escape Artist +8, Hide +8, Intimidate +5, Jump +7, Move Silently +8, Tumble +8, Use Rope +8; Improved Initiative, Weapon Finesse (short sword).

Possessions: Short sword, 3x dagger, leather armor, large monstrous scorpion venom, *potion of spider climb*, 12 gp.

ENCOUNTER 3: HARDBY PASS

DUERGAR

➤ **Duergar**: Male duergar Ftr1; Medium-size humanoid (dwarf); HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d10+4/x3, dwarven waraxe), or +4 melee (1d4+3/x4, light pick), or +3 ranged (1d6/x3, shortbow); SA Spell-like abilities; SQ Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 4.

Skills and Feats: Appraise +3, Craft (Weaponsmithing) +1, Hide +1, Listen +4, Move Silently +5, Profession (Weaponsmith) +3, Spot +6. Alertness, Exotic Weapon Proficiency (dwarven waraxe), Improved Initiative.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a 3rd-level wizard

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Possessions: Dwarven waraxe, dagger, light pick, shortbow, 20 arrows, chain shirt, small, wooden shield, 1 gp.

➤ **Duergar Cleric**: Male duergar Clr1; Medium-size humanoid (dwarf); HD 1d8+3; hp 11; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk -2 melee (1d6+2/x4, heavy pick); SA: Spell-like abilities; SQ: Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 4.

Skills and Feats: Appraise +2, Concentration +7, Craft (stonecarving) +0, Listen +6, Move Silently +5,

Profession (stonemason) +5, Spot +6; Alertness, Combat Casting.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a 3rd-level wizard.

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; Base DC = 13 + spell level): 0—*cure minor wounds*, *guidance*, *resistance*; 1st - *inflict light wounds*, *magic weapon**, *shield of faith*.

**Domain spell*; *Deity*: Landuger; *Domains*: War (free martial weapon proficiency, weapon focus feat); Earth (turn/rebuke air creatures).

Possessions: Heavy pick, chain shirt, 1 gp.

BARBARIANS

➤ **Abbor-Alz Barbarian**: Male humans Bbn1; Medium-size humanoid (human); HD 1d12+2; hp 14; Init +6; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (2d6+3/19-20, greatsword), or +3 ranged (1d8+2/x3, mighty composite longbow +2); SA: Rage 1/day; AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +3, Climb +5, Hide +3, Jump +5, Move Silently +3; Improved Initiative, Weapon Focus (greatsword).

Possessions: Greatsword, mighty composite longbow +2, arrows (20), studded leather armor, brass and lapis lazuli armband.

➤ **Abbor-Alz Sorcerer**: Male human Sor1; Medium-size humanoid (humanoid); HD 1d4+1; hp 5; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d8/x3, shortspear); +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Hide +4, Move Silently +4, Spellcraft +5; Combat Casting, Improved Initiative.

Spells known (5/4; Base DC = 13 + spell level): 0—*daze*, *ghost sound*, *ray of frost*, *resistance*; 1st—*magic missile*, *sleep*.

Possessions: Shortspear, light crossbow, 20 crossbow bolts.

ENCOUNTER 6: TULWAR

➤ **Faresh**: male human Bbn4; Medium-size humanoid (human); HD 4d12+8; hp 41; Init +6; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atk +7 melee (1d3+3 subdual, fist); SA: Rage 2/day; SQ Uncanny dodge; AL CE; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and feats: Escape Artist +4, Jump +10, Ride +10, Tumble +6; Dodge, Improved Initiative, Weapon Focus (unarmed).

ENCOUNTER 7: BETTER THE DEMON YOU KNOW?

☛ **Jovoc:** CR 5; Small Outsider; HD 4d8+18; hp 36; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14), Atk +6 melee (1d3+1, 2 claws), +1 melee (1d4, bite); SQ Aura of retribution, DR 5/silver, fast healing 5, outsider traits, SR 13, *summon tanar'ri*, tanar'ri traits; SV Fort +7, Ref +6, Will +4; Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7.

Skills and feats: Hide +8, Listen +13, Search +3, Sense Motive +3, Spot +7; Toughness (x2)

Aura of Retribution (Su): This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every nontanar'ri within the area immediately takes an equal amount of damage. A successful Fortitude saving throw (DC 15) halves the damage. (For example, if an opponent deals 12 points of damage to a jovoc, that opponent and every other nontanar'ri within 30 ft also immediately takes 12 points of damage each or 6 points with a successful Fortitude save). Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

Fast Healing (Ex): A jovoc regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

Summon Tanar'ri (Sp): Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

Immunities (Ex): Immune to poison and electricity

Resistances (Ex): Cold, fire and acid resistance 20

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

ENCOUNTER 8: WRATH OF THE BRIGHT

☛ **Dervishes:** Male human Ftr1/Clr1; Medium-size humanoid (human); HD 1d10+1 + 1d8+1; hp 17; Init +5; Spd 30 ft.; AC 13 (touch 11, flatfooted 12); Atk +4 melee (1d8+3/x3, longspear); +2 ranged (1d6+2/x3, mighty composite shortbow +2); AL LN; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +4, Concentration +4, Jump +7, Ride +6; Combat Casting, Improved Initiative, Weapon Focus (longspear).

Spells Prepared (Clr 3/2; base DC = 13 + spell level): 0—guidance, resistance, virtue; 1st—entropic shield, inflict light wounds*, shield of faith.

*Domain spell; Domains: Law (law spells cast at +1 level); Destruction (Smite: +4 to single melee attack, +1 to damage, once per day).

Possessions: Longspear, mighty composite shortbow +2, 20 arrows, leather armor, *potion of wisdom*, *potion of hiding*, warpony.

CENTAURS

☛ **Hueleneae,** CR 3; Large Monstrous Humanoid; HD 5d8+15; hp 37; Init +2 (Dex); Spd 50 ft.; AC 17 (touch 12, flatfooted 15); Atk +6 melee (1d6+5, 2 hooves); +10 melee (1d8+5 [x3], heavy lance); +7 ranged (1d8+5 [x3], mighty composite longbow +5); +10 melee (1d6+5/18-20, scimitar); AL LN; SV Fort +3, Ref +6, Will +5; Str 20, Dex 14, Con 16, Int 8, Wis 13, Cha 11.

Skills and feats: Hide +2, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +7; Weapon Focus (hoof)

Possessions: Mighty composite longbow +5, arrows (20), heavy lance, scimitar, chain shirt, *potion of cure moderate wounds*, *potion of bull's strength*

MAN-SCORPIONS

☛ **Man Scorpions:** CR 7; Large monstrous humanoid; HD 12d8+12; hp 66; Init +1; Spd 40 ft.; AC 21 (touch 11, flat-footed 20); Atk +15 melee (1d8+4 and poison, sting) and +13 melee (1d6+2, 2 claws), or +11/+6/+1 (1d10+4/x3, halberd) and +13 melee (1d8+2 and poison, sting) and +13 melee (1d6+2, 2 claws); SA Poison, spell like abilities, trample 1d8+6; SQ Darkvision 60 ft., fire resistance 5, SR 18; SV Fort +5, Ref +9, Will +10; Str 19, Dex 12, Con 13, Int 8, Wis 14, Cha 15

Skills and Feats: Diplomacy +4, Intimidate +11, Listen +13, Sense Motive +11, Spot +13; Alertness, Multiattack, Power Attack

Poison (Ex): A man scorpion delivers its poison (Fortitude save DC 17) with each successful string attack. The initial and secondary damage is 1d4 points of Dexterity damage.

Spell-Like Abilities: 1/day—major image; 2/day—mirror image. Caster level 10th; save DC 12 + spell level

Trample (Ex): As a standard action during its turn each round, a man scorpion can trample opponents at least one size category smaller than itself. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 20) for half damage.

Possessions: Halberd, chainmail

DESERT TROLLS

☛ **Desert Troll,** CR 6; Large giant; HD 7d8+42; hp 74; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 17); Atk +9 melee (1d6+6, 2 claws); +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft., partial immunities, water vulnerability; SV Fort +11,

Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 9, Wis 9, Cha 6

Skills and Feats: Hide +9*, Listen +5, Spot +5; Alertness, Iron Will

Rend (Ex): If a troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Acid or magical fire deals normal damage to a desert troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Chameleon (Ex): Desert trolls can alter the color of their skin to match that of the surrounding desert terrain. They can change their skin from bleached tan to a mottled rock brown or to any color in between. This ability grants them an additional +6 circumstance bonus to Hide checks made in a desert environment.

Partial Immunities (Ex): Desert trolls are immune to normal fire, heat and cold, suffering no ill effects from such.

Water Vulnerability (Ex): Desert trolls are particularly vulnerable to water, suffering 1d4 points of damage per vial, 2d4 points per flask and 4d4 points per waterskin. Holy or unholy water deals twice the amount of damage listed above. A *decanter of endless water* in geyser mode inflicts 25 hp of damage a round. This attack requires a successful touch attack to be successful. Water damage does not regenerate.

DUNE STALKERS

☛ **Dune Stalker**, CR 9; Medium-size outsider; HD 6d8+12; hp 39; Init +7 (+3 Dex, +4 Imp. Init); Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +9/+4 melee (1d8+4, slam); SA Kiss of death, *shout*; SQ DR 10/+1, improved tracking, jump, outsider traits, SR 20; SV Fort +7, Ref +8, Will +7; Str 16, Dex 16, Con 14, Int 13, Wis 15, Cha 11

Skills and Feats: Balance +11, Hide +9, Intimidate +4, Jump +5, Knowledge (nature) +4, Listen +8, Move Silently +12, Search +7, Spot +11, Tumble +12; Alertness, Improved Initiative.

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

Jump (Ex): A dune stalker can jump at will as if under the influence of a *jump* spell (caster level 6th).

Kiss of Death (Su): If the dunestalker makes a successful melee touch attack (+9 melee), the opponent must attempt a Fortitude saving throw (DC 15). Success leaves the opponent stunned for 1 round; failure sets up lethal vibrations in the opponent's body that result in instant death. This is a death and sonic effect and may be used at will.

Shout (Sp): Three times per day, the dune stalker can create an effect identical to that of a *shout* spell (caster level 6th; Fort save DC 14), except that the actual sound produced resembles a loud rasping cough.

Outsider Traits: A dune stalker has darkvision (60 ft. range). It cannot be raised or resurrected.

Skills: Dune stalkers have a +4 racial bonus to Intimidate checks.

ENCOUNTER 10: THE TRAITOR'S APPRENTICE

☛ **Elyra Delhaster**: female human Rog5; Medium-size humanoid (human); HD 5d6+5; hp 27; Init +3; Spd 30 ft.; AC 17 (touch 13, flatfooted 14); Atk +8 melee (1d6+2/18-20, +1 rapier); +6 ranged (1d8/19-20, light crossbow); +2 ranged (1d4/19-20, hand crossbow); +4 melee (1d4+1/19-20, dagger); SA Sneak attack +3d6; SQ Evasion, uncanny dodge; AL N; SV Fort +2, Ref +7, Will +2; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +11, Climb +9, Diplomacy +9, Disguise +9, Escape Artist +11, Forgery +9, Hide +11, Innuendo +9, Move Silently +11, Tumble +11; Combat Reflexes, Dodge, Mobility.

Possessions: +1 rapier, dagger, light crossbow, 20 crossbow bolts, +1 studded leather, *potion of sneaking*, *potion of cure serious wounds*, *potion of haste*.

