

VTF3-06

# A Smile in the Mist

A One-Round D&D LIVING GREYHAWK<sup>®</sup>

Tuflik, Fals and Ververdyva

Metaregional Adventure

by Gaël Richard

Metaregional Plot Coordinator: Chris Chesher

Circle Edit: David Christ

Clues, unanswered questions and cryptic old men have led you to Ekbir. You come just as the holy city makes preparations for war. The Caliphate has turned his shaking fist towards the Ataphads whose piracy is more and more unbearable. Rumors abound that the Ataphads are involved in the strange smuggling you've been following. Will you be able to find within the mists of deception the sneaky and wicked enemy? Part Six in the "Three is the Evilest Number" Series. An adventure for APLs 8 to 14.

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

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## Introduction

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

### Preparation

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

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

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

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

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

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

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

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

### Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

### Living Greyhawk

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

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

### Living Greyhawk Levels of Play

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

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

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

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

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

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

### Time Units and Upkeep

This is a standard one-round Regional adventure, set in Tuflik, Fals, and Velverydyva Metaregion. Characters native to metaregion pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

### Notes on Translation

This scenario has been originally written in french. If you play in french, don't hesitate to ask for the french version from your triad, as the literary quality of the french text is

better than the english translation especially for the few poems and phrasings.

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	

### Elves and Followers of the True Faith in Ekbir

People of the Caliphate of Ekbir are faithful to the Exalted Faith. They are opposed to the True Faith which is perceived as a heresy and treason. Consequently, every character *clearly showing* that he is from the True Faith suffers a -4 penalty to every Charisma based skill checks when interacting with people of Ekbir. Elves are disliked too, since the theft of the Cup and Talisman of Al'Akbar was by elves. Further, true or not, Udgru elves are likened to bandits who attack the neighboring human population. Elves (but not half elves) suffer a -4 penalty to Charisma based skill checks when in Ekbir. The default attitude of an ekbiri toward an elf or a follower of the True Faith is Unfriendly (see *Dungeon Master's Guide*) and charisma checks to alter attitude of an ekbiri suffer an additional -4 penalty by those two groups.

### Language

The population of Ekbir speaks ancient baklunish, a language that has changed little since the Twin Cataclysms. Only merchants and learned people speak Common. You can assume that every merchant, priest or faris is able to speak Common but peasant people of the Caliphate, from cities or from the country-side, speak only ancient baklunish. Even with someone able to speak Common, it's better to speak ancient bakunish.

At times the language Ancient Baklunish is in short referred to as Baklunish. This is just a short form of reference and not indicating a separate language.

During this adventure, all Charisma based skill checks have a -2 penalty if the language used by the characters is Common.

### **Calendar**

The Common Year is rarely used in Ekbir. People use either the Baklunish Hegira (BH) or the year of Al'Akbar (AA). The latter begins with the Invoked Devastation. The year 1 AA is the year when Al'Akbar received the Cup and Talisman. The present year is 593 CY, 3251 BH and 1015 AA.

### **The Plot**

Recently, piracy from Ataphads in the Dramidj Ocean have seriously increased to the point of threatening the maritime commerce. Pirates have even attacked coastal villages. The Caliphate of Ekbir is especially affected. Determined to reestablish peace on the seas and to inflict a decisive defeat on their nemesis, Ekbir is preparing a great offensive against Ataphads.

But Ataphads are not doing only piracy. The Dark Harbor, the most powerful ataphad port, is secretly engaged in smuggling with the New Cabal, the inheritors of the legacy of the Temple of Elemental Evil. Their ships, the most feared Purple Sails, discharge their mysterious and unholy cargo in a secret place in Dezbat, one of the fifteen provinces of the Caliphate, thanks to the complicity of the local authorities. From there, the cargo is carried by caravan to Sharkavir, capital of Dezbat, then to the East, to Udgru, Tusmit, Ket and beyond.

Ataphads suffered a recent defeat when Ekbir forces discovered one of their secret lairs, in a ruined fortress on the coast of Dezbat. Unknowingly, Ekbir forces cut temporarily the smuggling with the New Cabal. But the smuggling started again from a small fishing seaport, aside from the most frequently used roads, controlled with an iron fist by members of the evil cult. The goal of this adventure is to discover this place and to defeat the smugglers and discover the connection between the New Cabal and the Ataphads.

Assuming the players have been participating in the series in order, the characters have followed the clues of the smuggled goods from the east, having recently passed through Ket with Ekbir as their final destination.

### **Al'Akbar and The Baklunish West**

Welcome Judges to the Baklunish West. For most of you, this is a new type of setting. In our Meta-Region, the nations of Ekbir, Tusmit and Ket consider this home. It is

highly recommended that you read page 5 of the Living Greyhawk Gazetteer, as well as the specific nation entries in said book. Viewing the Regional web page of Tusmit is also a good idea. The majority of the Baklunish people follow a different pantheon than the people of the east. If you look hard enough, you can probably find a representative of most eastern religions somewhere with in the Baklunish West, but don't expect them to have much sway or influence. Major eastern gods such as Pelor, Rao, Boccob, Beory, Zilchus and Fharlanghn seem to have footholds wherever humans live, but the farther west you go, the rarer this becomes. In Ekbir, non-Baklunish faces are rather rare even inside of the major trade centers, but in Ket, the population itself would be hard to distinguish at times from west and east, if not for accent and manner of dress. This is due to the heavy mixing of blood with the east.

At the head of the Baklunish Pantheon (as far as the mortal worshipers see it) is the demigod Al'Akbar. No divine influence is greater to the modern customs of the west than his. In theory, Honor, Family, Generosity and Piety form the backbone of all Baklunish lives, and for most, they are known as the Four Feet of the Dragon (of the ancient customs), though others have a different definition of that. Amongst these, the other divine powers of the pantheon intermix into the customs of these people. For example, the comparatively new faith of Al'Akbar has mixed into the culture of the faithful, the tenets of Guardianship, Faithfulness, Dignity and Duty. Even for those who do not revere Al'Akbar as their patron god, his tenets have become part of the customs.

A very important item to note is the difference between the two major sects of Al'Akbar. One is the Exalted Faith (LG,NG) and the other is the True Faith (LN).

The people of the west worship one sect or the other, never both. You have a better chance seeing a Pholtus cleric marrying a St. Cuthbert cleric, than you do of seeing clerics of the Exalted and True Faiths sharing a meal. Yet it is the same demigod that they worship.

The Exalted Faith (LG, NG) dominates Ekbir and holds sway over southern Tusmit. Their clerics are called Qadi. Their holy symbols have the image of a red cup and a black talisman. They tend to be kind men, but still orderly and usually not much for nonsense. When referring to their god in general reference, they call him "The High Cleric". Outside of Ekbir, their clerics dress in red and black. Inside Ekbir, they revert back to the local color scheme as set down by tradition to show rank. They do this in a ritualistic fashion that includes a bathing

The True Faith (LN) dominates all of Ket and the northern reaches of Tusmit. Their clerics are called Mullahs. Their holy symbols have the image black cup and a red talisman. They tend to be stern men, but never actually evil (though their inspired deeds seem that way at times to the east). These men are zealots to the exact wordings of the scriptures and interpret them in a way that enforces control on a population for its own sake, to save the population from itself. When referring to their god in general reference, they call him "The Restorer of Righteousness". Though sometimes the Mullahs like to think they do, the Mullahs do not control any of the governments in the west, though they do have a strong influence in Ket and Tusmit. They form the pool of Judges that interpret the law (as set by the secular government) at trials and seem to be a heavy fixture of most military and policing units. If a mullah is shaking his finger at you, chances are you're in trouble. For the majority of mullah's that don't hold a temporal authoritative office, they remain the ever watching moral watch dogs for the population, but even they must respect the proper order and policies of the government and its systems.

At a distance, the best way to tell the difference between a cleric of the two different sects, is that the Exalted Faith device is a red cup and a black talisman, and his clothing have a similar scheme. The True Faith's device is a black cup and a red talisman and his clothing has a similar scheme.

It is written that a cleric of Istus said these words after observing a prolonged and heated argument between the opposing sects in a royal hall:

*"Both were of the same stock, same tongue, wearing the same garments. Both held a holy book in his hand, authored by the same soul. As they argued, it was as if one was the echo of the other, but with a completely different meaning once the sound had stopped bouncing. Still they argued and their arms caused their robes to whirl about. It was then that I realized the true difference between them. The Qadi's robes were red on one side and black on the other, and the Mullah's robes were black on one side and red on the other."*

## Reminder to the Judge

A general note on representing the in-game word usage for NPCs when referring to the names of gods. Due to the reverence (and sometimes fear) of these most divine and powerful beings, the NPCs do not use the true name

of the god in vain during idle conversation. Only when the god's power is truly being invoked (though not necessarily by a spell) is the true name used. It's a firm belief that to use a god's true name invokes that being's attention. The descriptive name used can also sometimes refer to which sect or view the worshipers have of their god, but this is not always the case. For instance, when the NPCs in this scenario wish to refer to Nurell, they say, "The Reaper", in an attempt to avoid his attention. Also, the NPCs in this Scenario refer to Zilchus as "The Money Counter", for the sect that is being referenced dealt with that aspect of the god more so, than those who would refer to him as "The Great Guildmaster" but they are not mutually exclusive. To say, "Fharlanghn Rules the Roads" is a blessing, invoking the god's power. To say "Zilchus be poor" is an example of profanity, as well as just invoking the god's name with out just cause or repeatedly.

- Chris Chesher, Meta-Regional Plot Coordinator

### Clues from Nor Crystal Falls

During VTF3-01 "Nor Crystal Falls", an elf mage named Frink might have been rescued by the characters from the clutches of the Air Cult.

If so, remind the characters that Frink warned that he over heard the following info and this info may be repeated to characters who pass an Int check (DC10) who have the Air Cult Extended Mission Adventure Record.

#### What Frink knows:

- It seems that several months before his capture (which seems random), there was a great falling out among the cultists.
- An artifact of great importance to them (referred to as the 'Fluttering Eye') was taken away many months ago by the most powerful faction of cultists to leave, plundering all treasures as they went
- A few days after Frink was first captured, the number of cult members was much greater, but then a man with a western accent (baklunish) came. Frink sensed much fear in the remaining cultists. This was a man of power. He seemed to be somehow involved with the jumping ship of the other cultists many months before. He was offering those left a chance to change their mind and go with him.
- All but a handful of the cultists left with the western man. Those that did not, have slowly become malcontent and left over the weeks, until all that is left is what the PC's fought.
- The only clue to where the cultists were going was the name of a nation. Ekbir.

- Frink heard talk between two cult members about a powerful lich assassin, but he is not sure in what context.

## Adventure Summary

Adventurers come to Ekbir searching for the source of the smugglers of the New Cabal. Following the great roads of pilgrimage, they arrive in the holy city of Ekbir.

### Encounter One- In the Holy City of Ekbir

The capital of the Caliphate is the first place to find information. The adventurers can see the great preparations to the coming war against the Ataphads. Getting information from the clergy, the local thieves guild, the Mouqollad and several other places, they learn that an ataphad base has been discovered a few weeks ago in a coastal region of Ekbir called Dezbat. They can learn that this base included a small evil temple. A very thorough investigation grants the characters a warning against the local authorities of Dezbat.

### Encounter Two- The Ruined Castle of Balab

This ruined castle on the coast of Dezbat once hid an evil temple. It is presently defended by men of the lord (nayib) of Dezbat, Urik Ashir, and by priests of the Exalted Faith. By investigating the place, adventurers will be able to recognize the temple as being dedicated to the Elder Elemental Eye. The altar is still very dangerous. Adventurers have to leave the castle because of the hostility of Urik's men. The priests advise them to go to the fortress of the faris of the Cup and Talisman.

### Encounter Three- Divination of Istus

An important temple to Istus is in the Dezbat. The adventurers get some useful advice by consulting the priests from this temple who are experts in divination.

### Encounter Four- The Ribat of the Order of the Cup and Talisman

This fortress is a safe shelter for the adventurers and a source of information. During an evening, the news of a powerful ataphad ship sailing towards the southern coast of Dezbat marks the beginning of action.

### Encounter Five- A Helping Smile

Leaving the fortress by night, the adventurers get the help of a sylph who is able to guide them in the heart of the fog, in the small village of Kiralim, on the coast of Dezbat.

### Encounter Six- The Village of Kiralim

Coming by night in the village, the adventurers will discover a strange place. The temple is profaned, the local priest is charmed and the whole village is under the control of a erinyes helped by thunder riders. The erinyes however tries to escape if she or the thunder riders are attacked. If she can escape, she warns the smugglers who will not come. The meeting between the ataphad ship and the caravan will be cancelled. In this case go to Encounter Seven. If the adventurers attack the erinyes or the thunder riders but prevent the escaping of the erinyes, go to encounter 8A. If the adventurers manage to stay hidden and don't fight the erinyes nor the thunder riders, go to encounter 8B.

### Encounter Seven- The Pack Club

For having disturbed their plans and having been the cause of the cancellation of the meeting point between the caravan and the ship, the New Cabal will send a terrible pack to kill the adventurers. This ends the adventure. Neither the ship nor the caravan will come.

### Encounter Eight (8A)- A Caravan but no Ship

If the adventurers fought the thunder riders or the erinyes and prevented the escape of the erinyes, a caravan arrives in the middle of the night. After the combat against its escort, the adventure is finished. The ataphad ship will not come and Encounter Nine will not be played.

### Encounter Eight (8B)- A Caravan and a Ship

If the adventurers have been discreet and ambush the smugglers, a caravan comes in the middle of the night. The adventurers can fight the escort or wait for the ataphad ship. Proceed with encounter Nine.

### Encounter Nine- The Purple Sail

The strange ataphad ship comes with the cargo to be carried in the caravan. The adventurers have to fight the officers of the ship.

### Conclusion

If adventurers have successfully captured the ataphad ship, they will be triumphal welcomed in Ekbir and rewarded by the caliph himself.

## Introduction

This adventure picks up where VTF3-05 “Firestorm” left off, with the characters just finishing their rest and recuperation in the Tusman city of Blashkdur. The characters have just crossed the Blashikmund River and entered into the nation of Ekbir.

In theory, the characters are following the clues obtained in VTF3-03 “Between Mitrik and a Hard Place” and VTF3-04 “Hunt Club” that suggest Ekbir as the source of the contraband goods. These goods include exotic reagents, arcane objects, rare building material and fiendish hunting cats.

*After arranging for a barge to take you and your possessions across the Blashikmund River that serves as border crossing for the nation of Ekbir, a patrol of mounted Ekbirian troops meet you with friendly faces. <The following is said in Baklunish, but switches to Common upon request>.*

*“Greetings travelers. Welcome to the most holy lands of the Caliphate of Ekbir. I trust you have come to our lands as friends and thus we greet you as such. Respect our laws and customs and you may bask in our hospitality. Dishonor us and you shall feel the divine wrath of the High Cleric who watches us always from his Divine Garden. If you need directions, I would be pleased to give them to you. The Pilgrim roads connect most villages and all lead to the great mosque of the High Cleric in Ekbir City and the tombs of all are great buried holy figures.” says the patrol captain.*

The mounted guard patrol have little else to add. They are friendly enough but always cautious for persons with dubious intentions. They can provide good directions to the capital, Ekbir City.

Ekbir city is the hub of all trade traffic in Ekbir and if there are any clues to cargo shipments, it is to be found there.

The trip to Ekbir City is about 150 miles across the sparsely populated interior of Ekbir. This may take several days, depending on method of travel chosen by the characters. The trip is uneventful.

### **But I worship the True Faith!!**

The guards do not turn away followers or mullahs of the True Faith. It is common enough for the followers of that sect to make the pilgrimage to the sites frequented by Al’Akbar while still mortal. There is even a very small

number of True Faithers within the remote interior of Ekbir.

There is no love lost between the guards and any characters that proclaim their opposing faiths, but the guards are all good and kind souls and grin and bare it. As long as the foreigners behave, they are welcomed. Who knows, perhaps a little goodness shall rub off on the visitors.

☛**Mount Patrol (6)**: Male Human War2; mounted on Light Warhorses; using Lances and Scimitars. Speak Language [Common and Baklunish].

## Encounter One In the Holy City of Ekbir

**Note:** There are many locations within the City. It is not required for the characters to visit all of them to further the adventure. The wide selection present is for characters of different means and mind sets to have access to similar clues. Visiting all of the locations may be fun and entertaining, but it will eat up a lot of play time.

In fact, part of the challenge of this adventure is for the characters is to avoid being swallowed up in the awe of the great city and to stay focused. The second largest city in the Flanaese holds many wonders but becoming lost within them is a danger of time.

*You have traveled for several days along the roads of pilgrimage towards the holy city of Ekbir. You have finally arrived. In front of you stands the powerful wall of the second largest city of the entire Flanaess.*

*The city is built on a peninsula skirting the Dramidj Ocean. The city is surrounded by the sea on three sides. Only the Eastern side is accessible by foot. The port is located in a well protected bay in the south of the city. This bay is accessible from the open sea by a narrow channel guarded by an imposing white stone fortress. Over the walls, several minarets are visible as well as the blue dome of a religious building, built on a small hill, towards the western part of the city.*

The blue dome is the top of the Mausoleum of Al’Akbar (known in the east as the Mosque of Al’Akbar), ultimate goal of the pilgrims (a foreigner can learn this with a successful Knowledge [local] check or Bardic Knowledge check [DC 10] or by asking a passer by in Baklunish).

The entrance into the city does not pose a problem except if the adventurers are accompanied with an animal pertaining to a wild species like a tiger, wolf or a dire animal. Such animals can enter the city only in a cage.

A merchant sells such cages very close to the door of the city at the prices of 50 gp for a cage for an medium sized animal, 75 gp for a cage for a large animal and 200 gp for a cage for a huge animal. Its likely that the cage needs to be transported on a wagon drawn by one or more horses. A wagon can be easily bought at the cost of 35 gp. One needs two draft horses to draw it. Each horse costs 150 gp. If such a wild animal is not in cage, then entrance is refused. If such an animal is caught in the city uncaged, it is rounded up and put in the zoo for holding and the character responsible for the animal is charged 100gp for its release and only if it is taken immediately out of the city.

For the foreigners, it can be useful to hire a guide. Close to the gates of the city, young boys, obviously rather poor, proposition the adventures to be hired as guides at the price of 3 sp per day.

They know all the significant locations of the city. In addition, they can help to secure contacts with the common classes, especially in the district of the fishermen. They have the following characteristics:

**🗨️ Young Guide:** Male Human ExpI (Knowledge [local] +5, Gather Information +4, Speak Language [Common and Baklunish]); Diplomacy Reroll; Can 'Take 10' on Knowledge Local checks; Can only assist in Diplomacy and Gather Information checks, never initiate them.

If an adventurer seeks out information from the Court of Miracles (see below), his young guide who can indicate the right places and people. If the young guide makes a successful Gather Information check [DC 10], the adventurer has a +2 Confidence bonus on his own Gather Information check.

Once per week, the young guide can intervene during botched negotiations between the characters and the locals. Using the excuse of 'it's their first day' in the city, the locals share a hardy yet forgiving laugh and the character in question may reroll his Diplomacy check. Allow the players to decide when to use this special ability.

An additional special ability of the young guide, is that he is able to 'Take 10' on Knowledge Local checks for any such check listed in the encounter text and has to do about Ekbir City (he's never been anywhere else).

The young guide can assist the characters in Diplomacy and Gather Information checks by translating and pointing minor things out, but he can not initiate the checks himself. Tavern goers and merchants don't pay him too much heed after a few words.

The young guide's name is J'howequinbok Low-vrot Xranunzi Al'Ekbir (which in an obscure baklunish dialect means 'Sand Snippet of the streets who's home is the alleys and family is the people of Ekbir City), but if Easteners want to give him an easier nickname, he'll accept it.

Without a guide and if no one in the party has previously been in Ekbir (either by having Ekbir as his home region or by having played a regional scenario set in Ekbir), much time is lost to going from one point to another. The city is large and is heavily populated. It is easy to become lost, particularly in the bazaar (or souk as it is locally known).

It is forbidden to go on the ramparts of the city wall without authorization. In the same way, access to the citadel, the palace of the caliph and Zashassar is rigorously impossible.

Here is the list of the notable places where the characters can go (see the map of the city in Appendix Three):

### **Market Square & Bazaar (District of Merchants)**

*You follow some particularly busy yet narrow and tortuous lanes. Later you enter an extraordinary network of roofed passageways. Everywhere you can see shops and displays where merchants negotiate with their customers. Anything can be bought including exotic goods. Spices, perfumes, animals of all kinds, fabrics and clothing, foodstuffs, various liquors, everything is sold, but not without long picturesque discussions on quality and the price of the goods. Finally you emerge on a rather large square encumbered with stalls and tents and it is very crowded. Near the center of the square, you distinguish a tent larger and more beautiful than the others.*

The network of roofed passageways is the bazaar (Knowledge [local] check [DC 10]). The large tent in the center of the Market Square is a temple of Mouqol. It is possible to gather information in this district while discussing with the merchants. Of course, the tradesmen are inclined to chatter only if the adventurers are interested with their goods.

The use of the Gather Information skill costs 1d6 gp and takes 1d6 hours talking. Here is the information which can be obtained:

- **[DC 10]:** Lately, piracy increased considerably in the Dramidj Ocean. The maritime trade is threatened. That's why the prices are so high. Ataphads are the cause of this piracy. The caliph decided to launch a large naval campaign against the Ataphads to inflict a decisive defeat against them. The preparations of this war are on the way.
- **[DC 15]:** (in particular if the adventurers seek to know where Ataphads generally operate): The coastal areas are threatened by Ataphads. Sometimes, they attack small villages. Rarely do they attack coastal fortresses.
- **[DC 20]:** (more precise information on the preceding questions) The recent attacks took place close to the coast of the Dezbat and Darboz shiekdoms or around the isle of Murenschi (see map of the Caliphate in appendix). The most recently attacked coastal village was in Darboz and on the isle of Murenschi. The last fortress to be attacked was Castel Ashir in Dezbat in 577 CY/3236 BH/999 AA. During this attack, the Shiek and governor of Dezbat was killed with all his family. Urik Ashir, from a parallel branch of the family of the previous sheik, became the new sheik of Dezbat.
- **[DC 25]:** (more precise information on the preceding questions) It does not seem that villages were attacked recently in Dezbat. Since the attack on Ashir Castle in 577 CY/3236 BH/999 AA, Dezbat has suffered far less ataphad attacks than Darboz or Murenschi.

### The house of the Stone Wife:

If the adventurers try to gather information in this district (in particular with the Gather Information skill), they notice (with a successful Spot check [DC 10]) a stall held by a small group of Dwarves who sell weapons, armor, tools and gems.

*As you wander the bazaar chatting with the different merchants, your eyes are drawn to the stall of a group of dwarven crafters. A banner picturing a mountain with a gem in the middle and the name 'Yecha wares' written in both dwarven and baklunish, hangs up front. The mountain and gem symbol is present on many of the crafts being sold.*

A symbol is represented at several places of their stall, it represents a mountain with a ruby in its center. With a successful Knowledge (religion) check [DC 10], it's possible to recognize the holy symbol of the goddess Ulaa the Stonewife. These Dwarves come from the Yecha Hills.

They came to Ekbir to sell some objects they crafted as well as gems they found in their hills. They also hope to convince the authorities of Ekbir to militarily help them against the young Tiger Nomads which are increasingly aggressive and dangerous.

One of the dwarves is a priest of Ulaa named Gombur. He has a ruby, found in the Yecha Hills, which was blessed in a temple of Ulaa. If someone diplomatically asks him (Diplomacy Check [DC 15]) if he knows where a ruby enchanted by Ulaa can be found (or any other equivalent question), he reveals that such a ruby is in his possession. It's possible to convince him to sell it (with a successful Diplomacy Check [DC 20]) at the price of 1,000 gp. The ruby functions as a *pearl of power (1st level)*. This ruby is useful in Encounter 2.

☛ **Gombur** : Male Dwarf Clr5 (Ulaa)

### The Tent of Mouqol:

If the adventurers enter the tent of the temple of Mouqol, read or paraphrase what follows:

*Inside the large tent, it's sumptuously arranged. The ground is entirely covered with carpets of great value. There are no chairs, instead cushions take their place. Furniture consists only of some chests and other small pieces. There is also a portable altar and accompanying religious paraphernalia. If it's splendid for a tent, it's rather small and sober for a temple. There are people with turbans and rich dresses as well as a select few with more foreign trappings. They are in a great discussion, with parchments in their hand, with men who all look to be merchants. Heavily armed guards protect the place as well as some more arcane type protectors.*

*Once of the clerics sees you and says in baklunish, "Greetings visitors. How may The Merchant or his servants help you today?"*

**Casting Spells or concentrating on them:** The tent as well as the entire bazaar is patrolled by mages and other agents in the employ of the Consortium. Anyone casting spells for nefarious ends or just plain mischief are picked up pretty quickly and ejected from the bazaar (or worse).

Those casting such spells without permission within the tent temple are caught even quicker and face 1d8 TU's worth of imprisonment if they do not pass a Diplomacy check of [DC 10+APL] and pay 1d8x100gp in fines.

The people with turbans and rich dress are clerics of Mouqol and representatives of the Mouqollad Consortium. They are arbitrating a commercial dispute. With a successful Diplomacy check (DC 15) toward the guards, the adventurers can obtain an audience from the clerics. The adventurers are invited to sit down on the comfortable cushions until the litigation is regulated which takes approximately half an hour.

It is possible to get the previously listed information concerning the ataphadians and coastal raids from the clerics but it requires diplomacy (use the Diplomacy skill instead of Gather Information and keep the same DC).

If there are fighters, paladins, rangers, faris or knights, especially from a known order of knighthood of good reputation (even from a foreign country), among the adventurers it is possible that the priests propose to hire the characters on behalf of the Mouqollad.

For that, the priests discreetly test the intentions and motivations of the characters during the discussion. If the characters seem to have sincere intentions and if the adventurers behave with diplomacy during the discussion (with a successful Diplomacy check [DC 15]), the principal priest proposes to them a contract in due form for a specific mission.

**The mission:** A ship of the Consortium must go from Fashtri to Ekbir. Taking into account the strong activity of the pirates, an ataphad attack is to be feared. The ship will soon call at the fortress of the faris of the Cup and Talisman (in few days depending on weather) after having doubled Fenerkaya cape.

The mission is to await the ship inside the fortress, board it and protect it during the trip from the fortress until the city of Ekbir. The priest proposes a remuneration of 50 gp per person at APL 8, 75 gp at APL 10, 100 gp at APL 12 and 125 gp at APL 14. It is of course possible to haggle on the amount: By gaining an opposed Diplomacy check against the priest of Mouqol, the adventurers get the double of the initial sums (either 100/150/200/250 gp depending on APL). If the adventurers gain their opposed Diplomacy check against the priest of Mouqol with a margin of +10, they obtain triple of the initial sums (either 150/225/300/375 depending on APL). Attention, the priests of Mouqol are frightening negotiators! The payment is due after the mission.

### All APLs (EL 12)

☛ **Priest of Mouqol:** Clr8/Brd4 (Diplomacy +18, Sense Motive +18) AL N.

If the characters are hired by the priests, they receive a parchment attesting that they work on behalf of Mouqollad. The parchment specifies the details of the mission as well as the date and requires from the representatives of the Consortium that they facilitate the mission of the characters. The seal of Mouqollad is affixed in bottom of the document as well as the name of the priest who hired the characters. The names, qualities and possibly a short description of the hired adventurers are also scribed on the parchment.

The mission start time gives the characters plenty of time to travel about to the different encounters before having arrive at the castle to meet the ship.

**What about the contraband cargo?:** The clerics know more than they are letting on, but once the characters have signed on for the mission, the clerics reveal the following.

- There is an ever increasing smuggling problem and they are sure that the Ataphadians are the epicenter of it all.
- There was a temple dedicated to the vile Elemental Cult discovered and sacked not too long ago, but rumor has it that the holy order responsible for cleansing the temple is having difficulties.
- This evil temple is located on the coast.
- As for the smuggling, It has been hard to pin down for western caravans are largely a family craft and a migratory one at that. The use of warehouses and compounds are not as prevalent in Ekbir and Zeif as they are in Tusmit and Ket (not to mention the East). Once collected from the customs warehouse at the docks, family caravans collect what goods they can carry and move out.
- In addition to the use of the Tuflik River, the suspected comparatively small amount of contraband is being passed around like a shell game among lands routes, including one through the northern border of Zeif end in the Banner Hills and Ket.
- The clerics are sure that none of the Consortium connected warehouses in the city hold any such contraband, but the Zilchus Western Company may be a different matter. They have a small eastern styled compound in the city.

## Zilchus Western Company

*This small compound sits near but away from the main bazaar of the glorious city of Ebkir. Its construction and styling is very eastern, reminiscent of mid-period Great Kingdom and certainly sticks out as foreign against the otherwise exotic backdrop of the cities customary architecture.*

*Though its main gates are open, the walls are patrolled by the feather plumed and richly dressed pikeman common to the orthodox Zilchus customs originating in the old Great Kingdom.*

*The number of eastern faces drastically increase the closer you get to the compound.*

*A sign in both old Oeridian and Common proclaims, "The Zilchus Western Company".*

As long as the characters are polite, civil and can come up with any sort of reasonable cause for entering the compound (such as to talk to the clerics), then they may do so.

In side the walls a courtyard is filled with wagons and horses. Along the sides of the walls are small warehouses, offices and living quarters. At the far end of the compound is the temple itself.

*Guards wearing decorated half-plate and sporting halberds line the entrance to the Temple. They wear a rather lavish livery of expensive materials and construction. Their helmets fly a loan feather, with color seemingly to denote rank.*

If the PCs approach the temple entrance gate read the following:

*Standing open, are two very thick and sturdy looking double doors. Above them written in both old Oeridian and common are the words, " Pray within my halls those who desire exchange".*

The double doors lead to the main chamber for public worship. This is where people go to give praise and thanks to Zilchus, or meet with one of his clerics to arrange business matters.

Depending on the law of the land, Temples of Zilchus can make arrangements or broker deals on many, many items or services. Their confidentiality is guaranteed,

with the exception of some of the most dire circumstances, or if the deal betrays the Temple.

This particular temple is part of the Zilchus Western Company, an Order formed for the organization of trade investors and underwriters dealing in the baklunish west. In addition to looking after their own interests, they also (for a fee) keep an eye on the interests of others in the western lands, for those as far away as the old Great Kingdom. A much less advertised function of this order is to act as bases of operation for agents of finance to help keep trade flowing, including the trade of information.

*Two more fancy dressed soldiers flank the large ornate double doors leading into the Prayer Hall. About a foot past the doors into the hall, standing waist high in the center of the doorway, is an ornate clay vase. The vase is nearly filled with coins of different denominations. A heavy oak desk is off to one side with many papers and ledgers on it. A gold scale and several electrum weights and measures sit upon a tray on the desk. Behind the desk is an old man in platemail. He sits in a throne-like chair. His gauntlets are off, exposing his wrinkled ink stained hands.*

*About his neck is the holy symbol of Zilchus. "Greetings Patrons, what business do you have with the servants of the Money Counter?" says the man as he dips his quill into his ink and straightens his ledger book.*

To enter the hall, it is sacrilegious to not place a coin in the pot that stands just with within side the hall. It can be any type of coin.

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he Holy Clerk has a desk near the entrance as well. He is an armored cleric of Zilchus who performs certain duties within the temple. One of those duties is to direct the business of worshippers and record names and dates, and collect fees. He becomes quite upset if people enter the hall without dropping a coin in (he can see the pot, and watching it is part of his job).

Have all characters with Knowledge (Religion) a check of [DC 15], to know that they must drop a coin to enter. Any character that has Zilchus as their main patron god automatically knows this and should be reminded of it.

### **Blessing of the Money Counter**

Any character placing 100 gp or more into the pot may roll 1d20 (per full 100gp). If a 20 is rolled that character receives a +1 sacred bonus to all saves for the remainder of this adventure only. Only a single +1 bonus may be

rewarded per day. Do not inform the players how long the bonus lasts until the AR's are handed out.

The Holy Clerk gets rather upset with anyone who does not drop a coin into the vase. Other than that, he asks the names of the PCs and records them, as well as their reasoning for visiting.

The Holy Clerk shall book an appointment (which happens to be right now) for anyone asking to speak with the head of the Order.

☛ **Holy Clerk:** Male human Clr4/Exp4

#### Meeting the man with the plan:

*Your meeting is held in an ornate office with an impressively expensive desk. The middle aged man behind the desk smiles at you. "Greetings, My name is Palidori and how may the Money Counter and his Western Company serve you today?" says the mixed blood oeridian man with only a hint of a far eastern accent.*

☛ **Palidori:** Male human Clr10/Exp2; LN; *Ring of mind shielding*, various detection type spells in memory.

Palidori is willing to give a certain amount of information for free (assuming the characters are pleasant enough) but the rest is going to cost them.

Free Info (should the characters be interested in it):

- Yes, the Western Company (along with the Consortium and other smaller players) is actively trying to negotiate a financial settlement between Ket and Tusmit in order to avoid war.
- The trade route is still open and the Consortium is doing an impressive job to keep the caravans moving and with limited harassment.
- There is a large amount on concern over the activities of the Ataphadians. Piracy has been driving up the prices of exotic goods. That, combined with inflammatory trade borders could spell chaos for the entire Flanaess.
- The Zilchus Western Company has field branches in Ekbir City, Sefmur, Yecha, Zeif City, Vilayad, Lopolla, Molvar and Falwur. It also has an organization/distribution headquarters in Thornward. The 'new' financial and recruitment center (formerly in Rauxes) is now split between Kalstrand and Eastfair.

- Palidori acknowledges that there is smuggling going on and that's just a fact of trade, like in any nation. But the Western Company is not aware of any 'abhorrent' types of smuggling (as the characters may suggest) happening within any of their contacts in Ekbir City. He does hint that there is a lot of land and sea in the nation of Ekbir and a lot of it rather untouched by humans.
- If anyone asks, no, the ZWC is not accepting unsecured investors (such as the adventurers), but thank you for the interest.
- If the characters provide caravan names (perhaps from the ledgers obtained in VTF3-03), Palidori can confirm that none of those caravans have compounds or waystations within the City nor are any of them in the City now. In fact, several of the names from the ledgers, he's never even heard of.

The all of the following information can be obtained with the expenditure of one Money Counter Note.

- The ZWC has obtained information that hints at the Ribat of the Order of the Cup and Talisman Fortress as being a location near possible soon to be Ataphad activities.
- Word is, Ataphad agents were chased out of the Ruined Castle of Balab and have moved on to some other unknown village on the coast (which there are a lot of).
- Its somewhat hush-hush, but our agents have been getting rumors of the Yalas Temple (dedicated to Istus) has been a sight of great divine contact of late. No one seems to be sure why such extraordinary insight has been happening at the sight of late (its normally known for being a good place for divining in the name of Istus, but lately its been a notch up). The authorities have been trying to keep quite about it for fear of the forces of evil using it to their own twisted desires. <Palidori is slightly misinformed here. While there has been a slight increase in divination power, its nothing too spectacular compared to the usual. As for the authorities, they just don't want to talk about it and Palidori's agents have added in their own supposition>
- A force is uniting the otherwise independent city states of the Ataphads. All of Palidori's agents point to a place called 'The Dark Harbor'. Information is sketchy, but its seems to be a place where evil outsiders come to trade.
- There is a very real fear of war. The offer of a mutually agreeable financial settlement has been sabotaged by forces unknown. There's a betting pool on the actual date that military forces will storm

across the border (and a side bet on who attacks first). Palidori is going to put his money on some time in the spring, once the snows had melted.

- Concerning the contraband cargo, Palidori suspects its coming in off of Ataphad ships at some currently unknown port and being secretly transplanted into other caravans. Finding one caravan (listed in the logs) won't help find the source.
- Palidori explains that, although the characters probably won't need it here in Ekbir City (because its such a friendly place), should they find themselves in a hostile city due to a cultural misunderstanding and they can get to the ZWC compound in the city, then for a MCN each (or 3 MVC for six people) and a small fee (listed at the time) will smuggle the characters safely out of the city. The current price of Ekbir city is 1,000gp per person.

If for any reason the characters try to 'rat' out the ZWC to the authorities for being spies or smugglers, etc, the charges do not go very far. The characters are thanked for their diligence and Palidori settles things in private with the authorities.

Cross off any and all MVC's that the PCs may have left on their ARs. The ZWC are not happy with them and word spreads to the different orders and sects of the Zilchus faith.

### District of the fishermen

*You arrive in an obviously popular but rather poor district of the city. The streets are relatively quiet and rarely very clean. Fishermen repair their nets, children play in the streets and fishmongers hock their wares.*

The district of the fishermen is dominated by the local thieves guild called the Court of Miracles (Knowledge [local] [DC 10]).

If the adventurers hired a guide, they can ask him to lead them to someone "knowing a lot of information on various subjects". If they make it clear that they wish to meet someone related to the thieves' guild, the guide leads them to the tavern of the Squinting Cat. This tavern is known to be a good place to meet members of the Court of Miracles (Knowledge [local] [DC 15]). In this tavern, the use of the Gather Information skill to get information from the Court of Miracles has a +2 circumstance bonus. The tavern of the Squinting Cat is a discrete establishment in a narrow lane. At evening, it is crammed and the atmosphere is convivial and merry.

After some glasses, the customers often start to sing drinking or ribald songs. The customers are usually not rich and the prices are low.

In the district of the fishermen, it is possible to get information from the Court of Miracles. It is necessary to spend the evening in the district (preferentially in the tavern of the Squinting Cat as indicated above) and to spend 1d6 gp to untie the tongues. A successful Gather Information check allow to get the following information:

- [DC 10]: Ekbir will soon go to war against Ataphads. Many free men and sailors will leave on the warships.
- [DC 20]: The Court of Miracles is angry because of the independent smugglers operating in the Caliphate. The Court of Miracles asserts the absolute monopoly of all illegal activities. It seems that these smugglers buy goods from the wicked Ataphadians (which make them even more odious to the eyes of the Court of Miracles which, as the whole people of Ekbir, abhors Ataphads). According to the information available to the Court of Miracles, these independent smugglers operate in the Dezbat. An ataphad base has been recently discovered and dismantled on the coast of Dezbat in the ruins of the castle of Balab. Any character having successfully got this information in the district of the fishermen learns that a secret premium is offered by the Court of Miracles for any information on these smugglers with substantial bonus if a leader of this enemy network is killed. The amount of the premium depends on the quality of the provided information or of the importance of the killed leader but it is estimated between 50 and 300 gp.
- [DC 25]: The lord of Dezbat, Urik Ashir, is not liked by the common people. His methods are brutal. It is said that he paid the Ataphads to spare his province from attack by them. His elite warriors are called Thunder Riders and they are much feared.

### The District of the Arsenal

*In this district, a great deal of activity reigns. By the noise of the tools it is possible to understand that many craftsmen and workmen are working. The powerful white citadel dominates the district from the full height of its towers and its walls, increased by the height of the headland on which it is built. A fortified gate gives access to the military port. An extraordinary sight opens to your eyes: Tens and tens of ships are forming a forest of masts. Hundreds of people are working on these ships. Catapults are*

*installed on the ships, reparations are done on the hulls or the sails, arrows are stored on board and all other manners of preparations for war. You can distinguish two great types of ship. Some are high and robust whereas the others are low, long and slim. The latter are equipped with oars. The arsenal itself seems in full activity. Other ships probably will be put at sea soon. The fleet is protected by many very vigilant warriors.*

The high and robust ships are sailing ships whereas the fine and slim ships equipped with oars are galleys or dromonds. A successful Profession (sailor) check [DC 10] gives this information.

If the adventurers try to gather information here, the best is to go to the Tavern of the Mists attended by soldiers and sailors (If the adventurers hired a guide, he gives them this advice). The Tavern of the Mists is roomy. At evening, sailors, soldiers and craftsmen come here to drink (sometimes a lot). With successful Gather Information check [DC 10], it is possible to learn that the war against Ataphads is coming soon. The sailors from Ekbir have a good moral. They are positive they will inflict such a defeat to Ataphads that “nobody will speak anymore about this evil breed for at least one century and a day!”. A bard comes every evening to the tavern to increase the moral of the soldiers with songs to the glory of the warriors of Ekbir. His songs celebrate the greatest military victories of Ekbir or ridicule Ataphads.

One of his songs is particularly interesting for the adventurers. The text is given in on Player Handout #1 (hand it out to the players instead of reading it aloud).

