

KET2-02



TALE OF ONE CITY

A Two-Round Continuous D&D[®] LIVING GREYHAWK[®]
Ket Regional Adventure

Version 1

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The dark powers are punished harshly and without mercy in Ket. But what happens when the innocent are made into the guilty? Surely the streets will ring loudly with the cries of that innocence lost. Will you follow those cries into the dark alleyways of Molvar? An adventure for characters level 1-8.

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

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

PREPARATION

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

Read this entire adventure at least once before running the event. 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's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard two-round continuous Regional adventure set in Ket. All characters pay two Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

Dispatch, Coldeven, 592;

"Alvaro Aldeen, Ruler of Molvar held a public ceremony of thanks followed by prayers to the Restorer of Righteousness. The hero of the day was Captain Baba of the Molvar Lower Watch. It was he who discovered the evil Nerull cult and with swift action of the Threshers, brought them the cult leader Saroosh Mo-Vul, supposed Merchant, to the justice of Ket. The Cult operated out of a warehouse in the 'Foreign Quarter' of Molvar City, where Captain Baba is posted. Saroosh, despite coming from an founding family of the city and a once respected merchant, was striped of house, wealth and family before being executed. Let this be a lesson to all who would worship the dark gods with in the High Cleric's sight."

What really happened?

In the sprawl of buildings outside the south side of the walled city of Molvar is what is known as the 'foreign quarter'. Merchants and other ex-patriots tend to congregate in this section of the city, near where the sewer-river exits from under the city. The Molvar Lower Watch is responsible for the day to day policing for this section of the city. They report serious cases to the Threshers head quartered in the heart of the city, who in turn call in Mullah's for the most serious cases.

A small group of foreign adventurers got mixed up with the Nerull Cult after a relative of one of the cults victims asked the adventurers for aid. There was a final fight at the Mo-Vol family warehouse located in the foreign quarter. Captain Baba was involved by the adventurers who investigated the disappearance and got grudging permission from Captain Baba to do so in his district. The adventures later involved Captain Baba again to report the capture of the villain Saroosh. Captain Baba explained to the foreign adventurers that their actions could turn bad for them, no matter how well meaning, due to the strictness of Ket law. An agreement was reached that Captain Baba would exaggerate his involvement the matter, and the Adventurers would take their spoils and leave the city. So, Captain Baba took custody of Saroosh and his hand full of minions and evil paraphernalia. Captain Baba described the foreign adventurers has temporary deputies, hired in a pinch. The Threshers took the cult members into custody and handed over the evidence to the Mullahs for judgement and the Istus sect for divination of the evidence. The cult members were quickly found guilty and executed, deemed too dangerous for the mines.

Saroosh Mo-Vul, descendent of one of the founding families of Baklunish Molvar City and respected minor merchant, head of the Mo-Vul household, was stripped of everything before his death. His possessions, house, home and honor were confiscated. Luckily his parents were dead and he had no close relatives. No relatives that is, except for his younger brother Ezze-ddin. A shy person, Ezzie (as he is called by the few who do know him) kept out of any spotlights and it is not well known

that Saroosh even had a brother. With everything being stripped from his household, Ezzie realized he would have nothing. His house name alone could bring about his death if the wrong mob was around (despite Ket's harsh anti-vigilante laws) for Nerull is much hated and feared. What enrages Ezzie is that he had no knowledge of Saroosh's dealing nor would he have had anything to do with them, had he known.

It's been several months since Captain Baba proclaimed his victory over the Nerull Cult. This boost in status was desperately needed by Baba to keep his career afloat among the young up and comers in the Lower Watch. All of the Nerull cultists were brought forth for severe and swift punishment. Their worldly possessions confiscated, their family honor besmirched. What was left of their remains was not even significant enough to spit on (though that didn't stop the common folk!).

Captain Baba lived the high life that his newfound status brought. Before this, he was barely holding on to his commission. He had been transferred to the 'Foreign Quarter' and his next transfer would have brought him to the door. Once, Baba used to be an excellent Lower Watchmen and leader among his peers. Had he a little more influence or education, he could have even been a Thresher. Then he took to drinking the fermented goats' milk. Though his performance started to drop, he could have continued, despite the problem. It was the tragic and slightly scandalous death of his wife that soured things for him and his family. She had also taken to the fermented goats milk. After a late night of drinking at a tavern of ill repute, she was murdered in the streets. A man she was suspected of having improper relations with was arrested and after a brutal interrogation by the Mullahs, was executed. Though even with the *zone of truth* finding some acts of unlawfulness, there was still some doubt in Baba's mind to the man's guilt involving the murder of Baba's wife. The man was sent to the mines for those other crimes though. The case was considered closed by the authorities. This has soured Captain's faith somewhat.

The petty criminal was officially listed as the murderer (Ket law isn't perfect and mistakes happen). Captain Baba doubted this greatly, but had little choice but to accept it. In a Lawful Neutral society with brutal zealots enforcing religious doctrine in place of true laws, one does not get much choice in the matter. Since Baba could not investigate further, he took to even more drinking. Now, the only light left in Baba's life is his teenage daughter, Renardette.

It looks like she is beginning to take after her mother with her wild and chaotic ways. Renardette has already got herself into minor trouble for most her life. This has brought about quite a bit of embarrassment. Still, Baba can't bring himself to risk anything that would distance her from him. Then one night, during one of her more wild romps with bad elements, she disappeared.

Captain Baba woke to find a note hanging from his wall, impaled in place with a blood-covered dagger.

It seems who ever took his daughter has a mission for him and they know as well as Captain Baba, that he

can't go to his superiors. Baba would be stripped of his commission if the Mullahs got word he was a liability due to his 'moral lacking'. By the time action was taken, who knows what would happen to his daughter. It was just too risky. For help, he would need a team who specialized in helping people in need. His mind immediately focuses on the foreign adventurers, but they are long gone. They would have been his 'A' choice. But maybe he can find some others, a B-team of adventurers who could help him. Now if only Istus will bless him with their presence at the only place he can think to look for them, The Split Moon Inn located in the 'foreign quarter'.

The mission for Baba? An old object is stored in the old evidence room in the Judicial Archive located near Threshers Square. It is a place where items of unexplained (but not know to be dangerous) magical properties go where three Priests of Istus attend watch over it. The 'Court House' of the city is located next to it. Its not a large building, nor is it used all that often, more of a shrine to Istus. Access to the archives is restricted to those less then Watch Captain (Just a little bit below Thresher). The item is a key of sorts. It was captured long ago, in an unrelated arrest. The tag on it from the original divination lists it as, " In dark and gloom where mushrooms bloom, the half circle light may bring death and blight". With such a backlog on items, and a retiring of the head cleric, the seemingly insignificant item fell from the attention of the Istus staff. There the item has sat, for generations.

The bad guys? Ezze-ddin Mo-Vul, younger brother to Saroosh Mo-Vul (Nerull Cultist and Import/Exporter) has had his life taken away from him. With his family disgraced and its holdings confiscated he is with out an upstanding friend in the world. People spit upon hearing his family name. When the Mullah's came to ruin his life, Ezze-Din escaped before they arrived. Not that he himself was to be arrested, but Ezze could not be too sure. Ezze-Din collected what little he could and hid it away. This included some old family documents that even he had not read.

For the next few months, he slumped. He wallowed in self-pity and hatred. He read the old documents of his family, which seemed not to have been opened for generations. In these testaments from the past, he learned that his City Father ancestor was not the 'good' man he was always told about. He had been wicked, greedy and mean spirited and once even kicked a dog. But not just that, he might have consorted with evil powers and seems to have left behind a buried treasure of sorts. Azman Mo-Vul was listed as donating the land and for the construction of, The House of the City Fathers, which his own ancestral shrine lays in. Either way, he had a partner at the time, one Dasco Ros a rogue and sorcerer. It seems, his ancestor Azman Mo-Vul might have betrayed or done away with this Dasco Ros.

It seems luck came to Ezze-ddin one night in the form of a waifish Oeridian girl. She said her name was Paree. She talked him up in the run down bar, and once he had enough fermented goats' milk in him, he told her all about his problems.

She promised him that revenge was his for the taking. She held the blessings of Kurell and if he did as she said, the revenge would be sweet, and she would make him rich in the process.

Two days later, she returned with tattered documents that seem to be linked to his own family documents. Paree claimed to have acquired them off of a victim of revenge and they were now gifts from Kurell. Ezze-ddin wanted to know more, but Paree refused, claiming to not want to insult her God. Ezze was somewhat disturbed with her causal attitude about harming people, but he felt he might keep her restrained.

With references from the two texts, the clues to a long dead puzzle were loosely put together. Of course, the documents she had were not from a revenge victim, they were her own family documents and she had them all the time, it was just a question of retrieving them from safekeeping.

Azman Mo-Vul and his partner Dasco Ros were in league with some evil being from the Outside Realms. This being was discovered and destroyed by the people of Molvar, but Azman and Dasco escaped from the plotting, undiscovered. They collected what wealth and magical relics the Outsider had left behind and put them in a chamber their master had devised for some other purpose. The plan was to keep it safe and hidden till Molvar calmed down from its anti-outsider frenzy. There was a betrayal though.

Azman had used his influence to make secret additions to the City Fathers Shrine. Behind his own placement of honor, he had installed a secret access to his underground lair. It was near here that the ill begotten treasure was to be stored. With the final wards in place, Azman betrayed Dasco and left his dying body in the Treasure Tomb.

It was sealed with a magical key (left by their now defunct dark master). Azman never made it back to the vault for his appointed time. Dark fate visited him, and ignorant thieves stole the key from him. The shock was too much, and Azman soon died a broken man (some say poison from his brother helped him along). The thief who carried the key on him (before he could sell it) was intercepted by town guards. The thief was accidentally killed in the struggle. The key was sent to the magical identification section of the Judicial Archive with the Istus Priests. It has stayed there till this day.

The Twist? Paree is not just some stranger who came upon the scene by happenstance. Her true name is Tince Ros, descendant of Dasco. She knows what is going on, and is after revenge and profit.

Once she has her hands on the key, and has helped satisfy Ezze-ddin's revenge (as per her teachings command), she will enact her own sweet revenge and take the treasure for herself. She also wishes to put to rest the remains of Dasco, if possible.

All in good time though.

A note about the City of Molvar: The city has several districts, sometimes referred to as quarters. Though

Threshers have jurisdiction over all of the land, the day-to-day policing of most of the city Districts are left up to the Molvar Lower Watch. Each district has a Ccaptain. These men enforce the laws and handle the most minor issues, before there is a need for higher involvement. When there is a need for judgement, the Lower Watch take prisoners to (or call forth Thresher to them) to Thresher Square and hand them over for judgment there. Magical or other worldly crimes always demand the involvement of the Threshers.

If the PCs wish to investigate the old warehouse hideout of the Nerull cult, they will find a parchment stating official confiscation of property. The warehouse is completely empty and has no further bearing on this module.

Adventure Synopsis

Introduction: The characters are resting in the Split Moon Inn and Captain Baba whisks them off to a back room and enlists their help, or else.

Encounter 1 The characters investigate the Long Hike cobbler shop. This is the drop off point for the ransom in three days hence. A hatch in the basement leads to the sewers.

Encounter 2 Captain Baba gives the characters a lead to go find out more information on the 'item' that is wanted as the ransom.

Encounter 3 The characters get a chance to follow a lead to the Shrine of the City Fathers. Once there, they may discover a dead body and a secret hatch.

Encounter 4 The characters explore the underground hide out of Ezzie and rescue Baba's Daughter.

They also find clues as to where the Key is used.

Encounter 5: In the sewers, guarding the area, there is an otyugh and it's got an attitude. If the otyugh is killed here, Encounter 7 will not take place.

Encounter 6 This is the long forgotten Treasure Vault. The key is needed to gain entry. There are many traps, including a magical *darkness* trap. There is also a shadow. The treasure is all gone though, like water down the drain.

Encounter 7 The same otyugh fight, just in a different location, incase the characters decide to try and find the hideout by wandering the sewers, a difficult task. If fought here and defeated, the otyugh is not found in Encounter 5 (its nest). If it escapes, it will be found in Encounter 5 in whatever condition it was left.

Encounter 8: A 'What If Encounter, at the drop off place and time. The foes from Encounter 4b will be here, incase the characters decide to try a different way of doing the module, by allowing the ransom to go ahead as planned.

Any thing defeated here is taken away from their original encounters.

Encounter 9: Paree is back, and she wants blood. The first night that the characters go to sleep thinking their safe, she attacks. She fights to the death.

INTRODUCTION

Due to the will of Istus, the adventurers once again find themselves back in the Split Moon Inn, even if for the first time.

From your window table at the Split Moon Inn, the streets of Molvar's 'Foreign Quarter' are busy as ever. The lunch hour brings everyone out in search of a meal. One man though, seems more desperate then hungry and he goes about looking at the different tables, sizing people up. Most people respond with an air of fear towards him. His City Vestments mark him as a member of the district guard. The serving girl who is standing at your table whispers to you, "How odd. That's Captain Baba, the watch captain. He certainly is acting odd...." with that the girl hurries away as the man approaches your table. After giving you a satisfactory looking over, he says to you, "I am Captain Baba, Lower Watch-Foreign Quarter, and I need to speak with you on a private matter. There is a room in back."

Captain Baba will not discuss the details of the matter, only that it is of a private nature, and speed and desecration are paramount. An innocent life is at stake.

With his combination of slight drunkenness and his deep concern for his daughter, he won't notice if any of the characters are Mullahs. If they announce it, he will still give them a try, figuring if they're not Mullahs with positions in the city, then they still might do.

If the characters decide to turn Captain Baba in to the authorities, there is still a chance for adventure.

The characters find out about the missing daughter, and two days later, they will hear about the City Fathers Shrine grounds keeper being found dead in the river. Other then that, they could very well have missed their opportunity for adventure.

☞ Captain Baba: Male Human (Baklunish) Ftr6
See Appendix I.

He then tries to shuffle the characters into a back room (provided by the establishment) and explains his predicament.

With a desperate look on his face, Captain Baba will beg them for aid. If the characters could only find it in their hearts to be discrete, Baba will put them on the case. His daughter's life depends on it.

