

ZEF6-o8

That Look

A One -Round Dungeons & Dragons® Living Greyhawk™ Sultanate of Zeif Regional Adventure

Version .2

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There are dark things squirming in the rotten heart of Zeif. But to go to Dhabiya and root them out means risking more than just your life and eternal soul. A one-round Sultanate of Zeif regional adventure set in Dhabiya for character levels 2 to 14. (APLs 4-12). Part one in the three year "Elite" story arc "Slave Pits of Dhabiya".

A SERIOUS WARNING FROM THE TRIAD: This is a very dark and dangerous adventure. The permanent death of your character isn't the worst thing that could happen, and this isn't just a scare tactic. Before you send your favorite character to Dhabiya, consider VERY carefully what you are prepared to lose because this adventure will take it.

Resources for this adventure [and the authors of those works] include *Book of Vile Darkness* [Monte Cook], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Monster Manual III*, and *Rock of the West (LGJ #5)* [Fred Weinning].

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

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

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

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

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Sultanate of Zeif. PCs native to the Sultanate of Zeif pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The old families of Dhabiya are slavers. And the head of the most influential of the old families is Shyanne bint Vahit, once the daughter of Vahit Bey abdu-Mouqol, Bey of Kalereen. Over a decade ago she fled her family, along with the choicest items from their treasury, for the decadent city of Dhabiya. A few assassinations, a well-executed marriage, and some ruthless societal slander, and she was a force to be reckoned with among the city's elite. Today she is known as the Slave Queen of Dhabiya.

The situation was deeply embarrassing to the Bey, and he has kept the entire matter tightly under wraps as he is able. For the most part, he was successful. The true facts are not widely known, and it is considered bad manners among the noble families of Zeif to even discuss the matter.

Shyanne has a group of clients called The High Masters, who demand very unusual specimens for capture. They want slaves with significant skills, and powerful abilities (in game terms, people with several class levels). Unfortunately these kinds of people are generally hard to capture alive, so Shyanne came up with a clever way to get them to come to her. She sends her agents across Zeif, claiming to be servants of Bey Vahit. They seek out wandering adventuring groups and attempt to hire them on behalf of the Bey to "rescue his kidnapped daughter from Dhabiya". The agents are accomplished liars, armed with credible documents and partial truths, and they do a tremendous job duping unsuspecting do-gooders.

When the hapless adventurers get to Dhabiya and start making enquiries, a rude surprise waits for them. Thousands upon thousands of citizens of Dhabiya are affiliated with, and profit from, the slave trade, and all of them know about Shyanne's ruse. So when strangers come to town asking about Bey Vahit's daughter, they are announcing to these thousands of slavers that the Slave Queen herself has marked them for capture. She also pays 500 gp (per level of the adventurer) a head for each "high quality" slave captured alive.

It is actually a very clever plan. Potential slaves bring themselves right to her doorstep, make their presence known to the populace, and then the populace usually does the dirty work of capturing them for her. In rare

cases where the targets manage to fight off the initial onslaught, she can then send her own agents to finish off the already weakened prey. Variations of this plan have worked surprisingly very well for several years.

In this adventure, the PCs are marked.

One of Shyanne's most canny talents was in forging alliances, from which she invariably got the best of everything. Today, however, she finds herself in over her head. Her partnership with the High Masters was initially very profitable. They had unique requests for slaves, and they demanded barracks and storage pens, but they paid extremely well. After some months, Shyanne learned the High Masters were using the slaves for experiments, of a nature so disturbing and foul that even she, the Slave Queen of Dhabiya, was horrified. Her attempts to discreetly and gradually end the relationship were met with thinly veiled insinuations that she might end up as a subject of the experiments if she wasn't careful.

That scared her even more than dying. So their relationship continues. But that doesn't mean Shyanne isn't constantly looking for ways to get out from under the High Masters' thumbs. When the PCs come to Dhabiya, she sees an opportunity. She subtly manipulates events using the PCs as weapons to strike at the High Masters.

ADVENTURE SUMMARY

This adventure deals with the dark side of the illegal flesh trade in the vile city of Dhabiya. Slavers run rampant. They need strong slaves and adventurers are among the strongest. Brought to the city by deception, the PCs will soon find themselves targeted for capture.

These slavers are professionals and will deal only non lethal damage when ever possible. No point in killing what you want to imprison.

But there is more to the slavery than meets the eye. Dark Masters move their pawns with tactical precision. What their true motives are will only be told in time.

PREPARATION FOR PLAY

Before play begins, the DM should discreetly ask the PCs to describe their characters as they would appear while walking down the street. This becomes important when they reach Dhabiya. Dhabiyans wear primarily black, adorned with other dark colors. Women always wear veils, and men wear turbans. Many men also wrap their

faces. This choice of color is unique in Zeif, because the dark colors are uncomfortably hot. The PCs, in all likelihood, wear white or light colors.

Unless the entire party wears black, they will stand out once the get to Dhabiya.

The DM should also get the players to each roll a d20 twelve times and record the results for later. (The chart in the Appendix will help.) Multiple saving throws are needed in Encounter 2, and for the most part the players won't know their characters are under attack.

The Uruzaries do have a presence in the city, although minor. A member of the Uruzary meta-org may enlist help as per the guidelines of that organization. Also, the Uruzaries will help the PC and his comrades flee the city if asked.

Any PC with the Criminal, Orphan or Former Slave will be given some "respect" in Dhabiya. This allows for a +2 Circumstance modifier to Charisma based skills.

Those PCs in the Military orgs (most notably the Navy) who openly display their rank receive a -5 Circumstance Penalty to all Charisma based skills while in the city.

For those PCs that played **ZEF6-02 *Left for Dead*** they may have the Favor of Crazy Akeem:

Favor of Crazy Akeem: Allows PC's to purchase anything out of the *Player's Handbook* at a permanent 10% discount for adventures taking place in or around Zeir-i-Zeif. This favor also allows purchases off of table 2-1 (adventurers gear only) from the *Arms and Equipment Guide*, 2-1 Tools and skills kits (Navigators and Swimmers kits only) from the *Arms and Equipment Guide*, table 2-2 (Clothing) from the *Arms and Equipment Guide*, and table 2-4 (Edible Items) from the *Arms and Equipment Guide*.

Lastly, the DM should quickly review each character's equipment list and take note of any items that might not be reasonably found during a quick body search. This could be important for Encounter 4.

Remind players that this is an Elite arc. This means they need to bring their "A" games and prepare for a fight. Remind them to purchase potions and scrolls per the LGCS. **They will not have time to purchase them when they are in Dhabiya.**

Ask your players before reading any “dark themed box text” if they have any aversions to gore. If so, please modify the text. Mind the age of your players!

INTRODUCTION

The adventure begins when two unscrupulous liars named G’Mir and Hammarah approach the PCs and try to fool them into taking a bogus rescue mission to Dhabiya. They are very well prepared to sell their story to even the most scrutinizing PCs.

ENCOUNTER 1: AN OFFER YOU CAN’T REFUSE

Read the following to open up the adventure:

Ah Zeir-i-Zeif, Shining Jewel of the West! A beautiful day in late summer finds you sitting in Crazy Akeem’s Coffee Shop in the market place. It is lively as always with the buzz of merchant and patron trading goods for efrits. You are sitting with some companions, regaling each other with stories of heroics and adventure when you are approached by two half-elves of Baklunish descent in the simple garb of messengers. “Begging your most humble apologies Effendis, I am G’Mir and this is Hammarah. Our lord wishes us to deliver this to you.”

Give them **Player’s Handout One**.

They intend to contact several adventuring groups this day, and the PCs are first on their list. They approach the PCs in the early morning. The two are well dressed as befits indentured servants of the very wealthy, which is obvious without a skill check. They begin by presenting the PCs with a scroll of fine vellum, sealed with wax.

G’Mir and Hammarah have gone to great lengths to avoid speaking any direct lies. The blatantly false statements are written on the scroll, and they are supported by just enough half-truths, that they can probably avoid having to perjure themselves at all. They use no magical concealments, preferring to rely on their considerable skills at lying. They do not consent to any magical means to verify their story, acting offended at the PCs poor manners.

G’Mir & Hammarah: Male half-elf rogue 3; Bluff +15, Diplomacy +16, Disguise +10, Gather Information +14, Intimidate +14, Knowledge, local +7, Sense Motive +6, Spot +7; See Appendix 1 for full statistics

They have the following answers prepared for some of the more common questions.

Who is Bey Vahit?

He is head of a prominent mercantile family in Zeir-i-Zeif, with a long and distinguished history in the Sultanate. The family’s interests are many and varied (all true).

Why are you interested in us? We’re not famous, and there are lots of adventurers more powerful.

The Bey does not wish the matter about his daughter to be common knowledge (true). Your group is certainly capable, but you are not so well-known, or of such high standing, that your activities would draw undue attention. You present the perfect blend of talent and anonymity (true). Use whatever resources, save posting her picture on signposts, in Dhabiya that you can think of.

What is your suggested plan? Where do we begin looking for her? Do you have any leads?

The Bey knows nothing more about the whereabouts of his daughter except that she is in Dhabiya (true). My personal preference is for you to go Dhabiya without delay and make inquiries there (true).

What about an advance? How do I know the Bey will pay what he promised?

Ask anyone you like. Bey Vahit is both generous and trustworthy, but he does not part with a dao before services are rendered (true).

What about this cult? How do we find them?

We think it has something to do with the worship of Efreets as Gods. Look in the darkest corners, whisper her name in the right ears, but tread carefully (true).

If the PCs accept the offer, G’Mir and Hammarah arrange for transport on a ship leaving in less than an hour. This is deliberate, because it leaves just enough time to buy mundane supplies but not enough to do any serious research into their story. The two will not agree to pay for a later trip, though they encourage the PCs to arrange their own transport if they must leave later. The cost is 20 gp per PC.

PCs that are native to Zeif (as in have not recently moved here) may be given **Player’s Handout Two** as they already know a bit about Dhaybia

The PCs can make the following skill checks during this encounter.

Gather Information:

DC 15 - Bey Vahit's daughter is not with her family. She is in Dhabiya. The circumstances are embarrassing to the family.

DC 20 - She has been gone for years.

DC 25 - She apparently went willingly.

Sense Motive – (vs. Bluff Check of G'Mir or Hammarah) They will catch G'Mir or Hammarah if they are actually speaking a lie.

Knowledge (local, VTF) or (nobility)

DC 10 - Confirms what G'Mir and Hammarah say about Bey Vahit.

DC 20 - Bey Vahit's daughter is named Shyanne.

Forgery

DC 20 - Documents from nobility would usually have a wax seal, and this one did not.

DC 30 - The choice of wording is not quite right for a noble's missive. It was not written by a true Zeif noble.

Depending on how clever or paranoid the PCs are, they may be suspicious of G'Mir and Hammarah, or they may catch the con men in an outright lie. They are not prepared for any kind of confrontation, much less a fight, so if the PCs threaten them they try to leave and call the authorities. Remember, the two have broken no laws, so the PCs would be in the wrong here. If forced into battle, they defend themselves but flee at the first opportunity.

If the PCs manage to force the truth out of them, either through magical means or by physical threats that somehow do not attract the authorities, they can learn everything from the 3rd, 4th and 5th paragraphs of the Adventure Background, except references to the High Masters. The two know nothing about Shyanne's true background, or the High Masters.

If the PCs do learn the truth, and they decide against going to Dhabiya, the adventure is over. If they go anyway, they are better prepared for what awaits them.

