

COR6-09



BENEATH THE BRIGHT SANDS

A One-Round DUNGEONS & DRAGONS® LIVING GREYHAWK™ Core Adventure

Version 1

by R. Michael Hinds

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Time has buried an ancient evil. Such things are typically left alone to be lost to history. For a millennium this was so.

Now a visitor snatched from the distant past wants this evil retrieved to right a terrible wrong. A one-round Core adventure set in the Bright Desert for characters level 1-15 (APLs 2-12). PCs should have completed *COR5-17 Time's Tide on Bright Sands* before playing this adventure. Part nine of "Blight on Bright Sands."

Sources: *COR4-13 A Wretched Soul* [Mike Hinds], *COR6-02 Rallying Point for the Bright Sands* [Chris Chesher and Greg Marks], *COR5-17 Time's Tide on Bright Sands* [Bruce Paris and James Dempsey], "Denizens of the Bright Desert" [Creighton Broadhurst], *Fiend Folio* [various designers], *Monster Manual II* [various designers], "Hardby, City of the Scorned" in *Dungeon Magazine* 107 [Paul Looby], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], Stormwrack [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes], *TSR9199 Desert of Desolation* [John Wheeler et al], "Into the Bright Desert" in *Dungeon Magazine* 98 [Creighton Broadhurst], and *WGR3 Rary the Traitor* [Anthony Pryor].

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

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

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

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

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Players Read No Farther

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

Preparing for Play

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Bright Desert. All characters pay 2 Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

Since her harrowing rescue from a doomed past, Princess Ulma of the Empire of Sulm has been consumed with caring for her dear friend Shemaya and undoing the terrible wrong her father, King Shattados of Sulm, wrought on what is now known as the Bright Desert.

For Ulma, the Empire of Sulm was consumed but a few weeks ago. The pain is fresh for Princess Ulma. She feels partially responsible for what has occurred and the far-reaching impact.

Shemaya, once Ulma's contemporary, is now more akin to a grandmother. Princess Ulma has become a caregiver for Shemaya, soothing her troubled spirit and restoring her health and appearance. Ulma has learned much from her mentor. Shemaya has much to teach about the prophecy surrounding the *Scorpion Crown* and its unmaking. With access to this resource, Ulma has learned everything the High Chapel of Pelor unearthed as described in *COR6-02 Rallying Point for the Bright Sands*. This information has been repeated for convenience as DM Aid 1.

Ulma also understands a bit more about the Bright Desert, the ties this land once had to the Flan peoples inhabiting it, and a primary cause of the change wrought by the *Scorpion Crown*. The Flan have ever been closely tied to Oerth, primarily through Beory and the practices of the Old Faith. The Old Faith holds to a small pantheon of deities (Pelor, Beory, Ehlonna, Obad-Hai, and Nerull), and assigns them roles in the natural order. Underlying this ancient belief are various powerful nature entities. Chief among these is the Green Man. This quasi-deity holds some sway over the verdant health of the land and its natural creatures. The Green Man may or may not be a single entity. When the Green Man was said to be "asleep" in Geoff during CY583 to CY595, this did not seem to affect other areas. Some speculate the Green Man is only a force of nature in areas settled by the Flan peoples. Ulma, through her long tutelage in the Old Faith, suspects the *Scorpion Crown* was somehow able to corrupt the Green Man of Sulm, twisting its nature to cause the horrific changes now seen in the land and its peoples. She believes the destruction of the crown will free the Green Man from this change, allowing the land to return to its natural state. She also believes this may result in the return of Sulm, possibly even a restoration of its peoples.

Ulma wants the land restored. Her goal is to seek the party most able to complete this task. If that is Rary and his forces, so be it. If the paladin, Karistyne can accomplish this task, that is just as acceptable.

ADVENTURE SUMMARY

Introduction: Princess Ulma summons the dewis-un (Chosen Ones) to Hardby, City of the Scorned for a meeting. At the Spotted Cow Inn in the Dock District she explains her need and asks the PCs to travel to the former capitol of Sulm, Utaa, to retrieve an item of evil, the "*Bane of Itar*", to further her goal to see the *Scorpion Crown* destroyed and the land restored.

Encounter 1—Across the Sea: During the voyage from Hardby, Geven (disguised as a sailor) approaches the PCs. Geven is keenly interested in why the PCs are traveling to the Bright Lands and he tries to make a bargain with at least one PC to deliver the *Bane of Itar* into his hands, all in the name of regional stability.

Encounter 2—The Port of Histak: The newly uncovered ancient port of Histak is a flurry of activity — all directed by a minion of Rary and Robilar, Morik. Morik may be approached by those PCs sympathetic to Rary and certain bargains made to deliver the *Bane of Itar*

into his hands. Supplies for the impending desert trek may also be had in Histak. The PCs may also wish to visit the famed Healers of Histak.

Encounter 3—Across the Sands: While no dire molestation occurs, the PCs are approached by Scrimongishaz, the pseudodragon familiar and ally of Tensor. Scrimongishaz urges the PCs to help forge an alliance between Ulma and Shemaya and Karistyne. Delivering the *Bane of Itar* to Karistyne should seal this alliance and help Karistyne to stymie Rary's plans.

Encounter 4—The Approach to Utaa: PCs may either approach by land or air. Three broad avenues reach up to the central city on the great Plateau of Utaa. Or they may decide to fly, bypassing the potential dangers of the road. The air is not without its hazards.

Encounter 5—Ancient Utaa: Despite millennia of neglect, the central portion of the city (the portion PCs visited in *COR5-17 Time's Tide on Bright Sands*) is relatively intact. During the day, the streets are clear of deadly packs of incorporeal undead, so time is short. Despite their absence, the cursed dead of Utaa send forth visions to the PCs. Some visions are helpful, some harmful. A series of mini-encounters may take place, depending upon where the PCs investigate.

Encounter 6—The Bane of Itar: PCs battle to possess the dread sword, still in the hands of Captain Angau, Chief Magistrate and Captain of the Royal Guard of Sulm.

Conclusion: The PCs must decide the fate of the *Bane of Itar*, provided they were able to wrest it from Captain Angau.

PREPARATION FOR PLAY

Determine if any of the PCs have the following items:

- *Yugoloth Trident* from *COR5-06 Blood on Bright Sands*.
- *Gana Spirit Tattoo* from *COR5-09 Gateway to the Bright Sands*.
- *Banner of Robilar* from *COR5-11 Dark Deceit on Bright Sands*.
- *Banner of Law* from *COR6-02 Rallying Point for the Bright Sands*.
- *Geven's Ring* from *COR6-02 Rallying Point for the Bright Sands*.

Determine if any of the PCs have the following favors:

- Worked for Scor from *COR5-09 Gateway to the Bright Sands*.
- Chosen from *COR5-17 Time's Tide on Bright Sands*.
- Favor of Karistyne/Geven/Robilar from *COR6-02 Rallying Point for the Bright Sands*.

Have each PC make a single Will save (using their standard bonus) and record the results for use during encounter 5. This save may have to be adjusted later with situational modifiers such as those bestowed by protective spells.

Prior to reading the Introduction, inform each PC they have received a *sending* (see *Player's Handbook* page 275 for details). The message was as follows:

Dewis-un. I call on you to meet me in the great city of Hardby in three days at the Spotted Cow Inn. Destiny compels you.

The recipient of this message knows it originated from Princess Ulma of Sulm. Any PC who does not wish to act on the *sending* is done with the module. Any PC with the *Gana spirit tattoo* and/or has the Chosen favor has a strong feeling that they must meet Ulma. PCs that have not played *COR5-17 Time's Tide on Bright Sands* are contacted by mistake, but may still undertake to meet Ulma.

INTRODUCTION

The Spotted Cow Inn, situated within Hardby's Dock District, is understandably popular. Today as it often is, it is packed with sailors, longshoremen, and fishermen, including a good number of half-orcs. The place is so crowded that a person in heavy armor would have difficulty moving around in here; you have to admire the skill of the two waitresses as they expertly slip through tight spaces without spilling their trays of drinks and food.

Inside, the tavern area is full of patrons. A rake-thin man stands behind the bar, serving drinks and swapping stories. As you enter, he manages to notice you above all the hubbub. Motioning to one of the buxom waitresses to take over at the bar, he approaches you.

"Welcome, my friends! Or should I say, dewis-un? Hah! You have the look of being chosen, I dare say!" He laughs heartily at his own, somewhat inscrutable, humor. "I am Oremal and this is my place."

This is Oremal Thelk (NG male human expert 4) the owner of the Spotted Cow Inn. He is a friendly sort, who cannot work out why the tavern is so successful (although he is not complaining). Once the PCs ask after Ulma, continue:

"What you seek awaits upstairs. I have provided the best of my suites for such a one!" Oremal adapts a conspiratorial tone. "Do not worry, my friend, secrets are safe with me. I would not have lived this long had I not been able to keep a short tongue. Proceed to chamber 10 – I'll have drinks, bread, cheese, and meat sent up."

Oremal pushes back into the tavern area to the delight of his patrons.

A PC in heavy armor is going to have a tough time maneuvering through the crowd, but it can be done at 1/3 normal speed. Large-sized desert centaur PCs can only move through the inn at 5 ft. per round due to the

crush. Other PCs can move at half normal speed in this place should they need to move quickly. Tumbling checks are at a -5 penalty due to the lack of space. The food and drinks, if ordered, are all better-than-average quality, though not tremendously so.

Should the PCs wish to question Oremal, they find he is surrounded by the bar patrons and nothing quieter than shouting would allow any meaningful conversation.

Read the following once the PCs proceed upstairs to the third floor.

The chamber door is clearly marked by an engraved bronzewood placard. The door is closed. From the opposite end of the hall come two women, each bearing trays of food and drink. They come to a halt before the door.

The waitresses wait for the PCs for a bit, but then knock on the door if they take no action. Those trays are heavy!

Read the following after either a knock on the door or after a PC moves to open the door:

The chamber door opens. In the gap is what at best can be described as a facsimile of a Flan female. While the proportions are quite correct, the overall impression is of a life-size doll. The thing's eyes are mere black buttons, sewn onto a white cloth face. The mouth is a slit, with what could be thick red yarn for lips.

"Welcome Dewis-un," the golem says in a stiff but pleasant sounding voice. "Princess Ulma is expecting you. Please come in."

The doll moves aside and gestures for you to enter the suite.

The Ulma doll does not answer questions but continues to gesture for the PCs to enter. Should they hesitate, the waitresses enter first, placing their burdens upon a nearby table.

Once PCs enter the chamber, read the following:

The room is quite spacious and well appointed. Two doors lead off the main chamber. Across from the door, attended by another of the Ulma-golems, is the real Princess Ulma. She is reclining on several pillows. Other pillows are arranged in an arc around her. A short table is in the center.

"Welcome Dewis-un," Princess Ulma says – the voice so eerily similar to that of the golem. "I thank Pelor and the Earth Mother you have heeded my summons. We have much to discuss. Doubtless you are hungry from your travels. Please sit and refresh yourselves while I come directly to the point. My time is short here in this city. I promised Shemaya I would be back soon."

"Since my rescue from doomed Sulm, I have been studying the prophecies with Shemaya. Poor, poor, Shemaya! But yesterday we were contemporaries – and although she has not

physically aged the weight of centuries lies heavily upon her! She is not as she once was and I cannot tarry here long" The Princess pauses to regain her composure.

"I seek to undo what my father has wrought upon once great Sulm. I seek the means to destroy the wicked tool of the Dark One. I want the Scorpion Crown destroyed so the Green Man may awaken and heal the land."

"I know you have already completed part of the quest."

"Another item needed for the ceremony to undo the Scorpion Crown is an ancient weapon of evil. The prophecy is vague about the exact nature of the weapon, but I believe it must refer to the Bane of Itar. This dreadful blade was wielded by the Chief Magistrate and Captain of my father's armies. I speak of none other than Captain Angau, my once tormentor!"

"The weapon was created in the Temple of Darkness and given to Angau so that he might protect my father from the malcontents stirring throughout the realm. It is said that when it was first forged it tasted the blood of the herogod Vathris himself! This must be the weapon needed to undo the Crown."

"Shemaya believes, after hearing my tales of the Fall of Sulm, that the weapon is still somewhere in Utaa, trapped along with Angau when the folly of my father befell the city."

"Travel to the ruins of Utaa and retrieve the Bane of Itar. Do this and we will be one step closer in abolishing a terrible evil."

☞ **Princess Ulma:** female human (Flan) aristocrat 10/wizard 2.

Physical Appearance: Fair, almost porcelain skin and jet black hair. There is a colorful tattoo on the right side of her face. Ulma is 5 feet, 2 inches tall and of solid build, yet retains a striking beauty.

If a PC with either the Gana spirit tattoo from *COR5-09 Gateway to Bright Sands* or the Chosen favor from *COR5-17 Time's Tide on Bright Sands* refuses this task the tattoo and/or the favor are immediately voided. Others must decide for themselves if they wish to undertake what could be a very dangerous mission.

The following information can be worked into conversation between the PCs and Princess Ulma.

- Ulma has arranged passage on the ship *Callamaraine*. This ship is currently docked nearby. Ulma provides then with its dock number. The *Callamaraine* leaves tomorrow morning. The ship is scheduled to ferry the PCs to the Port of Histak.
- The ancient Port of Histak was recently uncovered by a violent sea storm in the Gearnat. Ulma believes this is a sign from Beory or even Vathris.

- Ulma believes that Karistyne is collecting the items needed to unmake the *Scorpion Crown* but her intent may be to thwart the archmage Rary and not actually undo the curse. Ulma would like to establish an alliance between herself, Shemaya, and Karistyne.
- Ulma provides one PC (preferably one with either the Chosen favor or the *Gana spirit tattoo*) with a *ring of teleportation* (see Appendix 2). If no one at the table has any of these favors, she proffers the ring to a good-aligned PC. This ring casts *teleport* as 15th-level caster, allowing up to 6 medium-sized creatures to be teleported (5 plus the ring-bearer) and must be returned at the end of the adventure. Princess Ulma, if asked, says she has one as well.
- Princess Ulma provides the PCs with a map of the city, provided they do not already have one. Provide them with Appendix 5. Princess Ulma also has a current map of the Bright Desert (with annotations); see Appendix 7.
- While Ulma does not explicitly state that the PCs should return the *Bane of Itar* to her, she expects them to do the right thing. If asked, Princess Ulma suggests the weapon may be a powerful tool of persuasion – a gift to show her intentions should it be presented to Karistyne. If, however, Karistyne is unwilling to aid in unmaking the *Crown*, Princess Ulma would ask the PCs to bring the *Bane of Itar* to her at the Tower of Sleep.
- Ulma, unlike Shemaya, can leave the Tower of Sleep. The curse does not seem to affect her. Princess Ulma speculates her mother's flower protected her and this, along with her rescue before the curse was able to take full hold on the land, allowed her to escape its clutches.
- Princess Ulma is in Hardby for reasons other than this meeting. She is interested in obtaining general information on this new world, particularly the politics between Hardy, Greyhawk, and the Bright Lands. Additionally she is here to meet another individual, but she does not share his name with the PCs.
- Should any PCs inquire about the Green Man, Ulma relays the relevant information in the Adventure Background.
- If asked about the current disposition of Captain Angau, Princess Ulma only speculates. She last saw Angau transform into a hideous manscorpion. Shemaya has gathered tales about these creatures and believes them to be immortal but consumed with self-loathing. The twisted magic that cursed them prevents the manscorpions from ending their own lives. Shemaya suspects their unmitigated violence, and lust for combat, is a method for enabling their extinction and release from the curse.
- Ulma has arranged rooms at the Spotted Cow Inn for the Dewis-un.
- Questions regarding payment for services are met with a cold but polite reply, ***"You are the dewis-un – fate has decreed you do this thing. For such as you, rewards are often deferred."***
- Ulma is wearing a *circlet of tongues*, created by Shemaya, allowing her words to sound like unaccented Common and translate speech spoken to Ulma into Flan. The item is attuned only to Ulma and cannot be utilized by anyone else.

Once the PCs are finished speaking with Ulma, they are free to do as they please until the next morning. The resources of Hardby may be utilized or they may just decide to have a quiet evening at the inn. Either way, they are unmolested during the evening.

ENCOUNTER 1: ACROSS THE SEA

This encounter begins when the PCs go to find the Callamaraine. The weather looks to be typical for Flocktime, warm and sunny.

Read or paraphrase the following:

The Dock District is large but you soon find your way to the berth of the Callamaraine. The ship is currently flying a standard with a black rampant lion on a red background.

You are welcomed aboard the ship by her captain, a stout Oeridian human named Quince. Captain Quince has a jack see to stowing your belongings. For this particular voyage, Captain Quince is relaxing his policy on large animals – the animals do not have to be caged. He does insist their "keepers" stay with the animal at all times and requires them to be stowed in the hold.

Apparently in spite of their dangerous destination, the mood among the crew is not solemn.

When all is made ready, the Callamaraine sails south out into Woolly Bay.

A DC 12 Knowledge (Core) check, or a DC 10 Knowledge (Sheldomar Valley) check, identifies the *Callamaraine's* standard as that of Keoland. The jack who stows the PCs belongings is named Dirk.