Captain Baba will explain that if the Threshers become involved in this before his daughter is rescued, it would be disastrous. If the characters are insistent in their lawful neutral ways, Captain Baba will compromise and offer to turn him self in, after his daughter has been

rescued. Though he knows his fate could be harsh, it's worth it to have his daughter back.

Once you have all settled into the secluded back room and Captain Baba seems satisfied that the conversation will be a private one, he holds before you a small black object shaped like a triangle. "This my friends, seems to be at the heart of all my troubles. What it is, I do not know, but I shall entrust it to you for two days, any longer then that, and I fear the worst. No matter what way I turn, I could very well be damned. But I must have my daughter back."

He shows them the object that the ransom note requests. He has just come from bluffing his way into acquiring it from the magical evidence room. Baba explains that he received the note Godsday morning, which leaves only two days left to deliver.

Captain Baba has already investigated the last known location of his daughter, The Draft Horse, a hangout for upper middle-class children who find it sheik to slum. It is located in the middle class district. The Draft Horse is not detailed in this adventure for it as a location has little to do with the adventure. Should the characters decide to visit it, treat it as a small house made into a low-rent tavern.

Baba is confident that no one there saw anything. She was last seen heading home alone. Captain Baba can give directions to all mundane locations in the city. He also needs to return the object before anyone in authority notices that he signed it out, but his primary concern is the return of his daughter.

The information includes his back-story of shame, and how the note was delivered (he brought it with him).

If asked about the Item and where/how he got it:

"I still have a few friends here and there. I was able to go in to the Judicial Archive, with an old friend who helped me pass off the signing out of the item as part of a case. If I don't have the item back by the dead line, the priests will start asking questions, and then I will be dead. If you think it would help, I can get you in there to talk to those Istus priests, but the rest would be up to you. I can't go back, it would look more odd then I can afford right now."

The note reads:

"We have your tart daughter. If you ever wish to see her in one piece again, do as we say. Acquire Evidence Item #G502 from the Istus Clerics and bring it to the old Long Hike cobbler shop. Don't do any thing stupid. We will give you plenty of time to acquire the item we speak of. Deliver it by just before midnight, this Earthday." There is a slashed hole in the middle of the parchment and obvious blood stains on it.

The Tag on the object reads

In dark and Gloom where mushrooms bloom, the half circle light may bring death and blight- G502

See Appendix Map for layout of 'luxury' suit that Captain Baba pays for at the Split Moon.

ENCOUNTER 1: THE LONG HIKE

This run down neighborhood eventually yields to you the Long Hike cobblers shop, or so says the sign. It doesn't look like its currently in business, or has been for quite some time. A weather worn parchment decries the building confiscated for tax purposes.

One of the first places for the characters to check out is the drop off place. It's a small run down stone building that was once a Cobblers shop named the Long Hike. It's unoccupied, long shut down by the city for tax purposes. Though there are tell tale signs its been searched over (done by the thugs looking for loot, when their masters were checking the place out).

This simple building is filled with debris and cobwebs. What is apparent is that the place has been ransacked; a trap door leads to a basement level

An Intelligence (DC 18) check shows that the last ransacking was within a week or so.

In the basement, is a hatch that, on a successful Wisdom (DC 15) check, looks repeatedly used.

Wooden Hatch: 1 in. thick; hardness 3; hp 6; AC 5; Break DC 14. Currently unlocked

Climbing down, the players will be in the sewer network. Right by, there is a boat dock (belonging to the infrequent city work crews). Tracking (DC 20) will show that some people have been through here to the docks, with someone who was struggling. It is impossible to track on the water. The prints keep floating away. The walkways are just as difficult to track on, for the draining water washes them, as well, rats constantly run across them in large numbers. The characters could wander the sewers, looking for another boat dock (and will find them, for the work crews have many) but it's a needle in a haystack to find the right dock, and then track from there. Should the characters wander around the sewers, consult the 'Wandering in the Sewers' Encounter 7 for monster ambush. This will lead to a chance of finding the hideout via the sewers.

If the characters ask around using a Diplomacy (DC 15) check, or spend three hours to Gather Information (DC 12) at total cost of 2-5sp, they can find some lower class folk who say they've seen no good types and a cowed women enter and leave it from once or twice and different times, all with in the past two weeks. No one saw the daughter being dragged in.

A note about the sewers of Molvar, many small rivers flow down from the mountains. One such river is partially diverted to flow into the sewer works at the northwest part of the city. The water exits on the south side of the city and rejoins with its parent river. The

actually river entrances to the city are gated and watched over.

ENCOUNTER 2: EVIDENTIAL

Captain Baba will first meet the characters at around noon. This gives them some time to look about the city before it's time to go to bed (Baba will have paid for their accommodations at the Split Moon). They can visit Baba at the guardhouse in the foreign quarter, but unless they have something to report, he will answer few questions out in the open. There are those among his troops that might report such odd and unorthodox behavior to the Threshers. If the characters are brought in after dark (curfew, but only if there causing a ruckus) in the Foreign Quarter, Baba lets them go after putting on an act for his men (This could take several hours away from the characters time limit), though he is not be pleased by this.

Other places to visit during the afternoon- The Istus run Judicial Archive. This is located in the heart of the city at Threshers Square. The Red Tower marks this area that was once the palace grounds. The place of judgment (courthouse) is located here as well, along with the punishment area.

In the heart of the city is the Red Tower. Its presence dominates this district. The main headquarters and barracks for the Threshers is located here in Thresher Square. The compound has several entrances and you are now at what seems to be the main one. Two Thresher guards, stand by checking passes and asking questions of those visiting.

This is to get into Threshers Square. Generally, it is a public access location, though it can be shut down in time of need.

Once in the compound of Threshers Square, you can see the Thresher barracks, the Place of Judgment, the place of punishment, complete with stalks, and the location you want, the Judicial Archive. A lone Thresher stands at the door.

With a hand written pass (and some use of influence both provided by Baba) the PCs will be able to access this location between 8 a.m. and 8 p.m. The clerics won't have much to say (freely disclosing information is against procedure), but a fellow Istus cleric making a successful Diplomacy (DC 14) check could get the following:

"A few months back, a young Baklunish women had tried to bribe/sweet talk her way in for that very same item. But she was asked to leave before the guards were called."

If asked if there was anything odd about her, the same Diplomacy (DC 18) check garners the player the following additional information;

The cleric says that when he tried to put his hand on her to prompt her to leave, she quickly pulled away. He also says that (through Spellcraft and Will save on the *change self* spell) that he suspects some magical

effect on the girl; that she was not quite what she appeared to be. Illusion was the school of magic detected.

☞ **Clerics of Istus (4):** Male Human (Baklunish) Clr:6, Wisdom 16, Charisma 12; Diplomacy +11, Sense Motive +5

Someone other than an Istus Cleric could get this same information from a Diplomacy (DC 25) check. A Bluff (DC 30) check stated with a reasonable story has a chance as well. The Clerics of Istus are wise to such antics and the DCs reflect this.

This was of course Paree trying to get the key, before she hooked up with Ezze-ddin. Once she realized she could not go about it this way (and suddenly the Mo-Vul name was floating about due to the Nerull stuff) she stopped and hooked up with Ezze-ddin to have a patsy and get revenge and figure a way to get the key.

If the characters ask Baba about who his enemies might be, he will say he suspects Nerull Cultists seeking revenge. If asked about the Nerull stuff, he mentions the name of the Saroosh Mo-Vul (Knowledge [local], bardic lore, both DC 12 to recognize the name) and says they're all dead or in the mines. Any character who has been free in the city for a week or more (Charisma check, DC 10) has heard of the cultists who were executed for the crime of the foul worship of Nerull, but don't know any of the specifics. There was much public celebration. Their family holdings were all confiscated.

Only one actual cleric was in the cult, the rest were common gutter thugs, with delusions of grandeur. They are all known not to have families (only distant relations, but this is a mistake in Saroosh's case), The characters are offered a Knowledge Local (DC 17) check, or Bardic Lore (DC 18) check to know there was a younger Mo-Vul brother who slipped away. Though not guilty of any crimes himself, he could find himself mobbed, should his identify become known.

The only recent information Baba can give with connection to any of the dead Nerull Cultists is that there was some public outcry about re-sanctifying the City Fathers Shrine, which was paid for and donated by a Mo-Vuls ancestor. He says it's not much, but it's the only connection he has. The shrine is located in the Bazaar District. Captain Baba warns that he does not have much influence with the Lower Watch Captain of the Bazaar. Captain Halsheid is a devout man of Al'Akbar but known for his harshness. He is quick to inform the Threshers of any odd behavior committed by adventurer types in his jurisdiction.

Also, since it is the Bazaar, there is a strict curfew in effect for after dark. Only those with proper permits or station can enter, leave or pass through that quarter after dark. This has been set down to keep a handle on nighttime robbery.

If the characters investigate Baba's home in the middle class district, they find little to go on.

With some directions from Baba, finding his home is not difficult. It requires passing through several Districts of the city, into the middle class section. You are currently out of Captain Baba's protection, despite standing just outside his home.

As homes go, it's much larger than the shanty hovels that the lower class slum in, but it's not the grandiose villa that the upper class lounges in. It's two stories tall and of solid construction. There is an alleyway on either side of the building. An old beggar sits across the street staring at you.

The few clues that are here consist of a boot print on the wall, below the window in the alley and a stabbed cat left dead in the same alley. This was the blood Paree placed on the knife. They will find no witnesses to the kidnapping, though a local beggar (for a price of a few silvers) will tell of seeing some 'thugs' that seem to be casing the place a few weeks back. The beggar knows nothing of the actual kidnapping, for it took place a few blocks away and he had no interaction with it.

👉 **Beggar:** Male Human (mixed) Com3

Baba's daughter left the Draft Horse and was on her way home when Paree waylaid her. She was then knocked unconscious and turned *invisible* and whisked away to the Long Hike. The beggar did not witness Paree killing the cat (Tiger Eye) or sneaking in to plant the note.

But he talks about his missing 'pet' cat. His relating of its disappearance corresponds to the same time as the killing.

A successful search of the alley (DC 13) finds the dead cat, and some boot print/scuffs on the wall of the house below a second floor window. This is where Paree climbed up.

ENCOUNTER 3: THE SHRINE OF THE CITY FATHERS

If the characters visit the Shrine of the City Fathers during the day:

You have traveled to the Bazaar. The district seems so much cleaner and better kept than that of the 'Foreign Quarter'. There seems to be many more guard patrols too, along with the occasional Thresher. Every once and a while, Mullahs of the True Faith can be seen discussing possible events of interest with the guard patrols. Away from the bazaar and merchants is a large ornate stone structure with marble inlays. This is the Shrine of the City Fathers. A marble offering bowl lies at the bottom of the steps that lead up to the large double doors.

A small poorly made sign hangs from the door. Written in common is, "Closed for repairs".

The offering dish is empty of coins.

The doors are not locked or chained, as they would be at night. In case the characters ask around, the grounds keeper lives in a tiny shed like hovel around back of the shrine. There is nothing there of interest.

Kalim the groundskeeper does not meet the characters.

👉 **Kalim the groundskeeper:** Male Human (Baklunish) Com2/Clr1 of Moquel N

He had been bribed by Ezze-ddin for access to the secret door of the crypt. Where is he? His body lays stabbed and bloody on the bottom floor of the crypt. He was getting nervous and wanted out of the arrangement due to all the Nerull hassle's, so Paree killed him. The characters will arrive to find the place seemingly closed (with a sign, closed for repairs) on it. If the characters ask anyone in authority as to why its closed, there will be no explanations, for it shouldn't be like that. If the city guards are asked, they may investigate themselves. Either way, the characters should eventually find the body.

Upon entering the double doors:

The main hall of the shrine goes at least 80 feet back. The main walkway is 20-foot wide. The first 30 feet of wall is decorated with statues and carvings. About 50 feet back, centered in the middle of the halls width, is a large round worshiping shrine dedicated to Mouqol. There are eight (four on each side) 10 ft. by 5 ft. alcoves. Each seems to hold a family shrine in it. A bronze tag lists a name in Baklunish above each shrine. At the far of the hall, is a large set of stairs leading down.

Once the players reach the second floor.

The second floor of the shrine has a similar but reversed layout as the first floor. There are twelve shrine alcoves (six on each side) instead of eight as above. The walk way is also half as narrow. At the end of the walkway is a statue placed in front of another set of large stairs going down. The statue is of an armored figure, stands as if guarding the stairs.

Upon closer inspection of the statue, there is an inscription on the pedestal written in Baklunish:

"I am the spirit of the caravan guard. Enter here NOT thieves, or feel my wrath."

Behind the shrine dedicated to the Mo-Vul family on the second floor, is a secret passage that leads down to lair (see the map indicating which is the Mo-Vul shrine). The mechanism to open the secret door (located in the first square) can be found on a Search (DC 25) check, the actual secret door (located in the second square) can be found on a Search (DC 22) check. The door is at the far wall of the alcove, the mechanism on the small shrine. A Strength (DC 30) check can force the door, and a Disable Device (DC 22) check can open it.

Once the secret door is open, a small staircase leads downwards. At the bottom is a small but old complex. At the very bottom of the stairs is a room with two doors. One is a secret door (that is only secret from the sewer side) that leads out into the sewers. This is the main entrance and exit for the gang. Originally, the location of the hideout from the sewers was not known. It

could only be found through the Shrine entrance. But now the shrine entrance is kept for emergencies and such. The other door leads into the hideout proper.

The staircase past the statue guard leads down to a third floor. This one is much smaller than the other two. This floor is the tomb of the Noble Visor Yua-Keife who helped approve the construction of the shrine. He died near completion of the project under mysterious circumstances. Even more peculiar, the city fathers and the Beygraf at the time order his body to be interned here, instead of the royal tomb, or even his own family tomb. The reason seems to have been forgotten over time. To know the above, the following checks can be done: bardic knowledge check DC 25, or Knowledge (history) check DC 20.

The antechamber is a 30-foot by 20-foot room with large double doors at one end. There are four statues in the room, each representing Yua-Keife in different aspect of his life, though most are probably exaggerated. One shows him as a statesman, in robes, arm in the air giving a speech. Another has him in armour with a sword in hand. Another portrays him holding out an offering Bowl with one hand, and filling it with coins from a bag with another. The last statue shows him kneeling at prayer.