ENCOUNTER 2: DHABIYA

The trip to Dhabiya is uneventful. The city looks much like Zeif as far as the architecture, the level of wealth, the availability of goods and services, and so on. The primary difference is that without exception, citizens of the city wear exclusively dark colors. Servants and slaves wear only black, while the powerful and wealthy may add burgundy trim, green sashes, brown turbans or veils, and the like.

In all likelihood, the PCs will stand out; light colors, particularly white, are the norm elsewhere in Zeif. This marks them immediately as strangers.

Nothing untoward happens to the PCs until they start making inquiries about Bey Vahit's daughter. Chances are they will ask the wrong person the wrong question, and unwittingly identify themselves as highly sought after targets by the Queen of Slaves. Use the following table to adjudicate their Gather Information checks. If they successfully questioned G'Mir or Hammarah in Encounter 2, and they take pains to be careful who they question, and how they ask, they get a +10 circumstance bonus to their skill check. Remember, the PCs can make a new check every 1d4+1 hours. For every 10 gp the PCs spend, grant them a +1 bonus to the check.

PCs arrive in the late morning. Each Gather Information takes 1d4 hours to complete.

Gather Information:**DC (Result less than 20):**

The PCs reveal themselves as marks for the Slave Queen. The person queried tells them one of the following lies (or anything else the DM can imagine). The PCs can follow these leads fruitlessly for as long as they can stand:

- Ask the dock master's bastard son.
- She is being held in the temple to Istus.
- Hassarah the barrel maker is said to have seen her several weeks ago.
- There is a cult that recruits young girls for prostitution operating somewhere in the temple quarter.
- There is a malformed beggar named Qarim who rants constantly about Bey Vahit. I never thought twice about it until you mentioned it. He is often found at the Great Fountain.

DC 20 - The person queried tells the PCs they should be very careful who they ask that question, and then refuses to say more.

DC 25 - The PCs learn the truth about "Bey Vahit's daughter" as if they had successfully questioned G'Mir or Hammarah in Encounter 2. They get a +10 bonus on all subsequent checks

DC 30 - The PCs learn of a secret entrance into the Vahit family compound through the sewers and into an old warehouse near the docks.

If at any time the PCs feel things are getting too hot for them to handle, they can flee Dhabiya by boat. While they get away with their hides, the adventure is over.

If the PCs learn of the secret entrance and proceed there *immediately*, then go directly to Encounter 5. If they waste even as much as ten minutes, Qarim intercepts them en route (go to Encounter 3).

If the PCs manage to not reveal themselves (by rolling more than 20 on their Gather Information roll), but don't learn of the secret entrance, they are stuck. They don't know enough to go further, and they haven't blundered enough to gain Shyanne's attention. If this situation persists, the adventure is over.

If PCs do unwittingly make themselves known as targets of the Slave Queen, word of their presence spreads like wildfire. Within hours they are targets of subtle and covert attempts to capture them. Note that the PC's may reveal themselves to the Slave Queen by what the players say, and not just by failing a roll. For example, saying to someone "Hi-we're adventurers and are new to town...can you help us?" This will generally bring the attention of several slavers within ear shot.

If all of the PCs are captured, go to Encounter 4. If any PCs are still at large after the events of this encounter, whether it is one PC or the whole party, one of Dhabiya's gang leaders, Qarim, decides it's time to take them by force. Go to Encounter 3.

The following events occur in order.

Anywhere they stop for food or drink: The innkeeper or restaurateur drugs everything that passes their lips with Oil of Taggit (DC 15, 0/Unconsciousness). A new save is required for each item of food, and every beverage! The poison is detectable only by magic. The DM should use the pre-rolled saving throws the players supplied before the game (see Preparation for Play, above) so the players don't realize what is going on. If only one or two PCs do not succumb, play out the next event below. If unconscious PCs are left alone, even momentarily, they disappear; hauled away into the crowds. At the time when the PC falls to the poison, the crowd separates and the wizard moves in to clean up the rest. *See Map 1: The Tavern.* Read the following:

As <insert PC names here> ***droops to the table, the crowd gathered looks nervously at you and begins to move their plates and drinks to other tables, obviously concerned that you have brought some kind of problem to their tavern this evening.***

APL 4 (EL 6)

"Sleepy": Dwarf wizard 6; hp 27; See Appendix 1

Tactics: The wizard casts *deep slumber* from maximum range (40 ft). The PCs must make a Will save (DC 16) or fall asleep. He casts a non-lethal substituted spell if the sleep fails, targeting those he thinks may have weak Will saves. All of his spells deal non-lethal damage. If he feels that he cannot win, he uses his *cape of the monteback* to *dimension door* away.

At APL 6+ add this piece of box text.

A young baklunish boy of no more than 8 years approaches your table. In his hands he carries what appears to be a picture frame draped in a black cloth. He says to you "my master wishes to know if this is the woman you are looking for?" With that he throws back the cloth to reveal the portrait of Shyanne. (Use pre-rolled Will saves for this *symbol of sleep* and continue if any PCs fail. If any players specifically state they are not looking at the picture, they will still need to resist the spell the wizard throws at the same time.) ***When you look to the portrait it does resemble the description of Shyanne that you were given. Then the world grows dark for*** <insert PCs names here>.

APL 6 (EL 8)

"Sleepy": Dwarf wizard 7; hp 31; See Appendix 1

"Dopey": Baklunish commoner 1; hp 4; See Appendix 1

Tactics: The wizard (Ench 6) tries to affect the PCs with a *symbol of sleep*. A young boy carries a covered portrait bearing the active *symbol* right up to the PCs and throws back the cover. The boy has been attuned to the *symbol*. PCs must make a Will save (DC 21) or fall asleep. As the boy moves to the PCs the wizard casts *deeper slumber*. If he feels that he cannot win, he uses his *cape of the monteback* to *dimension door* away.

APL 8 (EL 10)

"Sleepy": Dwarf wizard 8; hp 35; See Appendix 1

"Dopey": Baklunish commoner 1; hp 4; See Appendix 1

Tactics: The wizard tries to affect the PCs with a *symbol of sleep*. A young boy carries a covered portrait bearing the active *symbol* right up to the PCs and throws back the cover. The boy has been attuned to the *symbol*. PCs must make a Will save (DC 21) or fall asleep. As the boy moves to the PCs the wizard casts *deeper slumber*. He will then open up with non-lethal fireballs and *scorching rays*. If he feels that he cannot win, he uses his *cape of the monteback* to *dimension door* away.

APL 10 (EL 12)

“**Sleepy**”: Dwarf wizard 11; hp 47; See Appendix 1

“**Dopey**”: Baklunish commoner 1; hp 4; See Appendix 1

Tactics: The wizard (Ench 11) tries to affect the PCs with a *symbol of sleep*. A young boy carries a covered portrait bearing the active *symbol* right up to the PCs and throws back the cover. The boy has been attuned to the *symbol*. PCs must make a Will save (DC 21) or fall asleep. As the boy moves to the PCs the wizard casts *deeper slumber*. He will then open up with non-lethal fireballs and *scorching rays*.

APL 12 (EL 14)

“**Sleepy & Grumpy**”: Dwarven wizard 11; hp 47, See Appendix 1

“**Dopey**”: Baklunish commoner 1; hp 4; See Appendix 1

Tactics: The wizard tries to affect the PCs with a *symbol of sleep*. A young boy carries a covered portrait bearing the active *symbol* right up to the PCs and throws back the cover. The boy has been attuned to the *symbol*. PCs must make a Will save (DC 21) or fall asleep. As the boy moves to the PCs the wizard casts *deeper slumber*. He will then open up with non-lethal fireballs and *scorching rays*. If he feels that he cannot win, he uses his *cape of the monteback* to *dimension door* away

Treasure: Should the PCs defeat the Wizard before he can escape.

APL 4: Loot – 10 gp, Coin – 20 gp, Magic – *cape of the monteback* - (840 gp), +1 *quarterstaff*(217gp), Ring of Protection +2 (333gp) *meta-magic rod substitution* (non-lethal) lesser (225 gp)

APL 6: Loot – 30 gp, Coin – 30 gp, Magic – *cape of the monteback* - (840 gp), +1 *quarterstaff*(217gp), *ring of protection* +2 (333gp) *meta-magic rod substitution* (non-lethal) lesser (225 gp)

APL 8: Loot – 30 gp, Coin – 30 gp, Magic – *cape of the monteback* - (840 gp), +1 *quarterstaff*(217gp), *ring of protection* +3 (1500gp) *meta-magic rod substitution (non-lethal)* (875 gp), *amulet of natural armour* +2 (667 gp)

APL 10: Loot – 30 gp, Coin – 30 gp, Magic – *cape of the monteback* - (840 gp), +1 *quarterstaff*(217gp), *ring of protection* +3 (1500gp) *meta-magic rod substitution (non-lethal)* (875 gp), *amulet of natural armour* +2 (667 gp), *headband of intellect* +2 (333gp)

APL 12: (per Wizard Captured) Loot – 30 gp, Coin – 30 gp, Magic – *cape of the monteback* - (840 gp), +1 *quarterstaff* (217gp), *ring of protection* +3 (1500gp) *meta-magic rod substitution* (non-lethal) (875 gp), *amulet of natural armour* +2 (667 gp), *headband of intellect* +2 (333gp)

ENCOUNTER 2A: DHABIYA AT NIGHT

Problems will continue for the PCs if they decide to rest for the evening. Whichever establishment the PCs use to sleep, a necromancer in cahoots with the owner of the inn attempts to kidnap a PC. The owner sets the necromancer up in the room next door to one of the PCs rooms. The wizard then casts *magic jar* and tries to take control over any PC within range. If he succeeds, he walks the PC's body into a well-hidden room in the building's basement where the owner binds, gags, and drugs him or her, loads them onto a cart and hauls them away. He repeats this cycle twice, simply leaving any PCs that resist his attempts. If his attempts are discovered, he casts *dimension door* to escape. Once a PC's body reaches the basement, the party cannot recover it. The PC is moved to Encounter 4.

APL 4-8

Mephitis: wizard 5/cleric 5/true necromancer 1; hp 44; Spells Prepared- *magic jar* (x2) [Will DC18], *dimension door*, *invisibility*

APL 10-12

Mephitis: wizard 5/cleric 5/true necromancer 5; hp 56; Spells Prepared- *magic jar* (x2) [Will DC22], *dimension door*, *invisibility*

ENCOUNTER 3: FIGHTING DIRTY

This event occurs if one of more PCs were not captured during Encounter 2. At this point, Qarim the gang leader decides to take the remaining PCs by force. Sort of.

This event occurs first thing in the morning as soon as the PCs leave wherever they were sleeping. Qarim cleared the street and it is unusually quiet, so the PCs can make a DC 10+APL Spot check to notice something is amiss. If the PCs learned the Slave Queen is targeting them during Encounters 1 or 2, or if as a result of the events of Encounter 2 they are taking extra precautions to be watchful, they get a +6 circumstance bonus to the check. If they fail, their attackers get a surprise round.