Captain Quince is happy to speak to the PCs when he is not otherwise occupied seeing to the operation of his ship. Several days into the voyage he invites the PCs to dine with him in his quarters, providing a good opportunity for those PCs with questions to learn more.

🗡️ **Captain Quince:** CG male human (Oeridian) fighter 4/rogue 3/legendary captain 2 (Intimidate +9, Knowledge [geography] +8, Knowledge [core] +10, Profession [sailor] +16, Swim +13).

Physical Appearance: Captain Quince is in his 30s and ruggedly handsome from his life at sea.

Quince is pleasant but firm in all his decisions and brooks no dissent with his orders. The man has an uncanny ability to find the best sailing weather and conditions. His crew is apt to speak about the Captain's past exploits: outrunning Pomarji pirates and slavers, saving passengers from sinking ships, always delivering their cargo on time, and that the Captain's never, never sick at sea.

Inside his quarters is an obvious shrine to Procan which can be identified with a Knowledge (religion) check, DC 10. Captain Quince credits all his good fortune at sea to his propitiation of Procan. If asked why he'd take such a dangerous assignment, Quince says the pay was good and the cause is just. In addition, he wants to get a look at this ancient port. Should the PCs be worried about his ship being seized by the forces of Rary as it flies the standard of Keoland, Quince slyly replies he and his crew have a few tricks to fool the minions of Rary.

Immediately prior to this meal, Dirk tries to speak to a PC alone. The crewman is actually Geven (a.k.a Retep Mandel). Geven preferably speaks to a PC who has *Geven's ring* or the Favor of Geven from *COR6-02 Rallying Point for the Bright Sands*. If none of the PCs have either the item or the favor, Geven seeks out the most morally flexible PC, having observed them on the voyage. If more than one PC has *Geven's ring* or the Favor of Geven, Retep contacts both PCs.

🔪 **Dirk** a.k.a. **Geven** a.k.a. **Retep Mandel:** LE (detects as N) male human rogue 5/assassin 4 (Bluff +14, Sense Motive +5), *undetected alignment, hat of disguise*.

Retep Mandel is a minion of the Directing Oligarchy of Greyhawk and of the Greyhawk Assassin's Guild. He is cold and calculating, without feeling or mercy. During this voyage, Retep has assumed the identity of Dirk, a crewman taken on at Greyhawk after one of the regular crew fell ill. Retep is using a *hat of disguise* to look taller than normal with a sea-battered face of scars, lines, and age. Retep has cast *alter self* to change his voice.

- Retep makes contact with the chosen PC and identifies himself as Geven. Should the PC not have met Geven before, he does not mention the name Geven and instead says he is an operative seeking information to use against the tyrant Rary. Retep thanks the PC for providing the time to talk with him.
- Retep does not reveal who he works for; merely suggesting he may be in law enforcement.
- Geven asks the PC to briefly describe their mission to the Bright Lands.
- If the PC mentions the *Bane of Itar*, Geven asks them if they'd be willing to provide him the weapon in exchange for Geven owing them another favor. Should the PC hesitate, Geven reminds them the ***"security of the entire region is at stake and something so***

important cannot be trusted to be left in the hands of an ancient hermit".

- In exchange for the *Bane of Itar*, Geven upgrades *Geven's ring* or provides the PC (if they do not have the ring) with *Geven's ring*. Should the PC work for Geven in *COR6-02 Rallying Point for the Bright Sands*, instead of receiving the ring, they receive the upgrade instead as detailed on the AR for this adventure.
- If the PC chooses to work with Geven, he provides them with a magic stone. The stone is enchanted with a *word of recall*. The PC has but to speak the word "deed" while grasping the stone and they will be teleported back to a room in the Spotted Cow Inn. Geven will wait there for the PC to deliver the *Bane of Itar*. Geven expects the PC to be alone. Should anyone accompany them, the deal is off, unless of course two PCs were approached by Geven initially as described above. (The stone must be returned at the end of the adventure if unused).
- If the PC refuses to tell Geven anything, he thanks them and walks away to another part of the ship, continuing on with his duties as a sailor. Should he be threatened, he uses his *cape of the mountebank* to escape, then the *stone of recall* to travel back to Hardby.
- Geven explains that if the PC attempts to double-cross him they will have made a powerful enemy.
- Once the deal is made, Geven slips back amongst the crew, but is gone in the morning. Planted evidence suggests "Dirk" fell overboard during the night.

The remainder of the voyage is uneventful. The weather is uncharacteristically gentle in the Sea of Gearnat. The *Callamaraine* reaches the ancient Port of Histak in less than a week.

ENCOUNTER 2: THE PORT OF HISTAK

The morning of the day the *Callamaraine* is due to reach the port, Captain Quince and his crew performs a practiced flurry of activity changing the appearance of the ship and themselves. The crew adopts meaner personas and attire befitting slavers while Captain Quince dons an eye-patch and a saucy swagger. The Keoland standard is no more, instead replaced with the dread banner of the Pomarj (a red medusa's head on a slate grey background). (A DC 12 Knowledge (Core) check identifies the banner). Should the PCs become alarmed, Captain Quince is quick to reassure the PCs he and his crew are no slavers from Highport – but those at the Port of Histak have no such reassurances. The Captain suggests the PCs play along until they are safely ashore and away from Histak on their mission.

Read or paraphrase the following:

The ancient Port of Histak lies before you! Buried for two millennia beneath sea and sand, now this portion of Old Ronhass has been partially uncovered by a violent storm. The stone piers and docks are remarkably intact – those that are visible. The Callamaraine – now renamed The Bloodpool – carefully slides into an open berth.

The dock area is bustling with activity. Villagers from nearby Histak work to clear away sand and broken stone. The workers are being urged in their efforts by squat, leathery-skinned goblinoids with long canine teeth.

Overlooking the entire operation from a tent pitched on a hillock not far from shore is what looks to be a human. While precise details are difficult to ascertain at this distance, what does stand out is his shiny metal leg. Blazing bright in the sunlight, the human's leg is metal from the knee down. On a pole nearby, the banner of Rary the Archmage ripples in the sea breeze.

A DC 11 Knowledge (local) check identifies the goblinoids as norkers, a strange goblin sub-species common in the Bright Desert. Norkers resemble goblins, except that they have three-inch-long canine teeth and no hair. Their tough, segmented hide ranges from reddish brown to dark grey. A norker usually wears only a loincloth and a belt, tying favorite possessions and trophies on its belt. A DC 20 bardic knowledge or Knowledge (nobility & royalty) check, or a DC 18 Knowledge (Core) check, identifies the man in the tent as Morik. Morik is the chief administrator of Lord Robilar's fortress at Kalki's Leap.

♣ **Morik:** NE male human (Oeridian/Suel) fighter 5 (Sense Motive +7).

Physical Appearance: Morik is of average height and build, with pale brown hair and blue eyes. Morik is deeply tanned and his face is scarred from past battle but his most noticeable feature is his mithral false leg. Starting below the knee, the artificial limb is shaped like a normal leg and ends in a booted foot. The foot is jointed and affixed by gears. When Morik moves, a faint ticking sound can be heard coming from his false limb.

Once docked, Captain Quince suggests to the PCs they immediately disembark and lose themselves in the crowd. His ship and crew should provide ample distraction. Should the PCs take his advice and act on it immediately, the distraction provides them with a +5 circumstance bonus on Hide checks to avoid being seen by the norkers or Morik. The port is full of people and there is an obvious garrison loyal to Archmage Rary up the hill in the settlement beyond. The village is a mile from the port.

To leave the port and enter the open desert takes one hour of careful movement and a successful Hide check against the norker patrol/work party's Spot check. The

norker's Spot skill bonus is equal to the APL. If a PC is caught by a patrol, the norkers ask why they were sneaking around the port and other such obvious questions. If the PC is simply going to the city for supplies, have the PC make a DC 15 Diplomacy check, shifting the patrol from unfriendly to indifferent. Should this succeed, the norker allows the PC to continue into Histak. The PC may alternatively make a Bluff check against the norker's Sense Motive (bonus = APL+2). Should the PC succeed, the norkers let them go but force them to pay a toll in gold equal to 2×APL. Failure to pay the toll causes them to summon more norkers and to bring the PC before Morik. Should the PC resist, the norkers respond by blowing horns. They tell the PCs that Lord Robilar is coming to deal with them. If the PC begs or otherwise pleads to be let go, the norkers agree but increase the toll to gold equal to 5×APL. If the PC and his companions decide to take on the garrison, this alerts Lord Robilar who strides in to take charge. Allow a DC 12 Knowledge (Core) check to recall Lord Robilar has slain several dragons by himself and as Rary's most trusted servitor, could call on Archmage Rary for assistance. PCs stupid enough to take on the Histak garrison inflict some damage but are eventually overwhelmed and imprisoned. In this instance, go to Conclusion C.

Any PC with the *Banner of Law* from *COR6-02 Rallying Point for the Bright Sands* may, if the banner is displayed, travel about freely through the port and into the village. They may even request a consultation with Morik. Those PCs with the *Banner of Robilar* from *COR5-11 Dark Deceit on Bright Sands* have similar freedoms, but must pass a Bluff check against the Sense Motive of a norker patrol/work party (Sense Motive = APL+2) or if brought before Morik or seeking a consultation with Morik, his Sense Motive check. While it is known within Kalki's Leap Lord Robilar recently gifted some adventurers with a *Banner of Law*, he has not spoken of providing anyone with his own personal banner.

Any PC with the *Favor of Robilar* from *COR6-02 Rallying Point for the Bright Sands* may use that favor in Histak. While watched, this PC is not molested by the norkers or Morik.

Should a PC wish a consultation with Morik and has either the *Favor of Robilar* or either of his banners, the consultation is granted.

Morik is busy but is not rude. He comes straight to the point, asking what the PC wants of him. Use the following information to assist in roleplaying this encounter:

- If the PC asks for supplies (using the *Favor of Robilar*) for a trek across the desert, Morik writes the PC a pass allowing them free access to Histak but does not actually give them anything for free. This pass is rather generic and could be used by another PC. Clever PCs may seek to have their companions added to the pass. This may require a Bluff check as Morik does ask questions about their current whereabouts.

- Morik asks where in the Bright Lands the PC is planning on traveling. He asks out of courtesy, for the Bright is not a very forgiving place.
- Should the PC tell Morik about their mission, he is quite interested. He himself has been near Utaa but has never desired to enter that cursed city.
- Morik suggests that Lord Robilar and Archmage Rary would be very interested to acquire any artifacts uncovered from Utaa and would surely compensate the PC for their trouble. Morik does not enumerate the reward, but assures them Lord Robilar is likely to be generous.
- If the PC agrees to turn over items found within the city (and Morik names the *Bane of Itar* specifically if it was mentioned), Morik provides the PC with a writ of passage across the desert and then takes a gold ring from a hidden storage compartment in his artificial limb.
- The writ, Morik explains as he writes, allows the PC safe passage on this mission across the Bright. If the PC is accosted by any of the Archmage's forces, this writ should satisfy them.
- The ring is a *ring of teleportation* (described in Appendix 2). Morik keeps several in his leg in case of trouble – he uses them to *teleport* back to Kalki's Leap to summon Lord Robilar. Once the PC has finished gathering artifacts, trigger the ring (command word "Rary") and *teleport* back to Histak. In the meantime, Morik says he will inform Lord Robilar of this arrangement.
- If asked about his mithral limb, Morik wryly smiles and says it is good to have powerful, highly-skilled friends. He lost the limb in a battle with a desert centaur.

Normal gear may be purchased within the village of Histak. Favors are needed to purchase anything from *Sandstorm*. Desert ponies may be purchased for 30 gp each. One other notable feature of Histak is its famed healers. Somewhat a monastic order, the Healers of Histak keep themselves strictly neutral – they neither help nor hinder Rary's efforts. Anyone injured brought to them are healed. In game terms, the Healers of Histak have access to all clerical and druidic healing spells save *true resurrection*. The Healers of Histak charge the normal *Player's Handbook* costs for spellcasting.

ENCOUNTER 3: ACROSS THE SANDS

Travel from Histak to the Plateau of Utaa is uneventful except for the constant, oppressive heat of the Bright Desert. See Appendix 4 for rules on travel through the desert. The Plateau of Utaa is 100 miles travel north/northeast, with a respite at the Var Oasis in between. Provided the party travels by mundane means, this takes roughly 16 days, with the PCs reaching the Var Oasis on day 8. With the extreme temperatures of the

Bright Desert, PCs need 2 gallons of water per day or risk becoming dehydrated. Any mounts not acclimatized to the desert need twice this amount of water per day.

The forces of Rary control the Var Oasis. However, due to its size, hundreds of nomads gather here each day to refresh themselves in its never-failing waters. As long as the PCs make some effort not to be noticed, they may replenish their water supplies. Any PC with Morik's writ, the *Banner of Law*, or Robilar's Banner may walk around with impunity. Should PCs make a nuisance of themselves, this draws the attention of the Paynim riders who watch and patrol this oasis.

On one evening during the trek to Utaa, a visitor comes quietly into the camp.

🐉 **Scorimongishaz:** NG male pseudodragon familiar (Hide +20, Move Silently +2).

Physical Appearance: Scor is a tiny reddish dragon, about the size of a house cat and wears a gem-studded blue collar.

Scor enters the PCs encampment with as much stealth as he can muster. One of the gems on his collar acts as a *stone of silence*, producing the spell effect *silence*. PCs on watch may make Spot checks opposed by Scor's Hide.

Scor attempts to communicate (telepathically) with any PC who has the favor Worked for Scor from *COR5-09 Gateway to the Bright Sands*. Should no PC have this favor, Scor chooses a good-aligned PC closest to lawful good. If there is more than one lawful good PC, Scor gives preference to arcane spellcasters. If there are no good-aligned PCs or no one has the favor, this encounter does not happen.

Read or paraphrase the following:

There is a feeling in your mind akin to a gentle rapping at a door. Directly in front of you, blended into the surroundings is a little dragon, about the size of a cat. Its scarlet eyes peer at you inquisitively. You hear a voice in your head.

"Greetings. Please do not be alarmed. My name is Scorimongishaz, but you may call me Scor. I've been sent to communicate with you by my Master. My Master is interested in what you hope to gain by traveling to cursed Utaa."

A DC 12 Knowledge (arcana) check identifies the tiny creature as a pseudodragon and that such creatures are sometimes familiars to powerful wizards and sorcerers. A successful DC 17 Knowledge (arcana) check reminds the PC that pseudodragons only serve good-aligned masters.

Scor is an easy-going, good-natured creature. Use the following notes to assist in roleplaying this encounter:

- If the PC(s) are not forthcoming, Scor tries to convince the PC by promising he and his master are not out to hurt anyone; they are just concerned about recent happenings suggesting something is happening with regards to the *Scorpion Crown*.

- Scor does not reveal who he works for, other than to say he's a **"good man"** who **"who's very interested in protecting the peace and security of this and surrounding domains."**
- If the PC(s) do not tell him their mission, Scor thanks them for their time and leaves.
- If the PC(s) do tell Scor their mission, he nods his head knowingly when they speak about the *Bane of Itar*. **"This item is known to my Master and is indeed something which may be used, in conjunction with others, to destroy the dread Scorpion Crown. This potent evil weapon must not be allowed to come into the possession of the Traitor. My master has a suggestion on what should be done with the Bane of Itar."**
- **"My master suggests the Lady Karistyne should be allied with the mysterious Shemaya. While the Lady Karistyne has very good intentions, she has not yet come to realize her role in the unmaking of the Scorpion Crown. Shemaya can aid her to see her destiny. The Bane of Itar could not be in safer hands than with Lady Karistyne. This Princess Ulma adds a fascinating addition to this complexity. She is truly the rightful ruler of what we now call the Bright Lands. Upon the restoration of the land, having Princess Ulma allied with Lady Karistyne would be highly beneficial."**
- Scor suggests the PC(s) present the *Bane of Itar* to Lady Karistyne as a gift of trust and intent from Princess Ulma, the Rightful Ruler of the Bright Lands. The PCs should work to create a formal alliance between Karistyne and Ulma which includes the destruction of the *Scorpion Crown*.
- If any mention of reward for this service is made, Scor looks offended but promises the PC will be rewarded in time.
- Scor does offer one word of advice to PC(s) who take on his assignment. **"The Traitor has many ears in this land, some of his own devising. Be careful of what you say – but doubly careful of how you say it."** A DC 20 Knowledge (arcana) check suggests Scor is referring to the *Rary's telepathic bond* spell. There are rumors that anything said over the mental link created by this spell may be intercepted by Rary when such communication takes place within the Bright Lands.
- If Scor is treated in a hostile fashion at any time, he uses *dimension door* to flee. This ability is usable by him once per day and was gained through the use of a *wish*.

Proceed to Encounter 4.

ENCOUNTER 4: THE APPROACH TO UTAA

The Plateau of Utaa towers above the desert floor. The surrounding city has long since been buried by the desert, with only the tops of a few watchtowers marking the once broad avenues which led from the outskirts to the switch-back highways that climb the perimeter of the plateau. Many watchtowers and other buildings have been carved into the sides of the plateau.