The castle of Balab (balab means high-water in baklunish) is located in Dezbat one days travel by horse from Ekbir. This information can be obtained by a successful Knowledge (Geography) check [DC 20] or by directly asking the bard. The battle is recent (a few weeks). He learned this from a faris of the Order of the Cup and Talisman whose fortress is located also in Dezbat (but more to the north).

The quoted characters are the heroes who took an active part in the victory. The bard has no idea of the place where they are now. The reference to the pine needle is a word game with the name of one of the heroes, a foreign halfling from Adri called Gareth Pineneedle who distinguished himself during the fight. According to the bard, the temple under the keep still exists. He knows that priests of the Exalted Faith were sent there. It is said it's an ataphad temple dedicated to the Elder Elemental Eye, but it could just be a rumor.

## The Necropolis

This is where the people of the city are brought to be interned. The extent of the chambers is vast and goes quite deep. The most special of the chambers are reserved for the import holy figures and Nobles and heroes of the city (most nobles have their own family crypts on their family land).

There is a very small crematorium for here for burning of bodies not suitable for entombment (cursed, diseased, disgraced, etc). Many dead easterners end up as ash here, thus creating a misconception that as a whole, Baklunish burn their dead, when in fact, those who practice such customs are quite in the minority.

## Maidan Al'Akbar

*You move towards the district of the Temple. A lot of pilgrims accompany you. High minarets can be seen more and more frequently from the turning point of a street. Finally, you arrive in a gigantic and splendid square. It is dominated from one of its angles by an impressive minaret. A monumental gate covered with polychrome blue-green earthenware, framed by two other minarets, open in the middle of the western frontage.*

*Over this frontage, a splendid dome covered with polychrome earthenware can be seen. A palace is visible in the middle of the northern frontage of the square. This square is a gigantic market for weapons. Warriors and sailors negotiate over scimitars, swords, bows, arrows and armors while the pilgrims try to find a way towards the monumental gate.*

The minarets are called pinnacles in homage to the mythical Pinnacles of Azor'Alq. The angle minaret is the highest of the city and is called the pinnacle of Oudmey from the famous caliph Oudmey the visionary who built it (Knowledge [Geography] or Knowledge [local] [DC 10]).

The monumental gate framed by the two minarets is the entrance of the Holy Enceinte, first stage for the pilgrims towards the Mausoleum of Al'Akbar located further to the west (Knowledge [Geography] or Knowledge [local] [DC 10]).

The palace to the north is the palace of the Order of the Hospitaler Faris (Knowledge [Geography] or Knowledge [local] [DC 10]), the oldest order of faris in Ekbir, founded by the caliph Oudmey and the paladin Azourma at the beginning of XXVe century BH (end of IIe century

AA, approximately 250 years before the crowning of the first overking in Rauxes).

It is easy to learn that the Maïdan Al'Akbar transforms into a market for weapons before each military campaign and that a campaign against Ataphads is in preparation (Gather Information [DC 10]). The adventurers can try to get an audience from the Hospitaler Faris or to enter the Holy Enceinte (see below). To get an audience from the faris, it is necessary either to belong in an order of Ekbir, or to be an 'askari, or to belong to an order of knighthood mostly of lawful good or neutral good alignment or to be a priest of a lawful good or neutral good religion with the exception of the True Faith and elf gods. All these organizations must be metagaming organizations and the players must have the regional documentation provided by their triad. If this is the case, the characters can automatically get an audience if they wish it.

Characters of lawful good, neutral good, neutral or lawful neutral alignment not fulfilling the preceding criteria can try to get an audience by making a successful Diplomacy check [DC 25]. Those who openly show their membership in the true Faith are not received, neither are Elves.

To obtain an audience, the above must be done individually for each character. If one of the characters gets an audience, he can give a +2 circumstance bonus to another member of his group. It's possible that certain members of the party are not allowed to enter whereas others are.

For those who succeed in getting an audience, read or paraphrase what follows:

***You are led inside the palace of the faris. A great agitation reigns within. Here too, the war is being prepared for. Faris in arms give directives and many guards keep watch on the palace. Several priests of Al'Akbar can be seen as well as many officials and servants.***

***You can also see horses in the interior court and large stables. Finally, circulating from room to room, you arrive in a rather sober salon where a faris of high rank await you.***

After the greetings and traditional presentations (Diplomacy [DC 15] to make good impression), the faris ask the adventurers the reason of their visit.

Those that didn't make a good impression during the presentations have a -2 circumstance penalty on the

following Diplomacy checks. The faris gives significant information only to those who are good diplomats. Depending on the Diplomacy check, the following information is obtained:

- [DC 10]: The caliph decided to launch a great campaign against Ataphad City States who are more and more frequently committing acts of piracy attacks in the Ocean Dramidj.
- [DC 15]: Recently, Ataphad spies were discovered in Ekbir. Their plot was thwarted.
- [DC 20]: The recently thwarted ataphad plot aimed at causing diplomatic incidents between Zeif and Ekbir in order to prevent Ekbir from attacking the Ataphads. They perhaps even sought to start a war between the caliph and the sultan. Fortunately, the sneaky plot failed and on the contrary, the sultan and the caliph concluded a treaty of peace. Zeif is also affected by ataphad piracy. The base of the ataphad spies was in the castle of Balab, a ruined fortress in Dezbat, one days horse travel to the north of the city of Ekbir.
- [DC 25]: A temple dedicated to an evil god was discovered under the keep of Balab. Priests were sent there.
- [DC 30]: The adventurers made very good impression and were very convincing. The sheikh of the faris gives them a pass to enter the castle of Balab to investigate the temple and another pass to be able to find shelter in the fortress of the faris of the Order of the Cup and the Talisman, which is also in Dezbat. The sheikh strongly advises the adventurers to ask for shelter from the faris of the Cup and Talisman, the Dezbat being a dangerous region. The faris of the Cup and Talisman will be able to provide them with an invaluable help because they know very well both Ataphads and Dezbat.
- [DC 35]: The source of the heightened Ataphadian aggression is the 'Dark Harbor'.

Members of an order of faris of Ekbir, from the official clergy of the Exalted Faith (with regional documentation) or an 'askari gets automatically the result of the [DC 35] without check. Regional documentation must be provided.

### The Holy Enceinte

The Holy Enceinte is an ideal place to converse with worshippers of Al'Akbar of any origin in an atmosphere both religious and relaxed (Knowledge [religion] or [local] check [DC 10] or by asking the guide). Even the obscure sects of Al'Akbar can be found here.

**Note:** The entrance to the Holy Enceinte is forbidden to Elves, for they are seen as unclean and criminal. Some philosophers have thought to use this as a way to bring all baklunish people of all sects together. On the other hand it is perfectly allowed to followers of the True Faith (and other sects) who come in pilgrimage to the Mausoleum of Al'Akbar.

***Crossing through the monumental gate, you note that men and women are separated. Men must go on the right and women on the left. On both sides, the rooms are symmetrical. You arrive in what seems to be a cloakroom. The worshippers and the pilgrims remove their clothing.***

It is recommended not to enter the Holy Enceinte completely harnessed for war or with valuable objects. In any case, everything must be left in the cloakroom at the entrance. It is of course possible for the adventurers to not enter or to decide to return later. The cloakroom however, is safe and very well protected and the objects from the characters are restored (and not inspected by anyone) at their exit.

To continue, it is necessary to remove all clothing (without exception, no modesty allowed in front of the Daughter of the Oasis).

For those who continue:

***You enter the following room with little to hide behind. The room is hot and wet. There is a very large basin in the middle. The pilgrims must bath in it before continuing. Priests (priestesses on the side of the women) recite prayers and pour water on the head of the pilgrims. Conduits which bring water to the basin and which drain water off can be seen. Water, in spite of the great number of faithful, seems to stay relatively clean. It is agreeably hot and rather refreshing.***

The faithful must purify themselves before entering in the Holy Enceinte and the Great Temple. These baths are in fact a temple dedicated to the goddess Geshtai (Daughter of the Oasis). The priests and the priestesses who officiate are priests of Geshtai (this can be learned by a Knowledge [Religion] check [DC 10] or by asking to one of the priests).

**Note:** Individuals of evil alignment are detected by the qadi on this level and are driven back. They can not be allowed to approach further to the most holy of holy places at the end of this procession.

For the characters who continue the course:

***You pass into another room, also very hot and wet. The worshippers receive the blessing of other priests whereas others profit from the care of masseurs.***

The holy symbol of Geshtai is represented on the walls of this room (Spot check [DC 10] it to notice and Knowledge (religion) check DC 10 to recognize it)

Body care and massages are proposed to the worshippers. They are optional and not free. The payment is to be done in the cloakroom at the exit.

There is no rigorous control because honesty of worshippers is expected. On the other hand, in case there of a lot of people, the wait for care can be long. There are benches to sit down.

Note that men and women are strictly separated. On the female side, there are priestesses and masseuses officiating.

The blessings of the priests are also optional and are intended especially for those who have a particular veneration for the goddess Geshtai.

However, holy water can be bought here at a cost of 25 gp per flask. The flasks are given at the exit in exchange of the payment. This holy water is created here, in this temple of Geshtai. It can thus be useful in Encounter 2.

For those who continue the course:

***You enter a new room, cooler, where clothing is given to worshippers. You receive a long white dress with a cord to tighten it at the belt, fitted white braies (which cover the pelvis, the legs and the feet) and of sandals.***

For those who don't have a usual size, it can take some time to find fitted clothing. Gnomes and halflings receive clothing for young children and a rub on the head. Those who have the greatest difficulty in finding fitted dress are dwarves.

***You arrive finally in the large court of the Holy Enceinte. It is splendid. On the four sides, the walls, the monumental gates and the minarets are covered with blue-green earthenware. It is the same for the huge dome of the Great Temple which dominates the court, of the opposite side.***

***Every worshipper, men and women, are together here, all in the same white dress. You see at the entrance of the Great Temple several men in armor dressed with a full red coat. They guard the area.***

While walking in the court, it is easy to realize that worshippers of the True Faith and those of the Exalted Faith (by far the most numerous) do not mix and ignore each other completely. However there is no friction in this holy place where any quarrel is prohibited including that one relative to the schism. Any character whom would seek to polarize would be harshly reprimanded by both the worshippers of the Exalted Faith and by those of the True Faith.

The guards in red are the faris of the Confraternity of the Temple of Ekbir. They ensure the protection of the holy places (Knowledge [religion] check or [local] or [geography] [DC 10]).

While walking in the court, the characters notice that one of the annexes on a side is in fact a small temple. With a successful Knowledge (religion) check [DC 10] it's possible to recognize the holy symbol of Azor'Alq (a warrior in arms on a stone submit). This small sanctuary of Azor'Alq is lodged in the large sanctuary of Al'Akbar. Behind the visible part of the temple, there is a small room which shelters the holy fire of Azor'Alq (with a successful Knowledge [religion] check [DC 15] it's possible to know that a holy fire burns in any temple of Azor'Alq). The characters can convince the priests of Azor'Alq to let them light a torch to the holy fire of the temple (with a successful Diplomacy check [DC 20], automatic success for a priest of the metagaming organization of the clergy of Azor'Alq or for a member of a metagaming organization of faris having Azor'Alq as deity or an org that has Azor'Alq as the patron deity).

A torch burning with this fire can be useful in Encounter 2. Care should be taken to protect the fire! There is 50% of chance of a rain on the road from Ekbir to Balab.

According to their affinities, the characters easily mix either with a group of the True Faith or to a group of the Exalted Faith. Those of the Exalted Faith are more friendly towards the foreigners and the followers of other religions.

They are particularly cordial with the worshippers of Rao, Pélor, Azor'Alq, Fharlanghn or Heironeous.

Those of the True Faith are friendly only towards other worshippers of the True Faith, Istus, Fharlanghn, Ghestai and more True Faithers.

It is very easy to establish contact with the worshippers. People from Ekbir can be distinguished from the foreign pilgrims because they often come in as a family with their children, whereas the pilgrims are usually in large groups of adults.

Worshippers are on an equal basis about testamentary matters and it's intentional: in the temple, all worshippers are equal, rich or poor, weak or powerful. The social barriers are thus less important and the contacts are easier. It's possible to get the same information that can be found in the district of the fishermen (except with regard to the secret premium) and with the hospitaler faris (with the exception of the pass which is impossible to get here) but with a +4 circumstance bonus. It's also possible to learn the following information:

- In Dezbat, the only trustworthy people are the faris of the Order of the Cup and Talisman. Their ribat (fortress) is located on the coast of the Ocean. They know many things on Dezbat and Ataphads.
- There is in Dezbat an important sanctuary dedicated to Istus, the Yalas Temple. It is very old and its priests are famous soothsayers. Characters get the advice to consult them first. (It's common for Baklunish people to consult the omens of Istus before any significant mission as it can be learned with a successful Knowledge [Religion] or [Geography] or [Local] [DC 10]).

After having talked in the court, the characters can enter the Great Temple then continue in the Temple of the Course and arrive finally at the ultimate goal of the pilgrims, the Mausoleum of Al'Akbar. The description of this course is beyond the scope of this adventure. However more information can be found in the Gazetteer of Ekbir downloadable on Ekbir Region website: <http://www.ekbir.org>.

When the characters decide to leave, they go back in the cloakroom, without passing by the Baths of Geshtai, and recover their equipment. If they profited from body care, they have to pay the price (2 gp). There is no magic control and the characters can lie (Bluff against Sense Motive +4 of the civil servant). It's also here that holy water from Geshtai is given to them in exchange of the 25gp payment.

### **The Zashassar of Ekbir**

***You arrive in front of a superb palace surmounted by a huge dome of white marble, surrounded by three high minarets, also of white marble. There is no obvious entrance.***

## Encounter Two

### The Ruined Castle of Balab

This palace is the Zashassar of Ekbir, one of the most powerful organizations of wizards in the known world but also one of the most secret. Entrance is forbidden and there is no mean to contact the zashassari (name given to the wizards of the Zashassar).

Attempting to enter draws forth magical protections that stop the characters in their attempt. This place has protections against what ever the characters can think up.

#### Palace of the caliph

*A high surrounding wall hides a large garden. Over the wall, it's possible to see splendid trees which partially hide a red sandstone palace decorated with white marble. The wall is protected by a host of armed guards and Qadi, as is the entrance gate.*

Entrance into the palace of the caliph is impossible and no audience can be obtained (except with an official document of the Campaign). The palace is kept by the Sacred Guard, an elite unit of 1000 heavy soldiers well armed and equipped.

**Development:** The adventurers should have gathered enough information during their investigation in the city of Ekbir to decide to go to Dezbat. To the characters leaving the city of Ekbir to Dezbat by road, read what follows:

*Leaving the holy city of Ekbir, you move to the north through the fertile region of Diyarkadir. The area is very populated. You cross many small villages, which seem very prosperous.*

*Further to the north, however, the landscape becomes gradually rougher. The villages are rarer and the cultivated areas are separated by increasingly large woods or moors. The weather is cloudy. It begins to rain. The atmosphere is almost sinister. You have entered Dezbat!*

If the characters decide to go to the ruined castle of Balab, go to Encounter 2 (The Ruined Castle of Balab). If they decide to go to the temple of Istus, go to Encounter 3 (Divinations of Istus). If they decide to go to the fortress of the faris of the Order of the Cup and Talisman, go to Encounter 4 (Ribat of the Order of the Cup and Talisman).

#### Arrival at the castle

Located one day's horse ride from Ekbir City, on the shores of the Dramidj Ocean, this ruined castle is likely to receive a visit from the adventurers given the information found in Ekbir City. Read what follows:

*You easily find the ruins of Balab. They are well known by the inhabitants of the area who help you to find your way. While approaching, the scent of the sea is increasingly perceptible.*

*Finally, you see, on a rocky headland dominating the Ocean, the ruins of a powerful fortress. What remains, still imposes respect.*

*This castle can be reached by a narrow tongue of land, which leads to the strong door still in good condition. This door is separated from the land by a deep ditch. On the three other sides, the castle dominates a rocky coast beaten by the sea. The northern wall has completely collapsed. Inside the wall is a ruined keep. It was formerly a tower with a large diameter but the upper levels have since collapsed. You can see that the ruins are kept by a strong garrison.*

The ruins are defended by a very strong garrison in the service to the lord of Dezbat, Urik Ashir. It is unthinkable to attack so strong a garrison with several hundred men among whom elite thunder rider (thunder riders constitute the permanent army of Dezbat and personal guard of Urik Ashir).

The garrison moreover is reinforced by high level priests and wizards, catapults and by various creatures, one of which looks a lot like a cow. A violent action of the adventurers would lead to a capture and imprisonment (to be estimated by the DM according to gravity but 1d8 TUs is a good order of magnitude). Characters with the ability to fly or teleport may escape, but those who can not make such instant escapes are captured by the strong garrison.

Here in the Castle of Balab, all the Thunder Riders of are LN and N alignments. But (who is not present) Urik Ashir is the lord of Dezbat. Justice and the local army are his alone and he has strong allies in the region. Even the caliph can not fully defie (not yet) someone who runs a foul of the Lord of Dezbat within his own lands.

By day, the adventurers could be allowed into the fortress. If they introduce themselves in front of the entrance door, the guards will ask them:

***"Halt ! Who are you and what are you doing here?"***

The guards listen to the answer of the adventurers. They automatically allow the characters in the castle only if the party includes a priest of the Exalted Faith or a faris (member of a metagaming organization of Ekbir) or if they have a pass from the hospitaler faris of Ekbir (Encounter 1). If not, the guards will refuse the entrance:

***"By order of the lord Urik Ashir, you cannot enter the fortress. Please go away!!"***

The characters can however insist on entrance. With a successful Sense motive check (DC 15) it can be learned that the guards are a little bit hesitant and unsure to be able to refuse entrance into the fortress (there is some bluff in their refusal).

However, to convince the guards to let them enter, the adventurers have to call upon religious reasons in connection with the evil temple of Ataphads (this information could be learned in Ekbir in encounter 1).

For example, to require to be allowed to see the temple to purify it or to check if there are still concealed dangers is acceptable. In this case, the adventurers are able to try a Diplomacy check [DC 15]. If successful, the guards consult the priests of the Exalted Faith who then authorize the characters to enter.

The adventurers can also Bluff (DC 15) to arrive at the same result. If the characters are allowed (by the priests) to enter, they are able to realize (Sense Motive [DC 10]) that the guards are not very pleased. It's even possible to feel an animosity of the guards towards the characters. In the fortress, the same animosity towards the adventurers animates the thunder riders. A successful Sense Motive check [DC 15] allows to understand that the priests had to impose their will on the thunder riders and the guards.

If the characters are allowed in the castle, read to them what follows:

***Several priests come and ask your names again and the reason of your coming. Having considered your reasons to be acceptable, they intercede so that the drawbridge is lowered. You enter the castle. You note it is kept by a very strong garrison of several hundred men who are all very well armed. Several priests of***

***the Exalted Faith can be seen. Those who receive you, welcome you.***

By night, the adventurers are not allowed in the castle. The thunder riders pretext that safety and security reasons take precedence over the religious questions in this case.

### **Priests with a problem!**

It is very easy to talk about the evil temple with those priests of the Exalted Faith. They are even waiting for that! They seem at the same time excited and frightened (Sense Motive [DC 15]). All of the Qadi look very beaten and fatigued, both physically and mentally. If the conversation starts about the temple, one of them explains the situation:

***"We are delighted to welcome people likely to help us to solve the problem of this temple! A few weeks ago, some adventurers came into these ruins and discovered an evil temple under the keep. After a furious combat, they succeeded in killing the evil priest of this temple and his unholy minions.***

***Warned, our hierarchy sent us to investigate this evil temple and to purify the place. However, to this day, we have not succeeded in driving out the Evil of this temple.***

***Worse, we realized that the altar is still extremely dangerous, much more so than our superiors ever suspected. It seems possessed by something. This something is powerful, perverse and incredibly resilient. If you feel capable enough to confront this altar and the power in it, we shall lead you there. But do not accept lightly! We don't know ourselves what to do our resources to add you are nearly as exhausted as our bodies and minds. We fear that if the evil is not defeated soon, it may manifest itself into such a form that we can not restrain it."***

The adventurers can ask for details. The priests can reveal the following information:

- The temple is dedicated to Elder Elemental Eye.
- There is something very evil which seems to possess the altar. When someone tries to fight it, a terrible eye appears and summons creatures as well as throws things and people about the room. The priests don't dare to go back in the temple because they have nearly been killed in a terrible combat.
- The priests await for a senior member of their order to try to solve the problem, but that could be some time off due to more complicated issues that they

can not go into with the adventurers. If the adventurers can solve the problem now, it's better for the evil may grow powerful and manifest itself in another way before that time.

If the adventurers want to go in the evil temple, the priests ask them to agree for an examination to be sure of their intentions:

***"We are going to lead you in the temple. But, before you understand, we must be sure that your intentions are good. It would be catastrophic if our enemies could enter the temple to do some more evil! Do you agree for an examination of your sincerity?"***

The priests want to cast *detect evil* and *zone of truth* on the characters.

If the adventurers refuse, the entrance to the temple is refused to them and they are ordered to leave the place. The characters have to leave the castle immediately or be taken into custody by the large garrison and held for 1d8 TUs.

If the characters accept, the priests cast the spells *detect evil* and *zone of truth* and ask to each character the following question:

***"For which reason do you want to go to the evil temple of the castle of Balab?"***

The priests will appreciate the sincerity of the answer. Then they ask:

***"Do you want to fight the Evil of this temple and to help to its destruction?"***

Again, the priests appreciate the sincerity of the answer according to the *zone of truth* spell.

If the examination is favorable to the adventurers (and normally it should be the case), they are led to the keep:

***The priests lead you to the huge ruined keep of the castle. The lowered part of this tower is in good condition. A slope allows you to enter the first level by a drawbridge. Once entered, a narrow spiral staircase goes down to the ground level. Many armed guards and other priests seem to keep the place well patrolled. Four spiral staircases go down lower. On a wall, there are triangular holes with strange symbols.***

There are five holes of triangular section, point towards the bottom. These holes are at the same level, on a

horizontal line. Above each hole there is a symbol. With a successful Knowledge (arcana) [DC 15] it's possible to recognize these symbols. From left to right, there are the following symbols: Private, Elemental, Evil/Evil Pursuer, Darkness, Secret. If the adventurers ask questions about these holes and these symbols, the priests answer:

***"The entrance to the temple was protected by a very complex secret mechanism. These four staircases you see are normally hidden. We opened the passage to allow you to go down but it is closed in normal time for safety reasons".***

The priests talk again to the adventurers:

***"Now, we must again inform you of the dangers you incur while going down. Are you really sure to want to fight the evil of this temple?"***

If the adventurers answer by the affirmative, the priests will say to them:

***"You are definitely courageous! Let's get it on!" You go down with the priests via one of the four staircases. At the bottom, you find yourselves on the lower level of the keep. Other armed guards and qadi keep the place. You see on one side, a portcullis and on the other side a double door. Your guide explains to you: "It's useless to open the portcullis! It blocks the access to an underwater cave without interest for you. I suggest you take the double door. We will not go further. The door opens on a corridor with some cells dug in the rock. Then you will arrive at a small cave dug by our enemies. The narrow tunnel that you will see goes down in the subterranean world. But some of our enemies escaped by this tunnel during the battle for the temple and cause a cave-in to cover their escape. It's impossible to go there. On the other hand, after the small cave, you will enter the temple. Beware then! The altar conceals deadly dangers! May Al'Akbar protect you!"***

If the adventurers ask questions, here are the information the priests can reveal:

- The priests will not try anything more against the evil temple as long as their superior will not be there. They've tried repeatedly and get slapped around too much and their efforts don't seem to be enough.
- The creatures who escaped by the narrow tunnel towards the subterranean world were, as it is said, Grey Dwarves (Duergars). It is possible that they were in the service to Ataphads to help to dig the complex.

- It is dangerous to approach the altar.

### **The Temple of the Elder Elemental Eye**

Refer to the map given in Appendix Three. If the characters cross the double doors, they arrive in a corridor.

*There are small cells dug in the rock on each sides of the corridor.*

There is nothing of interest here. The cells were formerly used by the evil priests.

*At the end of this corridor, there is a small cave. On the right a narrow tunnel goes down into darkness. In front of you, a wide opening leads to a bigger cave.*

The narrow tunnel is blocked one hundred feet later, after a very stiff descent, by a crumbling wall. The collapse is important. It would take weeks to clear the tunnel and to continue to go down. And even afterwards, the subterranean world would be reached with tunnels taking days to explore. There is nothing of interest here.

*The wide opening expands into a large cave. The walls and the vault were reinforced with masonry. On the lateral walls are hung large tapestries. At the other end is a huge stone altar block of dull, porous-looking, somewhat rusty black mineral. Beneath this altar is a large base of black stone shot through with veins of violet. The tapestry on the left shows a city at the time when it seems to be destroyed by gigantic fires. A deluge falls on the city but it does not seem to extinguish the fires, on the contrary! The tapestry on the right-hand side represents scenes where elves and celestial beings are sacrificed on a purple altar in which shines a golden eye. Near the bottom, it shows a smaller image of the beings being tossed on top of each other into a black box-like pit, inferring that they are to be sealed within it.*

A successful Knowledge (history) check [DC 1] allows to recognize on the left tapestry a representation of the Rain of Colorless Fire which destroyed more than thousand years ago the Suloise empire. The picture on the right showcases ancient rites and atrocities that have happened before and shall happen again.

The altar is possessed by an emanation of the Elder Elemental Eye. This is of course not the god himself but a very small piece the spirit of one of his proxies, who is projecting itself into this world and into the invested the altar. This piece of proxy, in spite of being very small, is

likely to be difficult to handle for the adventurers. The possessed altar is equivalent to a trap. As long as the trap (see below) is not active, the altar has a faint evil aura and the room around it has lingering evil (note, any evil minions detect as normal). When the trap is active and the eye is visible, the evil aura is overwhelming (as per normal effect). The trap has a visual trigger with a range of 120ft in the form of the *true seeing* spell.

If there are creatures in the temple (APL 10, 12 and 14 only), they will wait until the trap is activated to attack, or until they are attacked themselves. If the trap is not activated, the creatures wait, motionless, in a corner of the room, or close to the vault, in the hope of not being detected. The creatures are invisible stalkers (see their statistics below according to APL). They keep their distance, wanting to stay out of detection range, and willing to have to wait a round or two to move in from behind to go after casters first and cut off escape routes.

*As you enter the chamber, you feel a numbing cold bite you right down to the bones. It is very unsettling. Luckily, it does not seem to be doing any aggravated harm. At the far end of the room, is the altar in question. The floor is strewn with the abandoned or broken paraphernalia of the previous clerical assaults.*

This is the same effect felt within the altar room of VTF3-05 "Firestorm". It feels very much like that of the area effect of a Nightstalker, but without the negative effects and risk to potions. It all goes away once the entity has been driven away.

**Tactics:** The only way of purifying the temple is to drive out the evil entity which possesses the altar. The entity uses its *telekinesis* to protect it self and toss the characters around like rag dolls. There are several methods to defeat the entity:

**Disable the Trap:** The altar has several special knobs, gem and other rotating parts. Using the Disable Device skill successfully for two rounds (though not necessarily consecutively) the magic of the altar can be reversed and the being expelled. But, should the character doing the Disabling be interrupted, the spirit in the altar can use its *telekinesis* to reset everything, forcing the character to start from scratch. This is assuming the altar has *telekinesis* available that round.

Multiple disables can work at the same time. It is a full round action to work the controls. Any who take damage must pass a concentration check of (DC 10 + damage) to have their work count for that round. Even with multiple

disables, it still takes two rounds of work, but they can finish each others efforts, just not on the same round.

Any specifying that they are spending a round observing the altar, allow for a successful Spot check (-1 per 10ft) of DC (12+APL) to notice that the altar has moveable devices on it. A Search check automatically reveals this.

**Channeling Positive Energy:** Though the spirit is not undead, the gods of Oerth have a particular hatred for the proxies of Tharizdun. If the cleric makes a successful turning check (with the Altar's HD subbing for the Undead's HD) and concentrates (as an action) each round thereafter within range of the altar (60ft), the spirit's HD and Caster Level is considered reduced by 25% for as long as the cleric concentrates (with an action). As well, the Altar has a 50% of not being able to use its *telekinesis* ability that round as long as the cleric maintains concentration. The DC to break the cleric's attempt is Concentration check [DC 10+ Damage].

A successful Knowledge Religion (DC15) informs the character and player that a sustained successful Turning check may reduce the spirits effectiveness.

**Dismissal:** this spell can work but, taking into account the statistics of the creature which possesses the altar, it has little chance to work (see below). If this works, the caster receives a vision (see below).

**Dispel Evil:** The creature cannot be touched being not physically present, but the altar can be. The powerful proxy has it's own defense against this spell though. After both SR and Will saves have been rolled (and failed), there's is a 50% that the spell does not work, but it does leave the spirit in the altar stunned for one round (unable to use its *telekinesis* and trap powers). If the *dispel evil* works, the caster receives a vision (see below).

**Banishment:** The spell works but it is certainly useful to collect the objects and substances that the entity hates. In this case, the creature is especially vulnerable to the following substances: Flame coming from a temple of Azor'Alq (it's possible to find one in Ekbir, in the Holy Enceinte in Encounter 1), Holy water coming from a temple of Geshtai (It's also possible to find one in Ekbir, in the Holy Enceinte in Encounter 1), A gem blessed by a priest of Ulaa (it's possible to find such a gem in Ekbir, in the merchants district in Encounter 1) And the breath of a good air creature (the sylph of Encounter 5).

These four components are related to the four elements but they are related to a good power or a power hostile to the Elder Elemental Eye. The efficiency of these four

elements is doubled for a spell of *Banishment*. Each one thus increases the DC of the spell by +4 and confers a +2 bonus on the caster level check to overcome the spell resistance of the creature. If the four elements are joined together, the DC is increased by +16 and the bonus to the caster level check to overcome the magic resistance of the creature is +8.

The adventurers can learn the existence and nature of these four elements, which are particularly hated by the Entity, within the temple of Istus (Encounter 3). Or a successful *divination* informs the characters that the answer they seek is with the servants of the Maiden of Fate within the moors. This is referring to the Yalas Temple. See Encounter 3 (the Divinations of Istus).

A fifth element can be added: An anthem dedicated to a good aligned deity. This anthem must be sung with talent. It's possible to know an anthem dedicated to a good deity with a successful Knowledge (religion) check [DC 10]. On the other hand, to know an anthem does not mean to be able to sing it correctly.

To correctly sing the anthem in order to get the fifth element against the Entity during the *banishment*, it is necessary to make a successful Perform check ([DC 20] at APL 8, [DC 22] at APL 10, [DC 25] at APL 12 and [DC 30] at APL 14). The singer and the person knowing the anthem must be the same person.

If a separate person knows the hymn and the singer does not, it takes one hour to teach the singer the hymn in the right enough way to have a holy and powerful effect. Thus he learns the hymn.

This fifth component has normal effects for the *banishment*, that is +2 to the DC of the spell and a +1 bonus on the caster level check to overcome the magic resistance of the creature. If the success of the Perform check is really extraordinary (margin of +10), the effects of the fifth element are doubled (+4 and +2 instead of +2 and +1).

No other component can be added to these five. Maximum bonus are +18 and +9 respectively (+20 and +10 with an extraordinary success with the Perform check).

The equivalent statistics of the creature are indicated below. If the *banishment* is successful, the Entity is definitively driven out (the magic trap disappears forever). If this works, the caster receives a vision (see below).

**Dispel Magic:** If the spell functions, the trap portion of the magical effects are inoperative during 1d4 rounds, but the entities *telekinesis* still functions normally. The level of caster level to be overcome is indicated below.

**Exorcism:** The capacity of the prestige class of Sacred Exorcist can work. The creature has a HD equivalent indicated below. If the exorcism is successful, the entity is definitively driven out (the magic trap disappears forever). If this works, the caster receives a vision (see below).

### I drove it out, now where's my vision?

For the caster that drove it out in the one of the specific methods (as listed above). They see the following burn in their head, and they take 1d4 temporary points of Wisdom damage on a failed Will save [DC 10+APL].

*Its starts with that eye, that evil cold eye. There are flashes of horror, of darkness, of servitude and insanity.*

*Horrible acts, thousands of thoughts and imagines all squeezed into a moment of time. Minions gathering, constructing, all long ago. From fire, water, air and earth, seeds are formed. In rites of unspeakable terror the seeds are matured. But in a war of mind boggling magnitude, everything is lost, scattered. Hosts of both angels and fiends drive the cold eye away into hiding.*

*Glimpses of black set pyramids, floating in the skies, but their points facing the oerth. More flashes, this time of a block of pure obsidian floating in a chamber. Ooze of different colors drip from it, filtering through the lake of gem stones underneath. Chanting.. So much chanting...*

### **Equivalent Statistics of the Entity of the Altar**

These characteristics are useful only for the use of spells and abilities able to affect the Entity of the Altar (as *banishment*). The Entity of the Altar acts only as a trap (see below). Note that the trap is automatically triggered (via *true seeing*) just after the characters come within sight range. Creatures summoned by the altar last only one round but can attack as soon as they appear (there is no casting time).

Remember, the trap does not activate on a round where it does not see at least one character. A great strategy for the characters would be to cast a spell like *fog*, where *true seeing* can not penetrate. Hiding behind a tower shield

does not work though, for just like a spell, it knows your there.

### APL 8 (EL 8)

**Entity of the Altar:** 11 HD, Will +20, SR 28, Caster Level 17; **Su:** *Telekinesis*, but with a limited range of 60ft and lasting only one round. This is usable once every 1d6 rounds. Always goes last in the initiative round.

### APL 10 (EL 10)

**Entity of the Altar:** 13 HD, Will +20, SR 30, Caster Level 19; **Su:** *Telekinesis*, but with a limited range of 60ft and lasting only one round. This is usable once every 1d4 rounds. Always goes last in the initiative round.

### APL 12 (EL 12)

**Entity of the Altar:** 15 HD, Will +20, SR 32, Caster Level 21; **Su:** *Telekinesis*, but with a limited range of 60ft and lasting only one round. This is usable at will. Always goes last in the initiative round.

### APL 14 (EL 14)

**Entity of the Altar:** 17 HD, Will +20, SR 34, Caster Level 23; **Su:** *Telekinesis*, but with a limited range of 60ft and lasting only one round. This is usable at will. Always goes last in the initiative round.

**If the adventurers have no access to the *Banishment* spell (APL 8 and 10 only):** In this case, strewn about the remains of the last clerical battles with the entity (two squares away from the altar) is scroll tube is *scroll of banishment* (6th level cleric spell, caster level 11). A Spot check [DC 15] points it out to the characters.

If there is a cleric among the adventurers but with a level too low to cast *banishment*, he can nevertheless use the scroll (see *the Dungeon Masters Handbook*). If the scroll is not used up in the encounter, the clerics demand the scroll back before the party leaves.

### Trap

The trap is triggered by a *true seeing* visual effect as soon a creature enters (and remains in) the line of sight. When the trap is triggered, read or paraphrase the following description:

*Suddenly, the altar stone fades in color and becomes a translucent amethyst color with a black, amorphous center. A glowing golden eye swims into view from the stone's writhing center. The black mass at the center grows larger and shows swollen veins of purple.*

The altar trap always goes at the bottom of the initiative order. If any of the characters are in line of sight at that time, the trap activates.

#### **APL 8 (EL 8)**

☞**Magical Trap (APL 8)** : CR 8; magic device; visual trigger (*true seeing*); automatic resets; spell effect (at random 1d4, 1: *Finger of Death*, 13<sup>th</sup> level wizard, Fortitude save [DC 20] partial; 2: *Insanity*, 13<sup>th</sup> level wizard, Will save [DC 20] negates; 3: *Summon Monster VII* [Air Elemental, Huge], 13<sup>th</sup> level wizard; 4: *Summon Monster VII* [Invisible Stalker], 13<sup>th</sup> level wizard; Search (automatic); Disable Device (DC 28).

**Summoned creatures:** These creatures can be summoned by the Eye (the trap). The creature appears anywhere within range set by the caster level as usual, but it appears that round and may act right away. All creatures summoned by the altar last only one round (thus getting only one turn in) In the case one of them appears, the statistics are the following:

☞**Air Elemental, Huge:** hp 136; see Monster Manual

☞**Invisible Stalker:** hp 52; see Monster Manual

#### **APL 10 (EL 10)**

☞**Magical Trap (APL 8)** : CR 8; magic device; visual trigger (*true seeing*); automatic resets; spell effect (at random 1d4, 1: *Finger of Death*, 13<sup>th</sup> level wizard, Fortitude save [DC 20] partial; 2: *Insanity*, 13<sup>th</sup> level wizard, Will save [DC 20] negates; 3: *Summon Monster VII* [Air Elemental, Huge], 13<sup>th</sup> level wizard; 4: *Summon Monster VII* [Invisible Stalker], 13<sup>th</sup> level wizard; Search (automatic); Disable Device (DC 28).

**Summoned creatures:** These creatures can be summoned by the Eye (the trap). The creature appears anywhere within range set by the caster level as usual, but it appears that round and may act right away. All creatures summoned by the altar last only one round (thus getting only one turn in) In the case one of them appears, the statistics are the following:

☞**Air Elemental, Huge:** hp 136; see Monster Manual

☞**Invisible Stalker:** hp 52; see Monster Manual

#### **Creatures:**

In addition to the altar trap, the temple is defended by an invisible stalker at this APL.

☞**Invisible Stalker, Advanced:** hp 78; see Appendix One

#### **APL 12 (EL 12)**

☞**Magical Trap (APL 12)** : CR 10; magic device; visual trigger (*true seeing*); automatic resets; spell effect (at random 1d4, 1: Heighten *Finger of Death*, 17<sup>th</sup> level wizard, Fortitude save [DC 23] partial; 2: Heighten *Insanity*, 17<sup>th</sup> level wizard, Will save [DC 23] negates; 3: *Summon Monster IX* [Air Elemental, Elder], 17<sup>th</sup> level wizard; 4: *Summon Monster IX* [1d4+1 Hellwasp Swarm x2], 17<sup>th</sup> level wizard; Search (automatic); Disable Device (DC 32).

**Summoned creatures:** These creatures can be summoned by the Eye (the trap). The creature appears anywhere within range set by the caster level as usual, but it appears that round and may act right away. All creatures summoned by the altar last only one round (thus getting only one turn in) In the case one of them appears, the statistics are the following:

☞**Air Elemental, Elder:** hp 204; see Monster Manual

☞**Hellwasp Swarm(2):** hp 127, 127; see Monster Manual

#### **Creatures:**

In addition to the altar trap, the temple is defended by an Demonically Fused invisible stalker at this APL.

☞**Invisible Stalker, Diabolically Fused:** hp 60; see Appendix One.

#### **APL 14 (EL 14)**

☞**Magical Trap (APL 12)** : CR 10; magic device; visual trigger (*true seeing*); automatic resets; spell effect (at random 1d4, 1: Heighten *Finger of Death*, 17<sup>th</sup> level wizard, Fortitude save [DC 23] partial; 2: Heighten *Insanity*, 17<sup>th</sup> level wizard, Will save [DC 23] negates; 3: *Summon Monster IX* [Air Elemental, Elder], 17<sup>th</sup> level wizard; 4: *Summon Monster IX* [1d4+1 Hellwasp Swarm], 17<sup>th</sup> level wizard; Search (automatic); Disable Device (DC 32).

**Summoned creatures:** These creatures can be summoned by the Eye (the trap). The creature appears anywhere within range set by the caster level as usual, but it appears that round and may act right away. All creatures summoned by the altar last only one round (thus getting only one turn in) In the case one of them appears, the statistics are the following:

☞**Air Elemental, Elder:** hp 204; see Monster Manual

☞**Hellwasp Swarm(2):** hp 127, 127; see Monster Manual

### Creatures:

In addition to the altar trap, the temple is defended by two Demonicly Fused invisible stalker at this APL.

➤ **Invisible Stalker, Diabolically Fused:** hp 60; see Appendix One.

➤ **Invisible Stalker, Diabolically Fused, Advanced:** hp 152; see Appendix One.

**Development:** The adventurers are not authorized by the thunder riders to spend the night in the castle of Balab. Even the priests cannot help the characters. They advise the adventurers to go to the faris of the Order of the Cup and Talisman, more to the north.