APL 4 (EL 8)

Gnolls (4): fighter 2; hp 23; See Appendix 1

Qarim: male human rogue 6; hp 26; See Appendix 1

APL 6 (EL 10)

Gnolls (6): fighter 2; hp 23; See Appendix 1

Qarim: male human rogue 7/Stft2; hp 40; See Appendix 1

APL 8 (EL 12)

Elite Ogres (2): fighter 2/barbarian 2; hp 65; See Appendix 1

Qarim: male human rogue 7/Stft 4; hp 50; See Appendix 1

APL 10 (EL 14)

Elite Ogres (3): fighter 2/barbarian 2; hp 65; See Appendix 1

Ogre Mage: hp 37; *Monster Manual* page 200

Qarim: male human rogue 8/Stft5; hp 59; See Appendix 1

APL 12 (EL 16)

Elite Ogres (6): fighter 2/barbarian 2; hp 65; See Appendix 1

Fire Giants (2): hp 142; *Monster Manual* page 121

Qarim: male human rogue 8/Stft5; hp 59; See Appendix 1

APL 4: (Per Gnoll) Loot – 5 gp, Coin – 20 gp, Magic – +1 *merciful spiked chain* (694 gp), +1 *half-plate* (146 gp), +1 *merciful rapier* (693 gp), +1 *mithril chainmail* (429 gp), *cloak of resistance +1* (83 gp), *ring of deflection +1* (166 gp), +1 *sap* (191 gp), *amulet of natural armor +1* (166 gp)

APL 6: (Per Gnoll) Loot – 5 gp, Coin – 20 gp, Magic – +1 *merciful spiked chain* (694 gp), +1 *half-plate* (146 gp), +1 *merciful rapier* (693 gp), +1 *mithril chainmail* (429 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp), +1 *sap* (191 gp), *amulet of natural armour +2* (666 gp)

APL 8: (Per Ogre) Loot – 5 gp, Coin – 20 gp, Magic – +1 *merciful spiked chain* (696 gp), +1 *half-plate* (195 gp), +1 *merciful rapier* (693 gp), +1 *mithril chainmail* (429 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp), +1 *sap* (191 gp), *amulet of natural armour +2* (666 gp), +1 *mithril animated shield, heavy* (835 gp)

APL 10: (Per Ogre) Loot – 5 gp, Coin – 20 gp, Magic – +1 *merciful spiked chain* (696 gp), +1 *half-plate* (195 gp), +2 *merciful rapier* (1526 gp), +1 *mithril chainmail* (429 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp), 2 +1 *merciful sap* (1520 gp), *amulet of natural armour +2* (666 gp), +1 *mithril animated shield, heavy* (835 gp)

APL 12: (Per Ogre) Loot – 5 gp, Coin – 20 gp, Magic – +1 *merciful spiked chain* (696 gp), +1 *half-plate* (195 gp), +2 *merciful rapier* (1526 gp)x2, +1 *mithril chainmail* (429 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp), +2 *merciful sap* (1520 gp), *amulet of natural armour +2* (666 gp), +1 *mithril animated shield, heavy* (835 gp)

Tactics: As soon as the PCs step into the street, the humanoids/giants charge, possibly with surprise (see above). Qarim hides in the shadows hoping to remain unnoticed and sneak attack a lightly armored support character like an arcane spellcaster. He waits no more than 2 rounds to pick a target and strike. He will be wary of those that are mounted and ready an action to toss a tanglefoot bag as the mount passes. If that does not work, he will try some caltrops to slow down the charger. **All weapons are meant to deal non-lethal damage. The slavers want the PCs alive. All creatures from the *Monster Manual* have Merciful weapons (add 1d6 damage and convert all damage to non-lethal)**

Qarim forfeits his payment if the PCs are killed, so he repeatedly shouts demands they surrender. Any PC who actually does is quickly manacled, gagged and knocked out with Oil of Taggit.

Developments: If all the PCs are captured or defeated, go to Encounter 4. PCs brought to negative hit points, but not slain, are stabilized.

If any PCs defeat Qarim, the Slave Queen has a surprise for them. By the time this combat occurs, Shyanne has heard about the PCs. She decides they are powerful enough to be useful to her, and sets about manipulating them to do some of her dirty work. One of her agents planted a map on Qarim before he attacked, and the PCs find it easily if they search his body. It is a simple, hand-drawn map leading to an old warehouse near the docks. If by this time the PCs have had enough, they can easily escape Dhabiya by boat, and the adventure is over for them.

If they follow the map, what happens next depends on how the party is split up.

Development: If the majority of the surviving PCs were captured in Encounter 2: Game play continues with them in Encounter 4. Their comrades who defeated Qarim must sit aside and wait until they reach Encounter 6, where they are all rejoined.

If the majority of the surviving PCs fought the battle with Qarim, but some PCs were captured in encounter 2: Game play continues with Encounter 6a. Take the PCs captured in Encounter 2 aside and have them read **Player's Handout Two** from Encounter 4, but then they must sit aside until the rest of the party reaches Encounter 4a.

If none of the PCs were captured in Encounter 2: Game play continues with Encounter 5.

ENCOUNTER 4: THE SURGEON

This Encounter happens as written only for PCs who were captured in Encounters 2 or 3. While they were unconscious, a servant of the High Masters, a half-iron golem doctor known as The Surgeon, performed a major operation on them. No matter what state they were in when captured, when they awake for this encounter, all PCs are at full hit points. They have been stripped of their armor, obvious weapons and visible gear. Small or concealed items may have been missed (at the DM's discretion). Any remaining spells are still in memory.

The players are jolted awake when the Surgeon waves smelling salts under their noses, to find they are strapped down to adjacent surgical tables. Give them **Players Handout Three**. Allow them to read it at their own pace. **NOTE:** If you have any player you think is very squeamish, please read the text to them and modify it as appropriate. Ensure you have read the handout yourself.

Once the PCs have finished reading the handout, continue with the following:

He turns his back to you and starts fussing over a tangle of dripping red rags, and lumps of unidentifiable tissue lying in a mass on the floor.

"The handlers will be here shortly." He mumbles almost absently. It seems almost like he's forgotten about you. "I really must clean this mess up."

Aside from a very sore stomach and an unnerving wriggling inside in their guts, the PCs are fine. They were all healed post-surgery. Each PC present gets to deal with the section "**Can you feel it squirming?**" on their ARs at the end of the adventure.

Each PC gets a DC 18 Spot check to notice all of their gear is neatly piled and organized on a shelf at the far end of the room... right next to The Surgeon. If they can get to it, they can make use of it during this encounter.

Servants of the High Masters are on their way to claim the PCs, and they'll be here in an hour. If the PCs don't escape, the characters are lost forever. There are, however, a number of ways to get out of this particular pickle, physical force being the most obvious.

Restraints: hardness 2; hp 5; Break DC 20; Escape Artist DC 18

Players cannot reach the restraints on their wrists with their hands, so there is no chance to use Disable Device to remove them.

Spell casters still have any un-cast spells at the time of their capture in memory. A simple cantrip like *mage hand* is enough to undo the restraints. The restraints have enough play that it's possible to cast spells with somatic components, but the PCs must make a DC 15 Concentration check as if he were entangled to successfully cast a spell.

The Surgeon is not in his right mind, and along with being a murderous masochist is deeply obsessive. Right now he is single-mindedly concentrating on cleaning up the remains of the surgery, and quite literally forgets about the PCs while he is working. He won't even look at the PCs during their escape attempts as long as they keep conversation to a whisper, spellcasting is done quietly, and there are no loud noises that interrupt his work. Any direct attack against him, however, draws his immediate and murderous attention. If PCs launch an attack while still restrained they are likely as good as dead.

Each time a PC is free from the restraints and begins moving about, the Surgeon gets a Spot check (at a -5 penalty for being distracted) opposed by the PCs Hide check. Only make this check for The Surgeon if the players are specifically making a lot of noise – in general The Surgeon will not notice the players if they are being quiet. He attacks any moving PCs, completely ignoring those still on the operating tables, even if they are unrestrained. The PCs could use this to their advantage if they're clever.

PCs should be told to roll Move Silently and Hide checks to "get away". The Surgeon will not notice if the party leaves quietly.

APL 4 (EL 6)

The Surgeon: male human half-iron golem Adept 2; hp 35; Appendix 1

APL 6 (EL 7)

The Surgeon: male human half-iron golem Adept 3; hp 39; Appendix 1

APL 8 (EL 9)

The Surgeon: male human half-iron golem Adept 5; hp 49; Appendix 1

APL 10 (EL 11)

The Surgeon: male human half-iron golem Adept 7; hp 57; Appendix 1

APL 12 (EL 13)

The Surgeon: male human half-iron golem Adept 9; hp 63; Appendix 1

Tactics: The Surgeon is a supremely dangerous foe because he is nearly invulnerable. This should quickly become obvious as even the mightiest blows merely bounce off of him.

His “surgical gloves” do damage exactly as a set of Eagle Claws and are grafted to him; as such he cannot be disarmed.

Developments: After the first round of combat, read the following.

A stray blow tears The Surgeon’s robe from his body, leaving him naked but for a simple black loin cloth. He is a startling sight to behold.

His arms and shoulders are made of metal, and he has long, gleaming scalpel blades instead of fingers, bright, shiny metal rods where bones should be, and thick silver wires instead of tendons.

Where iron fuses with flesh around his chest and throat, raw red meat is exposed.

He looks at you and hisses, gleaming metal fangs exposed in anger.

“This is simply unacceptable.” He mutters. “You’re obviously poor candidates for incubation. I’ll have to remove the specimen of course.”

Once The Surgeon has been dealt with, the PCs are free to re-equip themselves and escape through the only exit. Proceed with Encounter 5.

If the PCs wish to ransack the chamber, they can claim any of the following:

- A dozen masterwork knives and daggers
- Ten jars of alchemist’s fire
- Ten bottles of anti-toxin

ENCOUNTER 4A: THE SURGEON (ALTERNATE)

Only play this encounter if the majority, or all, of the PCs evaded capture in Encounters 2 and 3. In this case, any

captured PCs are strapped to the operating tables, and The Surgeon stands over them smiling unnervingly.

Shyanne Vahit is also here. The ruckus in the Birthing Room drew her attention, and after the PCs did such an admirable job destroying the High Masters’ clerics, she thought maybe she could dupe them into disposing of The Surgeon as well. She delayed the arrival of her guards and came here herself to set up a scene. Read the following:

A beautiful raven haired woman in burgundy robes with golden trim, and a gossamer golden veil stands before a menacing bald man in black. He holds a long knife in his right hand dripping sticky crimson to the floor. There is a mass of bloody organs and rags in a pile on the floor behind him.

The woman looks terrified, and she looks at you pleadingly.

“Please, don’t let him kill me!” She shrieks.

The bald man turns to look at you and bares his teeth in a snarl. His teeth are shards of shining metal.

The Surgeon, confused and upset, attacks the PCs. PCs can make a DC 25 Sense Motive check to realize Shyanne is lying and that she doesn’t feel like she’s in any danger. Run the combat as per Encounter 4. Then continue with Encounter 7, except change the descriptions to account for the location.

ENCOUNTER 5: EAVESDROPPING

The PCs have come here in one of two ways; they hit the DC 30 Gather Information or found the map on Qarim. Continue with the box text and change it if no PC has been captured to this point.

You follow the directions you found and it has led you to this sewer grate. Lifting the cover the odor makes your stomach twist and your eyes water. You steel your nerves and enter the sewer, your destination the warehouse nearly a block away. You scouted it already and found that this is the best way to approach without the guards that were there noticing you. After all your companions may be in there or other innocent people and a frontal assault would surely doom them all.

Read the following when the PCs reach the grate indicated on the map.

You make your way into what you believe is the sewer exit for the warehouse. Fifteen feet above is a grate in the ceiling. Muted light filters through laying crosshatch patterns on the grimy floor. Through the grate you hear a door open, followed by a pair of footsteps. Crazy shadows dance across the squares of light and you can hear the conversation already in progress.