Upon the plateau, the remains of the center of Utaa can be seen, baking in the scorching desert sun. The largest structures are triangular in shape.

The plateau can be reached in one of two ways. PCs can follow the remnants of the Southern or Eastern Roads which eventually lead to the base of the plateau. The Northern Road leads into the Uplands of Unath. All three roads converge at a large intersection just north of the Gatehouse to the main citadel on the plateau. The second way is to fly to the plateau from the desert floor.

PCs using *teleport* or use some other form of dimensional travel to reach the plateau, avoid this encounter. Ask the PCs how they wish to get to the main citadel atop the plateau. Once the decision has been made (land or air), proceed to the appropriate encounter.

Land Encounter (APL 2-12)

The road is 40 feet wide with a 10-foot shoulder on either side. The shoulder is considered rough terrain. Have the PCs provide a marching order and position themselves on the road (or the shoulder if they prefer). At the time of the encounter, the fall from the outer shoulder to the desert below is equal to the APL×10 in feet.

Trudging along the ancient, cracked boulevard, you pass by sand-choked buildings and watchtowers. The windows in the towers are like black eyes, looking in all directions, their malevolent gaze reaching for miles.

Climbing higher, the road starts to wind around the plateau. Still a good forty feet wide, the road is bounded by a nearly vertical wall on one side and an ever increasing drop to the desert floor on the other. Buildings are carved into the side of the plateau and hang over portions of the road, but their shadows provide no respite from the heat. Dark doorways line the cliff-side, belching forth foul breezes.

As you pass one of these portals, a great scuttling mass pours forth. The scorpions of Utaa have sensed prey!

APL 2 (EL 4)

➤ **Medium Monstrous Scorpion (4):** hp 13, 13, each; MM 287.

APL 4 (EL 6)

➤ **Medium Monstrous Scorpion (3):** hp 13, 13, 13; *MM* 287.

➤ **Large Monstrous Scorpions (2):** hp 32, 32; *MM* 287.

APL 6 (EL 8)

➤ **Large Monstrous Scorpions (5):** hp 32, 32, 32, 32, 32; *MM* 287.

APL 8 (EL 10)

➤ **Large Monstrous Scorpions (4):** hp 32, 32, 32, 32; *MM* 287.

➤ **Dune stalker:** hp 39; Appendix 1.

APL 10 (EL 12)

➤ **Huge Monstrous Scorpions (3):** hp 75, 75, 75; *MM* 287.

➤ **Advanced Dune Stalker:** hp 54; Appendix 1.

APL 12 (EL 14)

➤ **Huge Monstrous Scorpions (3):** hp 75, 75, 75; *MM* 287.

➤ **Gargantuan Monstrous Scorpion:** hp 130; *MM* 288.

➤ **Advanced Dune Stalker:** hp 90; Appendix 1.

The scorpions erupt from a doorway (of appropriate size) in the cliff-side in the middle of a 60-foot long section of road. At roughly 15, 30 and 45 feet, 10-foot by 10-foot sections of buildings and pieces of architectural ruin jut out from the cliff side and hang over the shoulder.

If a PC should happen to be pushed off the side of the road, allow a DC 10+APL Reflex save to avoid falling. The increased difficulty in the save is reflected by differences in the terrain at each APL – at lower APLs the fall is shorter, the sides less steep, and there are more handholds than at higher APLs.

Tactics (Scorpions): Catch and eat!

Tactics (Dune Stalker): The dune stalker approaches the PCs stealthily, using cover, while they are distracted by the scorpions, taking the -5 penalty on Hide and Move Silently, if necessary, so that it is ready to strike on the third round. If the dune stalker gets close to the PCs without being noticed, it climbs upon a piece of ruin jutting out of the cliff so that it can leap down onto the PCs.

The dune stalker primarily uses its *shout* (particularly against spellcasters and bards) and *kiss* (knightly-types are preferred targets), freely employing Combat Expertise on the latter at APL 12. The dune stalker avoids standing and slugging things out if possible and retreats for good if sorely pressed. It is not concerned about catching scorpions in its *shout* but does not go out of its way to harm them as long as they are fighting PCs.

Dune Stalker—Supplemental: A dune stalker appears humanoid. It stands 7 feet tall, but it would be taller if stretched out or forced to stand erect. Its head is triangular, and the neck attaches near the top of the head, causing its leering, toothy face and pointed chin to hang

below its shoulders. The dune stalker's gangly body is hairless, and its red, dusty, abrasive skin has no pores. The combination of short legs, long arms, and stooped posture causes its hands to drag on the grounds. Its fingers and toes (four on each limb) are long and bony. The creature has massive shoulders and an enormous chest, which tapers to a narrow waist and hips.

Development: Once the encounter is over, the PCs can reach the citadel without further trouble. Proceed to encounter 5.

Air Encounter (APL 6-12)

This encounter has a minimum APL of 6, accounting for the likely lack of mass flying ability at APLs 2 and 4. If a table lower than APL 6 wishes to take the flying route, provide them with a hint that this would be unwise. Have a PC make a Spot check to notice dark shapes in the distance. If this does not dissuade the party, they encounter the APL 6 encounter described below. The PCs eventually have to reach an elevation of 500 feet to reach the citadel on the plateau.

Despite the breeze created by your flight, the heat is still unpleasant. The sun seems to catch more of you in its deadly embrace.

Shadows begin to fall on you and as you squint toward the sun, dark shapes appear in its disc. They soon resolve themselves as hideous leonine creatures plummeting towards you!

APL 6 (EL 8)

➤ **Hieracosphinx (3):** hp 67 each; *MM* 234.

APL 8 (EL 10)

➤ **Advanced Hieracosphinx (4):** hp 90 each; Appendix 1.

APL 10 (EL 12)

➤ **Crocosphinx:** hp 172; Appendix 1.

APL 12 (EL 14)

➤ **Advanced Crocosphinx:** hp 243; Appendix 1.

Tactics (heiracosphinxes): Because of their poor flight maneuverability, they favor using Flyby Attack against airborne opponents and a dive-charge with pounce on opponents who land. Any heiracosphinxes reduced to less than 15 hp retreat and do not molest the PCs again.

Tactics (crocosphinx): This creature dislikes fighting in the air, so it starts by doing an aerial charge and pounce on one target. If it succeeds at an Improved Grab, the crocosphinx uses its weight to force its prey to the ground. This descent is at full speed and does not require a grapple check to force this movement, unless the target is capable of staying aloft with 900 pounds of creature on it. If the target has less than Good maneuverability and cannot hold the weight then it must descend one full move each round whether or not it breaks free. Prior to hitting the ground, the crocosphinx

initiates a Bull Rush to drive the PC into the sand. The crocosphinx then lands 10 feet away.

Development: Once the encounter is over, the PCs can reach the citadel without further trouble. Proceed to Encounter 5.

ENCOUNTER 5: ANCIENT UTAA

The citadel is unearthly quiet. Pelor's might pounds down upon the rock and stone with such seeming force the surfaces should crack and crumble into dust. Yet this cursed city has endured for two millennia.

Not all of the structures have withstood the ravages of time and weather. According to the map provided by Princess Ulma, the once grand Temple of Humanities has been reduced to a crumbling ruin. The four surrounding temples, each a three-sided triangular building, are still intact.

If the lore of this place is true, your time here is limited. Night brings forth hordes of incorporeal creatures dedicated to the protection of the city and the eradication of all who would trespass.

Each potential encounter area is listed under a subheading in this section. This portion of the adventures is investigative. While they could head straight for the Temple of Darkness and confront Captain Angau, this city has a few wonders left. The PCs arrive with plenty of time to explore the citadel prior to nightfall.

Refer to Appendix 5 for all city map references. The PCs approach the citadel on the North Road heading for the Gatehouse (Area 2). Prior to reaching the Gatehouse, the spell turret trap detects them at 120 feet. Refer to the Gatehouse (Area 2) for details.

As the PCs wander the doomed citadel, the spirits of the departed send forth various visions. Some visions are harmful, some are beneficial, and some a mixture of both. A vision may be resisted with a DC 10+APL Will save. Use the Will saves rolled during the Preparation step (with any current situational modifiers) for the visions. Each PC receives a chance at only one vision and a PC may only have one vision. Roll (d8) on the table below:

1. *Darkness descends upon you. A tall, distinguished Flan man approaches you from within the darkness. He is surrounded in a halo of golden light. Behind him, slowly pushing back the encompassing darkness is a three-sided triangular building. The man appears quite surprised to see you. He smiles and extends his hand in greeting. As he does so, his face becomes emaciated, the cheeks hollow, and the eyes feverish. His body transforms into sand and then collapses onto the stone pavement. Despite his collapse, you hear in your mind,*

"The struggle yet continues – look to the Light."

The PC receiving this vision gains a +2 morale bonus to initiative for the duration of their stay in Utaa. If the PC having this vision has visited Utaa in the past (*COR5-17 Time's Tide on Bright Sands*), a DC 12 Intelligence check allows them to recognize the man in the vision as Father Eordfyden of the Temple of Humanities.

2. *The street suddenly becomes a busy thoroughfare down which a large caravan of ponies, men and wagons are approaching. The ponies are absurdly overloaded. The bundles on their backs tower above the animals, bulging out on the sides till they seem to block the entire street. The leader of the caravan gestures for you to get out of the way just as you were to be trodden on by the nearest pony. As he passes, he winks at you conspiratorially and tosses you a coin. The coin lands at your feet and becomes a scorpion that viciously stings you on your ankle.*

The PC receiving this vision gains a +2 luck bonus on Reflex saves but a -1 profane penalty on Fortitude saves.

3. *Appearing suddenly before you are three Flan men. Each is dressed in different attire. They appear to be haggling with one another. The man facing you is covered in merchandise: pots and bronze lamps hang from his belt, trinkets adorn his vest, and even from the front, a bulging pack can be seen on his back. The transaction finished, the two other men move off into the city, vanishing from sight. The remaining merchant approaches you and removes one of his trinkets from his vest and presses it into your hands. "I made a killing on that sale!" The man smiles, and then erupts into sand.*

The PC receiving this vision is granted a +2 luck bonus on all damage rolls. If the PC having this vision has visited Utaa in the past (*COR5-17 Time's Tide on Bright Sands*), a DC 12 Intelligence check allows them to recognize the man in the vision as Marsiandiwr.

4. *A cry pierces the air and you find yourself on a now crowded street. The men and women before you begin to flee before a thundering team of horses. On their backs are armed soldiers, led by a particularly vicious looking man wielding an enormous scimitar. The steel blade, glinting in the sun, is flecked with green. To your horror, you are rooted to the spot! The horses bear down upon you! Just before they reach you, a terrible change occurs. The riders and the horses meld, transforming amidst wet ripping sounds into horrific manscorpions.*

The creatures scatter into the crowd and slay all in their path!

The PC receiving this vision is granted a +2 morale bonus on attack rolls but receives a -1 profane penalty to all fear-based saving throws. If the PC having this vision has visited Utaa in the past (*COR5-17 Time's Tide on Bright Sands*), a DC 12 Intelligence check allows them to recognize the man in the vision leading the soldiers as Captain Angau. A second DC 12 Intelligence check suggests the sword he was wielding could be the *Bane of Itar*.

5. ***A huge, grey elephant appears before you. The creature is tethered to an iron post driven into the stone pavement. The elephant is being taunted by Flan children, yet the beast remains stoic, ignoring their taunts. A great blast rocks the scene, sending the children tumbling to the ground and causing the elephant to rear up. Before they can reach their feet, the children twist and warp into small manscorpions and begin to feast on the elephant.***

The PC receiving this vision is granted a +2 sacred bonus to Will saves but receives a -1 profane penalty to Reflex saves

6. ***A pair of young Flan sit side-by-side in a small, alcove surrounded by flowering plants. The two are obviously in love with one another. A great blast rocks the scene, causing a portion of the alcove to collapse. The young man is able to deftly pull his lover away in time to avoid the debris. As the two embrace, having escaped a deadly fate, they agonizingly turn into sand and collapse onto the stone pavement.***

The PC receiving this vision is granted a +2 morale bonus on Reflex saves.

7. ***You are encompassed by a building. Inside, all is chaos – wounded Flan lay about on pallets, people run to and fro. A man stands alone, contemplating the scene, a look of fear and horror are on his face. His right hand moves to the stump where his left arm used to be. This seems to change him somehow. His face fills with resolve as he reaches over and picks up a sword. He and others turn to face a horde of scorpions rushing forward, stopping to devour the wounded who vainly try to crawl from their grasp. The man enters the fray and laughs.***

The PC receiving this vision is granted a +2 morale bonus to all fear-based saving throws and a +1 circumstance bonus to attack rolls. If the PC having this vision has visited Utaa in the past (*COR5-17 Time's Tide on Bright Sands*), a DC 12 Intelligence check allows them to recognize the man in the vision as Reton Wijs, artist and former coward.

8. ***A governmental building swims into view before you. The streets are in panic.***

Bursting forth from the building is an older Flan woman, nobly dressed. Soon after is a much shorter woman wearing thick spectacles. The shorter woman transforms into hideous scorpion creature. It grasps the fleeing noble and begins to meticulously eat her alive, seeming to relish every bite.

The PC receiving this vision is granted a +1 circumstance bonus to damage rolls but receives a -2 profane penalty on all Intelligence- and Wisdom-based skill checks. If the PC having this vision has visited Utaa in the past (*COR5-17 Time's Tide on Bright Sands*), a DC 12 Intelligence check allows them to recognize the noble woman as Sherryn Tweys, a Sulm Consul, and the shorter woman as Madame Klegg, her secretary.

Following are various encounter areas in the citadel. The preceding number matches the location of the area as noted in the map legend in Appendix 5.

1: The North Road

This road leads north to a grand intersection connecting to the South and East Roads. The North Road continues further up into the Uplands of Unath. This road is made of large, sun-baked paving stones.

2: The Gatehouse

During the day, the gatehouse is not attended. At night, a half-dozen specters guard the egress to the North Road.

Trap: The gatehouse is not without its defenses during the day. Located in the top center of the 20-foot tall, 20-foot wide arch is a deadly spell turret trap. Ironically, this magical device was created by Shemaya. When inactive, the spell turret is cloaked by a *nondetection* spell to hide its magical auras. The spell turret is programmed to recognize Flan bearing any of a series of facial tattoos. A PC with the *Gana spirit tattoo* who is also Flan does not activate or is targeted by the spell turret. Any Flan PC who is tattooed in the traditional manner has a 25% chance of bearing a tattoo which marks them as safe to the spell turret.

The spell turret has a visual trigger that utilizes *true seeing* to a range of 120 feet. If the turret detects an unrecognized target, it immediately activates. When it does, it emerges from the gatehouse ceiling quickly and quietly with a flash of colorful light. The turret is a cylindrical piece of grey marble studded with four large gemstones spaced evenly around the circumference of the cylinder. The spell turret unleashes one spell per round in the order listed below for four rounds, pausing every fifth round to cool down and magically repair 4d8+20 points of damage to itself. The turret targets the closest unrecognized creature and has a 360 degree arc of fire. The order in which the turret casts its spells is set.

APL 2

➤ **Spell Turret Trap:** CR 1; diminutive magical device; visual trigger (*true seeing*); automatic reset; *acid*

splash, daze, ray of frost, touch of fatigue (as a ray); Save DC 10, Caster Level 1st; AC 7, hardness 8; hp 200; Search DC 25; Disable Device DC 25.

APL 4

↗ **Spell Turret Trap:** CR 2; diminutive magical device; visual trigger (*true seeing*); automatic reset; *grease, sleep, magic missile, ray of enfeeblement*; Save DC 12, Caster Level 1st; AC 7, hardness 8; hp 200; Search DC 26; Disable Device DC 26.

APL 6

↗ **Spell Turret Trap:** CR 3; diminutive magical device; visual trigger (*true seeing*); automatic reset; *web, daze monster, scorching ray, blindness*; Save DC 13, Caster Level 3rd; AC 7, hardness 8; hp 200; Search DC 27; Disable Device DC 27.

APL 8

↗ **Spell Turret Trap:** CR 4; diminutive magical device; visual trigger (*true seeing*); automatic reset; *stinking cloud, deep slumber, fireball, ray of exhaustion*; Save DC 14, Caster Level 5th; AC 7, hardness 8; hp 200; Search DC 28; Disable Device DC 28.

APL 10

↗ **Spell Turret Trap:** CR 5; diminutive magical device; visual trigger (*true seeing*); automatic reset; *shout, confusion, ice storm, enervation*; Save DC 16, Caster Level 7th; AC 7, hardness 8; hp 200; Search DC 29; Disable Device DC 29.

APL 12

↗ **Spell Turret Trap:** CR 6; diminutive magical device; visual trigger (*true seeing*); automatic reset; *summon monster V* (bearded devil), *feeblemind, prismatic ray**, *baleful polymorph*; Save DC 17, Caster Level 9th; AC 7, hardness 8; hp 200; Search DC 30; Disable Device DC 30.