☛ **Eliazir Razeem Azam'ut of the Muddled Tongue**: male human Wiz14; Medium-size humanoid (human); HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22 (touch 13, flatfooted 22); Atk +10 melee (1d6+3, +3 quarterstaff); SA Spells, *Muddled tongue* (see below); SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Alchemy +17, Bluff +6, Concentration +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Scry +16, Sense Motive +9, Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Muddled Tongue (Su): Those listening to Azam'ut speak when he speaks in his *muddled tongue* (a free action) must make a Will Save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects (no further saves) at the whim of Azam'ut (again, a free action) for the next hour. Furthermore, Azam'ut can with the power of his voice conjure complex images and illusions equivalent to the effects of the *major image* spell.

Spells Prepared (4/6/5/5/5/4/3/2; Base DC = 15 + spell level; Enchantment base DC = 17 + spell level): 0—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*burning hands*, *mage armor*, *magic missile* (2), *shield*, *unseen servant*; 2nd—*alter self*, *hypnotic pattern* (2), *Tasha's hideous laughter*, *web*; 3rd—*dispel magic* (2), *fireball* (2), *haste*; 4th—*dimension door*, *emotion*, *minor globe of invulnerability*, *Rary's mnemonic enhancer* (2); 6th—*chain lightning*, *globe of invulnerability*, *greater dispelling*; 7th—*forcecage*, *prismatic spray*.

Possessions: +3 quarterstaff, +3 ring of protection, ring of teleportation, +7 bracers of armor.

☞ **Jelal Havelos:** female human Ari6; Medium humanoid (human); HD 6d8+6; hp 39; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6/19-20, short sword); +5 ranged (1d8/19-20, light crossbow,); +4 melee (1d4/19-20, dagger); AL NG; SV Fort +5, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 17.

Skills and Feats: Bluff +4, Diplomacy +12, Gather Information +6, Intuit Direction +3, Knowledge (Bright Desert) +6, Listen +4, Sense Motive +8, Speak Language +9, Spot +4, Wilderness Lore +11; Alertness, Endurance, Great Fortitude, Run.

Possessions: Short sword, dagger, light crossbow, 20 bolts, studded leather armor.

APL6

ENCOUNTER 1: RUMBLE ON THE ROOFTOPS

➤ **Greyhawk Assassin:** male human Rog3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6+/19-20, +1 short sword); +4 melee (1d4+2/19-20, dagger); +5 ranged (1d4+2/19-20, dagger); AL LE; SA Sneak attack +2d6; SQ Evasion, uncanny dodge; SV Fort +2, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +9, Climb +8, Escape Artist +9, Hide +9, Intimidate +6, Jump +8, Move Silently +9, Tumble +9, Use Rope +9; Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: +1 short sword, 3 daggers, +1 leather armor, large monstrous scorpion venom, *potion of spider climb*, *potion of haste*, *potion of cure moderate wounds*, 18 gp.

ENCOUNTER 3: HARDBY PASS

MANTICORE

➤ **Manticore (Advanced):** CR 5; Huge Magical Beast; HD 8d10+32; hp 76; Init +2; Spd 30 ft., fly, clumsy 50 ft.; AC 16 (touch 10, flat-footed 16); Atk +11 melee (2d4+5, 2 claws); +9 melee (1d8+2, bite); +8 ranged (1d8, 6 spikes); SA: Spikes; SQ: Scent; AL LE; SV Fort +10, Ref +8, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +9, Spot +9; Multiattack.

Spikes (Ex): With a snap of its tail, manticore can loose a volley of six spikes as a standards action. This attack has a range of 180 feet with no range increments. A spike threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch only twenty-four spikes in any one day.

Scent (Ex): Detect foes by scent with in 30 ft. Range increases to 60 ft. if downwind and reduces to 15 ft. if upwind.

Skills: Manticores receive a +4 racial bonus to Spot checks in daylight.

DUERGAR

➤ **Duergar:** Male duergar Ftr1; Medium-size humanoid (dwarf); HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d10+4/x3, dwarven waraxe), or +4 melee (1d4+3/x4, light pick), or +3 ranged (1d6/x3, shortbow); SA Spell-like abilities; SQ Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 4.

Skills and Feats: Appraise +3, Craft (Weaponsmithing) +1, Hide +1, Listen +4, Move Silently +5, Profession (Weaponsmith) +3, Spot +6.

Alertness, Exotic Weapon Proficiency (dwarven waraxe), Improved Initiative.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a 3rd-level wizard

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Possessions: Dwarven waraxe, dagger, light pick, shortbow, 20 arrows, chain shirt, small, wooden shield, 1 gp.

➤ **Duergar Cleric:** Male duergar Clr1; Medium-size humanoid (dwarf); HD 1d8+3; hp 11; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk -2 melee (1d6+2/x4, heavy pick); SA: Spell-like abilities; SQ: Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 4.

Skills and Feats: Appraise +2, Concentration +7, Craft (stonecarving) +0, Listen +6, Move Silently +5, Profession (stonemason) +5, Spot +6; Alertness, Combat Casting.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a 3rd-level wizard.

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; Base DC = 13 + spell level): 0—*cure minor wounds*, *guidance*, *resistance*; 1st - *inflict light wounds*, *magic weapon**, *shield of faith*.

**Domain spell*; *Deity:* Landuger; *Domains:* War (free martial weapon proficiency, weapon focus feat); Earth (turn/rebuke air creatures).

Possessions: Heavy pick, chain shirt, 1 gp.

HIERARCHOSPHINX

➤ **Hierarchosphinx (Advanced):** CR 5; Large magical beast; HD 13d10+26; hp 97; Init +6; Spd 30 ft., Fly, poor 90 ft.; AC 19 (touch 11, flat-footed 18); Atk: +17 melee (1d10+5, bite); +12 melee (1d6+2, 2 claws); SA: Pounce, rake; AL CE; SV Fort +10, Ref +10, Will +6; Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10.

Skills and Feats: Listen +15, Spot +16; Alertness, Flyby Attack, Improved Initiative.

Rake (Ex): If a sphinx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. A sphinx can rake with both its hind legs. Attack bonus +17 melee, damage 1d6+2.

Skills: +4 racial bonus to Spot checks in daylight.

BARBARIANS

➤ **Abbor-Alz Barbarian:** Male humans Bbn1; Medium-size humanoid (human); HD 1d12+2; hp 14; Init +6; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (2d6+3/19-20, greatsword), or +3 ranged (1d8+2/x3, mighty composite longbow +2); SA: Rage 1/day; AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +3, Climb +5, Hide +3, Jump +5, Move Silently +3; Improved Initiative, Weapon Focus (greatsword).

Possessions: Greatsword, mighty composite longbow +2, arrows (20), studded leather armor, *potion of bull's strength*, brass and lapis lazuli armband.

➤ **Abbor-Alz Sorcerer:** Male human Sor1; Medium-size humanoid (humanoid); HD 1d4+1; hp 5; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d8/x3, shortspear); +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Hide +4, Move Silently +4, Spellcraft +5; Combat Casting, Improved Initiative.

Spells known (5/4; Base DC = 13 + spell level): o—daze, ghost sound, ray of frost, resistance; 1st—magic missile, sleep.

Possessions: Shortspear, light crossbow, crossbow bolts (20), *potion of charisma*, *potion of cure moderate wounds*.

ENCOUNTER 6: TULWAR

➤ **Faresh:** Male human Bbn6; Medium-size humanoid (human); HD 6d12+12; hp 59; Init +6; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atk +9 melee (1d3+3 subdual, fists); SA Rage 2/day; SQ Uncanny dodge; AL CE; SV Fort +7, Ref +4, Will +1; Str 17, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and Feats: Escape Artist +5, Jump +12, Ride +12, Tumble +7; Dodge, Improved Initiative, Mobility, Weapon Focus (unarmed).

ENCOUNTER 8: WRATH OF THE BRIGHT

➤ **Dervishes:** Male human Ftr1/Clr2; Medium-size humanoid (human); HD 1d10+1 + 2d8+2; hp 23; Init +5; Spd 30 ft.; AC 14 (touch 11, flatfooted 13); Atk +6 melee (1d8+4/x3, +1 *longspear*); +3 ranged (1d6+2/x3, mighty composite shortbow +2); AL LN; SV Fort +6, Ref +1, Will +6; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +4, Concentration +7, Jump +7, Ride +6; Combat Casting, Combat Reflexes, Improved Initiative, Weapon Focus (*longspear*).

Spells Prepared (4/3; base DC = 13 + spell level): o—guidance, resistance, virtue; 1st—endure elements, entropic shield, inflict light wounds*, shield of faith.

*Domain spell; *Domains:* Law (law spells cast at +1 level); Destruction (Smite: +4 to single melee attack, +2 to damage, once per day).

Possessions: +1 *longspear*, mighty composite shortbow +2, 20 arrows, +1 *leather armor*, *potion of wisdom*, *potion of haste*, *potion of hiding*, war pony.

CENTAURS

➤ **Hueleneae,** CR 3; Large monstrous humanoid; HD 5d8+15; hp 37; Init +2; Spd 50 ft.; AC 17 (touch 12, flatfooted 15); Atk +6 melee (1d6+5, 2 hooves); +10 melee (1d8+5/x3, heavy lance); +7 ranged (1d8+5/x3, mighty composite longbow +5); +10 melee (1d6+5/18-20, scimitar); AL LN; SV Fort +3, Ref +6, Will +5; Str 20, Dex 14, Con 16, Int 8, Wis 13, Cha 11.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +7; Weapon Focus (hoof)

Possessions: Mighty composite longbow +5, 20 arrows, heavy lance, scimitar, chain shirt, *potion of cure moderate wounds*, *potion of bull's strength*.

MAN-SCORPIONS

➤ **Man Scorpions,** CR 7, Large monstrous humanoid; HD 12d8+12; hp 66 Init +1; Spd 40 ft.; AC 21 (touch 11, flat-footed 20); Atk +15 melee (1d8+4 and poison, sting) and +13 melee (1d6+2, 2 claws), or +11/+6/+1 (1d10+4/x3, halberd) and +13 melee (1d8+2 and poison, sting) and +13 melee (1d6+2, 2 claws); SA Poison, spell like abilities, trample 1d8+6; SQ Darkvision 60 ft., fire resistance 5, SR 18; SV Fort +5, Ref +9, Will +10; Str 19, Dex 12, Con 13, Int 8, Wis 14, Cha 15

Skills and Feats: Diplomacy +4, Intimidate +11, Listen +13, Sense Motive +11, Spot +13; Alertness, Multiattack, Power Attack

Poison (Ex): A man scorpion delivers its poison (Fortitude save DC 17) with each successful string attack. The initial and secondary damage is 1d4 points of Dexterity damage.

Spell-Like Abilities: 1/day—*major image*; 2/day—*mirror image*. Caster level 10th; save DC 12 + spell level

Trample (Ex): As a standard action during its turn each round, a man scorpion can trample opponents at least one size category smaller than itself. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 20) for half damage.

Possessions: Halberd, chainmail

DESERT TROLLS

➤ **Desert Troll,** CR 6; Large giant; HD 7d8+42; hp 74; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 17); Atk +9 melee (1d6+6, 2 claws); +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft., partial immunities, water vulnerability; SV Fort +11,

Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 9, Wis 9, Cha 6

Skills and Feats: Hide +9*, Listen +5, Spot +5; Alertness, Iron Will

Rend (Ex): If a troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Acid or magical fire deals normal damage to a desert troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Chameleon (Ex): Desert trolls can alter the color of their skin to match that of the surrounding desert terrain. They can change their skin from bleached tan to a mottled rock brown or to any color in between. This ability grants them an additional +6 circumstance bonus to Hide checks made in a desert environment.

Partial Immunities (Ex): Desert trolls are immune to normal fire, heat and cold, suffering no ill effects from such.

Water Vulnerability (Ex): Desert trolls are particularly vulnerable to water, suffering 1d4 points of damage per vial, 2d4 points per flask and 4d4 points per waterskin. Holy or unholy water deals twice the amount of damage listed above. A *decanter of endless water* in geyser mode inflicts 25 hp of damage a round. This attack requires a successful touch attack to be successful. Water damage does not regenerate.