*The priests seem to be embarrassed by the refusal of the thunder riders to grant to you the hospitality in the castle of Balab. But the hostility of the latter is obvious. By pretexting reasons of safety and the orders they received, they imposed their point of view. One of the priests comes to see you: "I am sincerely sorry not to be able to do my sacred duty of hospitality. But I do not command in this place. Go to the fortress of the faris of the Order of the Cup and Talisman. It is on the coast a little bit to the north. The faris will surely grant you the hospitality. They will be able perhaps even to provide you some help. They know Dezbat very well. And then, they are sovereign in their fortress. Even Urik Ashir, the lord of Dezbat, has no power there!"*

## Encounter Three Divinations of Istus

This encounter occurs if the characters decided to go to the Yalas Temple dedicated to Istus and located in Dezbat. The existence of this temple can be learned in the Holy Enceinte in Ekbir (Encounter 1) or in the fortress of the faris of the Cup and Talisman (Encounter 4).

When the adventurers come to the Yalas Temple, read or paraphrase this text:

*In the middle of the wild and desolate moors, the presence of a sumptuous temple is surprising. Emerging after a bend in the road in the fashion of a fairy-like vision, the Yalas Temple dazzles the traveler with its golden dome. The strong and well defended walls which protect this temple brings you back to the hard reality: the area is not safe!*

The Yalas Temple is the most important temple to Istus in all of the Caliphate, with that of Kofeh (Knowledge [Geography] [DC 20]). It is extremely old. A successful Knowledge (History) check [DC 25] informs the character that it was founded during the century that followed the Twin Cataclysm. It was then destroyed and rebuilt several times during the most disturbing periods of Ekbir's history.

The reasoning which pushed the ancient priests of Istus to build such a extensive temple in such a desolate place is not known by the common people and the motivations of the current clergy of the Lade of Our Fate to maintain this temple today equally unknown, but rumors persist it has a much more grand design then just a place for worship and divination.

The soothsayers of Yalas (who are usually women) are famous for their predictions.

If the characters introduce themselves at the door of the fortress and ask to consult the soothsayers of Istus (or any other equivalent formulation), they are allowed to enter.

*Many armed guards defend the temple. Priestesses (and more rarely priests) stroll in the walled enceinte or in the temple itself. Their hair has an impressive length and their hairstyles are extravagant. They wear long gray or black dresses with very wide sleeves. Some wear dresses with web patterns. All the personnel of the temple as well as the guards express for these priests and priestesses a deep respect.*

The consultations are not free. Before being introduced to the soothsayer, the characters must first pay the price of the consultation. Civil servants of the temple, experts in financial matters, receive the payment. The price for a divination is 305 gp for the special divination and consulting of the oracle. This involves having the diviner either plucking a (long) hair from each character (or a thread from their clothing if no hair) and pricking their fingers with a needle to obtain a single drop of blood. Once that and some other minor rites are completed, the oracle gives forth the next bit of important information on their weave of life.

Once the price of the divination is paid, civil servants introduce the character (or the characters if several characters contributed to the payment) into the temple to allow them to ask their question.

*The interior of the temple is covered with earthenware. In the main room there are three large polychrome statues. The first represents a girl dressed*

*as a shepherdess. The second represents a lady with a great beauty but with haughty expression, dressed like the noble baklunish ladies, and the third, an old woman holding a spindle, bobbin and thread. Priestesses with long hair reach forth for your own heads and remove a single strand of hair from each of your heads (or tunic thread if bald). Then one by one, you have a single finger pricked with a sewing needle and a single drop of blood placed into a shallow pan of scented oil.*

*“Leave us now and await our summoning. When you return to us, we shall have for you the next crucial knots and crossings in your weave of fate as your life thread unspools.*

The three statues represent the three traditional aspects of Istus (Knowledge [Religion] [DC 10]).

Once the reading is prepared, the adventurers are asked by the civil servants (the priestesses say nothing more than the few lines above) to leave the main room of the temple. About half an hour later, the characters are invited to come to listen to the oracle from Istus.

The three divinations are available as Player Handout #4 for expediency. The lead priestess speaks:

*“Three knots and tangling of the weave have been found to be approaching, or perhaps have passed recently. Take heed.”*

The Knot on how to banish (or eliminate) the Entity of the Altar:

*A priestess of Istus steps forward to you. She is of middle age and her countenance is noble. With a solemn voice, she declaims:*

*“The Elder Elemental Eye commands to the elements and servants of power long since lost.*

*With a pure exorcism or a banishment, You shall have to expel him from the unholy altar.*

*Thanks be to the four elements against him gathered.*

*Seek the sacred fire of the Son of Light, A ruby enchanted by the Stonewife, From a good spirit of air the smiling breath And water blessed by the Daughter of the Torrent.*

*To the expected triumph, an anthem well sung In the honor of a good god, shall it Contribute.*

*Though there be other ways, such as the crafty twist of a puzzlemasters hand, holy powers are quicker than the palm. ”*

A successful Knowledge (Religion) check [DC 10] allows to identify the Son of Light with Azor’Alq.

Another check allows to know that the Stonewife is the goddess Ulaa.

A third check allows to know that the Daughter of the Torrent is the goddess Geshtai.

Knowledge (religion) checks [DC 10] allows to know that Geshtai is related to the water element and Ulaa to the earth element.

A check [DC 15] allows to know that a sacred fire is preserved permanently in any temple of Azor’Alq and that this hero-god is also called the Banisher of Darkness.

This knowledge is automatic for the worshipers of the god in question.

This poem is useful to find the four elements particularly hated by the Entity of the Altar (Encounter 2) and which facilitate its banishment.

These four elements are:

- The fire kept in a temple of Azor’Alq. There is such a temple in the Holy Enceinte in Ekbir. It is necessary to light a torch within the holy fire and to carry it to the Altar without it to becoming extinguished.
- A ruby blessed by Ulaa. It’s possible to find one in the merchants district in Ekbir (Encounter 1).
- A good air creature (either an Outsider or an Elemental) must breathe on the altar. The sylph (Encounter 5) will do the job of blowing.
- Holy water from a temple of Geshtai. It’s possible to find this in the Holy Enceinte in Ekbir (Encounter 5).

A fifth element is obtained by singing an anthem (or hymn) devoted to a deity of good alignment. The anthem must be superbly sung to have an effect on the Entity (see Encounter 2).

The Tangle on how to find the smugglers or the evil air cultists:

*A priestess of Istus comes toward you. She is old and stooping. However with a firm voice, she declares:*

*"Your enemies are strong but fearful and wary.  
They will escape if you are not cautious.  
They act hidden in the heart of the fog  
Covered by the secrecy of the blackest night.  
But someone saw them and will be able to  
lead you by flight.  
You will see in the fog a superb smile,  
Close to the home of those whose quest is  
holy.  
Don't act too early but hold your sword!"*

The superb smile in the fog refers to the sylph of Encounter 5. Those whose quest is holy are the faris of the Order of the Cup and Talisman. The others verses are useful advice to handle Encounter 6 correctly.

The Weave that is yet to come:

*A priestess of Istus comes toward you. She is young and pretty. Her pretty voice is contrasted by the worry in her eyes.*

*"Hear me now and fear this later.  
In a land of turmoil and grief you shall travel to its head.  
Among its spires a man you will find dead.  
Three men shall confront you, but trust them not.  
If you draw your weapons, you will be forever sought.  
Escape from the walls you must, if you ever wish to fulfil your desires.  
Trust he whom tells you what has transpired.  
Those with twisted fingers, shadowy stretched, shall influence policy and declare you be wretched.  
To free your souls and your necks, seek the contraband that might still be left.  
Fear not the path, but fear the toothy maw. It all hides where humans bring their saws.*

And if the characters cast themselves the *Divination* spell? If one of the characters casts *divination* or similar spell (be it specific to the above or at least answerable in the context of this adventure) then as long as they are within the grounds of the Temple, they receive a +10% bonus to receive a correct divination. While on the grounds, if they ask about either, "Where are the smugglers, etc" or "how to defeat the altar, etc", read the characters the same divination the Istus clerics would have given.

**Development:** The characters can go back. They can however spend the night here if they want. There is an inn in the walled enceinte (outside the temple).

## Encounter Four The Ribat of the Order of the Cup and Talisman

A ribat is a fortress of an akbarite (dedicated to Al'Akbar) religious brotherhood.

### Reception

*The ribat of the faris of the Order of the Cup and the Talisman stands on the coast of the Ocean. It dominates the Dramidj from the top of a rocky headland with high and abrupt cliffs. The waves break on the coast far below the walls. The sky is overcast. The clouds are low and dark. The sea is green and covered with foam. There is a small drizzle of rain.*

The entrance is carefully controlled. The adventurers can enter if they have a pass from the hospitaler faris of Ekbir (Encounter 1) or if they agree to an examination of their sincerity (*detect evil, zone of truth*). If this examination does not detect anything abnormal (as should be the case, though elves are double checked), shelter is granted to the characters.

*The fortress is perfectly maintained and well defended even if the garrison currently seems to be reduced to the minimum. Heavy siege machines are present to confront any threat from the land as well as from the sea. Towers are high and strong. There is a postern which leads towards a small port. The ribat shelters large stables and a great number of horses as well as several dormitories and barracks.*

The characters are led to a dormitory. If they have horses, they are led to the stables. The guards offer stable attendants to care for the horses of the characters. The adventurers can insist to care for the horses themselves but the faris and their stablemen are rather skilled with horses and the horses of the adventurers would be in good hands with them.

*The dormitory is very sober. The only luxury is the carpets which cover the ground. You sleep on straw mattresses on the ground. The guard who leads you explains: "You will have plenty of room! Many brothers left to Ekbir City for the war against Ataphads. Here it is not luxurious but it's in the sobriety that the brothers meditate on the teaching of the High Cleric and develop their physical and martial skills. Too much luxury softens, too much privation weakens. Sobriety is the right measure"*

The characters can spend the night here. They can also take their meal with the few faris who are within the ribat at this moment and with the guards and the servants. The atmosphere is deeply religious. There are many religious ceremonies and prayers. A successful Knowledge (religion) [DC 15] allows to know that the faris do not live full-time in the ribat but come here to perfect their training, to follow for a given period a religious teaching during which their life must be exemplary.

The faris of the Order of the Cup and the Talisman are often knight-errants, who travel far and long to find the lost relics of the faith.

The Mouqollad ship has not yet arrived. Because of the bad weather it is delayed, and is not expected before several days.

If the adventurers talk with the faris to gather information, they get the following information with a successful Gather Information [DC 10]:

- The faris do not have a good relationship with Urik Ashir, the new lord of Dezbat, nor with his men, the thunder riders. The adventurers are warned: it is not good to oppose the thunder riders. Even if the faris do not approve their methods, the thunder riders represent the legal and legitimate authority in Dezbat.
- There is an invaluable source of information in Dezbat: the Yalas Temple is dedicated the Maiden of Our Fate. The soothsayers of this temple are famous. It is advised to consult them for any significant problem. The temple is not far from here, at only half a day of horse travel.
- Ataphadians are extremely cruel and dangerous opponents. They often attack ships or coastal villages.

### **Invitation**

During the first evening, a guard comes to tell the adventurers they are invited to come next day evening for dinner with the faris commander of the ribat. It is important for the course of the scenario that the adventurers accept this invitation. They must understand that it's a great honor which is made to them and that it would be very impolite to refuse.

The faris commander of the ribat is Nursultan Raminand who commands the ribat during the absence of the sheik of the Order who went to Ekbir for the war.

If the adventurers learned the existence of the Yalas Temple and they didn't go there yet, they can decide to go there now, as there is plenty of time.

It is possible to go there by horse and come back in one day and thus return in time for the invitation of Nursultan. If the adventurers go to the Yalas Temple, go to Encounter 3 then come again in Encounter 4 to continue from here.

If the characters accept, they are escorted the following evening through the main building of the ribat. This building is more luxurious than the others, but not to excess. They are led into the main room, a room of great dimensions and with an interesting decoration.

***The main room of the ribat is rather large. The whole garrison and even more could enter here at the same time. It is entirely covered with carpets on the floor and tapestries on the walls. The ceiling itself is made with worked painted wood. It's rather cold in this huge room.***

If the characters are interested in the tapestries, paintings on the ceiling or the patterns of the carpets (or with a successful Spot check [DC 10]), read or paraphrase what follows. The following and its explanation is also provided as a Player Handout #3 for expediency):

***The carpets, the tapestries and paintings of the ceiling are depicting various scenes. There are combats, sometimes against fantastic creatures. One of the greatest tapestries represents the gift of the Cup and the Talisman to Al'Akbar.***

***The High Cleric is represented, kneeling, in an attitude of prayer in the center of several concentric stone circles. In front of him, a humanoid creature, bathed in golden light, holds the Talisman, poised to put it around the neck of the kneeling man in front of him. Behind this solar being, there are several celestial servants. One of them carries the Cup.***

***Another great tapestry represents the scene of the theft of the Cup and the Talisman of Al'Akbar by tall and vile elves. The picture shows the relics exposed to worshippers during a great procession, the theft of the relics and the escape of the thieves on giant eagles. The important man who was originally holding the holy artifacts is depicted as falling to his knees in shame and incompetence after having the items plucked from his hands. In the back ground, an elf can be seen going out of his way to kick a small child.***

***On the other scenes, the Cup and the Talisman are frequently represented.***

After some time, a very old man, with white hairs and sober dress, escorted by few guards enters and greets the characters. He introduces himself as Nursultan Raminand, commander of the ribat "during the absence of the Sheikh". If the characters were looking at the tapestries, the old faris will give them a guided tour:

***"Each one of these scenes tell the legend of our lost relics, May Al'Akbar Forgives Us, and of he who failed to keep the most holy relics safe.***

***Here is the gift of the Cup and the Talisman in the stone circles of Tovag Baragu, here is the exodus of the survivors of the Invoked Devastation under the direction of his most holiness High Cleric. The relics enabled him to heal and to help his people. Here is the founding of the holy city of Ekbir and the construction of the temple, which was used as a display case for the Cup and the Talisman.***

***And here you see the terrible day of the theft, May Al'Akbar Forgives Us, the man who lost them and was exiled for it. They say he swore revenge on all of Ekbir and that one day, he would defeat all who banished him, but that day has yet to come.***

***And here, you see the faris who swore to find the holy relics and who founded our brotherhood. All the other scenes tell the exploits and disappointments of our brothers in their holy quest. Of courses, there are many other orders who have sworn to search out the Cup and Talisman. Even the descendents of the followers who the exiled one have sworn to find the Cup and Talisman and corrupt them to try and destroy us. "***

The old man faris is ready to discuss these questions longer. If followers of the True Faith show themselves as such, the discussion can quickly degenerate into sharp rhetoric. However, according to the rules of hospitality it is discourteous to hurt his host and the characters should not offend the old man on these religious questions.

After that, the old faris invites the characters to follow him to go to the dinner place:

***"This room is large and cold today. Our brothers left for the war and the ribat is quite empty. So I invite you to share our meal in a more cordial room"***

The adventurers are led in a small contiguous room but nicely decorated and well warmed by a splendid chimney. There are no tables nor chairs but carpets, cushions and poufs.

***The meal is ready but you eat comfortably seated in poufs and cushions. There is no table nor chair. Other people are there and share the meal of the old faris: other faris, richly equipped but everyone of them are very old with long white beards, priests of Al'Akbar, rather young on the contrary, dressed with red and yellow colors and a hooded man with a long black robe. The latter has a black beard. His eyes are piercing, inquisitor, his face is emaciated and austere. Some men-at-arms guard the room.***

Nursultan introduces the other guests. The man in black is introduced as the wizard Alik Am'Iktar of the Zashassar of Ekbir. During the dinner, the adventurers have the possibility to talk not only with the old faris but also with an eminent member of the Zashassar, which is a great privilege! The zashassari are indeed famous to be excessively secretive.

While talking with Nursultan Raminand, the adventurers are able to learn the following information (if they seek to get information about Ataphads, they can have first hand information here! The faris of this Order know the Ataphads well, having fought them many times):

- The faris don't have a good relationship with Urik Ashir, the new lord of Dezbat nor with his men, the thunder riders. The adventurers are warned: it is not good to oppose the thunder riders. Even if the faris do not approve their methods, the thunder riders represent the legal and legitimate authority in Dezbat. The old faris will not say anymore. With a successful Sense Motive check [DC 20], a character can understand that this subject is politically very delicate and that the faris is extremely constrained to speak about it: Nursultan seems pulled about between the respect of legality and the indignation in front of the condemnable behavior of the thunder riders. Moreover, a character having made a successful Sense Motive check can understand that the faris does not want to show interior political difficulties of the Caliphate.
- Ataphadians are extremely cruel and dangerous adversaries. They often attack ships or coastal villages. The usual ataphad ships are of the same kind than those of the other countries of Dramidj. However, there is a particularly powerful ataphad port: the Dark Harbour. The ships of this port are

frightening and magical. These ships have very dark hulls and purple sails, which they take their name from (the Purple Sails). They belong to the galley type and they have sails and oars. They are extremely fast and can sail in the most terrible of storms and the thickest of fogs. They often attack the coasts during heavy weather when the ships of Ekbir cannot intervene. These ships are the terror of the Dramidj. They are ungraspable and are the greatest danger the navy of Ekbir will have to fight in the imminent campaign against Ataphad City States.

- The attacks of Ataphads have redoubled lately. The situation became so difficult that the caliph decided to launch a full attack against them to restore safety at sea.
- Ataphads are involved in all kinds of smuggling. It is forbidden for the merchants of Ekbir to trade with them but it is possible that some merchants without scruples don't observe this interdiction. Among the illegal smuggling of Ataphads, there is the traffic of slaves (slavery is forbidden in Ekbir).

Alik Am'Iktar is however the leading expert on the Ataphads. He keeps silent on all other topics and answers sharply to any questions. But if the discussion comes about Ataphads, he starts suddenly into a long statement on Ataphads.

With a successful Sense Motive check [DC 15], it's possible to understand, from the light in his eyes, from the tone of his voice and the length of his monologue, that Ataphads are for him a major concern. It's possible to feel anxiety, anger and aversion in this man who until now, seemed to be made of marble and impermeable to any emotion.

In addition, the charisma of this man is such that nobody would have the idea to interrupt him during his speech. If however one of the adventurers had the presumption to interrupt Alik Am'Iktar, he would not stop and would continue its monologue imperturbably. The character would understand from a furious glance of Nursultan that it's better to keep silent. Here is the monologue of Alik Am'Iktar. The following and its explanation are also provided as a Player Handout #2 for expediency):

*"You want to know who are the Ataphads? I am going to tell you who they really are! Their history is terribly old and dates back to a finished and forgotten past. More than a thousand years ago, the baklunish empire was at the height of its glory. Wizards of this time have not their equal today. They controlled at*

*the highest level magic of the elements, Air, Water, Earth and Fire.*

*Although this magical power led to the cataclysm you know, they were not inspired by Evil. Nor by Good either. But there is an ancient god, a god supremely evil, a god so terrible that it is better to forget his name, a god who commands to the elements. This god is a corrupting god. He offers power to those who lack faith. Some baklunish wizards of the Empire who studied elementary magic were corrupted by him.*

*This god indeed proposed an increased and quicker mastery on the elements. The most greedy were dazzled! What they didn't understand, is that the elementary magic which was proposed to them was intrinsically corrupted and evil.*

*Quickly, they fell into Evil. The other baklunish wizards repudiated them to preserve the purity of their art. The corrupted wizards had to flee. They found shelter on the Ataphad islands, which were far to the north and well beyond the practical reach of the Empire.*

*There, they could indulge without obstacles, into the darkest magic. For this ancient time, they have perpetuated a corrupted version of the ancient and mighty baklunish magic of the elements. But this is not all.*

*The most intelligent and the most twisted of them they went further and further into the way of corruption. They discovered the true nature of the source of their evil power. Behind the Elder Elemental Eye, they discovered He of Eternal Darkness, the god of absolute Evil, the god who wanted to destroy the world and who was imprisoned by all other gods and who seeks, from his prison, to gather worshippers who will allow him to be released.*

*If this happens, you must know that this World will be destroyed. These Ataphads who discovered the terrible truth united and founded the most evil and most powerful ataphad faction. Their defacto capital is the Dark Harbour. This faction is dedicated to He of Eternal Darkness. They want his liberation.*

*Do you understand who they are? The oldest faction worshipping the Dark God in all the Flanaesse and which is today the most powerful! And also the best organized because they relied on a diabolic faction within the Nine Hells, which remained faithful to the*

*ancient God of Evil when other fiends fought along side angels to defeat their master.*

*For a long time, among those who worked for the return of He of Eternal Darkness, the factions who relied on the forces of the Abyss had the first role. But their recent failure with the Temple of Evil Elemental gave to the diabolic faction the preeminence. Of course, many lesser members of the Elemental cults are completely ignorant to the true causes or even origins of their evil god and are manipulated by their high priests who have been crazed with the true knowledge. But trying to explain that to an evil cultist will not get you very far. Factions fighting factions with the same god and goals but with just different plans to obtain those goals. Its insanity, but its what kept them from obtaining true power and what will give those who fight them a chance to destroy them.*

*You will have to deal with an organized and disciplined cult now that it united and perverse under new leadership.*

*Among these new masters, there is no quarrels or, in any case, they do not weaken their capacity to fight their adversaries. They are united like the five fingers of the hand!*

*Lastly, if you expect to fight normal humans, you are mistaken. A millenium of corruption and black magic, of experiments of monstrous interbreeding to try to strengthen the race produced a people of mutants carrying sometimes the mark of Hells. They are helped by creatures who look like only by far to their animal ancestors. Do you understand why Ataphadians are our first enemy? "*

After having finished his monologue, Alik Am'Iktar becomes again quiet. If he is questioned, he answers "I will not say anything more on this topic" and he doesn't say anything more.

◆ **Nursultan Raminand:** male human Pal12

◆ **Alik Am'Iktar:** male human Wiz7/Lor10

### Alarming News

During the evening, after having talked on Ataphads, Alik Am'Iktar takes leave of Nursultan and of the adventurers: "Please excuse me, I have to leave". The wizard of the Zashassar leaves the room. A little bit later an armed faris enters and whispers something at the ear of Nursultan. A successful Listen check [DC 20] allows to

hear the whispered message ("the Master of the Zashassar sends me to tell you that a Purple Sail has been seen by the ships of admiral Hakim Aldarazim south to Dezbat. The Purple Sail didn't want to fight and fled immediately. It was able to escape because of the thick fog which just arose. It seems that it moved towards the southern coast of Dezbat. The Master of Zashassar did what must be done. He says also that a storm will break out before the morning").

Nursultan says then to the adventurers:

*"If you want to find Ataphads, you will have perhaps the possibility to confront them soon. I've learned that a Purple Sail has seen by our ships in the south of Dezbat. It has escaped them with the favor of the thick fog, which fell on all the area. It seems that it moved towards the southern coast of Dezbat, or if you prefer between here and the castle of Balab. If this ataphad ship is doing secret smuggling, this night is ideal for it. The darkness and the fog will enable him to be hidden and to escape, especially because a big storm is expected before the morning. An ideal weather for a Purple Sail! There is a high chance that some meeting point will take place this night not far from here.*

*But in addition to the difficulty of finding them in middle of the night and in the fog, I have no right to act openly in Dezbat without the agreement of the lord Urik Ashir. Moreover, my garrison is just sufficient to keep this fortress. To ride out would be risky"*

The last sentences of Nursultan are a discrete means to tell the adventurers that they should act now and without help (a successful Sense Motive check DC 10 allows a character to explicitly understand it if the player did not understand already).

The adventurers must understand that it's time to act. The divination of Istus should help them if however they went to consult the oracles (Encounter 3). It is essential that the adventurers leave the castle to try to find the ataphad ship.

If they stay within the castle refusing to leave then scenario is finished (as the cargo escapes) and the adventurers have failed. If they leave in the night and the fog, go to Encounter 5.

## **If the adventurers refused the invitation**

In this case, it is more difficult for the characters to understand than the time to act came but everything is not lost. Read or paraphrase the description of the evening:

*A thick fog came from the Ocean while the day is decreasing. By night, the visibility is extremely reduced. Even with a lantern, it's not possible to see beyond a short distance. A certain agitation took the fortress whereas the faris and the guards become more attentive.*

If the adventurers went to consult the soothsayers of the Yalas Temple, they get perhaps the idea to go in the night and in the fog to seek the smugglers. If that's the case, go to Encounter 5.

An *augury* spell cast to know if to leave the ribat will bring a good or a bad result will give, in the event of a success of the spell, the result "Weal".

## **Encounter Five A Helping Smile**

This encounter happens if the adventurers went to the ribat of the faris of the Order of the Cup and Talisman and if they leave the ribat during the evening or the night when the invitation happens.

The encounter occurs if the characters leave the ribat the evening of the invitation even if they did not accepted the invitation. However, if the adventurers did not accept the invitation, It's possible that they don't think to leave.

Just a moment after having left the ribat, the adventurers, be they on foot, on horse or flying, are approached by Zinaryamtaz, the sylph. She is initially invisible thanks to her ability of *invisibility, greater*. The sylph talks to the adventurers while remaining invisible and appears only when she thinks there is no danger (if the adventurers didn't undertake any unfriendly or threatening action).

*Progressing in the fog, you suddenly hear a celestial-like voice that address you. The voice is female, soft and has an angelic beauty. "Don't be afraid, don't do anything, listen to me! Choose your side and shout loudly: Long life to Urik Ashir, the lord of Dezbat! or: Down with Urik Ashir, the villain of Dezbat!"*

The sylph moves away while waiting for the answer. The answer which allows them to gain the trust of the sylph is

of course the second one. Note that the sylph waits until the answer is shouted really loudly.

If the right answer is given, the sylph will appear in her true form.

*You see a silhouette emerging from the fog. A young woman with a great beauty with translucent brightly colored wings. These colors remind of stained glass. She measures approximately 3 feet high and wears light and floating clothing. She has blond hair and blue eyes. Her smile is especially attractive: bright, sincere and innocent.*

At this time, the sylph chooses among the party who becomes her chosen one. If there is only one male human, he is the chosen one. If there are several ones, add the bonus of strength and charisma for each male human. The sylph chooses the one with the highest total. In case of equality, she chooses the tallest. If there is no male human, she refuses to make a choice.

The sylph becomes attached with her chosen one. She prefers to talk with him. She helps him and only him with her spells (the Judge appreciates depending to the situation what spell the sylph can use).

If the chosen one is approached by a female humanoid with a beautiful and seductive appearance, the sylph adopts an obvious attitude of jealousy to the point to be disagreeable with the person she perceives as a rival. With a successful Sense Motive check [DC 10], the DM will inform the player playing the chosen one that the sylph seems to like very much his character.

However, the sylph having been terrorized by the devil of encounter 6, she does not fight during this scenario. In the event of danger, she becomes invisible and hides herself.

If the discussion begins, the sylph gives her name and explains her problem to the adventurers:

*"My name is Zinaryamtaz. I am a sylph, a good spirit of Air. I wander in this region where I feel my element, Air, corrupted by something unknown. Evil beings prowl in the fog. I tried to oppose them but alone, I am too weak. I need help. Valiant and chivalric heroes. The Thunder Riders are exactly the opposite. I saw you leaving the fortress of the faris. I know their valiancy. If they welcome you, you should be valorous heroes. Do you want to help me?"*

The sylph is ready to answer questions. She can reveal the following information:

- The corruption of element Air started in the area a few months ago only.
- Among the evil beings, there is a diabolic woman who has surprised the sylph and who nearly killed her. The sylph seems to be terrorized by this woman.
- She can find her way in the fog because Air is her element. She knows where the ataphad smugglers will come. It's precisely in the village where the diabolic woman was close to killing her. This village is called Kiralim. The sylph agrees to lead the adventurers there but she warns about the evil ones who are there. She can not elaborate.

If the adventurers agree to help the sylph and ask her to lead them to the village of Kiralim, go to encounter 6. Without the sylph, except with really extraordinary magical means, the adventurers will not arrive in the village in time because of the night and the fog.

✦ **Zinaryamtaz**: female sylph; hp 10; see Monster Manual; Non-Combatant

## Encounter Six

### The Village of Kiralim

The characters arrive normally by night and in the fog at the village of Kiralim, most probably guided by the sylph. The sylph will not enter the village and will not fight. She can cast spells on her chosen one but only outside the village.

**The whole area is covered with a thick fog during this encounter.**

Consequently, vision is blocked beyond 5ft, even for Darkvision. Moreover, any creature within 5ft gains a One-half concealment (every attacks has a miss chance of 20%).

The village is kept by warriors and Thunder Riders in the service of Urik Ashir, the lord of Dezbat. However, the effective power in the village is in the hands of a she-devil called Firyana. This she-devil has the responsibility to guarantee the safety of the smuggling between Ataphads and the New Cabal by keeping a complete control of the village of Kiralim.

### Description of the village

Refer to the plan of the village given in Appendix Three.

### Palisade

The village is entirely surrounded within a wooden palisade 10ft high. There is only one gate in a small wooden tower 20ft high. This gate is kept by six warriors. If the adventurers come to the gate, the guards ask them who they are and what they want.

Whatever their answers, entrance is refused to them. However, the discussion attracts the patrol (Tibor Djarganoz, Ekimut and Firyana). It is easy to deal with the guards but the patrol is a far more difficult problem (see below).

There are several large burning brazens that are situation near the gates (on the outside of the wall). There is also a small secured guard hut on the out side of the gate within the light radius of the burning brazens. Half of the guards are among the post and the brazens, and the other half are in the tower, ready to shout alarm at a moments notice. Due to the fire, they have sight (though still limited) from the tower down into the brazen heated/lit area.

♣ **Guards (6)**: male human war1; hp 7 each.

### Houses of the villagers

*The houses are small. The sides are cob-walls and the roofs are thatched. There is only one door and only boarded up slits that were once tiny windows. The houses have only one room with a contiguous cowshed where the richest families have one or two oxen. Behind each house there is a small meadow with a kitchen-garden and a hen house.*

The door of each house is locked:

♣ **Wooden Door**: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 15; Open Lock DC 20.

Once within 5ft of the front of the house, allow a Spot check [DC 30] to notice an invisible small painted symbol above each door.

A Knowledge (Arcana) [DC 25] reveals it to be a grouping of obscure runes with some connect to a larger spell. The runes are Infernal in origin and having something to do with control and sleep. The symbols are made with young elf blood. *Detect magic* reveals strong enchantment magic. Washing away the rune does little (it has soaked into the wood), but an *erase* spell destroys the mark safely. If the magical runes are destroyed physically (such as smashing or burning) then their effect ends, but the

wearer of the master control tattoo (Firyana the Erynies) is immediately alerted that it has been destroyed. She can not tell which rune was destroyed, but this alerts her and she is extra cautious of the characters when she meets up with them (or goes looking for them).

Every villager is under the effect of the Firyana's fiendish tattoo that works in conjunction with her *charm monster* ability. As long as this charm effect is not broken, they do not betray Firyana and obey her orders (within limits of the spell description).

The magical rune on the door automatically casts *charm monster* on anyone who sleeps in that house for three nights in a row as long as the tattoo wearer is within one mile of the rune.

Killing the tattoo wearer instantaneously breaks the charm effect of all those under the runes power.

The villagers have received orders to not lodge foreigners (a foreigner being someone not from this village). It's forbidden for them to speak to foreigners and if they see foreigners during the night they will shout out a call for the patrol. If they shout, it attracts the patrol (see below).

If the charm is broken, they are able to tell the story of the coming of Firyana. She first arrived a few months ago with Thunder Riders and corruption over took the village (which became isolated from the world). The qadi stopped doing the religious ceremonies and with it the profanation of the temple and the scenes of debauchery, all organized by Firyana in the village within a few days of her arrival.

Keep in mind, that all the villagers are just innocents and under the control of an evil source. Killing these otherwise helpless people is an act of evil, though knocking them out with subdual damage is fine.

♣ **Villager:** male or female human Com1; NG or LG; hp 3

### The Temple of Al'Akbar

The temple is a small octagonal granite building surmounted with a cupola. There is a minaret located at approximately 100ft of the small building. While entering the temple, it appears clearly that it has been desecrated. The interior is soiled and deteriorated. It is dirtied by all kinds of waste such as tainted food and excrements. The holy texts are burnt. It's possible to find blackened fragments with a successful Search check [DC 20].

If the characters enter the temple, the following text:

***The interior of the temple of Al'Akbar releases the foul odor of urine, excrements, poutine and decay. All the furniture is broken and cushions ripped open. Red runic symbols are painted on the walls. Ashes testify that many things have been systematically burnt.***

A successful Craft (alchemy) check [DC 15] reveals that the red runic symbols are painted with blood ([DC 25] to know that it's human blood). A successful Knowledge (the Planes) check allows to learn that the symbols painted on the walls are symbols of the archdevil Geryon. These particular runes are not magical, only symbolic (and for Symantec use in desecrating the temple and help in destroying the *hallow* effect). There is no charming rune on the temple, but there is one on the actual house of the Qadi.

### House of the Qadi

The priest (named Ferkun) lives in a house close to the temple. He is here during the night and has no intent to leave. He was charmed by Firyana (*charm monster*) directly and eventually tempted into debauchery. He no longer does his religious service, nor has he for a long time.

His sacerdotal vestments are piled in a corner with his holy symbol. He became an enthusiastic support of Firyana, because of the charm effect and because of the temptation of sin.

If the charm is broken, a priest or a paladin from a lawful good or neutral good deity can bring back him on the right way with a successful Diplomacy check [DC 26] or a Knowledge Religion check [DC 20] (a cleric of the Exalted Faith a +4 confidence bonus on this check). A mullah of the True Faith can try the above two checks, but has an additional -4 penalty to the Religion check (added to those listed at the beginning of the adventure), but should the mullah beat the Religion DC by +10 (DC30), then he has converted the qadi to the True Faith (after he has punished himself for his crimes). Of course, the priest has get an *Atonement* spell from a cleric of Al'Akbar (any sect) to recover his clerical abilities.

♣ **Ferkun the fallen qadi :** male human exClr3 ; hp18

### Any Port in a Storm

The port is the most carefully guarded place in the village. There are six guards here at every time. The chance to meet the patrol here is double than anywhere else (see below).

Some boats are drawn up on the wharf. A sea wall protects the port. This port is big enough to accommodate at least one ship of large size (like the purple sail ship).

🛡️ **Guards (6)**: male human WARRIOR; hp 7 each.

The guards shout out for the patrol at the slightest occurrence of suspicion. If during their rounds, the patrol notices that something happened to these guards (killed or disappeared for example), Firiyana teleports immediately to warn the caravan which will then not come (see below). The patrol comes periodically to the port (more often than anywhere else in the village, once every 30 mins is a good approximation).

### The Patrol

Firiyana and her main followers patrol all together constantly in the village until the coming of the caravan. They have no set route but they do frequent the port often. The patrol is composed of Firiyana the Erinyes, the fallen faris Tibor Djarganoz and the fighter Ekimut.

Tibor Djarganoz was a faris of the Order of the Cup and Talisman. He has always been in the service of the lords of Dezbat. His convictions were first shaken when Urik Ashir became lord of Dezbat, but it was really Firiyana who enticed him to the dark side through a regime of fear, anger and hate.

Firiyana the Erinyes succeeded in charming him and had him commit acts that made him lose his paladinhood. Finally, he renounced definitively to be in the side of Good to become a blackguard.

He is today a thunder rider and the lover of Firiyana (more precisely one of the lovers of Firiyana). He commands officially the garrison of Kiralim even if the real power lies in the hands of Firiyana.

Ekimut is the right hand of Tibor Djarganoz (and special friend of Firiyana the Erinyes). He is a thunder rider too, and obeys his orders without question.

While patrolling, Tibor uses his *detect good* ability at all times to palliate the low visibility due to the fog and darkness. If he detects a good aura, he spends three rounds to locate this aura.

Having given the order to the villagers to stay at home during the night, he finds it abnormal for any good aura to be outside the houses and he investigates with Ekimut and Firiyana. On the other hand, he does not worry about

any good auras in the houses, the villagers being mainly of lawful good or neutral good alignment.

Consequently, the adventurers can hide without problem in the houses except that the villagers being charmed, they are likely to shout to call the patrol (see Houses of the villagers above).

On the other hand, nobody is supposed to be in the temple. If Tibor detects someone with a good aura in the temple, which has been very much profaned, he will go with the patrol to see who is there and expect trouble. The port is also a location where no one with a good aura is supposed to be.

Every ten minutes the adventurers are in the village or near palisade (including external side), roll 1d6. On a 6, the patrol arrives at less than 60ft from the characters.

If this is the case, check if the patrol detects one of the characters (be it from good aura or just sound and sight).

At the port, the interval is every 5 mins the patrol arrives on a 4, 5 or 6. There are several ways that a character can be detected :

- **Noise:** Make an opposed check of Move Silently skill of the character against the Listen skill of the three members of the patrol. If the characters are creating a lot of noise (speaking loudly, fighting, breaking an object, etc), the patrol hears automatically. It is the same if a guard or villager shouts to call the patrol. Of course, the group can have magical means of protection such as the *silence* spell. It is also necessary to make an opposed Listen check for the characters against the Move Silently check of the members of the patrol to see if the adventurers detect the patrol. Magical means can also detect the patrol.
- **Detect Good:** If Tibor detects a creature of good alignment around the palisade or in the village (except in a house), the patrol investigate.
- **Scent and tracking:** The patrol may have a creature with the scent ability and the tracking feat. If it comes across the scent/tracks of the characters, it is smart enough to alert its master and follow the tracks.

### **First Encounter with the patrol**

The first time that the adventurers are discovered by the patrol, be it at the entrance gate of the village while talking with the guards or inside the village, the combat

is not automatic. The patrol prefers to convince intruders to go away in order to not cancel the caravan meeting.

The combat starts only if the adventurers strike first, cast a spell in front of the patrol, have tipped their hand with actions about the village or if the adventurers openly accuse the members of the patrol to be liars or accomplices of the smugglers (or just down right mean people).

In case a fight starts, Tibor and Ekimut attack while Firyana tries to escape (see Tactics).

*You see silhouettes emerging from the fog. One of them is a young woman of great beauty. She measures approximately 6ft tall. She is very elegantly dressed. She has blond hair and blue eyes. Her smile is especially attractive: bright, sincere and cordial. She is accompanied by two men in armor. One of them is covered with a coat showing a representation of the Cup and Talisman.*

If the characters went in the ribat of the faris of the Order of the Cup and Talisman, they recognize that Tibor's vestments are the same as those of the faris of that Order. A faris of Ekbir of any order immediately recognizes the dress of a faris of the Order of the Cup and Talisman.

If combat does not start immediately, Firyana and Tibor try to bluff the characters. They first ask the characters who they are and what they are doing here. If the members of the patrol have the possibility of trying to mislead the adventurers, read or paraphrase what follows:

*The man carrying the symbol of the Cup and the Talisman introduces himself: "My name is Tibor Djarganoz, faris of the Order of the Cup and Talisman and here is my friend Ekimut and my wife Firyana who helps me in my task. We fear an ataphad attack on the coast of Dezbat. I am here in this village in case it would be attacked but according to our last information via courier (from the ribat), Ataphads are moving towards the neighboring village of Torgaz. I received very strict orders: I cannot accept anybody into this village for safety reasons and I must defend this village. On the other hand, it is necessary to urgently send reinforcements to Torgaz. Would you take on such a mission?"*

Tibor hopes to persuade the adventurers to leave and to go to Torgaz (where of course nothing happens for the characters, but time runs out).

If there is in the group a faris of the Order of the Cup and Talisman, he knows that Tibor Djarganoz is indeed a faris

of the Order of the Cup and Talisman as well as a member of the 'Askar of Dezbat (thus in the service of Urik Ashir) but he has not returned to the ribat of the Order for several years now.

If a peaceful discussion starts, Firyana warns the adventurers against the sylph:

*"Be careful outside the village! We located an evil creature in the service of the Ataphads. It took the shape of a winged young woman but actually, she's a creature of pure Evil. Be cautious, she is very tricky and very dangerous, being able to manipulate even her aura. "*

If the adventurers leave the village, the patrol escorts them to the gate. The heroes can naturally leave the village and return discreetly a little later.

If the characters are discovered a second time by the patrol, there is no discussion: a combat starts immediately and Firyana tries to escape (see Tactics). If the characters believe the lies of Tibor and Firyana and go to Torgaz, the adventure is finished as by the time they figure out the ruse, all is lost.

If the adventurers openly question the word of Tibor and Firyana or refuse to leave, a combat starts and Firyana then tries to flee (see Tactics).

Firyana needs a full round to change back into her infernal self, in order to use her teleportation ability or to use her wings to fly (she can do neither in her human guise). This is a draw back of the fiendish tattoo that gives her the polymorph power.

As soon as the combat starts, it is important that Tibor yells out in Infernal;

*"Firyana, flee and warn off the Purple Sail!"*

This gives the characters a clue that stopping the female maybe important.

#### Creatures:

##### APL 8 (EL 8)

☛ **Tibor Djarganoz**: male human Rgr1/exPal5 /Blackguard1 ; hp 63 ; see Appendix One.