3: Temple of Light

Close inspection, requiring a DC 15 Search check, of this three-sided triangular building shows it to be faintly glowing. The apex of the structure is made of crystal and these crystal panes are still intact. Symbols on the outer walls may be identified, with a DC 15 Knowledge (religion) check, as being ancient depictions of Pelor. Any member of the Old Faith receives a +2 circumstance bonus to the Knowledge (religion) check.

Should the PCs venture inside, they find the interior well lit by sun streaming in through the crystalline apex. The light has lost much of its harshness and the interior is surprisingly cool.

In the center of the structure is a large idol depicting a strong Flan man with golden skin. A copper disc surrounds his head. Surrounding this idol are semicircular benches.

If any PC moves forward to investigate the idol, read or paraphrase the following:

As you approach the idol, spectral figures emerge from it and move toward you. They do not seem to be threatening. In fact, the nearest ghost holds forth his hands in a sign of non-aggression. This one speaks, its voice is kind but hollow-sounding and full of years.

“Please, do not be afraid! We recognize you as the Dewis-un. I am Father Gwydredd, or what is left of him. We have waited for millennia for such as you to come to this accursed place.”

“While the evil of this place cannot be fully purged by this deed, we know you seek the Bane of Itar, a weapon most foul and tainted with the blood of thousands. Be warned, its possessor, Captain Angau, though horribly changed into a twisted manscorpion, commands great power here. Through the relic he commands the evil undead guardians and has some effect on us as well. We cannot face him alone for we are not strong enough but we can act through you and with you to defeat him and help you rid this place of some of its taint.”

“Will you help us help you?”

The ghosts are all priests of Pelor, with Father Gwydredd being the high priest of Pelor. Should the PCs accept, they offer various assistance depending upon the APL. In addition, the PCs may rest in this temple without fear of attack by the nighttime patrols of undead.

If any PC possess the *yugoloth trident* and shows this to or ask Father Gwydredd about it he is visibly displeased at its presence and says *“Those that make bargains with such creatures have strayed far from Pelor’s embrace and risk being devoured in the pits of Gehennas.”*

☠ **Father Gwydredd:** LG male human (Flan) ghost cleric 12.

Physical Appearance: Despite his once human form, close inspection reveals Father Gwydredd to have once been made of sand before his passage to the afterlife. He is wearing vestments appropriate to an Old Faith priest of Pelor and his head is shaved.

☠ **Acolyte of Pelor (2):** LG male human (Flan) ghost cleric 10.

Physical Appearance: Much like Father Gwydredd, these two are dressed appropriately and have shaved heads. Close inspection also shows them to have once been made of sand. The acolytes never speak, instead interacting through gesture.

At APL 2 and 4, the priest-ghosts of Pelor use their telekinetic abilities to battle Captain Angau while the PCs defeat his retinue. Prior to battle, Father Gwydredd and his acolytes cast *aid* on each PC. In addition, they offer one of the following: *bull’s strength, bear’s endurance, or owl’s wisdom*. During battle each priest can cast one *cure light wounds* as a ranged touch spell (+7).

At APL 6 through 12, the priest-ghosts of Pelor provide spell-casting support only. They say they cannot harm Captain Angau while he has possession of the sword. Prior to battle, Father Gwyndredd and his acolytes cast *aid* on each PC. In addition, they offer one of the following: *bull's strength*, *bear's endurance*, or *owl's wisdom*. During battle each priest can cast one *cure light wounds* and one *cure moderate wounds* as a ranged touch spell (+9). Father Gwyndredd has a *cure serious wounds* (as a ranged touch spell) and a *prayer*.

All spellcasting in combat by the priest-ghosts may be called on as an immediate action. Treat the ghosts as having readied actions to cast spells on the party.

While Father Gwyndredd does not mention this to the PCs now, should they be successful, he rewards them by showing them where the donation coffers are kept and allows them to take what gold they can carry. He also provides them access to a stock of *wands of cure light wounds*.

When the PCs are ready to assault the Temple of Darkness, Father Gwyndredd says they may simply call forth his name and he and his acolytes will appear.

All APLs: Coin: 500 gp; Magic: *wand of cure light wounds* (63 gp each).

Detect Magic Results: *wand of cure light wounds* (faint conjuration).

4: Refreshment House

This building has collapsed into ruin, long ago raided and fought over by the manscorpions.

5: Refreshment and Dinner House

This building has collapsed into ruin, long ago raided and fought over by the manscorpions.

6: Office of the City Consul

This building is intact but thankfully not currently occupied by the murderous Madame Klegg. A DC 12 Search check does indicate something lives here but is thankfully not currently present. Klegg is off hunting in the sewers.

7: Temple of the Sky

This three-sided triangular building has an impressive magical effect upon its apex. Ever changing dioramas of the sky play across the apex of the temple, moving from day to night, from clear to cloudy skies, and displaying the phases of the two moons. Should a PC observe this diorama, a DC 15 Knowledge (nature) check suggests the position and phases of Oerth's two moons are not depicted in a manner consistent with the current movement of those celestial objects.

Inside, the temple has been ransacked. The remains of a large idol stand at the center. Close inspection and a DC 20 Knowledge (religion) check suggest the deity worshipped here appears to be some combination of Obad-Hai and another deity lost to time.

8: Temple of Humanities

This once great structure is now in utter ruin. Nothing is left. Searching through the rubble takes considerable time. A DC 20 Search check coupled with a DC 15 Knowledge (architecture & engineering) check uncovers evidence a titanic battle took place on this spot, ultimately resulting in the destruction of the temple.

9: Temple of That Which is Below

The walls of this three-sided triangular structure are of some red-veined black basalt. There is an open archway leading inside. Should the PCs enter to investigate read or paraphrase the following, reading the appropriate paragraph depending upon whether a PC has the *yugoloth trident* from *COR5-06 Blood on Bright Sands*.

No *Yugoloth Trident*:

As you enter the structure, a stench of sulfur and brimstone immediately assail your nostrils. The only light within this structure comes from a pale crimson glow emanating and surrounding a staircase descending into the earth. You see several creatures about to descend the staircase. One is piscine in appearance but has bird-like talons on its feet and far too many tentacles about its maw. This thing is followed by two insectoid abominations, with six legs and pale red-gray skin. As you watch, the skin of one of the insectoids changes color to milky white.

The piscine creature pauses and speaks to the other creatures in a series of foul, guttural sounds. It then turns toward you. A thoroughly unpleasant voice enters unbidden in your minds.

"Do you seek to purchase our services? Speak quickly meat or we depart for more temperate locales."

A DC 23 Knowledge (the planes) check identifies the piscine creature as a piscoloth and a DC 19 Knowledge (the planes) check identifies the insectoid creatures as skeroloth. The yuguloths were conversing in Abyssal. The conversation was short, but boils down to them wondering if they could make some quick money.

If a PC would like to bargain with the yuguloths, the cost for a service (including combat) is gold or items totaling 200 x APL in value.

If the offer of a service is turned down, read or paraphrase the following:

The creatures pass out of sight down the stairs and soon you hear a loud "snap" and a rush of air.

One or more PCs possess the *Yugoloth Trident*.

As you enter the structure, a stench of sulfur and brimstone immediately assail your nostrils. The only light within this structure comes from

a pale crimson glow emanating and surrounding a staircase which descends into the earth. You see several creatures about to descend the staircase. One is piscine in appearance but has bird-like talons on its feet and far too many tentacles about its maw. This thing is followed by two insectoid abominations, each having six legs and pale red-gray skin. As you watch, the skin of one of the insectoids changes color to milky white.

The piscine creature turns toward the party. A thoroughly unpleasant voice enters unbidden in your minds.

“Do you seek to command us? Those who bear the trident have paid for a service and we must honor such things. Speak quickly master or we depart for more temperate locales.”

Should the possessor of the *yugoloth trident* choose, they may command a yugoloth to perform a service. This service must begin and end within the confines of this adventure. The type and abilities of the yugoloth available depend upon APL. (See Appendix 3 for full statistics). Provide the player who possesses the *yugoloth trident* with the statistics appropriate to the APL. The creature is nominally under that PCs control. The yugoloth leaves the moment it has fulfilled its service. While in Utaa, the yugoloth cannot use their *summon yugoloth* power. Commanding the service from the yugoloth consumes the *trident* once the service is complete.

These creatures are evil and dislike being forced into service, even if someone was paid – they were not directly paid. While the tenants of the contract represented by the *trident* force them not to harm its possessor, this says nothing about their associates should the wording of the service be vague.

Any PC either making a bargain with the yugoloths, through payment or using the *yugoloth trident*, is shunned by the ghost-priests of Pelor. During the battle with Captain Angau they do not cast any spells on shunned PCs.

PCs may not pass down the stairway.

10: Enclosed Marketplace

This area is completely devastated.

11: Temple of Darkness

The outer walls of this three-sided triangular temple are constructed on black stone with faint purple veins running throughout. The only opening is in the middle of the northern third of the east-facing side. The heavy stone door appears to slide into the temple wall. The door is 10-feet wide and 8-feet tall. The handle is a spiral design made from obsidian. The door handle is disturbingly cold to the touch. A DC 20 Knowledge (religion) suggests this temple may be dedicated to Tharizdun.

Trap: Opening the temple door triggers the following trap. The trap only resets (for those that do) if the door is closed:

APL 2

↗ **Scything Blade Trap:** CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

APL 4

↗ **Bricks from Ceiling:** CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

APL 6

↗ **Ceiling Pendulum:** CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27.

APL 8

↗ **Wall Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18.

APL 10

↗ **Falling Block Trap:** CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25.

APL 12

↗ **Spiked Blocks from Ceiling:** CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20.

Development: Once the PCs enter the Temple of Darkness, proceed to encounter 6.

12: Public Bath House

This building has suffered during the ages. A portion has collapsed. PCs who visited Utaa in the past (*COR5-17 Time's Tide on Bright Sands*) notice the collapsed section once held the special pool.

ENCOUNTER 6: THE BANE OF ITAR

The interior of this profane structure is incredibly dim. Light spilling in from outside is oddly muted. The entire interior space of this temple is under a *darkness* spell (APL 2 – 6) or *deeper darkness* (APL 8 – 10). A 30-foot radius area in centered on the open temple door is in normal light. The temple floor area is an equilateral triangle, 100 feet on side and 10 feet below the door. In front of the door is a 10-foot by 10-foot landing and then a staircase along the outer wall with a run of 30 feet.

In the center of the temple is a deeply disturbing hooded and robed statue. The interior of the hood is a pulsing swirling purple spiral. The statue is size Large and may not be moved through. See Appendix 6 for a map of the temple interior and for placement of opponents.

Once the PCs enter the temple, the statue speaks:

A low somber voice issues forth from a large statue dimly visible in the center of the temple. The statue depicts a robed and hooded humanoid figure but the hood is filled with a pulsing swirling purple spiral.

"Your intentions are obvious, mortals. You covet the Bane of Itar for yourselves or worse, you seek to undo that caused by the folly of Shattados and the Scorpion Crown. The Outer Darkness forbids this and commands these interlopers be stopped."

Boiling forth from the darkness you see armed and armored manscorpions and other creatures. Behind them all is a great horror dressed in ornamented armor and bearing a great scimitar whose steel blade is flecked with green. A pale tan glow surrounds the blade.

The creature tilts back its head and lets forth a blood-curdling cry!

"Nothing can stop me! You face the Destroyer of Vathris! The Bane of Itar! For Sulm and Shattados!"

APL 2 (EL 6)

➤ **Manscorpions (4):** hp 19, 19, 19, 19; Appendix 1.

APL 4 (EL 8)

➤ **Manscorpions (4):** hp 19, 19, 19, 19; Appendix 1.

➤ **Lemure (6):** hp 9, 9, 9, 9, 9, 9; *MM* 57.

APL 6 (EL 10)

➤ **Captain Angau:** hp 101; Appendix 1.

➤ **Manscorpions (4):** hp 19, 19, 19, 19; Appendix 1.

➤ **Bearded Devil:** hp 45; *MM* 52.

APL 8 (EL 12)

➤ **Captain Angau:** hp 134; Appendix 1.

➤ **Veteran Manscorpions (3):** fighter 1; hp 42, 42, 42; Appendix 1.

➤ **Bearded Devil (2):** hp 45 each; *MM* 52.

➤ **Hellcat:** hp 60; *MM* 54.

APL 10 (EL 14)

➤ **Captain Angau:** hp 156; Appendix 1.

➤ **Veteran Manscorpions (3):** fighter 1; hp 42, 42, 42; Appendix 1.

➤ **Hellcat (2):** hp 60, 60; *MM* 54.

➤ **Bone Devil:** hp 95; *MM* 52.

APL 12 (EL 16)

➤ **Captain Angau:** hp 178; Appendix 1.

➤ **Elite Large Manscorpions (3):** fighter 3; hp 95, 95, 95; Appendix 1.

➤ **Bone Devil (2):** hp 95, 95; *MM* 52.

➤ **Barbed Devil:** hp 126; *MM* 51.

Any creatures fighting in the darkness have a 20% miss chance unless they have some other sensing ability (such as tremorsense or see in *darkness*).

Tactics (priest-ghosts of Pelor): At APL 2 and 4, the priest-ghosts appear before the PCs and rush into battle before any of the PCs. They begin an assault on Captain Angau. Should any PC at APL 2 or 4 wish to assist, they face the APL 6 Captain Angau. He targets them once, and then turns back to the priest-ghosts.

Tactics (Captain Angau): Captain Angau uses ranged attacks unless PCs close with him for melee. He tries to sunder weapons and deprive any mounted PCs of their mounts, using his cleave ability to then attack the rider. Captain Angau is a smart opponent and fights to the best advantage of his skills and feats. Due to his hearty nature (Diehard), he can continue fighting to -10 hp.

Tactics (manscorpions): At all APLs the manscorpions used ranged attacks first if not immediately engaged in melee. Their primary goal is to protect and support Captain Angau, so they fight to the death as long as he is still alive.

Tactics (devils): No devils capable of summoning attempt to do so in this encounter. The devils all serve Captain Angau due to an ancient pact. Lemures mindlessly mob into battle while bearded devils use their Battle Frenzy as they head into melee. Hellcats position themselves for a pounce before attacking. Hellcats are *invisible* in a lit area. Bone devils are *invisible* if they had time to prepare and use *wall of ice* to section off the battlefield to their and their brethren's advantage. The barbed devil uses spell-like abilities to soften the PCs up before wading in, though it avoids using *order's wrath* if any manscorpions would be caught in the effect.

Treasure: Loot the attackers.

APL 2: Loot: 152 gp.

APL 4: Loot: 153 gp; Magic: flask of slumber sand (17 gp).

APL 6: Loot: 359 gp; Magic: *gauntlets of ogre power* (333 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (167 gp).

APL 8: Loot: 467 gp; Magic: *belt of giant strength +4* (1333 gp each), *cloak of resistance +2* (333 gp), *ring of protection +1* (167 gp), *+1 large breastplate* (129 gp).

APL 10: Loot: 457 gp; Magic: *belt of giant strength +4* (1333 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (167 gp), *+1 large breastplate (x4)* (467 gp each), *+1 large heavy steel shield* (99 gp).

APL 12: Loot: 814 gp; Magic: *belt of giant strength +4* (1,333 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (667 gp), *+1 large breastplate (x4)* (467 gp each), *+1 large heavy steel shield* (99 gp), *+1 large falchion (x3)* (613 gp).

Detect Magic Results: *belt of giant strength +4* (moderate transmutation), *+1 breastplate* (faint abjuration), *cloak of resistance +2* (faint abjuration), *gauntlets of ogre power* (faint transmutation), *+1 large breastplate* (faint abjuration), *+1 large falchion* (faint abjuration), *ring of protection +1* (faint abjuration), *ring of protection +2* (faint abjuration).

Development: Should the PCs survive and destroy Angau's minions (APL 2- 4) or Captain Angau (APL 6 – 12) they are able to retrieve the *Bane of Itar*. Any non-evil PC carrying the weapon receives a negative level (APL 2) and a -6 profane penalty to Constitution or two negative levels (APL 4 – 12) and a -8 profane penalty to Constitution. If at APL 2 all the PCs are first level, the sword applies a temporary -8 profane penalty to Constitution. The PC also receives an indication of a malign personality within the sword.

In celebration of the PCs' victory, the priest-ghosts of Pelor allow them access to the gold in their treasury and to *wands of cure light wounds* as detailed in 3: Temple of Light.

Proceed to the appropriate Conclusion.

CONCLUSION

Depending upon which NPCs were interacted with during the module, the fate of the sword must be decided. There may well be treachery or deceit amongst the party if someone has cut a deal which runs contrary to majority opinion.

Conclusion A: The Bane of Itar Secured

There are three sub-conclusions located here – one for delivering the *Bane of Itar* to Karistyne, one for delivering the item to Morik, and a third for delivering the item to Geven. Regardless of the final disposition of the *Bane of Itar*, the PCs receive the treasure contained within the Temple of Light (encounter 5) provided they made contact with and accepted the help of the priest-ghosts in the first place.