The PCs can do whatever they like, but they run the very real risk drawing attention to them. Given the distance, the ambient noise, and the fact they aren't really alert, the two people above the PCs both have a modified Listen check of 0. Whispering, and moving quietly will not be heard. Anything else requires opposed checks.

If the PCs draw notice to themselves, the speakers immediately halt their conversation and the first begins casting a spell (a DC 17 Spellcraft check reveals it is *detect thoughts*). If any PC is within 40 feet of the floor below the grate, they are detected the following round, and the alarm is raised (go to Encounter 9). If the spell detects no one, the two resume their conversation. Anything else suspicious, though, and they immediately raise the alarm.

Creative parties may think of ways, like *clairvoyance*, to eavesdrop on the speakers. Gifted climbers can scale the walls and peek through the grate, but must first succeed at a DC 15 Climb check and a DC 10 Move Silently check to avoid notice. If a PC does get a look into the room, read the following.

The room looks like a broom closet. Buckets, mops, and cleaning supplies are crammed into one end. In the middle of the floor is a grate for dumping the buckets of water. Standing inside are two figures. The first is a Baklunish male with an impressive moustache and a deep burgundy turban. The other is tall and lean, in long, form fitting robes. His head is wrapped in black cloth and only his eyes are visible. They are deep black. An unusually long and thin scabbard hangs at his side, the handle of the weapon has wicked points that would make drawing it a challenge.

Assuming the PCs eavesdrop on the rest of the conversation, read the following:

"... and the sheer weight of it has fractured her pelvis and her spine. The size is without precedent."

"But she still lives?" speaks the second voice. It too is male... probably. The voice has a strange tonal quality to it that is unfamiliar.

After a prolonged silence the first voice continues.

"Yes she still lives, but only through constant clerical intervention. Daily, our senior priest and three of your... clerics exhaust their entire complement of spells just to keep her from expiring. Very soon even that will be insufficient."

"Then we will provide a fourth cleric."

"Thank you, but no. The other three are quite unsettling enough."

The second man chuckles darkly. "But effective."

"How long is this supposed to continue?" Demands the first voice. "The incubation has lasted fourteen months already, and the process is deeply unsettling to all of us. Soon no amount of magic, will be enough to keep her alive. Nerull himself would be offended to look upon her. All that's left is a brain and a uterus."

A sobbing shriek explodes from the dark hallway ahead.

"Pleeeeeeease," an inhuman voice cries between soul-wrenching sobs, "LET ME DIE!"

"Apparently her mouth still functions." Says the second voice. Another deafening shriek emanates from the dark passage, warbling unabated for nearly twenty seconds.

"And it functions quite well." He adds.

"How long?" The first voice demands.

"As long as it takes." Says the second. "Perhaps this will make up for the inconvenience."

There is the sound of metal coins falling onto the stone floor above. The first voice is silent for a moment before speaking.

"I do so love the color of platinum." He says. The change in the shadows indicates the first figure is bending down to gather the coins. "So nice of you to throw the money to the floor." He adds sarcastically.

“That is precisely where your race belongs,” Says the second voice menacingly, “on its knees. Now listen to me you soft-skinned worm. Your family is richly compensated for your troubles, and I suggest you keep your complaints to yourselves. You will carry out your end of the bargain or by Hvrakathak B’g’hir my masters will visit a torment on you that makes her suffering seem like a delightful tea party by comparison.”

The first voice is cold and decidedly menacing when it replies.

“There’s no need to be rude. We have a business arrangement and my family will keep it.”

“Then please accept my apologies.” Says the second voice cheerily. “And consider this payment a small token of our appreciation for your extra attention.”

The second figure strides out. The first man mutters under his breath.

“Godless prune-faced bastard!”

A few second later the first man gathers the remaining coins and leaves.

If the PCs check, the grate is firmly lodged in the surrounding stone and cannot be dislodged without a major sustained effort. If the PCs are actually determined to go this route, they are quickly discovered (go to Encounter 9).

If any PC climbs up to the grate after the conversation is over, or if a PC is already hanging there when it ends, they notice an overlooked coin lodged between two of the bars. It can also be seen from the floor with a DC 25 Spot check. The coin is platinum and of completely unfamiliar mint.

The PCs can make the following skill checks.

Knowledge (the planes):

DC 10 “Hvrakathak” and “B’g’hir” are words from an old and rarely used trade language employed by extra-planar races

DC 15 Hvrakathak means something like deep, or unfathomable.

B’g’hir means something like space or emptiness

DC 20 Hvrakathak B’g’hir means “infinite void”

DC 25 Hvrakathak B’g’hir means “astral plane”.

Profession (miner) or skills that indicate knowledge of minerals

DC 10 The coin is an unusual platinum alloy with unfamiliar impurities

DC 15 The coin was forged in zero gravity

From this point on, the PCs periodically hear bone-chilling shrieks from down the hallway.

ENCOUNTER 6: THE BIRTH

Read the following when the PCs approach the birthing chamber.

Up ahead, light spills into the hallway from a large chamber beyond. The illumination is oddly greenish, casting a nauseating phlegm-colored glow. A stink of feces, vomit, and the rank stench of sweat tickles your senses, growing thicker with each step. You hear the low muttering of four distinct voices, droning endless, monotonous gibberish.

The chanting is spellcasting; specifically *cure light wounds*, *cure minor wounds*, *deathwatch*, and *slow poison*. PCs can figure this out with an appropriate Spellcraft check. Continue with the following:

“Dammit!” hollers a male voice. “I need some help here.”

The chanting stops and there is a brief period of silence.

“She’s dying you incompetent flesh-bags! Get on with it”

Abruptly all the voices start chanting in unison.

A DC 17 Spellcraft check reveals four different clerics are each casting *lesser restoration*. Allow the PCs to make whatever preparations they like. Read the following when they look into the room.

The hallway opens into a large, round chamber with a soaring roof nearly three stories above. Light spills into the room through the open ceiling. There is one other hallway opposite this one, and a narrow spiral staircase climbs from the very center of the room all the way to the ceiling.

At the base of the stairs, four black robed, hooded figures are clustered around a long metal surgical table, their backs to you blocking the view of whatever it is on the slab. They gesture purposely, chanting in unison. Surrounding the tables are three great glass, open-topped jars in metals stands, each the size of a wine cask. Each contains a dull, opaque, flesh colored soup.

Suddenly there is great, ragged intake of breath, and the chanting stops. Then there is a piercing shriek.

“NOOOOOOOOOOOOOO!” There is someone on the table, lying out of sight behind the black robed figures. It sounds like a woman. She pauses her manic screeching only long enough to draw a second tremendous breath, crackling and heavy with mucous, and then starts screaming again.

One of the robed figures breaks away from the table, throws back his hood and clamps his hands to his ears. He storms angrily away gritting his teeth.

“No, no, no, no, I can’t TAKE THIS ANYMORE!” He bellows, though his voice is only barely audible over the unceasing shrieking from the thing on the slab. As he stalks away, the other three robed figures turn to watch, and you get a full view of the unspeakable atrocity behind them.

What lays there was definitely humanoid at one point in its now damned life. The wretched thing is almost entirely stomach. Its massive, swollen belly is so large its spindly, stick-like limbs are almost completely buried beneath the bulk. The bulbous gut protrudes fully three feet high above the table, and covers the creature’s twisted, legs to the knees. The right leg is bent at an impossible angle, with the knee facing the floor and the foot resting on the slab near where the hip would be if it were visible. From the face, this was once an elven woman. Her visage is so skeletal and drawn it seems impossible that she could still be living, her eyes are sunken and lifeless, and her long black hair has mostly fallen out. She finally ends her tortured wailing and twists her head from side to side, probably the only part of her she can still move. The formidable surgical table looks like it is starting to buckle under her sheer bulk. Despite the chill in the room, her naked flesh is dripping in sweat. She lies in a fetid puddle of her own blood and urine.

She looks up at the three black figures still near the table. And her visage changes into something

frightening and terrible. Her eyes burn with hate, and she bares her teeth in a vicious, feral snarl.

“Let me die!” She spits at them. They do not move. She throws back her head and screams at the ceiling.

“LET ME DIE!”

Then abruptly she starts to cough and choke, and a torrent of bloody fluid erupts from her mouth. The three hooded men then move in unison to tend to her.

The fourth figure turns away in disgust and vomits noisily onto the floor.

This scene continues for as long as the PCs are willing to watch. Quite obviously their only escape is up the stairs, and to get there they have to deal with the occupants of the room.

The human is a cleric named Farah Vahit, and he is the highest ranking cleric of the family. He stays to the side and does participate in the encounter (see below).

The three figures at the table are half flesh golems created by the High Masters. They have no free will and are functionally automatons, but the High Masters have found a way to preserve their spell casting powers. Each is connected to one of the glass tanks by an umbilical cord that extends from the back of their heads, and runs across the floor to the base of the jar. The jars are filled with gallons of distilled brain fluid, and as long as the half golems remain connected to it, they fight intelligently using their spells. If the PCs sever a cord or smash a jar, the half-golem immediately flies into a rage, attacks the nearest enemy to the death without fear or thought, and loses his ability to cast spells.

Smashing the vats also has the effect of making the room slippery. It requires a DC 15 Balance check to Run or Charge. Failure means the character can act, but cannot run or charge. Failure by 5 or more means the character slips and falls prone. With all of the fluids and bile floating in the vats, a prone character must then make a DC 15 Fortitude or become *sickened* for 1d4 rounds

The half-golems only directive is to keep the girl on the table alive for as long as possible. The High Masters have determined that the spawn she is gestating can likely survive outside the womb now, but the longer their growth can be sustained in uterus the better. As soon as the PCs enter the room and it becomes clear they aren’t supposed to be there, one of the half-golems slices open

the woman's stomach with a scalpel and frees the spawn within.

If the PCs manage to somehow intervene and prevent her murder, once combat begins, she grabs a scalpel and slices her own throat, precipitating the same result (all off camera, just mention to the players that she has taken her own life). Read the following.

Suddenly all hell breaks loose. The woman's stomach splits open like a balloon and blood sprays across the room. A half dozen squirming creatures erupt from within her fly across the room.

Their appearance is horrifying. Their heads look like elven women, with long bloody hair, and an obscenely large mouth overflowing with inch long fangs. Their bodies are shriveled and deformed, scarcely as large as the head, but each sprouts a dozen long, spindly arms, ending in withered, claw-like fingers. Their skin is a translucent blue, almost as if they are made of liquid water.

They float above the desiccated remains of their mother, dripping gore and thick clear fluid and in unison they shriek. It is a terrible sound, like metal grinding metal.

The spawn are ravenous and rush to feed on whatever they can reach. One of the beasts descends on Farah and the two tear each other to shreds.

At lower APLs, some of the spawn attack the half-golems and they destroy one another. This leaves fewer opponents for the PCs to fight. At higher APLs, the spawn attack only the PCs, and the half-golems also attack the PCs to prevent them from killing the spawn.

APL 4 (EL 7)

Spawn (2): hp 23 each; Appendix 1.

APL 6 (EL 9)

Spawn (2): hp 23 each; Appendix 1.

Black-robed priest: male human half-flesh golem cleric 3; hp 45; Appendix 1.

APL 8 (EL 11)

Spawn (4): hp 23 each; Appendix 1.

Black-robed priests (2): male human half-flesh golem cleric 3; hp 45; Appendix 1.

APL 10 (EL 13)

Spawn (6): hp 23 each; Appendix 1.