DUNE STALKERS

☛ **Dune Stalker**, CR 9; Medium-size outsider; HD 6d8+12; hp 39; Init +7 (+3 Dex, +4 Imp. Init); Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +9/+4 melee (1d8+4, slam); SA Kiss of death, *shout*; SQ DR 10/+1, improved tracking, jump, outsider traits, SR 20; SV Fort +7, Ref +8, Will +7; Str 16, Dex 16, Con 14, Int 13, Wis 15, Cha 11

Skills and Feats: Balance +11, Hide +9, Intimidate +4, Jump +5, Knowledge (nature) +4, Listen +8, Move Silently +12, Search +7, Spot +11, Tumble +12; Alertness, Improved Initiative, Track.

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

Jump (Ex): A dune stalker can jump at will as if under the influence of a *jump* spell (caster level 6th).

Kiss of Death (Su): If the dunestalker makes a successful melee touch attack (+9 melee), the opponent must attempt a Fortitude saving throw (DC 15). Success leaves the opponent stunned for 1 round; failure sets up lethal vibrations in the opponent's body that result in instant death. This is a death and sonic effect and may be used at will.

Shout (Sp): Three times per day, the dune stalker can create an effect identical to that of a *shout* spell (caster level 6th; Fort save DC 14), except that the actual sound produced resembles a loud rasping cough.

Outsider Traits: A dune stalker has darkvision (60 ft. range). It cannot be raised or resurrected.

Skills: Dune stalkers have a +4 racial bonus to Intimidate checks.

ENCOUNTER 10: THE TRAITOR'S APPRENTICE

☛ **Elyra Delhaster:** Female human Rog5/Shadowdancer2; Medium-size humanoid (human); HD 5d6+5 + 2d8+2; hp 39; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (touch 13, flatfooted 14); Atk +9 melee (1d6+2/18-20/x2, +1 *defending rapier*); +7 ranged (1d8/19-20/x2, light crossbow); +3 ranged (1d4/19-20/x2, hand crossbow); +5 melee (1d4+1/19-20/x2, dagger); SA Sneak attack +3d6; SQ Evasion, uncanny dodge, hide in plain sight, darkvision; AL N; SV Fort +2, Ref +10, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +13, Climb +11, Diplomacy +9, Disguise +9, Escape Artist +13, Forgery +11, Hide +23, Innuendo +9, Move Silently +13, Tumble +13; Combat Reflexes, Dodge, Mobility, Weapon Finesse (rapier).

Possessions: +1 *defending rapier*, dagger, light crossbow, 20 crossbow bolt; +1 *shadow studded leather*, *potion of sneaking*, *potion of cure serious wounds*, *potion of haste*, *potion of cat's grace*.

☛ **Eliazir Razeem Azam'ut of the Muddled Tongue:** male human Wiz14; Medium-size humanoid (human); HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22 (touch 13, flatfooted 22); Atk +10 melee (1d6+3, +3 *quarterstaff*); SA Spells, *Muddled tongue* (see below); SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Alchemy +17, Bluff +6, Concentration +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Scry +16, Sense Motive +9, Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Muddled Tongue (Su): Those listening to Azam'ut speak when he speaks in his *muddled tongue* (a free action) must make a Will Save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects (no further saves) at the whim of Azam'ut (again, a free action) for the next hour. Furthermore, Azam'ut can with the power of his voice conjure complex images and illusions equivalent to the effects of the *major image* spell.

Spells Prepared (4/6/5/5/5/4/3/2; Base DC = 15 + spell level; Enchantment base DC = 17 + spell level.): 0—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*burning hands*, *mage armor*, *magic missile* (2), *shield*, *unseen servant*; 2nd—*alter self*, *hypnotic pattern* (2), *Tasha's hideous laughter*, *web*; 3rd—*dispel magic* (2), *fireball* (2), *haste*; 4th—*dimension door*, *emotion*, *minor globe of invulnerability*,

Rary's mnemonic enhancer (2); 6th —chain lightning, globe of invulnerability, greater dispelling; 7th - forcecage, prismatic spray.

Possessions: +3 quarterstaff, +3 ring of protection, ring of teleportation, +7 bracers of armor.

☞ **Jelal Havelos:** Female human Ari6; Medium-size humanoid (human); HD 6d8+6; hp 39; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6/19-20, short sword,); +5 ranged (1d8/19-20, light crossbow,); +4 melee (1d4/19-20, dagger); AL NG; SV Fort +5, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 17.

Skills and Feats: Bluff +4, Diplomacy +12, Gather Information +6, Intuit Direction +3, Knowledge (Bright Desert) +6, Listen +4, Sense Motive +8, Speak Language +9, Spot +4, Wilderness Lore +11; Alertness, Endurance, Great Fortitude, Run.

Possessions: Short sword, dagger, light crossbow, 20 bolts, studded leather armor.

APL 8

ENCOUNTER 1: RUMBLE ON THE ROOFTOPS

☛ **Greyhawk Assassin:** Male and female human Rog5; Medium-size humanoid (human); HD 5d6+5; hp 32; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d6+3/17-20, +1 keen short sword); +5 melee (1d4+2/19-20/x2, dagger); +6 ranged (1d4+2/19-20, dagger); SA: Sneak attack +3d6; SQ: Evasion, uncanny dodge; AL LE; SV Fort +2, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +11, Climb +10, Escape Artist +11, Hide +11, Intimidate +8, Jump +10, Move Silently +11, Tumble +11, Use Rope +11; Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: +1 keen short sword, 3x dagger, +1 leather armor, deathblade poison, *potion of spider climb*, *potion of haste*, *potion of cure serious wounds*, 24 gp.

ENCOUNTER 3: HARDBY PASS

MANTICORE

☛ **Manticore (Advanced):** CR 5; Huge magical beast; HD 8d10+32; hp 76; Init +2; Spd 30 ft., fly, clumsy 50 ft.; AC 16 (touch 10, flat-footed 16); Atk +11 melee (2d4+5, 2 claws); +9 melee (1d8+2, bite); +8 ranged (1d8, 6 spikes); SA: Spikes; SQ: Scent; AL LE; SV Fort +10, Ref +8, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +9, Spot +9; Multiattack

Spikes (Ex): With a snap of its tail, manticore can loose a volley of six spikes as a standards action. This attack has a range of 180 feet with no range increments. A spike threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch only twenty-four spikes in any one day.

Scent (Ex): Detect foes by scent with in 30 ft. Range increases to 60 ft. if downwind and reduces to 15 ft. if upwind.

Skills: Manticores receive a +4 racial bonus to Spot checks in daylight.

DUERGAR

☛ **Duergar:** male and female duergar Ftr1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +5 melee (1d10+4/x3, +1 dwarven waraxe), or +4 melee (1d4+3/x4, light pick), or +3 ranged (1d6/x3, shortbow); SA: Spell-like abilities; SQ: Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 4.

Skills and Feats: Appraise +3, Craft (weaponsmithing) +1, Hide +1, Listen +4, Move Silently +5, Profession (weaponsmith) +3, Spot +6.

Alertness, Exotic Weapon Proficiency (dwarven waraxe), Improved Initiative.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a 3rd-level wizard.

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 dwarven waraxe, light pick, shortbow, 20 arrows, +1 chain shirt, small, wooden shield, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of sneaking*, 3 gp

☛ **Duergar:** male duergar Clr1; Medium-size humanoid (dwarf); HD 1d8+3; hp 11; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk -2 melee (1d6+2/x4), heavy pick); SA: Spell-like abilities; SQ: Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 4.

Skills and Feats: Appraise +2, Concentration +7, Craft (stonecarving) +0, Listen +6, Move Silently +5, Profession (stonemason) +5, Spot +6; Alertness, Combat Casting.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a wizard of twice the duergar's level (min. 3rd level)

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; Base DC = 13 + spell level): o—*cure minor wounds*, *guidance*, *resistance*; 1st—*inflict light wounds*, *magic weapon**, *shield of faith*.

*Domain spell; Deity: Laduger; Domains: War (free martial weapon proficiency, weapon focus feat); Earth (turn/rebuke air creatures).

Possessions: Heavy pick, chain shirt, *potion of cure moderate wounds*, *potion of sneaking*, *potion of wisdom*, 3 gp.

HIERARCOSPHINX

☛ **Hierarchosphinx (Advanced):** CR 5; Large magical beast; HD 13d10+26; hp 97; Init +6; Spd 30 ft., Fly 90 ft. (poor); AC 19 (touch 11, flat-footed 18); Atk: +17 melee (1d10+5, bite); +12 melee (1d6+2, 2 claws); SA: Pounce, rake; AL CE; SV Fort +10, Ref +10, Will +6; Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10.

Skills and Feats: Listen +15, Spot +16; Alertness, Flyby Attack, Improved Initiative.

Rake (Ex): If a sphinx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. A sphinx can rake with both its hind legs. Attack bonus +13 melee, damage 1d6+2.

Skills: +4 racial bonus to Spot checks in daylight.

BARBARIANS

➤ **Abbor-Alz Barbarian:** male human Bbn1; Medium-size humanoid (human); HD 1d12+2; hp 14; Init +6; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +5 melee (2d6+4/19-20, +1 greatsword); +3 ranged (1d8+2/x3, mighty composite longbow +2); SA: Rage 1/day; AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +3, Climb +5, Hide +3, Jump +5, Move Silently +3; Improved Initiative, Weapon Focus (greatsword).

Possessions: +1 greatsword, mighty composite longbow +2, arrows (20), studded leather armor, *potion of bull's strength*, *potion of cure moderate wounds*, brass and lapis lazuli armband.

➤ **Abbor-Alz Sorcerer:** male human Sor1; Medium-size humanoid (human); HD 1d4+1; hp 5; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d8/x3, shortspear); +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Hide +4, Move Silently +4, Spellcraft +5; Combat Casting, Improved Initiative.

Spells Known (5/4; Base DC = 13 + spell level): 0—*daze*, *ghost sound*, *ray of frost*, *resistance*; 1st—*magic missile*, *sleep*.

Possessions: Shortspear, light crossbow, crossbow bolts (20), *potion of charisma*, *potion of cure moderate wounds*.

ENCOUNTER 6: TULWAR

➤ **Faresh**, Male human Bbn8; Medium-size humanoid (human); HD 8d12+16; hp 77; Init +6; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atk +12 melee (1d3+4 subdual, fists); SA: Rage 3/day; SQ Uncanny dodge; AL CE; SV Fort +8, Ref +4, Will +1; Str 18, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and Feats: Escape Artist +6, Jump +15, Ride +14, Tumble +8; Dodge, Improved Initiative, Mobility, Weapon Focus (unarmed)

ENCOUNTER 8: BETTER THE DEMON YOU KNOW?

➤ **Retriever (Advanced):** CR 11; Huge construct; HD 15d10; hp 82; Init +1; Spd 50 ft.; AC 22 (touch 9, flat-footed 21); Atk +16 melee (2d6+7, 4 claws); SA: Eye rays +6, improved grab, find target; SQ: Construct, regeneration 5; AL CE; SV Fort +5, Ref +6, Will +5; Str 25, Dex 13, Con —, Int —, Wis 11, Cha 1.

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire two rays, but an individual ray is usable only once every six rounds. It cannot fire rays in the same round as it makes physical attacks. Each effect

follows the rules for a ray (see *Aiming a Spell*, page 148 in the *Player's Handbook*). Save DC is 16.

The four eye effects are:

Fire: Deals 12d6 fire damage to the target (Reflex half).

Cold: Deals 12d6 cold damage to the target (Reflex half).