Crumpled behind the praying statue is the body of the groundskeeper. He has been stabbed in the back with a short sword. He hasn't been robbed; he still has a sizeable bag of coins on him (30 gold).

The double doors are well protected. Not only are they extremely sturdy, but also they have been magically protected with *arcane lock*. The DC to force open the door is 38. A *knock* or *dispel magic* will circumvent the spell, and allow the door to be opened. There is no locking mechanism. It seems the doors were sealed in such a way there similar to being 'stuck'.

🗡️**Stone Doors (double):** 6 in. thick; hardness 9; hp 80; AC 5; Break DC 38 *arcane lock*

Inside is a stone sarcophagus that holds the remains of Yua-Keife. The room is surprisingly empty. There are some expensive silk rugs and jars of spices, and some other cloths for decoration, but no piles of riches. What ever caused this man to secretly be a disgrace is probably so complex, its best left to be told in a story of its own.

Laid with the actual body are two golden statues of Mouqol and Istus. They are worth 200gp each.

This is still a sacred place. Should the characters force their way in here (and even worse if they plunder) and the authorities find out, there will be Al'Akbar to pay.

Development: If the characters report any of this, the guards of the District will be swarming all over within the hour. So will representatives of the Mouqol Church. If the city guards, and thus the Threshers, do become involved along with the characters, there will be some questions to be answered. Depending on the circumstances, this could be as short as an hour, or indefinitely, depending on if the characters have done anything wrong. If the guards have nothing that

implicates the characters in a wrongful act here or elsewhere (they weren't caught red handed or someone didn't witness them committing a crime then report it) then a successful Diplomacy (DC 15) check can get them out in an hour. A failed or untried check keeps them in for three hours. If the characters reacting badly, or hostility to the authorities, it could keep them in even longer, up to 12 hours if they are innocent. Expending a *certed influence point* will get the entire group sprung free with in one half hour of its use (even if the characters have caused a ruckus, but have not committed any severe crimes). If this 'arrest' is because of goings on in the Bazaar District, then an *Influence Point* with the Mouqollad Consortium may be used.

It will take many days for the authorities to discover the secret entrance in the shrine once the searching for clues to the murder starts.

If the characters are caught breaking the law, consult the *Ket Gazetteer* for crime and punishment.

The man they interact with if brought in, is Captain Halshied of the Lower Watch, Bazaar District. He appraises the situation before sending for the Threshers (so he has something to report).

👤**Captain Halsheid:** Male human (Baklunish)
Ftr 8; LN; Faithful of Al'Akbar.

ENCOUNTER 4: THE OLD HIDEOUT

THE ENTRANCEWAY (4a)

There are only two ways in to the hideout: through the sewers and through the secret shrine entrance.

This assumes they enter through the shrine, adjust accordingly if the characters enter through the sewers.

The staircase leads down into a 10-foot by 10-foot room. There is what appears to be the backside of a secret door in the east wall. In the north wall is a wooden door. It appears unlocked. Other than that, the room is empty and dark

Not designed to be hidden from this side, the secret door is clearly visible, as well as the mechanism that opens it. The door to the north is unlocked and not trapped. It leads into a corridor that ends in a door. This corridor is also dark. The second door is also wooden and unlocked.

🗡️**Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

The Hideout (4b)

Upon looking around the room, it is a 25 by 15 ft. room with three wooden doors. It seems this place is being used as a living quarters of sorts. A table and some boxes/chairs are set up. Cards and dice can be seen, as well as coins on the table. Bed rolls litter the floor closer to the walls. In the middle of the room is a 6 ft. high torch holder. In it sits a torch. Odd, the room isn't fill with

smoke and the smell of burnt tar as you would expect from torches underground, but it is filled with angry looking thugs who don't like be intruded on.

This room is filled with several thugs. Their level and exact numbers will depend on the APL.

They will fight the characters, for they have been spoiling for some action. A 'professional' thug, by the name of Berk is leading them. The rest of the thugs are afraid of Berk, and as long as he is around, they will never surrender. Should he be killed, the thugs may start having a change of heart if they are near death and the situation has gone obviously bad for them.

On the fourth round of the combat, a fully prepared Ezzie will stick his head out of his door to get a good idea of what is going on. If the battle is not going too badly for his side, he will watch for two rounds to observe what is truly going on. Then he will join in on the fight.

Note: Ezzie supports the thugs half-heartedly. He would rather his evil thugs do the dirty work, for he has little heart for it himself. Ezzie casts a spell one round, then go on the defensive the next, while he waits to see what the outcome will be, unless, of course, someone is attacking him directly. Then he will use his full means to defend himself.

Otherwise, if the battle is not going well, he stays in his room and prepare to try and move out with the girl as a hostage.

In addition to the thugs' gear, some gold can be found, in addition to some rather worthless mundane items. Upon closer inspection, the torch in the middle of the room is a *continual flame*.

Creatures

APL 2 (EL2)

✚**Berk:** Male human Ftr1; hp 12; See Appendix I

✚**Thugs (2):** Male human War1; hp 9, 9; See Appendix I

APL 4 (EL4)

✚**Berk:** Male human Ftr2; hp 20; See Appendix I

✚**Thugs (4):** Male human War1; hp 9, 9, 9, 9; See Appendix I

APL 6 (EL8)

✚**Berk:** Male human Ftr5; hp 44; See Appendix I

✚**Thugs (5):** Male human War2; hp 15, 15, 15, 15, 15; See Appendix I

APL 8 (EL10)

✚**Berk:** Male human Ftr8; hp 68; See Appendix I

✚**Thugs (4):** Male human Ftr4; hp 32, 32, 32, 32; See Appendix I

Ezzie's Room (4c)

The south wall door leads to Ezzie's room. In the southeast corner is his bed and sleeping area. In the southwest corner is the sleeping area of Baba's daughter.

She is chained to the wall, but other than that not in any major discomfort. She has food and a comfortable place to sleep. She has not been mistreated beyond the obvious kidnapping. When the battle starts outside, she will start screaming for her father, thinking it is he who is leading the charge to save her.

✚**Renardette:** Female human Com1; hp 3; CN.

Among Ezzie's things are books, pen and ink, a little desk and other scribe type devices and an *everburning torch* in a holder. He has been researching his family's old documents. He also has some of his remaining wealth stashed here behind a loose brick (Search DC 15)

His remaining cash comes out to 300gp. He also has some wizard scrolls and a *potion of cure light wounds*.

Ezzie has no strong desire to kill anyone. As far as he is concerned, Baba will get his daughter back when this is all over. He knows nothing about the murder of the grounds keeper. Nor would he have agreed to it. But, should the players force him into a corner, he uses the daughter as a shield, threatening to cut her throat if they don't let him leave.

Allow the characters a Sense Motive check (opposed by Ezzie's Bluff) to sense that he does not want to kill her.

Otherwise, he tries to avoid hurting her when possible with spell effects in combat. If he does manage to escape he tries meeting up with Paree near the entrance to the treasure vault.

If captured, he begs for mercy, and spills his guts about everything he knows. He blames it all on Paree, that it was her plan; she cajoled him. He has not harmed the girl (Renardette will confirm that she was well taken care of, considering the situation and all), he just wants what was rightfully his. Everything else he had has been taken away for a crime he had nothing to do with.

He warns them that Paree is evil and hunts them down if they cross her.

He tells them about the treasure vaults location, if he thinks it could save his life. He tells them about the vaults nearby location and that a key is needed to open it, but he has no knowledge of what the layout inside is.

If Ezzie is dead, or unable to talk, one of the henchmen can tell of some other important location near by, but he doesn't know any more than that.

Also, Renardette can mention to the characters, that Ezzie and Paree argued about some near by location in the sewers. It seemed important.

He also warns them that it is near the lair of a sewer beast. Unfortunately, he has had very little contact with the beast (Paree usually handled those kinds of things) so he has little information to give the characters.

Note: The DM should try to turn this into a major role-playing scene. Ezzie is sorry for what he has done. He was pressured and tricked into it. If the characters would only give him a second chance, he will make right his ways. On his knees begging, "Please Don't send me to the mines, I will repent!"

He means every word of it.

It's up to the characters if they want to turn him in.

Complications depend on whom he is brought to. Captain Baba will take care of the situation quietly. Any other Watch Captain or the Threshers, and the characters could find themselves answering questions for many, many hours, all of it under *zone of truth*. The answers to those questions could get them into trouble. If they are found guilty of any crimes, consult the *Ket Gazetteer* on crime and punishment.

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Creatures:

APL 2 (EL 2)

👤 **Ezze-ddin:** Male human Wizz; hp 11; See Appendix I

APL 4 (EL 4)

👤 **Ezze-ddin:** Male human Wiz4; hp 21; See Appendix I

APL 6 (EL 6)

👤 **Ezze-ddin:** Male human Wiz6; hp 31; See Appendix I

APL 8 (EL 8)

👤 **Ezze-ddin:** Male human Wiz8; hp 39; See Appendix I

Paree's Room (4d)

This is where Paree sleeps and stores some of her belongings. She has a bed against the west wall. The door is not locked, but all of the thugs are deathly afraid of her and do not go near her room. In a small chest under her bed, are some scriptures, jewelry and coin. The bed area is trapped. Interacting with the bed, or under the bed would normally set off a spring blade trap. But it has malfunctioned and is open and sprung. An examination of the trap by a skilled person reveals a worn-out part was used and broke on its own. She keeps sporadic hours, and is out most of the time. Unless the characters keep up a constant watch, assume she is always out of the hideout when the characters are around. She is off either tailing Baba or creeping around the area of sewers near the treasure vault.

If the characters do ambush her while she is here, use her stats from the appendix. She attempts to escape any way she can (via an *invisibility* spell, if possible).

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

ENCOUNTER 5: THE NOT SO GOLDEN ARCH

Not too far from the lair, in the sewers, is a small 'cove' among the sewer system. What it was once used for is long forgotten, but it now collects a lot of solid waste. It has become the home of an otyugh.

You haven't traveled all that far from the lair when you come across a 'cove' amongst the sewer ways. The flooded part appears to go in 15 feet and ends in a ramp rising out of the water to a walkway, that circles around the cove. The smell is even worse here than the rest of the sewers. It seems all sorts of muck and trash has built up in this area and covers most of the cove. What catches your eye is a thin arch of light coming from the back wall. It is perhaps 5ft. from tip to tip (not arc length).

What attracts the eyes to this place is a faint light coming from the wall. It is in the shape of a half circle. It outlines the upper half of a secret door. The lower half cannot be seen, due to the filth and fungi that have been piled up against the far wall. Upon closer examination (and after the otyugh is dead) ancient writing in Infernal can be made out on the wall, along with a key slot.

Read the following if someone can read Infernal:

The writings translates as, 'This be the Vault of Treasure on this mortal plane of The Low Lord of Hih Lrol Rak. Damnation to all those who enter with out bringing forth the Key that was meant to be. Fear the Low Lord.'

Anyone who can make a Knowledge (the planes) (DC 25) check can know that this is a devil of moderate standing in the Nine Hells.

Characters with the Mark of Avernus, can find the name, if it is looked for.

This is the entrance to the treasure crypt. It can only be opened with the appropriate key or very or greater dispelling (DC 36), *limited wish* and *wish*.

🔪 **Stone Door (magical):** 10in. thick; hardness 15; hp 200; AC: 5; Break DC 40. *Greater dispelling* DC 36; Immune to all spells below 6th level granting the caster the ability to open or move through the door, such as *passwall*, *knock*, *stone shape*, and so on. It is also immune to divination spells below 6th level. This immunity extends to the vault walls, but not the floor. Spells that do damage, below/above 6th level can be used to damage the door with normal chances of success.

The otyugh guards this place. It is possible the characters will have killed it already, if they have gone walking through the sewers. If it has taken any wounds, it will still have them (minus its HD per day of full rest it would have had). The gear of any characters who were dragged off and drowned, can be found here, after they have been digested.

The otyugh attacks as soon as the characters are within reach.

Creatures:

APL 2 (EL 4)

👤 **Otyugh:** hp 33; see *Monster Manual*.

APL 4 (EL 6)

👤 **Otyugh, Advanced (9 HD):** hp 33; see Appendix I.

APL 6 (EL 8)

🔪 **Otyugh, Advanced (15 HD):** hp 112; see Appendix I.

APL 8 (EL 10)

🔪 **Half-demon otyugh, Advanced (15 HD):** hp 127 see Appendix I.

Tactics: The creature defends its nest to the death. The water in the middle of the 'cove' is about 15 feet deep. Even in the shallower parts (around the edge and the bottom of the submerged ramp) that are 10 feet deep it's well over any Medium-size creature's head, thus requiring Swim checks. There is about 10 feet from where the otyugh is to where the characters are standing on the ledge/walkway. The water is calm (base DC 10 for Swim checks). This means the otyugh uses its ranged attacks. Once someone is grappled, they are moved into the otyugh's square where it drops them and attacks the nearest opponents with its bite and continue to grab people from the ledge. Those in the water must start making Swim checks. Even if the character makes a double move Swim, the otyugh still has reach, and the character will probably still draw an attack of opportunity, and bring the PC right back.

The walkway is 5 feet wide. The surface is both angled in towards the water and slippery, requiring a Balance (DC 10) check. Characters losing balance may make a Reflex (DC 15) save to prevent themselves from actually rolling over the edge. The water's surface is about a 2-foot drop from the edge. The water itself is 10 feet deep. Remember, when grappled, the character is automatically dragged into the monster's square. The water is calm (DC 10 when not fighting the monster, but DC 13 when fighting underwater). Unless the grabbed character has a magical light source with them, they are considered blind, thus the otyugh is considered to be in near darkness for concealment. The otyugh is native to this particular environment so doesn't have this same difficulties

Anything heavier will slow the otyugh down to 15 feet (30 feet at double). Every round that the victim conducts a combat action (other than trying to break the grapple, or swim) the victim uses up 2 rounds of oxygen, instead of one. This simulates the large expenditure of energy of fighting, as opposed to just holding your breath.

If the character wishes to make an action other than just walking or simple movement while holding their breath, they must make a Swim check to keep from drowning. Looking in at the water, the otyugh has a three-quarters concealment bonus (30%). This is the same for a person in the water without a useable light source.