☛ **Ekimut** : male human Ftr5 ; hp 45 see Appendix One.

☛ **Firyana the Erynies**: hp 85; see *Monster Manual*; Non-Combatant

### APL 10 (EL 10)

☛ **Tibor Djarganoz**: male human Rgr1/exPal5 /Blackguard3; hp 81; see Appendix One.

☛ **Ekimut**: male human Ftr7; hp 63; see Appendix One.

☛ **Firyana the Erinyes**: hp 85; see *Monster Manual*; Non-Combatant

### APL 12 (EL 12)

☛ **Tibor Djarganoz**: male human exPal1 /Blackguard10; hp 99; see Appendix One.

☛ **Ekimut**: male human Ftr9; hp 81; see Appendix One.

☛ **Firyana the Erinyes**: Ftr4 hp 125; see Appendix One; Non-Combatant

### APL 14 (EL 14)

☛ **Tibor Djarganoz**: male human exPal3 /Blackguard10; hp 117; see Appendix One.

☛ **Ekimut**: male human Ftr11; hp 99; see Appendix One.

☛ **Firyana the Erinyes**: Ftr6 hp 145; see Appendix One; Non-Combatant

**Tactics:** After being discovered in the castle of Balab, the smugglers became extremely cautious. They don't want to incur any risk. At the slightest warning, they cancel the meeting point between the Purple Sail and the caravan, which should receive the cargo.

The adventurers have to be cautious to surprise the ataphad ship. If they fight the thunder riders or Firyana, they need to prevent the escape of the Erinyes to prevent exposure (not an easy task at all!). **Whatever the circumstances, Firyana will not fight!**

Firyana needs a full round to change back into her infernal self, in order to use her teleportation ability or to use her wings to fly. This is a draw back of the fiendish tattoo that gives her the polymorph power.

In case of combat, the first action of the Erinyes is to teleport with her ability of *teleport, greater* at will. If she cannot *teleport, greater* (for example in case of a successful use of the *dimensional anchor* spell), the Erinyes tries to escape while taking advantage of the night and the fog. She is able to fly which facilitates her escape.

If Firyana escapes, she immediately warns the caravan. Consequently, the caravan does not come. Moreover, the Erinyes being a capital element of the process of recognition with the ataphad ship, the ship does not come either.

Lastly, Firyana is initially polymorphed (via her fiendish tattoo, see new rules appendix) as a woman of great beauty. She hides as much as possible her infernal nature. If the adventurers cause the escape of the Erinyes, go to Encounter Seven.

If the adventurers don't want Firyana to warn the caravan or the ship, they have two solutions:

**Note:** Both the ship and the caravan arrive approximately three hours after the characters first arrive at the village.

- To remain in ambush, discrete and hidden to surprise the caravan and the ship when they come. This implies that the characters choose not to fight the thunder riders nor Firyana (at least not before the coming of the ship). This tactic is the best. The night and the fog indeed make it possible to be easily hidden. The port has plenty of spots to hide and thick enough walls to block detection spells. Inside the houses also make great safe hiding spots. The divination of Istus (encounter 3) should help them to choose this tactic. If the adventurers choose this tactic and succeed in remaining hidden, go to encounter 8B.
- To kill or neutralize Firyana before she escapes. In this case, the caravan is not warned and comes. On the other hand, the ship does not come into port because Firyana is essential to the process of recognition for the meeting between the Purple Sail and the New Cabal (she flies out to the ship and confirms its safe, then the ship sails into port). In most cases, this tactic requires surprise over the Erinyes and to kill or capture her before she can escape. It is possible also to eliminate her with spells such as *dismissal*, *dispel evil* or *banishment*. A successful use of *dimensional anchor* largely facilitates the task of the characters by forcing Firyana to escape by normal means such as flying. However, in this case, the fog and the night facilitate her escape. Go to encounter 8A.
- It is remotely possible for the characters to disguise one of their numbers as Firyana and attempt to bluff the Purple Sail into coming into harbor (Bluff [DC 30]), but for that to be attempted, the characters must somehow figure out it is she who flies out to the ship hiding in the dark of the night time Dramidj. She's very tight lipped if caught, but a clever use of *detect thoughts* might do the trick.

### Treasure:

APL 8: L: 430 gp; C: 0 gp; M: 2 *potions of cure light wounds* (4 gp each per character).

APL 10: L: 638 gp; C: 0 gp; M: *potion of cure moderate wounds* (25 gp per character); 2 *potions of cure light wounds* (4 gp each per character).

APL 12: L: 638 gp; C: 0 gp; M: *potion of cure serious wounds* (62 gp per character); 2 *potions of cure moderate wounds* (25 gp each per character); *periapt of wisdom +2* (333 gp per character).

APL 14: L: 638 gp; C: 0 gp; M: *potion of cure serious wounds* (62 gp per character); *periapt of wisdom +2* (333 gp per character); 2 *potions of cure moderate wounds* (25 gp each per character).

**Development:** To resume, the three possible ends of this encounter are the followings:

- The adventurers fought the thunder riders or Firiyana and didn't prevent the escape of Firiyana: go to encounter 7;
- The adventurers fought the thunder riders and/or Firiyana but they succeeded in preventing the escape of Firiyana: go to encounter 8A. However, the ship will not come and encounter 9 will not be played;
- The adventurers stayed hidden until the coming of the caravan and didn't fight either the thunder rider nor Firiyana: go to encounter 8B.
- The characters were duped into going to another village and thus by the time they return all the bad guys are gone and the village is wiped out.

## Encounter Seven

### Pack Club

This encounter occurs if, during Encounter 6, the adventurers fought the Thunder Riders and/or Firiyana and were not been able to prevent the escape of Firiyana.

*A wind started, dissipating the fog quickly. It's beginning to rain. Suddenly, a storm breaks out. The rain becomes heavy while the thunder resounds and the lightning illuminates the sky. The howl of the wind seems to mix with other remote and terrifying howls. The other worldly howls of these creatures betray their rapid approach. Sometimes the sound the howls are that of wolves and sometimes that of dogs barking, but always retain the air of immortal evil. Their lugubrious echo freezes your blood.*

Firiyana warned the caravan about the presence of intruders in Kiralim. The meeting point is cancelled and the caravan turned round and went home. The Ataphad Purple Sail pulls up anchor from its waiting spot out at sea and turns round and heads home too, the recognition process with Firiyana having failed. In the night, with the

storm, it is impossible to find the caravan or the ship, assuming the characters have even clued in to their existence.

On the other hand, the New Cabal is angry to have had to cancel this important meeting with the ataphad ship. The local representative of the New Cabal decides to get rid of the troublemakers for revenge and to prevent the adventurers from revealing their discoveries.

A terrible beast pack is released from the evil air temple to hunt the adventurers. The pack hunts its prey relentless until they destroy that prey or are destroyed themselves. Every creatures of the pack can fly which makes the pack very fast and covers ground with ease. The pack does not leave any trace on the ground. It appears where it wants and can later disappear in the night.

The pack consists of ten yeth hounds which track the adventurers and terrorize the inhabitants of the village (or where ever the characters may be, as long as its outside Ekbir City. The pack just waits for the characters to leave the city in that case) to prevent any help to the characters from locals. This leaves the main group of leaders who's mission it is to destroy the victims of the characters.

The yeth hounds do not fight the characters, instead they run around out of sight among the villagers, causing chaos but not much actual death. Any local militia or soldiers spend their time chasing the yeth hounds and not helping the characters. The adventurers do not see them but they hear their terrifying barks. All creatures in the surrounding area are terrorized. Animals flee and the inhabitants shut themselves up in their houses. The adventurers are entirely alone. They receive no help, animal or human (with the exception of the animals the characters have with them normally).

While the yeth hounds clean the neighborhoods to isolate the preys, the leaders of the pack attack the characters savagely. The attack occurs approximately half an hour after Firiyana's escape.

Normally, the characters do not have the time to go very far from the village of Kiralim. The combat probably occurs in the village or in the neighboring moors. The sylph will flees as soon she hears the barking.

The characters can recognize the barking in the distance as being bey of the yeth hounds if they have already met such creatures before. Or a successful Knowledge (the planes) check [DC 20] reveals it.

During this encounter, there is no more fog. The fog dissipated when the wind started. On the other hand, the expected storm breaks out before the combat. The combined effects of the rain and the wind reduce visibility ranges by three quarters, imposing a -8 penalty to all Spot, Search, and Listen checks.

The storm makes ranged attacks impossible, except for siege weapons, which have a -4 penalty to attack. Unfortunately, the village has no siege engines. The storm automatically extinguishes candles, torches, and similar unprotected flames.

The winds cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. The storm's center is not in the area of the combat. So the characters are not at natural risk of being struck by lightning.

The force of the wind is of windstorm strength. Consequently, creatures of small size must make a successful Fortitude check [DC 18] or be blown away (check each round if the creature is not held to something solid). Medium sized creatures are knocked down on a failed Fort save [DC 18], and creatures of large (or larger) size must make a successful Fortitude check [DC 18] or be checked. See the *Dungeon Master's Guide*.

**Note:** Before combat starts, pick a direction for the wind to be blowing. The enemy attacks in the direction of the wind on its initial strike.

#### APL 8 (EL 11)

☛ **Fiendish Griffons (3):** hp 59 each; see Appendix One.

☛ **Narzugon:** hp 55; see Appendix One.

☛ **Nightmare, Advanced (8HD):** hp 55; see *Monster Manual*

#### APL 10 (EL 13)

☛ **Fiendish Griffons (3):** hp 59 each; see Appendix One.

☛ **Narzugon, Ftr1:** hp 71; see Appendix One.

☛ **Nightmare, Cauchemar:** hp 172; see *Monster Manual*.

#### APL 12 (EL 15)

☛ **Fiendish Griffons, Advanced (10HD) (4):** hp 86 each; see Appendix One.

☛ **Narzugon, Ftr4:** hp 95; see Appendix One.

☛ **Nightmare, Cauchemar:** hp 172; see *Monster Manual*.

#### APL 14 (EL 17)

☛ **Fiendish Griffons, Advanced (13HD) (4):** hp 220 each; see Appendix One.

☛ **Narzugon, Ftr7:** hp 110; see Appendix One.

☛ **Nightmare, Cauchemar:** hp 172; see *Monster manual*.

**Tactics:** The nightmare is the mount of the Narzugon. The Narzugon is the Master of the pack. The creatures fight to death. They have darkvision. Fiendish griffons have the scent quality allowing them to detect hidden adventurers as well as darkvision.

#### **Treasure:**

APL 8: L: 103 gp; C: 0 gp; M: +2 *large chain shirt barding* (366 gp per character); +1 *spiked full plate* (225 gp per character); *cloak of resistance +1* (83 gp per character); *potion of cure moderate wounds* (25 gp per character); *potion of shield of faith +2* (4 gp per character); *potion of protection from good* (4 gp per character).

APL 10: L: 103 gp; C: 0 gp; M: +2 *huge chain shirt barding* (400 gp per character); +2 *spiked full plate* (475 gp per character); *cloak of resistance +2* (333 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of bull's strength* (25 gp per character); *potion of shield of faith +3* (25 gp per character).

APL 12: L: 136 gp; C: 0 gp; M: +2 *huge chain shirt barding* (400 gp per character); +3 *spiked full plate* (891 gp per character); *cloak of resistance +2* (333 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of shield of faith +4* (50 gp per character); *potion of bull's strength* (25 gp per character); *potion of protection from good* (4 gp per character).

APL 14: L: 269 gp; C: 0 gp; M: +3 *huge chain shirt barding* (816 gp per character); +4 *spiked full plate* (1475 gp per character); +3 *lance* (1525 gp per character); *cloak of resistance +3* (750 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of pass without trace* (4 gp per character); *potion of protection from good* (4 gp per character); *potion of shield of faith +2* (4 gp per character); *potion of magic fang* (4 gp per character); *potion of hide from animals* (4 gp per character).

**Development:** After this encounter, the adventure is finished (go to the conclusion) except if the adventurers want to go back to the castle of Balab to try to banish the Entity of the Altar. With the sylph, they indeed have the last element which should facilitate the success of the banishment. In this case, go back to encounter 2 (go directly to the temple of the Elder Elemental Eye) before going to the conclusion.

## Encounter Eight (8A)

### A Caravan but no Ship

This encounter occurs if the characters fought the Thunder Riders and Firyana but prevented the escape of Firyana. In this encounter, there is no more fog. The wind started but the storm is not yet there. Treat the wind as Strong and consult the chart in the *Dungeon Master's Guide*.

The caravan arrives but not the ataphad ship because the presence of Firyana is essential to the process of recognition developed for the meeting between Ataphads and the New Cabal. Consequently, Encounter 9 is not played.

*The wind started dissipating the fog quickly. After a long waiting, you hear riders coming to the entrance of the village.*

A successful Listen check [DC 15] reveals the squeaking caused by wheels of the wagons. The caravan arrives with the leader who coordinates the smuggling in this region on behalf of the New Cabal, the mad but not angry, wizard Raqdul.

#### Creatures:

##### APL 8 (EL 10)

- ☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst4; hp 46; see Appendix One.
- ☛ **Ourgdai:** Male human Rgr5; hp 45; see Appendix One.
- ☛ **Troll:** hp 63; see *Monster Manual*.
- ☛ **Imp:** Familiar; hp 13; see Appendix One.
- ☛ **Warriors (10):** Male Human War1; hp 7 each; see Appendix One.

##### APL 10 (EL 12)

- ☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst6; hp 56; see Appendix One.
- ☛ **Ourgdai:** Male human Rgr7; hp 63; see Appendix One.
- ☛ **Fiendish Dire Lion:** hp 60; see Appendix One.
- ☛ **Pseudonatural Imp:** Familiar; hp 13; see Appendix One.
- ☛ **Warriors (10):** Male Human War1; hp 7 each; see Appendix One.

##### APL 12 (EL 14)

- ☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst8; hp 66; see Appendix One.
- ☛ **Ourgdai:** Male human Rgr9; hp 81; see Appendix One.
- ☛ **Fiendish Dire Lion (2):** hp 60, 60; see Appendix One.

☛ **Pseudonatural Imp:** Familiar hp 13; see Appendix One.

☛ **Warriors (10):** Male Human War1; hp 7 each; see Appendix One.

##### APL 14 (EL 16)

☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst10; hp 76; see Appendix One.

☛ **Ourgdai:** Male human Rgr12; hp 108; see Appendix One.

☛ **Fiendish Dire Tiger:** hp 120; see Appendix One.

☛ **Pseudonatural Imp:** Familiar; hp 13; see Appendix One.

☛ **Warriors (10):** Male Human War1; hp 7 each; see Appendix One.

**Tactics:** The caravan arrives at the gate of Kiralim. Being not welcomed by Firyana as expected, it spends a few minutes carefully taking stock of the situation (never entering the village walls) then quickly turns round and starts for home like a spooked rabbit.

The adventurers should not waste time before attacking. If they waste too much time, Raqdul, after having given the order to the caravan to turn round, flees upon his phantom steed.

The phantom steed is very fast and does not leave traces. In the night, it is very difficult to find him. The adventurers have 5 minutes to react and get from where ever they are in the village to the caravan. If they have still not attacked before, Raqdul flees. The retreating caravan moves at 20ft per round in the dark. Mounted characters should have no problem catching it.

If Raqdul escapes, the adventurers can only capture an empty caravan, some ignorant ziefian warriors and (at higher APLs) some monster pets.

If the adventurers attack the caravan before the departure of Raqdul, Raqdul stays to fight and tries to kill the characters with no mercy, including issuing commands to give deathblows. He has already cast *phantom steed* and *darkvision* before the encounter.

Thanks to his speed due to the *phantom steed*, he can easily disappear in the night where he casts his spells. His tactic consists of calling as many pseudo monsters as quick as he can. He use his memorized spells first and then his *scrolls of summon monster*.

Moving off to a range out of sight of the characters in the dark (or behind a building or wagon) he uses his invisible

Imp to help him spot range and direction towards the characters. Once in a good spot, he starts to summon. It's ok if the appearing monster has to spend a round running towards the characters.

Depending on the actions of the characters, he may also cast invisibility to prevent direct target spells, since the summoning does not break the invisibility.

Ourgdai and the pets (depending on APL) attack the adventurers skirmish style to give time for Raqdul, hidden or invisible, to summon monster after monster.

All monsters summoned by Raqdul appear in their blob form, thus the characters incur the listed penalties to their rolls. As well, they all use their *true strike* ability as soon as they can (preferably during a charge). A pseudo lion with a *true strike* on its bite can really keep an enemy busy if the grapple holds.

The imp is the familiar of Raqdul. It is normally invisible and uses its capacities of *detect good* and *detect magic* to detect the adventurers and to warn Raqdul. It stays away from all other combatants in an effort to avoid area effects spells not meant for it. If Raqdul gets into melee trouble, the imp flies in to save him.

If things are going bad for Raqdul and his steed is not working out, he casts his remaining *invisibility* and *fly* spell (to cast *summon monster* does not put an end to the spell *invisibility*) and maybe even uses the empty steed as a distraction on where he's really casting from. Raqdul does not fight to the death. If the things turn very badly for him, he tries to flee either while flying or with his *phantom steed*. Even with a duration of minutes per level, his fly spell is more than enough to escape him from the grasp of the characters, unless another mage can keep up with him in the dark.

The warriors try to retreat with the caravan as far as possible from the combat. If their leaders (Raqdul and Ourgdai) are killed or fleeing, they flee or they surrender if unable to flee. These men are just ziefian mercenaries but they do know the destination of the caravan: Sharkavir, capital of Dezbat. A successful Intimidation check DC 11 gives this information. They do not know anything important besides that.

#### Treasure:

APL 8: L: 85 gp; C: 0 gp; M: 3 scrolls of *summon monster V* (93 gp each per character); scroll of *dispel magic* (31 gp per character); scroll of *invisibility* (12 gp per character); scroll of *web* (12 gp per character); scroll of *see invisibility* (12 gp per character), *potion of bull's*

*strength* (25 gp per character); *potion of cure light wounds* (4 gp per character).

APL 10: L: 85 gp; C: 0 gp; M: 3 scrolls of *summon monster VI* (137 gp each per character); 2 scrolls of *dispel magic* (31 gp each per character); 2 scrolls of *invisibility* (12 gp each per character); scroll of *greater invisibility* (58 gp per character); scroll of *web* (12 gp per character); scroll of *see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure light wounds* (4 gp per character); *potion of shield of faith +4* (50 gp per character).

APL 12: L: 85 gp; C: 0 gp; M: 3 scrolls of *summon monster VII* (189 gp each per character); 3 scrolls of *dispel magic* (31 gp each per character); 2 scrolls of *invisibility* (12 gp each per character); scroll of *greater invisibility* (58 gp per character); scroll of *web* (12 gp per character); scroll of *see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (62 gp per character).

APL 14: L: 85 gp; C: 0 gp; M: 5 scrolls of *summon monster VIII* (250 gp each per character); 2 scrolls of *summon monster VII* (189 gp each per character); 3 scrolls of *dispel magic* (31 gp each per character); 3 scrolls of *invisibility* (12 gp each per character); scroll of *greater invisibility* (58 gp per character); scroll of *web* (12 gp per character); scroll of *see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (62 gp per character).

**Development:** After this encounter, the adventure is finished (go to the conclusion) except if the adventurers want to go back to the castle of Balab to try to banish the Entity of the Altar. With the sylph, they indeed have the last element which should facilitate the success of the banishment. In this case, go back to encounter 2 (go directly to the temple of the Elder Elemental Eye) before going to the conclusion.

The following information can be pieced together from scraps of paper within the wagons.

- Though the wagons are empty, this is paperwork and seals ready to be placed on crates
- The seals and paperwork seem to be out of place, like they are going to be used in a disguise.
- The paperwork claims the cargo to be part of a caravan owned by Koosha bey'Rees of Ket.
- The listed final destination is the caravan warehouse in Lopolla owned by Koosha bey'Rees
- Knowledge Nobility (DC 40) lists Koosha as the youngest son of a very minor Ket Noble, one Bey

Cotys al'Shal-Rees. The hail from the remote Ket village of Shalrees.

## Encounter Eight (8B) A Caravan and a Ship

This encounter happens if the characters did not fight the Thunder Riders nor Firyana (probably by avoiding the combats via stealth and staking the village out, perhaps at a distance from the village). Both the caravan and the ship from the ataphads come. First the caravan, then the ship. They arrive three hours after the characters first arrive.

*The wind started, dissipating the fog quickly. After a long wait, you hear riders coming to the entrance of the village.*

A successful Listen check [DC 15] reveals the squeaking caused by wheels of wagons. Of course, if the characters have placed themselves in an advantage point on the walls, in the tower or outside the village, they may be able to see for themselves the approach of either the caravan or the ship sailing into the harbor.

The caravan arrives with the leader who coordinates the smuggling in this region on behalf of the New Cabal, the mad but not angry, wizard Raqdul.

The caravan is welcomed by Firyana and the Thunder Riders. It enters the village and goes to the port where it awaits the ataphad ship. Firyana teleports herself immediately to call into harbor the Purple Sail. Thus Firyana is not around should the characters (wisely) attack the caravan now. Further more, now that she is in transit (and will sail in with the ship) they ship has no way to be warned. The Purple Sail arrives in the harbor about an hour after the caravan first arrives.

The adventurers can attack the caravan immediately. In this case, in the event of victory, it is the adventurers who meet the Purple Sail on the docks in encounter 9 rather than Raqdul! The adventurers can also wait for the coming of the ship. In this case, go immediately to Encounter 9.

### APL 8 (EL 11)

☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst4; hp 46; see Appendix One.

☛ **Ourgdai:** Male human Rgr5; hp 45; see Appendix One.

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

☛ **Tibor Djarganoz:** male human Rgr1/exPal5/Blackguard1; hp 63; see Appendix One.

☛ **Ekimut:** male human Ftr5; hp 45; see Appendix One.

☛ **Imp:** Familiar hp 13; see *Monster Manual*.

☛ **Men at Arms (10):** Male Human War1; hp 7 each; see Appendix One.

### APL 10 (EL 13)

☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst6; hp 56; see Appendix One.

☛ **Ourgdai:** Male human Rgr7; hp 63; see Appendix One.

☛ **Fiendish Dire Lion:** hp 60; see Appendix One.

☛ **Tibor Djarganoz:** male human Rgr1/exPal5/Blackguard3; hp 81; see Appendix One.

☛ **Ekimut:** male human Ftr7; hp 63; see Appendix One.

☛ **Pseudonatural Imp:** Familiar; hp 13; see Appendix One.

☛ **Men At Arms (10):** Male Human War1; hp 7 each; see Appendix One.

### APL 12 (EL 15)

☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst8; hp 66; see Appendix One.

☛ **Ourgdai:** Male human Rgr9; hp 81; see Appendix One.

☛ **Fiendish Dire Lion (2):** hp 60, 60; see Appendix One.

☛ **Tibor Djarganoz:** male human Rgr1/exPal5/Blackguard5; hp 99; see Appendix One.

☛ **Ekimut:** male human Ftr9; hp 81; see Appendix One.

☛ **Pseudonatural Imp:** Familiar; hp 13; see Appendix One.

☛ **Men at Arms (10):** Male Human War1; hp 7 each; see Appendix One.

### APL 14 (EL 17)

☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst10; hp 76; see Appendix One.

☛ **Ourgdai:** Male human Rgr12; hp 108; see Appendix One.

☛ **Fiendish Dire Tiger:** hp 120; see Appendix One.

☛ **Tibor Djarganoz:** male human Rgr1/exPal5/Blackguard7; hp 117; see Appendix One.

☛ **Ekimut:** male human Ftr11; hp 99; see Appendix One.

☛ **Pseudonatural Imp:** Familiar; hp 13; see Appendix One.

☛ **Men at Arms (10):** Male Human War1; hp 7 each; see Appendix One.

**Tactics:** Raqdul has already cast *phantom steed* and *darkvision* before the encounter. The phantom steed is very fast and does not leave traces. In the night, it is very difficult to find him. Thanks to his speed due to the *phantom steed*, he can easily disappear in the night where he casts his spells. His tactic consists of calling as

many pseudo monsters as quick as he can. He uses his memorized spells first and then his *scrolls of summon monster*.

Moving off to a range out of sight of the characters in the dark (or behind a building or wagon) he uses his invisible Imp to help him spot range and direction towards the characters. Once in a good spot, he starts to summon. Its ok if the appearing monster has to spend a round running towards the characters.

Depending on the actions of the characters, he may also cast invisibility to prevent direct target spells, since the summoning do not break the invisibility.

Ourgdai, Tibor, Ekimut and the pets (depending on APL) attack the adventurers skirmish style to give time for Raqdul, hidden or invisible, to summon monster after monster.

All monsters summoned by Raqdul appear in their blob form, thus the characters incur the listed penalties to their rolls. As well, they all use their *true strike* ability as soon as they can (preferably during a charge). A pseudo lion with a *true strike* on its bite can really keep a enemy busy if the grapple holds.

The imp is the familiar of Raqdul. It is normally invisible and uses its capacities of *detect good* and *detect magic* to detect the adventurers and to warn Raqdul. It stays away from all other combatants in an effort to avoid area effects spells not meant for it. If Raqdul gets into melee trouble, the imp flies in to save him.

If things are going bad for Raqdul and his steed is not working out, he casts his remaining *invisibility* and *fly* spell (to cast *summon monster* does not put an end to the spell *invisibility*) and maybe even uses the empty steed as a distraction on where he's really casting from. Raqdul does not fight to the death. If the things turn very badly for him, he tries to flee either while flying or with its *phantom steed*. Even with a duration of minutes per level, his fly spell is more than enough to escape him from the grasp of the characters, unless another mage can keep up with him in the dark. When it comes time for Raqdul to escape, he does not head for the ship. He flees into the interior of Ekbir where he can hide out in the unkempt terrain. He'll eventually work his way back to the regional headquarters.

The warriors try to retreat with the caravan as far as possible from the combat. If their leaders (Raqdul and Ourgdai) are killed or fleeing, they flee or they surrender if unable to flee. These men are just ziefian mercenaries

but they do know the destination of the caravan: Sharkavir, capital of Dezbat. A successful Intimidation check DC 11 gives this information. They do not know anything important besides that.

#### **Treasure:**

APL 8: L: 515 gp; C: 0 gp; M: 3 *scrolls of summon monster V* (93 gp each per character); *scroll of dispel magic* (31 gp per character); *scroll of invisibility* (12 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure light wounds* (4 gp per character); 2 *potions of cure light wounds* (4 gp each per character).

APL 10: L: 723 gp; C: 0 gp; M: 3 *scrolls of summon monster VI* (137 gp each per character); 2 *scrolls of dispel magic* (31 gp each per character); 2 *scrolls of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure light wounds* (4 gp per character); *potion of shield of faith +4* (50 gp per character); *potion of cure moderate wounds* (25 gp per character); 2 *potions of cure light wounds* (4 gp each per character).

APL 12: L: 723 gp; C: 0 gp; M: 3 *scrolls of summon monster VII* (189 gp each per character); 3 *scrolls of dispel magic* (31 gp each per character); 2 *scrolls of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of cure moderate wounds* (25 gp each per character); *percept of wisdom +2* (333 gp per character).

APL 14: L: 723 gp; C: 0 gp; M: 5 *scrolls of summon monster VIII* (250 gp each per character); 2 *scrolls of summon monster VII* (189 gp each per character); 3 *scrolls of dispel magic* (31 gp each per character); 3 *scrolls of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of cure moderate wounds* (25 gp each per character); *percept of wisdom +2* (333 gp per character); 2 *potions of cure moderate wounds* (25 gp each per character).

**Development:** After having overcome the caravan, the adventurers can wait for the arrival of the ataphad ship. It would probably a good idea for the characters to disguise themselves as the caravan tenders. Go to Encounter 9.

The following information can be pieced together from scraps of paper within the wagons.

- Though the wagons are empty, this is paperwork and seals ready to be placed on crates
- The seals and paperwork seem to be out of place, like they are going to be used in a disguise.
- The paperwork claims the cargo to be part of a caravan owned by Koosha bey'Rees of Ket.
- The listed final destination is the caravan warehouse in Lopolla owned by Koosha bey'Rees

Knowledge (Nobility) (DC40) lists Koosha as the youngest son of a very minor Ket Noble, one Bey Cotys al'Shal-Rees. The hail from the remote Ket village of Shalrees.

## Encounter Nine The Purple Sail

This encounter can occur only if the adventurers didn't attack Firyana nor the Thunder Riders in encounter 6. If the ship or the caravan were warned away or failed to meet their contact, this encounter does not happen.

At best, the characters have killed the caravan and have thus disguised themselves.

***The ataphad ship is really big. It is approximately 130 feet long and has three high masts. Its hull is black and its sails are of a purple color. It has three lines of oars.***

***Approximately 200 men are needed to handle such a ship. Catapults can be seen aboard. Curiously, in spite of the waves and the wind, the ship is remarkably stable. Its displacements are fast while being precise and sure.***

A successful Spot or Profession [sailor] check [DC 15] allows to notice that the swelling of the sails is not normal taking into account the wind). This comes from the effect of the air and water elementals bound to the ship as propulsion and secondary defense.

This encounter can only occur if the characters have not yet attacked the caravan in encounter 8B or if the characters did attack the caravan but have captured it and either disguised themselves as the handlers or have set up the caravan to fool the Purple Sail.

If this is the case, the ship arrives in the port where it is received by Raqdul and the guards of the caravan (or by

the characters in ambush). All the adversaries of the adventurers, those of the ship and those of the caravan, are together. This is not exactly a good moment to attack. The cargo is carried from the ship to the caravan. When the transfer is finished (it takes one hour), the ship leaves and the caravan too.

The characters must then quickly attack the ship before it is too far away (if that's their target). In the night, with the storm which is going to break out, it is very difficult to find it if it is too far away (unless the characters sprung their trap here, or the listed crew of the ship poke around the docks for a bit to figure out what happened then retreat back to the ship).

On the other hand, the caravan can more easily be followed. It leaves traces very easy to track (its destination is Sharkavir the capital of Dezbat). The best tactics is to attack the ship as soon as it leaves and to pursue the caravan later.

In this case, play this meeting with the combat against the Ataphads then go back to encounter 8B to deal with the combat against the caravan.

If the adventurers already fought the caravan in encounter 8B, they have only to wait the coming of the ataphad ship in the port and then attack it. In this case, the combat against Ataphads is the end of the adventure (go to the conclusion).

There is no fog during this meeting but a moderate wind (see *the Dungeon Masters Guide*). The storm has not broken yet..

It can happen that the ship will have left the wharf when the adventurers attack. The characters then have to find a means to go to the boat (for example by flying or swimming or taking one of the rickety fishing rowboats all of which is a death trap for being any distance out to see in a storm).

The elemental propelled ship travels at six miles per hour (2 mph faster than the fastest natural ships). Following it out to see without something faster than that is suicide. The storm is setting in soon and even a mile out at sea, in those conditions, only Procan can get the characters back safely. But should they try it, see the *Dungeon Masters Guide* on storm seas and stormy weather (including lightning for flying characters).

**Note:** Its possible that the characters choose (foolishly) to take on all three encounter groups (The two thunder riders, the caravan crew and the ship crew) at this point

and all at the same time. Wise parties will pick their targets (perhaps sneak onto the ship and fight that crew first before the caravan crew can even respond), but unwise parties are going to find themselves getting killed as forces of Tharizdun take them from all sides. Hopefully, the characters are wise.

#### **APL 8 (EL 11)**

☞ **Karkagdeï**: male human; Clr8 of the Elder Elemental Eye-Water; hp 60; see Appendix One.

☞ **Firyana the Erynies**: hp 85; see *Monster Manual*

☞ **Korndor**: Fiendish Minotaur; hp 39; see Appendix One.

☞ **Diabolically Fused Large Air Elemental**: hp 68; see Appendix One.

#### **APL 10 (EL 13)**

☞ **Karkagdaï**: male human; Clr10 of the Elder Elemental Eye-Water; hp 75; see Appendix One.

☞ **Firyana the Erynies**: hp 85; see *Monster Manual*

☞ **Korndor**: Fiendish Minotaur Ftr2; hp 57; see Appendix One.

☞ **Diabolically Fused Huge Air Elemental**: hp 152; see Appendix One.

#### **APL 12 (EL 15)**

☞ **Karkagdeï**: male human Clr12 of the Elder Elemental Eye-Water; hp 82; see Appendix One.

☞ **Firyana the Erynies**: Ftr4; hp 125; see Appendix One.

☞ **Diabolically Fused Greater Air Elemental**: hp 199; see Appendix One.

#### **APL 14 (EL 17)**

☞ **Karkagdeï**: male human Clr14 of the Elder Elemental Eye-Water; hp 99; see Appendix One.

☞ **Firyana the Erynies**: Ftr6; hp 145; see Appendix One.

☞ **Diabolically Fused Elder Air Elemental**: hp 228; see Appendix One.

**Tactics:** Karkagdeï is the captain of the ship. He is an ataphad cleric of the Elder Elemental Eye, Air cult.

Korndor is in charge of discipline on board. He is a fiendish minotaur from the Nine Hells in service to the archdevil Geryon (in turn has alliance with a certain trapped god).

Karkagdeï commands the elementals who allow the Purple Sail to travel even with bad weathers and at a high speed. Under the hull, water elementals ensure the stability of the ship even in full storm. They detect also the reefs which allows the ship to avoid them.

In the sails, air elemental work to increase the speed of the ship. These elementals do not fight except if they are attacked. In this case, they are able to defend themselves. But in no case, they help the occupants of the ship against the characters. Their statistics are given only in case the adventurers attack these neutral and bonded elementals.

If the adventurers attack the ship from underwater, the water elementals can detect them (but they do attack them unless attacked first). If this is the case, Karkagdeï is mentally informed (of the approach of the characters) and acts in consequence. Karkagdeï, Firyana and Korndor can fight underwater if necessary.

Note that the hull of the ataphad ship is *magically treated*. It thus receives a saving throw against spells which could affect it. Its parameters are as follows:

☞ **Magically Treated Wood**: 12 in. thick; hardness 15; hp 240\*; Break DC 40; Fort + 10, Ref + 10, Will + 10.  
\*per 10-ft.-by-10-ft. section.

As soon as Karkagdeï is killed, the air and water elementals bonded to the ship cease to receive orders and stop to work (the diabolically fused air elemental continues to fight to the death).

Consequently, the ship cannot escape any more because it is no longer able to avoid the reef shelves nor to sail in the storm. If that happens, the adventurers achieved a great victory because the Purple Sail can be captured. It is enough for the characters to warn the authorities of Ekbir (in the Holy City of Ekbir or in the fortress of the Order of the Cup and Talisman) and ships from Ekbir come to block the ataphad ship when the storm has stopped. If Karkagdeï is killed, read or paraphrase the following description:

***Suddenly, the ataphad ship loses its stability. It is affected by pitching and rolling of the waves like any other ship with the conditions of sea and wind, which currently reign.***

With a successful Spot check [DC 15] it's possible to notice that the swelling of the sails is now normal)

In this encounter, Firyana fights with ferocity. She does not flee. She does her best to kill the adventurers (or to charm them to grab a row boat and start to sail out to sea where she will meet him later).

The diabolically fused air elemental fights to the death and pursues the adventurers if they flee.

There is about 200 Ataphads in the crew. Most of them are 1st or 2<sup>nd</sup> level warriors but there is enough fighters, warriors and rangers of level 3 to 7 to dissuade the adventurers to try to fight them. On the other hand, they have an abnormally low intelligence (3 to 5 in general). The majority of these crew members are in the hold where they are chained to the oars. Those that are on deck or in the rigging do nothing but cower from combat. All of them are more or less human ataphad mutants, the lowest results of the island gene pool.

Apart from some physical tares, it's mostly on the intellectual level that they are not normal. Consequently, they are only able to obey orders and can't take initiatives. Their leaders did not give them the order to fight but to care about the ship. So they will not fight the characters (except if they are themselves attacked). It should be told to the players that the crew is not helping Karkagdei, Firyana or Korndor. The men stay at their place to row or to handle the sails.

If their leaders are killed, the crew remain inert. It is then easy to intimidate them or to bluff them: with a successful Bluff [DC 20] it's possible to convince them to obey and with a successful Intimidation check [DC 20] it's possible to have them surrender. If it happens, the adventurers are masters of the Purple Sail (but they cannot command the elementals of the ship).

If the leaders are killed (Karkagdei, Firyana and Korndor), read or paraphrase the following text if the adventurers are interested with the crew:

***The members of the crew seem stunned. They ceased any activity and stay on the ship without doing anything. Their faces are inexpressive and their eyes lack intelligence. Most of them are affected with some deformity: some are hunch-backed, others are lame, some are monstrously ugly. There is even some with a tentacle instead of an arm or with scales somewhere on the body. Yet all of them seem oblivious the deliverance you have give them.***

### Creatures

The statistics below are given only in case the adventurers attack one of the elementals. They don't attack first nor do they chase the PCs more than 30 ft. from the hull. Thus, no EL or XP is granted for this combat.

### All APLs

Greater Air Elementals (2): hp 178 each; see *Monster Manual*

Greater Water Elementals (2): hp 199 each; Listen +23, Spot +23; see *Monster Manual*

### What's so special about the ship?

Among some secrets that will take much effort and time to reveal, of special quality is that the ship has been treated with a special substance that has a special connection to the Elder Elemental Eye. It perforates the ship thus allowing clerics of that imprisoned god to prepare and cast spells while onboard the ship.

### Treasure:

APL 8: L: 36 gp; C: 7 gp; M: *scroll of water breathing* (31 gp per character); *scroll of cure moderate wounds* (12 gp per character); *+1 flaming composite longbow (+5 Str bonus)* (241 gp per character); *potion of cure moderate wounds* (25 gp per character).

APL 10: L: 38 gp; C: 203 gp; M: *scroll of water breathing* (31 gp per character); *scroll of cure moderate wounds* (12 gp per character); *scroll of cure serious wounds* (31 gp per character); *scroll of bull's strength* (12 gp per character); *+1 flaming composite longbow (+5 Str bonus)* (241 gp per character); *potion of water breathing* (62 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (31 gp per character).

APL 12: L: 37 gp; C: 408 gp; M: *scroll of water breathing* (31 gp per character); *scroll of cure moderate wounds* (12 gp per character); *scroll of cure serious wounds* (31 gp per character); *scroll of bull's strength* (12 gp per character); *+1 flaming composite longbow (+5 Str bonus)* (241 gp per character); *cloak of resistance +1* (83 gp per character); *2 potions of cure serious wounds* (62 gp each per character).

APL 14: L: 11 gp; C: 1419 gp; M: *+1 frost heavy mace* (692 gp per character); *scroll of water breathing* (31 gp per character); *scroll of cure moderate wounds* (12 gp per character); *scroll of cure serious wounds* (31 gp per character); *scroll of bull's strength* (12 gp per character); *+1 flaming composite longbow (+5 Str bonus)* (241 gp per character); *cloak of resistance +2* (333 gp per character); *2 potions of cure serious wounds* (62 gp each per character).

If the ship is captured, the adventurers are free to investigate the hold and the cargo.

***The ships cargo hold is filled with many wonders, most of them taint with evil. Exotic spices, silks, and the cuttings of many completely alien flours and***

*plants. These are were all destined be reagents in some diabolical spell.*

*Large blocks of various stones lie in the cargo. It's possible to recognize obsidian and basalt among the stones but some other minerals are really strange.*

*Taking up much room, are twelve strong cages each holding a single fiendish lion or tiger. Metal barding intended for their use is packed nearby.*

*Three cages of smaller size holds strange and disgusting creatures. They appear as ugly worms of human size with vaguely humanoid heads. Their bodies have a sickening yellow color and their faces are twisted with pain and hate.*

*Other crates hold crudely carved giant solid crystal ovoid, only their relatively flat on the top and bottom. They are about 3ft in diameter.*

*About ten in all, small crystal baubles, the size of a man's fist are carefully wrapped in many layers of silk and held in ornate jewelry styled boxes.*

*The rest of the cargo is primarily raw and cured foodstuffs, probably destined for the bellies of some unknown workforce.*

**Air Bauble:** This small hollow crystal globe was found with many other like it in hold of the Purple Sail. Inside, swirling gas drifts about oblivious to your vigorous movements. Occasionally, the mist of gas forms into runes and letters in the draconic alphabet, but just as quickly dissipates with no rhyme nor reason. The bauble has a moderate divination aura, hardness 20, Hitpoints 1. Marketprice: 50gp; Frequency: adventure

Smashing any of these globes produces nothing more than a wisp of dissipating smoke. With a successful Knowledge (the planes) check [DC 15], it's possible to learn that the ugly worms are creatures from the Gray Waste of Hades (see *Dungeon Master Guide*) called larvae. They are created from the souls of evil mortals and often used for powerful evil rituals and spells. With another successful Knowledge (the planes) check [DC 25], it's possible to say that some of the strange stones come from other planes, probably the lower planes.