Electricity: Deals 12d6 electricity damage to the target (Reflex half).

Petrification: The target must succeed at a Fortitude save or turn to stone permanently.

Improved Grab (Ex): To use this ability the retriever must hit with its bite attack. If it gets a hold, it holds the opponent fast in its mouth. This is how it “retrieves” things.

Find Target (Sp): When ordered to find an item or being, a retriever does so unerringly, as though guided by *discern location*.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Regeneration (Ex): Blessed and holy weapons deal normal damage to retrievers. A retriever that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes one minute. A retriever regrows lost body parts in one day (lost parts become inert).

ENCOUNTER 8: WRATH OF THE BRIGHT

➤ **Dervishes:** male human Ftr2/Clr3; Medium-size humanoid (human); HD 2d10+2 + 3d8+3; hp 36; Init +5; Spd 30 ft.; AC 14 (touch 11, flatfooted 13); Atk; +8 melee (1d8+4/19-20, +1 keen longspear); +5 ranged (1d6+2/x3, mighty composite shortbow +2); AL LN; SV Fort +7, Ref +2, Will +6; Str 14, Dex 12, Con 12, Int 10, Wis 17, Cha 10

Skills and Feats: Climb +4, Concentration +9, Heal +4, Jump +7, Ride +9; Combat Casting, Combat Reflexes, Improved Initiative, Mounted Combat, Weapon Focus (longspear).

Spells Prepared (4/3/2; Base DC = 13 + spell level): 0—*cure minor wounds*, *guidance*, *resistance*, *virtue*; 1st—*endure elements*, *entropic shield*, *inflict light wounds**, *shield of faith*; 2nd—*bull's strength*, *shatter**, *silence*.

*Domain spell; Domains: Law (law spells cast at +1 level); Destruction (Smite: +4 to single melee attack, +3 to damage, once per day).

Possessions: +1 keen longspear, mighty composite shortbow +2, 20 arrows, +1 leather armor, *potion of wisdom*, *potion of haste*, *potion of hiding*, war pony.

CENTAURS

➤ **Hueleneae**, Ftr2; Large monstrous humanoid; HD 5d8+15 + 2d10+6; hp 52; Init +4; Spd 50 ft.; AC 19 (touch 14, flatfooted 15); Atk +10 melee (1d6+5, 2 hooves); +11 ranged (1d8+5/x3, +1 mighty composite

longbow +5); +10 melee (1d8+5/x3, heavy lance); +10 melee (1d6+5/18-20, scimitar); AL LN; SV Fort +6, Ref +8, Will +5; Str 20, Dex 18, Con 16, Int 12, Wis 14, Cha 12.

Skills and Feats: Hide +7, Jump +12, Move Silently +10, Sense Motive +4, Spot +8; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow); Weapon Focus (hoof)

Possessions: +1 mighty composite longbow +5; 20 arrows; heavy lance, scimitar; chain mail, *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*.

MAN-SCORPIONS

☛ **Man Scorpions**, CR 7, Large monstrous humanoid; HD 12d8+12; hp 66; Init +1; Spd 40 ft.; AC 21 (touch 11, flat-footed 20); Atk +15 melee (1d8+4 and poison, sting) and +13 melee (1d6+2, 2 claws), or +11/+6/+1 melee (1d10+4/x3, halberd) and +13 melee (1d8+2 and poison, sting) and +13 melee (1d6+2, 2 claws); SA Poison, spell like abilities, trample 1d8+6; SQ Darkvision 60 ft., fire resistance 5, SR 18; SV Fort +5, Ref +9, Will +10; Str 19, Dex 12, Con 13, Int 8, Wis 14, Cha 15.

Skills and Feats: Diplomacy +4, Intimidate +11, Listen +13, Sense Motive +11, Spot +13; Alertness, Multiattack, Power Attack

Possessions: Halberd, chainmail

Poison (Ex): A man scorpion delivers its poison (Fortitude save DC 17) with each successful sting attack. The initial and secondary damage is 1d4 points of Dexterity damage.

Spell-Like Abilities: 1/day—*major image*; 2/day—*mirror image*. Caster level 10th; save DC 12 + spell level

Trample (Ex): As a standard action during its turn each round, a man scorpion can trample opponents at least one size category smaller than itself. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 20) for half damage.

DESERT TROLLS

☛ **Desert Troll**, CR 6; Large giant; HD 7d8+42; hp 74; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 17); Atk +9 melee (1d6+6, 2 claws); +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft., partial immunities, water vulnerability; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 9, Wis 9, Cha 6.

Skills and Feats: Hide +9*, Listen +5, Spot +5; Alertness, Iron Will

Rend (Ex): If a troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Acid or magical fire deals normal damage to a desert troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Chameleon (Ex): Desert trolls can alter the color of their skin to match that of the surrounding desert terrain. They can change their skin from bleached tan to a mottled rock brown or to any color in between. This ability grants them an additional +6 circumstance bonus to Hide checks made in a desert environment.

Partial Immunities (Ex): Desert trolls are immune to normal fire, heat and cold, suffering no ill effects from such.

Water Vulnerability (Ex): Desert trolls are particularly vulnerable to water, suffering 1d4 points of damage per vial, 2d4 points per flask and 4d4 points per waterskin. Holy or unholy water deals twice the amount of damage listed above. A *decanter of endless water* in geyser mode inflicts 25 hp of damage a round. This attack requires a successful touch attack to be successful. Water damage does not regenerate.

DUNE STALKERS

☛ **Dune Stalker**, CR 11; Medium-size outsider; HD 12d8+24; hp 78; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +15/+10/+5 melee (1d8+4, slam); SA Kiss of death, *shout*; SQ DR 10/+1, improved tracking, jump, outsider traits, SR 20; SV Fort +10, Ref +11, Will +10; Str 16, Dex 16, Con 14, Int 13, Wis 15, Cha 11

Skills and Feats: Balance +21, Hide +20, Intimidate +14, Jump +15, Knowledge (nature) +14, Listen +18, Move Silently +22, Search +17, Spot +21, Tumble +22; Alertness, Improved Initiative, Power Attack, Track

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

Jump (Ex): A dune stalker can jump at will as if under the influence of a *jump* spell (caster level 6th).

Kiss of Death (Su): If the dunestalker makes a successful melee touch attack (+9 melee), the opponent must attempt a Fortitude saving throw (DC 15). Success leaves the opponent stunned for 1 round; failure sets up lethal vibrations in the opponent's body that result in instant death. This is a death and sonic effect and may be used at will.

Shout (Sp): Three times per day, the dune stalker can create an effect identical to that of a *shout* spell (caster level 6th; Fort save DC 14), except that the actual sound produced resembles a loud rasping cough.

Outsider Traits: A dune stalker has darkvision (60 ft. range). It cannot be raised or resurrected.

Skills: Dune stalkers have a +4 racial bonus to Intimidate checks.

ENCOUNTER 10: THE TRAITOR'S APPRENTICE

☛ Elyra	Delhaster:	female	human
Rog5/Shadowdancer4;	Medium-size	humanoid	

(human); HD 5d6+5 + 4d8+4; hp 51; Init +8; Spd 30 ft.; AC 18 (touch 14, flatfooted 14); Atk +11 melee (1d6+2/18-20, +1 *defending rapier*); +9 ranged (1d8/19-20/x2, light crossbow); +5 ranged (1d4/19-20, hand crossbow); +6 melee (1d4+1/19-20, dagger); SA Sneak attack +3d6; SQ Evasion, uncanny dodge, hide in plain sight, darkvision, shadow illusion, summon shadow, shadow jump 20 ft.; AL N; SV Fort +3, Ref +12, Will +3; Str 12, Dex 18, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +16, Climb +13, Diplomacy +11, Disguise +11, Escape Artist +16, Forgery +11, Hide +26, Innuendo +11, Move Silently +16, Tumble +16; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse (rapier).

Possessions: +1 *defending rapier*, dagger, light crossbow, 20 crossbow bolts; +1 *shadow studded leather*, *potion of sneaking*, *potion of cure serious wounds*, *potion of haste*, *potion of cat's grace*.

☞ **Eliazir Razeem Azam'ut of the Muddled Tongue:** male human Wiz14; Medium-size humanoid (human); HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22 (touch 13, flatfooted 22); Atk +10 melee (1d6+3, +3 *quarterstaff*); SA Spells, *Muddled tongue* (see below); SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Alchemy +17, Bluff +6, Concentration +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Scry +16, Sense Motive +9, Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Muddled Tongue (Su): Those listening to Azam'ut speak when he speaks in his *muddled tongue* (a free action) must make a Will Save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects (no further saves) at the whim of Azam'ut (again, a free action) for the next hour. Furthermore, Azam'ut can with the power of his voice conjure complex images and illusions equivalent to the effects of the *major image* spell.

Spells Prepared (4/6/5/5/5/4/3/2; Base DC = 15 + spell level; Enchantment base DC = 17 + spell level.): 0—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*burning hands*, *mage armor*, *magic missile* (2), *shield*, *unseen servant*; 2nd—*alter self*, *hypnotic pattern* (2), *Tasha's hideous laughter*, *web*; 3rd—*dispel magic* (2), *fireball* (2), *haste*; 4th—*dimension door*, *emotion*, *minor globe of invulnerability*, *Rary's mnemonic enhancer* (2); 6th—*chain lightning*, *globe of invulnerability*, *greater dispelling*; 7th—*forcecage*, *prismatic spray*.

Possessions: +3 *quarterstaff*, +3 *ring of protection*, *ring of teleportation*, +7 *bracers of armor*.

☞ **Jelal Havelos:** female human Ari6; Medium-size humanoid (human); HD 6d8+6; hp 39; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6/19-20, short sword); +5 ranged (1d8/19-20, light crossbow); +4 melee (1d4/19-20, dagger); AL NG; SV

Fort +5, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 17.

Skills and Feats: Bluff +4, Diplomacy +12, Gather Information +6, Intuit Direction +3, Knowledge (Bright Desert) +6, Listen +4, Sense Motive +8, Speak Language +9, Spot +4, Wilderness Lore +11; Alertness, Endurance, Great Fortitude, Run.

Possessions: Short sword, dagger, light crossbow, 20 bolts, studded leather armor.

APL 10

ENCOUNTER 1: RUMBLE ON THE ROOFTOPS

➤ **Greyhawk Assassin:** Male or female human Rog5/Asn1; Medium-size humanoid (human); HD 6d6+6; hp 38; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +8 melee (1d6+3/17-20, +1 keen short sword); +5 melee (1d4+2/19-20, dagger); +6 ranged (1d4+2/19-20, dagger); SA: Sneak attack +4d6, death attack; SQ: Evasion, uncanny dodge, poison use; AL LE; SV Fort +2, Ref +9, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +11, Climb +10, Escape Artist +11, Hide +11, Intimidate +8, Jump +10, Move Silently +11, Tumble +11, Use Rope +11; Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: +1 keen short sword, 3x dagger, +1 leather armor, deathblade poison, *potion of spider climb*, *potion of haste*, *potion of cure serious wounds*, 24 gp.

ENCOUNTER 3: HARDBY PASS

MANTICORE

➤ **Manticore (Advanced):** CR 5; Huge magical beast; HD 8d10+32; hp 76; Init +2; Spd 30 ft., fly, 50 ft. (clumsy); AC 16 (touch 10, flat-footed 16); Atk +11 melee (2d4+5, 2 claws); +9 melee (1d8+2, bite); +8 ranged (1d8, 6 spikes); SA: Spikes; SQ: Scent; AL LE; SV Fort +10, Ref +8, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +9, Spot +9; Multiattack.

Spikes (Ex): With a snap of its tail, manticore can loose a volley of six spikes as a standards action. This attack has a range of 180 feet with no range increments. A spike threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch only twenty-four spikes in any one day.