Additional Tactics for APL 8: There is a leap in the challenge level between APL 6 and APL 8. The otyugh is now a half-demon. It has been here for some time, guarding this ancient site. It as rarely bothered the city inhabitants, preferring to live off its collection of filth. Those few who have stumbled upon it, have met with a quick death.

It is very important that you research this combat. Make sure you are familiar with the details of the following spells: *horrid wilting*, *unhallow*, *unholy aura*, *blasphemy*, *contagion*, *poison*, *unholy blight*. The spell DC will be 9+Spell Level.

As the otyugh's surprise action, have it start with *horrid wilting*, then go down from there.

If the characters use some sort of scout, and the otyugh notices, it attempts to use its normal melee attacks to get a tasty meal. Only when a group of adventurers show up, will it use its magical abilities. It is possible for the characters to sneak around the otyugh and get the door open, but if the door starts to open, and the otyugh cannot see what is doing it, it will use area effect spell-like abilities.

The otyugh always tries to keep deep water between his body and the attacking characters.

Should the characters flee, the Otyugh does not chase them. This is an adventure, not a meat grinder.

Development: The otyugh has a small collection of treasure buried below the muck. DMs should remind characters of the unsanitary nature of the muck, but any character trying to retrieve the treasure will have a good risk of contracting some sort of illness.

Characters must make a Fortitude (DC 16) save each round spent in the muck to avoid contracting filth fever. Wounds caused by the otyughs also risk filth fever but at the DC stated in the monster's statistics.

ENCOUNTER 6: THE VAULT THAT TIME FORGOT

ENCOUNTER (6A)

If the characters can find the half circle of light, they can open it with the key. Note the door does radiate strong magic. Read the following once they open the door:

You place the key in the slot. It fits perfectly. As if by magic, the door slides up into the ceiling. Before you is a room filled with light, a tall torch holder stands in the middle of the room, a torch rests in it, illuminating the room. The room itself is 10 feet by 15 feet with a stone door on the far wall. Everything else seems bare and empty.

A *continual flame* torch illuminates the first room. There is a trap near the door. It is a magical *deeper darkness* trap. Stepping on that square triggers the trap. The trap is the square right in front of the torch. (**Note:** For APL 2, replace all references to the *deeper darkness* with the second level spell *darkness* which has a 20-foot radius and lasts for 3 hours) The *deeper darkness* overrides all other lesser light sources (including the *continual flame*) and only a *daylight* spell with cancel out the effect, for as long as they both are active.

There are three pit traps in the room as well. A 1-foot thick brick wall separates the shafts of the pit traps. If the characters are under the effects of *darkness*, they are blinded and suffer -4 on all Search checks, as well as all

Dexterity and Strength based checks relating to blindness (including Reflex for the pit traps). Any skill check relying on vision automatically fails. This will make avoiding the pit traps difficult. The depth of the pit traps will vary with APL. The room has a 5-foot by 5-foot entrance.

Across from the entrance is the closed but unlocked stone door that leads to the pillared hall. Flanking the far end of the room, are two secret doors. In front of each is a pit trap. Once activated, the *deeper darkness* extends 60 feet, and extends into the pillared chamber and the sewer. This *deeper darkness* lasts for 15 days, and has a DC 26 to dispel.

APL 2 (EL 2)

☞ **Darkness trap:** CR 1/2; activated when stepped on; creates a 60ft. radius *deeper darkness*, as per spell. No saving throws; Search (DC 28); Disable Device (DC 28). Lasts for 3 hours

☞ **Pit traps (10ft. deep) (3):** CR 1/2; no attack (1d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 5)

☞ **Deeper darkness trap:** CR 1; activated when stepped on; creates a 60ft. radius *deeper darkness*, as per spell. No saving throws; Search (DC 28); Disable Device (DC 28). Lasts 15 days

☞ **Pit traps (40ft. deep) (3):** CR 2; no attack (4d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 6)

☞ **Deeper darkness Trap:** CR 1; No to Hit Roll, activated when stepped on; creates a 60ft. radius *deeper darkness*, as per Spell. No saving throws; Search (DC 28); Disable Device (DC 28).

☞ **Pit traps (60ft. deep) (3):** CR 3; (6d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

APL 8 (EL 10)

☞ **Deeper darkness Trap:** CR 1; No to Hit Roll, activated when stepped on; creates a 60ft. radius *deeper darkness*, as per Spell. No saving throws; Search (DC 28); Disable Device (DC 28).

☞ **Spiked Pit traps (60ft. deep) (3):** CR 4; (6d6), +10 melee (1d4+1 spikes for 1d4+6 damage each on a successful hit); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

Development: If the magical darkness stays on for more than 5 rounds, the shadow(s) from room B will enter and attack any in the darkness, but still within the vault. Unless some sort of constant detection (like *detect evil*) is active, the party is unlikely to be aware of the shadows' silent approach and might be surprised. The shadows have no problem seeing in the dark of this tomb. The

shadows have memorized everything during their long stay. This allows the shadows to 'sense' the characters location on a listen check, opposed by the characters move silent (the shadow is not considered to be blinded). If the character casts, or speaks, he is automatically noticed. The shadow still suffers the 50% miss chance while in the darkness.

ENCOUNTER (6B) THE SIDE ROOMS

The secret door to the north (Search, DC 25) contains stairs leading down into a small treasure room. There are four chests, but none are locked. They are filled with silver pieces. The total is 2000 sp.

The secret door to the south (Search, DC 15) contains stairs that lead down into a small treasure room. There are four chests, none are locked, but the one in the southwest corner is trapped. Opening its lid sets off a magical area effect trap. The exact nature of the trap depends on the APL. Other than the trap, all the chests are empty in this room.

APL 2 (EL 1)

☞ **Weak acid vapor trap:** CR 1; 20 ft. radius (1d6); Fortitude save halves (DC 13); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

☞ **Acid vapor trap:** CR 4; 20ft. radius (4d6); Fortitude save halves (DC 15); Search (DC 22); Disable Device (DC 22).

APL 6 (EL 6)

☞ **Strong acid vapor trap:** CR 8; 20ft. radius (8d6); Fortitude save halves (DC 25); Search (DC 24); Disable Device (DC 24).

APL 8 (EL 10)

☞ **Intense acid vapor trap:** CR 10; 30ft. radius (12d6); Fortitude save halves (DC 30); Search (DC 32); Disable Device (DC 28).

ENCOUNTER(6C) DEAD MAN FLOATING

Assuming the characters have defeated the *deeper darkness*, read the following,

A vaulted chamber is before you. Pairs of pillars run down the middle of the room. The room is 15 feet wide and 25 feet across. A pile of remains beckons your attention in the southeast corner.

☛ **Stone door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 18. Unlocked and unstuck

In the pillar room, there is no ambient illumination. In the far corner is the body of Dasco Ros and his lesser henchmen. He is now a shadow (and so might the dead

henchmen depending on APL). If the magical darkness/deeper darkness trap goes off, the shadows will travel through the door and attack the characters under the over of darkness.

The shadows have been here a long time, never leaving the vault. They have become intimately aware of every inch. Darkness spell effects so not impede the shadows.

The shadows have memorized everything during their long stay. This allows the shadows to 'sense' the characters location on a listen check, opposed by the characters move silent (the shadow is not considered to be blinded). If the character casts, or speaks, he is automatically noticed. The Shadow still suffers the 50% miss chance while in the darkness.

Otherwise, Dasco attacks enemies in this room, but does not leave it. He can travel through any of the inner doors and columns. None of the stone provides cover against his attacks.

The bodies were stripped of most of their items when they were first killed. But one small item still remains, a small and simple bronze amulet. On it, written in Old Oeridian are the words, "I am born Dasco Ross and I shall Die Dasco Ross, but I shall be wealthy between". A Knowledge Religion (DC 25) check will identify that as a paraphrase from a line of Zilchus' scripture. Since it was not magical, his murders did not take it.

At the far end of the room, is another magical door. It needs the key to open it. The key can be removed from the first door, but it starts to close after two rounds. The door can be opened from either side. Infernal writing on this door reads: "Treasure vault".

Creatures:

APL 2 (EL3)

☛Shadow: hp 19; see *Monster Manual*.

APL 4 (EL6)

☛Shadows (3): hp 19,19,19, see *Monster Manual*.

APL 6 (EL 8)

☛Shadow, Advanced (9HD): hp 49; see Appendix I.

☛Shadows (3): hp 19, 19, 19 see *Monster Manual*.

APL 8 (EL10)

☛Shadow, Advanced (2) (9HD): hp 49, 49 see Appendix I.

☛Shadows (6): hp 19, 19, 19, 19, 19, 19 see *Monster Manual* page 161.

ENCOUNTER (6D) ALL MY DREAMS, WASHED AWAY....

The deeper darkness can reach here as well, so unless the characters have defeated it, don't read this boxed text.

The door opens like the first. You rub your hands at the thoughts of what treasure possibly awaits you. Your ears fill with the sound of fast moving water and to your horror, instead of piles of

gold coins; there is only a hole in the ground. There are a few coins scattered about on the floor, and one teeters on the edge. You hold your breath, in a vain hope this will save the coin, but the opening of the door was too much, and a coin falls. Its last trace of existence was the sound of a small splash.

Note: This read-aloud is designed to be a tongue in cheek anti-climax. The characters have gone all this way, only to be denied the treasure. If a character objects to these actions describing his characters' situation, simply inform him, they are not meant for him. Do not hold these read-aloud text actions in stone for anyone, and tread lightly should any one have objections.

Behind the door, where there was once a 15-foot by 15 foot treasure room is now a room with a collapsed floor. An underground river directly below the chamber eroded the ceiling above it and has carried off the floor and the treasure. It drains into a deep cavern that is extremely dangerous and leads deep underground and is quick of current and completely submerged. Point out to the characters, the suicidal danger of trying to enter the cavern.

While the characters are reacting to this, Paree has been following them very discretely at some distance while invisible. She knows that somewhere inside the vault are the remains of Dasco. She wants them. This will spur her to regain the key even more, but she must go and gather more minions for Encounter 9. She does not attack or interact with the party. She flees if the characters somehow spot her. At APL 6 she casts *nonetection* on herself.

ENCOUNTER 7: WANDERING IN THE SEWERS

You have been walking around the sewer for some time. The smell is starting to make you feel physically ill. One way looks like another down here.

Note: Use this encounter only if the characters are wandering around the sewers, and have been for at least an hour. Do not use, if the characters are heading to the vault from the hideout.

This is the same otyugh nesting in the muck near the arch of light. It comes out on patrols every once in a while.

The otyugh lurks in the water, hidden, and ready to strike at any band of adventurers that walk past it on the somewhat narrow walkways. The otyugh is well hidden in its natural environment and the characters need to make a Spot (DC 25) check to see it lurking just below the murky sewer water.

Read the following when the otyugh attacks:

There is a thrashing of water and a billowing of stench-ridden air as a maw rippling with teeth crests the water and tentacles lunge for you. The creature must have been bidding its time.

Tactics: The otyugh can attempt to drag off its grabbed victim underwater, thus drowning it and getting an easy meal. It will attempt to snatch the smallest, closest unaware character. It's hungry and feels threatened by humanoids at the moment. Ten feet below the opening for the secret door is the west walkway. There are some disguised climbing holes for the trip down. The walkway is 5ft. wide. The surface is both angled in towards the water and slippery, requiring a Balance (DC 10) check. Character losing balance may make a Reflex (DC 15) save to prevent themselves from actually rolling over the edge. The water's surface is about a 2-foot drop from the edge. The water itself is 10 feet deep. Remember, when grappled, the character is automatically dragged into the monster's square. The water is calm (DC 10 when not fighting the monster, but DC 13 when fighting underwater). Unless the grabbed character has a magical light source with them, they are considered blind, thus the otyugh is considered to be in near darkness for concealment. The otyugh is native to this particular environment so doesn't have this same difficulties. Once on the run with a grabbed character, the otyugh uses a double move to move along the sewer floor. It cannot run in the water. The otyugh can drag up to 57 pounds at APL 2 and still be at light load (38 pounds with a 50% bonus for bouncy). At APL 4 and APL 6 the light load max drag is 116+50% bouncy=174)

Note: The otyugh is not swimming, it is walking.

Anything heavier slows the otyugh down to 15 ft. (30 ft. at double move). Every round that the victim conducts a combat action (other than trying to break the grapple, or swim) the victim uses up 2 rounds of oxygen, instead of one. This simulates the large expenditure of energy of fighting, as opposed to just holding your breath.

If the character wishes to make an action other than just walking or simple movement while holding their breath, they must succeed at a Swim check to keep from drowning. Looking in at the water, the otyugh has a three-quarters concealment bonus (30%). This is the same for a person in the water without a useable light source. The otyugh runs around the sewers until it has escaped its pursuers and drowned its meal. If the victim escapes from its clutches, the otyugh turns around and try to reacquire its prey. The otyugh will retreat back to its lair. If the characters can figure a way to keep up with the monster (fly, a boat, and so on) they can, with some difficulty, track the monster to its lair, and thus the arch of light.

Note: It is the same otyugh from Encounter 5. If it is killed there, it is not encountered here, and vice versa.

Additional Tactics for APL 8: There is a leap in the challenge level between APL 6 and APL 8. The otyugh is now a half-demon. It has been here for some time, guarding this ancient site. It is rarely bothered the city inhabitants, preferring to live off its collection of filth. Those few who have stumbled upon it, have met with a quick death.

It is very important that you research this combat. Make sure you are familiar with the details of the following spells: *horrid wilting*, *unhallow*, *unholy aura*,

blasphemy, *contagion*, *poison*, *unholy blight*. The spell DC will be 9 + spell level.

In the wandering sewer encounter, the otyugh will not use its powers, unless its snatch and grab attempt has failed. It will then use its spell-like ability from lesser powers to greater powers. The first characters to drop, the otyugh grabs the body and run back to its lair.

Should the characters flee, the otyugh will not chase them. This is an adventure, not a meat grinder.

Creatures:

APL 2 (EL 4)

🐉 Otyugh: hp 33; see *Monster Manual*.

APL 4 (EL 6)

🐉 Otyugh, Advanced (9HD): hp 33; see Appendix I.

APL 6 (EL 8)

🐉 Otyugh, Advanced (15HD): hp 112; see Appendix I.

APL 8 (EL10)

🐉 Half-demon Otyugh, Advanced (15HD):hp 127; see Appendix I.