Black-robed priests (3): male human half-flesh golem cleric 5; hp 55; Appendix 1.

APL 12 (EL 15)

Spawn (6): hp 23 each; Appendix 1.

Black-robed priests (3): male human half-flesh golem cleric 7; hp 65; Appendix 1.

When the combat is over and things quiet down some, it becomes clear the alarm has been raised. From the opposite hallway the PCs can hear alarm bells ringing, and the sound of approaching footsteps. If they hurry immediately up the stairs, go to Encounter 7. If they waste time looting or rush to attack the oncoming troops, go to Encounter 9.

Treasure:

APL 6-12: (Per Priest) Loot – 5 gp, Coin – 20 gp, Magic – +1 great falchion (208 gp), +1 breastplate (113 gp)

ENCOUNTER 6A: THE BIRTH (ALTERNATE)

Play this encounter if the majority of the surviving PCs were not captured in Encounters 2 and 3, and they followed the map to the abandoned warehouse.

The map leads to a decrepit warehouse near the docks, in a virtually deserted corner of the city. The building is boarded up and locked, but it is no great challenge breaking in. The PCs can hear distant, bone-chilling shrieks from deep within the building. The inside is a single long, high-ceiling room, nearly empty except for a few dozen empty crates. In the middle of the floor is a round 20 foot hole in the floor. The disquieting cries come from there, and the PCs can also here several male voices muttering.

Continue with Encounter 6 as written, modifying the descriptive text to allow for the different point of view. When they complete the encounter, and they hear the sounds of the alarm and soldiers approaching, they can choose to escape back up the stairs. If they do, any PCs captured are lost forever, and the adventure is over. If they instead follow the hallway deeper into the complex, go to Encounter 4a.

ENCOUNTER 7: VAHIT'S DAUGHTER

If the PCs get to this encounter from Encounter 6, play through as written. If they got here from Encounter 4a,

the DM will have to modify the descriptive text to reflect the fact that they are not in the warehouse, but in The Surgeon's chamber.

The spiral stairs from the Birthing Chamber lead to an abandoned warehouse compound owned by the Vahit family. It is rarely used, and this corner of the city is nearly deserted. The warehouse is a single long, high-ceiling room, largely empty except for a few dozen empty crates.

Shyanne, of course, learned of the PCs some time ago. She saw, in the PCs, an opportunity to strike a blow against the High Masters, so did what little she could to assist the PCs that would not draw the High Masters' attention. She was able to reassign the guards normally stationed with The Surgeon and in the Birthing Chamber, making it possible for the PCs to escape. However, the alarm has now been raised, and the High Masters' lackeys are coming to intervene regardless of her wishes.

If by this point The Surgeon, the three half-golem priests, and all of the spawn are dead, Shyanne is pleased with the PCs and is willing to parley. Go to Encounter 8.

If any of those being still survive, Shyanne is irritated and unimpressed with the PCs. She has exposed herself to some very difficult questioning by the High Masters, and the payoff was not worth it. Read the following.

A beautiful woman stands at the far end of the room. She is dressed in a dark burgundy, silk robe, trimmed with golden floral patterns. She has long, raven-black hair, and her delicate features are partially concealed by a gossamer golden veil.

"Well," she says flatly, "you have been a serious disappointment. You were clearly not worth my attention."

And she suddenly disappears.

Shyanne *teleports* away. Any attempt to stop her likely fails (see below). If the PCs leave immediately and go directly to the docks to depart on the very first boat they can find (for a fare of 50 gp / APL each, thank you very much) they escape Dhabiya and the adventure is over.

If they waste *any* time at all searching the crates, running around the city, or hunting for cheaper boat fare, go to Encounter 9.

ENCOUNTER 8: DETENTE

The PCs play this encounter only if the PCs accomplished all of the goals Shyanne had in mind for them. There is still one of the High Masters' servants alive, the dark figure from Encounter 5, but she is willing to accept that for the time being.

Shyanne is willing to parley with the PCs, but the moment they do anything even remotely hostile or suspicious she *teleports* away. She has an active *contingency* spell that *teleports* her to safety if she is subjected to any kind of attack. Shyanne's statistics are not presented here because this is not a combat encounter, and the PCs are simply not able to capture her.

A beautiful woman stands at the far end of the room. She is dressed in a dark burgundy, silk robe, trimmed with golden floral patterns. She has long, raven-black hair, and her delicate features are partially concealed by a gossamer golden veil.

"Allow me to introduce myself. My name is Shyanne, though you've heard of me a Vahit's daughter.

"As you've no doubt figured, I am in no need of rescue. I left my father's prim and stuffy estate many years ago of my own free will. You were lured here by a very well-executed ruse. I mean really, 'rescue a noble's kidnapped daughter'! How cliché is that?"

She laughs fitfully.

Allow for some witty repartee, the PCs have earned the right to make some snide remarks.

"Let's get down to business. Guards I do not control are even now bearing down on us. You have offended some very murderous powers this day, and I can help you. So let's not waste time.

"You have actually done me a service by eliminating those abominations, which I will repay. If you wish, I will spirit you safely out of Dhabiya to Zeir-i-Zeif. That is the sure thing.

"Or you can bank my favor and earn some interest. The powers you tangled with today are engaged in depravities that make what you already witnessed look like a day in the park. You merely touched the surface of a darkness so foul it would chill your soul.

“You could allow yourselves to be captured, and with my help you can attack the rot from the inside. There is definitely risk, but if you pull it off I can promise you rewards unlike anything you can even imagine. A Slave Queen can get her hands on things other mere merchants cannot.”

If any of the PCs played through Encounter 4 and have parasites implanted in the stomachs, read the following paragraphs. Otherwise skip to Developments below.

“There’s also the matter of the little beastie living in your bowels. It’s growing you see. It’s dormant for now, but when it matures you’ll probably be dealing with something similar to that poor woman down there. I’ve no idea what it does or what it’s for, but if you try to remove it, it will literally eat you alive. I’ve seen it before.”

“We have a common enemy now. I can help you bring them to their knees, and maybe you can force them to reverse the procedure. I am your best hope.”

Developments: Shyanne wants the PCs to allow themselves to be captured by the High Master’s soldiers. The PCs will invariably be brought to the High Masters, and she surmises that with her help the PCs could strike them a lethal blow.

She suspects the guards will likely strip them of their weapons and gear. Any items the PCs wish to entrust to her, she promises to return to them wherever they are incarcerated. She is telling the truth, but she makes no guarantees beyond her word, and if they don’t believe her she doesn’t really care. She gives them one minute to make up their minds.

If the PCs want to escape, she honors her word and gets them out of Dhabiya. Go to Encounter 10.

If they start trying to negotiate terms on her offer, make demands, or start imposing conditions, she flatly refuses and *teleports* away. Go to Encounter 9.

If the PCs accept her offer, they earn the **Favor of the Slave Queen**. She takes whatever gear they choose to entrust to her, promises to help them later, and *teleports* away. Play Encounter 9.

ENCOUNTER 9: RE-CAPTURE

This encounter can start from multiple points in the adventure. In all cases, the alarm has been raised and guards in the service of the High Masters try to re-

capture the party. **This is not a fair fight.** Read the following description.

APL 4

Floating at the front are two giant disembodied humanoid head(s), bone, tendons and blood vessels dangling from the roughly torn neck(s). Embedded in their foreheads are dozens of unblinking eyes. One of them opens its mouth, revealing a triple row of jagged fangs and screams at you.

“Surrender or be killed”

You nearly lose your nerve as another figure comes towards you out of the darkness, a tall humanoid. The creature’s head looks rather like a four-tentacled octopus, made all the more horrible by a pair of bloated, white eyes. Its mouth, a revolting thing like a lamprey’s maw, constantly drips and oily slime when it is not siphoning out the brains of living prey!

APL 6 add:

The third creature, lumbering towards you is a ghastly puzzle of flesh. The creature charging you may once have been humanoid, at least parts of humanoids

APL 8 & 12:

Floating at the front is a giant disembodied head. It has several more eyes on top of stems that protrude from its spherical mass. It opens its giant maw and speaks.

“Surrender or be killed”

You nearly lose your nerve as another figure comes towards you out of the darkness, a tall humanoid. The creature’s head looks rather like a four-tentacled octopus, made all the more horrible by a pair of bloated, white eyes. Its mouth, a revolting thing like a lamprey’s maw, constantly drips and oily slime when it is not siphoning out the brains of living prey!

APL 10 add:

The third creature, lumbering towards you is a ghastly puzzle of clay, or rock. It lumbers forward staring blankly forward, ready to pummel the first thing it can get within its reach.

For the purposes of this adventure, these creatures are not fully described. They can be represented by standard creatures from the *Monster Manual*.

APL 4 (EL 9)

Gauths: hp 45; See *Monster Manual* page 25

Mind Flayer: hp: 44; See *Monster Manual* page 187

APL 6 (EL 11)

Gauths (2): hp 45; See *Monster Manual* page 25

Mind Flayer: hp: 44; See *Monster Manual* page 187

Flesh golem: hp 79; See *Monster Manual* page 135

APL 8 (EL 13)

Beholder: hp 93; See *Monster Manual* page 25

Mind Flayer: hp: 44; See *Monster Manual* page 187

APL 10 (EL 15)

Beholder: hp 93; See *Monster Manual* page 25

Mind Flayer: hp: 44; See *Monster Manual* page 187

Clay golem: hp 90; See *Monster Manual* page 134

APL 12 (EL 17)

Beholder: hp 93; See *Monster Manual* page 25

Mind Flayer, Ulitharid: hp: 90; See Appendix 1

Tactics: The creatures make no attempt to hide their approach. The beholders are the commanders of the force, and they begin combat by demanding the PCs surrender. They repeat this demand throughout the combat.

The Mind Flayers will open with a Mind Blast and try to dominate as many as possible, while the beholders stay behind the first ranks and use their eye rays, targeting spell casters and ranged attackers first. Again, use the eyestalks to charm. NO DISINTEGRATIONS! They want the PCs alive (if not beaten up) as they want this strong force as slaves. They will fetch a handsome reward! Remember that these creatures have means of flying/levitating and will not just stand there and be beaten up by beefy PCs. They are smart, play them that way. If the PCs are walking over the monsters, open up with everything you have, as these monsters also want to survive.

Development: If at any point the PCs do surrender, their opponents stop fighting, bind them, gag them, and knock the out with Oil of Taggit (multiple doses if necessary). The adventure is over, and these PCs are now out of play! For details, the DM should direct them to read the “**Captured!**” section on the AR.

If the PCs somehow manage to actually win this fight, they’ve earned the right to escape. Proceed to Encounter 10.

ENCOUNTER 10: GOING HOME

The PCs can reach this encounter from several points in the adventure, but in pretty much all cases they are in a hurry. Since the city is a hub of sea trade, they can hop a ship and be gone within fifteen minutes. The cost for such a no-questioned-asked, speedy departure is 50gp (per APL) per passenger, with no negotiating. If the PCs take the boat, they are returned to Zeir-i-Zeif without incident, and the adventure is over.

In all likelihood, the PCs will be eager to leave, but if they insist on tarrying here too long they may be subjected to more attempts at capture (Encounter 2) or another strike force from the High Masters (Encounter 9) at the DMs discretion.

CONCLUSION

The adventure can end with some or all of the party dead. Those killed in Dhabiya are likely lost forever, unless the circumstances of the death allowed party members to escape the city with the body.

The party may even be split up, with some of the PCs captured, and some free. Any PCs who were not specifically killed, but did not escape Dhabiya are “**Captured!**” as described on the AR. These PCs are out of play, and must contact the Triad to find out what must happen next.