**Development:** After this encounter, the adventurers can pursue the caravan if they have not already fought it (go to encounter 8 for the combat). Then, the adventure is finished (go to the conclusion) except if the adventurers want go back to the castle of Balab to try to banish the

Entity of the Altar. With the sylph, they indeed have the last element which should facilitate the success of the banishment. In this case, go back to encounter 2 (go directly to the temple of the Elder Elemental Eye) before going to the conclusion.

Mix amongst some of the paperwork is a page that catches the eye of the characters. It is a reference to the containment dimensions (for best fit of storage) of a caravan warehouse in Lopolla, Ket. The owners name is referred to as Koosha bey'Rees of Ket.

## Conclusion

According to the sequence of encounters during the adventure, several conclusions are possible.

### If Encounter 7 was played

This case happens if the characters fought the thunder riders and Firyana in Encounter 6 and have not been able to prevent the escape of Firyana. She was able to warn the caravan which did not come. The ataphad ship did not come either.

The adventurers discovered the port used by the smugglers of the New Cabal and prevented a significant delivery. However, the success is only partial. Neither the leaders who supervise the smuggling nor the ataphad ship have been discovered. The smuggling will be able to continue as soon as the smugglers find another port in a storm. The adventurers have only delayed the New Cabal and have inflicted only minor losses.

***You discovered the port used by the smugglers of the New Cabal. The authorities of Ekbir will prevent henceforth the smuggling to continue in this place. However, the leaders who organize this smuggling are still free to act. It is probable that the smuggling will start again in the future from another port. Your enemies were delayed in their plans but they are far from being conquered.***

### If Encounter 8A was played

This case happens if the characters attacked Firyana or the thunder riders in Encounter 6 and succeeded in preventing Firyana's escape. Consequently, neither Encounter 7 nor Encounter 9 were played. The adventure finished with Encounter 8A with the combat against the caravan.

### **If Raqdul was killed**

If the adventurers succeeded in killing Raqdul, they got a marginal victory. Raqdul is one of the key men of the New Cabal in Ekbir. He coordinates the smuggling from the Ataphad islands towards Ekbir and beyond. His death will disorganize the smuggling for a long time.

*You discovered the port used by the smugglers of the New Cabal. The authorities of Ekbir will prevent henceforth the smuggling to continue in this place. You succeeded in disorganizing all the smuggling from the Ataphads towards Ekbir and beyond on behalf of the New Cabal by eliminating some of the key leaders. But your enemies are far from being conquered. You must take again the road and the way is still long!*

### **If Raqdul escaped**

If Raqdul escaped, the victory is more limited. The Ataphads didn't suffer any loss and the smuggling will be able to start again later as soon as a new port will be found. The adventurers have only delayed the New Cabal by inflicting only minor losses.

*You discovered the port used by the smugglers of the New Cabal. The authorities of Ekbir will prevent henceforth the smuggling to continue in this place. However, the leaders who organize this smuggling are still free to act. It is probable that the smuggling will start again in the future from another port. Your enemies were delayed in their plans but they are far from being conquered.*

### **If Encounter 8B and 9 were played**

This case happens if the adventurers didn't fight the thunder riders or Firyana before the coming of the caravan.

If the adventurers won their double confrontation with the caravan and the Purple Sail, they achieved a major victory against the New Cabal and the Ataphads.

If the characters warn the authorities of the capture of the Purple Sail, they will be treated as heroes to have conquered one of the legendary warships of the Dark Harbour. The ekbirians are all the happier as the Caliphate is on the eve of a war against the Ataphads. The defeat of one of the Purple Sails is a good omen. By proving that these terrible ships are not invincible, the adventurers increased the morale of the sailors of Ekbir. The reward awaiting the characters is proportional to the importance of their victory.

*Your victory against the ataphad ship causes an immense joy in the Caliphate of Ekbir. The authorities sent faris and qadi to tell you that His Sublime Magnificence the Caliph of Ekbir wishes to reward you personally for your prowess. He will receive you in the Great Temple in Ekbir.*

If the characters decline the invitation, nobody will be offended. For adventurers who accept the invitation of the caliph, read or paraphrase what follows:

*The news quickly spread in the country and you are welcomed everywhere by a jubilant crowd. The way towards Ekbir is triumphal. The joy of Ekbirians is proportional to the fear of the terrible Purple Sails. You showed that these ships were not invincible and the morale of the sailors of Ekbir who are going to fight the Ataphads is now considerably higher.*

*In the city of Ekbir, a solemn triumph is organized on the Maïdan Al'Akbar both to celebrate the victory over the Purple Sail and to officially launch the campaign against the Ataphads. Pieces of purple sails of the conquered ship are shown to the crowd. The captured ataphad prisoners are beheaded in public with falchion.*

The war between Ekbir and Ataphads is a relentless fight for centuries. Each side shows no mercy (this information is known by any adventurer with Ekbir as home region or on successful Knowledge check [local or history] [DC 15]).

*You are then led in the Holy Enceinte where you must accomplish all the ritual to be able to go into the Great Temple. There, an immense crowd dressed with the ritual white clothes awaits, supervised by templars with red coats. At the other end of the temple, the caliph is sitting on a throne. He is a very old man with white beard, with red and black clothing and an octagonal crown. With him there are several high ranking priests and mace or scimitar wielding heavy soldiers.*

A character with Ekbir as home region or a character rolling a successful Knowledge (local or geography) check [DC 10] recognizes members of the Holy Guard, a unit of thousand heavy elite infantry in charge of the protection of the caliph.

The characters are wearing on the ceremonial vestments. They have no weapons or spell pouches with them. Any True Faithers thinking of assassination are out of luck.

Though should any refuse to approach into the presence of the caliph, the locals are not insulted and forgive the characters for their weakness and fear.

***You are led in front of the caliph. He solemnly thanks you for having fought and overcome Ataphads: "For having conquered one of the ataphad ships which terrorized the Dramidj Ocean, for having inflicted a decisive defeat to the evil and corrupted forces who commit for centuries abominable rites, we are indebted to you. May Al'Akbar blesses you, May he guide and protects you! I will prey so that the High Cleric intercedes in your favor"***

***The caliph rises and asks you: "do you agree to receive the blessing of the High Cleric?"***

To every characters who answer yes, the caliph asks to kneel:

***"Kneel down in order to receive the blessing of the High Cleric"***

It's possible that characters from the True Faith refuse to kneel in front of the caliph. If it occurs, all people will understand what happens. There will be some quickly held back murmurs. On the other hand, any religious polemic started by a follower of the True Faith would be out of place. There are six silence spells waiting to be cast by supporting clerics. Once a True Faither starts spouting, he needs to start making Will saves of [DC 18]. If that doesn't work, he's subdued and thrown in the jail for 2d6 TU's.

Anyone who foolishly attempts to harm the caliph or strike him (or verbally insult him personally) is taken away and beheaded, and his remains removed from the possibility of *resurrection*.

Any religious confrontation between the True Faith and the Exalted Faith is forbidden in the holy sanctuary of Al'Akbar. Any character who would persist in polemizing would cause the premature end of the ceremony. He would be harshly reprimanded later by the priests of the Exalted Faith as well as by those of the True Faith for having broken the peace treaty which allows the two religions to coexist in the great sanctuary of Al'Akbar.

If some characters accept to kneel and no serious problem occurred, continue with what follows:

***The caliph comes up to those who kneel. He walks as an old man. In front of each of you, he makes a sign of blessing and lay on his right hand on your brow***

***while saying a prayer. Once done he moves towards the center of the temple, in the middle of a circle located under the large dome. There, he kneels down and prays.***

A successful Knowledge (religion) check [DC 10] allows to know that this gesture ritually reproduces the prayer of Al'Akbar in Tovag Baragu in the days following the Invoked Devastation (it was during this prayer that the Cup and the Talisman were given to him).

***After long prayers, large rectangles the size of a door drawn on the wall around the central part of the temple and decorated with polychrome earthenware, start to shine with an increasingly bright white light. The light becomes blinding. Suddenly silhouettes appear in the light. Three doors shine and three silhouettes seem to enter by the three doors. The beings come up and penetrate in the circle where is the caliph. They have a human form with large feathered wings. One of them talks to the caliph. His bearing is noble and his voice is soft and musical:***

***"Rise up, Xargun, for the High Cleric has heard your prayers! He has interceded in favor of the heroes you wish to protect during their fight against Evil. Next time that death will be close to them, the Will and Stamina of the High Cleric help will be granted to them. May they be strong and perceptive because their combat will be long and harsh!"***

***The caliph stands up while the three celestial beings withdraw by the doors of light. After a time, the light disappears. The caliph turns to you and to the crowd: "Thank Al'Akbar who guides us and protects us!" Priests sing holy hymns and anthems.***

***Lastly, the caliph turns towards those who kneeled and lay on hands to them : "The blessing of the High Cleric is granted to you. May you accomplish your sacred duty with honor and faithfulness!"***

Each of the kneeling characters has received two separate gifts.

#### **The Gift of Guardianship**

The High Cleric watches out for his own. The next time that this character is dying or disabled (0 hit points or less), he receives a spontaneous cure instantly. The effect is a *cure critical wounds* (4d8+15) if the character is of lawful good, neutral good or lawful neutral alignment and a *cure moderate wounds* (2d8+10) if they are of neutral, chaotic good or chaotic neutral alignment (no

cure would happen if the alignment of the character becomes evil). Once used, this gift disappears.

### **The Gift of Dignity**

The High Cleric allows his chosen to stand tall and openly chastise the morally and ethically weak. All spells in the next adventure with the Law and Good modifiers are cast at +1 level (stacking with domain bonus). If this character ever casts a spell or receives a spell in a beneficiary manner, that has either the Evil or Chaos descriptor, they immediately take the damage of an *inflict critical wounds* spell (3d8+15, Will Save [DC 22] for half).

The gift of healing will happen only once, the first time that the character is dying or disabled. The reminder The characters having refused the blessing of Al'Akbar or to kneel get nothing.

*Once the ceremony is finished, you are invited to sumptuous celebrations given by the caliph in his palace. After the celebrations, you must take again the road. A victory has been achieved but the enemy is far from being conquered. He continues to plot in darkness. You must take again the road and the way is still long!*

### **If the characters were engaged by Mouqollad at Encounter 1**

The description which follows comes in addition to one of the possible conclusions above.

*Two days after the end of the adventure, the ship of the Consortium arrives at the fortress of the Order of the Cup and the Talisman. You board to protect it and the ship sails the following day to Ekbir. There is no problem during the journey. When you arrive in Ekbir, you receive the reward promised by the priest of Mouqol.*

### **If the characters return to receive the reward promised by the Court of Miracle**

The reward to have killed Raqdul is:

- 50 gp per person at APL 8
- 75 gp per person at APL 10
- 100 gp per person at APL 12
- 125 gp per person at APL 14

The reward to have overcome the ataphad ship is the same. The reward to have discovered the port used by the

smugglers (Kiralim) is also the same. The maximum reward is thus triple of the value above.

## **The End**

## **Experience Point Summary**

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

### **Encounter Two**

Defeat the Entity of the Altar

APL 8	240 xp
APL 10	300 xp
APL 12	360 xp
APL 14	420 xp

**Experience for one of the three following cases :**

**If Encounter Seven has been played then:**

### **Encounter Six**

Defeat Tibor Djarganoz and Ekimut

APL 8	240 xp
APL 10	300 xp
APL 12	360 xp
APL 14	420 xp

### **Encounter Seven**

Defeat the Narzugon and the fiendish griffons

APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

**Or**

**If Encounter Nine has been played then:**

### **Encounter Eight (8B)**

Defeat the Caravan

APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

### Encounter Nine

Defeat the Purple Sail

APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

Or

**If Encounter Eight (8A) has been played but not Encounter Nine then:**

### Encounter Six

Defeat Tibor Djarganoz and Ekimut

APL 8	240 xp
APL 10	300 xp
APL 12	360 xp
APL 14	420 xp

### Encounter Eight (8A)

Defeat the caravan

APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp

### Discretionary roleplaying award

APL 8	225 xp
APL 10	270 xp
APL 12	315 xp
APL 14	360 xp

### Total possible experience:

APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp
APL 14	1,800 xp

## Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the

bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter Six: The Village of Kiralim

APL 8: L: 430 gp; C: 0 gp; M: 2 *potions of cure light wounds* (4 gp each per character).

APL 10: L: 638 gp; C: 0 gp; M: *potion of cure moderate wounds* (25 gp per character); 2 *potions of cure light wounds* (4 gp each per character).

APL 12: L: 638 gp; C: 0 gp; M: *potion of cure serious wounds* (62 gp per character); 2 *potions of cure moderate wounds* (25 gp each per character); *periapt of wisdom +2* (333 gp per character).

APL 14: L: 638 gp; C: 0 gp; M: *potion of cure serious wounds* (62 gp per character); *periapt of wisdom +2* (333 gp per character); 2 *potions of cure moderate wounds* (25 gp each per character).

### Encounter Seven: The Hunt

APL 8: L: 103 gp; C: 0 gp; M: +2 *large chain shirt barding* (366 gp per character); +1 *spiked full plate* (225 gp per character); *cloak of resistance +1* (83 gp per character); *potion of cure moderate wounds* (25 gp per character); *potion of shield of faith +2* (4 gp per character); *potion of protection from good* (4 gp per character).

APL 10: L: 103 gp; C: 0 gp; M: +2 *huge chain shirt barding* (400 gp per character); +2 *spiked full plate* (475 gp per character); *cloak of resistance +2* (333 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of bull's strength* (25 gp per character); *potion of shield of faith +3* (25 gp per character).

APL 12: L: 136 gp; C: 0 gp; M: +2 *huge chain shirt barding* (400 gp per character); +3 *spiked full plate* (891 gp per character); *cloak of resistance +2* (333 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of shield of faith +4* (50 gp per character); *potion of bull's strength* (25 gp per character); *potion of protection from good* (4 gp per character).

APL 14: L: 269 gp; C: 0 gp; M: +3 *huge chain shirt barding* (816 gp per character); +4 *spiked full plate* (1475 gp per character); +3 *lance* (1525 gp per character); *cloak of resistance +3* (750 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of pass without trace* (4 gp per character); *potion of protection from good* (4 gp per character); *potion of shield of faith +2* (4 gp per character); *potion of magic fang* (4 gp per character); *potion of hide from animals* (4 gp per character).

OR

### Encounter Eight (8A): A Caravan but no ship

APL 8: L: 85 gp; C: 0 gp; M: 3 *scrolls of summon monster V* (93 gp each per character); *scroll of dispel magic* (31 gp per character); *scroll of invisibility* (12 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure light wounds* (4 gp per character).

APL 10: L: 85 gp; C: 0 gp; M: 3 *scrolls of summon monster VI* (137 gp each per character); 2 *scrolls of dispel magic* (31 gp each per character); 2 *scrolls of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure light wounds* (4 gp per character); *potion of shield of faith +4* (50 gp per character).

APL 12: L: 85 gp; C: 0 gp; M: 3 *scrolls of summon monster VII* (189 gp each per character); 3 *scrolls of*

*dispel magic* (31 gp each per character); 2 *scrolls of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (62 gp per character).

APL 14: L: 85 gp; C: 0 gp; M: 5 *scrolls of summon monster VIII* (250 gp each per character); 2 *scrolls of summon monster VII* (189 gp each per character); 3 *scrolls of dispel magic* (31 gp each per character); 3 *scrolls of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (62 gp per character).

OR

### Encounter Eight (8B): A Caravan and a Ship

APL 8: L: 515 gp; C: 0 gp; M: 3 *scrolls of summon monster V* (93 gp each per character); *scroll of dispel magic* (31 gp per character); *scroll of invisibility* (12 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure light wounds* (4 gp per character); 2 *potions of cure light wounds* (4 gp each per character).

APL 10: L: 723 gp; C: 0 gp; M: 3 *scrolls of summon monster VI* (137 gp each per character); 2 *scrolls of dispel magic* (31 gp each per character); 2 *scrolls of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure light wounds* (4 gp per character); *potion of shield of faith +4* (50 gp per character); *potion of cure moderate wounds* (25 gp per character); 2 *potions of cure light wounds* (4 gp each per character).

APL 12: L: 723 gp; C: 0 gp; M: 3 *scrolls of summon monster VII* (189 gp each per character); 3 *scrolls of dispel magic* (31 gp each per character); 2 *scrolls of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of cure moderate wounds* (25 gp per character); 2 *potions of cure moderate wounds* (25 gp each per character); *percept of wisdom +2* (333 gp per character).

APL 14: L: 723 gp; C: 0 gp; M: 5 *scrolls of summon monster VIII* (250 gp each per character); 2 *scrolls of summon monster VII* (189 gp each per character); 3 *scrolls of dispel magic* (31 gp each per character); 3 *scrolls of*

*of invisibility* (12 gp each per character); *scroll of greater invisibility* (58 gp per character); *scroll of web* (12 gp per character); *scroll of see invisibility* (12 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (62 gp per character); *potion of cure serious wounds* (62 gp per character); *periapt of wisdom +2* (333 gp per character); *2 potions of cure moderate wounds* (25 gp each per character).

### Encounter Nine : The Purple Sail

APL 8: L: 36 gp; C: 7 gp; M: *scroll of water breathing* (31 gp per character); *scroll of cure moderate wounds* (12 gp per character); *+1 flaming composite longbow (+5 Str bonus)* (241 gp per character); *potion of cure moderate wounds* (25 gp per character).

APL 10: L: 38 gp; C: 203 gp; M: *scroll of water breathing* (31 gp per character); *scroll of cure moderate wounds* (12 gp per character); *scroll of cure serious wounds* (31 gp per character); *scroll of bull's strength* (12 gp per character); *+1 flaming composite longbow (+5 Str bonus)* (241 gp per character); *potion of water breathing* (62 gp per character); *potion of bull's strength* (25 gp per character); *potion of cure serious wounds* (31 gp per character).

APL 12: L: 37 gp; C: 408 gp; M: *scroll of water breathing* (31 gp per character); *scroll of cure moderate wounds* (12 gp per character); *scroll of cure serious wounds* (31 gp per character); *scroll of bull's strength* (12 gp per character); *+1 flaming composite longbow (+5 Str bonus)* (241 gp per character); *cloak of resistance +1* (83 gp per character); *2 potions of cure serious wounds* (62 gp each per character).

APL 14: L: 11 gp; C: 1419 gp; M: *+1 frost heavy mace* (692 gp per character); *scroll of water breathing* (31 gp per character); *scroll of cure moderate wounds* (12 gp per character); *scroll of cure serious wounds* (31 gp per character); *scroll of bull's strength* (12 gp per character); *+1 flaming composite longbow (+5 Str bonus)* (241 gp per character); *cloak of resistance +2* (333 gp per character); *2 potions of cure serious wounds* (62 gp each per character).

### Total Possible Treasure

APL 8:	1,250 gp
APL 10:	2,100 gp
APL 12:	3,000 gp
APL 14:	6,000 gp

## Special Items:

☛ **The Gift of Guardianship:** The High Cleric watches out for his own. The next time that this character is dying or disabled (0 hit points or less), he receives a spontaneous cure instantly. The effect is a *cure critical wounds* (4d8+15) if the character is of lawful good, neutral good or lawful neutral alignment and a *cure moderate wounds* (2d8+10) if they are of neutral, chaotic good or chaotic neutral alignment (no cure would happen if the alignment of the character becomes evil). Once used, this gift disappears.

☛ **The Gift of Dignity:** The High Cleric allows his chosen to stand tall and openly chastise the morally and ethically weak. All spells in the next three adventures with the Law and Good modifiers are cast at +1 level (stacking with domain bonus). If this character ever casts a spell or receives a spell in a beneficiary manner, that has either the Evil or Chaos descriptor, they immediately take the damage of an *inflict critical wounds* spell (3d8+15, Will Save [DC 22] for half).

☛ **Friendship of Zinaryamtaz:** The character has gained the friendship of the sylph Zinaryamtaz. Only one character per party can gain this friendship and it must be a human male (the chosen one of Encounter Five). Maybe this friendship will be useful in the future.

☛ **Air Bauble:** This small hollow crystal globe was found with many others like it in the hold of the Purple Sail. Inside, swirling gas drifts about oblivious to your vigorous movements. Occasionally, the mist of gas forms into runes and letters in the draconic alphabet, but just as quickly dissipates with no rhyme nor reason. The bauble has a moderate divination aura, hardness 20, Hit points 1. Marketprice: 50 gp; Frequency: Adventure

☛ **I've seen an Alien:** This character has encountered pseudo natural creatures.

## Appendix One: NPCs

### Encounter Two : The Ruined Castle of Balab

#### APL 10 (EL 10)

☛ **Advanced Invisible Stalker** : CR 8 ; Large elemental (air, extraplanar) ; HD 12d8+24 ; hp 78 ; Init +8 ; Spd 30 ft, fly 30 ft (perfect) ; AC 17, touch 13, flat-footed 13 ; Base Atk +9 ; Grp +17 ; Atk +13 melee (2d6+4, slam) ; Full Atk +13/+13 (2d6+4, 2 slams) ; Space/Reach 10ft/10ft ; SA — ; SQ Darkvision 60 ft, elemental traits, natural invisibility, improved tracking ; AL N ; SV Fort +6, Ref +12, Will +6 ; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

*Skills and Feat*: Listen +17, Move Silently +19, Search +17, Spot +17, Survival +2 (+4 following tracks) ; Combat Reflexes, Improved Initiative, Weapon Focus (slam), Dodge, Mobility.

**Natural Invisibility (Su)**: This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

**Improved Tracking (Ex)**: An invisible stalker is consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

#### APL 12 (EL 12)

☛ **Diabolically Fused Invisible Stalker** : CR 10 ; Large elemental (air, extraplanar) ; HD 8d8+24 ; hp 60 ; Init +10 ; Spd 30 ft, fly 30 ft (perfect) ; AC 19, touch 15, flat-footed 13 ; Base Atk +6 ; Grp +16 ; Atk +12 melee (2d6+6, slam) ; Full Atk +12/+12 (2d6+6, 2 slams) ; Space/Reach 10ft/10ft ; SA Haste, Smite Good 1/day ; SQ Darkvision 60 ft, elemental traits, natural invisibility, improved tracking, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 13 ; AL LE ; SV Fort +5, Ref +12, Will +4 ; Str 22, Dex 23, Con 16, Int 18, Wis 15, Cha 13.

*Skills and Feats*: Listen +13, Move Silently +17, Search +15, Spot +13, Survival +2 (+4 following tracks) ; Combat Reflexes, Improved Initiative, Weapon Focus (slam).

**Natural Invisibility (Su)**: This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

**Improved Tracking (Ex)**: An invisible stalker is consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

**Haste (Su)**: Because the creature is an actual composite entity, and both the devil and the elemental are –at least somewhat– separately aware, the

diabolically fused elemental gains the benefit of a *haste* spell.

**Smite Good (Su)**: Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

#### APL 14 (EL 14)

☛ **Diabolically Fused Invisible Stalker** : CR 10 ; Large elemental (air, extraplanar) ; HD 8d8+24 ; hp 60 ; Init +10 ; Spd 30 ft, fly 30 ft (perfect) ; AC 19, touch 15, flat-footed 13 ; Base Atk +6 ; Grp +16 ; Atk +12 melee (2d6+6, slam) ; Full Atk +12/+12 (2d6+6, 2 slams) ; Space/Reach 10ft/10ft ; SA Haste, Smite Good 1/day ; SQ Darkvision 60 ft, elemental traits, natural invisibility, improved tracking, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 13 ; AL LE ; SV Fort +5, Ref +12, Will +4 ; Str 22, Dex 23, Con 16, Int 18, Wis 15, Cha 13.

*Skills and Feats*: Listen +13, Move Silently +17, Search +15, Spot +13, Survival +2 (+4 following tracks) ; Combat Reflexes, Improved Initiative, Weapon Focus (slam).

**Natural Invisibility (Su)**: This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

**Improved Tracking (Ex)**: An invisible stalker is consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

**Haste (Su)**: Because the creature is an actual composite entity, and both the devil and the elemental are –at least somewhat– separately aware, the diabolically fused elemental gains the benefit of a *haste* spell.

**Smite Good (Su)**: Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

☛ **Diabolically Fused Advanced Invisible Stalker** : CR 12 ; Huge elemental (air, extraplanar) ; HD 16d8+80 ; hp 152 ; Init +9 ; Spd 30 ft, fly 30 ft (perfect) ; AC 21, touch 14, flat-footed 16 ; Base Atk +12 ; Grp +26 ; Atk +22 melee (2d6+10, slam) ; Full Atk +22/+22 (2d6+10, 2 slams) ; Space/Reach 15ft/15ft ; SA Haste, Smite Good 1/day ; SQ Darkvision 60 ft, elemental traits, natural invisibility, improved tracking, damage reduction 10/magic, resistance to cold 10 and fire 10,

spell resistance 21; AL LE; SV Fort +10, Ref +15, Will +7; Str 30, Dex 21, Con 20, Int 18, Wis 15, Cha 13.

**Skills and Feats:** Listen +21, Move Silently +24, Search +23, Spot +21, Survival +10 (+14 following tracks), Sense Motive +6; Combat Reflexes, Improved Initiative, Weapon Focus (slam), Dodge, Mobility, Spring Attack.

**Natural Invisibility (Su):** This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

**Improved Tracking (Ex):** An invisible stalker is consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

**Haste (Su):** Because the creature is an actual composite entity, and both the devil and the elemental are—at least somewhat—separately aware, the diabolically fused elemental gains the benefit of a *haste* spell.

**Smite Good (Su):** Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

## Encounter Five : A Helping Smile

### All APLs

☛ **Zinaryamtaz:** Sylph; CR 5; Small Outsider (air, extraplanar); HD 3d8-3; hp 10; Init +1; Spd 30 ft, fly 90 ft (good); AC 12, touch 12, flat-footed 11; Base Atk +3; Grp -2; Atk +3 melee (1d2-1, unarmed strike, non lethal); Full Atk +3 melee (1d2-1, unarmed strike, non lethal); Space/Reach 5ft/5ft; SA spells; SQ *Improved Invisibility*, outsider traits, spells, wild empathy, spell resistance 14, *summon elemental*; AL NG; SV Fort +2, Ref +4, Will +6; Str 8, Dex 13, Con 8, Int 15, Wis 16, Cha 17.

**Skills and Feats:** Balance +9, Concentration +5, Escape Artist +7, Hide +11, Jump +1, Knowledge (nature) +10, Listen +9, Move Silently +7, Spot +9, Survival +9, Tumble +7; Combat Casting, Empower Spell.

Sorcerer spells known (6/7/7/5; save DC 13+spell level): 0- *resistance, detect poison, detect magic, read magic, disrupt undead, ghost sound, message*; 1<sup>st</sup>- *endure elements, protection from evil, charm person, sleep, magic missile*; 2<sup>nd</sup>- *bull's strength, resist energy, alter self*; 3<sup>rd</sup>- *dispel magic, major image*.

## Encounter Six : The Village of Kiralim

### APL 8 (EL 8)

☛ **Tibor Djarganoz:** male human Rgr1/ exPal5/ Blackguard1; CR 7; Medium Humanoid (human); HD 1d8+6d10+14; hp 63; Init +1; Spd 20 ft; AC 23, touch 10, flat-footed 23; Base Atk +7; Grp +10; Atk +13 melee (1d6+5/18-20, +2 adamantine scimitar); Full Atk +13/+8 melee (1d6+5/18-20, +2 adamantine scimitar); SA Smite good 2/day, poison use, sneak attack +1d6; SQ Aura of evil, *detect good*, lay on hands, favored enemy elves +2; AL LE; SV Fort +10, Ref +3, Will +2; Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 14.

**Skills and Feats:** Bluff +6, Hide +1, Move Silently -2, Listen +5, Ride +4, Gather Information +6, Speak Language (ancient baklunish), Knowledge (religion) +2, Handle Animal +9; Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar).

**Smite good (Su):** Two times per day, Tibor Djarganoz may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 1 extra point of damage. Smiting a creature that is not good has no effect and uses the ability for that day.

**Poison use:** Tibor Djarganoz is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. His scimitar is smeared with purple worm poison; injury (first hit only); DC 24 for initial (1d6 temporary strength loss) and secondary save (2d6 temporary strength loss).

**Detect good (Sp):** Tibor Djarganoz can *detect good* at will as the spell.

**Lay on hands (Su):** Tibor Djarganoz can cure 2 hit points of wounds per day.

**Wild Empathy (Ex):** Tibor Djarganoz can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3.

**Blackguard Spells prepared** (1; save DC 11 + spell level): *cause fear*.

**Possessions:** masterwork banded mail, ~~oil of magic vestment +3~~, masterwork heavy steel shield, ~~oil of magic vestment +2~~, adamantine scimitar (poisoned with purple worm poison), 1 vial of purple worm poison, ~~oil of greater magic weapon +2~~.

☛ **Ekimut:** Male Human Ftr5; CR 5; Medium humanoid (human); HD 5d10+10; hp 45; Init +6; Spd 20ft; AC 23, touch 11, flat-footed 22; Base Atk +5; Grp +8; Atk +10 melee (1d6+5/15-20, keen scimitar); Full Atk +10 melee (1d6+5/15-20, keen scimitar); SA —; SQ —; AL LE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

**Skills and Feats:** Intimidate +7, Ride +10, Swim -4; Weapon Focus (scimitar), Weapon Specialization

(scimitar), Improved Initiative, Dodge, Mobility, Combat Expertise.

*Possessions*: masterwork banded mail, ~~oil of magic vestment +2~~, masterwork heavy wooden shield, ~~oil of magic vestment +2~~, masterwork scimitar, ~~oil of keen edge~~, 2 *potions of cure light wounds*.

### APL 10 (EL 10)

◆ **Tibor Djarganoz**: male human Rgr1/ exPal5/ Blackguard3; CR 9; Medium Humanoid (human); HD 1d8+8d10+18; hp 81; Init +1; Spd 20 ft; AC 23, touch 11, flat-footed 23; Base Atk +9; Grp +13; Atk +17 melee (1d6+7/18-20, +3 adamantine scimitar); Full Atk +17/+12 melee (1d6+7/18-20, +3 adamantine scimitar); SA Smite good 3/day, poison use, sneak attack +1d6, command undead, aura of despair; SQ Aura of evil, *detect good*, lay on hands, dark blessing, favored enemy elves +2; AL LE; SV Fort +13, Ref +6, Will+7; Str 18, Dex 10, Con 14, Int 10, Wis 13, Cha 14.

*Skills and Feats*: Bluff +6, Hide+7, Move Silently +3, Listen +5, Ride +4, Gather Informations +6, Speak Language (ancient baklunish), Knowledge (religion) +2, Handle Animal +9; Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar), Iron Will.

**Smite good (Su)**: Three times per day, Tibor Djarganoz may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 3 extra points of damage. Smiting a creature that is not good has no effect and uses the ability for that day.

**Poison use**: Tibor Djarganoz is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. His scimitar is smeared with purple worm poison; injury (first hit only); DC 24 for initial (1d6 temporary strength loss) and secondary save (2d6 temporary strength loss).

**Aura of despair (Su)**: Tibor Djarganoz radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

**Dark blessing (Su)**: Tibor Djarganoz applies his charisma modifier as a bonus on all saving throws. This modifier is already figured into the statistics given above.

**Detect good (Sp)**: Tibor Djarganoz can *detect good* at will as the spell.

**Lay on hands (Su)**: Tibor Djarganoz can cure 6 hit points of wounds per day.

**Wild Empathy (Ex)**: Tibor Djarganoz can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3.

*Blackguard Spells prepared* (2; save DC 11 + spell level): 1st-*cause fear, corrupt weapon*.

*Possessions*: masterwork full plate, ~~oil of magic vestment +3~~, masterwork heavy steel shield, ~~oil of greater magic weapon +3~~, adamantine scimitar (poisoned with purple worm poison), 1 vial of purple worm poison, *potion of cure moderate wounds*.

◆ **Ekimut**: Male Human Ftr7; CR 7; Medium humanoid (human); HD 7d10+14; hp 63; Init +6; Spd 20ft; AC 23, touch 11, flat-footed 22; Base Atk +7; Grp +10; Atk +13 melee (1d6+7/15-20, +2 keen scimitar); Full Atk +13/+8 melee (1d6+7/15-20, +2 keen scimitar); SA —; SQ —; AL LE; SV Fort +7, Ref +4, Will +4; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

*Skills and Feats*: Intimidate +9, Ride +12, Swim -2; Weapon Focus (scimitar), Weapon Specialization (scimitar), Improved Initiative, Dodge, Mobility, Combat Expertise, Blind Fight, Iron Will.

*Possessions*: masterwork full plate, ~~oil of magic vestment +2~~, masterwork heavy wooden shield, masterwork scimitar, ~~oil of keen edge~~, ~~oil of greater magic weapon +2~~, 2 *potions of cure light wounds*.

### APL 12 (EL 12)

◆ **Tibor Djarganoz**: male human exPal1/ Blackguard10; CR 11; Medium Humanoid (human); HD 11d10+22; hp 99; Init +1; Spd 20 ft; AC 26, touch 12, flat-footed 26; Base Atk +11; Grp +15; Atk +20 melee (1d6+8/18-20, +4 adamantine scimitar); Full Atk +20/+15/+10 melee (1d6+8/18-20, +4 adamantine scimitar); SA Smite good 4/day, poison use, sneak attack +3d6, command undead, aura of despair; SQ Aura of evil, *detect good*, dark blessing, fiendish servant; AL LE; SV Fort +13, Ref +5, Will+9; Str 18, Dex 10, Con 14, Int 10, Wis 15, Cha 14.

*Skills and Feats*: Bluff +6, Concentration +8, Hide -2, Ride +4, Gather Informations +6, Speak Language (ancient baklunish), Knowledge (religion) +2, Handle Animal +9; Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar), Iron Will.

**Smite good (Su)**: Four times per day, Tibor Djarganoz may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 10 extra points of damage. Smiting a creature that is not good has no effect and uses the ability for that day.

**Poison use**: Tibor Djarganoz is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. His scimitar is smeared with purple worm poison; injury (first hit only); DC 24 for initial (1d6 temporary strength loss) and secondary save (2d6 temporary strength loss).

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

**Dark blessing (Su):** Tibor Djarganoz applies his charisma modifier as a bonus on all saving throws. This modifier is already figured into the statistics given above.

**Detect good (Sp):** Tibor Djarganoz can *detect good* at will as the spell.

**Fiendish servant:** fiendish heavy warhorse.

**Fiendish heavy warhorse:** large magical beast (extraplanar); HD 6d8+18; hp 46; Init: +1; Spd: 50 ft; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +13; Atk +8 (1d6+4, hoof); Full Atk +8/+8 (1d6+4, 2 hooves) and +3 (1d4+2, bite); SA smite good 1/day; SQ Darkvision 60 ft, damage reduction 5/magic, resistance to cold 5, resistance to fire 5, spell resistance 11, empathic link, improved evasion, share saving throws, share spells, low-light vision, scent; AL LE; SV Fort +15, Ref +6, Will +4; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

**Blackguard Spells prepared** (3/3/2/1; save DC 12 + spell level): 1st-*cause fear, corrupt weapon, inflict light wounds*; 2<sup>nd</sup>-*bull's strength, eagle's splendor, inflict moderate wounds*; 3rd-*protection from elements, cure serious wounds*; 4th-*poison*.

**Possessions:** ~~masterwork full plate, oil of magic vestment +4~~, masterwork heavy steel shield, ~~potion of barkskin +2~~, adamantine scimitar (poisoned with purple worm poison), 1 vial of purple worm poison, ~~oil of greater magic weapon +4~~, *potion of cure serious wounds, periapt of wisdom +2*.

**Ekimut:** Male Human Ftr9; CR 9; Medium humanoid (human); HD 9d10+18; hp 81; Init +6; Spd 20ft; AC 26, touch 11, flat-footed 25; Base Atk +9; Grp +12; Atk +16 melee (1d6+7/15-20, +2 scimitar); Full Atk +16/+11 melee (1d6+7/15-20, +2 scimitar); SA —; SQ —; AL LE; SV Fort +8, Ref +5, Will +5; Str 17, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

**Skills and Feats:** Intimidate +11, Ride +14, Swim 0; Weapon Focus (scimitar), Weapon Specialization (scimitar), Improved Initiative, Dodge, Mobility, Combat Expertise, Blind Fight, Iron Will, Greater Weapon Focus (scimitar), Improved Critical (scimitar).

**Possessions:** masterwork full plate, ~~oil of magic vestment +3~~, masterwork heavy wooden shield, ~~potion of barkskin +2~~, masterwork scimitar, ~~oil of greater magic weapon +2~~, 2 *potions of cure moderate wounds*.

## APL 14 (EL 14)

**Tibor Djarganoz:** male human exPal3/Blackguard10; CR 13; Medium Humanoid (human); HD 13d10+26; hp 117; Init +1; Spd 20 ft; AC 30, touch 10, flat-footed 30; Base Atk +13; Grp +17; Atk +23 melee (1d6+9/18-20, +5 adamantine scimitar); Full Atk +23/+18/+13 melee (1d6+9/18-20, +5 adamantine scimitar); SA Smite good 4/day, poison use, sneak attack +3d6, command undead, aura of despair; SQ Aura of evil, *detect good*, dark blessing, lay on hands, fiendish servant; AL LE; SV Fort +14, Ref +6, Will+10; Str 18, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

**Skills and Feats:** Bluff +6, Concentration +14, Hide -2, Ride +4, Gather Informations +6, Speak Language (ancient baklunish), Knowledge (religion) +2, Handle Animal +9; Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar), Iron Will, Blind-Fight.

**Smite good (Su):** Four times per day, Tibor Djarganoz may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 10 extra points of damage. Smiting a creature that is not good has no effect and uses the ability for that day.

**Poison use:** Tibor Djarganoz is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. His scimitar is smeared with purple worm poison; injury (first hit only); DC 24 for initial (1d6 temporary strength loss) and secondary save (2d6 temporary strength loss).

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

**Lay on hands (Su):** Tibor Djarganoz can cure 20 hit points of wounds per day.

**Dark blessing (Su):** Tibor Djarganoz applies his charisma modifier as a bonus on all saving throws. This modifier is already figured into the statistics given above.

**Detect good (Sp):** Tibor Djarganoz can *detect good* at will as the spell.

**Fiendish servant:** fiendish heavy warhorse.

**Fiendish heavy warhorse:** large magical beast (extraplanar); HD 8d8+24; hp 61; Init: +1; Spd: 50 ft; AC 17, touch 10, flat-footed 16; Base Atk +7; Grp +16; Atk +11 (1d6+5, hoof); Full Atk +11/+11 (1d6+5, 2 hooves) and +6 (1d4+3, bite); SA smite good 1/day; SQ Darkvision 60 ft, damage reduction 5/magic, resistance to cold 5, resistance to fire 5, spell resistance 11, empathic link, improved evasion, share saving throws, share spells, speak with blackguard, low-light vision, scent; AL LE; SV Fort +15, Ref +6, Will +4; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

*Blackguard Spells prepared* (3/3/3/1; save DC 13 + spell level): 1st-*cause fear, corrupt weapon, inflict light wounds*; 2<sup>nd</sup>-*bull's strength, eagle's splendor, inflict moderate wounds*; 3rd-*protection from elements, cure serious wounds, inflict serious wounds*; 4th-*poison*.

*Possessions*: masterwork full plate, ~~oil of magic vestment +4~~ (armor), masterwork heavy steel shield, ~~oil of magic vestment +4~~ (shield), ~~potion of barkskin +2~~, adamantite scimitar (poisoned with purple worm poison), 1 vial of purple worm poison, ~~oil of greater magic weapon +5~~, ~~periapt of wisdom +2~~, ~~potion of cure serious wounds~~.

◆ **Ekimut**: Male Human Ftr 11; CR 11; Medium humanoid (human); HD 11d10+22; hp 99; Init +6; Spd 20ft; AC 28, touch 11, flat-footed 27; Base Atk +11; Grp +14; Atk +18 melee (1d6+7/15-20, +2 scimitar); Full Atk +18/+13/+8 melee (1d6+7/15-20, +2 scimitar); SA —; SQ —; AL LE; SV Fort +9, Ref +5, Will +5; Str 17, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

*Skills and Feats*: Intimidate +13, Ride +16, Swim +2; Weapon Focus (scimitar), Weapon Specialization (scimitar), Improved Initiative, Dodge, Mobility, Combat Expertise, Blind Fight, Iron Will, Greater Weapon Focus (scimitar), Improved Critical (scimitar), Power Attack.