Development: Tracking the otyugh shouldn't take more than an hour, less if the characters are clever and/or have access to extraordinary means. Most walkways are slippery and others are cut off by water. You should make up a simple series of sewer passages leading to the lair.

If the characters do end up tracking the monster back to its lair, the characters will pass the secret door entrance to the hideout. It's not very far from the otyugh lair. The secret door isn't what it used to be, and the recent in and out travel have left it slightly off its rollers. It can be noticed on a casual Spot (DC 22) check. A Search (DC 18) check will find the lever to open the door. It is just a fingers thickness ajar. The door can be forced open on a DC 20 Strength check.

ENCOUNTER 8: THE ALTERNATE ROUTE

Some times the characters don't always follow a predictable route. This encounter gives an optional route that the characters might follow, but the EL is from Encounter 4b. If they have been defeated in that encounter, the bad guys do not show up here. More specifically, if characters rescue Baba's daughter from Encounter 4, this encounter cannot happen at all.

Thugs, lead by Berk comes out of the sewers (from the trap door) to collect the ransom if the characters waited the two days (and haven't cleared out Paree or Ezzie and the hideout), and attempt an ambush at the drop off place. Paree is watching from outside, at a distance, for she has been staking out the place also.

During the ambush, she becomes invisible and stays that way. She has no desire to become involved in the fight, in case it is a double trap by the authorities. If the characters win though, she will stalk them and prepare for the end fight in Encounter 9.

Give the fight a chance to happen. The thugs are spoiling for a fight, having been sequestered so long in their hideout. They stick around for a bit and poke about. If the characters show themselves, the thugs attack.

The thugs fight as long as things are going good. They will not surrender though. If the fight is going bad, and the opportunity presents itself, they will try to escape back down into the sewers (they have a sewer skiff awaiting them, tied to the dock). This will give the characters a chance to trail the bad guys back to the hideout.

Creatures: These are the same EL and monsters as Encounter #4b. If defeated here, they cannot be earned elsewhere.

APL 2 (EL 2)

➤ **Berk:** Male human Ftr1; hp 12; see Appendix I.

➤ **Thugs (2):** Male human War1; hp 9, 9; see Appendix I.

APL 4 (EL 4)

➤ **Berk:** Male human Ftr2; hp 20; see Appendix I.

➤ **Thugs (4):** Male human War1; hp 9, 9, 9, 9; see Appendix I.

APL 6 (EL 8)

➤ **Berk:** Male human Ftr5; hp 44; see Appendix I.

➤ **Thugs (5):** Male human War2; hp 15, 15, 15, 15, 15. see Appendix I.

APL 8 (EL 10)

➤ **Berk:** Male human Ftr8; hp 68; see Appendix I

➤ **Thugs (4):** Male human Ftr4; hp 32, 32, 32, 32; see Appendix I

Development: Characters can also follow the bad guys back to the hideout, with out even fighting them. Hiding among the sewers or shoe shop, and awaiting the bad guys to show up then go home. If the characters can come up with a way to keep up with the bad guys in the sewers then the chase will take about an hour. Keep in mind, following on foot is not practical, the walkways allow only slow cautious movement, but with an Influence Point spent (with any organization within the city that could possibly have access to transport in the sewers, or influence over someone who does), a boat can be acquired on short notice. Assuming of course, the characters just don't steal one from among the sewers. This is possible, but 1d6 hours of searching for an unwatched sewer boat dock.

Should the ransom time limit expire and the key not been recovered at the drop off, Ezze-ddin will become very nervous. He will wait two more days. During this

time, the characters can still perhaps find the hideout and make a rescue attempt. After that time expires, things go bad.

Ezzie tells Paree he is going to let the girl go and call it quits. In a rage, Paree murders Ezzie then the girl. She then proceeds with Encounter 9. The hide out is abandoned after that.

ENCOUNTER 9: WHAT DO YOU MEAN, 'THIS ISN'T THE END'?

"Istus be praised! You have saved my daughter's life!" gushes the normally stern faced man. Captain Baba seems quite emotional. Years of built up hardness flake away from his callused heart. "I shall never forget this. But you are all wounded! I insist on this, I shall make arrangements for you all to stay in the luxury suite at the Split Moon. For the Foreign Quarter, it is the best of accommodations. Beds for each of you and a private common area and such. For the next week at least, your good living is on me." Finishes Captain Baba as he embraces his daughter and they leave. He promised to have a runner set every thing up at the Split Moon by the time you arrive.

Once Baba's daughter is rescued, he takes the credit for the defeat of the last remaining Mo-Vul, and regains his daughter's trust and love (for he obviously orchestrated the entire rescue) he then thanks the characters greatly. He showers them with praise and influence. He uses some of his own influence to lessen the punishment of any character charged with a minor offence by half. Also, any character who is currently being held for questioning is sprung. This does not cover severe charges like premeditated murder or aggravated assault. Consult the *Ket Gazetteer* for information on what a minor crime is.

Captain Baba knows a cleric of Rao who owes him a few favors. The cleric, Alfinous, lives in the 'Foreign Quarter'. To repay his debt, he casts up to three 1st-level cure spells and two 2nd-level cure spells on the party. Make this sound appealing and easy for the characters may unknowingly need it for that night's battle.

➤ **Alfinous:** Male human Clr3 (Rao) LG

Some characters may have come down with filth fever (it has an incubation time of 1d3 days) from the sewers and need a place to rest, others simply need to regain hit points. Baba insists they stay and will switch them to the 'luxury' suite as opposed to the double rooms they have now. See Appendix 2, Encounter 9 map for the suite layout. The night's combat will most likely take place there.

That night though, Paree comes back for vengeance. She is a bit of a manic-depressive at times. She wants blood now.

As the characters sleep at the inn after the rescue, thugs come in the middle of the night and attack them.

The attack comes just after midnight. But this can be adjusted depending on the characters actions.

🔨**Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Creatures:

APL 2 (EL 5)

🔥**Paree:** female human Rog1/Clr2; hp 13; see Appendix I.

🔥**Snipette:** Female human Rog1; hp 5; see Appendix I.

🔥**Thugs (2):** Male human War1; hp 9, 9; see Appendix I.

APL 4 (EL 7)

🔥**Paree:** female human Rog1/Clr4; hp 21; see Appendix I.

🔥**Snipette:** Female human Rog3; hp 11; see Appendix I.

🔥**Thugs (4):** Male human War1; hp 9, 9, 9, 9; see Appendix I.

APL 6 (EL 9)

🔥**Paree:** Male human Rog1/Clr6; hp 29; see Appendix I.

🔥**Snipette:** Female human Rog3; hp 11; see Appendix I.

🔥**Thugs (4):** Male human War2; hp 15, 15, 15, 15; see Appendix I.

APL 8 (EL 12)

🔥**Paree:** Male human Rog1/Clr9; hp 39; see Appendix I.

🔥**Snipette:** Female human Rog8; hp 34; see Appendix I.

🔥**Thugs (8):** Male human Ftr2; hp 18, 18, 18, 18, 18, 18, 18, 18; see Appendix I.

Tactics: The thugs come with a portable ram. They burst into the room with the most characters in it. This will most likely be the suite.

Meanwhile the Snipette the rogue sneaks in through the window (unlocking it during the combat) and attack from behind. The window does not have an actual lock on it, but it does have a bar that is wedged in place and latched. The rogue (with the help of her tools) is able to attempt to 'pick' this latch and bar device by sliding a tool through the window gap and lifting up.

There are plenty of footholds and handholds out side the window. It takes a full-round action to disable the lock. Once the door is open, give all the characters inside (who are not specifically facing the window) a Listen check, DC20 to hear the window opening. For those looking in the direction, make a Spot check, compare to an opposed Hide check from Snipette the rogue as she makes herself scarce as the window opens up. If undiscovered, and someone approaches the window, she will have a chance to catch them flat footed for one attack. Otherwise, she will climb into the room and attempt to Move Silently and catch another person flat-footed in regards to her. Once someone either has been attacked, or one of the characters makes her presence known, she

moves silently to get a sneak attack in. She tries and stall, while Paree summons more monsters into the room to aid her.

🔨**Barred Window Shutters:** 1/2 in. thick; hardness 5; hp 5; AC 5; Break DC 14, Pick DC 18.

The double shuttered window is big enough for a Medium person to climb through.

Once the window is open, Paree will (in advance) be invisible (and have cast her scroll *freedom of movement*), laying down on the rooftop across from the player's suite (10 feet away). In addition to the *invisibility* spell, she is well hidden in the dark while prone. The light from the room does not reach her, unless someone moves a light source nearer. She has all most all of her divine spells set to *summon monster*. She then summons through the window, into the fight with the players. Note that Paree only summoning creatures of chaotic alignment. This makes them Chaos spells granting a caster level bonus, and longer duration.

At APL 6, Paree casts *nondection* on herself. This lasts for 6 hours. It makes her resistant to all types of detection and divination (including those pesky *detect magic* spells). The DC for the caster to beat (1d20 + caster level) is 21. This helps should a characters try to find out where the *summon monster* spells are coming from with a *detect magic* or *locate object*.

In her prone position, she has clear line of sight into the common area of the suite. After her spells are exhausted, she leaps onto the inn's roof, and climbs down into the characters' room to join the fight. If her timing is good and has not been interfered with, she should still be invisible.

She wants to do damage and lots of it. She brings along her rainy day cache of two 4th-level scrolls: (at APL 2, these are 2nd-level scrolls): *summon monster* IV (caster level 7) and *freedom of movement* (caster level 7). At APL 2 the scrolls are *summon monster* II (caster level 3) and *hold person* (caster level 3).

Its pay back time, and she wants interest. She fights to the death.

Development: The rogue has some incriminating evidence that gives up the Mo-Vuls name. It is a gold broach with the Mo-Vuls name and family crest on it. This was her payment for the aiding in the attack. Paree pilfered it from Ezzie stash. It can also be used to clue the characters into the Mo-Vul name if they have missed the other clues. If the characters bring it to Baba, when he sees the seal, and characters have yet to visit the City Fathers Shrine, he mentions that the body of a murdered man was found floating in the river. He has been identified as the grounds keeper for the City Fathers Shrine, which was up until a few months ago, patroned by the Mo-Vul family. If the characters have already disturbed the body from where Paree left it, it will of course not be found in the river.

When it became dark, Paree slipped in and carried the body away and dumped it in the river. She did not want Ezzie to know what she had done or for the guards

to be snooping around the shrine when someone reported the grounds keeper missing. This way, it looks like he could have been just a mugging victim.

Note: City guard response is rather slow this night. They are all drinking in celebration of Captain Baba's latest victory over the enemies of law and Molvar. It takes 10 minutes (100 rounds) for a small guard patrol of six men to arrive. Should the combat somehow still be active, they join the fight in on the characters' side. Should the battle take to the streets, the guard patrol arrives in 5 minutes (50 rounds).

🗡️ **City Guards:** Male human War2.

Note: Should the characters decide not to use the suite, or go to some other Inn or accommodations, Paree tracks them down there, and the battle commences at that place instead. Adlib as needed for the battle plans.

Additional Notes and Tactics: Please inspect the spells and feats of Paree very carefully. She speaks Abyssal. For the sake of this adventure, consider all fiendish creatures summoned by Paree to speak Abyssal, instead of common. She uses that language to communicate with her summoned monsters. She cast Chaos as a domain.

Summoning does not break her invisibility, but casting offensive spells will. In the combat she stay back, and summon, summon, summon. Other windows to the suite can be opened up as well, to allow better entry.

The enemy casters are first priority. Swarm them. Have the fiendish animals use their *smite good* on the first person they attack. Remember, the animal won't know if their target is good or not, so use it blindly. Also, unless Paree shouts out in abyssal to give specific instructions, just have the animals attack, in a somewhat uncoordinated fashion. Do not give them a 'hive mind'. But do move them away from the window, as Paree only as a limited view arc on where she can summon into the room.

Should the characters retreat after at least one of their members have gone down, Paree and thugs kill off any stragglers, and then retreat into the night, fleeing Molvar City and probably Ket.

Should the characters flee before any of their numbers have been taken out, then Paree pursues them in the streets. The thugs only hang around in a street battle for 10 rounds. After that, they flee. Snipette stays as long as Paree is still fighting. Paree keeps fighting until she kills a character, or she is killed, but only if it turns into a street battle or a chase.

CONCLUSION

The last few days have been intense. Death and destruction became your close personal friends, whether you wanted them to or not. Another night went by, and you stayed awake, waiting for the door to come bursting in. But it never happened. With a sigh of relief, it's over. Vengeance has been dealt, and you all came up with the ace.

Paree is either dead or captured. If captured she is soon executed by the authorities.

Any characters who were arrested for serious crimes are held over for punishment (see the crime and punishment section of the *Ket Gazetteer*).

Captain Baba gives the characters a Certed Influence Point with the Lower City Watch. The characters have done a great service for the City of Molvar.

If Ezzie was handed over to the authorities, he too is executed.

Should the characters have decided to spare his life (by letting him go) after hearing his plea's and explanations for his actions, he leaves and go into hiding among the city. He takes up residence with a Cleric of the Exalted Faith, who lives secretly in the city. A few days later, to the characters surprise, he seeks them out. In a hushed voice he tells them;

"You have spared my wretched life and because of that, I have seen the errors of my ways. I have been these last few days, at prayer with the guidance of a servant of the High Cleric, hidden away from prying eyes. I have found mercy, duty and dignity. I will strive to change my ways even further. Al'Akbar has sent his Exalted Faith to nurture my fallen soul. I have spent praise filled hours praying for his forgiveness and guidance. Not only for me, but for the guardianship of those that spared me, so I could change my ways. May Al'Akbar have heard my words and grant you a blessing, even if only for a time."

With that, Ezzie throws his hood back over his head, and leave. Perhaps prayer will be enough for him.

If Ezzie makes it through this exchange unmolested, the characters gain the following.

What this means for the characters is that on their Adventure Cert, will be '**Righteousness Restored**'.

This special blessing will grant the character a +4 profane bonus to the next saving throw he has to make. It is then marked off the Cert as used. It lasts till used.