Some or all of the PCs may be infected with the parasite from Encounter 4. This is described in more detail on the AR under “**Can you feel it squirming?**” Eventually, if this is not dealt with, the character will end up being taken out of play. Dealing with the parasite is the subject of further adventures, and the players must contact the Triad for details.

In all likelihood, most or all of the PCs have been identified as desirable slaves by the Slave Queen. This is a life sentence, and whenever they return to Dhabiya this will affect how they play. This is explained under “**Marked**” on the AR.

Those that do escape are free to return in future sequels. Obviously the business of the High Masters is unresolved, to say the least...

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 2: Dhaybia

Experience objective

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

Encounter 3: Fighting Dirty

Experience objective

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

Encounter 4: The Surgeon

Experience objective

APL 4	180 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 6: The Birth

Experience objective

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter 9: Recapture

Experience objective

APL 4	270 XP
APL 6	330 XP
APL 8	390 XP
APL 10	450 XP
APL 12	510 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

APL 10
APL 12

1,350 XP
1,575 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 2:

(Only if the Wizard(s) are captured. Items marked on AR with *)

APL 4: Loot – 10 gp, Coin – 20 gp, Magic – *cape of the monteback* - (840 gp), +1 *quarterstaff* (217gp), Ring of Protection +2 (333gp) *meta-magic rod substitution* (non-lethal) lesser (225 gp)

APL 6: Loot – 30 gp, Coin – 30 gp, Magic – *cape of the monteback* - (840 gp), *+1 quarterstaff*(217gp), *ring of protection +2* (333gp) *meta-magic rod substitution* (non-lethal) lesser (225 gp)

APL 8: Loot – 30 gp, Coin – 30 gp, Magic – *cape of the monteback* - (840 gp), *+1 quarterstaff*(217gp), *ring of protection +3* (1500gp) *meta-magic rod substitution* (non-lethal) (875 gp), *amulet of natural armour +2* (667 gp)

APL 10: Loot – 30 gp, Coin – 30 gp, Magic – *cape of the monteback* - (840 gp), *+1 quarterstaff*(217gp), *ring of protection +3* (1500gp) *meta-magic rod substitution* (non-lethal) (875 gp), *amulet of natural armour +2* (667 gp), *headband of intellect +2* (333gp)

APL 12: (per Wizard Captured) Loot – 30 gp, Coin – 30 gp, Magic – *cape of the monteback* - (840 gp), *+1 quarterstaff*(217gp), *ring of protection +3* (1500gp) *meta-magic rod substitution* (non-lethal) (875 gp), *amulet of natural armour +2* (667 gp), *headband of intellect +2* (333gp)

Encounter 3:

APL 4: (Per Gnoll) Loot – 5 gp, Coin – 20 gp, Magic – *+1 merciful spiked chain* (694 gp), *+1 half-plate* (146 gp), *+1 merciful rapier* (693 gp), *+1 mithril chainmail*(429 gp), *cloak of resistance +1* (83 gp), *ring of deflection +1* (166 gp), *+1 sap*(191 gp), *amulet of natural armor +1* (166 gp)

APL 6: (Per Gnoll) Loot – 5 gp, Coin – 20 gp, Magic – *+1 merciful spiked chain* (694 gp), *+1 half-plate* (146 gp), *+1 merciful rapier* (693 gp), *+1 mithril chainmail*(429 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp), *+1 sap*(191 gp), *amulet of natural armour +2* (666 gp)

APL 8: (Per Ogre) Loot – 5 gp, Coin – 20 gp, Magic – *+1 merciful spiked chain* (696 gp), *+1 half-plate* (195 gp), *+1 merciful rapier* (693 gp), *+1 mithril chainmail*(429 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp), *+1 sap* (191 gp), *amulet of natural armour +2* (666 gp), *+1 mithril animated shield, heavy*(835 gp)

APL 10: (Per Ogre) Loot – 5 gp, Coin – 20 gp, Magic – *+1 merciful spiked chain* (696 gp), *+1 half-plate* (195 gp), *+2 merciful rapier* (1526 gp), *+1 mithril chainmail* (429 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp), *2 +1 merciful sap* (1520 gp), *amulet of natural armour +2* (666 gp), *+1 mithril animated shield, heavy*(835 gp)

APL 12: (Per Ogre) Loot – 5 gp, Coin – 20 gp, Magic – *+1 merciful spiked chain* (696 gp), *+1 half-plate* (195 gp), *+2 merciful rapier* (1526 gp)x2, *+1 mithril chainmail* (429 gp), *cloak of resistance +2* (333 gp), *ring of protection +2* (666 gp), *+2 merciful sap* (1520 gp), *amulet of natural armour +2* (666 gp), *+1 mithril animated shield, heavy*(835 gp)

Encounter 6:

APL 6-12: (Per Priest) Loot – 5 gp, Coin – 20 gp, Magic – *+1 Great Falchion* (208 gp), *+1 Breastplate* (113 gp)

Total Possible Treasure (the total on the AR is the maximum allowed in the adventure)

APL 4: Loot: 20 gp; Coin: 60 gp; Magic: 4,183 gp; Total: 4,263 gp.

APL 6: Loot: 40 gp; Coin: 70 gp; Magic: 4,914 gp; Total: 5,024 gp.

APL 8: Loot: 40 gp; Coin: 70 gp; Magic: 8,803 gp; Total: 8,913 gp.

APL 10: Loot: 40 gp; Coin: 70 gp; Magic: 11,298 gp; Total: 11,480 gp.

APL 12: Loot: 16 gp; Coin: 150 gp; Magic: 12,824 gp; Total: 12,934 gp.

APPENDIX 1: APL 4

INTRODUCTION

G'MIR & HAMMARAH

CR 5

Male half-elf Rogue 3

LN Medium humanoid

Init +0; **Senses** Low-light vision, Listen +0, Spot +7

Aura

Languages Common, elven, baklunish

AC 10, touch 10, flat-footed 10 (+0 Dex)

hp 12 (3d6 HD);

Fort +1 **Ref** +3, **Will** +1

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +1 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options Evasion, Sneak Attack (+2d6)

Combat Gear dagger

Abilities Str 8, Dex 10, Con 10, Int 15, Wis 10, Cha 18

SQ evasion, low-light vision

Feats Negotiator, Skills Focus (bluff)

Skills Bluff +15, Diplomacy +16, Disguise +10, Gather Information +14, Intimidate +14, Knowledge, local (VTF) +7, Sense Motive +6, Spot +7;

Possessions combat gear plus clothing;

ENCOUNTER 2: DHAYBIA

SLEEPY

CR 6

Male Dwarf Wiz 6

CN Med humanoid

Init +1; **Senses** Darkvision 60ft., Listen +0, Spot +0

Languages Common, Dwarven, Ancient Baklunish, Infernal, Ignan,

AC 21, touch 13, flat-footed 12 (+1 Dex, +4 Mage armor, +4 Shield spell, +2 deflection);

hp 31 (6d4+12HD);

Immune Magic Missiles (from Shield Spell)

Fort +4 (+6 against poison), **Ref** +3, **Will** +5

Speed 20 ft. (4 squares), base movement;

Melee +1 Quarterstaff +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Atk Options Empower Spell, Non-lethal Substitution (Fire)

Combat Gear +1 Quarterstaff, Ring of Protection +2, Meta-magic Rod Substitution (non-lethal), lesser

Wizard Spells Prepared (CL 6th DC= 14 +Spell level or *DC=16 +Spell level Enchantments):

3rd— *bands of steel****, *deep slumber**, *fireball*, *hold person**

2nd— *daze monster**, *scorching ray*, *tasha's hideous laughter**(2), *touch of idiocy**

1st— *charm person**, *hypnotism**, *mage armour* †; *shield* †, *sleep**

0— *daze* (2), *detect magic*, *read magic*, *mage hand*

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 18, Wis 10, Cha 6

SQ Familiar (Weasel)

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Scribe Scroll², Empower Spell, Non-lethal Substitution (Fire).

Skills Concentration¹ +11, Knowledge (arcana) +10, Knowledge (dungeoneering) +6, Knowledge (history) +10, Knowledge (nature) +5, Knowledge (nobility) +9, Knowledge (the planes) +6, Knowledge (VTF) +12, Spellcraft +15

Possessions combat gear plus *cape of the mountebank*, Spell component pouch

** see Appendix 2: New Rules Items

ENCOUNTER 3: FIGHTING DIRTY

GNOLL THUG

CR 2

Male Gnoll Fighter 2

CN Medium Humanoid (Gnoll)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Gnoll

AC 18, touch 10, flat-footed 16 (+8 armor)

hp 23 (1d8+2d10+3 HD);

Fort +6, **Ref** +0, **Will** +1

Speed 20 ft. in half-plate (4 squares), base movement 30 ft.;

Melee +1 Merciful Spiked Chain +7 (2d4+7+1d6) or

Battleaxe +6 (1d8+4) or

Spiked Gauntlet +6 (1d4+4)

Space 5 ft.; **Reach** 10 ft. (with Spiked Chain)

Base Atk +2; **Grp** +6

Atk Options Combat Expertise, Improved Disarm (+19), Improved Trip (+15)

Combat Gear +1 Merciful Spiked Chain, +1 Half-Plate, Battle Axe, Spiked Gauntlets

Abilities Str 18, Dex 10, Con 13, Int 13, Wis 8, Cha 6

SQ none

Feats Combat Expertise, Improved Disarm, Improved Trip, Exotic Weapon Proficiency (Chain, Spiked).

Skills Intimidate +2, Listen +3, Spot +3

Possessions combat gear

QARIM

CR 6

Male Human Rog 6

LE Medium Humanoid (Human);

Init +2; **Senses** Listen +3, Spot +5

Languages Common, Ancient Baklunish

AC 20, touch 13, flat-footed 20 (+6 armor, +2 Dex, +1 natural, +1 deflection);

hp 26 (6d6 HD);

Fort +3, **Ref** +8, **Will** +2

Speed 30 ft. in Mithril Chainmail (6 squares), base movement 30 ft.;

Melee +1 Rapier +6 (1d6+3 +1d6; 18-20/x2) or Masterwork sap +6 (1d6+2) or

+1 Merciful Rapier +5 (1d6+3 +1d6; 18-20/x2) and +1 Sap +5 (1d6+2; 20/x2);

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options Sneak Attack (+3d6) Combat Expertise, Improved Feint (+9 vs. Sense Motive+ Base Attack of Target)

Combat Gear +1 Merciful Rapier, +1 Mithril Chainmail, Cloak of Resistance +1, Ring of Deflection +1, +1 Sap, Amulet of Natural Armour +1, locked gauntlets

Abilities Str 14, Dex 15, Con 10, Int 14, Wis 9, Cha 10

Feats Combat Expertise, Improved Feint, Two-Weapon Fighting, Weapon Finesse

Skills Balance^I +7, Bluff^I +9, Escape Artist^I +9, Gather Information^I +11, Intimidate^I +9, Knowledge (local) +11, Listen^I +3, Move Silently^I +6, Open Lock +4, Sense Motive^I +8, Sleight of Hand +10, Spot^I +5, Tumble +9, Use Magic Device +7

Possessions combat gear plus thieves tools and backpack

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage.