Scent (Ex): Detect foes by scent with in 30 ft. Range increases to 60 ft. if downwind and reduces to 15 ft. if upwind.

Skills: Manticores receive a +4 racial bonus to Spot checks in daylight.

DUERGAR

Duergar: male or female duergar Ftr1; Medium-size humanoid (dwarf); HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +5 melee (1d10+4/x3, +1 dwarven waraxe); +4 melee (1d4+3/x4, light pick) +3 ranged (1d6/x3, shortbow); SA: Spell-like abilities; SQ: Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 4.

Skills and Feats: Appraise +3, Craft (Weaponsmithing) +1, Hide +1, Listen +4, Move Silently +5, Profession (Weaponsmith) +3, Spot +6.

Alertness, Exotic Weapon Proficiency (dwarven waraxe), Improved Initiative.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a wizard of twice the duergar's level (min. 3rd level)

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 dwarven waraxe, light pick, shortbow, 20 arrows, +1 chain shirt, small, wooden shield, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of sneaking*, 3 gp

➤ **Duergar:** male or female duergar Clr1; Medium-size humanoid (dwarf); HD 1d8+3; hp 11; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk -2 melee (1d6+2/x4, heavy pick); SA: Spell-like abilities; SQ: Darkvision, duergar traits, light sensitivity; AL LE; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 4.

Skills and Feats: Appraise +2, Concentration +7, Craft (stonecarving) +0, Listen +6, Move Silently +5, Profession (stonemason) +5, Spot +6; Alertness, Combat Casting.

Poison Immunity: Immune to paralysis, phantasms and magical or alchemical poison.

Spell-like Abilities: *enlarge* and *invisibility* as a wizard of twice the duergar's level (min. 3rd level)

Light Sensitivity (Ex): Duergar suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (Clr 3/2; Base DC = 13 + spell level): o - *cure minor wounds*, *guidance*, *resistance*; 1st - *inflict light wounds*, *magic weapon**, *shield of faith*.

*Domain spell; Deity: Laduger; Domains: War: free martial weapon proficiency, weapon focus feat; Earth: turn/rebuke air creatures

Possessions: Heavy pick, chain shirt, *potion of cure moderate wounds*, *potion of sneaking*, *potion of wisdom*, 3 gp.

HIERARCOSPHINX

➤ **Hierarchosphinx (Advanced):** CR 5; Large magical beast; HD 13d10+26; hp 97; Init +6; Spd 30 ft., Fly, poor 90 ft.; AC 19 (touch 11, flat-footed 18); Atk: +17 melee (1d10+5, bite); +12 melee (1d6+2, 2 claws); SA: Pounce, rake; AL CE; SV Fort +10, Ref +10, Will +6; Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10.

Skills and Feats: Listen +15, Spot +16; Alertness, Flyby Attack, Improved Initiative.

Rake (Ex): If a sphinx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. A sphinx can rake with both its hind legs. Attack bonus +13 melee, damage 1d6+2.

Skills: +4 racial bonus to Spot checks in daylight.

BARBARIANS

➤ **Abbor-Alz Barbarian:** male human Bbn1; Medium-size humanoid (human); HD 1d12+2; hp 14; Init +6; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +5 melee (2d6+4/19-20, +1 greatsword); +3 ranged (1d8+2/x3, mighty composite longbow +2); SA: Rage 1/day; AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +3, Climb +5, Hide +3, Jump +5, Move Silently +3; Improved Initiative, Weapon Focus (greatsword).

Possessions: +1 greatsword, mighty composite longbow +2, arrows (20), studded leather armor, *potion of bull's strength*, *potion of cure moderate wounds*, brass and lapis lazuli armband.

➤ **Abbor-Alz Sorcerer:** male human Sor1; Medium-size humanoid (human); HD 1d4+1; hp 5; Init +6 9+2 Dex, +4 Imp. Init.; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d8/x3, shortspear); +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Hide +4, Move Silently +4, Spellcraft +5; Combat Casting, Improved Initiative.

Spells known (Sor 5/4; Base DC = 13 + spell level): o—daze, ghost sound, ray of frost, resistance; 1st—magic missile, sleep.

Possessions: Shortspear, light crossbow, 20 crossbow bolts, *potion of charisma*, *potion of cure moderate wounds*, bracers of armor +2.

ENCOUNTER 6: TULWAR

➤ **Faresh:** Male human Bbn10; Medium-size humanoid (human); HD 10d12+20; hp 95; Init +6; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atk +14 (1d3+4, 2 fists); SA: Rage 3/day; SQ Uncanny dodge; AL CE; SV Fort +9, Ref +5, Will +2; Str 18, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and feats: Escape Artist +7, Jump +17, Ride +16, Tumble +9; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (unarmed).

ENCOUNTER 8: BETTER THE DEAD MON YOU KNOW?

➤ **Jarelith,** CR 13, Large outsider; HD 10d8+80; hp 125; Init +9; Spd: 60 ft.; AC 32 (touch 18, flat-footed 23); Atk +22 melee (2d6+12/18-20, 2 claws) +19 (2d8+6/18-20/x3, bite); SA Frightful presence, improved grab, pounce, rake 2d6+6/18-20, spell-like abilities; SQ Augmented critical, DR 30/+3, outsider traits, scent, SR 25, *summon tanar'ri*, tanar'ri traits; SV Fort +15, Ref +16, Will +8; Str 35, Dex 29, Con 27, Int 8, Wis 12, Cha 14.

Skills and Feats: Balance +14, Climb +14, Concentration +21, Hide 22*, Jump +14, Listen +13,

Move Silently +25, Search +4, Spot +12; Multiattack, Power Attack, Weapon Focus (claw)

Frightful Presence (Ex): When a jarilith charges or attacks, it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 17) or become shaken - a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that jarilith's frightful presence for 24 hours.

Improved Grab (Ex): If a jarilith hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can attempt to rake it in the same round. Thereafter the jarilith has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty to grapple check, but the jarilith is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage and allows another rake attempt.

Pounce (Ex): If a jarilith charges it can make a full attack (including a rake attempt, see below) even though it has moved.

Rake (Ex): On any round that a jarilith has a hold on an opponent (see Improved Grab, above), it can make two rake attacks (+21 melee) with its hind legs for 2d6+6 points of damage each. The jarilith can also attempt to rake when it pounces on an opponent.

Spell-Like Abilities: At will—clairaudience/clairvoyance, darkness, detect good, detect thoughts, doom. Caster level 12th; save DC 12 + spell level.

Augmented Critical (Ex): A jarilith threatens a critical hit on a natural attack roll of 18-20. On a successful critical with a bite, claw or rake attack, it deals triple damage.

Scent (Ex): A jarilith can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Summon Tanar'ri (Sp): Once per day, a jarilith can attempt to summon another jarilith with a 35% chance of success.

Skills: A jarilith receives a +4 racial bonus on Balance, Hide and Move Silently checks. *in areas of tall grass or heavy undergrowth, its Hide bonus improves to +12.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire and acid resistance 20.

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

Encounter 8: Wrath of the Bright

DERVISHES

☛ **Dervishes:** male human Ftr3/Clr4; Medium-size humanoid (human); HD 3d10+3 + 4d8+4; hp 49; Init +5; Spd 30 ft.; AC 14 (touch 11, flatfooted 13); Atk +10 melee (1d8+4/19-20, +1 keen longspear); +7 ranged (1d6+2/x3, mighty composite shortbow +2); AL LN; SV Fort +8, Ref +3, Will +8; Str 14, Dex 12, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Climb +4, Concentration +11, Heal +5, Jump +8, Ride +11; Combat Casting, Combat Reflexes, Improved Initiative, Mounted Combat, Trample, Weapon Focus (longspear).

Spells Prepared (5/4/3; Base DC = 13 + spell level): o—cure minor wounds, guidance, inflict minor wounds, resistance, virtue; 1st—endure elements, entropic shield, magic weapon, protection from chaos*, shield of faith; 2nd—bull's strength, calm emotions*, silence, spiritual weapon.

*Domain spell; Domains: Law (law spells cast at +1 level); Destruction (Smite: +4 to single melee attack, +4 to damage, once per day).

Possessions: +1 keen longspear, mighty composite shortbow +2, 20 arrows, +1 leather armor, potion of wisdom, potion of haste, potion of hiding, war pony.

HUELENEAER

☛ **Hueleneaer,** Ftr4; Large monstrous humanoid; HD 5d8+15 + 4d10+12; hp 70; Init +8; Spd 50 ft.; AC 19 (touch 14, flatfooted 15); Atk +12 melee (1d6+5, 2 hooves); +13 ranged (1d8+5/x3, +1 mighty distance composite longbow +5); +12 melee (1d8+5/x3, heavy lance); +13 melee (1d6+6/18-20/x2, +1 scimitar); AL LN; SV Fort +8, Ref +9, Will +7; Str 21, Dex 18, Con 16, Int 12, Wis 14, Cha 12.

Skills and Feats: Hide +9, Jump +12, Move Silently +11, Sense Motive +4, Spot +8; Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (hoof).

Possessions: +1 mighty composite longbow +5; 20 arrows; heavy lance, +1 scimitar; chain mail, *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*.

MAN-SCORPIONS

☛ **Man Scorpions,** CR 7, Large monstrous humanoid; HD 12d8+12; hp 66 Init +1; Spd 40 ft.; AC 21 (touch 11, flat-footed 20); Atk +15 melee (1d8+4 and poison, sting) and +13 melee (1d6+2, 2 claws), or +11/+6/+1 (1d10+4/x3, halberd) and +13 melee (1d8+2 and poison, sting) and +13 melee (1d6+2, 2 claws); SA Poison, spell like abilities, trample 1d8+6; SQ Darkvision 60 ft., fire resistance 5, SR 18; SV Fort +5, Ref +9, Will +10; Str 19, Dex 12, Con 13, Int 8, Wis 14, Cha 15

Skills and Feats: Diplomacy +4, Intimidate +11, Listen +13, Sense Motive +11, Spot +13; Alertness, Multiattack, Power Attack

Poison (Ex): A man scorpion delivers its poison (Fortitude save DC 17) with each successful string

attack. The initial and secondary damage is 1d4 points of Dexterity damage.

Spell-Like Abilities: 1/day—major image; 2/day—mirror image. Caster level 10th; save DC 12 + spell level

Trample (Ex): As a standard action during its turn each round, a man scorpion can trample opponents at least one size category smaller than itself. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 20) for half damage.

Possessions: Halberd, chainmail

DESERT TROLLS

☛ **Desert Troll,** CR 6; Large giant; HD 7d8+42; hp 74; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 17); Atk +9 melee (1d6+6, 2 claws); +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft., partial immunities, water vulnerability; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 9, Wis 9, Cha 6.

Skills and Feats: Hide +9*, Listen +5, Spot +5; Alertness, Iron Will.

Rend (Ex): If a troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Acid or magical fire deals normal damage to a desert troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Chameleon (Ex): Desert trolls can alter the color of their skin to match that of the surrounding desert terrain. They can change their skin from bleached tan to a mottled rock brown or to any color in between. This ability grants them an additional +6 circumstance bonus to Hide checks made in a desert environment.

Partial Immunities (Ex): Desert trolls are immune to normal fire, heat and cold, suffering no ill effects from such.

Water Vulnerability (Ex): Desert trolls are particularly vulnerable to water, suffering 1d4 points of damage per vial, 2d4 points per flask and 4d4 points per waterskin. Holy or unholy water deals twice the amount of damage listed above. A decanter of endless water in geyser mode inflicts 25 hp of damage a round. This attack requires a successful touch attack to be successful. Water damage does not regenerate.