Should the characters decide to report the presence of a cult of the Exalted Faith to Mullah's, and then the characters will earn a Certed Influence Point with the Church of the True Faith. The characters do not have to turn in Ezzie to do this.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4b

Defeating Berk and the gang

APL 2—60 XP; APL 4—120 XP; APL 6—240 XP; APL 8—300 XP

Encounter 4c

Defeating Ezzie

APL 2—60 XP; APL 4—120 XP; APL 6—180 XP; APL 8—270 XP

Encounter 4

Defeating the otyugh

APL 2—120 XP; APL 4—180 XP; APL 6—240 XP; APL 8—300 XP

Encounter 6a

Discover and survive the traps.

APL 2—60 XP; APL 4—150 XP; APL 6—180 XP; APL 8—300 XP

Encounter 6b

Survive the trapped chest

APL 2—30 XP; APL 4—120 XP; APL 6—240 XP; APL 8—300 XP

Encounter 6c

Defeating the shadows

APL 2—90 XP; APL 4—180 XP; APL 6—240 XP; APL 8—300 XP

Encounter 7

Note: This is an alternate encounter to Encounter 5, XP cannot be collect from this encounter and Encounter 5.

APL 2—120 XP; APL 4—180 XP; APL 6—240 XP; APL 8—300 XP

Encounter 8

Note: This is an alternate encounter to Encounter 4b, XP cannot be collect from this encounter and Encounter 4b.

APL 2—60 XP; APL 4—120 XP; APL 6—240 XP; APL 8—300 XP

Encounter 9

Defeating Parea and her gang.

APL 2—150 XP; APL 4—210 XP; APL 6—270 XP; APL 8—360 XP

Story Award

Objective(s) met: Saving Captain Baba's Daughter

APL 2—30 XP; APL 4—120 XP; APL 6—210 XP; APL 8—300 XP

Total possible experience:

APL 2—600 XP; APL 4—1200 XP; APL 6—1800 XP; APL 8—2400 XP

TREASURE SUMMARY

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

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

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

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

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

Encounter 4

For Looting the Burial Tomb

APL 2—coin- 86 gp

APL 4—coin- 86 gp

APL 6—coin- 86 gp

APL 8—coin- 86 gp

Encounter 4b

For defeating and looting Berk and the gang

APL 2—loot 35 gp, coin- 5 gp, *everburning torch* (13 gp)

APL 4—loot 35 gp, coin- 10 gp, *everburning torch* (13 gp)

APL 6—loot 40 gp, coin- 15 gp, *everburning torch* (13 gp)

APL 8—loot 70 gp, coin- 40 gp, *everburning torch* (13 gp), +1 *breastplate* (210 gp), +1 *falchion* (356 gp)

Encounter 4c

For defeating and looting Ezzie

APL 2—loot 5 gp, coin- 60 gp, *potion of cure light wounds* (8 gp), *arcane scroll charm person* (4 gp), *arcane scroll detect secret doors* (4 gp), *everburning torch* (13 gp)

APL 4—loot 5 gp, coin 60 gp, *potion of cure light wounds* (8 gp), *arcane scroll charm person* (4 gp), *arcane scroll detect secret doors* (4 gp), *arcane scroll protection from arrows* (22 gp), *everburning torch* (13 gp)

APL 6—loot 5 gp, coin 60 gp, *potion of cure light wounds* (8 gp), *arcane scroll charm person* (4 gp), *arcane scroll detect secret doors* (4 gp), *arcane scroll protection from arrows* (22 gp), *arcane scroll of dispel magic* (56 gp), *everburning torch* (13 gp)

APL 8—loot 5 gp, coin 90 gp, *potion of cure light wounds* (8 gp), *arcane scroll charm person* (4 gp), *arcane scroll detect secret doors* (4 gp), *arcane scroll protection from arrows* (22 gp), *arcane scroll of dispel magic* (56 gp), *everburning torch* (13 gp), *ring of protection* +1 (300 gp)

Encounter 5

For laying waste to the otyugh or bypassing it.

APL 2—loot 10 gp, coin 40 gp.

APL 4—loot 10 gp, coin 80 gp.

APL 6—loot 10 gp, coin 120 gp, *pipes of the sewers* (172 gp)

APL 8—loot 60 gp, coin 200 gp, *pipes of the sewers* (172 gp)

Encounter 5a

Taking the *everburning torch*

ALL APLs, *everburning torch* (13 gp)

Encounter 6b

Looting the Chest

All APLs—coin 40 gp.

Encounter 6c

Looking the corpses

APL 2—coin 5 gp

APL 4—coin 10 gp

APL 6—coin 15 gp

APL 8—coin 20 gp

Encounter 6d

Picking up the coins from around the hole.

APL 2—coin 5 gp

APL 4—coin 10 gp

APL 6—coin 50 gp

APL 8—coin 80 gp

Encounter 7

Note: This is an alternate encounter to Encounter 5, treasure *cannot* be collect from this encounter

APL 2—loot 10 gp, coin 40 gp.

APL 4—loot 10 gp, coin 80 gp.

APL 6—loot 10 gp, coin 120 gp, *pipes of the sewers* (172 gp)

APL 8—loot 60 gp, coin 200 gp, *pipes of the sewers* (172 gp)

Encounter 8

Note: This is an alternate encounter to Encounter 4b. Treasure *cannot* be collect from this encounter Encounter 4b.

APL 2—loot 35 gp, coin- 5 gp, *everburning torch* (13 gp)

APL 4—loot 35 gp, coin- 10 gp, *everburning torch* (13 gp)

APL 6—loot 40 gp, coin- 15 gp, *everburning torch* (13 gp)

APL 8—loot 70 gp, coin- 40 gp, *everburning torch* (13 gp), +1 *breastplate* (210 gp), +1 *falchion* (356 gp)

Encounter 9

Ripped from the enemies' cold dead hands

APL 2—loot 50 gp, coin 50 gp, *divine scroll of summon monster II* (22 gp), *divine scroll of hold person* (22 gp), *divine scroll of invisibility* (22 gp).

APL 4—loot 45 gp, coin 50 gp, +1 *chain shirt* (187 gp), *divine scroll of summon monster IV* (105 gp) *divine scroll of freedom of movement* (105 gp) *divine scroll of invisibility* (22 gp).

APL 6—loot 40 gp, coin 50 gp, +1 *chain shirt* (187 gp), +1 *shortsword* (346 gp), *hand of the mage* (150 gp), *divine scroll of summon monster IV* (105 gp), *divine scroll of freedom of movement* (105 gp), *divine scroll of invisibility* (22 gp)

APL 8—loot 40 gp, coin 100 gp, +1 *chain shirt of silent moves* (637 gp), +1 *magic short sword* (346 gp), *hand of the mage* (150 gp), *divine scroll of summon monster IV* (105 gp), *divine scroll of freedom of movement* (105 gp), *divine scroll of invisibility* (22 gp), +1 *cloak of resistance* (150 gp), *bag of holding* (type one) (375 gp), +1 *amulet of natural armor* (300 gp).

Adventure Maximums

APL 2— 507 gp.

APL 4— 947 gp.

APL 6— 1701 gp.

APL 8— 3400 gp.

Special

Righteousness Restored: This special blessing grants your character a +8 profane bonus to the very next saving throw you make. Cross out this passage from this certificate as soon as it is used.

Influence Point: One influence point with the Lower City Watch of Molvar City.

Influence Point: One influence point with the Church of the True Faith in Ket.

APPENDIX I: NPCS

INTRODUCTION:

All APLs

☛ **Captain Baba:** Male human (Baklunish) Ftr6; CR 6; Medium-size humanoid (humanoid); HD 6d10+12; hp 52; Init +5; Spd 20 ft; AC 17 (touch 11, flat-footed 16); Atk +9 melee (2d4+5/18-20, falchion) or +7 ranged (1d4+2/19-20, dagger); AL N; SV Fort +7, Ref +3, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 12. Height 5 ft., 11 in.

Skills and Feats: Diplomacy +4, Handle Animal +4, Intimidate +4, Ride +10, Spot +1; Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (falchion), Specialization (falchion).

Languages: Baklunish, Common;

Possessions: Banded armor, guard uniform, falchion, 3 dagger, *potion of cure light wounds*.

Encounter 4b

APL2 (EL 2)

☛ **Berk:** Male human (Baklunish) Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 20 ft; AC 16 (touch 11, flat-footed 15); Atk +3 melee (2d4+3/18-20, falchion) or +2 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14. Height 5 ft. 9 in. Weight 160lbs.

Skills and Feats: Climb +6, Jump +6, Swim +6;

Cleave, Improved Initiative, Power Attack

Possessions: Falchion, breastplate, 3 daggers.

☛ **Thugs (2):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9, 9, 9, 9; Init +5; Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atk +3 melee (1d6+2/19-20, short sword) or +2 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb+6, Jump+6, Swim+6;

Improved Initiative, Power Attack

Possessions: Short sword, studded leather, 3 daggers.

APL 4 (EL 4)

Berk: Male human (Baklunish) Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +5; Spd 20 ft; AC 16 (touch 11, flat-footed 15); Atk +4 melee (2d4+3/18-20, falchion) or +3 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14. Height 5 ft. 9 in.

Skills and Feats: Climb +7, Jump +7, Swim +7;

Blind-Fight, Cleave, Improved Initiative, Power Attack

Possessions: Falchion, breastplate, 3 daggers.

☛ **Thugs (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9, 9, 9, 9; Init +5; Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atk +3 melee (1d6+2/19-20, short sword) or +2 ranged (1d4+2/19-20,

dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb+6, Jump+6, Swim+6;

Improved Initiative, Power Attack

Possessions: Short sword, studded leather, 3 daggers.

APL 6 (EL 8)

☛ **Berk:** Male human (Baklunish) Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20 ft; AC 16 (touch 11, flat-footed 15); Atk +8 melee (2d4+5/18-20, falchion) or +6 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 14. Height 5 ft. 9 in.

Skills and Feats: Climb +10, Jump +10, Swim +10; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: Falchion, breastplate, 3 daggers.

☛ **Thugs (5):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15, 15, 15, 15, 15; Init +5; Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6+2/19-20 short sword) or +3 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Swim +7;

Improved Initiative, Power Attack.

Possessions: Shortsword, Studded Leather, 3 daggers, Misc gear

APL 8 (EL 10)

☛ **Berk:** Male human (Baklunish) Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 68; Init +5; Spd 20 ft; AC 17 (touch 11, flat-footed 16); Atk +13/+8 melee (2d4+7/16-20, +1 falchion), or +9 ranged (1d4+3/19-20, dagger); AL LE; SV Fort +8, Ref +3, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 14. Height 5 ft. 9 in.

Skills and Feats: Climb +13, Jump +13, Swim +13; Blind-Fight, Cleave, Combat Reflexes, Improved Critical (falchion), Improved Initiative, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: +1 falchion, +1 breastplate, 3 daggers.

☛ **Thugs (4):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32, 32, 32, 32; Init +5; Spd 30 ft; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d6+4/19-20, short sword) or +5 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +9, Jump +9, Swim +9; Blind-Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword);

Possessions: Short sword, chain shirt, 3 daggers.

ENCOUNTER#4C

APL 2 (EL 2)

☛ **Ezze-ddin Mo-Vul:** Male human Wiz2; CR 2; Medium-size humanoid (human); HD 2d4+4; hp 11; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d4/19-20, dagger) or +0 ranged (1d4/19-20, dagger); AL N; SV Fort +2, Ref +0, Will +7; Str 10, Dex 10, Con 14, Int 16, Wis 14, Cha 10. Height 5 ft., 4 in.

Skills and Feats: Alchemy +9, Concentration +8, Knowledge (arcana) +9, Knowledge (history) +9, Spellcraft +9; Combat Casting, Iron Will, Scribe Scroll

Spells Prepared (4/3; base DC = 13 + spell level): o—detect magic, detect poison, light, mage hand; 1st—mage armor, sleep (2).

Possessions: robes, dagger, spell component pouch, potion of cure light wounds, arcane scroll of charm person, arcane scroll of detect secret doors.

Spellbook: o—all; 1st—color spray, comprehend languages, detect secret doors, mage armor, sleep.

APL 4 (EL 4)

☛ **Ezze-ddin Mo-Vul:** Male human Wiz4; CR 4; Medium-size humanoid (human); HD 4d4+8; hp 21; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, dagger); AL N; SV Fort +3, Ref +1, Will +8; Str 10, Dex 10, Con 14, Int 17, Wis 14, Cha 10. Height 5 ft. 4 in.

Skills and Feats: Alchemy +10, Concentration +10, Knowledge (arcana) +11, Knowledge (history) +11, Scry +5, Spellcraft +11; Brew Potion, Combat Casting, Iron Will, Scribe Scroll

Spells Prepared (4/4/3; base DC = 13 + spell level): o—detect magic, detect poison, light, mage hand; 1st—mage armor, ray of enfeeblement, sleep (2); 2nd—blindness, protection from arrows, web.

Possessions: Robes, dagger, spell component pouch, potion of cure light wounds, arcane scroll of charm person, arcane scroll of detect secret doors, arcane scroll of protection from arrows.

Spellbook: o—all; 1st—color spray, comprehend languages, detect secret doors, mage armor, ray of enfeeblement, sleep; 2nd—blindness/deafness, continual flame, protection from arrows, web.

APL 6 (EL 6)

☛ **Ezze-ddin Mo-Vul:** Male human Wiz6; CR 6; Medium-size humanoid (human); HD 6d4+12; hp 31; Init +0; Spd 30 ft.; AC 14 (touch 14, flat-footed 14); Atk +3 melee (1d4/19-20, dagger), or +3 ranged (1d4/19-20, dagger); AL N; SV Fort +3, Ref +1, Will +8; Str 10, Dex 10, Con 14, Int 17, Wis 14, Cha 10. Height 5 ft. 4 in. Weight 120 lb.

Skills and Feats: Alchemy +12, Concentration +14, Knowledge (arcana) +13, Knowledge (history) +13, Scry +7, Spellcraft +13; Brew Potion, Combat Casting, Empower Spell, Iron Will, Scribe Scroll, Skill Focus (Concentration).

Spells Prepared (4/4/4/3; base DC = 13 + spell level): o—detect magic, detect poison, light, mage hand; 1st—mage

armor, ray of enfeeblement, sleep (2); 2nd—blindness (2), protection from arrows, web; 3rd—haste, slow, stinking cloud.