For providing the *Bane of Itar* to Lady Karistyne as a diplomatic gesture from Princess Ulma, read or paraphrase the following:

Leaving Utaa, you use the ring provided to you by Princess Ulma to bring yourselves near to Castle Karistyne. You ask for and are granted an audience with the paladin-lady. Karistyne listens attentively to the story of your adventure in Utaa and of your proposition. Karistyne does not accept the Bane of Itar right away. Instead, she has quarters prepared for you in her keep and says she will have an answer the following morning.

The following morning, the Lady Karistyne greets you at breakfast in the main hall. Attending the breakfast are two of her most stalwart companions: Shianne Stormhand and Gasharin Helfloranis, both elves, and both known to be fervent followers of Lady Karistyne. Also sitting at one end of the table, opposite the chair occupied by Karistyne, is Princess Ulma!

Karistyne stands up as you come into the hall as does Princess Ulma. Karistyne speaks:

"I want to formally accept your diplomatic offer. The Bane of Itar shall be safely housed

here in Castle Karistyne until such time it can be used to undo the curse of the Scorpion Crown. At such time I and all that I have at my command shall support Ulma, Princess of Sulm, and rightful heir and ruler of the land we call the Bright Desert."

Toasts are called for and all tuck in for a hearty breakfast.

Those PCs who participated in providing the *Bane of Itar* to Lady Karistyne receive the following favors on the AR: Ambassador of the Bright Lands and Supplemental Spellbook of Shianne Stormhand. Any PC contacted by and agreeing to work for Scor receives Appreciation of Scoringongshaz.

For providing the *Bane of Itar* to Geven read or paraphrase the following:

Having made your way to the Spotted Cow Inn in Hardby you wait in the room designated by Geven. Hours pass. Night falls. There is a knock on the door and shortly thereafter a piece of foolscap is slid underneath. There is no one in the hallway. The note instructs you to travel to the Ebbfields and to bring the "item".

Carefully concealing the large sword so as not to be stopped by the city guard, you make your way to the Ebbfields. There, in a deserted, wooded street, barely illuminated by light from Luna, is Geven. He is dressed all in black and is wearing a mask. Holding forth his hand, he asks for the item. Once you provide him with it, he speaks softly to you.

"You have done well. By doing this you have set a course for a more secure future free from unnecessary strife. As promised, I have your reward."

After providing the agreed upon reward, Geven slips off into the night.

PCs working for Geven receive either Geven's Ring or Geven's Ring (Upgraded) as appropriate.

For providing the *Bane of Itar* to Morik read or paraphrase the following:

Using the ring given to you by Morik, you transport yourself to Histak. Waiting there beside Morik is the infamous Lord Robilar.

"Have you brought the weapon?" Lord Robilar demands.

When the Bane of Itar is revealed, the joy in Robilar's face is unmistakable.

"Excellent! This is a brave deed you have done today! You shall be exalted among us. Come, let us dine while you tell me the tale of how you wrested this from its former owner."

Those PCs who chose to work for Morik receive Worked for Lord Robilar.

Conclusion B: The *Bane of Itar* Lost

Read or paraphrase the following:

Captain Angau and his minions prove to be too much for your stalwart band. Doubtless now Captain Angau shall bury himself within the hulk of the city, making further attempts to retrieve the Bane of Itar that much harder.

The PCs receive any XP earned up to this point, including half the reward for fighting Captain Angau and his minions. They may flee to the Healers of Histak, if they desire, to attend to the wounded or dead. The PCs receive none of the special items on the AR.

Conclusion C: Captured by the Forces of Rary

Read or paraphrase the following:

Due to blundering, bad luck, or a combination thereof, one or more of you have been imprisoned at Histak for attempting to attack the garrison. Fortunately, Captain Quince is a man of action. He and his men plan and execute a daring night raid on the port and manage to rescue you. A chase ensues on the high seas, but Captain Quince and his gallant crew manage to give the forces of Rary the slip. Taking a round-a-bout course, Captain Quince delivers you back to the Hardeby.

PCs receiving this conclusion do not receive any rewards and must spend the normal TUs for the module. They do not have to pay upkeep for those TUs but do suffer the penalties of not paying for upkeep. Along with their bodies, Captain Quince was able to recover their items.

CAMPAIGN CONSEQUENCES

This adventure has Campaign Consequences. That is the results of the event will directly affect the long-term future of the campaign. To this end, please send the answers to the questions below to creighton@greyworks.co.uk. Only you can keep the campaign dynamic!

1. Who did the PCs serve?
2. To whom did the PCs give the *Bane of Itar*?
3. Was Captain Angau slain?

EXPERIENCE POINT SUMMARY

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

Encounter 4

Defeat the land or air encounter.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 5

Encountering or bypassing the gatehouse spell turret trap.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Encountering or bypassing the Temple of Darkness door trap.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Encounter 6

Defeat Captain Angau and his minions and retrieve the *Bane of Itar*.

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Story Award

Deliver the *Bane of Itar* to Karistyne, Ulma, the Forces of Rary, or Geven

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Discretionary roleplaying award

APL 2	60 XP
APL 4	75 XP

APL 6	90 XP
APL 8	105 XP
APL 10	120 XP
APL 12	135 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 5: Ancient Utaa

All APLs: Coin: 500 gp; Magic: *wand of cure light wounds* (63 gp each).

Encounter 6: The *Bane of Itar*

APL 2: Loot: 152 gp.

APL 4: Loot: 153 gp; Magic: flask of slumber sand (17 gp).

APL 6: Loot: 359 gp; Magic: *gauntlets of ogre power* (333 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (167 gp).

APL 8: Loot: 467 gp; Magic: *belt of giant strength +4* (1333 gp each), *cloak of resistance +2* (333 gp), *ring of protection +1* (167 gp), *+1 large breastplate* (129 gp).

APL 10: Loot: 457 gp; Magic: *belt of giant strength +4* (1333 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (167 gp), *+1 large breastplate* (x4) (467 gp each), *+1 large heavy steel shield* (99 gp).

APL 12: Loot: 814 gp; Magic: *belt of giant strength +4* (1,333 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (667 gp), *+1 large breastplate* (x4) (467 gp each), *+1 large heavy steel shield* (99 gp), *+1 large falchion* (x3) (613 gp).

Total Possible Treasure

APL 2: Loot: 152 gp; Coin: 500 gp; Magic: 63 gp; Total: 715 gp (450 gp max).

APL 4: Loot: 170 gp; Coin: 500 gp; Magic: 63 gp; Total: 733 gp (650 gp max).

APL 6: Loot: 359 gp; Coin: 500 gp; Magic: 896 gp; Total: 1,755 gp (900 gp max).

APL 8: Loot: 467 gp; Coin: 500 gp; Magic: 2,025 gp; Total: 2,992 gp (1,300 gp max).

APL 10: Loot: 457 gp; Coin: 500 gp; Magic: 2,462 gp; Total: 3,419 gp (2,300 gp max).

APL 12: Loot: 338 gp; Coin: 500 gp; Magic: 3,625 gp; Total: 4,463 gp (3,300 gp max).

Special

☛ **Geven's Ring:** While wearing this ring, you are surrounded in shadow. This gives you a +3 competence bonus to Hide checks. In addition, once per day you may protect yourself with a *cloak of shade* spell (*Sandstorm* 112). While wearing this ring you suffer a -3 penalty to all Charisma-based skill checks. This ring cannot be sold, but you add it to your MIL at no cost.

Faint abjuration; CL 3rd; Craft Ring, *cloak of shade*; Market Price 1,980 gp; Weight: -.

☛ **Geven's Ring (Upgraded):** Replace Geven's Ring on your MIL with this ring at no cost. The ring has all of the same abilities and penalties as before but may now be used to cast *halo of sand* (*Sandstorm* 117) once per day. All spell functions of this ring are command word activated. This ring cannot be sold, but you add it to your MIL at no cost.

Faint abjuration; CL 3rd; Craft Ring, *cloak of shade*, *halo of sand*; Market Price 4,140 gp; Weight: -.

‡ **Worked for Lord Robilar:** You have earned Robilar's favor for providing the *Bane of Itar* to Rary's forces. In thanks, he provides you with "any" access to the following *figurines of wondrous power*: *silver raven*,

ivory camel (*Sandstorm*), or *gold beetle* (*Sandstorm*). In all cases, the command to activate the figurines is "Hail Rary!" You must pay full normal price for the item.

‡ **Ambassador of the Bright Lands:** Your diplomatic efforts have been successful. In thanks, she provides you with "any" access to the following items: *heraldic crest of courage* (*Heroes of Battle*), *rod of sure striking* (*Dungeon Master's Guide II*), *clear spindle ioun stone*, *pearl of power* (2nd-level) or *vest of resistance +2* (*Complete Arcane*). You must pay full normal price for the item.

☛ Supplemental Spellbook of Shianne Stormhand:

Shianne Stormhand provides you with "adventure" access to a spellbook containing the following spells: 1st–*sunstroke* (SS), *wave blessing* (SW); 2nd–*kua-toa skin* (SW), *jaws of the moray* (SW); 4th–*blast of sand* (SS), *parboil* (SS); 5th–*transmute stone to sand* (SS), *wall of magma* (SS); 6th–*scalding mud* (SS). Alternatively, you may purchase spells individually at their normal price.

SS = *Sandstorm*; SW = *Stormwrack*. Market Price: 1,500 gp; Weight: 3 lbs.

‡ **Appreciation of Scorimongishaz:** You have done a service at the behest of this familiar that in some way benefits his master and others. This and other favors with Scorimongishaz may have bearing in the future.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Wand of cure light wounds* (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- ∞ Flask of slumber sand (Regional; *Sandstorm*; 50 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Cloak of resistance +2* (Adventure; DMG)
- Large masterwork breastplate (Any; PHB; 550 gp)
- Large masterwork heavy steel shield (Any; PHB; 190 gp)
- Large masterwork mighty composite shortbow (+8 Str) (Any; PHB; 1,050 gp)

APL 8 (all of APL 2-6 plus the following):

- *Belt of giant strength +4* (Adventure; DMG)
- *+1 Large breastplate* (Any; DMG; 1,550 gp)

APL 10 (all of APL 2-8 plus the following):

- *+1 Large heavy steel shield* (Any; DMG; 1,190 gp)

APL 12 (all of APL 2-10 plus the following):

- *+1 Large falchion* (Any; DMG; 2,450 gp)

- *Ring of protection +2* (Adventure; *DMG*)
- Large masterwork mighty composite longbow (+6 Str) (Any; *PHB*; 950 gp)
- Large masterwork mighty composite shortbow (+10 Str) (Any; *PHB*; 1,200 gp)

APPENDIX 1: APL 2

ENCOUNTER 6: THE BANE OF

ITAR

➤ **Manscorpion:** male manscorpion; CR 2; Medium monstrous humanoid (augmented vermin); HD 3d8+6; hp 19; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/x3, masterwork shortspear) or +3 ranged (1d6+1, javelin); Full Atk +5 melee (1d6+1/x3, masterwork shortspear) and -1 melee (1d4+poison, sting) or +3 ranged (1d6+1, javelin); SA poison; SQ darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +5, Ref +1, Will +1; Str 13, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +4, Spot +4; Endurance, Power Attack.

Languages: Flan.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary 1d3 Con. The save DC is Constitution-based.

Possessions: masterwork shortspear, 3 javelins, masterwork light wooden shield.

ENCOUNTER 6: THE BANE OF**ITAR**

☛ **Manscorpion:** male manscorpion; CR 2; Medium monstrous humanoid (augmented vermin); HD 3d8+6; hp 19; Init +0; Spd 40 ft.; AC 16, touch 10, flat-footed 16; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/x3, masterwork shortspear) or +3 ranged (1d6+1, javelin); Full Atk +5 melee (1d6+1/x3, masterwork shortspear) and -1 melee (1d4+poison, sting) or +2 ranged (1d6+1, javelin); SA poison; SQ darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +5, Ref +1, Will +1; Str 13, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Hide +2, Spot +4; Endurance, Power Attack.

Languages: Flan.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary 1d3 Con. The save DC is Constitution-based.

Possessions: masterwork shortspear, 3 javelins, masterwork heavy wooden shield, flask of slumber sand.

ENCOUNTER 6: THE BANE OF ITAR

➤ **Manscorpion:** Male manscorpion; CR 2; Medium monstrous humanoid (augmented vermin); HD 3d8+6; hp 19; Init +0; Spd 40 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +4; Atk +5 melee (1d8+1, masterwork morningstar) or +2 ranged (1d6+1, javelin); Full Atk +5 melee (1d8+1, masterwork morningstar) and -1 melee (1d4+poison, sting) or +3 ranged (1d6+1, javelin); SA poison; SQ Darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +5, Ref +1, Will +1; Str 13, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Hide +3, Spot +4; Endurance, Power Attack.

Languages: Flan.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary 1d3 Con. The save DC is Constitution-based.

Possessions: masterwork morningstar, 3 javelins, masterwork leather armor, masterwork heavy wooden shield.

➤ **Captain Angau:** male manscorpion fighter 5; CR 9; Large monstrous humanoid (augmented vermin); HD 6d8+5d10+44; hp 101; Init -1; Spd 35 ft.; AC 23, touch 9, flat-footed 23; Base Atk +11; Grp +23; Atk: +20 melee (2d6+9/18-20x2 + 1d6 dessication, *Bane of Itar*) or +10 ranged (1d8+8/x3, masterwork large composite shortbow (+8 Str)); Full Atk +20/+15/+10 melee (2d6+9/18-20x2 + 1d6 dessication, *Bane of Itar*) and +13 (1d4+4 plus poison, sting) or +10/+5/+0 ranged (1d8+8/x3, masterwork large composite shortbow (+8 Str)); Space/Reach 10 ft./10 ft.; SA poison; SQ Darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +14, Ref +3, Will +6; Str 26, Dex 8, Con 18, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +9, Hide +0, Intimidate +9, Jump +13, Move Silently -5, Spot +6; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (great scimitar), Improved Sunder, Power Attack, Scorpion's Resolve*, Weapon Focus (great scimitar).

Poison (Ex): A manscorpion has a poisonous sting. Injury, Fortitude DC 17, initial and secondary 1d4 Con. The save DC is Constitution-based.

Possessions: Masterwork large breastplate, *Bane of Itar**, *gauntlets of ogre power*, *cloak of resistance +2*, *ring of protection +1*, masterwork large heavy steel shield, masterwork large composite shortbow (+8 Str), quiver with 50 arrows.

ENCOUNTER 4: THE APPROACH TO UTAA

➤ **Advanced heiracosphinx:** male sphinx; CR 6; Large Magical Beast; HD 12d10+24; hp 90; Init +2; Spd 30 ft., fly 90 ft. (poor); AC 19, touch 11, flat-footed 17; Base Atk +12; Grp +22; Atk +17 melee (1d10+6, bite); Full Atk +17 melee (1d10+6, bite) and +15/+15 melee (1d6+3, claws); Space/Reach 10 ft./5 ft.; SA Pounce, rake 1d6+3; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +10, Ref +10, Will +6; Str 22, Dex 14, Con 15, Int 6, Wis 15, Cha 10.

Skills and Feats: Listen + 12, Spot +15; Alertness, Cleave, Flyby Attack, Multiattack, Power Attack.

Languages: Sphinx, Common, Draconic.

Rake (Ex): Attack bonus +17 melee, damage 1d6+3.

ENCOUNTER 6: THE BANE OF ITAR

➤ **Veteran manscorpion:** male adult manscorpion fighter 1; CR 3; Medium monstrous humanoid (augmented vermin); HD 3d8+12 plus 1d10+4; hp 42; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; Base Atk +4; Grp +8; Atk +10 melee (2d4+6/18-20, masterwork falchion) or +7 ranged (1d8+4/x3, masterwork mighty composite longbow (+4 Str)); Full Atk +10 melee (2d4+6/18-20, masterwork falchion) and +3 melee (1d4+2 plus poison, sting) or +7 ranged (1d8+4/x3, masterwork mighty composite longbow (+4 Str)); SA poison; SQ darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +9, Ref +3, Will +2; Str 18, Dex 14, Con 18, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Hide +3, Jump +3, Spot +5; Endurance, Power Attack, Weapon Focus (Falchion).

Languages: Flan.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary 1d3 Con. The save DC is Constitution-based.

Possessions: masterwork falchion, masterwork mighty composite longbow (+4 Str), quiver with 20 arrows, masterwork breastplate.

➤ **Captain Angau:** male manscorpion fighter 7; CR 11; Large monstrous humanoid (augmented vermin); HD 6d8+7d10+65; hp 134; Init -1; Spd 35 ft.; AC 24, touch 9, flat-footed 24; Base Atk +13; Grp +26; Atk +23 melee (2d6+12/18-20x2 + 1d6 dessication, *Bane of Itar*) or +12 ranged (1d8+9/x3, masterwork large mighty composite shortbow (+9 Str)); Full Atk +23/+18/+13 melee (2d6+12/18-20x2 + 1d6 dessication, *Bane of Itar*) and +16 (1d4+4 plus poison, sting) or +12/+7/+2 ranged (1d8+9/x3, masterwork large mighty composite shortbow (+9 Str)); Space/Reach 10 ft./10 ft.; SA poison; SQ darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +15, Ref +4, Will +7; Str 29, Dex 8, Con 18, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +9, Hide +0, Intimidate +11, Jump +13, Knowledge (Religion) +2, Move Silently -5, Spot +6; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (great scimitar), Improved Sunder, Improved Toughness, Power Attack, Scorpion's Resolve*, Weapon Focus (great scimitar), Weapon Specialization (great scimitar).