DUNE STALKERS

☛ **Dune Stalker,** CR 13; Large outsider; HD 18d8+72; hp 153; Init +6; Spd 40 ft.; AC 18 (touch 13, flat-footed 15); Atk +25/+20/+15/+10 melee (1d8+7, slam); SA Kiss of death, shout; SQ DR 10/+1, improved tracking, jump, outsider traits, SR 20; SV Fort +10, Ref +11, Will +10; Str 24, Dex 14, Con 18, Int 13, Wis 15, Cha 11

Skills and Feats: Balance +32, Hide +30, Intimidate +24, Jump +25, Knowledge (nature) +24, Listen +28, Move Silently +32, Search +27, Spot +31, Tumble +32;

Alertness, Cleave, Improved Initiative, Power Attack, Track.

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

Jump (Ex): A dune stalker can jump at will as if under the influence of a *jump* spell (caster level 6th).

Kiss of Death (Su): If the dunestalker makes a successful melee touch attack (+9 melee), the opponent must attempt a Fortitude saving throw (DC 15). Success leaves the opponent stunned for 1 round; failure sets up lethal vibrations in the opponent's body that result in instant death. This is a death and sonic effect and may be used at will.

Shout (Sp): Three times per day, the dune stalker can create an effect identical to that of a *shout* spell (caster level 6th; Fort save DC 14), except that the actual sound produced resembles a loud rasping cough.

Outsider Traits: A dune stalker has darkvision (60 ft. range). It cannot be raised or resurrected.

Skills: Dune stalkers have a +4 racial bonus to Intimidate checks.

ENCOUNTER 10: THE TRAITOR'S APPRENTICE

☛ **Elyra Delhaster:** female human Rog5/Shadowdancer6; Medium-size humanoid (human); HD 5d6+5 + 6d8+6; hp 63; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +13 melee (1d6+2/19-20, +1 *defending rapier*); +11 ranged (1d8/19-20, light crossbow); +7 ranged (1d4/19-20, hand crossbow); +8 melee (1d4+1/19-20/x2, dagger); SA Sneak attack +3d6; SQ Evasion, uncanny dodge, hide in plain sight, darkvision, shadow illusion, summon shadow, shadow jump 40 ft., defensive roll; AL N; SV Fort +4, Ref +13, Will +4; Str 12, Dex 18, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +18, Climb +15, Diplomacy +11, Disguise +11, Escape Artist +18, Forgery +13, Hide +28, Innuendo +13, Move Silently +18, Tumble +18; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse (rapier).

Possessions: +1 *defending rapier*, dagger, light crossbow, 20 crossbow bolt; +1 *shadow studded leather*, *potion of sneaking*, *potion of cure serious wounds*, *potion of haste*, *potion of cat's grace*.

☛ **Eliazir Razeem Azam'ut of the Muddled Tongue:** male human Wiz14; Medium-size humanoid (human); HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22 (touch 13, flatfooted 22); Atk +10 melee (1d6+3, +3 *quarterstaff*); SA Spells, *Muddled tongue* (see below); SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Alchemy +17, Bluff +6, Concentration +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Scry +16, Sense Motive +9,

Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Muddled Tongue (Su): Those listening to Azam'ut speak when he speaks in his *muddled tongue* (a free action) must make a Will Save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects (no further saves) at the whim of Azam'ut (again, a free action) for the next hour. Furthermore, Azam'ut can with the power of his voice conjure complex images and illusions equivalent to the effects of the *major image* spell.

Spells Prepared (4/6/5/5/5/4/3/2; Base DC = 15 + spell level; Enchantment base DC = 17 + spell level.): 0—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*burning hands*, *mage armor*, *magic missile* (2), *shield*, *unseen servant*; 2nd—*alter self*, *hypnotic pattern* (2), *Tasha's hideous laughter*, *web*; 3rd—*dispel magic* (2), *fireball* (2), *haste*; 4th—*dimension door*, *emotion*, *minor globe of invulnerability*, *Rary's mnemonic enhancer* (2); 6th—*chain lightning*, *globe of invulnerability*, *greater dispelling*; 7th—*forcecage*, *prismatic spray*.

Possessions: +3 *quarterstaff*, +3 *ring of protection*, *ring of teleportation*, +7 *bracers of armor*.

☛ **Jelal Havelos:** female human Ari6; Medium-size humanoid (human); HD 6d8+6; hp 39; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6/19-20, short sword); +5 ranged (1d8/19-20, light crossbow); +4 melee (1d4/19-20, dagger); AL NG; SV Fort +5, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 17.

Skills and Feats: Bluff +4, Diplomacy +12, Gather Information +6, Intuit Direction +3, Knowledge (Bright Desert) +6, Listen +4, Sense Motive +8, Speak Language +9, Spot +4, Wilderness Lore +11; Alertness, Endurance, Great Fortitude, Run.

Possessions: Short sword, dagger, light crossbow, 20 bolts, studded leather armor.

Appendix 2: New Rules

Jovoc (Tanar'ri) (*Monster Manual II*)

Small Outsider (Chaotic, Evil)

Hit Dice: 4d8+18 (36 hp)

Initiative: +2

Speed: 30 ft.

AC: 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14

Attacks: 2 claws +6 melee and bite +1

Damage: Claw 1d3+1, bite 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: -

Special Qualities: Aura of retribution, DR 5/silver, fast healing 5, outsider traits, SR 13, *summon tanar'ri*, tanar'ri traits

Saves: Fort +7, Ref +6, Will +4

Abilities: Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7

Skills: Hide +8, Listen +13, Search +3, Sense Motive +3, Spot +7

Feats: Toughness (x2)

Climate/Terrain: Any land or underground

Organisation: Solitary, pair, or gang (3-4),

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5-8 HD (Small); 9-12 HD (Medium-size)

These vicious little black-hearted fiends were born to create strife. Their ability to inflict the damage they take on others makes them invaluable in the front lines of tanar'ri armies. A unit of jovocs can absorb repeated blows and spells from the enemy and still survive to exact a punishing revenge.

A jovoc is a 4-foot tall, bloated, hairless creature of humanoid shape. It resembles the bruised and battered corpse of a gnome left too long to decay in the heat of summer, and the stench that emanates from its rough skin lends credence to this impression. Its skin is dark blue or black, and its eyes are vacant black pools. Each of the creatures' long arms ends in a three-fingered hand with long red fingernails, forever stained the color of blood.

Combat

Jovocs are not especially intelligent, but they are quick and experienced ambushers who know how to use their small size to best effect. Years of training and experience has taught them how to take advantage of the aura of retribution and fast healing abilities. They often adopt a hit and run strategy, jumping into a group of enemies to do as much damage as possible, then dashing off for a few rounds to heal.

Alternatively, jovocs fighting in pairs or trios can utilise their favourite tactic. Lurking just beyond the reach of their enemies (preferably concealed by darkness, a wall or some other barrier), they begin to attack one another, automatically hitting with each swing. These attacks deal full damage not only to the

jovocs, but also to anyone caught in their aura of retribution. After allowing a round or two for their fast healing to close their wounds, the creatures begin to claw and bite one another again.

Aura of Retribution (Su): This effect is always active in a 30-foot spread centred on the jovoc. Whenever the creature takes damage from any source, every nontanar'ri within the area immediately takes an equal amount of damage. A successful Fortitude saving throw (DC 15) halves the damage. (For example, if an opponent deals 12 points of damage to a jovoc, that opponent and every other nontanar'ri within 30 ft also immediately takes 12 points of damage each or 6 points with a successful Fortitude save). Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

Fast Healing (Ex): A jovoc regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

Summon Tanar'ri (Sp): Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

Jarelith (Tanar'ri) (*Monster Manual II*)

Large Outsider (Chaotic, Evil)

Hit Dice: 10d8+80 (125 hp)

Initiative: +9

Speed: 60 ft.

AC: 32 (-1 size, +9 Dex, +14 natural), touch 18, flat-footed 23

Attacks: 2 claws +22 melee and bite +19

Damage: Claw 2d6+12/18-20/x3, bite 2d8+6/18-20/x3

Face/Reach: 10 ft. by 5 ft./5 ft.

Special Attacks: Frightful presence, improved grab, pounce, rake 2d6+6/18-20, spell-like abilities,

Special Qualities: Augmented critical, DR 30/+3, outsider traits, scent, SR 25, *summon tanar'ri*, tanar'ri traits

Saves: Fort +15, Ref +16, Will +8

Abilities: Str 35, Dex 29, Con 27, Int 8, Wis 12, Cha 14

Skills: Balance +14, Climb +14, Concentration +21, Hide 22*, Jump +14, Listen +13, Move Silently +25, Search +4, Spot +12

Feats: Multiattack, Power Attack, Weapon Focus (claw)

Climate/Terrain: Any land or underground

Organisation: Solitary, pair, or pride (6-10),

Challenge Rating: 13

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 11-23 HD (Large); 24-30 HD (Huge)

Jareliths, the elite hunting beasts of the Abyss, are terrifying feline creatures conjured up from the nightmares of a thousand generations of mortals. They prefer demonic flesh and are comfortable hunting

their favourite prey in desert, jungle, waste and forest. Jariliths are notoriously difficult to control, so even the most powerful balor must tread very carefully around them. They sense weakness, and to them nearly any other creature seems weak.

A jarilith resembles a slightly larger than average male lion, complete with a glorious mane. Long teeth extend from its jaws, and its claws are longer still. The creature's blood-red coat reveals its origin, but it strikes so fast that the only clue most victims get to its presence is a slight reek of brimstone.

Jariliths do not speak, but they understand Abyssal. They communicate silently with one another through telepathy.

Combat

A jarilith is a direct, uncompromising foe in battle. Normally, it relies on its Power Attack feat and its augmented critical ability to deal horrendous amounts of damage to its foes. Though they often do not need the advantage, jariliths prefer to ambush their opponents.

Frightful Presence (Ex): When a jarilith charges or attacks, it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 17) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that jarilith's frightful presence for 24 hours.

Improved Grab (Ex): If a jarilith hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can attempt to rake it in the same round. Thereafter the jarilith has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty to grapple check, but the jarilith is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage and allows another rake attempt.

Pounce (Ex): If a jarilith charges it can make a full attack (including a rake attempt, see below) even though it has moved.

Rake (Ex): On any round that a jarilith has a hold on an opponent (see Improved Grab, above), it can make two rake attacks (+21 melee) with its hind legs for 2d6+6 points of damage each. The jarilith can also attempt to rake when it pounces on an opponent.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *darkness*, *detect good*, *detect thoughts*, *doom*. Caster level 12th; save DC 12 + spell level.

Augmented Critical (Ex): A jarilith threatens a critical hit on a natural attack roll of 18-20. On a successful critical with a bite, claw or rake attack, it deals triple damage.

Scent (Ex): A jarilith can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Summon Tanar'ri (Sp): Once per day, a jarilith can attempt to summon another jarilith with a 35% chance of success.

Skills: A jarilith receives a +4 racial bonus on Balance, Hide and Move Silently checks. *in areas of tall grass or heavy undergrowth, its Hide bonus improves to +12.

Hueleneae (Desert Centaur)

Large Monstrous Humanoid

Hit Dice: 5d8+10 (36 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft.

AC: 15 (-1 size, +2 Dex, +2 natural, +2 large shield) or 20 (-1 size, +2 Dex, +2 natural, +5 chainmail, +2 large shield)

Attacks: Scimitar +10 melee (or heavy lance +10 melee), 2 hooves +6 melee; or mighty composite longbow (+5) +7 ranged

Damage: Scimitar 1d6+5 (or heavy lance 1d8+5), hoof 1d6+2; or mighty composite longbow 1d8+5

Face/Reach: 5 ft. by 10 ft./5 ft.