Possessions: robes, dagger, spell component pouch, potion of cure light wounds, arcane scroll of charm person, arcane scroll of detect secret doors, arcane scroll of protection from arrows, arcane scroll of dispel magic.

Spellbook: o—all; 1st—color spray, comprehend languages, detect secret doors, mage armor, ray of enfeeblement, sleep; 2nd—blindness/deafness, continual flame, protection from arrows, web; 3rd—dispel magic, haste, slow, stinking cloud.

APL 8 (EL 8)

☛ **Ezze-ddin Mo-Vul:** Male human Wiz8; CR 8; Medium-size humanoid (human); HD 8d4+14; hp 39; Init +0; Spd 30 ft.; AC 11; Atk +4 melee (1d4/19-20, dagger), or +4 ranged (1d4/19-20, dagger); AL N; SV Fort +3, Ref +1, Will +10; Str 10, Dex 10, Con 14, Int 18, Wis 14, Cha 10. Height 5 ft., 4 in.

Skills and Feats: Alchemy +14, Concentration +16, Knowledge (arcana) +13, Knowledge (history) +15, Scry +9, Spellcraft +14; Brew Potion, Combat Casting, Empower Spell, Iron Will, Scribe Scroll, Skill Focus (Concentration).

Spells Prepared (4/5/5/4/3 base DC = 14 + spell level): o—detect magic, detect poison, light, mage hand; 1st—mage armor, ray of enfeeblement (2), sleep (2); 2nd—blindness (3), protection from arrows, web; 3rd—dispel magic, haste, slow, stinking cloud; 4th—bestow curse, stoneskin.

Possessions: robes, dagger, spell component pouch, ring of protection [+1], potion of cure light wounds, arcane scroll of charm person, arcane scroll of detect secret door, arcane scroll of protection from arrows, arcane scroll of dispel magic.

Spellbook: o—all; 1st—color spray, detect secret doors, mage armor, ray of enfeeblement, sleep; 2nd—blindness/deafness, continual flame, protection from arrows, web; 3rd—dispel magic, haste, slow, stinking cloud; 4th—bestow curse, stoneskin.

Encounter 5

APL 4 (EL 6)

☛ **Otyugh, Advanced:** CR 6; Huge Aberration; HD 9d8+27; hp 67; Init -1; Spd 20 ft.; AC 19 (touch 7, flat-footed 19); Atk +9 melee (1d8+4, 2 tentacles), and +4 melee (1d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft. (25 ft. with tentacles); SA Improved grab, constrict, disease; SQ Scent; AL N; SV Fort +5, Ref +1, Will +7; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +3 (+5 when in sewers), Listen +9, Spot +12; Alertness.

Improved Grab (Ex): To use this ability, the otyugh must hit a Large opponent or smaller with its tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Large or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever—bite fortitude save (DC12), incubation period 1d3 days; damage 1d3 Dex and 1d3 Con.

APL 6 (EL 8)

➤ **Otyugh, Advanced:** CR 8; Huge Aberration; HD 15d8+45; hp 112; Init +3; Spd 20 ft.; AC 19 (touch 7, flat-footed 19); Atk +13 melee (1d8+4, 2 tentacles) and +11 melee (1d6+2, bite) Face/Reach 10 ft. by 10 ft./15 ft. (25 ft. with tentacles); SA Improved grab, constrict, disease; SQ Scent; AL N; SV Fort +8, Ref +4, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +9, Listen +11, Spot +13; Alertness, Improved Initiative, Multiattack.

Improved Grab (Ex): To use this ability, the otyugh must hit a Large opponent or smaller with its tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Large or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever—bite fortitude save (DC12), incubation period 1d3 days; damage 1d3 Dex and 1d3 Con.

APL 8 (EL 10)

➤ **Half-Fiend Half-Otyugh, Advanced:** CR 10; Huge Outsider; HD 15d8+60; hp 127; Init +5; Spd 20 ft AC 22 (touch 9, flat-footed 21); Atk 2 +15 melee (2d8+6, 2 tentacles), +13 melee (2d6+3, bite) Face/Reach 10 ft. by 10 ft./15 ft. (25 ft. with tentacles); SA Improved Grab, constrict, disease; SQ Scent, darkvision 60 ft., immune to poison, acid, cold, electricity, fire resistance 20; AL NE; SV Fort +8, Ref +4, Will +10; Str 23, Dex 12, Con 19, Int 9, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Hide+26, Listen+18, Sense Motive+18, Spot+18; Alertness, Improved Initiative, Multiattack

Improved Grab (Ex): To use this ability, the otyugh must hit a Large Sized Opponent or smaller with its tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Large Sized or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever—bite fortitude save (DC12), incubation period 1d3 days; damage 1d3 Dex and 1d3 Con

Spell-like Abilities: 3/day—*darkness, poison, unholy aura*; 1/day—*blasphemy, contagion, desecrate, horrid wilting, unholy blight*.

Encounter 6c

APL 6 and 8 (EL8 and 9)

➤ **Shadow, Advanced:** CR 6; Medium-size undead (incorporeal); HD 9d12; hp 56; Init +2; Spd 30 ft., fly 40 ft. (good); AC 14 (touch 14, flat-footed 11); Atk +6 melee touch (1d6 temp Con); SA Str damage, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +3, Ref +5, Will +7; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +12, Intuit Direction +10, Listen +12, Spot+11; Dodge, Weapon Finesse (touch).

Strength Damage (Su): The touch of a shadow deals 1d6 points temporary Strength damage to a living foe. A creature reduced to Str 0 by a shadow dies.

Create Spawn (Su): Any humanoid reduced to Str 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Encounter 6c

APL 4 (EL 6)

➤ **Otyugh, Advanced:** CR 6; Huge Aberration; HD 9d8+27; hp 67; Init -1; Spd 20 ft.; AC 19 (touch 7, flat-footed 19); Atk +9 melee (1d8+4, 2 tentacles), and +4 melee (1d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft. (25 ft. with tentacles); SA Improved grab, constrict, disease; SQ Scent; AL N; SV Fort +5, Ref +1, Will +7; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +3 (+5 when in sewers), Listen +9, Spot +12; Alertness.

Improved Grab (Ex): To use this ability, the otyugh must hit a Large opponent or smaller with its tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Large or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever—bite fortitude save (DC12), incubation period 1d3 days; damage 1d3 Dex and 1d3 Con.

APL 6 (EL 8)

➤ **Otyugh, Advanced:** CR 8; Huge Aberration; HD 15d8+45; hp 112; Init +3; Spd 20 ft.; AC 19 (touch 7, flat-footed 19); Atk +13 melee (1d8+4, 2 tentacles) and +11 melee (1d6+2, bite) Face/Reach 10 ft. by 10 ft./15 ft. (25 ft. with tentacles); SA Improved grab, constrict, disease; SQ Scent; AL N; SV Fort +8, Ref +4, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +9, Listen +11, Spot +13; Alertness, Improved Initiative, Multiattack.

Improved Grab (Ex): To use this ability, the otyugh must hit a Large opponent or smaller with its tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Large or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever—bite fortitude save (DC12), incubation period 1d3 days; damage 1d3 Dex and 1d3 Con.

APL 8 (EL 10)

➤ **Half-Fiend Half-Otyugh, Advanced:** CR 10; Huge Outsider; HD 15d8+60; hp 127; Init +5; Spd 20 ft AC 22 (touch 9, flat-footed 21); Atk 2 +15 melee (2d8+6, 2 tentacles), +13 melee (2d6+3, bite) Face/Reach 10 ft. by 10 ft./15 ft. (25 ft. with tentacles); SA Improved Grab, constrict, disease; SQ Scent, darkvision 60 ft., immune to poison, acid, cold, electricity, fire resistance 20; AL NE; SV Fort +8, Ref +4, Will +10; Str 23, Dex 12, Con 19, Int 9, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Hide+26, Listen+18, Sense Motive+18, Spot+18; Alertness, Improved Initiative, Multiattack

Improved Grab (Ex): To use this ability, the otyugh must hit a Large Sized Opponent or smaller with its tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Large Sized or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever—bite fortitude save (DC12), incubation period 1d3 days; damage 1d3 Dex and 1d3 Con

Spell-like Abilities: 3/day—*darkness, poison, unholy aura*; 1/day—*blasphemy, contagion, desecrate, horrid wilting, unholy blight*.

Encounter 8

APL2 (EL 2)

➤**Berk:** Male human (Baklunish) Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (2d4+3/18-20, falchion) or +2 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14. Height 5 ft. 9 in. Weight 160lbs.

Skills and Feats: Climb +6, Jump +6, Swim +6;

Cleave, Improved Initiative, Power Attack

Possessions: Falchion, breastplate, 3 daggers.

➤**Thugs (2):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9, 9, 9, 9; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +3 melee (1d6+2/19-20, short sword) or +2 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb+6, Jump+6, Swim+6;

Improved Initiative, Power Attack

Possessions: Short sword, studded leather, 3 daggers.

APL 4 (EL 4)

Berk: Male human (Baklunish) Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (2d4+3/18-20, falchion) or +3 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14. Height 5 ft. 9 in.

Skills and Feats: Climb +7, Jump +7, Swim +7;

Blind-Fight, Cleave, Improved Initiative, Power Attack

Possessions: Falchion, breastplate, 3 daggers.

➤**Thugs (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9, 9, 9, 9; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +3 melee (1d6+2/19-20, short sword) or +2 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb+6, Jump+6, Swim+6;

Improved Initiative, Power Attack

Possessions: Short sword, studded leather, 3 daggers.

APL 6 (EL 8)

➤**Berk:** Male human (Baklunish) Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +8 melee (2d4+5/18-20, falchion) or +6 ranged (1d4+2/19-20, dagger); AL LE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 14. Height 5 ft. 9 in.

Skills and Feats: Climb +10, Jump +10, Swim +10; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: Falchion, breastplate, 3 daggers.

➤**Thugs (5):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15, 15, 15, 15, 15; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6+2/19-20 short sword) or +3 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Swim +7;

Improved Initiative, Power Attack.

Possessions: Shortsword, Studded Leather, 3 daggers.

APL 8 (EL 10)

➤**Berk:** Male human (Baklunish) Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 68; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +13/+8 melee (2d4+7/16-20, +1 falchion), or +9 ranged (1d4+3/19-20, dagger); AL LE; SV Fort +8, Ref +3, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 14. Height 5 ft. 9 in.

Skills and Feats: Climb +13, Jump +13, Swim +13; Blind-Fight, Cleave, Combat Reflexes, Improved Critical (falchion), Improved Initiative, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: +1 falchion, +1 breastplate, 3 daggers.

➤**Thugs (4):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32, 32, 32, 32; Init +5; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d6+4/19-20, short sword) or +5 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +9, Jump +9, Swim +9; Blind-Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword);

Possessions: Short sword, chain shirt, 3 daggers.

Encounter 9

APL 2 (EL 5)

➤**Paree:** Female human (Oeridian) Rog1/Clr2; CR 3; Medium-size humanoid (human); HD 1d6+2d8-3; hp 13; Init 2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +3 melee (1d6/19-20, short sword) or +3 ranged (1d4/19-20, dagger); SA Sneak attack +1d6, rebuke undead; SQ spontaneous cast inflict spells; AL CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 12. Height 5 ft., 7 in.

Skills and Feats: Bluff +5, Climb +3, Concentration +1, Disguise +5, Escape Artist +5, Hide +5, Jump +3, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +7, Move Silently +5, Open Lock +5, Spellcraft +5, Spot +7, Tumble +5, Use Magic Device +2; Dodge, Scribe Scroll, Weapon Finesse (short sword).

Languages: Abyssal, Common, Old Oeridian.

Spells Prepared (4/3+1; base DC = 13 + spell level): o—*detect magic, light* (2), *mending*; 1st—*protection from law**, *summon monster I* (3).

*Domain spell. Deity: Kurell; Domains: Chaos (All chaos spells cast a +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: Short sword, spell component pouch, masterwork chain shirt, silver holy symbol, sap, *divine scroll of summon monster II*, *divine scroll of hold person*, *divine scroll of invisibility*.

Physical Description: Waifish Oeridian girl

Snipette: Female human (Baklunish) Rog1; CR 1; Medium-size humanoid (human); HD 1d6-1; hp 5; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d6+1/19-20 short sword), or +3 ranged (1d4+1/19-20, dagger); SA Sneak attack +1d6; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 8, Int 14, Wis 10, Cha 8. Height 5 ft., 4 in. \

Skills and Feats: Balance +7, Climb +5, Disable Device +6, Escape Artist +7, Hide +7, Jump +5, Listen +4, Move Silently +7, Open Lock +7, Spot +4, Tumble +7; Combat Reflexes, Dodge.

Possessions: Short sword, leather armor, 3 daggers, thieves' tools.

Physical Description: Tomboyish Baklunish girl.

☛**Thugs (2):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9, 9; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +3 melee (1d6+2/19-20, short sword) or +2 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb+6, Jump+6, Swim+6;

Improved Initiative, Power Attack

Possessions: Short sword, studded leather, 3 daggers.

APL 4 (EL 7)

☛**Paree:** Female human (Oeridian) Rog1/Clr4; CR 5; Medium-size humanoid (human); HD 1d6+4d8-5; hp 21; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d6/19-20, masterwork short sword), or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6, rebuke undead; SQ spontaneous cast inflict spells; AL CE; SV Fort +3, Ref +5, Will +7; Str 10, Dex 14, Con 8, Int 12, Wis 17, Cha 12. Height 5 ft., 7 in.

Skills and Feats: Bluff +7, Climb +3, Concentration +3, Disguise+7, Escape Artist +5, Hide +7, Jump +3, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +7, Move Silently +5, Open Lock +5, Spell Craft +5, Spot +7, Tumble +5, Use Magic Device +2; Dodge, Scribe Scroll, Weapon Finesse (short sword).

Languages: Abyssal, Common, Old Oeridian.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): o—*detect magic, light* (2), *mending*; 1st—*protection from law**, *summon monster I* (4); 2nd—*Invisibility** *summon monster II* (3).

*Domain spell. Deity: Kurell; Domains: Chaos (All chaos spells cast a +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: Masterwork short sword, spell components pouch, silver holy symbol, masterwork chain shirt, sap, *divine scroll of summon monster IV*, *divine scroll of freedom of movement*, *divine scroll of invisibility*.