Poison (Ex): A manscorpion has a poisonous sting. Injury, Fortitude DC 17, initial and secondary 1d4 Con. The save DC is Constitution-based.

Possessions: +1 large breastplate, *Bane of Itar**, belt of giant strength +4, cloak of resistance +2, ring of protection +1, masterwork large heavy steel shield, masterwork large mighty composite shortbow (+9 Str), quiver with 50 arrows.

ENCOUNTER 4: THE APPROACH TO UTA

➤ **Advanced dune stalker:** CR 10; Medium outsider (earth, evil); HD 8d8+16; hp 52; Init +4; Spd 40 ft., climb 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +8; Grp +11; Atk +11 melee (1d8+4, slam) Full Atk +11 melee (1d8+4, slam); SA kiss of death, *shout*; SQ darkvision 60 ft., DR 10/magic, improved tracking, jump, outsider traits, SR 20; AL NE; SV Fort +8, Ref +6, Will +8; Str 16, Dex 10, Con 15, Int 13, Wis 15, Cha 11.

Skills and Feats: Balance +11, Climb +22, Hide +13, Intimidate +4, Jump +10, Knowledge (nature) +5, Listen +13, Move Silently +13, Search +12, Spot +13, Tumble +11; Alertness, Improved Initiative, Stealthy.

Languages: Common, Terran.

Kiss of Death (Su): A sonic and death effect delivered as a kiss (a +11 melee touch attack). On a successful attack the opponent must attempt a DC 16 Fortitude saving throw. Success leaves the opponent stunned for 1 round; failure sets up lethal vibrations in the opponent's body that result in death. This ability is usable at will. The Fortitude save is Constitution-based.

Shout (Sp): 3/day, identical to a *shout* spell (caster level 8th; Fort save DC 14), except that the actual sound produced resembles a loud, rasping cough. The Fortitude save is Charisma-based.

Improved Tracking (Ex): Uses Spot checks rather than Survival checks when tracking.

Jump (Ex): Can produce a *jump* effect (caster level 8th) at will as a free action.

Skills: A dune stalker always take 10 on Climb checks, even if rushed or threatened.

ENCOUNTER 6: THE BANE OF ITAR

➤ **Veteran manscorpion:** male adult manscorpion fighter 1; CR 3; Medium monstrous humanoid (augmented vermin); HD 3d8+12 plus 1d10+4; hp 42; Init +2; Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +4; Grp +8; Atk +10 melee (2d4+6/18-20, masterwork) or +7 ranged (1d8+4/x3, masterwork mighty composite longbow (+4 Str)); Full Atk +10 melee (2d4+6/18-20, masterwork falchion) and +3 melee (1d4+2 plus poison, sting) or +7 ranged (1d8+4/x3, masterwork mighty composite longbow (+4 Str)); SA poison; SQ darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +9, Ref +3, Will +2; Str 18, Dex 14, Con 18, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Hide +3, Jump +3, Spot +5; Endurance, Power Attack, Weapon Focus (falchion).

Languages: Flan.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary 1d3 Con. The save DC is Constitution-based.

Possessions: +1 *breastplate*, masterwork falchion, masterwork mighty composite longbow (+4 Str), quiver with 20 arrows.

➤ **Captain Angau:** male manscorpion fighter 7/blackguard 2; CR 13; Large monstrous humanoid (augmented vermin); HD 6d8+9d10+75; hp 156; Init -1; Spd 35 ft.; AC 25, touch 9, flat-footed 25; Base Atk +15; Grp +29; Atk +26 melee (2d6+13/15-20x2 + 1d6 dessication, *Bane of Itar*) or +14 ranged (1d8+10/x3, masterwork large mighty composite shortbow (+10 Str)); Full Atk +26/+21/+16 melee (2d6+13/15-20x2 + 1d6 dessication, *Bane of Itar*) and +19 (1d4+5 plus poison, sting) or +14/+9/+4 ranged (1d8+10/x3, masterwork large mighty composite shortbow (+10 Str)); Space/Reach 10 ft./10 ft.; SA poison, smite good (+1 attack/+2 damage), spells; SQ aura of evil (moderate), dark blessing, darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +19, Ref +5, Will +8; Str 30, Dex 8, Con 18, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +10, Concentration +10, Hide +0, Intimidate +11, Jump +14, Knowledge (Religion) +2, Move Silently -5, Spot +6; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (great scimitar), Improved Critical (great scimitar), Improved Sunder, Improved Toughness, Power Attack, Scorpion's Resolve*, Weapon Focus (great scimitar), Weapon Specialization (great scimitar).

Poison (Ex): A manscorpion has a poisonous sting. Injury, Fortitude DC 17, initial and secondary 1d4 Con. The save DC is Constitution-based.

Smite Good (Su): Once a day, Angau may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Spells Prepared (Blackguard) (2; base DC = 12 + spell level): 1st—*corrupt weapon*, *divine sacrifice*.

Spell-like Abilities (Sp): At will—*detect good*.

Possessions: +1 *large breastplate*, +1 *large heavy steel shield*, *Bane of Itar**, *belt of giant strength* +4, *cloak of resistance* +2, *ring of protection* +1, masterwork large mighty composite shortbow (+10 Str), quiver with 50 arrows.

ENCOUNTER 4: THE APPROACH TO UTAA

➤ **Advanced dune stalker:** CR 12; Medium outsider (earth, evil); HD 12d8+36; hp 90; Init +4; Spd 40 ft., climb 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +12; Grp +15; Atk +15 melee (1d8+4, slam); Full Atk +15 melee (1d8+4, slam); SA kiss of death, *empowered shout*; SQ DR 10/magic, darkvision 60 ft., improved tracking, jump, outsider traits, SR 20; AL NE; SV Fort +11, Ref +8, Will +10; Str 16, Dex 10, Con 16, Int 13, Wis 15, Cha 11.

Skills and Feats: Balance +15, Climb +26, Hide +17, Intimidate +4, Jump +13, Knowledge (nature) +6, Listen +17, Move Silently +17, Search +16, Spot +17, Tumble +15; Alertness, Combat Expertise, Empower Spell-Like Ability (*shout*), Improved Initiative, Stealthy.

Languages: Common, Terran.

Kiss of Death (Su): A sonic and death effect delivered as a kiss (a +15 melee touch attack). On a successful attack the opponent must attempt a DC 19 Fortitude saving throw. Success leaves the opponent stunned for 1 round; failure sets up lethal vibrations in the opponent's body that result in death. This ability is usable at will. The Fortitude save is Constitution-based.

Empowered Shout (Sp): 3/day, identical to an Empowered version of the *shout* spell (caster level 12th; Fort save DC 14), except that the actual sound produced resembles a loud, rasping cough. The Fortitude save is Charisma-based.

Improved Tracking (Ex): Uses Spot checks rather than Survival checks when tracking.

Jump (Ex): Can produce a *jump* effect (caster level 12th) at will as a free action.

Skills: A dune stalker always take 10 on Climb checks, even if rushed or threatened.

➤ **Advanced crocosphinx:** CR 14; Large magical beast; HD 21d10+126; hp 243; Init -1; Spd 40 ft., fly 60 ft. (poor), swim 40 ft.; AC 23, touch 8, flat-footed 24; Base Atk +21; Grp +34; Atk +29 melee (3d6+9, bite) or tail slap +29 melee (1d12+13); Full Atk +29 melee (3d6+9, bite) and +24/+24 melee (2d4+4, claws) or +29 melee (1d12+13, tail slap) and +24/+24 melee (2d4+4, claws); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 2d4+4; SQ darkvision 60 ft., hold breath, low-light vision; AL CE; SV Fort +19, Ref +12, Will +9; Str 28, Dex 8, Con 23, Int 13, Wis 14, Cha 15.

Skills and Feats: Hide +10 (+14 in water), Intimidate +13, Listen +28, Spot +28, Swim +11; Alertness, Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Improved Natural Armor, Improved Natural Attack (bite), Power Attack.

Languages: Sphinx, Common, Draconic.

Hold Breath (Ex): A crocosphinx can hold its breath for a number of rounds equal to 4x its Constitution score before it risks drowning.

Improved Grab (Ex): To use this ability, a crocosphinx must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the crocosphinx establishes a hold on the opponent.

Rake (Ex): Attack bonus +17, damage 2d4+4.

ENCOUNTER 6: THE BANE OF ITAR

➤ **Elite large manscorpion:** male manscorpion fighter 3; CR 7; Large monstrous humanoid (augmented vermin); HD 6d8+24 plus 3d10+12; hp 95; Init +2; Spd 30 ft.; AC 24, touch 11, flat-footed 22; Base Atk +9; Grp +21; Atk +18 (2d6+13/18-20, +1 large falchion) or +11 ranged (2d6+6/x3, large masterwork mighty composite longbow (+6 Str)); Full Atk +18/+13 melee (2d6+13/18-20, +1 large falchion) and +11 melee (1d6+4 plus poison, sting) or +11 ranged (1d8+4/x3, large masterwork mighty composite longbow (+6 Str)); Space/Reach 10 ft./10 ft.; SA poison; SQ darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 26, Dex 14, Con 18, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Hide +1, Jump +11, Spot +7; Diehard, Endurance, Power Attack, Quick Draw, Scorpion's Resolve*, Weapon Focus (falchion).

Languages: Flan.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary 1d4 Dex. The save DC is Constitution-based.

Possessions: +1 large breastplate, +1 large falchion, large masterwork mighty composite longbow (+6 Str), quiver with 20 large arrows.

➤ **Captain Angau:** male manscorpion fighter 7/blackguard 4; CR 15; Large monstrous humanoid (augmented vermin); HD 6d8+11d10+85; hp 178; Init -1; Spd 35 ft.; AC 26, touch 10, flat-footed 26; Base Atk +17; Grp +31; Atk +28 melee (2d6+13/15-20x2 + 1d6 dessionation, *Bane of Itar*) or +16 ranged (1d8+10/x3, masterwork large mighty composite shortbow (+10 Str)); Full Atk +28/+23/+18 melee (2d6+13/15-20x2 + 1d6 dessionation, *Bane of Itar*) and +21 (1d4+5 plus poison, sting) or +16/+11/+6 ranged (1d8+10/x3, masterwork large mighty composite shortbow (+10 Str)); Space/Reach 10 ft./10 ft.; SA aura of despair, command undead, poison, smite good (+1 attack/+4 damage), sneak attack (+1d6) spells; SQ aura of evil (moderate), dark blessing, darkvision 60 ft., tremorsense 60 ft.; AL CE; SV Fort +20, Ref +6, Will +9; Str 30, Dex 8, Con 18, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +10, Concentration +10, Hide +0, Intimidate +15, Jump +14, Knowledge (Religion) +4, Move Silently -5, Spot +6; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (great scimitar), Improved Critical (great scimitar), Improved Sunder, Improved Toughness, Power Attack, Scorpion's Resolve*, Weapon Focus (great scimitar), Weapon Specialization (great scimitar).

Aura of Despair (Su): Angau radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Command Undead (Su): Angau has the supernatural ability to command and rebuke undead as a 2nd-level cleric.

Poison (Ex): A manscorpion has a poisonous sting. Injury, Fortitude DC 17, initial and secondary 1d4 Con. The save DC is Constitution-based.

Smite Good (Su): Once a day, Angau may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Sneak Attack (Ex): This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th).

Spells Prepared (Blackguard) (2/2; base DC = 12 + spell level): 1st—*corrupt weapon, divine sacrifice*; 2nd—*blessed aim, eagle's splendor*.

Spell-like Abilities (Sp): At will—*detect good*.

Possessions: +1 large breastplate, +1 large heavy steel shield, *Bane of Itar*^{*}; *belt of giant strength +4*; *cloak of resistance +2*, *ring of protection +2*, masterwork large mighty composite shortbow (+10 Str), quiver with 50 arrows.

APPENDIX 2: NEW RULES ITEMS

FEATS

Scorpion's Resolve *Sandstorm*

Like the scorpion, you are not easily distracted.

Benefit: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

MUNDANE ITEMS

Baatorian Green Steel *Arms and Equipment Guide*

Deep in the mines of the Nine Hells of Baator, veins of green-flecked iron run through the rock. This rare metal, when alloyed into steel, can be used to create weapons of amazing sharpness. Any slashing or piercing weapon created with Baatorian green steel has a natural enhancement bonus of +1 to damage. This bonus does not stack with any other enhancement bonus. Thus, a green steel (+1 to damage) longsword with a +4 enhancement bonus effectively has a +4 enhancement bonus on both attacks and damage. In an area where magic does not function, it still retains its natural +1 enhancement bonus on damage. A masterwork green steel slashing or piercing weapon would have a +1 bonus on both attack and damage rolls (from a combination of masterwork and the green steel). Though green steel is a common component of *keen* weapons produced in the Lower Planes, it grants no other special ability to such weapons. The market price modifier for such a weapon is +2,000 gp.

Baatorian green steel has a hardness of 12 and 30 hit points per inch of thickness.

Great Scimitar *Sandstorm*

A great scimitar is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). You can use a great scimitar two-handed as a martial weapon. Great scimitars are most often the personal weapons of heroes, crafted as masterwork weapons and inscribed with the hero's deeds and the weapon's name on the blade. Such names commemorate a great event in the hero's life, such as "The Blade of the Hundred-Day Sandstorm."

Exotic Weapon – Melee	Cost	Dmg (M)	Crit	Weigh t	Type
Great scimitar	200 gp	1d8	18– 20/x2	8 lb	Slash ing

MAGIC ITEMS

Bane of Itar

This ancient weapon was forged by Sulmite priests of Tharizdun as a gift to King Shattados' Chief Magistrate and Captain of the Guard Angau prior to the Battle of Itar. Legend says the power of the weapon allowed Captain Angau to slay the Itarian hero-god Vathris (or

at least his Oerthly manifestation). The weapon has survived in legend, with one account saying the weapon "drunk in the life's blood of the transgressor, leaving behind something awful, a body bereft of animation and one with the desert sands."

The weapon is a great scimitar forged from Baatorian green steel and evilly enchanted. The weapon has a +1 enhancement bonus and the desiccating burst special ability. The weapon may possess a malign intelligence, but if this is the case, such a thing has yet to ever outwardly manifest. This weapon has a hardness of 14 and 20 hit points.

While the weapon is in the possession of Captain Angau, its size has increased to match his new form. Once he is destroyed, the weapon reverts to medium size.

Moderate necromancy, faint enchantment; CL 12th; Craft Arms and Armor, Baatorian green steel, *desiccate*, *wither*, or *horrid wilting*; Price 34,500 gp.

Ring of Teleportation

This may be used to cast *teleport*, once per day.

Moderate transmutation; CL 9th; Forge Ring, *teleport*; Price 18,000 gp.

Slumber Sand (*Sandstorm*)

Slumber sand is a supernatural hazard, but alchemists make a substance that mimics the hazard's effects. A target struck by a flask of slumber sand must make a DC 15 Fortitude save or fall asleep for 1 minute. Slumber sand affects only a creature struck by it and creatures with 5 or more Hit Dice have immunity to the effect.

Slumber sand is more effective when a flask of it is used as an optional material component for *sleep*, *deep slumber*, or *symbol of sleep*. When so used, the total Hit Dice of creatures affected increases by 2 (the *symbol of sleep* affects creatures of up to 12 HD), and the DC for the Will saving throw increases by +1.

Craft Alchemy DC 12; Cost 50 gp.

Weapon Special Ability – *Desiccating Sandstorm*

A desiccating weapon destroys the water in a living creature that it strikes. Upon command, it is surrounded by a glow like the desert sun, which does not harm the wielder. A desiccating weapon deals and extra 1d6 points of desiccation damage (1d8 points against plants and elementals of the water subtype). Bows, crossbows, slings, and other projectile weapons so crafted bestow the desiccating effect on their ammunition.

Moderate necromancy; CL 8th; Craft Magic Arms and Armor, *desiccate*, *wither*, or *horrid wilting*; Price +2 bonus.

Weapon Special Ability – *Desiccating Burst Sandstorm*

A desiccating burst weapon functions as a desiccating weapon that also explodes with a dehydrating blast upon striking a successful critical hit. The burst does no harm the wielder. In addition to the desiccation damage from the desiccating ability, a desiccating burst weapon deals an extra 1d10 points of desiccation damage on a successful critical hit (2d8 points against plants and elementals of the water subtype). Even if the desiccating ability is not active, the weapon still deals its extra damage on a successful critical hit.

Strong necromancy; CL 12th; Craft Magic Arms and Armor, *desiccate*, *wither*, or *horrid wilting*; Price +3 bonus.