ENCOUNTER 4: THE SURGEON

THE SURGON

CR 6

Male Half-Golem (iron) Adept 2

NE Medium Construct

Init +3; **Senses** Darkvision 60 ft, Low-Light Vision, Listen +1, Spot +1

Aura Moderate Evil

Languages Common, Ancient Baklunish, Aquan, Githyanki

AC 24, touch 10, flat-footed 24

(0 Dex, +3 masterwork studded leather armour +11 natural)

hp 35 (2d6 + 1d10 +(20) HD); DR 15/adamantine

Immune to most magical effects, construct traits

Fort +4, **Ref** +2, **Will** +3

Weakness Any lightning spell affects the golem as a slow spell for 3 rounds, Rust vulnerability

Speed 30 ft. (6 squares), can't run;

Melee +2 Surgical knives +9 (1d6 +8/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +8

Atk Options Breath Weapon

Combat Gear +2 Adamantine Surgical Knives (Eagle Claw)

Adept Spells Prepared (CL 2nd DC10+level):

1st— *Protection from Good*

0— *Detect Magic, Read Magic, Touch of Fatigue*

Abilities Str 22, Dex 10, Con -, Int 12, Wis 11, Cha 2

SQ Construct Traits, DR 15/adamantine, magic immunity, rust vulnerability

Feats Exotic Weapon (Eagle Claw aka Surgeon's glove), Improved Initiative

Skills Concentration^I +6, Heal^I +6, Knowledge (arcana) +7, Knowledge (local) +3, Knowledge (nobility) +3, Knowledge (the planes) +4, Profession (surgeon) +6, Profession (torture specialist) +5, Spellcraft +9.

Feats: Exotic Weapon Proficiency (Claw, Eagle's);

Possessions combat gear

Breath Weapon (Su) as a free action, an iron half-golem can emit a cloud of poisonous gas from its limbs in a 10-foot cube directly in front of it. The cloud lasts one round, and the limbs can emit another cloud every 1d4+1 rounds. The initial damage is 1d4 points of Constitution damage, and the secondary damage is 3d4. Fortitude save (DC 19) negates both effects

Rust Vulnerability (Ex) An iron half-golem is affected by rust attacks, such as that of a rust monster or *rusting grasp* spell

Magic immunity (Ex) An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects. An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

ENCOUNTER 6: THE BIRTH

SPAWN

CR 5

LE Small Outsider (half water elemental)

Init +3; **Senses** Darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Aquan

AC 18, touch 14, flat-footed 14(+1 size, +3 Dex, +4 natural); Dodge, Mobility;

hp 23 (5 HD);

Immune Mind-Affecting Spells and Abilities (Ex), disease, water-based effects;

Fort +1 (+4 against poison), **Ref** +4, **Will** +7

Weakness

Speed 30 ft. (6 squares), base movement, fly 20 ft (good) climb 20 ft.;

Melee Bite +7 (1d4-1 plus poison) and
2 claws +3 (1d3-1)

Ranged none;

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -3

Atk Options Poison (Fort DC 15 1d4 DEX/1d4 WIS),
Weapon Finesse

Special Actions Enslave (Su);

Combat Gear: none

Spell-Like Abilities (CL 5th):

3rd— Water Breathing

2nd— Fog Cloud

1st— Obscuring Mist,

Abilities Str 8, Dex 17, Con 11, Int 17, Wis 16, Cha 18;

SQ Darkvision, Base Creature Traits;

Feats Dodge, Mobility, Weapon Finesse

Skills Appraise +6, Balance +7, Climb +11, Disable
Device +7, Intimidate +7, Jump +7, Move Silently
+7, Search +6, Spot +6;

Possessions combat gear plus

Poison (Ex) Injury Fortitude DC 15, initial damage
1d4 DEX, secondary damage 1d4 WIS. As a standard
action the spawn can coat a weapon with poisons
from its fangs. The poison remains active for 1
minute after application and functions as it does
when delivered by means of a bite. The save DC is
Constitution-based

Enslave (Su) three times a day; the spawn can try to
enslave any one living creature within 30 ft. This
ability functions similarly to a dominate monster
spell (caster level 16th; Will DC 16). An enslaved
creature obeys all the spawn's telepathic commands
to the letter. The subject can attempt a new DC 16
Will save every 24 hours to break free. Otherwise,
the spawn's control is only broken by the death of
the spawn, or the enslaved creature, by a remove
curse or dispel magic effect, or if the enslaved
creature travels more than 1 mile from the enslaved

creature. At any given time, a spawn can have a
number of creatures enslaved by this ability equal to
1+CHA modifier (but spawns also keep additional
slaves in the normal, non-magical manner). The save
DC is Charisma-based

APPENDIX 1: APL 6

INTRODUCTION

G'MIR & HAMMARAH

CR 5

Male half-elf Rogue 3

LN Medium humanoid

Init +0; **Senses** Low-light vision, Listen +0, Spot +7

Aura

Languages Common, elven, baklunish

AC 10, touch 10, flat-footed 10 (+0 Dex)

hp 12 (3d6 HD);

Fort +1 **Ref** +3, **Will** +1

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +1 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options Evasion, Sneak Attack (+2d6)

Combat Gear dagger

Abilities Str 8, Dex 10, Con 10, Int 15, Wis 10, Cha 18

SQ evasion, low-light vision

Feats Negotiator, Skills Focus (bluff)

Skills Bluff +15, Diplomacy +16, Disguise +10, Gather Information +14, Intimidate +14, Knowledge, local (VTF) +7, Sense Motive +6, Spot +7;

Possessions combat gear plus clothing;

ENCOUNTER 2: DHAYBIA

SLEEPY

CR 6

Male Dwarf Wiz 6

CN Med humanoid

Init +1; **Senses** Darkvision 60ft., Listen +0, Spot +0

Languages Common, Dwarven, Ancient Baklunish, Infernal, Ignan,

AC 21, touch 13, flat-footed 12 (+1 Dex, +4 Mage armor, +4 Shield spell, +2 deflection);

hp 31 (6d4+12HD);

Immune Magic Missiles (from Shield Spell)

Fort +4 (+6 against poison), **Ref** +3, **Will** +5

Speed 20 ft. (4 squares), base movement;

Melee +1 *quarterstaff* +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Atk Options Empower Spell, Non-lethal Substitution (Fire)

Combat Gear +1 *quarterstaff*, *ring of protection* +2, *meta-magic rod substitution (non-lethal)*, *lesser*

Wizard Spells Prepared (CL 6th DC= 14 +Spell level or *DC=16 +Spell level Enchantments):

3rd— *bands of steel****, *deep slumber**, *fireball*, *hold person**

2nd— *daze monster**, *scorching ray*, *tasha's hideous laughter**(2), *touch of idiocy**

1st— *charm person**, *hypnotism**, *mage armour* †; *shield* †, *sleep**

0— *daze* (2), *detect magic*, *read magic*, *mage hand*

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 18, Wis 10, Cha 6

SQ Familiar (Weasel)

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Scribe Scroll², Empower Spell, Non-lethal Substitution (Fire).

Skills Concentration¹ +11, Knowledge (arcana) +10, Knowledge (dungeoneering) +6, Knowledge (history) +10, Knowledge (nature) +5, Knowledge (nobility) +9, Knowledge (the planes) +6, Knowledge (VTF) +12, Spellcraft +15

Possessions combat gear plus *cape of the mountebank*, Spell component pouch

** see Appendix 2: New Rules Items

ENCOUNTER 3: FIGHTING DIRTY

GNOLL THUG

CR 2

Male Gnoll Fighter 2

CN Medium Humanoid (Gnoll)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Gnoll

AC 18, touch 10, flat-footed 16 (+8 armor)

hp 23 (1d8+2d10+3 HD);

Fort +6, **Ref** +0, **Will** +1

Speed 20 ft. in half-plate (4 squares), base movement 30 ft.;

Melee +1 Merciful Spiked Chain +7 (2d4+7+1d6) or

Battleaxe +6 (1d8+4) or

Spiked Gauntlet +6 (1d4+4)

Space 5 ft.; **Reach** 10 ft. (with Spiked Chain)

Base Atk +2; **Grp** +6

Atk Options Combat Expertise, Improved Disarm (+19), Improved Trip (+15)

Combat Gear +1 *merciful spiked chain*, +1 *half-plate*, Battle Axe, Spiked Gauntlets

Abilities Str 18, Dex 10, Con 13, Int 13, Wis 8, Cha 6

SQ none

Feats Combat Expertise, Improved Disarm, Improved Trip, Exotic Weapon Proficiency (Chain, Spiked).

Skills Intimidate +2, Listen +3, Spot +3

Possessions combat gear

QARIM

CR 9

Male Human Rogue 7/Streetfighter* 2

LE Medium Humanoid (Human);

Init +4; **Senses** Listen +3, Spot +5

Languages Common, Ancient Baklunish

AC 23, touch 15, flat-footed 23 (+6 armor, +3 dex, +2 natural, +2 deflection);

hp 40 (7d6+2d8 HD);

Fort +7, **Ref** +10, **Will** +3

Speed 30 ft. in Mithril Chainmail (6 squares), base movement 30 ft.;

Melee +1 *merciful rapier* +11 (1d6+3 +1d6; 18-20/x2) or +1 sap +11 (1d6+2) or +1 *merciful rapier* +9/+4 (1d6+3 +1d6; 18-20/x2) and +1 Sap +9 (1d6+2; 20/x2);

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Atk Options Sneak Attack (+4d6) Combat Expertise, Improved Feint (+10 vs. Sense Motive+ Base Attack of Target)

Combat Gear +1 *merciful rapier*, +1 *mithril chainmail*, *cloak of resistance* +2, *ring of deflection* +2, +1 *sap*, *amulet of natural armour* +2, locked gauntlets

Abilities Str 14, Dex 17, Con 10, Int 14, Wis 9, Cha 10

Feats Combat Expertise, Improved Feint, Two-Weapon Fighting, Weapon Finesse

Skills Balance^I +8, Bluff^I +10, Escape Artist +11, Gather Information^I +14, Intimidate^I +10, Knowledge (local) +13, Listen^I +3, Move Silently^I +8, Open Lock +5, Sense Motive^I +9, Sleight of Hand +12, Spot^I +5, Tumble +11, Use Magic Device +10

Possessions combat gear plus thieves tools and backpack

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage.

Always Ready (Ex): You gain a +1 bonus on initiative checks.

Streetwise (Ex): You gain a +2 competence bonus to Gather Information and Knowledge (local)

Stand Tough (Ex): 1/day, when you would be damaged by a weapon, you can attempt a Fortitude save with a DC equal to the damage dealt. If you succeed, you take only half damage, and it is non-lethal damage. You need not be aware of the attack to use this ability.