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 20, Dex 14, Con 16, Int 8, Wis 13, Cha 11

Skills: Hide +2, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +7

Feats: Weapon Focus (hoof)

Climate/Terrain: Desert

Organization: Solitary, company (5-8), troop (8-18 plus 1 leader of 2nd-5th level), or tribe (20-100 plus 10 3rd level sergeants, 5 5th level lieutenants, and 1 leader of 6th-10th)

Challenge Rating: 3

Treasure: No coins; standard goods; double items (weapons and armor)

Alignment: Usually lawful neutral (good)

Advancement: By character class

Although civilized the Hueleneae are more warlike than their sylvan cousins and only dwell in the Bright Desert. They are a dark-skinned, handsome people smaller but more muscular than their woodland kin.

COMBAT

The Hueleneae are skilled in the art of warfare and combat preferring to utilize skirmishing and guerrilla tactics whenever possible. When encountered under normal circumstances a centaur relies on its agility and tough hide for protection and is armed with a shortbow, light lance and scimitar.

When armed for war they don ancient armor and bear antique weapons forged when Sulm was yet strong in the cause of good. Roughly half serve as heavy lancers being clad in fine chainmail and wielding heavy lances and scimitars. Many are also

equipped with darts that they hurl at their enemy before closing. The remainder of their host act as horse archers, using their maneuverability and firepower to devastating effect on less mobile forces.

HUELENEAER SOCIETY

The Hueleneae live in a highly ritualized, stern society that deals harshly with evildoers. Fractured into more than a score of small fiercely independent tribal groups their society does not differentiate between males and females. Both sexes are equally able to fight, raise children or as likely to achieve a position of leadership within the tribe.

The Hueleneae are a product of their harsh environment and their unbending moral code. Many remember the stories of ancient times when they were beholden to the despotic rulers of Sulm and it is for these reasons that they resist the approaches of Rary and his minions. For more information regarding the Hueleneae's society refer to the article "The Bright Lands and Environs" in the *LIVING GREYHAWK Journal*.

CENTAUR CHARACTERS

Desert centaurs sometimes become bards, rangers or occasionally barbarians. Their favored class is ranger. Centaur rangers always choose manscorpions as their first favored enemy. Centaur clerics and druids worship Skerrit. Clerics can choose any two of the following domains: Animal, Good and Plant and wield shortspears.

Scorpionfolk (*Monster Manual II*)

Large Monstrous Humanoid

Hit Dice: 12d8+12 (66 hp)

Initiative: +1

Speed: 40 ft.

AC: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Attacks: Sting +15 melee and 2 claws +13 melee, or halberd +11/+6/+1 and sting +13 melee and 2 claws +13 melee

Damage: Sting 1d8+4 plus poison (primary) claw 1d6+2, Halberd 1d10+4/x3, sting 1d8+2 plus poison (secondary)

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Poison, spell like abilities, trample 1d8+6

Special Qualities: Darkvision 60 ft., fire resistance 5, SR 18

Saves: Fort +5, Ref +9, Will +10

Abilities: Str 19, Dex 12, Con 13, Int 8, Wis 14, Cha 15

Skills: Diplomacy +4, Intimidate +11, Listen +13, Sense Motive +11, Spot +13

Feats: Alertness, Multiattack, Power Attack

Climate/Terrain: Warm desert, plains, and hills

Organisation: Solitary, pair, company (3-5), patrol (6-20 plus 2-8 Medium-size monstrous scorpions plus 1 3rd-5th level ranger), or troop (21-40 plus 4-32 Medium

size monstrous scorpions plus 1 6th-8th level cleric plus 1 6th-8th level ranger)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Scorpionfolk are nomadic creatures forced into desolate regions by other races.

From the waist up, a manscorpion appears to be a four-armed humanoid. From the waist down, it looks like an enormous scorpion. One pair of arms ends in vicious claws, while the other pair ends in humanoid hands. A manscorpion has waxy, grey skin, and its eyes are entirely black.

Scorpion folk speak Flan and Terran.

Combat

Scorpionfolk use major image to create illusions of small oases or wells, luring travellers into traps. They then charge their opponents, attacking with their halberds. Any who survive the charge are trampled and attacked with stringers, claws and any melee weapons carried by the creatures. In addition to their claws and sting, scorpion folk may use falchions, spears, scimitars, shortbows, or crossbows.

Poison (Ex): A man scorpion delivers its poison (Fortitude save DC 17) with each successful sting attack. The initial and secondary damage is 1d4 points of Dexterity damage.

Spell-Like Abilities: 1/day—major image; 2/day—mirror image. Caster level 10th; save DC 12 + spell level

Trample (Ex): As a standard action during its turn each round, a man scorpion can trample opponents at least one size category smaller than itself. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 20) for half damage.

Desert Troll

Large Giant

Hit Dice: 7d8+42 (74 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 18 (-1 size, +2 Dex, +7 natural)

Attacks: 2 claws +9 melee, bite +4 melee

Damage: Claw 1d6+6, bite 1d6+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Rend 2d6+9

Special Qualities: Regeneration 5, scent, darkvision 90 ft., partial immunities, water vulnerability

Saves: Fort +11, Ref +4, Will +3

Abilities: Str 23, Dex 14, Con 23, Int 9, Wis 9, Cha 6

Skills: Hide +3, Listen +5, Spot +5

Feats: Alertness, Iron Will

Climate/Terrain: Warm desert and hills

Organization: Solitary or gang (2-12)

Challenge Rating: 6

Treasure: Fractional Coins; 70% Goods or Items.

Alignment: always chaotic evil
Advancement: By character class

Kin to common trolls, desert trolls are larger and more intelligent than their brethren possessing chameleonlike abilities that allow them strike from ambush.

In the main, desert trolls are solitary creatures who prey on anything living near their lairs. In places where the hunting is particularly good they sometimes congregate in small groups of up to a dozen individuals. They normally dwell in the hills that rear out of the desert, preferring this terrain to the near-endless dunes of the interior. A few enclaves of trolls still exist in the Abbor-Alz, preying on the inhabitants of that dusty range. In the past desert trolls ranged throughout the Brass Hills, but with the coming of Rary in this range at least they have been hunted into extinction.

Combat

Desert trolls prefer to attack from ambush. Scavengers, they do not fear death and will keep fighting until slain unless attacked with water, which causes them to flee.

Rend (Ex): If a troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Acid or magical fire deals normal damage to a desert troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Chameleon (Ex): Desert trolls can alter the color of their skin to match that of the surrounding desert terrain. They can change their skin from bleached tan to a mottled rock brown or to any color in between. This ability grants them an additional +6 circumstance bonus to Hide checks made in a desert environment.

Partial Immunities (Ex): Desert trolls are immune to normal fire, heat and cold, suffering no ill effects from such.

Water Vulnerability (Ex): Desert trolls are particularly vulnerable to water, suffering 1d4 points of damage per vial, 2d4 points per flask and 4d4 points per waterskin. Holy or unholy water deals twice the amount of damage listed above. A *decanter of endless water* in geyser mode inflicts 25 hp of damage a round. This attack requires a successful touch attack to be successful. Water damage does not regenerate.

Desert Troll Characters

Desert trolls sometimes become barbarians, rangers, clerics or rogues. Their favored class is barbarian. Desert troll clerics (which are rare) worship Vaprak "The Destroyer" choose from the Chaos, Destruction, Evil or War domains and wield greatclubs.

Dune Stalker (*Living Greyhawk Journal 4*)
Medium-size Outsider (Earth, Evil)

Hit Dice: 6d8+12 (39 hp)
Initiative: +7
Speed: 40 ft..
AC: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Attacks: Slam +9/+4 melee
Damage: Slam 1d8+4
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Kiss of death, *shout*
Special Qualities: DR 10/+1, improved tracking, jump, outsider traits, SR 20
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 16, Dex 16, Con 14, Int 13, Wis 15, Cha 11
Skills: Balance +11, Hide +9, Intimidate +4, Jump +5, Knowledge (nature) +4, Listen +8, Move Silently +12, Search +7, Spot +11, Tumble +12
Feats: Alertness, Improved Initiative, Track

Climate/Terrain: Any desert or underground

Organisation: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always Neutral evil

Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

Dune stalkers are creatures native to the Elemental Plane of Earth, cousins of the invisible stalkers but with defined forms like genies. They are summoned by evil spell casters to stalk and kill targets. They seem to have emerged in the Flanaess about 2,000 years ago, after the fall of Sulm, last of the great Flannae kingdoms. They are found almost exclusively in the Bright Desert, but are not native to the Oerth.

A dune stalker is a naked, gangly seven-foot-tall. Humanoid creature with hard, rough skin and long, bony fingers and toes. It remains silent unless using its magical abilities, and resents its time on the Prime Material plane, for it prefers the warm environment of its other-planar home. Dune Stalkers do not speak but understand Common and Terran.

Combat

A dune stalker follows its pray, then waits in ambush or for a time when it can sneak up to its unsuspecting target. It enjoys leaping into combat after disorienting opponents with its sonic powers, then grapples its assigned target and attempts to magically slay it.

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

Jump (Ex): A dune stalker can jump at will as if under the influence of a *jump* spell (caster level 6th).

Kiss of Death (Su): If the dunestalker makes a successful melee touch attack (+9 melee), the opponent must attempt a Fortitude saving throw (DC 15). Success leaves the opponent stunned for 1 round; failure sets up lethal vibrations in the opponent's body that result in instant death. This is a death and sonic effect and may be used at will.

Shout (Sp): Three times per day, the dune stalker can create an effect identical to that of a *shout* spell (caster level 6th; Fort save DC 14), except that the actual sound produced resembles a loud rasping cough.

Outsider Traits: A dune stalker has darkvision (60 ft. range). It cannot be raised or resurrected.

Skills: Dune stalkers have a +4 racial bonus to Intimidate checks.

Rary's silver songbird, CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2 (+2 Dex); Spd 30 ft., fly, 50 ft. (perfect); AC 18 (+2 size, +2 Dex, +6 natural) (touch 17, flat-footed 16); Atk +0 melee (1d2, 2 claws); SQ Construct traits, *ghost sound*, *lullaby*; SV Fort +0, Ref +2, Will +2; Str 8, Dex 15, Con -, Int 2, Wis 15, Cha 16

Construct traits: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effect, necromantic effects, and any other effect that requires a Fort save unless it also works on objects.; cannot heal damage; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 or fewer hit points; cannot be raised or resurrected; darkvision 60 ft.

Spell-like abilities: 1/day: *ghost sound* and *lullaby* as an 11th level caster.

Caster level: 11th; Prerequisites: Craft Wonderous Item, *animate objects*, *fly*, *ghost sound*, *lullaby*; Market Price: 4,000gp; Weight: 1 lb;

PLAYERS HANDOUT 1: THE CITY OF HARDBY

🏰**Hardby (small city):** Conventional; AL: NG; 15,000gp; Assets: 3,750,000 gp; Population 5,000; Mixed (Human 3,950, Half-orcs 1,000, Dwur 13, Olve 12, Noniz 13, Hobniz 12).

Authority Figures: Ilena Norbelos, female human Wiz13 (Despotrix of Hardby), Wilbrem Carister, male human Ftr9 (Commander of the Hardby Marines);

Important Characters: Captain Kateran, male human Ftr5 (Captain of the Hardby City Watch), Mother Storanna, female human Clr7 - Pelor (head, temple of Pelor), Javka Gerneskir, female human, Rog3/Clr3-Lirr (Didatrix to Despotrix Ilena).

Temples: Pelor (Northend; St Cuthbert (Ebbfields), Xerbo (Dock District), Osprem (Northend), Zilchus (Tradetown), Zodal (Ebbfields).