SPELLS

Prismatic Ray

Spell Compendium

Evocation

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You feel within you, as the spell nears completion, various energies locked in a battle within your body. As nausea threatens to overcome you, you croak out the final syllables of arcane power and point your hand. A single beam of brilliantly colored light then shoots from your outstretched hand.

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect:

1d6	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	—	Two effects; roll twice more, ignoring any “8” results

Called the greediest, most selfish beings in the Outer Planes, yugoloths foul the word “mercenary” by offering their combat prowess to the highest bidder. Yugoloths take joy in inflicting pain on others, and they often serve powerful demons or devils as torturers, messengers, or bodyguards.

Yugoloths speak Abyssal, Draconic, and Infernal.



Combat

In general, yugoloths are focused combatants. They choose one opponent out of a group and attack until it falls, then move on to the next foe. Vigorous fighters, they start with their best attacks and spell-like abilities.

Piscoloths: Sergeants and overseers of the yugoloth armies, piscoloths hold dictatorial sway over companies of lesser yugoloths. Cruel, hateful bullies, piscoloths keep order in the yugoloth armies—a task well suited to their petty and tyrannical demeanor.

Piscoloths drive the direct tactics of the yugoloth armies. They wade into battle, using their *stinking cloud* ability and their incredibly sharp pincers to great effect. Typically in charge of lesser yugoloths, piscoloths usually order their subordinates into combat before entering the fray themselves. All yugoloths have the following special abilities in common.

Skeroloth: Spies, thieves, infiltrators, and wretched scum, the skeroloths are the dregs of the yugoloth armies. They serve because they must, fawning over the nearest powerful yugoloth and betraying former masters whenever given a glimpse of richer rewards.

Skeroloths are quick to attack those they think weak, and even quicker to cry out for mercy when threatened by more powerful foes.

Hiding and ambushing is about all skeroloths know of fighting. Often herded into battle by more powerful yugoloths, skeroloths are unreliable

APPENDIX 3: YUGOLOTHS

combatants unless it appears they have the upper hand. When they encounter creatures weaker than themselves, groups of skeroloths swarm over them, dragging down larger foes with sheer numbers.

Outsider Traits: A yugoloth has darkvision (60-foot range). It cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Summon Yugoloth (Sp): Most yugoloths can summon others of their kind as though casting a summon monster spell, but they have only a limited chance of success. Roll d% and compare the result to the die range given in the yugoloth’s specific description: On a failure, no yugoloths answer the summons. Summoned creatures remain for 1 hour, then return whence they came. A yugoloth that is itself summoned cannot use its own summon ability for 1 hour.

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 10. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.
Skeroloth

ENCOUNTER 5: ANCIENT UTA

APL 2

■ **Skeroloth:** CR 3; Small outsider (evil, extraplanar); HD 4d8+4; hp 22; Init +7; Spd 40 ft., climb 20 ft.; AC 20, touch 14, flat-footed 17; Base Atk +4; Grp +0; Atk +8 melee (1d3, claw); Full Atk +8/+8/+8/+8 melee (1d3, claw); SA Sneak attack +1d6, spell-like abilities, *summon yugoloth*; SQ Cringe, outsider traits, yugoloth traits; AL NE; SV Fort +5, Ref +7, Will +3; Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11.

Skills and Feats: Climb +15, Hide +18, Listen +6, Move Silently +14, Spot +6; Improved Initiative, Weapon Finesse.

Languages: Abyssal, Draconic, Infernal.

Sneak Attack (Ex): Anytime a skeroloth’s target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Spell-Like Abilities (Sp): At will—*daze*, *detect good*, *jump*; 3/day—*burning hands*, *expeditious retreat*. Caster level 4th; save DC 10 + spell level. The save DC is Charisma-based.

Summon Yugoloth (Sp): Once per day, a skeroloth can attempt to summon 1 skeroloth with a 40% chance of success (result of 61–100 on d%).

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 13). If the save succeeds,

the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent cannot follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it. The save DC is Charisma-based.

Skills: Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

APL 4

■ **Advanced 6 HD Skeroloth:** CR 4; Medium outsider (evil, extraplanar); HD 6d8+12; hp 39; Init +6; Spd 40 ft., climb 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +8; Atk +8 melee (1d4+2, claw); Full Atk +8/+8/+8/+8 melee (1d4+2, claw); SA Sneak attack +1d6, spell-like abilities, *summon yugoloth*; SQ Cringe, outsider traits, yugoloth traits; AL NE; SV Fort +7, Ref +7, Will +4; Str 15, Dex 15, Con 14, Int 5, Wis 8, Cha 11.

Skills and Feats: Climb +19, Hide +15, Listen +8, Move Silently +15, Spot +8; Dodge, Improved Initiative, Weapon Finesse.

Languages: Abyssal, Draconic, Infernal.

Sneak Attack (Ex): Anytime a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Spell-Like Abilities (Sp): At will—*daze, detect good, jump*; 3/day—*burning hands, expeditious retreat*. Caster level 6th; save DC 10 + spell level. The save DC is Charisma-based.

Summon Yugoloth (Sp): Once per day, a skeroloth can attempt to summon 1 skeroloth with a 40% chance of success (result of 61–100 on d%).

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 13). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent cannot follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it. The save DC is Charisma-based.

Skills: Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

APL 6

■ **Advanced 10 HD Skeroloth:** CR 6; Medium outsider (evil, extraplanar); HD 10d8+20; hp 65; Init +7; Spd 40 ft., climb 20 ft.; AC 19, touch 13, flat-footed 16; Base Atk +10; Grp +12; Atk +13 melee (1d4+2, claw); Full Atk +13/+13/+13/+13 melee (1d4+2, claw); SA Sneak attack +1d6, spell-like abilities, *summon yugoloth*; SQ Cringe, outsider traits, yugoloth traits; AL NE; SV Fort +9, Ref +10, Will +6; Str 15, Dex 16, Con 14, Int 5, Wis 8, Cha 11.

Skills and Feats: Climb +23, Hide +20, Listen +12, Move Silently +20, Spot +12; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse.

Languages: Abyssal, Draconic, Infernal.

Sneak Attack (Ex): Anytime a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Spell-Like Abilities (Sp): At will—*daze, detect good, jump*; 3/day—*burning hands, expeditious retreat*. Caster level 10th; save DC 10 + spell level. The save DC is Charisma-based.

Summon Yugoloth (Sp): Once per day, a skeroloth can attempt to summon 1 skeroloth with a 40% chance of success (result of 61–100 on d%).

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 15). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent cannot follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it. The save DC is Charisma-based.

Skills: Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

APL 8

■ **Advanced 14 HD Skeroloth:** CR 8; Large outsider (evil, extraplanar); HD 14d8+56; hp 119; Init +6; Spd 40 ft., climb 20 ft.; AC 19, touch 11, flat-footed 17; Base Atk +14; Grp +23; Atk +19 melee (1d6+6, claw); Full Atk +19/+19/+19/+19 melee (1d6+6, claw); Space/Reach 10 ft./10 ft.; SA Sneak attack +1d6, spell-like abilities, *summon yugoloth*; SQ Cringe, outsider traits, yugoloth traits; AL NE; SV Fort +13, Ref +11, Will +8; Str 23, Dex 14, Con 18, Int 5, Wis 8, Cha 12.

Skills and Feats: Climb +31, Hide +21, Listen +16, Move Silently +25, Spot +16; Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-Like Ability (*daze*), Stealthy.

Languages: Abyssal, Draconic, Infernal.

Sneak Attack (Ex): Anytime a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Spell-Like Abilities (Sp): At will—*daze, detect good, jump*; 3/day—*burning hands, expeditious retreat*. Caster level 14th; save DC 11 + spell level. The save DC is Charisma-based.

Summon Yugoloth (Sp): Once per day, a skeroloth can attempt to summon 1 skeroloth with a 40% chance of success (result of 61–100 on d%).

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 18). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent cannot follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it. The save DC is Charisma-based.

Skills: Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

APL 10

■ **Advanced 10 HD Piscoloth:** CR 10; Medium outsider (evil, extraplanar); HD 11d8+22; hp 72; Init +4; Spd 30 ft., swim 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +11; Grp +15; Atk +15 melee (2d6+4/19-20x3, pincer); Full Atk +15/+15 melee (2d6+4/19-20x3, pincer) and +13/+13/+13/+13/+13/+13/+13/+13 (0 plus paralysis, tentacle); SA Augmented critical, paralysis, spell-like abilities, *summon yugoloth*; SQ All-around vision, DR 10/good, outsider traits, SR 21, yugoloth traits; AL NE; SV Fort +9, Ref +7, Will +7; Str 19, Dex 11, Con 15, Int 6, Wis 10, Cha 14.

Skills and Feats: Hide +14, Intimidate +17, Listen +14, Move Silently +14, Search +10, Sense Motive +6, Spot +14, Swim +12; Improved Initiative, Multiattack, Power Attack, Skill Focus (Intimidate).

Languages: Abyssal, Draconic, Infernal.

Augmented Critical (Ex): A piscoloth's pincer attack threatens a critical hit on a natural attack roll of 19–20. On a successful critical hit with a pincer attack, it deals triple damage.

Paralysis (Ex): Those hit by a piscoloth's tentacle attack must make a Fortitude save (DC 17) or be paralyzed for 2d6 minutes. The save DC is Constitution-based.

Spell-Like Abilities (Sp): At will—*blink, fear, detect good, detect magic, protection from good, scare, see invisibility*; 3/day—*meld into stone, phantasmal killer, stinking cloud*. Caster level 11th; save DC 12 +

spell level. The save DC is Charisma-based. Twice per day, a piscoloth can use *greater teleport* (self plus maximum load of objects only) as the spell cast by a 11th-level sorcerer.

Summon Yugoloth (Sp): Three times per day, a piscoloth can attempt to summon 4 skeroloths with a 60% chance of success (result of 41–100 on d%).

Skills: Piscoloths have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

APL 12

■ **Advanced 15 HD Piscoloth:** CR 12; Medium outsider (evil, extraplanar); HD 15d8+30; hp 98; Init +5; Spd 30 ft., swim 20 ft.; AC 25, touch 11, flat-footed 24; Base Atk +15; Grp +19; Atk +19 melee (2d6+4/19-20x3, pincer); Full Atk +19/+19 melee (2d6+4/19-20x3, pincer) and +17/+17/+17/+17/+17/+17/+17/+17 (0 plus paralysis, tentacle); SA Augmented critical, paralysis, spell-like abilities, *summon yugoloth*; SQ All-around vision, DR 10/good, outsider traits, SR 26, yugoloth traits; AL NE; SV Fort +11, Ref +10, Will +9; Str 19, Dex 12, Con 15, Int 6, Wis 10, Cha 14.

Skills and Feats: Hide +19, Intimidate +19, Listen +18, Move Silently +19, Search +12, Sense Motive +10, Spot +18, Swim +12; Ability Focus (paralysis), Improved Initiative, Multiattack, Power Attack, Skill Focus (Intimidate), Quicken Spell-Like Ability (*stinking cloud*).

Languages: Abyssal, Draconic, Infernal.

Augmented Critical (Ex): A piscoloth's pincer attack threatens a critical hit on a natural attack roll of 19–20. On a successful critical hit with a pincer attack, it deals triple damage.

Paralysis (Ex): Those hit by a piscoloth's tentacle attack must make a Fortitude save (DC 21) or be paralyzed for 2d6 minutes. The save DC is Constitution-based.

Spell-Like Abilities (Sp): At will—*blink, fear, detect good, detect magic, protection from good, scare, see invisibility*; 3/day—*meld into stone, phantasmal killer, stinking cloud*. Caster level 15th; save DC 12 + spell level. The save DC is Charisma-based. Twice per day, a piscoloth can use *greater teleport* (self plus maximum load of objects only) as the spell cast by a 15th-level sorcerer.

Summon Yugoloth (Sp): Three times per day, a piscoloth can attempt to summon 4 skeroloths with a 60% chance of success (result of 41–100 on d%).

Skills: Piscoloths have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

APPENDIX 4: WEATHER HAZARDS OF THE BRIGHT LANDS

Travelers in the Bright Lands face many perils. Chief amongst these are the harsh landscape and unforgiving climate.

Full rules for travel in the Bright Desert are included in the *Sandstorm* accessory. However, to facilitate play the basics of these rules are presented here.

During a typical day the desert goes through a radical series of temperature changes.

During daylight hours the temperature in the desert is generally in the hot temperature band. Around midday however, and for two hours afterwards, the temperatures climbs into the severe heat temperature band. At night, the temperatures swiftly plunge into the cold temperature band. Thus, travelers must be ready to combat a number of temperature-challenges.

Most intelligent beings avoid traveling around midday and the two hours directly afterwards, breaking their journey to get into some shade.

HEAT DANGERS

For game purposes, air temperature falls into one of nine following temperature bands. Temperatures relevant to play in the Bright Desert are listed below.

Temperature Bands

-20° F to 0° F	Severe cold*
1° F to 40° F	Cold
41° F to 60° F	Moderate
61° F to 90° F	Warm
91° F to 110° F	Hot
111° F to 140° F	Severe heat

*Extremely rare temperature, not dealt with in detail here.

Temperatures in the hot band (or hotter) can be hazardous to unprepared characters. Characters can take damage from such extreme heat, a condition generally referred to as heatstroke. At lower temperatures, this starts off as nonlethal damage while the character is still conscious, but it becomes lethal damage to those already knocked unconscious by heatstroke (with no saving throw allowed). A character who takes any nonlethal damage from heatstroke is considered fatigued.

A character with the Survival skill can receive a bonus on saving throws against heat and dehydration damage, and can apply this bonus to other characters as well. See the skill description on page 83 of the *Player's Handbook*.

The levels of protection described here refer to a character's protective measures against heat (see

Protection Against Heat below). The relevant heat bands are also described below.

Cold: Unprotected characters must make successful Fortitude saving throws each hour (DC 15, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters wearing furs, or other warm clothing or protected by an endure elements spell are considered protected against this level of cold.

Hot: Unprotected characters must make successful Fortitude saving throws each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take -4 penalties on their saves.

Characters whose protection against heat is at least level 1 or higher (such as with the Heat Endurance feat or carrying a parasol) are safe at this temperature range and need not make the save.

Severe Heat: Unprotected characters must make successful Fortitude saving throws once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take -4 penalties on their saves.

In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of extreme heat).

A character must have protection level 3 or higher to be protected against extreme heat. Level 2 is considered partial protection, and such characters take damage and make saving throws once per hour instead of once per 10 minutes. Level 1 provides no protection.

PROTECTION AGAINST HEAT

Few people venture into the waste without some form of protection against heat. Most travelers dress appropriately in flowing, light clothing or staying near shade and water. In addition Magical protection further improves the chance to survive hot, dry climates and other special devices and alchemical concoctions can aid desert travel.

A character's protection against heat dangers is described by level of protection, which ranges from 1 to 5 or more. Such levels of protection do not confer any special fire resistance—a red dragon's breath still does the same damage. However, equipment that provides a bonus on saving throws against heat dangers contributes its bonus whether it is complete, partial, or ineffective protection against that degree of heat. Thus, even though keepcool salve is not sufficient to offer

even partial protection against extreme heat, a character with keepcool salve (described in *Sandstorm*) still adds the item's +1 circumstance bonus on saves against nonlethal damage dealt by an extremely hot environment.

To determine your protection level, begin with your base protection level as determined on the table below and then add any applicable equipment modifiers from the second table.

Table 1–2: Base Protection Level Against Heat

0	Creature with no heat adaptations
1	Creature with Heat Endurance feat
1	Nondesert cold-blooded animal or vermin
1	Monsters native to hot climates
2	Desert animal or vermin
2	Monsters native to waste terrain
3	Creatures with <i>endure elements</i> spell or effect

Heat Endurance Feat: Creatures with the Heat Endurance feat.

Nondesert Cold-Blooded Animal or Vermin: Creatures native to temperate or warm climates with a variable body temperature that lets them function well in heat approaching that of human body temperature (such as insects, lizards, snakes, tortoises, and toads).

Monsters Native to Hot Climates: Creatures whose Environment entry includes a warm terrain.

Desert Animal or Vermin: Animals with variable body temperatures or special adaptation to hot environments, such as heat dissipation or water conservation (camels, scorpions, sidewinder snakes, and so on).

Monsters Native to Waste Terrain: Monsters normally found in regions of extreme heat (including natives of fire-dominant planes) belong in this group.

Endure Elements: Creatures currently protected by an *endure elements* spell or similar effect.

Equipment Modifier to Base Heat Protection

0	No special equipment
+1	Armorbright
+1	Desert outfit
+1	Keepcool salve
+2	Hydration suit
+3	Improvised shelter

Armorbright: A special alchemical item described in *Sandstorm*.

Desert Outfit: A special clothing item described in *Sandstorm*.

Keepcool Salve: A special alchemical item described in *Sandstorm*.

Hydration suit: A special clothing item described in *Sandstorm*.

Improvised Shelter: This bonus applies to characters who are not attempting to travel, but instead stop and seek shelter by digging into the sand, erecting a tent or windbreak, tapping water from desert vegetation, or the like.