Physical Description: Waifish Oeridian girl

☛**Snipette:** Female human (Baklunish) Rog3; CR 3; Medium-size humanoid (human); HD 3d6-3; hp 11; Init 3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6+1/19-20, short sword), or +5 ranged (1d4+1/19-20, dagger); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +0, Ref +6, Will +1; Str 12, Dex 16, Con 8, Int 14, Wis 10, Cha 8. Height 5 ft., 4 in.

Skills and Feats: Balance +9, Climb +7, Disable Device +8, Escape Artist +9, Hide +9, Jump +7, Listen +6, Move Silently +9, Open Lock +9, Spot +6, Tumble +9; Blind-Fight, Combat Reflexes, Dodge.

Languages: Abyssal, Common, Old Oeridian

Possessions: Short sword, leather armor, 3 daggers, thieves tools.

Physical Description: Tomboyish Baklunish girl

☛**Thugs (2):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9, 9, 9; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +3 melee (1d6+2/19-20, short sword) or +2 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb+6, Jump+6, Swim+6;

Improved Initiative, Power Attack

Possessions: Short sword, studded leather, 3 daggers.

APL 6 (EL 9)

☛**Paree:** Female human (Oeridian) Rog1/Clr6; CR 7; Medium-size humanoid (human); HD 1d6+6d8-7; hp 29; Init 2; Spd 30 ft.; AC 17 (touch 12, flat-footed 14); Atk +8 melee (1d6+1/19-20, +1 short sword), or +6 ranged (1d4/19-20, dagger); SA sneak attack +1d6, rebuke undead; SQ spontaneous cast inflict spells; AL CE; SV Fort +4, Ref +6, Will +10; Str 10, Dex 14, Con 8, Int 12, Wis 17, Cha 12. Height 5 ft. 7 in.

Skills and Feats: Bluff +9, Climb +3, Concentration +5, Disguise +9, Escape Artis t+5, Hide +9, Jump +3, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +7, Move Silently +5, Open Lock +5, Spellcraft +5, Spot+7, Tumble+5, Use Magic Device +2; Dodge, Iron Will, Scribe Scroll, Weapon Finesse (short sword).

Languages: Abyssal, Common, Old Oeridian

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): o—*detect magic, light* (3), *mending*; 1st—*protection*

from law*, summon monster I (4); 2nd—invisibility* summon monster II (4); 3rd—nondetection*, summon monster III (3).

*Domain spell. Deity: Kurell; Domains: Chaos (All chaos spells cast a +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: +1 short sword, spell components pouch, silver, holy symbol, +1 chain shirt, sap, divine scroll of summon monster IV, divine scroll of freedom of movement, divine scroll of invisibility.

Physical Description Waifish Oeridian girl

☛**Snipette:** Female human (Baklunish) Rog3; CR 3; Medium-size humanoid (human); HD 3d6-3; hp 11; Init 3; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6+1/19-20, short sword), or +5 ranged (1d4+1/19-20, dagger); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +0, Ref +6, Will +1; Str 12, Dex 16, Con 8, Int 14, Wis 10, Cha 8. Height 5 ft., 4 in.

Skills and Feats: Balance +9, Climb +7, Disable Device +8, Escape Artist +9, Hide +9, Jump +7, Listen +6, Move Silently +9, Open Lock +9, Spot +6, Tumble +9; Blind-Fight, Combat Reflexes, Dodge.

Languages: Abyssal, Common, Old Oeridian

Possessions: Short sword, leather armor, 3 daggers, thieves tools.

Physical Description: Tomboyish Baklunish girl

☛**Thugs (4):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15, 15, 15, 15; Init +5; Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6+2/19-20 short sword) or +3 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Swim +7; Improved Initiative, Power Attack.

Possessions: Shortsword, Studded Leather, 3 daggers.

APL 8 (EL 12)

☛**Paree:** Female human (Oeridian) Rog1/Clr9; CR 10; Medium-size humanoid; HD 1d6+9d8-10; hp 39; Init +2; Spd 30 ft; AC 18 (touch 13, flat-footed 14); Atk +9/+3 melee (1d6+1/19-20, +1 shortsword), or +6 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; AL CE; SV Fort +6, Ref +8, Will +11; Str 10, Dex 14, Con 8, Int 12, Wis 18, Cha 12. Height 5 ft., 7 in.

Skills and Feats: Bluff +12, Climb +3, Concentration +8, Disguise +12, Escape Artist +15, Hide +12, Jump +1, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +7, Move Silently +15, Open Lock +5, Spellcraft +5, Spot +8, Tumble +5, Use Magic Device +2; Blind-Fight, Dodge, Iron Will, Scribe Scroll, Weapon Finesse (short sword).

Languages: Abyssal, Common, Old Oeridian

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1); base DC = 14 + spell level): o—detect magic, create water, mending; 1st—divine favor, protection from law*, summon monster I (4); 2nd—invisibility*, Silence, Summon Monster II (4); 3rd—dispel magic, nondetection*, summon Monster III (3);

4th—chaos hammer*, dismissal, summon monster IV (2); 5th—dispel law*, summon monster IV.

*Domain spell. Deity: Kurell; Domains: Chaos (All chaos spells cast a +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: +1 short sword, spell components pouch, holy symbol, +1 chain shirt of silent moves, sap, cloak of resistance (+1), divine scroll of summon monster IV, divine scroll of freedom of movement, divine scroll of invisibility, +1 amulet of natural armor

Physical Description: Waifish Oeridian girl

☛**Snipette:** Female human (Baklunish) Rog8; CR 8; Medium-size humanoid (human); HD 8d6; hp 34; Init +3; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +7/+2 melee (1d6+1/19-20, short sword), or +9 ranged (1d4+1/19-20, dagger); SA Sneak attack +4d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +2, Ref +7, Will +4; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 8. Height 5 ft. 4 in.

Skills and Feats: Balance +14, Climb +12, Disable Device +13, Escape Artist +14, Hide +14, Jump +12, Listen +11, Move Silently +14, Open Lock +14, Spot +11, Tumble +14; Blind-Fight, Combat Reflexes, Dodge, Iron Will.

Possessions: Short sword, leather armor, 3 daggers, thieves' tools, hand of the mage, bag of holding (type one)

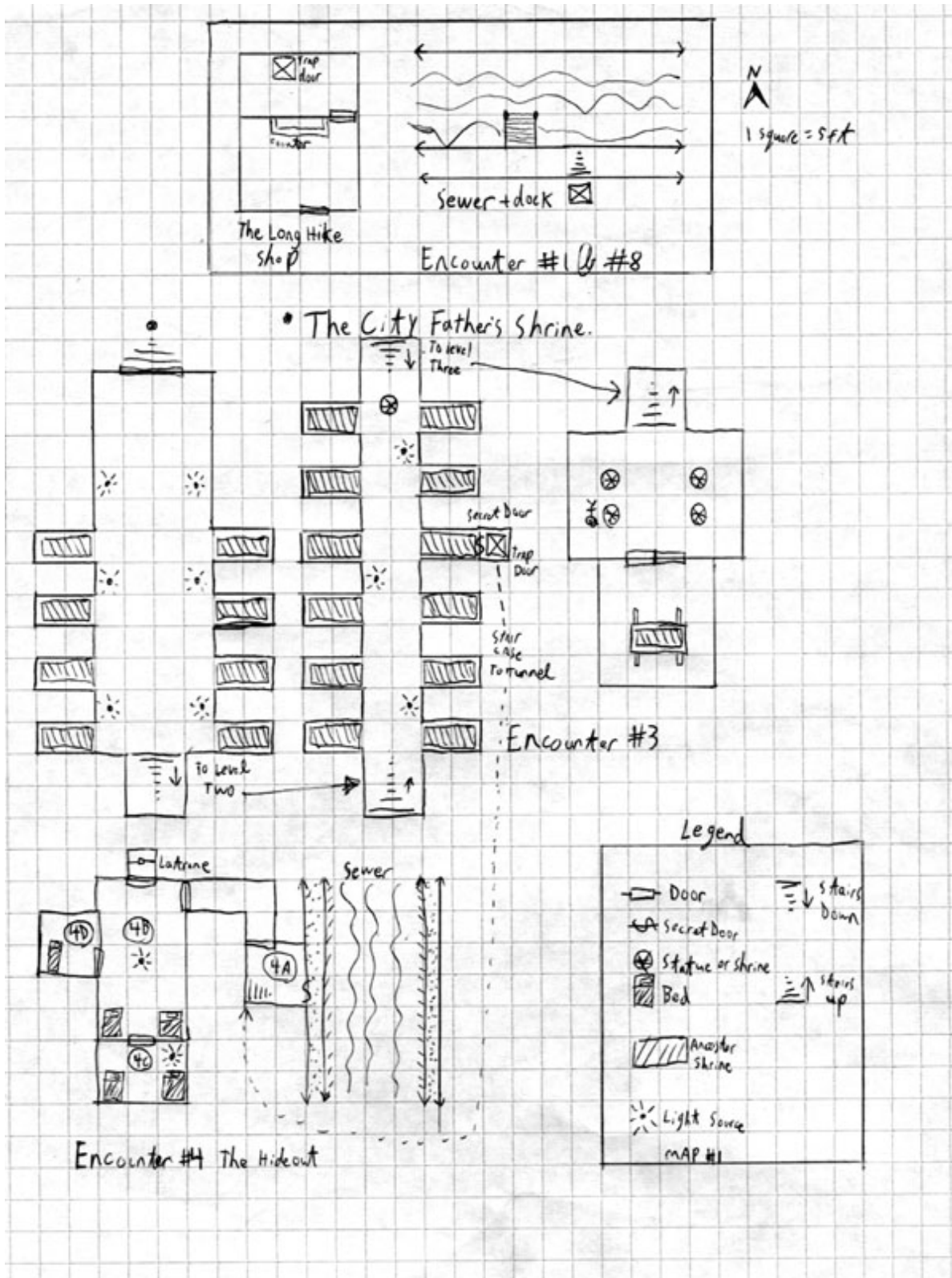
Physical Description: Tomboyish Baklunish girl.

☛**Thugs (8):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18,18,18,18; 18,18,18,18; Init +5; Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6+2/19-20, short sword) or +3 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

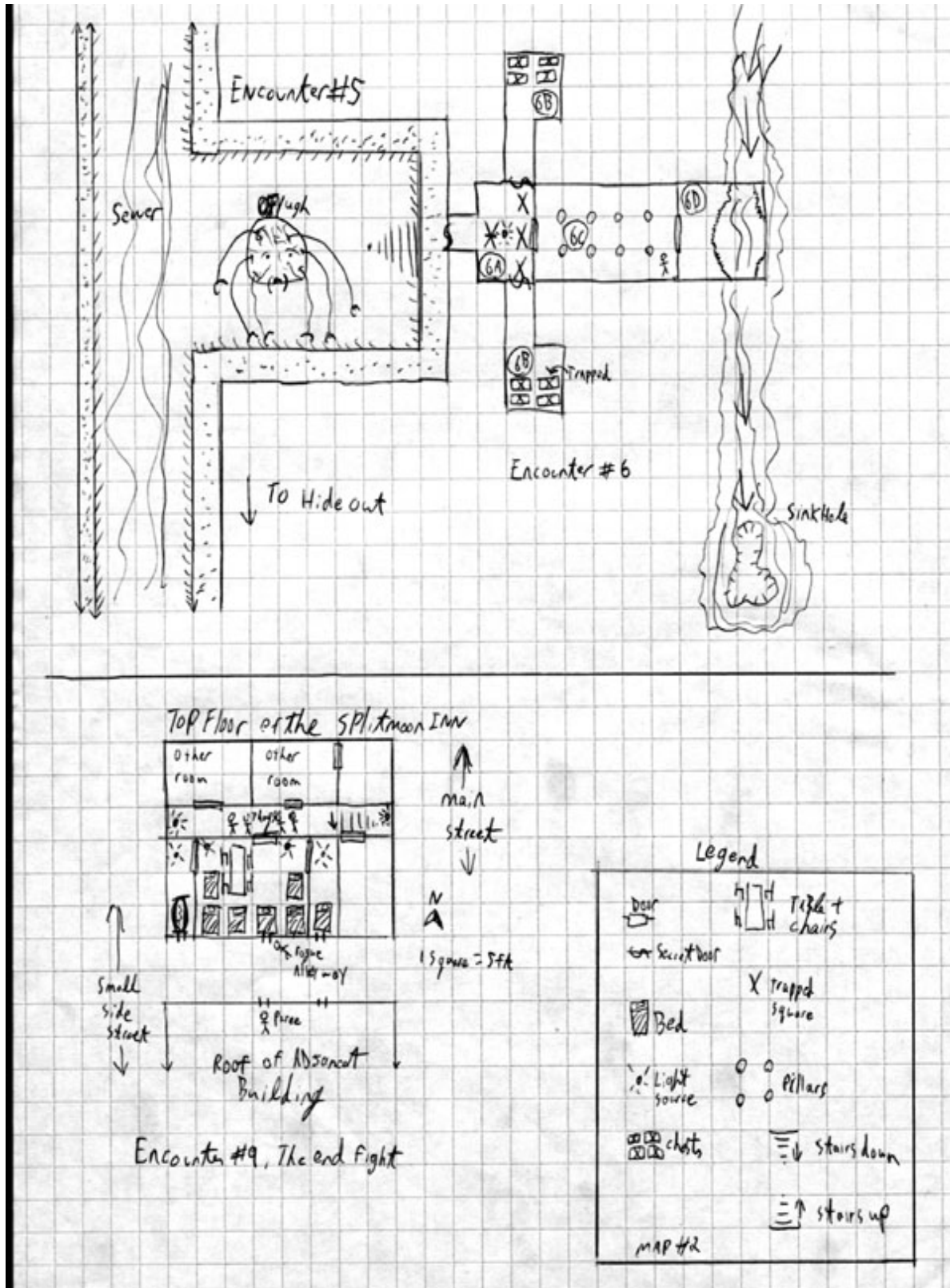
Skills and Feats: Climb +7, Jump +7, Swim +7; Cleave, Improved Bull Rush, Improved Initiative, Power Attack.

Possessions: Short sword, studded leather, 3 daggers.

APPENDIX, MAP ONE



APPENDIX, MAP TWO



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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