*Possessions*: masterwork full plate, ~~oil of magic vestment +2~~ (armor), masterwork heavy wooden shield, ~~oil of magic vestment +2~~ (shield), ~~potion of barkskin +3~~, masterwork scimitar, ~~oil of greater magic weapon +2~~, 2 ~~potions of cure moderate wounds~~.

## Encounter Seven : Pack Club

### APL 8 (EL 11)

◆ **Fiendish Griffon**: CR 5; Large magical beast (extraplanar); HD 7d10+21; hp 59; Init +2; Spd 30 ft, fly 80 ft (average); AC 21, touch 11, flat-footed 19; Base Atk +7; Grp +15; Atk +11 melee (2d6+4, bite); Full Atk +11 melee (2d6+4, bite) and +8/+8 melee (1d4+2, 2 claws); Space/Reach 10 ft/ 5 ft; SA Pounce, rake 1d6+2, smite good 1/day; SQ Darkvision 60 ft, low-light vision, scent, damage reduction 5/magic, resistance to cold 5, resistance to fire 5, spell resistance 12; AL LE; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

*Skills and Feats*: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite).

*Possessions*: large chain shirt barding.

◆ **Narzugon**: CR 9; medium size outsider (baatezu, evil, extraplanar, lawful); HD 10d8+10; hp 55; Init +2; Spd 20 ft; AC 29, touch 11, flat-footed 28; Base Atk

+10; Grp +14; Atk +16 melee (1d8+6, lance) or +14 melee (1d6+4, heavy pick); Full Atk +16/+11 melee (1d8+6, lance) or +14/+9 melee (1d6+4, heavy pick); SA Baleful gaze, spell-like abilities, *summon baatezu*; SQ damage reduction 10/good, spell resistance 23, immunity to fire and poison, resistance to acid 10, resistance to cold 10, see in darkness, telepathy 100 ft; AL LE; SV Fort +9, Ref +10, Will +9; Str 18, Dex 14, Con 13, Int 12, Wis 13, Cha 19.

*Skills and Feats*: Bluff +12, Diplomacy +13, Handle Animal +9, Gather Informations +17, Intimidate +19, Knowledge (the planes) +9, Ride +17, Search +14, Sense Motive +14, Spot +14, Survival +14; Mounted Combat, Ride-By Attack, Spirited Charge, Track.

*Possessions*: +1 ~~spiked full plate~~, heavy steel shield, ~~oil of magic vestment +3~~, lance, ~~oil of greater magic weapon +2~~, heavy pick, ~~cloak of resistance +1~~, ~~potion of cure moderate wounds~~, ~~potion of shield of faith +2~~, ~~potion of protection from good~~.

◆ **Advanced Nightmare**: CR 6; Large outsider (evil, extraplanar); HD 8d8+24; hp 55; Init +6; Spd 40 ft, fly 90 ft (good); AC 31, touch 12, flat-footed 28; Base Atk +8; Grp +16; Atk +11 melee (1d8+4 plus 1d4 fire, hoof); Full Atk +11/+11 melee (1d8+4 plus 1d4 fire, 2 hooves) and +6 melee (1d8+2, bite); Space/Reach 10 ft/ 5 ft; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft, etherealness; AL NE; SV Fort +9, Ref +9, Will +7; Str 18, Dex 16, Con 16, Int 13, Wis 13, Cha 12.

*Skills and Feats*: Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks); Alertness, Improved Initiative, Run.

*Possessions*: +2 large chain shirt barding.

### APL 10 (EL 13)

◆ **Fiendish Griffon**: CR 5; Large magical beast (extraplanar); HD 7d10+21; hp 59; Init +2; Spd 30 ft, fly 80 ft (average); AC 21, touch 11, flat-footed 19; Base Atk +7; Grp +15; Atk +11 melee (2d6+4, bite); Full Atk +11 melee (2d6+4, bite) and +8/+8 melee (1d4+2, 2 claws); Space/Reach 10 ft/ 5 ft; SA Pounce, rake 1d6+2, smite good 1/day; SQ Darkvision 60 ft, low-light vision, scent, damage reduction 5/magic, resistance to cold 5, resistance to fire 5, spell resistance 12; AL LE; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

*Skills and Feats*: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite).

*Possessions*: large chain shirt barding.

☛ **Narzugon**: Narzugon Ftr1; CR 10; medium size outsider (baatezu, evil, extraplanar, lawful); HD 10d8+1d10+11; hp 62; Init +6; Spd 20 ft; AC 30, touch 11, flat-footed 29; Base Atk +11; Grp +15; Atk +18 melee (1d8+6, lance) or +15 melee (1d6+4, heavy pick); Full Atk +18/+13/+8 melee (1d8+6, lance) or +15/+10/+5 melee (1d6+4, heavy pick); SA Baleful gaze, spell-like abilities, *summon baatezu*; SQ damage reduction 10/good, spell resistance 23, immunity to fire and poison, resistance to acid 10, resistance to cold 10, see in darkness, telepathy 100 ft; AL LE; SV Fort +12, Ref +11, Will +10; Str 18, Dex 14, Con 13, Int 12, Wis 13, Cha 19.

*Skills and Feats*: Bluff +12, Diplomacy +13, Handle Animal +9, Gather Informations +17, Intimidate +20, Knowledge (the planes) +9, Ride +18, Search +14, Sense Motive +14, Spot +14, Survival +14; Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Improved Initiative.

*Possessions*: +2 *spiked full plate*, heavy steel shield, ~~*oil of magic vestment* +3~~, lance, ~~*oil of greater magic weapon* +2~~, heavy pick, *cloak of resistance* +2, *potion of cure serious wounds*, *potion of bull's strength*, *potion of shield of faith* +3.

☛ **Nightmare, Cauchemar**: CR 11; Huge outsider (evil, extraplanar); HD 15d8+105; hp 172; Init +6; Spd 40 ft, fly 90 ft (good); AC 32, touch 10, flat-footed 30; Base Atk +15; Grp +33; Atk +23 melee (2d6+10 plus 1d4 fire, hoof); Full Atk +23/+23 melee (2d6+10 plus 1d4 fire, 2 hooves) and +18 melee (2d6+5, bite); Space/Reach 15 ft/ 10 ft; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft, etherealness; AL NE; SV Fort +16, Ref +11, Will +10; Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12.

*Skills and Feats*: Bluff +19, Concentration +25, Diplomacy +5, Disguise +1 (+3 acting) Intimidate +21, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks); Alertness, Improved Initiative, Power Attack, Run, Track.

*Possessions*: +2 *huge chain shirt* *barding*.

### APL 12 (EL 15)

☛ **Advanced Fiendish Griffon**: CR 7; Large magical beast (extraplanar); HD 10d10+30; hp 86; Init +2; Spd 30 ft, fly 80 ft (average); AC 22, touch 12, flat-footed 20; Base Atk +10; Grp +18; Atk +14 melee (2d6+4, bite); Full Atk +14 melee (2d6+4, bite) and +11/+11 melee (1d4+2, 2 claws); Space/Reach 10 ft/ 5 ft; SA Pounce, rake 1d6+2, smite good 1/day; SQ Darkvision 60 ft, low-light vision, scent, damage reduction

5/magic, resistance to cold 10, resistance to fire 10, spell resistance 15; AL LE; SV Fort +8, Ref +8, Will +5; Str 18, Dex 16, Con 16, Int 5, Wis 13, Cha 8.

*Skills and Feats*: Jump +8, Listen +6, Spot +11; Iron Will, Multiattack, Weapon Focus (bite), Flyby Attack.

*Possessions*: large chain shirt *barding*.

☛ **Narzugon**: Narzugon Ftr4; CR 13; medium size outsider (baatezu, evil, extraplanar, lawful); HD 10d8+4d10+28; hp 97; Init +6; Spd 20 ft; AC 31, touch 11, flat-footed 30; Base Atk +14; Grp +18; Atk +22 melee (1d8+9, lance) or +18 melee (1d6+4, heavy pick); Full Atk +22/+17/+12 melee (1d8+9, lance) or +18/+13/+8 melee (1d6+4, heavy pick); SA Baleful gaze, spell-like abilities, *summon baatezu*; SQ damage reduction 10/good, spell resistance 23, immunity to fire and poison, resistance to acid 10, resistance to cold 10, see in darkness, telepathy 100 ft; AL LE; SV Fort +15, Ref +12, Will +14; Str 18, Dex 14, Con 14, Int 12, Wis 13, Cha 19.

*Skills and Feats*: Bluff +13, Diplomacy +13, Handle Animal +9, Gather Informations +17, Intimidate +23, Knowledge (the planes) +9, Ride +21, Search +15, Sense Motive +15, Spot +15, Survival +15; Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Improved Initiative, Weapon Specialization (lance), Improved Critical (lance), Iron Will.

*Possessions*: +3 *spiked full plate*, heavy steel shield, ~~*oil of magic vestment* +3~~, lance, ~~*oil of greater magic weapon* +3~~, heavy pick, *cloak of resistance* +2, *potion of cure serious wounds*, *potion of shield of faith* +4, *potion of bull's strength*, *potion of protection from good*.

☛ **Nightmare, Cauchemar**: CR 11; Huge outsider (evil, extraplanar); HD 15d8+105; hp 172; Init +6; Spd 40 ft, fly 90 ft (good); AC 32, touch 10, flat-footed 30; Base Atk +15; Grp +33; Atk +23 melee (2d6+10 plus 1d4 fire, hoof); Full Atk +23/+23 melee (2d6+10 plus 1d4 fire, 2 hooves) and +18 melee (2d6+5, bite); Space/Reach 15 ft/ 10 ft; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft, etherealness; AL NE; SV Fort +16, Ref +11, Will +10; Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12.

*Skills and Feats*: Bluff +19, Concentration +25, Diplomacy +5, Disguise +1 (+3 acting) Intimidate +21, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks); Alertness, Improved Initiative, Power Attack, Run, Track.

*Possessions*: +2 *huge chain shirt* *barding*.

### APL 14 (EL 17)

🐉 **Advanced Fiendish Griffon** : CR 9 ; Huge magical beast (extraplanar) ; HD 13d10+65 ; hp 136 ; Init +6 ; Spd 30 ft, fly 80 ft (average) ; AC 23, touch 10, flat-footed 21 ; Base Atk +13 ; Grp +29 ; Atk +20 melee (3d6+8, bite) ; Full Atk +20 melee (3d6+8, bite) and +17/+17 melee (1d6+6, 2 claws) ; Space/Reach 15 ft/ 10 ft ; SA Pounce, rake 1d8+6, smite good 1/day ; SQ Darkvision 60 ft, low-light vision, scent, damage reduction 10/magic, resistance to cold 10, resistance to fire 10, spell resistance 18 ; AL LE ; SV Fort +13, Ref +10, Will +8 ; Str 26, Dex 14, Con 20, Int 5, Wis 14, Cha 8.

*Skills and Feats*: Jump +8, Listen +12, Spot +11 ; Iron Will, Multiattack, Weapon Focus (bite), Flyby Attack, Improved Initiative.

*Possessions* : huge chain shirt barding.

🐉 **Narzugon** : Narzugon Ftr7 ; CR 16 ; medium size outsider (baatezu, evil, extraplanar, lawful) ; HD 10d8+7d10+34 ; hp 120 ; Init +6 ; Spd 20 ft ; AC 32, touch 13, flat-footed 31 ; Base Atk +17 ; Grp +21 ; Atk +24 melee (1d8+8, lance) or +21 melee (1d6+4, heavy pick) ; Full Atk +24/+19/+14/+9 melee (1d8+8, lance) or +21/+16/+11/+6 melee (1d6+4, heavy pick) ; SA Baleful gaze, spell-like abilities, *summon baatezu* ; SQ damage reduction 10/good, spell resistance 23, immunity to fire and poison, resistance to acid 10, resistance to cold 10, see in darkness, telepathy 100 ft ; AL LE ; SV Fort +17, Ref +14, Will +16 ; Str 18, Dex 14, Con 14, Int 12, Wis 14, Cha 19.

*Skills and Feats*: Bluff +13, Diplomacy +13, Handle Animal +9, Gather Informations +17, Intimidate +26, Knowledge (the planes) +9, Ride +24, Search +15, Sense Motive +15, Spot +16, Survival +15 ; Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Improved Initiative, Weapon Specialization (lance), Improved Critical (lance), Iron Will, Power Attack, Trample.

*Possessions* : +4 *spiked full plate*, heavy steel shield, ~~*oil of magic vestment*~~ +3, +3 *lance*, heavy pick, *cloak of resistance* +3, *potion of cure serious wounds*, *potion of pass without trace*, *potion of protection from good*, *potion of shield of faith* +2, *potion of magic fang*, *potion of hide from animals*.

🐉 **Nightmare, Cauchemar** : CR 11 ; Huge outsider (evil, extraplanar) ; HD 15d8+105 ; hp 172 ; Init +6 ; Spd 40 ft, fly 90 ft (good) ; AC 33, touch 10, flat-footed 31 ; Base Atk +15 ; Grp +33 ; Atk +23 melee (2d6+10 plus 1d4 fire, hoof) ; Full Atk +23/+23 melee (2d6+10 plus 1d4 fire, 2 hooves) and +18 melee (2d6+5, bite) ; Space/Reach 15 ft/ 10 ft ; SA Flaming hooves, smoke ;

SQ Astral projection, darkvision 60 ft, etherealness ; AL NE ; SV Fort +16, Ref +11, Will +10 ; Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12.

*Skills and Feats*: Bluff +19, Concentration +25, Diplomacy +5, Disguise +1 (+3 acting) Intimidate +21, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks) ; Alertness, Improved Initiative, Power Attack, Run, Track.

*Possessions* : +3 *huge chain shirt barding*.

### Encounter Eight (8A) : A Caravan but no ship

#### APL 8 (EL 10)

🐉 **Raqdul** : Male Human Wiz(cjr)5/Alnst4 ; CR 9 ; medium humanoid (human) ; HD 9d4+18 ; hp 49 ; Init +0 ; Spd 30 ft ; AC 10, touch 10, flat-footed 10 ; Base Atk +4 ; Grp +4 ; Atk +4 melee (1d4 dagger) ; Full Atk +4 melee (1d4 dagger) ; SA *summon alien* ; SQ alien blessing, mad certainty ; AL NE ; SV Fort +5, Ref +3, Will +10 ; Str 10, Dex 10, Con 14, Int 18, Wis 12, Cha 10.

*Skills and Feats*: Knowledge (arcana) +12, Knowledge (the planes) +12, Concentration +14, Spellcraft +16, Listen +11, Spot +11, Speak Language (ancient baklunish), Speak Language (infernal), Speak Language (draconic), Speak Language (ancient suloise), Craft (Alchemy) +6, Handle Animal +4 ; Scribe Scroll, Alertness, Combat Casting, Spell Focus (conjuration), Augment Summoning, Silent Spell, Improved Familiar.

*Mad Certainty*: Raqdul has developed a phobia against birds.

*Summon alien (Sp)*: When Raqdul casts any *summon monster* spell (including with his scrolls and his wand), he summons a « pseudonatural » version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

*Imp familiar*: The creature's abilities and characteristics are summarized below.

🐉 **Imp Familiar** : CR — ; Tiny outsider (evil, lawful, extraplanar) ; HD 9 ; hp 24 ; Init +3 ; Spd 20 ft, fly 50 ft (perfect) ; AC 25, touch 15, flat-footed 22 ; Base Atk +4 ; Grp -4 ; Atk +9 melee (1d4 plus poison, sting) ; Full Atk +9 melee (1d4 plus poison, sting) ; Space/Reach 2-1/2 ft/ 0 ft ; SA poison, spell-like abilities ; SQ alternate form, darkvision 60 ft, deliver

touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; A L LE; SV Fort +2, Ref +5, Will +9; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

*Skills and feats:* Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +11, Move Silently +9, Search +6, Spellcraft +12, Spot +11, Survival +1; Dodge, Weapon Finesse.

See *Monster Manual* p56.

*Wizard Spells Prepared* (4+1/ 5+1/ 5+1/ 4+1/ 3+1/ 1+1; save DC 14 + spell level): 0- *acid splash, detect magic, resistance, light, mending*; 1st- *grease* (DC 16), *obscuring mist, expeditious retreat, feather fall, shield, magic missile* 2<sup>nd</sup>- *silent mage armor, Melf's acid arrow, invisibility, mirror image, alter self, darkvision*; 3rd- ~~*protection from energy (fire), phantom steed, summon monster III, fly, silent summon swarm*~~; 4th- *Evard's black tentacles, summon monster IV, silent protection from energy, silent haste*; 5th- *summon monster V, animal growth*.

**Possessions:** 3 scrolls of *summon monster V, scroll of dispel magic, scroll of invisibility, scroll of web, scroll of see invisibility, dagger*.

☛ **Ourgdai:** Male Human Rgr5; CR 5; medium humanoid (human); HD 5d8+10; hp 37; Init +6; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +7; Atk +9 melee (1d8+2, longsword); Full Atk +9 melee (1d8+2 longsword) or +7 melee (1d8+2, longsword) and +6 (1d6+1, short sword); SA —; SQ animal companion, favored enemy elves +4, favored enemy humans +2, wild empathy; AL LE; SV Fort +6, Ref +6, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Hide +9, Listen +10, Move Silently +9, Ride +10, Spot +10, Survival +10, Swim +8; Track, Two-Weapon Fighting (light or no armor only), Endurance, Weapon Focus (longsword), Improved Initiative, Dodge.

**Animal Companion (Ex):** Ourgdai has a riding dog as an animal companion. This creature is a loyal companion that accompanies Ourgdai on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

☛ **Riding Dog Animal Companion:** CR —; Medium magical beast; HD 2d8+4; hp 13; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA Trip; SQ Low-light vision, scent, bonus trick, link, share spells; AL N; SV Fort +5, Ref +5,

Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 tracking by scent); Alertness, Track.

*Ranger spells prepared* (1; save DC 12 + spell level): *magic fang*.

**Possessions:** Light Warhorse (see *Monster Manual* p274), *potion of bull's strength, potion of cure light wounds, masterwork chain shirt, masterwork longsword, masterwork short sword*.

### **APL 10 (EL 12)**

☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst6; CR 11; medium humanoid (human); HD 11d4+22; hp 59; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +5; Atk +5 melee (1d4 dagger); Full Atk +5 melee (1d4 dagger); SA extra summoning, *summon alien*; SQ alien blessing, mad certainty, pseudonatural familiar; AL NE; SV Fort +6, Ref +4, Will +11; Str 10, Dex 10, Con 14, Int 18, Wis 12, Cha 10.

*Skills and Feats:* Knowledge (arcana) +12, Knowledge (the planes) +12, Concentration +16, Spellcraft +18, Listen +13, Spot +13, Speak Language (ancient baklunish), Speak Language (infernal), Speak Language (draconic), Speak Language (ancient suloise), Speak Language (auran), Speak Language (dwarven), Craft (Alchemy) +8, Handle Animal +6; Scribe Scroll, Alertness, Combat Casting, Spell Focus (conjuration), Augment Summoning, Silent Spell, Improved Familiar.

**Mad Certainty:** Raqdul has developed a phobia against birds.

**Summon alien (Sp):** When Raqdul casts any *summon monster* spell (including with his scrolls and his wand), he summons a « pseudonatural » version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

**Imp familiar:** The creature's abilities and characteristics are summarized below.

☛ **Pseudonatural Imp Familiar:** CR —; Tiny outsider (evil, lawful, extraplanar); HD 11; hp 29; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 25, touch 15, flat-footed 22; Base Atk +5; Grp -3; Atk +10 melee (1d4 plus poison, sting); Full Atk +10 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft/ 0 ft; SA poison, spell-like abilities, true strike 1/day, alternate form (alien); SQ alternate

form, darkvision 60 ft, deliver touch spells, damage reduction 5/good and magic or silver and magic, fast healing 2, immunity to poison, improved evasion, resistance to fire 5 and electricity 5 and acid 5, speak with master, granted abilities, spell resistance 16; A L LE; SV Fort +3, Ref +6, Will +10; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

*Skills and Feats:* Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +13, Move Silently +9, Search +6, Spellcraft +14, Spot +13, Survival +1; Dodge, Weapon Finesse.

See *Monster Manual* p56.

*Wizard Spells Prepared* (4+1/ 5+1/ 5+1/ 5+1/ 4+1/ 2+1/ 1+1+1; save DC 14 + spell level): 0- *acid splash, detect magic, resistance, light, mending*; 1st- *grease* (DC 16), *obscuring mist, expeditious retreat, feather fall, shield, magic missile* 2<sup>nd</sup>- *silent mage armor, Melf's acid arrow, invisibility, mirror image, alter self, darkvision*; 3rd- ~~*protection from energy (fire), phantom steed, slow, summon monster III, fly, silent summon swarm*~~; 4th- *Evard's black tentacles, summon monster IV, silent protection from energy, lesser globe of invulnerability, silent haste*; 5th- *summon monster V, animal growth, cone of cold*; 6th- *summon monster VI* (x2), *mass cat's grace*.

*Possessions:* 3 scrolls of *summon monster VI*, 2 scrolls of *dispel magic*, 2 scrolls of *invisibility*, scroll of *greater invisibility*, scroll of *web*, scroll of *see invisibility*, dagger.

☛ **Ourgdai**: Male Human Rgr7; CR 7; medium humanoid (human); HD 7d8+14; hp 51; Init +6; Spd 30 ft; AC 16, touch 13, flat-footed 17; Base Atk +7; Grp +9; Atk +11 melee (1d8+2, longsword); Full Atk +11/+6 melee (1d8+2 longsword) or +9/+4 melee (1d8+2, longsword) and +8/+3 (1d6+1, short sword); SA —; SQ animal companion, favored enemy elves +4, favored enemy humans +2, wild empathy, woodland stride; AL LE; SV Fort +7, Ref +7, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Hide +11, Listen +12, Move Silently +11, Ride +12, Spot +12, Survival +12, Swim +10; Track, Two-Weapon Fighting (light or no armor only), Endurance, Weapon Focus (longsword), Improved Initiative, Dodge, Improved Two-Weapon Fighting (light or no armor only).

**Animal Companion (Ex):** Ourgdai has a riding dog as an animal companion. This creature is a loyal companion that accompanies Ourgdai on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

☛ **Riding Dog Animal Companion**: CR —; Medium magical beast; HD 4d8+8; hp 27; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +6; Atk +6 melee (1d6+4, bite); Full Atk +6 melee (1d6+4, bite); SA Trip; SQ Low-light vision, scent, bonus trick, link, share spells, evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Jump +8, Listen +6, Spot +6, Swim +3, Survival +1 (+5 tracking by scent); Alertness, Track.

*Ranger spells prepared* (2; save DC 12 + spell level): 1st- *magic fang, entangle*.

*Possessions:* Light Warhorse (see *Monster Manual* p274), *potion of bull's strength, potion of cure light wounds, potion of shield of faith* +4, masterwork chain shirt, masterwork longsword, masterwork short sword.

☛ **Fiendish Dire Lion**: CR 7; Large magical beast (extraplanar); HD 8d8+24; hp 60; Init +2; Spd 40 ft; AC 22, touch 9, flat-footed 21; Base Atk +6; Grp +17; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, 2 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft/ 5 ft; SA smite good 1/day, improved grab, pounce, rake 1d6+3; SQ low-light vision, scent, darkvision 60 ft, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 13; AL LE; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

*Skills and Feats:* Hide +2, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

*Possessions:* Spiked full plate barding

#### APL 12 (EL 14)

☛ **Raqdul**: Male Human Wiz(cjr)5/Alnst8; CR 13; medium humanoid (human); HD 13d4+26; hp 72; Init +4; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +6; Grp +6; Atk +6 melee (1d4 dagger); Full Atk +6/+1 melee (1d4 dagger); SA extra summoning, *summon alien*; SQ alien blessing, mad certainty, insane certainty, pseudonatural familiar; AL NE; SV Fort +6, Ref +4, Will +12; Str 10, Dex 10, Con 14, Int 19, Wis 12, Cha 10.

*Skills and Feats:* Knowledge (arcana) +12, Knowledge (the planes) +12, Concentration +18, Spellcraft +20, Listen +15, Spot +15, Speak Language (ancient baklunish), Speak Language (infernal), Speak Language (draconic), Speak Language (ancient suloise), Speak Language (auran), Speak Language (dwarven), Speak Language (terran), Speak Language (aquan) Craft (Alchemy) +10, Handle Animal +8; Scribe Scroll,

Alertness, Combat Casting, Spell Focus (conjunction), Augment Summoning, Silent Spell, Improved Familiar, Enlarge Spell, Improved Initiative.

**Mad Certainty/ Insane Certainty:** Raqdul has developed a phobia against birds.

**Summon alien (Sp):** When Raqdul casts any *summon monster* spell (including with his scrolls and his wand), he summons a « pseudonatural » version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

**Imp familiar:** The creature's abilities and characteristics are summarized below.

**Imp Familiar:** CR —; Tiny outsider (evil, lawful, extraplanar); HD 13; hp 36; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 25, touch 15, flat-footed 22; Base Atk +6; Grp -2; Atk +11 melee (1d4 plus poison, sting); Full Atk +11/+6 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft/ 0 ft; SA poison, spell-like abilities, alternate form (alien); SQ alternate form, darkvision 60 ft, deliver touch spells, damage reduction 5/good and 10/magic or 5/silver and 10/magic, fast healing 2, immunity to poison, improved evasion, resistance to fire 5 and electricity 10 and acid 10, speak with master, granted abilities, spell resistance 18; A L LE; SV Fort +3, Ref +6, Will +10; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

**Skills and feats:** Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +15, Move Silently +9, Search +6, Spellcraft +16, Spot +15, Survival +1; Dodge, Weapon Finesse.

See *Monster Manual* p56.

**Wizard Spells Prepared** (4+1/ 5+1/ 5+1/ 5+1/ 3+1/ 2+1/ 1+1+1; save DC 14 + spell level): 0- *acid splash, detect magic, resistance, light, mending*; 1st- *grease* (DC 16), *obscuring mist, expeditious retreat, feather fall, shield, magic missile*; 2<sup>nd</sup>- *silent mage armor, Melf's acid arrow, invisibility, mirror image, alter self, darkvision*; 3rd- ~~*protection from energy (fire), phantom steed, slow, haste, fly, silent summon swarm*~~; 4th- *Evard's black tentacles, dimension door, enlarged fireball, silent protection from energy, lesser globe of invulnerability, silent haste*; 5th- *summon monster V, animal growth, teleport, cone of cold*; 6th- *summon monster VI (x2), mass cat's grace*; 7th- *summon monster VII(x2), project image*.

**Possessions:** 3 scrolls of *summon monster VII*, 3 scrolls of *dispel magic*, 2 scrolls of *invisibility*, scroll of *greater invisibility*, scroll of *web*, scroll of *see invisibility*, dagger.

**Ourgdai:** Male Human Rgr9; CR 9; medium humanoid (human); HD 9d8+18; hp 65; Init +6; Spd 30 ft; AC 20(23), touch 14, flat-footed 19(21); Base Atk +9; Grp +12; Atk +14 melee (1d8+3, longsword); Full Atk +14/+9 melee (1d8+3 longsword) or +12/+7 melee (1d8+3, longsword) and +11/+6 (1d6+1, short sword); SA —; SQ animal companion, favored enemy elves +4, favored enemy humans +2, wild empathy, woodland stride, swift tracker, evasion; AL LE; SV Fort +8, Ref +8, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

**Skills and Feats:** Hide +13, Listen +14, Move Silently +13, Ride +14, Spot +14, Survival +14, Swim +12; Track, Two-Weapon Fighting (light or no armor only), Endurance, Weapon Focus (longsword), Improved Initiative, Dodge, Improved Two-Weapon Fighting (light or no armor only), Diehard.

**Animal Companion (Ex):** Ourgdai has a riding dog as an animal companion. This creature is a loyal companion that accompanies Ourgdai on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

**Riding Dog Animal Companion:** CR —; Medium magical beast; HD 4d8+8; hp 27; Init +2; Spd 40 ft; AC 20, touch 12, flat-footed 18; Base Atk +3; Grp +6; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Low-light vision, scent, bonus trick, link, share spells, evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Jump +8, Listen +6, Spot +6, Swim +3, Survival +1 (+5 tracking by scent); Alertness, Track, Weapon Focus (bite).

**Ranger spells prepared** (2/1; save DC 12 + spell level): 1st- *magic fang, entangle*; 2<sup>nd</sup> ~~*barkskin*~~.

**Possessions:** Light Warhorse (see *Monster Manual* p274), *potion of bull's strength, potion of cure serious wounds, oil of magic vestment +4*, masterwork chain shirt, masterwork longsword, masterwork short sword.

**Fiendish Dire Lion:** CR 7; Large magical beast (extraplanar); HD 8d8+24; hp 60; Init +2; Spd 40 ft; AC 22, touch 9, flat-footed 21; Base Atk +6; Grp +17; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, 2 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft/ 5 ft; SA smite good 1/day, improved grab, pounce, rake 1d6+3; SQ low-light

vision, scent, darkvision 60 ft, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 13; AL LE; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

*Skills and Feats:* Hide +2, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

Possessions: Spiked full plate barding

#### **APL 14 (EL 16)**

☛ **Raqdul:** Male Human Wiz(cjr)5/Alnst10; CR 15; medium outsider (native); HD 15d4+30; hp 82; Init +4; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +7; Grp +7; Atk +7 melee (1d4 dagger); Full Atk +7/+2 melee (1d4 dagger); SA extra summoning, *summon alien*; SQ alien blessing, mad certainty, insane certainty, pseudonatural familiar, timeless body, damage reduction 10/magic, resistance to electricity 20; AL NE; SV Fort +6, Ref +4, Will +12; Str 10, Dex 10, Con 14, Int 19, Wis 12, Cha 10.

*Skills and Feats:* Knowledge (arcana) +12, Knowledge (the planes) +12, Concentration +20, Spellcraft +22, Listen +17, Spot +17, Speak Language (ancient baklunish), Speak Language (infernal), Speak Language (draconic), Speak Language (ancient suloise), Speak Language (auran), Speak Language (dwarven), Speak Language (terran), Speak Language (aquan), Speak Language (ignan), Speak Language (abyssal), Craft (Alchemy) +12, Handle Animal +10; Scribe Scroll, Alertness, Combat Casting, Spell Focus (conjuraton), Augment Summoning, Silent Spell, Improved familiar, Enlarge Spell, Improved Initiative, Spell Penetration.

*Mad Certainty/ Insane Certainty:* Raqdul has developed a phobia against birds.

*Summon alien (Sp):* When Raqdul casts any *summon monster* spell (including with his scrolls and his wand), he summons a « pseudonatural » version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

*Imp familiar:* The creature's abilities and characteristics are summarized below.

☛ **Imp Familiar:** CR —; Tiny outsider (evil, lawful, extraplanar); HD 15; hp 41; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 25, touch 15, flat-footed 22; Base Atk +7; Grp -1; Atk +12 melee (1d4 plus poison, sting); Full Atk +12/+7 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft/ 0 ft; SA poison, spell-like abilities, alternate form (alien); SQ

alternate form, darkvision 60 ft, deliver touch spells, damage reduction 5/good and 10/magic or 5/silver and 10/magic, fast healing 2, immunity to poison, improved evasion, resistance to fire 5 and electricity 10 and acid 10, speak with master, granted abilities, spell resistance 18; A L LE; SV Fort +3, Ref +6, Will +10; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

*Skills and feats:* Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +16, Move Silently +9, Search +6, Spellcraft +17, Spot +16, Survival +1; Dodge, Weapon Finesse.

See *Monster Manual* p56.

*Wizard Spells Prepared* (4+1/ 5+1/ 5+1/ 5+1/ 4+1/ 3+1/ 2+1/ 1+1+1; save DC 14 + spell level): 0- *acid splash, detect magic, resistance, light, mending*; 1st- *grease* (DC 16), *obscuring mist, expeditious retreat, feather fall, shield, magic missile*; 2<sup>nd</sup>- *silent mage armor, Melf's acid arrow, invisibility, mirror image, alter self, darkvision*; 3rd- ~~*protection from energy (fire), phantom steed*~~, *slow, haste, fly, silent summon swarm*; 4th- *Evard's black tentacles, dimension door, enlarged fireball, silent protection from energy, lesser globe of invulnerability, silent haste*; 5th- *summon monster V, animal growth, teleport, cone of cold* (x2); 6th- *summon monster VI* (x2), *acid fog, mass cat's grace*; 7th- *summon monster VII* (x2), *project image*; 8th- *summon monster VIII* (x2), *maze*.

*Possessions:* 5 scrolls of *summon monster VIII*, 2 scrolls of *summon monster VII*, 3 scrolls of *dispel magic*, 3 scrolls of *invisibility*, scroll of *greater invisibility*, scroll of *web*, scroll of *see invisibility*, dagger.

☛ **Ourgdai:** Male Human Rgr12; CR 12; medium humanoid (human); HD 12d8+24; hp 86; Init +6; Spd 30 ft; AC 20(23), touch 14, flat-footed 18(21); Base Atk +12; Grp +15; Atk +17 melee (1d8+3, longsword); Full Atk +17/+12/+7 melee (1d8+3 longsword) or +15/+10/+5 melee (1d8+3, longsword) and +14/+9/+4 (1d6+1, short sword); SA —; SQ animal companion, favored enemy elves +6, favored enemy humans +4, favored enemy halflings +2, wild empathy, woodland stride, swift tracker, evasion; AL LE; SV Fort +10, Ref +10, Will +8; Str 17, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Hide +16, Listen +17, Move Silently +16, Ride +17, Spot +17, Survival +17, Swim +15; Track, Two-Weapon Fighting (light or no armor only), Endurance, Weapon Focus (longsword), Improved Initiative, Dodge, Improved Two-Weapon

Fighting (light or no armor only), Diehard, Greater Two-Weapon Fighting, Iron Will.

**Animal Companion (Ex):** Ourgdai has a riding dog as an animal companion. This creature is a loyal companion that accompanies Ourgdai on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

**Riding Dog Animal Companion:** CR —; Medium magical beast; HD 6d8+12; hp 41; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +7; Atk +8 melee (1d6+4, bite); Full Atk +8 melee (1d6+4, bite); SA Trip; SQ Low-light vision, scent, bonus trick, link, share spells, evasion; AL N; SV Fort +7, Ref +7, Will +5; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Jump +8, Listen +6, Spot +6, Swim +3, Survival +3 (+7 tracking by scent); Alertness, Track, Weapon Focus (bite), Iron Will.

*Ranger spells prepared* (2/2/1; save DC 12 + spell level): 1st- *magic fang, entangle*; 2<sup>nd</sup> *cat's grace, barkskin*; 3rd- *greater magic fang*.

**Possessions:** Light Warhorse (see *Monster Manual* p274), *potion of bull's strength, potion of cure serious wounds, oil of magic vestment +4*, masterwork chainshirt, masterwork longsword, masterwork short sword.

**Fiendish Dire Tiger:** CR 10; Large magical beast (extraplanar); HD 16d8+48; hp 120; Init +2; Spd 40 ft; AC 24, touch 10, flat-footed 23; Base Atk +12; Grp +24; Atk +20 melee (2d4+8, claw); Full Atk +20/+20 melee (2d4+8, 2 claws) and +14 melee (2d6+4, bite); Space/Reach 10 ft/ 5 ft; SA smite good 1/day, improved grab, pounce, rake 2d4+4; SQ low-light vision, scent, darkvision 60 ft, damage reduction 10/magic, resistance to cold 10 and fire 10, spell resistance 21; AL LE; SV Fort +13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

**Skills and Feats:** Hide +7, jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10; Alertness, Run, Weapon Focus (claw), Improved Natural Attack (claw), Improved Natural Attack (bite), Stealthy.

**Possessions:** Spiked full plate barding.

## **Encounter Eight (8B) : A Caravan and a Ship**

### **APL 8 (EL 11)**

**Raqdul:** Male Human Wiz(cjr)5/Alnst4; CR 9; medium humanoid (human); HD 9d4+18; hp 49; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d4 dagger); Full Atk +4

melee (1d4 dagger); SA *summon alien*; SQ alien blessing, mad certainty; AL NE; SV Fort +5, Ref +3, Will +10; Str 10, Dex 10, Con 14, Int 18, Wis 12, Cha 10.

**Skills and Feats:** Knowledge (arcana) +12, Knowledge (the planes) +12, Concentration +14, Spellcraft +16, Listen +11, Spot +11, Speak Language (ancient baklunish), Speak Language (infernal), Speak Language (draconic), Speak Language (ancient suloise), Craft (Alchemy) +6, Handle Animal +4; Scribe Scroll, Alertness, Combat Casting, Spell Focus (conjuration), Augment Summoning, Silent Spell, Improved Familiar.

**Mad Certainty:** Raqdul has developed a phobia against birds.

**Summon alien (Sp):** When Raqdul casts any *summon monster* spell (including with his scrolls and his wand), he summons a « pseudonatural » version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

**Imp familiar:** The creature's abilities and characteristics are summarized below.

**Imp Familiar:** CR —; Tiny outsider (evil, lawful, extraplanar); HD 9; hp 24; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 25, touch 15, flat-footed 22; Base Atk +4; Grp -4; Atk +9 melee (1d4 plus poison, sting); Full Atk +9 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft/ 0 ft; SA poison, spell-like abilities; SQ alternate form, darkvision 60 ft, deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +2, Ref +5, Will +9; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

**Skills and feats:** Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +11, Move Silently +9, Search +6, Spellcraft +12, Spot +11, Survival +1; Dodge, Weapon Finesse.

See *Monster Manual* p56.

*Wizard Spells Prepared* (4+1/ 5+1/ 5+1/ 4+1/ 3+1/ 1+1; save DC 14 + spell level): 0- *acid splash, detect magic, resistance, light, mending*; 1st- *grease* (DC 16), *obscuring mist, expeditious retreat, feather fall, shield, magic missile* 2<sup>nd</sup>- *silent mage armor, Melf's acid arrow, invisibility, mirror image, alter self, darkvision*; 3rd- ~~*protection from energy (fire), phantom steed, summon monster III, fly, silent summon swarm*~~; 4th- *Evard's*

*black tentacles, summon monster IV, silent protection from energy, silent haste; 5th- summon monster V, animal growth.*

**Possessions:** 3 scrolls of summon monster V, scroll of dispel magic, scroll of invisibility, scroll of web, scroll of see invisibility, dagger.

☛**Ourgdai:** Male Human Rgr5; CR 5; medium humanoid (human); HD 5d8+10; hp 37; Init +6; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +7; Atk +9 melee (1d8+2, longsword); Full Atk +9 melee (1d8+2 longsword) or +7 melee (1d8+2, longsword) and +6 (1d6+1, short sword); SA —; SQ animal companion, favored enemy elves +4, favored enemy humans +2, wild empathy; AL LE; SV Fort +6, Ref +6, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

**Skills and Feats:** Hide +9, Listen +10, Move Silently +9, Ride +10, Spot +10, Survival +10, Swim +8; Track, Two-Weapon Fighting (light or no armor only), Endurance, Weapon Focus (longsword), Improved Initiative, Dodge.

**Animal Companion (Ex):** Ourgdai has a riding dog as an animal companion. This creature is a loyal companion that accompanies Ourgdai on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

☛**Riding Dog Animal Companion:** CR —; Medium magical beast; HD 2d8+4; hp 13; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA Trip; SQ Low-light vision, scent, bonus trick, link, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 tracking by scent); Alertness, Track.

*Ranger spells prepared* (1; save DC 12 + spell level): *magic fang*.

**Possessions:** Light Warhorse (see *Monster Manual* p274), *potions of bull's strength, potions of cure light wounds*, masterwork chain shirt, masterwork longsword, masterwork short sword.

☛**Tibor Djarganoz:** male human Rgr1/exPal5/Blackguard1; CR 7; Medium Humanoid (human); HD 1d8+6d10+14; hp 63; Init +1; Spd 20 ft; AC 23, touch 10, flat-footed 23; Base Atk +7; Grp +10; Atk +13 melee (1d6+5/18-20, +2 adamantine scimitar); Full Atk +13/+8 melee (1d6+5/18-20, +2 adamantine scimitar); SA Smite good 2/day, poison use, sneak attack +1d6; SQ Aura of evil, *detect good*, lay on hands, favored

enemy elves +2; AL LE; SV Fort +10, Ref +3, Will +2; Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 14.