Resistance to Fire: A character with a spell or effect granting resistance to fire applies this resistance to both lethal and nonlethal damage from hot temperatures. For example, a creature with resistance to fire 5 subtracts 5 from the 1d6 points of lethal damage dealt per 10 minutes by extreme heat (and therefore might take 1 point of heat damage, if a 6 is rolled) and 5 from the 1d4 points of nonlethal damage dealt.

TREATING HEATSTROKE

Nonlethal damage from heatstroke (including the accompanying fatigue) cannot be recovered until the character gets cooled off—by reaching shade, surviving until nightfall, getting doused in water, being targeted by *endure elements*, or the equivalent. Once the character is cooled or reaches a cooler environment (a temperature band of fewer than 90 degrees), the character responds normally to healing that removes nonlethal damage. When the character recovers the nonlethal damage taken from heatstroke, the fatigue penalties also end.

DEHYDRATION

As noted on page 304 of the *Dungeon Master's Guide*, a character must consume 1 gallon of water per day to avoid dehydration. In particularly hot environments (those above 90° F), characters need more water, requiring double the normal amount. The amount of water required to avoid dehydration increases by 1 gallon per heat band above hot (so 3 gallons in severe heat, 4 in extreme heat, and so on). Characters can go without water for 1 day + a number of hours equal to their Constitution scores. After this time, a character must make a successful Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. In particularly hot environments (those above 90° F), the time a character can go without water before making Constitution checks is reduced, as described on the table below.

Dehydration Times **Temperature (Band)**

91–110 (hot)
111–140 (severe heat)

Time Before First Con

12 + Con hours
6 + Con hours

BEING DEHYDRATED

A lack of sufficient water introduces a new condition—dehydrated.

Dehydrated: Characters who have taken nonlethal damage from lack of water are considered dehydrated and become fatigued. In addition, if a dehydrated character would take nonlethal damage from hot conditions (such as those described in this book or on page 303 of the *Dungeon Master's Guide*), that damage instead becomes lethal damage.

A character who falls unconscious from nonlethal damage due to thirst begins to take the same amount of lethal damage instead. Damage from thirst, whether lethal or nonlethal, cannot be recovered until the character has been treated (see below); not even magic that restores hit points heals this damage.

Treating Dehydration: A character who has taken nonlethal damage from lack of water must be treated with long-term care (see the Heal skill description on page 75 of the *Player's Handbook*) to recover. This requires 24 hours of care and double the normal amount of water required per day for the conditions (for instance, 2 gallons of water for normal conditions). If the character has also taken lethal damage from lack of water or from a hot environment, add +5 to the Heal DC and double the time required to recover (to 48 hours). Once this Heal check has succeeded, the damage taken by the character can be restored through the normal means.

Alternatively, certain spells can be used to rehydrate a character in place of the recovery time, water, and Heal check. The *hydrate* spell (see *Sandstorm*) accomplishes this function, as does the *heal* spell.

BRIGHT BLINDNESS

Bright Blindness is a condition that afflicts those traveling the white sands of the Bright Desert without adequate eye protection during the day. At first the vision of those afflicted becomes indistinct, with colored flashes and shapes appearing in their field of vision. Their eyes then begin to ache, becoming red and inflamed before finally the individual loses his vision for a number of days. Prolonged exposure can lead to permanent blindness.

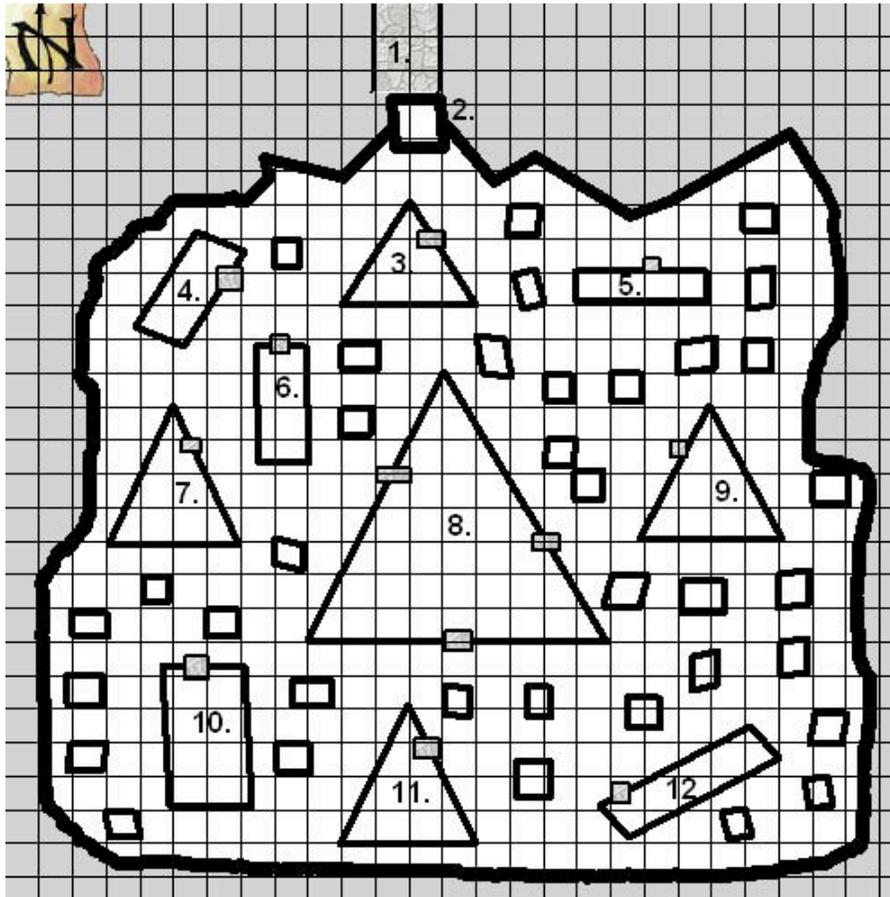
Anyone traveling the white sands without protection must make a DC 15 Constitution check every four hours of travel. The DC of subsequent checks in a days travel increases by one. Failure means the character is temporarily blinded for 1d4 days.

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

A successful DC 15 Heal check and the complete blindfolding of the afflicted character's eyes halves the

duration of the temporary blindness. *Remove blindness* will remove both temporary and permanent Bright Blindness instantly.

APPENDIX 5: THE ANCIENT CITY OF UTAA

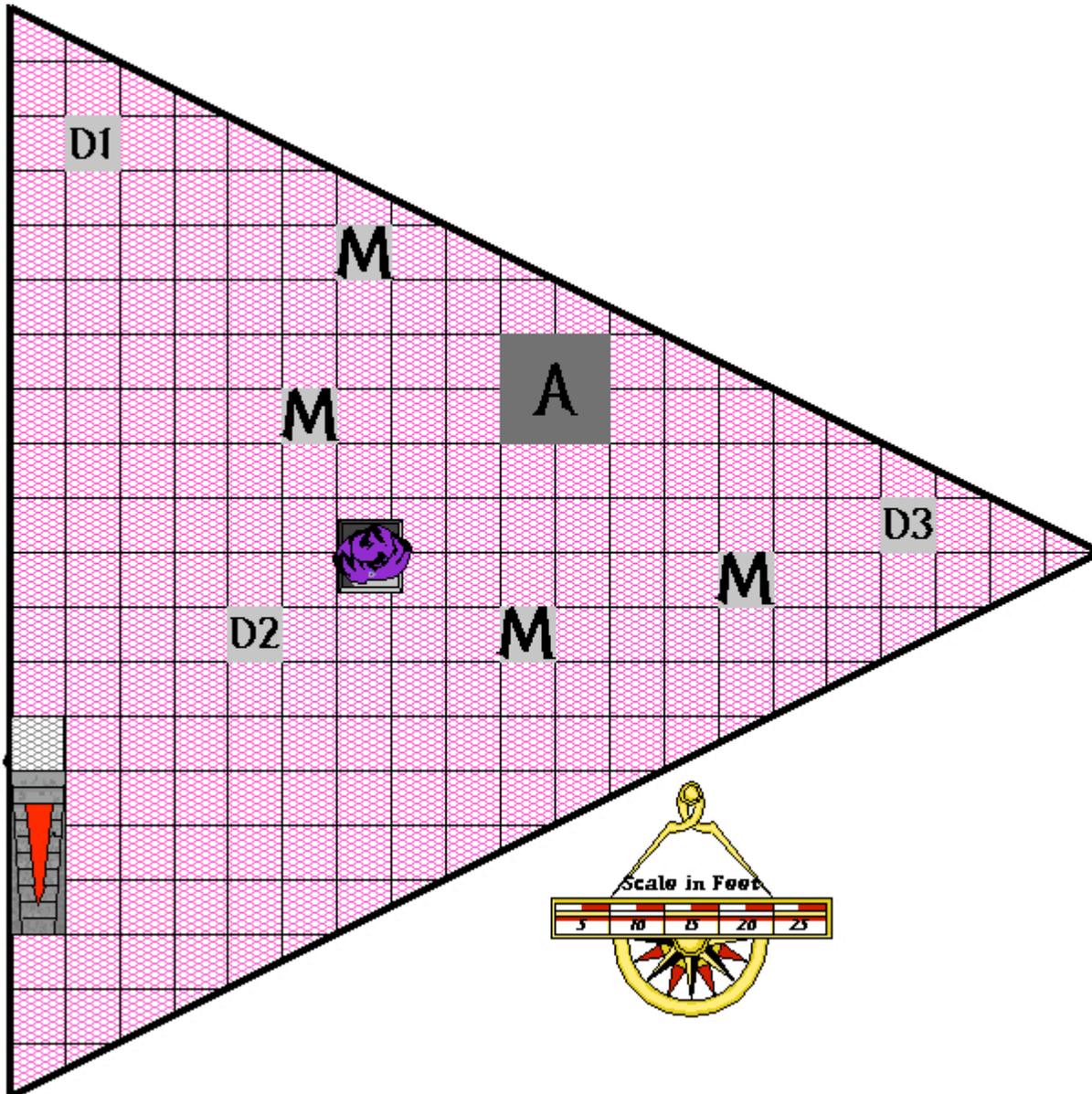


MAP KEY (1 square = 20 feet)

1. Yr Gog Ffordd (The North Road)
2. Yr Clwyd Annedd (The Gatehouse) (Guarded by the Royal Guard)
3. Yr Eglwysig Am Golau (Temple of Light)
4. Diod Tafarn (Refreshment House – named “Kamwyls”)
5. Diod a Bwyd Tafarn (Refreshment and Dinner House – named “Dre’nelis”)
6. Caer Arweinydd (Office of City Consul)
7. Yr Eglwysig Am Awyr (Temple of the Sky)
8. Yr Eglwysig Am Dynol (Temple of Humanities)
9. Yr Eglwysig Am Annwn (Temple of That Which Is Below)
10. Yr Marchnadd (Enclosed Marketplace)
11. Yr Eglwysig Am Cadugg (Temple of Darkness)
12. Coedd Badd Annedd (Public Bath House)

The other small squares represent various local businesses and home. Most are two-storey.

APPENDIX 6: TEMPLE OF DARKNESS



MAP LEGEND

A = Captain Angau (All APLs)

M = Manscorpions (at APL 12 these are size Large – place using the marking on this map as the upper left-hand corner of the creature's space)

D1 = Bearded Devil (APL 6 & 8), Bone Devil (APL 10 & APL 12)

D2 = Lemure horde, Hellcat (APL 8 & APL 10), Bone Devil (APL 12)

D3 = Bearded Devil (APL 8), Hellcat (APL 10), Barbed Devil (APL 12)

APPENDIX 7: MAP OF THE BRIGHT DESERT



DM AID 1: PREVIOUS RESEARCH

The ritual to unmake the Scorpion Crown requires one good and one evil-aligned weapon that meet certain very rare requirements. The High Chapel has researched the location of acceptable weapons in the area.

The good-aligned weapon, whose name translates from ancient Flan as "The Defender," is described as a hammer. This sentient relic was known to have been wielded by Khorla Ghaniss, the mightiest templar of Vathris, in the final battle against the Sulmites. *[If anyone possesses the Spirit Tattoo Gana, he recognizes Khorla as a man once reviled as the greatest mortal enemy of the Sulm.]* Defender was devoted to defending the progress and ingenuity of Itar, the values which Vathris originally cherished. It was not believed to have been taken as a prize in the wake of the final battle, so it likely still lies in the submerged ruins of Sennerae, Itar's capital city.

Tales speak of an evil weapon, some say it a khopesh sword, some a great scimitar, belonging to the Chief Magistrate of Utaa. The Chief Magistrate was in charge of the policing of the state and commanded the armies in his king's name. The blade may have been forged or caused to be forged by Shattados himself of starmetal or Baatorian steel. Some accounts attribute the weapon's ill influence to the tainted material from which it was created. At least one account, from a mad desert hermit (said to have been devoured by forces unseen) wrote from first-hand accounts that the weapon "drunk in the life's blood of the transgressor, leaving behind something awful, a body bereft of animation and one with the desert sands." Little is known of what happened to the weapon. Scholars logically conclude it must still reside somewhere within the cursed ruins of Utaa, perhaps still in the grip of the Chief Magistrate as he met out some harsh justice as the Doom of the Desert descended.

DM AID 2: HARDBY, CITY OF THE SCORNE

Much of this material is adapted from the “Hardby: City of the Scorned” article by Paul Looby in *Dungeon* #107.

◆**Hardby (small city):** Conventional; AL LN; 15,000 gp; Assets 3,825,000 gp; Population 5,100 mixed (human 72%, half-orc 22%, halfling 2%, dwarf 1%, gnome 1%, half-elf 1%, elf 1%).

Temples: Ehlonna (forests, woodlands), Joramy (fire, volcanoes, wrath), Lirr (literature, art), Mayaheine (protection, justice, valor), Myhriss (love, beauty), Norebo (luck, gambling), Osprem (sea, voyages, sailors), Pelor (sun, light, healing, protection), Procan (seas, navigation), St. Cuthbert (common sense, wisdom, discipline), Wee Jas (magic, death, vanity), Xerbo (seaborne trade), Zilchus (power, money).

A BRIEF SOCIAL HISTORY OF HARDBY

The settlement that would become the city of Hardby was founded in -278 CY by the Suel mage Ena Norbe on the northeastern coast of the Woolly Bay. Believing that it was the folly of men which led to the fall of the Suel Imperium, Ena declared herself as Gynarch and established that only women would rule Hardby. Her daughters became the progenitors of the Six Great Families of Hardby and the core of the Gynarchy, from which future leaders and officials would be chosen. With one exception, Hardby remained under the rule of women until 517 CY, when the Merchant's Alliance in Hardby seized power in a bloodless coup. Marriage with Trade Council members and behind-the-scenes actions allowed effective rule of Hardby to remain in the hands of the Gynarchy during this period, however. Even after Greyhawk took control of the city during the Greyhawk Wars and established a Military Governor to rule the city, the Despotrix continued to maintain considerable influence – a reality which still greatly concerns the Directing Oligarchy of Greyhawk.

Unlike Greyhawk and most other areas of the central Flanaess, Hardby has a sizable half-orc population which is not only tolerated but welcomed. Some half-orc families, who primarily live in the Dock District and Fishtown, have been in the city for generations now, and half-orc sailors, soldiers, and dock workers are regulars amongst dockside taverns and businesses. Prejudice against half-orcs is widely frowned upon and discouraged.

MERCHANT'S ALLIANCE

The Hardby Merchant's Alliance was formed by refugees from the Pomarj who found themselves

excluded from governance and belittled by Hardby's famously independent-minded women. The Alliance created a Trade Council of six merchants and six “rivermen” (dock workers, pilots or military officers, and one judge), all of whom were elected at regular intervals. Although the Trade Council officially governed Hardby, it generally ended up answering to the wishes of the Despotrix. Since Greyhawk took control, though, the rivermen councilors have been military officers loyal to the Directing Oligarchy. The Council is now subordinate to the Military Governor and confined strictly to discussion of commercial matters. Naturally the Merchant's Alliance is unhappy with this current state of affairs.

DISTRICTS OF HARDBY

Northend – A crowded district on the north side of the docks which includes the Palace of the Gynarchs,



the Law Courts, and the city's primary military and naval barracks. The High Chapel, a prominent temple

to Pelor, can also be found here.**Dock District** – A cobbled quay which runs the length of the waterfront, it is a warren of boisterous taverns, inns, hostels, and other less reputable places. The streets are narrow and back alleys are dangerous after dark, while drunken brawls are not uncommon.

Fish Town – This area of warehouses and business related to fishing and sailing reeks of fish and is populated by hordes of cats (which are considered lucky) and seagulls (which are not). It is also the poorest section of Hardby, though it is not as bad as the slums in most other major cities.

Tradetown – Located outside the Great Wall, this crowded and bustling quarter is the heart of commerce in the city and home to most of its merchants and artisans. Exotic items from the four corners of the Flanaess can be found here.

The Ebbfields – Originally the upper-class section of town, it now houses Hardby's middle class and a spill-over of its poorer elements. Older parts are pleasant with broad, well-paved, leafy streets.