Notes: Hardby is a small port city on the northern shores of Woolly Bay. Although for many centuries a hereditary Gynarch ruled the city, since the Greyhawk Wars, Hardby has come under the rule of Greyhawk City, a fact much resented by many in the city. Women still tend to be treated with deference here though.

Dock District: The eastern shore of Hard Bay bristles with docks and wharves, and is forested with the masts of many vessels. Behind the quays stands a warren of warehouses, boisterous sailor's taverns and other less reputable premises. The narrow streets are dangerous after dark and watch patrols are frequent.

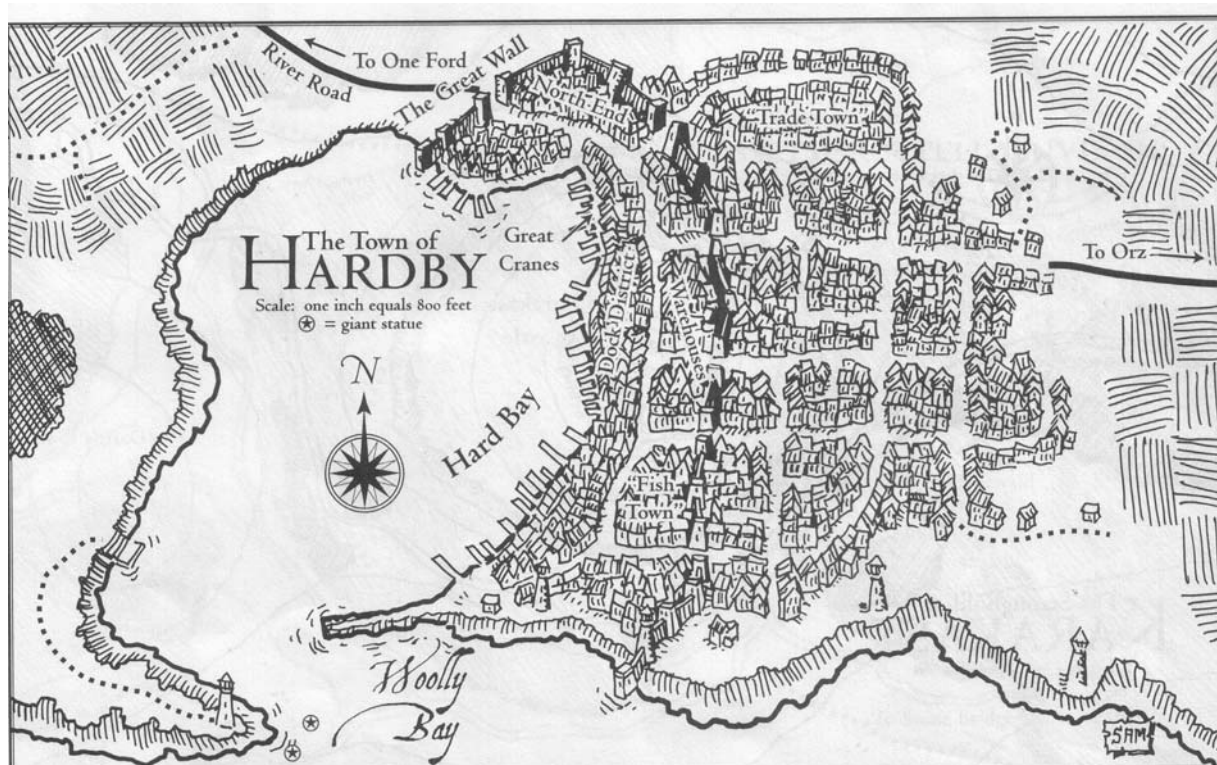
Three great Dwur-built cranes dominate the north end of the docks allowing rapid unloading of heavy cargoes.

Fishtown: The small district at the southern end of the old town is crammed with fish and meat salters and packers, boat-wrights, netmakers, ropemakers as well as fishermen. The area reeks of fish and is populated with a great number of gulls and cats.

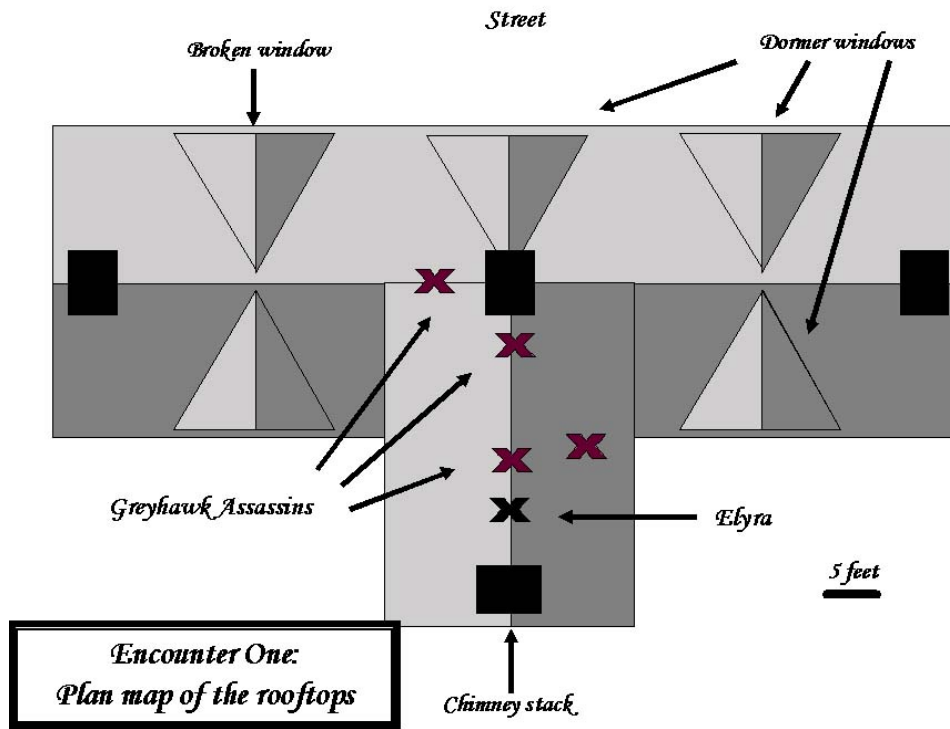
Northend (High Chapel): This district is the site of city barracks for the Hardby Marine and Greyhawk Mountaineer garrison in Hardby as well as the City Watch House, Jail and Law Courts. Hardby's temple of Pelor stands prominently in the center of High Chapel.

Tradetown: The main mercantile district, this area of the city contains many shops of both merchants and artisans. Blanket Street, running through the heart of the area, is the site of an open-air market. Like Ebbfields, a wooden palisade protects the eastern perimeter of Tradetown.

Ebbfields: This residential district ranges from the stately stone houses of the wealthy officers, merchants and minor gentry in the west end to the half timber dwellings of artisans in the centre of the district to poor wooden shacks on the eastern fringes of the town.



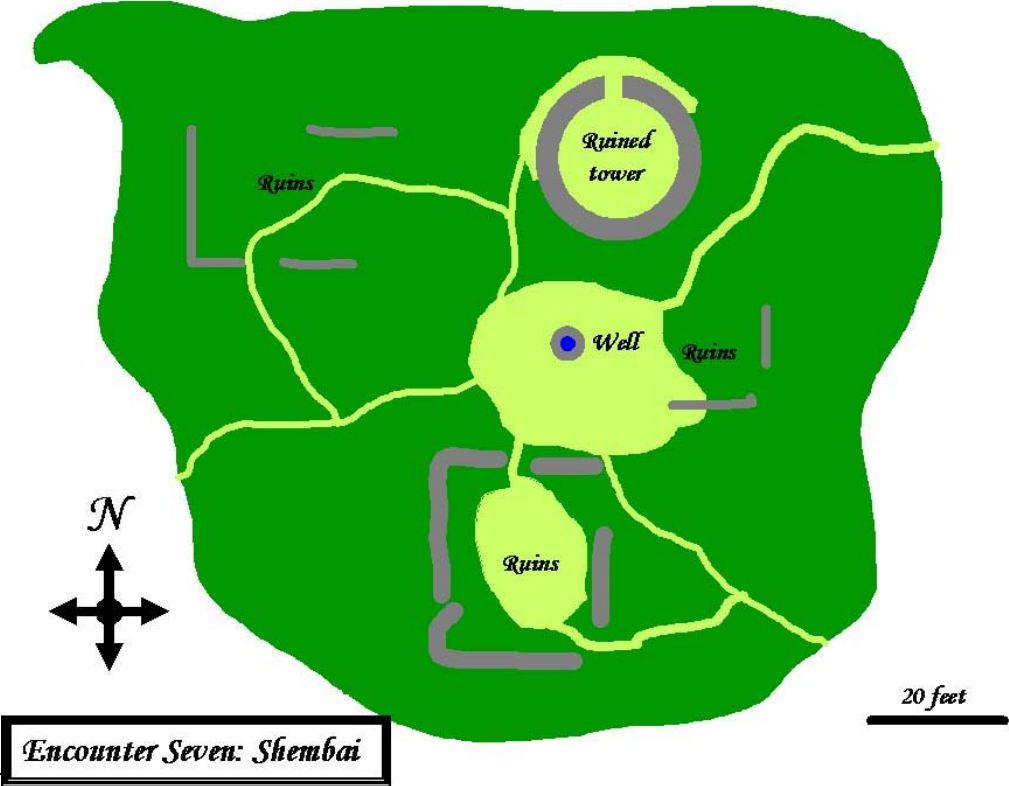
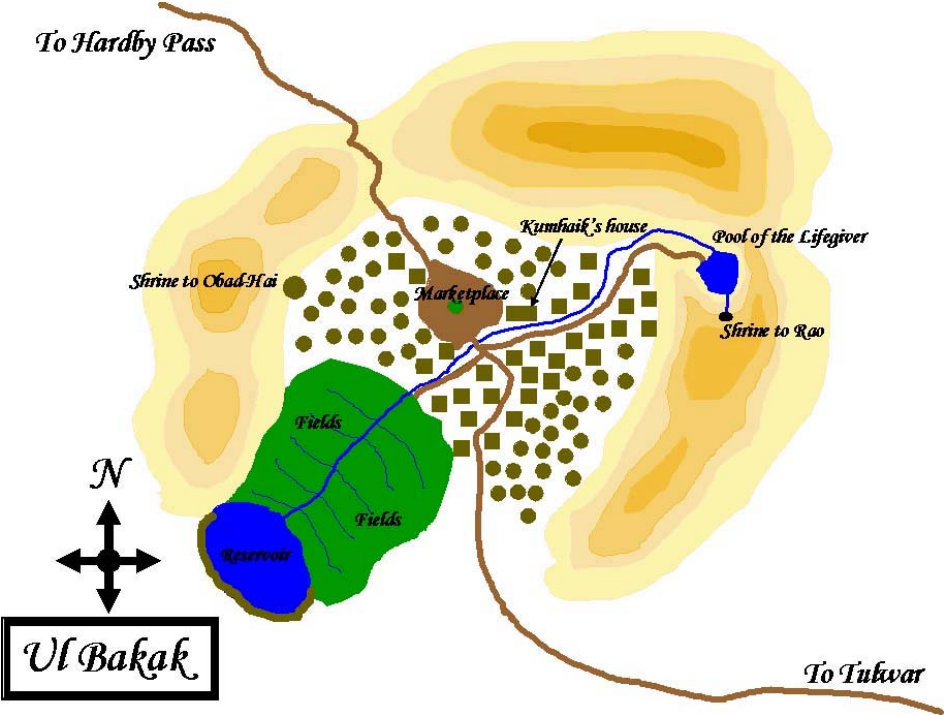
HARDBY MAPS



AREA MAP



BRIGHT DESERT MAPS



ENCOUNTER TEN