**Skills and Feats:** Bluff +6, Hide+1, Move Silently -2, Listen +5, Ride +4, Gather Informations +6, Speak Language (ancient baklunish), Knowledge (religion) +2, Handle Animal +9; Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar).

**Smite good (Su):** Two times per day, Tibor Djarganoz may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 1 extra point of damage. Smiting a creature that is not good has no effect and uses the ability for that day.

**Poison use:** Tibor Djarganoz is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. His scimitar is smeared with purple worm poison; injury (first hit only); DC 24 for initial (1d6 temporary strength loss) and secondary save (2d6 temporary strength loss).

**Detect good (Sp):** Tibor Djarganoz can *detect good* at will as the spell.

**Lay on hands (Su):** Tibor Djarganoz can cure 2 hit points of wounds per day.

**Wild Empathy (Ex):** Tibor Djarganoz can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3.

*Blackguard Spells prepared* (1; save DC 11 + spell level): *cause fear*.

**Possessions:** masterwork banded mail, ~~oil of magic vestment +3~~, masterwork heavy steel shield, ~~oil of magic vestment +2~~, adamantine scimitar (poisoned with purple worm poison), 1 vial of purple worm poison, ~~oil of greater magic weapon +2~~.

☛**Ekimut:** Male Human Ftr5; CR 5; Medium humanoid (human); HD 5d10+10; hp 45; Init +6; Spd 20ft; AC 23, touch 11, flat-footed 22; Base Atk +5; Grp +8; Atk +10 melee (1d6+5/15-20, keen scimitar); Full Atk +10 melee (1d6+5/15-20, keen scimitar); SA —; SQ —; AL LE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

**Skills and Feats:** Intimidate +7, Ride +10, Swim -4; Weapon Focus (scimitar), Weapon Specialization (scimitar), Improved Initiative, Dodge, Mobility, Combat Expertise.

**Possessions:** masterwork banded mail, ~~oil of magic vestment +2~~, masterwork heavy wooden shield, ~~oil of magic vestment +2~~, masterwork scimitar, ~~oil of keen edge~~, 2 *potions of cure light wounds*.

#### APL 10 (EL 13)

☛**Raqdul:** Male Human Wiz(cjr)5/Alnst6; CR 11; medium humanoid (human); HD 11d4+22; hp 59;

Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +5; Atk +5 melee (1d4 dagger); Full Atk +5 melee (1d4 dagger); SA extra summoning, *summon alien*; SQ alien blessing, mad certainty, pseudonatural familiar; AL NE; SV Fort +6, Ref +4, Will +11; Str 10, Dex 10, Con 14, Int 18, Wis 12, Cha 10.

**Skills and Feats:** Knowledge (arcana) +12, Knowledge (the planes) +12, Concentration +16, Spellcraft +18, Listen +13, Spot +13, Speak Language (ancient baklunish), Speak Language (infernal), Speak Language (draconic), Speak Language (ancient suloise), Speak Language (auran), Speak Language (dwarven), Craft (Alchemy) +8, Handle Animal +6; Scribe Scroll, Alertness, Combat Casting, Spell Focus (conjuration), Augment Summoning, Silent Spell, Improved Familiar.

**Mad Certainty:** Raqdul has developed a phobia against birds.

**Summon alien (Sp):** When Raqdul casts any *summon monster* spell (including with his scrolls and his wand), he summons a « pseudonatural » version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

**Imp familiar:** The creature's abilities and characteristics are summarized below.

**☛Pseudonatural Imp Familiar:** CR —; Tiny outsider (evil, lawful, extraplanar); HD 11; hp 29; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 25, touch 15, flat-footed 22; Base Atk +5; Grp -3; Atk +10 melee (1d4 plus poison, sting); Full Atk +10 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft/ 0 ft; SA poison, spell-like abilities, true strike 1/day, alternate form (alien); SQ alternate form, darkvision 60 ft, deliver touch spells, damage reduction 5/good and magic or silver and magic, fast healing 2, immunity to poison, improved evasion, resistance to fire 5 and electricity 5 and acid 5, speak with master, granted abilities, spell resistance 16; A L LE; SV Fort +3, Ref +6, Will +10; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

**Skills and feats:** Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +13, Move Silently +9, Search +6, Spellcraft +14, Spot +13, Survival +1; Dodge, Weapon Finesse.

See *Monster Manual* p56.

**Wizard Spells Prepared** (4+1/ 5+1/ 5+1/ 5+1/ 4+1/ 2+1/ 1+1+1; save DC 14 + spell level): 0- *acid splash*, *detect*

*magic*, *resistance*, *light*, *mending*; 1st- *grease* (DC 16), *obscuring mist*, *expeditious retreat*, *feather fall*, *shield*, *magic missile* 2<sup>nd</sup>- *silent mage armor*, *Melf's acid arrow*, *invisibility*, *mirror image*, *alter self*, ~~*darkvision*~~; 3rd- ~~*protection from energy (fire)*~~, ~~*phantom steed*~~, *slow*, *summon monster III*, *fly*, *silent summon swarm*; 4th- *Evard's black tentacles*, *summon monster IV*, *silent protection from energy*, *lesser globe of invulnerability*, *silent haste*; 5th- *summon monster V*, *animal growth*, *cone of cold*; 6th- *summon monster VI* (x2), *mass cat's grace*.

**Possessions:** 3 scrolls of *summon monster VI*, 2 scrolls of *dispel magic*, 2 scrolls of *invisibility*, scroll of *greater invisibility*, scroll of *web*, scroll of *see invisibility*, dagger.

**☛Ourgdai:** Male Human Rgr7; CR 7; medium humanoid (human); HD 7d8+14; hp 51; Init +6; Spd 30 ft; AC 16, touch 13, flat-footed 17; Base Atk +7; Grp +9; Atk +11 melee (1d8+2, longsword); Full Atk +11/+6 melee (1d8+2 longsword) or +9/+4 melee (1d8+2, longsword) and +8/+3 (1d6+1, short sword); SA —; SQ animal companion, favored enemy elves +4, favored enemy humans +2, wild empathy, woodland stride; AL LE; SV Fort +7, Ref +7, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

**Skills and Feats:** Hide +11, Listen +12, Move Silently +11, Ride +12, Spot +12, Survival +12, Swim +10; Track, Two-Weapon Fighting (light or no armor only), Endurance, Weapon Focus (longsword), Improved Initiative, Dodge, Improved Two-Weapon Fighting (light or no armor only).

**Animal Companion (Ex):** Ourgdai has a riding dog as an animal companion. This creature is a loyal companion that accompanies Ourgdai on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

**☛Riding Dog Animal Companion:** CR —; Medium magical beast; HD 4d8+8; hp 27; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +6; Atk +6 melee (1d6+4, bite); Full Atk +6 melee (1d6+4, bite); SA Trip; SQ Low-light vision, scent, bonus trick, link, share spells, evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Jump +8, Listen +6, Spot +6, Swim +3, Survival +1 (+5 tracking by scent); Alertness, Track.

**Ranger spells prepared** (2; save DC 12 + spell level): 1st- *magic fang*, *entangle*.

**Possessions:** Light Warhorse (see *Monster Manual* p274), *potion of bull's strength*, *potion of cure*

*light wounds, oil of shield of faith +4, masterwork longsword, masterwork short sword.*

☛ **Fiendish Dire Lion**: CR 7; Large magical beast (extraplanar); HD 8d8+24; hp 60; Init +2; Spd 40 ft; AC 22, touch 9, flat-footed 21; Base Atk +6; Grp +17; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, 2 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft/ 5 ft; SA smite good 1/day, improved grab, pounce, rake 1d6+3; SQ low-light vision, scent, darkvision 60 ft, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 13; AL LE; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

*Skills and Feats*: Hide +2, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

Possessions: Spiked full plate barding

☛ **Tibor Djarganoz**: male human Rgr1/exPal5/Blackguard3; CR 9; Medium Humanoid (human); HD 1d8+8d10+18; hp 81; Init +1; Spd 20 ft; AC 23, touch 11, flat-footed 23; Base Atk +9; Grp +13; Atk +17 melee (1d6+7/18-20, +3 adamantite scimitar); Full Atk +17/+12 melee (1d6+7/18-20, +3 adamantite scimitar); SA Smite good 3/day, poison use, sneak attack +1d6, command undead, aura of despair; SQ Aura of evil, *detect good*, lay on hands, dark blessing, favored enemy elves +2; AL LE; SV Fort +13, Ref +6, Will+7; Str 18, Dex 10, Con 14, Int 10, Wis 13, Cha 14.

*Skills and Feats*: Bluff +6, Hide+7, Move Silently +3, Listen +5, Ride +4, Gather Informations +6, Speak Language (ancient baklunish), Knowledge (religion) +2, Handle Animal +9; Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar), Iron Will.

**Smite good (Su)**: Three times per day, Tibor Djarganoz may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 3 extra points of damage. Smiting a creature that is not good has no effect and uses the ability for that day.

**Poison use**: Tibor Djarganoz is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. His scimitar is smeared with purple worm poison; injury (first hit only); DC 24 for initial (1d6 temporary strength loss) and secondary save (2d6 temporary strength loss).

**Aura of despair (Su)**: Tibor Djarganoz radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

**Dark blessing (Su)**: Tibor Djarganoz applies his charisma modifier as a bonus on all saving throws. This modifier is already figured into the statistics given above.

**Detect good (Sp)**: Tibor Djarganoz can *detect good* at will as the spell.

**Lay on hands (Su)**: Tibor Djarganoz can cure 6 hit points of wounds per day.

**Wild Empathy (Ex)**: Tibor Djarganoz can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3.

**Blackguard Spells prepared** (2; save DC 11 + spell level): 1st-*cause fear, corrupt weapon*.

**Possessions**: masterwork full plate, ~~oil of magic vestment +3~~, masterwork heavy steel shield, ~~oil of greater magic weapon +3~~, adamantite scimitar (poisoned with purple worm poison), 1 vial of purple worm poison, *potion of cure moderate wounds*.

☛ **Ekimut**: Male Human Ftr7; CR 7; Medium humanoid (human); HD 7d10+14; hp 63; Init +6; Spd 20ft; AC 23, touch 11, flat-footed 22; Base Atk +7; Grp +10; Atk +13 melee (1d6+7/15-20, +2 keen scimitar); Full Atk +13/+8 melee (1d6+7/15-20, +2 keen scimitar); SA —; SQ —; AL LE; SV Fort +7, Ref +4, Will +4; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

*Skills and Feats*: Intimidate +9, Ride +12, Swim -2; Weapon Focus (scimitar), Weapon Specialization (scimitar), Improved Initiative, Dodge, Mobility, Combat Expertise, Blind Fight, Iron Will.

**Possessions**: masterwork full plate, ~~oil of magic vestment +2~~, masterwork heavy wooden shield, masterwork scimitar, ~~oil of keen edge, oil of greater magic weapon +2~~, 2 *potions of cure light wounds*.

### APL 12 (EL 15)

☛ **Raqdul**: Male Human Wiz(cjr)5/Alnst8; CR 13; medium humanoid (human); HD 13d4+26; hp 72; Init +4; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +6; Grp +6; Atk +6 melee (1d4 dagger); Full Atk +6/+1 melee (1d4 dagger); SA extra summoning, *summon alien*; SQ alien blessing, mad certainty, insane certainty, pseudonatural familiar; AL NE; SV Fort +6, Ref +4, Will +12; Str 10, Dex 10, Con 14, Int 19, Wis 12, Cha 10.

*Skills and Feats*: Knowledge (arcana) +12, Knowledge (the planes) +12, Concentration +18, Spellcraft +20, Listen +15, Spot +15, Speak Language (ancient baklunish), Speak Language (infernal), Speak Language (draconic), Speak Language (ancient suloise), Speak Language (auran), Speak Language (dwarven), Speak Language (terran), Speak Language (aquan) Craft (Alchemy) +10, Handle Animal +8; Scribe Scroll, Alertness, Combat Casting, Spell Focus (conjuration), Augment Summoning, Silent Spell, Improved Familiar, Enlarge Spell, Improved Initiative.

**Mad Certainty/ Insane Certainty:** Raqdul has developed a phobia against birds.

**Summon alien (Sp):** When Raqdul casts any *summon monster* spell (including with his scrolls and his wand), he summons a « pseudonatural » version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

**Imp familiar:** The creature's abilities and characteristics are summarized below.

**Imp Familiar:** CR —; Tiny outsider (evil, lawful, extraplanar); HD 13; hp 36; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 25, touch 15, flat-footed 22; Base Atk +6; Grp -2; Atk +11 melee (1d4 plus poison, sting); Full Atk +11/+6 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft/ 0 ft; SA poison, spell-like abilities, alternate form (alien); SQ alternate form, darkvision 60 ft, deliver touch spells, damage reduction 5/good and 10/magic or 5/silver and 10/magic, fast healing 2, immunity to poison, improved evasion, resistance to fire 5 and electricity 10 and acid 10, speak with master, granted abilities, spell resistance 18; A L LE; SV Fort +3, Ref +6, Will +10; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

**Skills and feats:** Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +15, Move Silently +9, Search +6, Spellcraft +16, Spot +15, Survival +1; Dodge, Weapon Finesse.

See *Monster Manual* p56.

**Wizard Spells Prepared** (4+1/ 5+1/ 5+1/ 5+1/ 5+1/ 3+1/ 2+1/ 1+1+1; save DC 14 + spell level): 0- *acid splash, detect magic, resistance, light, mending*; 1st- *grease* (DC 16), *obscuring mist, expeditious retreat, feather fall, shield, magic missile*; 2<sup>nd</sup>- *silent mage armor, Mel's acid arrow, invisibility, mirror image, alter self, darkvision*; 3rd- ~~*protection from energy (fire), phantom steed, slow, haste, fly, silent summon swarm*~~; 4th- *Evard's black tentacles, dimension door, enlarged fireball, silent protection from energy, lesser globe of invulnerability, silent haste*; 5th- *summon monster V, animal growth, teleport, cone of cold*; 6th- *summon monster VI (x2), mass cat's grace*; 7th- *summon monster VII (x2), project image*.

**Possessions:** 3 scrolls of *summon monster VII*, 3 scrolls of *dispel magic*, 2 scrolls of *invisibility*, scroll of *greater invisibility*, scroll of *web*, scroll of *see invisibility*, dagger.

**Ourgdai:** Male Human Rgr9; CR 9; medium humanoid (human); HD 9d8+18; hp 65; Init +6; Spd 30 ft; AC 20(23), touch 14, flat-footed 19(21); Base Atk +9; Grp +12; Atk +14 melee (1d8+3, longsword); Full Atk +14/+9 melee (1d8+3 longsword) or +12/+7 melee (1d8+3, longsword) and +11/+6 (1d6+1, short sword); SA —; SQ animal companion, favored enemy elves +4, favored enemy humans +2, wild empathy, woodland stride, swift tracker, evasion; AL LE; SV Fort +8, Ref +8, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

**Skills and Feats:** Hide +13, Listen +14, Move Silently +13, Ride +14, Spot +14, Survival +14, Swim +12; Track, Two-Weapon Fighting (light or no armor only), Endurance, Weapon Focus (longsword), Improved Initiative, Dodge, Improved Two-Weapon Fighting (light or no armor only), Diehard.

**Animal Companion (Ex):** Ourgdai has a riding dog as an animal companion. This creature is a loyal companion that accompanies Ourgdai on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

**Riding Dog Animal Companion:** CR —; Medium magical beast; HD 4d8+8; hp 27; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +6; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Low-light vision, scent, bonus trick, link, share spells, evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Jump +8, Listen +6, Spot +6, Swim +3, Survival +1 (+5 tracking by scent); Alertness, Track, Weapon Focus (bite).

**Ranger spells prepared** (2/1; save DC 12 + spell level): 1st- *magic fang, entangle*; 2<sup>nd</sup> ~~*barkskin*~~.

**Possessions:** Light Warhorse (see *Monster Manual* p274), *potion of bull's strength, potion of cure serious wounds, oil of magic vestment +4*, masterwork longsword, masterwork short sword.

**Fiendish Dire Lion:** CR 7; Large magical beast (extraplanar); HD 8d8+24; hp 60; Init +2; Spd 40 ft; AC 22, touch 9, flat-footed 21; Base Atk +6; Grp +17; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, 2 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft/ 5 ft; SA smite good 1/day, improved grab, pounce, rake 1d6+3; SQ low-light vision, scent, darkvision 60 ft, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 13; AL LE; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

**Skills and Feats:** Hide +2, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

Possessions: Spiked full plate barding

◆ **Tibor Djarganoz**: male human exPal1/Blackguard10; CR 11; Medium Humanoid (human); HD 11d10+22; hp 99; Init +1; Spd 20 ft; AC 26, touch 12, flat-footed 26; Base Atk +11; Grp +15; Atk +20 melee (1d6+8/18-20, +4 adamantine scimitar); Full Atk +20/+15/+10 melee (1d6+8/18-20, +4 adamantine scimitar); SA Smite good 4/day, poison use, sneak attack +3d6, command undead, aura of despair; SQ Aura of evil, *detect good*, dark blessing, fiendish servant; AL LE; SV Fort +13, Ref +5, Will+9; Str 18, Dex 10, Con 14, Int 10, Wis 15, Cha 14.

*Skills and Feats*: Bluff +6, Concentration +8, Hide -2, Ride +4, Gather Informations +6, Speak Language (ancient baklunish), Knowledge (religion) +2, Handle Animal +9; Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar), Iron Will.

**Smite good (Su)**: Four times per day, Tibor Djarganoz may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 10 extra points of damage. Smiting a creature that is not good has no effect and uses the ability for that day.

**Poison use**: Tibor Djarganoz is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. His scimitar is smeared with purple worm poison; injury (first hit only); DC 24 for initial (1d6 temporary strength loss) and secondary save (2d6 temporary strength loss).

**Aura of despair (Su)**: Tibor Djarganoz radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

**Dark blessing (Su)**: Tibor Djarganoz applies his charisma modifier as a bonus on all saving throws. This modifier is already figured into the statistics given above.

**Detect good (Sp)**: Tibor Djarganoz can *detect good* at will as the spell.

**Fiendish servant**: fiendish heavy warhorse.

◆ **Fiendish heavy warhorse**: large magical beast (extraplanar); HD 6d8+18; hp 46; Init: +1; Spd: 50 ft; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +13; Atk +8 (1d6+4, hoof); Full Atk +8/+8 (1d6+4, 2 hooves) and +3 (1d4+2, bite); SA smite good 1/day; SQ Darkvision 60 ft, damage reduction 5/magic, resistance to cold 5, resistance to fire 5, spell resistance 11, empathic link, improved evasion, share saving throws, share spells, low-light vision, scent; AL LE; SV Fort +15, Ref +6, Will +4; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

*Blackguard Spells prepared* (3/3/2/1; save DC 12 + spell level): 1st-*cause fear*, *corrupt weapon*, *inflict light*

*wounds*; 2<sup>nd</sup>-*bull's strength*, *eagle's splendor*, *inflict moderate wounds*; 3rd-*protection from elements*, *cure serious wounds*; 4th-*poison*.

**Possessions**: masterwork full plate, ~~oil of magic vestment +4~~, masterwork heavy steel shield, ~~potion of barkskin +2~~, adamantine scimitar (poisoned with purple worm poison), 1 vial of purple worm poison, ~~oil of greater magic weapon +4~~, *potion of cure serious wounds*, *periapt of wisdom* +2.

◆ **Ekimut**: Male Human Ftr9; CR 9; Medium humanoid (human); HD 9d10+18; hp 81; Init +6; Spd 20ft; AC 26, touch 11, flat-footed 25; Base Atk +9; Grp +12; Atk +16 melee (1d6+7/15-20, +2 scimitar); Full Atk +16/+11 melee (1d6+7/15-20, +2 scimitar); SA —; SQ —; AL LE; SV Fort +8, Ref +5, Will +5; Str 17, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

*Skills and Feats*: Intimidate +11, Ride +14, Swim 0; Weapon Focus (scimitar), Weapon Specialization (scimitar), Improved Initiative, Dodge, Mobility, Combat Expertise, Blind Fight, Iron Will, Greater Weapon Focus (scimitar), Improved Critical (scimitar).

**Possessions**: masterwork full plate, ~~oil of magic vestment +3~~, masterwork heavy wooden shield, ~~potion of barkskin +2~~, masterwork scimitar, ~~oil of greater magic weapon +2~~, 2 *potions of cure moderate wounds*.

#### APL 14 (EL 17)

◆ **Raqdul**: Male Human Wiz(cjr)5/Alnst10; CR 15; medium outsider (native); HD 15d4+30; hp 82; Init +4; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +7; Grp +7; Atk +7 melee (1d4 dagger); Full Atk +7/+2 melee (1d4 dagger); SA extra summoning, *summon alien*; SQ alien blessing, mad certainty, insane certainty, pseudonatural familiar, timeless body, damage reduction 10/magic, resistance to electricity 20; AL NE; SV Fort +6, Ref +4, Will +12; Str 10, Dex 10, Con 14, Int 19, Wis 12, Cha 10.

*Skills and Feats*: Knowledge (arcana) +12, Knowledge (the planes) +12, Concentration +20, Spellcraft +22, Listen +17, Spot +17, Speak Language (ancient baklunish), Speak Language (infernal), Speak Language (draconic), Speak Language (ancient suloise), Speak Language (auran), Speak Language (dwarven), Speak Language (terran), Speak Language (aquan), Speak Language (ignan), Speak Language (abyssal), Craft (Alchemy) +12, Handle Animal +10; Scribe Scroll, Alertness, Combat Casting, Spell Focus (conjuraton), Augment Summoning, Silent Spell, Improved familiar, Enlarge Spell, Improved Initiative, Spell Penetration.

**Mad Certainty / Insane Certainty**: Raqdul has developed a phobia against birds.

**Summon alien (Sp)**: When Raqdul casts any *summon monster* spell (including with his scrolls and his wand), he summons a « pseudonatural » version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

**Imp familiar**: The creature's abilities and characteristics are summarized below.

**Imp Familiar**: CR —; Tiny outsider (evil, lawful, extraplanar); HD 15; hp 41; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 25, touch 15, flat-footed 22; Base Atk +7; Grp -1; Atk +12 melee (1d4 plus poison, sting); Full Atk +12/+7 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft/ 0 ft; SA poison, spell-like abilities, alternate form (alien); SQ alternate form, darkvision 60 ft, deliver touch spells, damage reduction 5/good and 10/magic or 5/silver and 10/magic, fast healing 2, immunity to poison, improved evasion, resistance to fire 5 and electricity 10 and acid 10, speak with master, granted abilities, spell resistance 18; A L LE; SV Fort +3, Ref +6, Will +10; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

*Skills and feats*: Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +16, Move Silently +9, Search +6, Spellcraft +17, Spot +16, Survival +1; Dodge, Weapon Finesse.

See *Monster Manual* p56.

*Wizard Spells Prepared* (4+1/ 5+1/ 5+1/ 5+1/ 5+1/ 4+1/ 3+1/ 2+1/ 1+1+1; save DC 14 + spell level): 0- *acid splash, detect magic, resistance, light, mending*; 1st- *grease* (DC 16), *obscuring mist, expeditious retreat, feather fall, shield, magic missile*; 2<sup>nd</sup>- *silent mage armor, Melf's acid arrow, invisibility, mirror image, alter self, ~~darkvision~~*; 3rd- *~~protection from energy (fire), phantom steed, slow, haste, fly, silent summon swarm~~*; 4th- *Evard's black tentacles, dimension door, enlarged fireball, silent protection from energy, lesser globe of invulnerability, silent haste*; 5th- *summon monster V, animal growth, teleport, cone of cold* (x2); 6th- *summon monster VI* (x2), *acid fog, mass cat's grace*; 7th- *summon monster VII* (x2), *project image*; 8th- *summon monster VIII* (x2), *maze*.

**Possessions**: 5 scrolls of *summon monster VIII*, 2 scrolls of *summon monster VII*, 3 scrolls of *dispel magic*, 3 scrolls of *invisibility*, scroll of *greater invisibility*, scroll of *web*, scroll of *see invisibility*, dagger.

**Ourgdai**: Male Human Rgr12; CR 12; medium humanoid (human); HD 12d8+24; hp 86; Init +6; Spd 30 ft; AC 20(23), touch 14, flat-footed 19(21); Base Atk +12; Grp +15; Atk +17 melee (1d8+3, longsword); Full Atk +17/+12/+7 melee (1d8+3 longsword) or +15/+10/+5 melee (1d8+3, longsword) and +14/+9/+4 (1d6+1, short sword); SA —; SQ animal companion, favored enemy elves +6, favored enemy humans +4, favored enemy halflings +2, wild empathy, woodland stride, swift tracker, evasion; AL LE; SV Fort +10, Ref +10, Will +8; Str 17, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

*Skills and Feats*: Hide +16, Listen +17, Move Silently +16, Ride +17, Spot +17, Survival +17, Swim +15; Track, Two-Weapon Fighting (light or no armor only), Endurance, Weapon Focus (longsword), Improved Initiative, Dodge, Improved Two-Weapon Fighting (light or no armor only), Diehard, Greater Two-Weapon Fighting, Iron Will.

**Animal Companion (Ex)**: Ourgdai has a riding dog as an animal companion. This creature is a loyal companion that accompanies Ourgdai on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

**Riding Dog Animal Companion**: CR —; Medium magical beast; HD 6d8+12; hp 41; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +7; Atk +8 melee (1d6+4, bite); Full Atk +8 melee (1d6+4, bite); SA Trip; SQ Low-light vision, scent, bonus trick, link, share spells, evasion; AL N; SV Fort +7, Ref +7, Will +5; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats*: Jump +8, Listen +6, Spot +6, Swim +3, Survival +3 (+7 tracking by scent); Alertness, Track, Weapon Focus (bite), Iron Will.

*Ranger spells prepared* (2/2/1; save DC 12 + spell level): 1st- *magic fang, entangle*; 2<sup>nd</sup>- *cat's grace, barkskin*; 3rd- *greater magic fang*.

**Possessions**: Light Warhorse (see *Monster Manual* p274), *potion of bull's strength, potion of cure serious wounds, ~~oil of magic vestment~~ +4, masterwork longsword, masterwork short sword*.

**Fiendish Dire Tiger**: CR 10; Large magical beast (extraplanar); HD 16d8+48; hp 120; Init +2; Spd 40 ft; AC 24, touch 10, flat-footed 23; Base Atk +12; Grp +24; Atk +20 melee (2d4+8, claw); Full Atk +20/+20 melee (2d4+8, 2 claws) and +14 melee (2d6+4, bite); Space/Reach 10 ft/ 5 ft; SA smite good 1/day, improved grab, pounce, rake 2d4+4; SQ low-light vision, scent, darkvision 60 ft, damage reduction 10/magic, resistance to cold 10 and fire 10, spell

resistance 21; AL LE; SV Fort +13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

**Skills and Feats:** Hide +7, jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10; Alertness, Run, Weapon Focus (claw), Improved Natural Attack (claw), Improved Natural Attack (bite), Stealthy.

**Possessions:** Spiked full plate barding.

☛ **Tibor Djarganoz:** male human exPal3/Blackguard10; CR 13; Medium Humanoid (human); HD 13d10+26; hp 117; Init +1; Spd 20 ft; AC 30, touch 10, flat-footed 30; Base Atk +13; Grp +17; Atk +23 melee (1d6+9/18-20, +5 adamantine scimitar); Full Atk +23/+18/+13 melee (1d6+9/18-20, +5 adamantine scimitar); SA Smite good 4/day, poison use, sneak attack +3d6, command undead, aura of despair; SQ Aura of evil, *detect good*, dark blessing, lay on hands, fiendish servant; AL LE; SV Fort +14, Ref +6, Will +10; Str 18, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

**Skills and Feats:** Bluff +6, Concentration +14, Hide -2, Ride +4, Gather Informations +6, Speak Language (ancient baklunish), Knowledge (religion) +2, Handle Animal +9; Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar), Iron Will, Blind-Fight.

**Smite good (Su):** Four times per day, Tibor Djarganoz may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 10 extra points of damage. Smiting a creature that is not good has no effect and uses the ability for that day.

**Poison use:** Tibor Djarganoz is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. His scimitar is smeared with purple worm poison; injury (first hit only); DC 24 for initial (1d6 temporary strength loss) and secondary save (2d6 temporary strength loss).

**Aura of despair (Su):** Tibor Djarganoz radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

**Lay on hands (Su):** Tibor Djarganoz can cure 20 hit points of wounds per day.

**Dark blessing (Su):** Tibor Djarganoz applies his charisma modifier as a bonus on all saving throws. This modifier is already figured into the statistics given above.

**Detect good (Sp):** Tibor Djarganoz can *detect good* at will as the spell.

**Fiendish servant:** fiendish heavy warhorse.

☛ **Fiendish heavy warhorse:** large magical beast (extraplanar); HD 8d8+24; hp 61; Init +1; Spd: 50 ft; AC 17, touch 10, flat-footed 16; Base Atk +7; Grp +16; Atk +11 (1d6+5, hoof); Full Atk +11/+11 (1d6+5, 2 hooves) and +6 (1d4+3, bite); SA smite good 1/day;

SQ Darkvision 60 ft, damage reduction 5/magic, resistance to cold 5, resistance to fire 5, spell resistance 11, empathic link, improved evasion, share saving throws, share spells, speak with blackguard, low-light vision, scent; AL LE; SV Fort +15, Ref +6, Will +4; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

**Blackguard Spells prepared (3/3/3/1; save DC 13 + spell level):** 1st-*cause fear, corrupt weapon, inflict light wounds*; 2<sup>nd</sup>-*bull's strength, eagle's splendor, inflict moderate wounds*; 3rd-*protection from elements, cure serious wounds, inflict serious wounds*; 4th-*poison*.

**Possessions:** masterwork full plate, ~~oil of magic vestment +4~~ (armor), masterwork heavy steel shield, ~~oil of magic vestment +4~~ (shield), ~~potion of barkskin +2~~, adamantine scimitar (poisoned with purple worm poison), 1 vial of purple worm poison, ~~oil of greater magic weapon +5~~, ~~periapt of wisdom +2~~, ~~potion of cure serious wounds~~.

☛ **Ekimut:** Male Human Ftr11; CR 11; Medium humanoid (human); HD 11d10+22; hp 99; Init +6; Spd 20ft; AC 28, touch 11, flat-footed 27; Base Atk +11; Grp +14; Atk +18 melee (1d6+7/15-20, +2 scimitar); Full Atk +18/+13/+8 melee (1d6+7/15-20, +2 scimitar); SA —; SQ —; AL LE; SV Fort +9, Ref +5, Will +5; Str 17, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

**Skills and Feats:** Intimidate +13, Ride +16, Swim +2; Weapon Focus (scimitar), Weapon Specialization (scimitar), Improved Initiative, Dodge, Mobility, Combat Expertise, Blind Fight, Iron Will, Greater Weapon Focus (scimitar), Improved Critical (scimitar), Power Attack.

**Possessions:** masterwork full plate, ~~oil of magic vestment +2~~ (armor), masterwork heavy wooden shield, ~~oil of magic vestment +2~~ (shield), ~~potion of barkskin +3~~, masterwork scimitar, ~~oil of greater magic weapon +2~~, 2 ~~potions of cure moderate wounds~~.

## Encounter Nine : The Purple Sail

### APL 8 (EL 11)

☛ **Karkagdei:** Male Human Clr8; CR 8; Medium humanoid (human); HD 8d8+16; hp 60; Init +0; Spd 30 ft; AC 20, touch 10, flat-footed 20; Base Atk +6; Grp +8; Atk +10 melee (1d8+2, heavy mace); Full Atk +10/+5 melee (1d8+2, heavy mace); SA rebuke undead 5/day; SQ—; AL LE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

**Skills and Feats:** Concentration +13, Knowledge (religion) +11, Swim +9; Combat casting, Scribe Scroll, Weapon Focus (heavy mace), Lightning Reflexes.

*Cleric Spells Prepared* (6/ 5+1/ 4+1/ 4+1/ 2+1; save DC 13 + spell level): 0- *cure minor wounds*, *detect magic*, *light*, *resistance*, *mending*, *guidance*; 1st- *obscuring mist\**, *shield of faith*, *magic weapon*, *divine favor*, *command*, *cause fear*; 2<sup>nd</sup>- *fog cloud\**, *spiritual weapon*, *hold person*, *resist energy*, *bull's strength*; 3rd- *water breathing\**, *dispel magic*, *cure serious wounds*, *prayer*, *water walk*; 4th- *unholy blight\**, *cure critical wounds*, *freedom of movement*.

\*Domain spell. *Domains*: Evil and Water.

*Possessions*: chain shirt, ~~oil of magic vestment +2~~, heavy wooden shield, ~~oil of magic vestment +2~~, masterwork heavy mace, wooden unholy symbol of the Elder Elemental Eye, *scroll of water breathing*, *scroll of cure moderate wounds*.

☛ **Firyana**: Erynies; CR 8; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 9d8+45; hp 85; Init +5; Spd 30 ft, fly 50 ft (good); AC 23, touch 15, flat-footed 18; Base Atk +9; Grp +14; Atk +14 melee (1d8+5/19-20, longsword) or +15 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow [+5 Str bonus]) or +14 ranged (entangle, rope); Full Atk +14/+9 melee (1d8+5/19-20, longsword) or +15/+10 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow [+5 Str bonus]) or +14 ranged (entangle, rope); SA Entangle, spell-like abilities, *summon baatezu*; SQ Damage reduction 5/good, darkvision 60 ft, immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft, true seeing; AL LE; SV Fort +11, Ref +11, Will +10; Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20.

*Skills and Feats*: Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (religion) +14, Knowledge (geography) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings); Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

**Entangle (Ex)**: Firyana carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). An erynies can hurl its rope 30 feet with no range penalty. Typically, she entangles a foe, lifts it into the air and drops it from a great height.

**Spell-like Abilities**: At will—*greater teleport* (self plus 50 pounds of object only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

**True Seeing (Su)**: Firyana continuously use true seeing, as the spell (caster level 14th).

**See in Darkness (Su)**: All baatezu can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

**Possessions**: +1 flaming composite longbow (+5 Str bonus), *fiendish charm tattoo* (see New Rules Appendix), *fiendish disguise tattoo* (see New Rules Appendix).

☛ **Korndor**: Fiendish Minotaur; CR 5; Large monstrous humnaoid (extraplanar); HD 6d8+12; hp 39; Init +0; Spd 30 ft; AC 14, touch 9, flat-footed — (see *Monster Manual* p188); Base Atk +6; Grp +14; Atk +9 melee (3d6+6/x3, greataxe) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (3d6+6/x3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10ft/10ft; SA Powerful charge 4d6+6, smite good 1/day; SQ Darkvision 60 ft, natural cunning, scent, damage reduction 5/magic, resistance to cold 5 and fire 5, spell resistance 11; AL LE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

*Skills and Feats*: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

*Possessions*: greataxe, *potion of cure moderate wounds*.

☛ **Diabolically Fused Large Air Elemental**: CR 7; Large elemental (air, extraplanar); HD 8d8+32; hp 68; Init +13; Spd fly 100 ft (perfect); AC 22, touch 18, flat-footed 13; Base Atk +6; Grp +14; Atk +14 melee (2d6+4, slam); Full Atk +14/+14 (2d6+4, 2 slams); Space/Reach 10 ft/10 ft; SA Air mastery, whirlwind, haste, smite good (1/day); SQ damage reduction 5/-, darkvision 60 ft, elemental traits, resistance to cold 10 and fire 10, spell resistance 13; AL LE; SV Fort +6, Ref +15, Will +2; Str 18, Dex 29, Con 18, Int 10, Wis 11, Cha 13.

*Skills and Feats*: Listen +5, Spot +6; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

**Haste (Su)**: Because the creature is an actual composite entity, and both the devil and the elemental are—at least somewhat—separately aware, the diabolically fused elemental gains the benefit of a *haste* spell.

**Smite Good (Su)**: Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

#### **APL 10 (EL 13)**

☛ **Karkagdei**: Male Human Clr10; CR 10; Medium humanoid (human); HD 10d8+20; hp 75; Init +0; Spd

30 ft; AC 20, touch 10, flat-footed 20; Base Atk +7; Grp +9; Atk +11 melee (1d8+2, heavy mace); Full Atk +11/+6 melee (1d8+2, heavy mace); SA rebuke undead 5/day; SQ—; AL LE; SV Fort +9, Ref +5, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

**Skills and Feats:** Concentration +15, Knowledge (religion) +13, Swim +11; Combat casting, Scribe Scroll, Weapon Focus (heavy mace), Lightning Reflexes, Craft Wand.

**Cleric Spells Prepared** (6/ 5+1/ 5+1/ 4+1/ 3+1/2+1; save DC 13 + spell level): 0- *cure minor wounds*, *detect magic*, *light*, *resistance*, *mending*, *guidance*; 1st- *obscuring mist\**, *shield of faith*, *magic weapon*, *divine favor*, *command*, *cause fear*; 2<sup>nd</sup>- *fog cloud\**, *spiritual weapon*, *hold person*, *resist energy*, *bull's strength*, *cure moderate wounds*; 3rd- *water breathing\**, *dispel magic*, *cure serious wounds*, *prayer*, *water walk*; 4th- *unholy blight\**, *divine power*, *freedom of movement*, *cure critical wounds*; 5th- *ice storm\**, *spell resistance*, *flame strike*.

\*Domain spell. **Domains:** Evil and Water.

**Possessions:** chain shirt, ~~oil of magic vestment +2~~, heavy wooden shield, ~~oil of magic vestment +2~~, masterwork heavy mace, silver unholy symbol of the Elder Elemental Eye, *scroll of water breathing*, *scroll of cure serious wounds*, *scroll of cure moderate wounds*, *scroll of bull's strength*.

☛ **Firyana:** Erynies; CR 8; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 9d8+45; hp 85; Init +5; Spd 30 ft, fly 50 ft (good); AC 23, touch 15, flat-footed 18; Base Atk +9; Grp +14; Atk +14 melee (1d8+5/19-20, longsword) or +15 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow [+5 Str bonus]) or +14 ranged (entangle, rope); Full Atk +14/+9 melee (1d8+5/19-20, longsword) or +15/+10 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow [+5 Str bonus]) or +14 ranged (entangle, rope); SA Entangle, spell-like abilities, *summon baatezu*; SQ Damage reduction 5/good, darkvision 60 ft, immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft, true seeing; AL LE; SV Fort +11, Ref +11, Will +10; Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20.

**Skills and Feats:** Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (religion) +14, Knowledge (geography) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings); Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

**Entangle (Ex):** Firyana carries a stout rope some 50 feet long that entangles opponents of any size as an

animate rope spell (caster level 16th). An erynies can hurl its rope 30 feet with no range penalty. Typically, she entangles a foe, lifts it into the air and drops it from a great height.

**Spell-like Abilities:** At will—*greater teleport* (self plus 50 pounds of object only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

**True Seeing (Su):** Firyana continuously use true seeing, as the spell (caster level 14th).

**See in Darkness (Su):** All baatezu can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

**Possessions:** +1 flaming composite longbow (+5 Str bonus), *fiendish charm tattoo* (see New Rules Appendix), *fiendish disguise tattoo* (see New Rules Appendix).

☛ **Korndor:** Fiendish Minotaur Ftr 2; CR 8; Large monstrous humnaoid (extraplanar); HD 6d8+2d10+32; hp 74; Init +0; Spd 30 ft; AC 15, touch 10, flat-footed — (see *Monster Manual* p188); Base Atk +8; Grp +18; Atk +17 melee (3d6+11/x3, greataxe) or +13 melee (1d8+6, gore); Full Atk +17+12 melee (3d6+11/x3, greataxe) and +8 melee (1d8+3, gore); Space/Reach 10ft/10ft; SA Powerful charge 4d6+9, smite good 1/day; SQ Darkvision 60 ft, natural cunning, scent, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 13; AL LE; SV Fort +8, Ref +6, Will +6; Str 23, Dex 13, Con 18, Int 6, Wis 12, Cha 6.

**Skills and Feats:** Intimidate +1, Listen +8, Search +2, Spot +8, Swim +8; Great Fortitude, Power Attack, Track, Weapon Focus (greataxe), Improved Sunder.

**Possessions:** greataxe, ~~oil of greater magic weapon +2~~, *potion of water breathing*, *potion of bull's strength*, *potion of cure serious wounds*.

☛ **Diabolically Fused Huge Air Elemental:** CR 10; Huge elemental (air, extraplanar); HD 16d8+80; hp 152; Init +15; Spd fly 100 ft (perfect); AC 23, touch 19, flat-footed 12; Base Atk +12; Grp +26; Atk +21 melee (2d8+6, slam); Full Atk +21/+21 (2d8+6, 2 slams); Space/Reach 15 ft/15 ft; SA Air mastery, whirlwind, haste, smite good (1/day); SQ damage reduction 5/- and 10/magic, darkvision 60 ft, elemental traits, resistance to cold 10 and fire 10, spell resistance 21; AL LE; SV Fort +10, Ref +21, Will +5; Str 22, Dex 33, Con 20, Int 10, Wis 11, Cha 13.

**Skills and Feats:** Listen +11, Spot +12; Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

**Haste (Su):** Because the creature is an actual composite entity, and both the devil and the elemental are—at least somewhat—separately aware, the

diabolically fused elemental gains the benefit of a *haste* spell.

**Smite Good (Su):** Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

#### **APL 12 (EL 15)**

☛ **Karkagdei:** Male Human Clr12; CR 12; Medium humanoid (human); HD 12d8+24; hp 89; Init +4; Spd 30 ft; AC 20, touch 11, flat-footed 20; Base Atk +9; Grp +11; Atk +13 melee (1d8+2, heavy mace); Full Atk +13/+8 melee (1d8+2, heavy mace); SA rebuke undead 5/day; SQ—; AL LE; SV Fort +10, Ref +6, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 14.

**Skills and Feats:** Concentration +17, Knowledge (religion) +15, Swim +13; Combat casting, Scribe scroll, Weapon Focus (heavy mace), Lightning Reflexes, Craft Wand, Improved Initiative.

**Cleric Spells Prepared** (6/ 6+1/ 5+1/ 5+1/ 3+1/3+1/2+1; save DC 13 + spell level): 0- *cure minor wounds, detect magic, light, resistance, mending, guidance*; 1st- *obscuring mist\**, *shield of faith (x2)*, *magic weapon, divine favor, command, cause fear*; 2<sup>nd</sup>- *fog cloud\**, *spiritual weapon, hold person, resist energy, bull's strength, cure moderate wounds*; 3rd- *water breathing\**, *dispel magic, cure serious wounds, prayer, water walk, protection from energy*; 4th- *unholy blight\**, *divine power, freedom of movement, cure critical wounds*; 5th- *ice storm\**, *spell resistance, flame strike, slay living*; 6th- *cone of cold\**, *harm, heal*.

\*Domain spell. **Domains:** Evil and Water.

**Possessions:** chain shirt, ~~*oil of magic vestment +2*~~, heavy wooden shield, ~~*oil of magic vestment +2*~~, masterwork heavy mace, silver unholy symbol of the Elder Elemental Eye, *scroll of water breathing, scroll of cure serious wounds, scroll of cure moderate wounds, scroll of bull's strength*.

☛ **Firyana:** Erynies Ftr4; CR 12; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 9d8+4d10+65; hp 129; Init +10; Spd 30 ft, fly 50 ft (good); AC 24, touch 16, flat-footed 18; Base Atk +13; Grp +18; Atk +18 melee (1d8+5/19-20, longsword) or +21 ranged (1d8+8/x3 plus 1d6 fire, +1 *flaming composite longbow* [+5 Str bonus]) or +19 ranged (entangle, rope); Full Atk +18/+13/+8 melee (1d8+5/19-20, longsword) or +21/+16/+11 ranged (1d8+9/x3 plus 1d6 fire, +1 *flaming composite longbow* [+5 Str bonus]) or +19 ranged (entangle, rope); SA Entangle, spell-like abilities, *summon baatezu*; SQ Damage reduction 5/good, darkvision 60 ft, immunity

to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft, true seeing; AL LE; SV Fort +16, Ref +14, Will +12; Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20.

**Skills and Feats:** Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (religion) +14, Knowledge (geography) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings), Swim +14, Intimidate +13; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Far Shot, Weapon Specialization (longbow), Improved Initiative.

**Entangle (Ex):** Firyana carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). An erynies can hurl its rope 30 feet with no range penalty. Typically, she entangles a foe, lifts it into the air and drops it from a great height.

**Spell-like Abilities:** At will—*greater teleport* (self plus 50 pounds of object only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

**True Seeing (Su):** Firyana continuously use true seeing, as the spell (caster level 14th).

**See in Darkness (Su):** All baatezu can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

**Possessions:** +1 *flaming composite longbow* (+5 Str bonus), *cloak of resistance +1*, 2 *potions of cure serious wounds, fiendish charm tattoo* (see New Rules Appendix), *fiendish disguise tattoo* (see New Rules Appendix).

☛ **Diabolically Fused Greater Air Elemental:** CR 12; Huge elemental (air, extraplanar); HD 21d8+105; hp 199; Init +16; Spd fly 100 ft (perfect); AC 28, touch 20, flat-footed 16; Base Atk +15; Grp +30; Atk +25 melee (2d8+7, slam); Full Atk +25/+25 (2d8+7, 2 slams); Space/Reach 15ft/15ft; SA Air mastery, whirlwind, haste, smite good (1/day); SQ damage reduction 10/-, darkvision 60 ft, elemental traits, resistance to cold 10 and fire 10, spell resistance 21; AL LE; SV Fort +12, Ref +24, Will +9; Str 24, Dex 35, Con 20, Int 12, Wis 11, Cha 13.

**Skills and Feats:** Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Iron Will, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse.

**Haste (Su):** Because the creature is an actual composite entity, and both the devil and the elemental are—at least somewhat—separately aware, the diabolically fused elemental gains the benefit of a *haste* spell.

**Smite Good (Su):** Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

#### **APL 14 (EL 17)**

☛ **Karkagdei:** Male Human Clr14; CR 14; Medium humanoid (human); HD 14d8+28; hp 103; Init +4; Spd 30 ft; AC 20, touch 11, flat-footed 20; Base Atk +10; Grp +12; Atk +14 melee (1d8+3+1d6 cold, +1 frost heavy mace); Full Atk +14/+9 melee (1d8+3+1d6 cold, +1 frost heavy mace); SA rebuke undead 5/day; SQ—; AL LE; SV Fort +11, Ref +6, Will +12; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 14.

**Skills and Feats:** Concentration +19, Knowledge (religion) +17, Swim +15; Combat casting, Scribe scroll, Weapon Focus (heavy mace), Lightning Reflexes, Craft Wand, Improved Initiative.

**Cleric Spells Prepared** (6/ 6+1/ 6+1/ 5+1/ 4+1/3+1/3+1/2+1; save DC 13 + spell level): 0- *cure minor wounds, detect magic, light, resistance, mending, guidance*; 1st- *obscuring mist\**, *shield of faith (x2), magic weapon, divine favor, command, cause fear*; 2<sup>nd</sup>- *fog cloud\**, *spiritual weapon, hold person, resist energy, bull's strength, cure moderate wounds, darkness*; 3rd- *water breathing\**, *dispel magic, cure serious wounds, prayer, water walk, protection from energy*; 4th- *unholy blight\**, *divine power, freedom of movement, cure critical wounds, air walk*; 5th- *ice storm\**, *spell resistance, flame strike, slay living*; 6th- *cone of cold\**, *harm, heal, greater dispel magic*; 7th- *acid fog\**, *summon monster VII, ethereal jaunt*.

\*Domain spell. **Domains:** Evil and Water.

**Possessions:** chain shirt, ~~oil of magic vestment +2~~, heavy wooden shield, ~~oil of magic vestment +2~~, +1 frost heavy mace, silver unholy symbol of the Elder Elemental Eye, *scroll of water breathing, scroll of cure serious wounds, scroll of cure moderate wounds, scroll of bull's strength*.

☛ **Firyana:** Erynies Ftr6; CR 14; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 9d8+6d10+75; hp 151; Init +10; Spd 30 ft, fly 50 ft (good); AC 24, touch 16, flat-footed 18; Base Atk +15; Grp +20; Atk +20 melee (1d8+5/19-20, longsword) or +23 ranged (1d8+8/19-20x3 plus 1d6 fire, +1 flaming composite longbow [+5 Str bonus]) or +21 ranged (entangle, rope); Full Atk +20/+15/+10 melee (1d8+5/19-20, longsword) or +23/+18/+13 ranged (1d8+8/19-20x3 plus 1d6 fire, +1 flaming composite longbow [+5 Str bonus]) or +21 ranged (entangle, rope); SA Entangle, spell-like abilities, *summon*

*baatezu*; SQ Damage reduction 5/good, darkvision 60 ft, immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft, true seeing; AL LE; SV Fort +18, Ref +16, Will +14; Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20.

**Skills and Feats:** Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (religion) +14, Knowledge (geography) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings), Swim +18, Intimidate +17; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Far Shot, Weapon Specialization (longbow), Improved Initiative, Improved Precise Shot, Improved Critical (longbow).

**Entangle (Ex):** Firyana carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). An erynies can hurl its rope 30 feet with no range penalty. Typically, she entangles a foe, lifts it into the air and drops it from a great height.

**Spell-like Abilities:** At will—*greater teleport* (self plus 50 pounds of object only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

**True Seeing (Su):** Firyana continuously use true seeing, as the spell (caster level 14th).

**See in Darkness (Su):** All baatezu can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

**Possessions:** +1 flaming composite longbow (+5 Str bonus), *cloak of resistance +2, 2 potions of cure serious wounds, fiendish charm tattoo* (see New Rules Appendix), *fiendish disguise tattoo* (see New Rules Appendix).

☛ **Diabolically Fused Elder Air Elemental:** CR 14; Huge elemental (air, extraplanar); HD 24d8+120; hp 228; Init +17; Spd fly 100 ft (perfect); AC 29, touch 21, flat-footed 16; Base Atk +18; Grp +34; Atk +29 melee (2d8+8, slam); Full Atk +29/+29 (2d8+8, 2 slams); Space/Reach 15ft/15ft; SA Air mastery, whirlwind, haste, smite good (1/day); SQ damage reduction 10/-, darkvision 60 ft, elemental traits, resistance to cold 10 and fire 10, spell resistance 21; AL LE; SV Fort +13, Ref +27, Will +10; Str 26, Dex 37, Con 20, Int 14, Wis 11, Cha 13.

**Skills and Feats:** Listen +29, Spot +29; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Iron Will, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse.

**Haste (Su):** Because the creature is an actual composite entity, and both the devil and the elemental

are –at least somewhat- separately aware, the diabolically fused elemental gains the benefit of a *haste* spell.

***Smite Good (Su)***: Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

## Appendix Two: Handouts

### Player Handout #1: The Song of the Bard

*Hey my companions ! Let me tell you  
How our coward enemies who had taken up position  
In the ruins of Balab were exterminated  
By heroes from Ekbir and our valiant warriors !*

*How these damned Ataphads were slaughtered  
These inhuman monsters we thought formidable,  
I will tell you here so that the battle  
Which saw our victory be memorable*

*From the four sides, were seen, at the same time,  
The battlements attacked by valiant soldiers.  
Kal, the exalted priest appeared suddenly from the Ocean  
With Seth the fighter, Tal Tyrein the powerful,  
Tal Rasha the furtive and Sethech the brave.  
They took the battlements and the western tower.*

*From the south, was seen also coming by the postern  
Metenyr and Iris, their arrows are deadly,  
Nourah, Maladriel and Farek who worship  
The Lady of our fate. Under their blows died  
The dark ataphadi, servants of Darkness.*

*Do you think at the northern wall the fate spared them ?  
By sapping and fire, the wall collapsed !  
The triumph of Ekbir was won by Uqbar  
And the beautiful Azazel and the valiant Washiba.*

*The ataphadi leaders kept the entrance towers.  
Their defeat to the east is worth to be told !  
Gareth alone, he has less than three feet,  
Gave them, my friends, a thrashing !  
A pine needle defeated a sword !*

*The enemy is overcome, the walls are taken.  
Under the keep, the temple with the dark evil  
Worshipped the ancient god whose eye is terrible.  
He demands as payment vile sacrifices,  
Command to the elements and destroy his victims  
On the horrible purple altar where his madness reigns.  
Al'Akbar be praised ! The heroic fighting  
Against the god of Evil and his servile hordes  
Saw the victory of Ekbir, faith and justice !*

*The brave heroes we must honour  
Are called Mustapha and Tungar the fighter,  
Soliman Yundilla, El Mithrill the cunning  
And Moshin Al Hasan, the exalted high priest.  
Al'Akbar be praised, may he guide us forever !*

## Player Handout #2 The Tour of the Ribat

*The carpets, the tapestries and paintings of the ceiling are depicting various scenes. There are combats, sometimes against fantastic creatures. One of the greatest tapestries represents the gift of the Cup and the Talisman to Al'Akbar.*

*The High Cleric is represented, kneeling, in an attitude of prayer in the center of several concentric stone circles. In front of him, a humanoid creature, bathed in golden light, holds the Talisman, poised to put it around the neck of the kneeling man in front of him. Behind this solar being, there are several celestial servants. One of them carries the Cup.*

*Another great tapestry represents the scene of the theft of the Cup and the Talisman of Al'Akbar by tall and vile elves. The picture shows the relics exposed to worshippers during a great procession, the theft of the relics and the escape of the thieves on giant eagles. The important man who was originally holding the holy artifacts is depicted as falling to his knees in shame and incompetence after having the items plucked from his hands. In the back ground, an elf can be seen going out of his way to kick a small child.*

*On the other scenes, the Cup and the Talisman are frequently represented.*

---

*"Each one of these scenes tell the legend of our lost relics, May Al'Akbar Forgives Us, and of he who failed to keep the most holy relics safe.*

*Here is the gift of the Cup and the Talisman in the stone circles of Tovag Baragu, here is the exodus of the survivors of the Invoked Devastation under the direction of his most holiness High Cleric. The relics enabled him to heal and to help his people. Here is the founding of the holy city of Ekbir and the construction of the temple, which was used as a display case for the Cup and the Talisman.*

*And here you see the terrible day of the theft, May Al'Akbar Forgives Us, the man who lost them and was exiled for it. They say he swore revenge on all of Ekbir and that one day, he would defeat all who banished him, but that day has yet to come.*

*And here, you see the faris who swore to find the holy relics and who founded our brotherhood. All the other scenes tell the exploits and disappointments of our brothers in their holy quest. Of courses, there are many other orders who have sworn to search out the Cup and Talisman. Even the descendents of the followers who the exiled one have sworn to find the Cup and Talisman and corrupt them to try and destroy us. "*

**- Sheikh Nursultan Raminand**

## Player Handout #3

*"You want to know who are the Ataphads? I am going to tell you who they really are! Their history is terribly old and dates back to a finished and forgotten past. More than a thousand years ago, the baklunish empire was at the height of its glory. Wizards of this time have not their equal today. They controlled at the highest level magic of the elements, Air, Water, Earth and Fire.*

*Although this magical power led to the cataclysm you know, they were not inspired by Evil. Nor by Good either. But there is an ancient god, a god supremely evil, a so terrible god that it is better to forget his name, a god who commands to the elements. This god is a corrupting god. He offers power to those who lack faith. Some baklunish wizards of the Empire who studied elementary magic were corrupted by him.*

*This god indeed proposed an increased and quicker mastery on the elements. The most greedy were dazzled! What they didn't understand, is that the elementary magic which was proposed to them was intrinsically corrupted and evil.*

*Quickly, they fell into Evil. The other baklunish wizards repudiated them to preserve the purity of their art. The corrupted wizards had to flee. They found shelter on the Ataphad islands, which were far to the north and well beyond the practical reach of the Empire.*

*There, they could indulge without obstacles, into the darkest magic. For this ancient time, they have perpetuated a corrupted version of the ancient and mighty baklunish magic of the elements. But this is not all.*

*The most intelligent and the most twisted of them they went further and further into the way of corruption. They discovered the true nature of the source of their evil power. Behind the Elder Elemental Eye, they discovered He of Eternal Darkness, the god of absolute Evil, the god who wanted to destroy the world and who was imprisoned by all other gods and who seeks, from his prison, to gather worshippers who will allow him to be released.*

*If this happens, you must know that this World will be destroyed. These Ataphads who discovered the terrible truth united and founded the most evil and most powerful ataphad faction. Their defacto capital is the Dark Harbour. This faction is dedicated to He of Eternal Darkness. They want his liberation.*

*Do you understand who they are? The oldest faction worshipping the Dark God in all the Flanaesse and which is today the most powerful! And also the best organized because they relied on a diabolic faction within the Nine Hells, which remained faithful to the ancient God of Evil when other fiends fought along side angels to defeat their master.*

*For a long time, among those who worked for the return of He of Eternal Darkness, the factions who relied on the forces of the Abyss had the first role. But their recent failure with the Temple of Elemental Evil gave to the diabolic faction the preeminence. Of course, many lesser members of the Elemental cults are completely ignorant to the true causes or even origins of their evil god and are manipulated by their high priests who have been crazed with the true knowledge. But trying to explain that to an evil cultist will not get you very far. Factions fighting factions with the same god and goals but with just different plans to obtain those goals. Its insanity, but its what kept them from obtaining true power and what will give those who fight them a chance to destroy them.*

*You will have to deal with an organized and disciplined cult now that it united and perverse under new leadership.*

*Among these new masters, there is no quarrels or, in any case, they do not weaken their capacity to fight their adversaries. They are united like the five fingers of the hand!*

*Lastly, if you expect to fight normal humans, you are mistaken. A millenium of corruption and black magic, of experiments of monstrous interbreeding to try to strengthen the race produced a people of mutants carrying sometimes the mark of Hells. They are helped by creatures who look like only by far to their animal ancestors. Do you understand why Ataphadians are our first enemy? "*

- **The wizard Alik Am'Iktar of the Zashassar of Ekbir**

## Player Handout # 4 The Three Divinations of Istus

"Three knots and tangling of the weave have been found to be approaching, or perhaps have passed recently. Take heed."

-----  
"The Elder Elemental Eye commands to the elements and servants of power long since lost.

With a pure exorcism or a banishment,  
You shall have to expel him from the unholy altar.

Thanks be to the four elements against him gathered.

Seek the sacred fire of the Son of Light,  
A ruby enchanted by the Stonewife,  
From a good spirit of air the smiling breath  
And water blessed by the Daughter of the Torrent.

To the expected triumph, an anthem well sung  
In the honor of a good god, shall it contribute.

Though there be other ways, such as the crafty twist of a puzzlemasters hand, holy powers are quicker than the palm. "

-----  
"Your enemies are strong but fearful and wary.

They will escape if you are not cautious.

They act hidden in the heart of the fog

Covered by the secrecy of the blackest night.

But someone saw them and will be able to lead you by flight.

You will see in the fog a superb smile,

Close to the home of those whose quest is holy.

Don't act too early but hold your sword! "

-----  
"Hear me now and fear this later.

In a land of turmoil and grief you shall travel to its head.

Among its spires a man you will find dead.

Three men shall confront you, but trust them not.

If you draw your weapons, you will be forever sought.

Escape from the walls you must, if you ever wish to fulfil your desires.

Trust he whom tells you what has transpired.

Those with twisted fingers, shadowy stretched, shall influence policy and declare you be wretched.

To free your souls and your necks, seek the contraband that might still be left.

Fear not the path, but fear the toothy maw. It all hides where humans bring their saws.

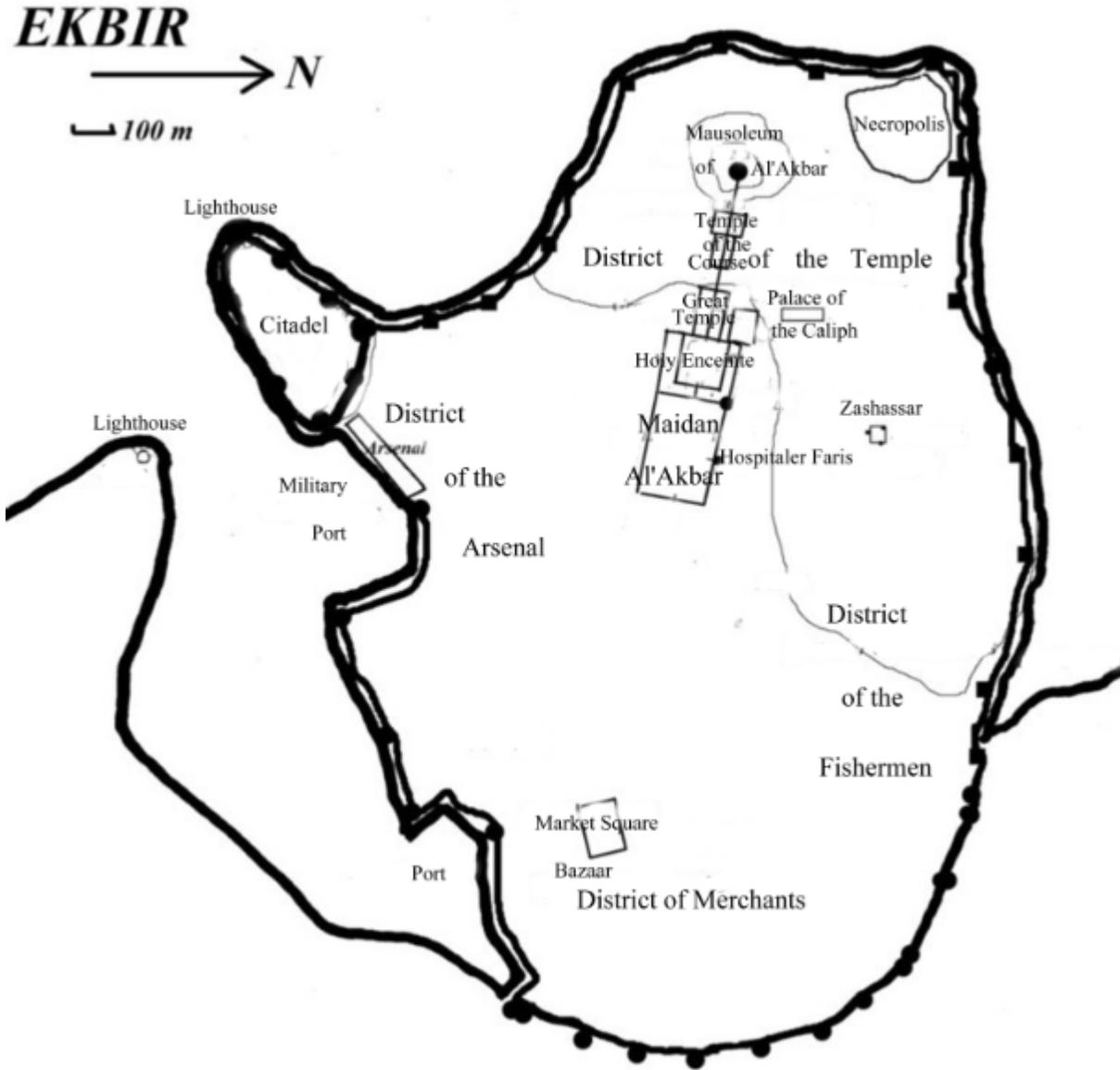
# Appendix Three: Maps

## Map #1

### Caliphate of Ekbir



Map #2  
City of Ekbir



## Map #3 The Dezbat

**B: Ruined Castle of Balab**

**Y: Temple of Istus (Yalas)**

**R: Ribat of the Faris of the Cup and Talisman**

The Morskmogil is a dangerous area of reefs with a huge maëlstrom.

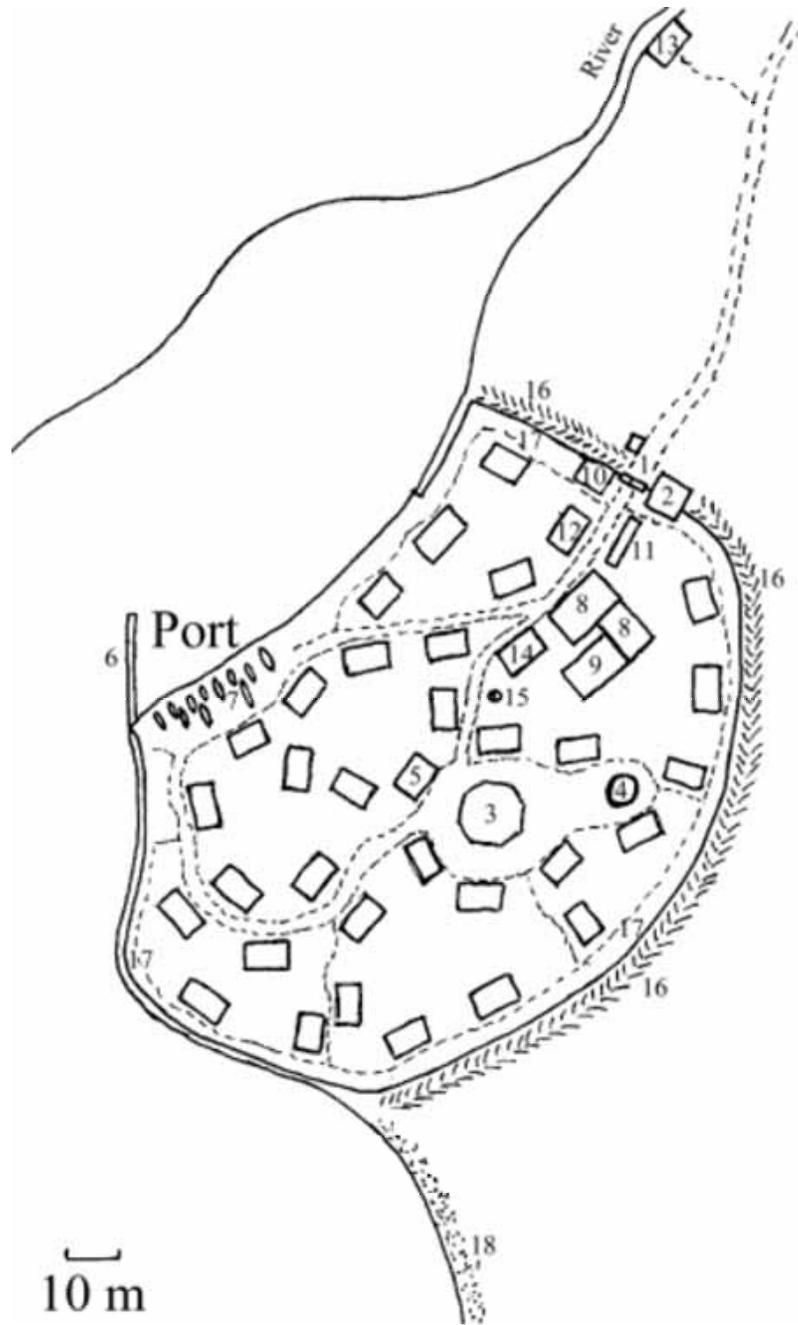
Baie de Hadash = Hadash Bay; Citadelle d'Urik = Urik's Citadel.

Every villages are not shown, especially inland.



# Map #4 The Village of Kiralim

- 1 Gate
- 2 Wooden Tower
- 3 Temple of Al' Akbar
- 4 Pinnacle (Minaret)
- 5 House of the qadi
- 6 Sea-Wall
- 7 Fishing-Boats
- 8 Loft
- 9 Granary
- 10 House of the Garrison
- 11 Stable
- 12 Blacksmith
- 13 Mill
- 14 Baker
- 15 Well
- 16 Moat
- 17 Palisade
- 18 Beach

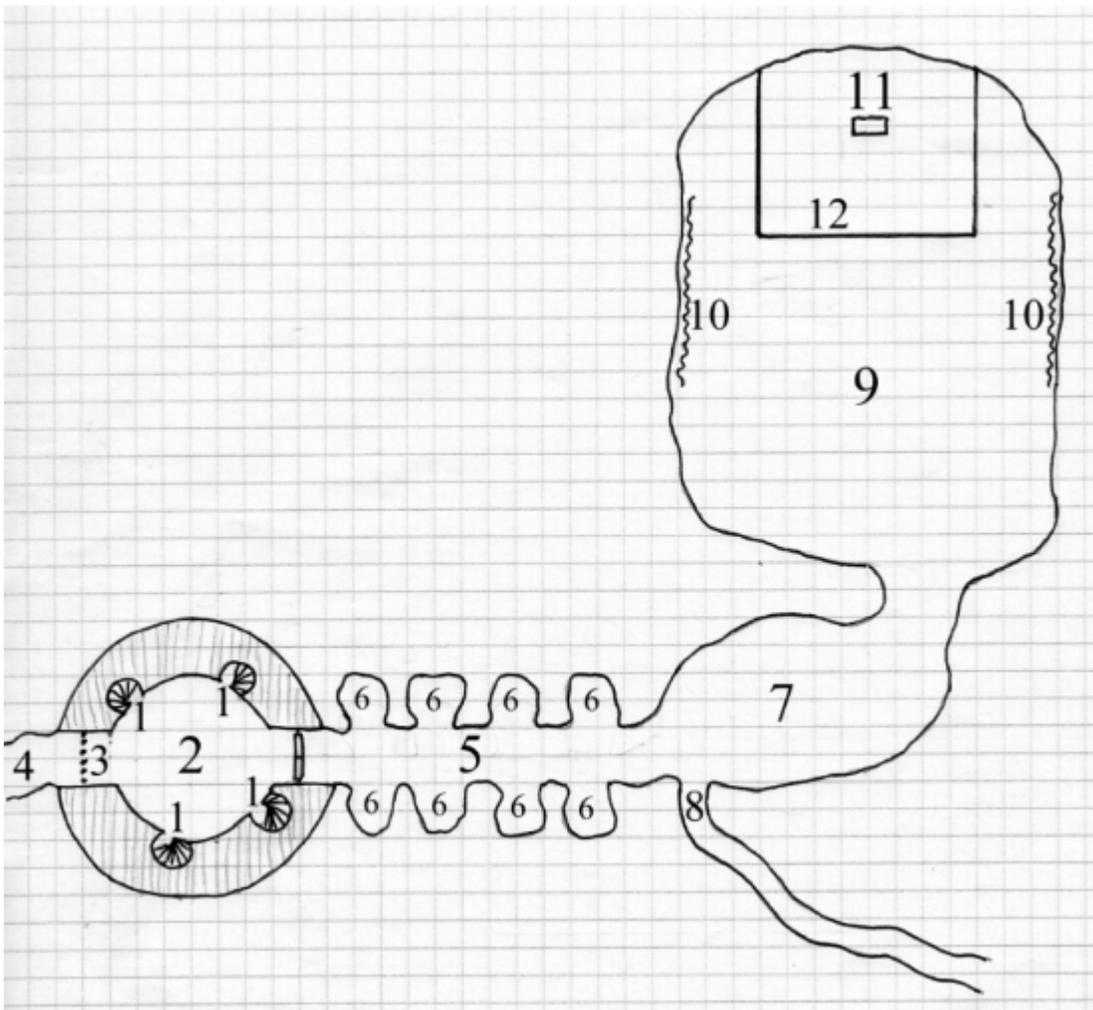


## Map #5

### The Temple of Elemental Evil at Balab

- 1: Staircases
- 2: Lower Level of the keep
- 3: Portcullis
- 4: to the underwater cave
- 5: Corridor
- 6: Cells

- 7: Small Cave
- 8: Narrow Tunnel
- 9: Temple
- 10: Tapestries
- 11: Altar
- 12: Base



## Appendix Four: New Rules

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### New Spells

#### The Fiendish Charm Tattoo

This is the master tattoo that Firyana the Erynies wears on her left shoulder blade. It was granted to her by her powerful Infernal master to better serve the Dark God. It is powerless without the special runes painted on to the houses of her charmed victims.

If any of the runes connected to this specific tattoo are destroyed, the wearer automatically knows that a rune has been destroyed but has no special knowledge to know which one or how.

To use the Tattoo, the wear must posses the ability to cast *charm monster* at will.

In conjunction with the runes placed on a building where a person sleeps, on the third sleep cycle, the person becomes charmed as if by the wearer of the tattoo. The charm effect refreshes ever third sleep cycle the victim spends in the rune marked building.

The Tattoo wearer must be within one mile of the charm effect to be cast on the third night.

Killing the tattoo wearer instantaneously breaks the charm effect of all those under the runes power.

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#### The Fiendish DisguiseTattoo

This is a powerful tattoo that Firyana the Erynies wears on her right shoulder blade. It was granted to her by her powerful Infernal master to better serve the Dark God.

The wearer of the tattoo can polymorph back and force between its nature self and a fixed human disguise. Activating this tattoo and changing requires a full round.

Firyana the Erynies does not have access to her wings nor her teleportation ability while in her human guise.

---

### Prestige Classes

#### ALIENIST (prestige class)

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside of time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind. An alienist's mad certainty is sometimes strong enough to sway others to believe in her own future transcendence.

Alienists may, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly. NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

**Hit Die:** d4.

#### Requirements

To qualify to become an alienist, a character must fulfill all the following criteria.

**Knowledge (Arcana):** 8 ranks.

**Knowledge (The Planes):** 8 ranks.

**Feat:** Alertness.

**Spells:** Ability to cast at least one Divination spell and at least one summoning spell of 3rd level or higher.

**Special:** Prior contact with an alienist or a pseudonatural creature.

#### Class Skills

The alienist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Gather Information (Cha), Handle Animal (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Speak Language,

Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All the following are class features of the alienist prestige class.

**Weapon and Armor Proficiency:** Alienists gain no additional proficiency in any weapon or armor.

**Spells per Day:** When a new alienist level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an alienist, she must decide to which class she adds each level of alienist for purposes of determining spells per day.

**Summon Alien (Sp):** When an alienist casts any *summon monster* spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 258 of the *Player's Handbook*. For example, by casting *summon monster VI*, she could summon a pseudonatural rat. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

**Alien Blessing:** An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

**Metamagic Secret:** The alienist listens to the secret voices whispering from beyond time's end, and profits thereby. At 3rd and 7th level, she may choose any metamagic feat as a bonus feat.

**Mad Certainty:** At 4th level, the alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her an unnatural fortitude: She gains an additional 3 hit points as though from the Toughness feat. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She develops a phobia against a specified kind of creature, suffering a -2 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to these creatures. The selected creature gains a +2 morale modifier to AC and saving throws against the phobic alienist. The DM determines

the creature feared. Good choices include spiders, snakes, birds, or insects. Beings that share attributes with or those that resemble the selected creature also trigger the phobia.

**Pseudonatural Familiar:** On reaching 5th level the alienist's familiar, if any, gains the pseudonatural template (see Pseudonatural Creatures below) in addition to the powers and abilities normal for a familiar of the appropriate level. This does not replace the familiar—the original slowly takes on pseudonatural aspects, which become fully active at this point. From this point on, newly summoned familiars already possess the pseudonatural template.

**Extra Summoning:** From 6th level on, the alienist gains one extra spell slot at her highest spell level. This slot can be used only for a *summon monster* spell. As the alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

**Insane Certainty:** At 8th level, the alienist's mad certainty crystallizes into a truly chilling mania. She gains an additional 3 hit points as though from the Toughness feat, but her phobia likewise intensifies. All penalties and bonuses listed under Mad Certainty for the selected creature increase to -6/+6.

**Timeless Body:** At 9th level, the alienist learns the secret of perpetual youth. She no longer suffers ability penalties for aging and cannot be magically aged (see Aging Effects on page 109 of the *Player's Handbook*). Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, but the alienist is stolen away by horrible entities when her time is up, and she is never seen again.

**Transcendence (Su):** At 10th level, the alienist, through long association with alien entities and intense study of insane secrets, transcends her mortal form and becomes an alien creature. Her type changes to "outsider," which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as charm person, but she can be hedged out by a magic circle spell against her alignment. Additionally, the alienist gains damage reduction 10/magic and resistance to electricity 20.

Upon achieving transcendence, the alienist's appearance undergoes a minor physical change, usually growing a small tentacle or other strange addition or substitution, such as an extra appendage, organ, eye, or enigmatic lump. The alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord.

Anyone who shares the alienist's predilection for study of the Far Realms immediately recognizes her transcendent nature, and she gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with such beings. She gains a +2 circumstance modifier on intimidation checks against all other creatures to whom she reveals her abnormal nature.

### Pseudonatural Creatures

Pseudonatural creatures dwell past the eons that lie between the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take the form of, and emulate the abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.

### Creating A Pseudonatural Creature

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities except as noted here.

**Special Attacks:** A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

*True Strike (Su):* Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

**Special Qualities:** A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

- Electricity and acid resistance (see the table below).
- Damage reduction (see the table below).
- SR equal to the creature's HD +5 (maximum 25). If the base creature already has one or more of these special qualities, use the better value.

**Alternate Form (Su):** At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

**Saves:** Same as the base creature.

**Abilities:** Same as the base creature, but intelligence is at least 3.

**Skills:** Same as the base creature.

**Feats:** Same as the base creature.

**Climate/Terrain:** Any land and underground.

**Organization:** Same as the base creature.

**Challenge Rating:** Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8+ HD, as base creature +2

**Treasure:** Same as the base creature

**Alignment:** Same as base creature

**Advancement:** Same as the base creature

Hit Dice	Electricity, Acid Resistance	Damage Reduction
1-3	5	-
4-7	5	5/magic
8-11	10	5/magic
12+	10	10/magic

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	Summon alien	+1 level of existing class
2nd	+1	+0	+0	+3	Alien blessing	+1 level of existing class
3rd	+1	+1	+1	+3	Metamagic secret	+1 level of existing class
4th	+2	+1	+1	+4	Mad certainty	+1 level of existing class
5th	+2	+1	+1	+4	Pseudonatural familiar	+1 level of existing class
6th	+3	+2	+2	+5	Extra summoning	+1 level of existing class
7th	+3	+2	+2	+5	Metamagic secret	+1 level of existing class
8th	+4	+2	+2	+6	Insane certainty	+1 level of existing class
9th	+4	+3	+3	+6	Timeless secret	+1 level of existing class
10th	+5	+3	+3	+7	Transcendence	+1 level of existing class

## New Creatures

### NARZUGON

**Medium Outsider (Baatezu, Evil, Extraplanar, Lawful)**

**Hit Dice:** 10d8+10 (55 hp)

**Initiative:** +2

**Speed:** 20 ft

**Armor Class:** 25 (+1 Dex, +4 natural, +8 spiked full plate, +2 heavy stell shield) touch 12, flat-footed 24

**Base Attack/Grapple:** +10/+14

**Attack:** Lance +14 melee (1d8+4) or heavy pick +14 melee (1d6+4)

**Full Attack:** Lance +14/+9 melee (1d8+4) or +14/+9 melee (1d6+4)

**Space/Reach:** 5 ft/ 5ft

**Special Attacks:** Baleful Gaze, spell-like abilities, *summon baatezu*

**Special Qualities:** Damage reduction 10/good, spell resistance 23, immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, telepathy 100 ft

**Saves:** Fort +8, Ref +9, Will +8

**Abilities:** Str 18, Dex 14, Con 13, Int 12, Wis 13, Cha 19

**Skills:** Bluff +12, Diplomacy +13, Handle Animal +9, Gather Information +17, Intimidate +19, Knowledge (the planes) +9, Ride +17, Search +14, Sense Motive +14, Spot +14, Survival +14

**Feats:** Mounted Combat, Ride-By Attack, Spirited Charge, Improved Critical (heavy pick)

**Environment:** Nine Hells of Baator

**Organization:** Solitary (with mount) or pair (with mounts)

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** By character class

**Level Adjustment:** —

Narzugons are the baatezu's elite cavalry, riding nightmares or other fantastic steeds across the planes on errands of evil. When someone escapes Baator, narzugons are sent to chase the escapee down. And when the devils' dirty work needs to be done quickly on the Material Plane, narzugons travel there to prowl the country-side by night.

Narzugons are rarely seen without their hallmark spiked plate armor, of masterwork construction. Behind their visors, they resemble pale, gray humans whose eyes betray an incomparable sadness—but to gaze at the narzugon's face is to court death itself.

Most narzugons ride nightmares when on missions for the baatezu. Some ride greater barghests, fiendish dire boars, or even dragons.

#### Combat

Narzugons use their mounts to great advantage, employing maneuverability, charges and ride-by attacks to good effect. But they're cautious enough to withdraw from combat if the mount is likely to perish. A narzugon starts a fight by directing the mount to use its special abilities, then follows up with its own melee attacks. If the outcome of the battle is uncertain, the

narzugon opens the visor on its helmet and makes gaze attacks.

*Baleful gaze (Su)*: Those who see the narzugon's unmasked face see their own worst fears reflected in its eyes. As they hold its gaze, the fearsome image grows like a hallucination until it blocks out reality completely. The baleful gaze functions as a *phantasmal killer* spell cast by a 10th-level sorcerer (save DC 18) against all within 30 feet.

*Spell-like Abilities*: At will—*greater teleport* (self plus its mount plus 50 pounds of object only), *hold person* (DC 16); 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are charisma-based.

*Summon Baatezu (Sp)*: Once per day, a narzugon can attempt to summon 1d3 erinyes or another narzugon with a 30% chance of success. This ability is the equivalent of a 4th-level spell.