* see Appendix 2: New Rules Items

ENCOUNTER 4: THE SURGEON

THE SURGEON

CR 7

Male Half-Golem (iron) Adept 3

NE Medium Construct

Init +3; **Senses** Darkvision 60 ft, Low-Light Vision, Listen +1, Spot +1

Aura Moderate Evil

Languages Common, Ancient Baklunish, Aquan, Githyanki

AC 24, touch 10, flat-footed 24

(0 Dex, +3 masterwork studded leather armour +11 natural)

hp 39 (3d6 + 1d10 +(20) HD); DR 15/adamantine

Immune to most magical effects, construct traits

Fort +5, **Ref** +3, **Will** +3

Weakness Any lightning spell affects the golem as a slow spell for 3 rounds, Rust vulnerability

Speed 30 ft. (6 squares), can't run;

Melee +2 Surgical knives +9 (1d6 +8/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +8

Atk Options Breath Weapon

Combat Gear +2 Adamantine Surgical Knives (Eagle Claw)

Adept Spells Prepared (CL 3rd DC10+level):

1st— *protection from good*, *sleep*

0— *detect magic*, *read magic*, *touch of fatigue*

Abilities Str 22, Dex 10, Con -, Int 12, Wis 11, Cha 2

SQ Construct Traits, DR 15/adamantine, magic immunity, rust vulnerability

Feats Exotic Weapon (Eagle Claw aka Surgeon's glove), Improved Initiative, Skill Focus (profession surgeon)

Skills Concentration^I +4, Heal^I +5, Knowledge (arcana) +6, Knowledge (the planes) +4, Profession (surgeon) +8, Profession (torture specialist) +4, Spellcraft +7;

Possessions combat gear

Breath Weapon (Su) as a free action, an iron half-golem can emit a cloud of poisonous gas from its limbs in a 10-foot cube directly in front of it. The cloud lasts one round, and the limbs can emit another cloud every 1d4+1 rounds. The initial damage is 1d4 points of Constitution damage, and the secondary damage is 3d4. A Fortitude save (DC 19) negates both effects

Rust Vulnerability (Ex) An iron half-golem is affected by rust attacks, such as that of a rust monster or *rusting grasp* spell

Magic immunity (Ex) An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and

heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects. An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

ENCOUNTER 6: THE BIRTH

SPAWN

CR 5

LE Small Outsider (half water elemental)

Init +3; **Senses** Darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Aquan

AC 18, touch 14, flat-footed 14(+1 size, +3 Dex, +4 natural); Dodge, Mobility;

hp 23 (5d8 HD);

Immune Mind-Affecting Spells and Abilities (Ex), disease, water-based effects;

Fort +1 (+4 against poison), **Ref** +4, **Will** +7

Weakness

Speed 30 ft. (6 squares), base movement, fly 20 ft (good) climb 20 ft.;

Melee Bite +7 (1d4-1 plus poison) and 2 claws +3 (1d3-1)

Ranged none;

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -3

Atk Options Poison (Fort DC 15 1d4 DEX/1d4 WIS), Weapon Finesse

Special Actions Enslave (Su);

Combat Gear: none

Spell-Like Abilities (CL 5th):

3rd— *water breathing*

2nd— *fog cloud*

1st— *obscuring mist*

Abilities Str 8, Dex 17, Con 11, Int 17, Wis 16, Cha 18;

SQ Darkvision, Base Creature Traits;

Feats Dodge, Mobility, Weapon Finesse

Skills Appraise +6, Balance +7, Climb +11, Disable Device +7, Intimidate +7, Jump +7, Move Silently +7, Search +6, Spot +6;

Possessions combat gear plus

Poison (Ex) Injury Fortitude DC 15, initial damage 1d4 DEX, secondary damage 1d4 WIS. As a standard action the spawn can coat a weapon with poisons from its fangs. The poison remains active for 1 minute after application and functions as it does when delivered by means of a bite. The save DC is Constitution-based

Enslave (Su) three times a day; the spawn can try to enslave any one living creature within 30 ft. This ability functions similarly to a dominate monster spell (caster level 16th; Will DC 16). An enslaved creature obeys all the spawn's telepathic commands to the letter. The subject can attempt a new DC 16 Will save every 24 hours to break free. Otherwise, the spawn's control is only broken by the death of the spawn, or the enslaved creature, by a remove curse or dispel magic effect, or if the enslaved creature travels more than 1 mile from the enslaved creature. At any given time, a spawn can have a number of creatures enslaved by this ability equal to 1+CHA modifier (but spawns also keep additional slaves in the normal, non-magical manner). The save DC is Charisma-based

BLACK-ROBED PRIEST

CR 7

Male Half Golem (flesh) Cleric 3

NE Medium Construct

Init +0; **Senses** Darkvision 60 ft., Low-light vision, Listen +3, Spot +3

Aura Moderate Evil

Languages Common, Ancient Baklunish

AC 21, touch 10, flat-footed 21 (+6 armor, +5 natural)

hp 45 (1d10+3d8+20 HD); DR 5/adamantine

Immune Magic, Construct traits

Fort +7, **Ref** +1, **Will** +6

Weakness magic that is fire or cold based *slows* golem for 2d6 rounds

Speed 20 ft. in breastplate (6 squares), base movement 30 ft., can't run;

Melee +1 *great falchion* +10 (1d12+8/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +8

Atk Options Power Attack

Special Actions Berserk

Combat Gear +1 *breastplate*, +1 *great falchion*

Cleric Spells Prepared (CL 3rd DC=13+Spell Level):

2nd— *aid*, *lesser restoration*, *bull's strength*^P

1st— *bless*, *protection from good*, *vigor*, *lesser*, *enlarge person*^P

0— *detect magic*, *detect poison*, *read magic*

D: Domain spells. Deity: Zuoken. Domains: War, Strength

† Already cast

Abilities Str 20, Dex 10, Con -, Int 3, Wis 17, Cha 6

SQ Berserk, Construct Traits DR 5/adamantine, magic immunity

Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Weapon Focus (Falchion, Great), Empower Spell.

Skills Climb¹ +6, Concentration¹ +6, Jump¹ +0;

Berserk (Ex) when a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

APPENDIX 1: APL 8

INTRODUCTION

G'MIR & HAMMARAH

CR 5

Male half-elf Rogue 3

LN Medium humanoid

Init +0; **Senses** Low-light vision, Listen +0, Spot +7

Aura

Languages Common, elven, baklunish

AC 10, touch 10, flat-footed 10 (+0 Dex)

hp 12 (3d6 HD);

Fort +1 **Ref** +3, **Will** +1

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +1 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options Evasion, Sneak Attack (+2d6)

Combat Gear dagger

Abilities Str 8, Dex 10, Con 10, Int 15, Wis 10, Cha 18

SQ evasion, low-light vision

Feats Negotiator, Skills Focus (bluff)

Skills Bluff +15, Diplomacy +16, Disguise +10, Gather Information +14, Intimidate +14, Knowledge, local (VTF) +7, Sense Motive +6, Spot +7;

Possessions combat gear plus clothing;

ENCOUNTER 2: DHAYBIA

SLEEPY

CR 7

Male Dwarf Wiz 7

CN Med humanoid

Init +1; **Senses** Darkvision 60ft., Listen +0, Spot +0

Languages Common, Dwarven, Ancient Baklunish, Infernal, Ignan,

AC 21, touch 13, flat-footed 12 (+1 Dex, +4 Mage armor, +4 Shield spell, +2 deflection);

hp 35 (6d4+14 HD);

Immune Magic Missiles (from Shield Spell)

Fort +5 (+7 against poison), **Ref** +4, **Will** +6

Speed 20 ft. (4 squares), base movement;

Melee +1 Quarterstaff +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Atk Options Empower Spell, Non-lethal Substitution (Fire)

Combat Gear +1 quarterstaff, ring of protection +2, vest of resistance +1, metamagic rod, substitution (non-lethal), lesser

Wizard Spells Prepared (CL 7th DC= 14 +Spell level or *DC=16 +Spell level Enchantments):

4th— *fireball* (non-lethal), *charm monster**, *confusion**

3rd— *bands of steel***, *deep slumber**, *fireball*, *hold person**

2nd— *daze monster**, *scorching ray*, *tasha's hideous laughter*(2)*, *touch of idiocy**

1st— *charm person**, *hypnotism**, *mage armour †*; *shield †*, *sleep (2)**

0— *daze (2)*, *detect magic*, *read magic*, *mage hand*

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 18, Wis 10, Cha 6

SQ Familiar (Weasel)

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Scribe Scroll², Empower Spell, Non-lethal Substitution (Fire).

Skills Concentration¹ +12, Decipher Script +5, Knowledge (arcana) +11, Knowledge (dungeoneering) +6, Knowledge (history) +10, Knowledge (nature) +5, Knowledge (nobility) +9, Knowledge (the planes) +7, Knowledge (VTF) +13, Spellcraft +16

Possessions combat gear plus *cape of the mountebank*, spellbook

** see Appendix 2: New Rules Items

ENCOUNTER 3: FIGHTING DIRTY

ELITE OGRE

CR 7

Male Ogre Fighter 2/Barbarian 2

CN Large Giant

Init -1; **Senses** Listen +8, Spot +7

Languages Common, Giant

AC 21, touch 8, flat-footed 21 (+8 armor, -1 dex, -1 size, +5 natural);

hp 47 (4d8+2d10+12HD);

Fort +9, **Ref** +0, **Will** +0

Speed 30 ft. in half-plate (6 squares), base movement 30 ft.;

Melee +1 *merciful spiked chain* +17/+12 (2d6+16+1d6) or +16/+11 *Battleaxe* (2d6+10) or +16/+11 *Spiked Gauntlet* (1d6+10)

Space 10 ft.; **Reach** 10 ft. (15 ft. with Spiked Chain)

Base Atk +7; **Grp** +21

Atk Options Combat Expertise, Improved Disarm (+25), Improved Trip (+18), Power Attack

Special Actions Rage, Trip first (touch) then hit prone opponent (+17)

Combat Gear +1 *merciful spiked chain*, +1 *half-plate*, *Battle Axe*, *Spiked Gauntlets*

Abilities Str 26(30), Dex 8, Con 14, Int 13, Wis 8, Cha 4
SQ None

Feats Combat Expertise, Improved Disarm, Improved Trip, Exotic Weapon Proficiency (Chain, Spiked), Power Attack

Skills ¹ +5, Listen¹ +8, Spot¹ +7

Possessions combat gear plus *potions bull's strength*

Rage (Ex) +4 STR and CON -2 AC
AC 19, touch 6, flat-footed 19 (+8 armor, -1 dex, -1 size, +5 natural-2 Rage);
hp 61 (4d8+2d10++26 HD);
Fort +11, **Ref** +0, **Will** +2
Melee +19/+14 Merciful Spiked Chain (2d6+19+1d6)
or
+18/+13 Battleaxe (2d6+12) or
+18/+13 Spiked Gauntlet (1d6+12)
Atk Options Combat Expertise, Improved Disarm (+27), Improved Trip (+20)

QARIM

CR 11

Male Human Rogue 7/ Streetfighter* 4
LE Medium Humanoid (Human);
Init +4; **Senses** Listen +3, Spot +5
Languages Common, Ancient Baklunish

AC 28, touch 15, flat-footed 28 (+7 armor, +4 shield, +3 dex, +2 natural, +2 deflection);
hp 50 (7d6+4d8 HD);
Fort +8, **Ref** +11, **Will** +4

Speed 30 ft. in Mithril Chainmail (6 squares), base movement 30 ft.;
Melee +2 *merciful rapier* +13 (1d6+4+1d6; 18-20/x2) or
+2 *merciful sap* +13 (1d6+2+1d6) or
+1 *merciful rapier* +12/+7 (1d6+4+1d6; 18-20/x2) and
+2 *merciful sap* +12 (1d6+3+1d6; 20/x2);
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +11
Atk Options Sneak Attack (+4d6) Combat Expertise, Improved Feint (+17 vs. Sense Motive+ Base Attack of Target), Staggering Strike
Combat Gear +2 *merciful rapier*, +1 *mithril chainmail*, +1 *mithril shield (animated)*, *cloak of resistance* +2, *ring of deflection* +2, +2 *merciful sap*, *amulet of natural armour* +2, locked gauntlets

Abilities Str 14, Dex 17, Con 10, Int 14, Wis 9, Cha 10
Feats Combat Expertise, Improved Feint, Two-Weapon Fighting, Weapon Finesse, Staggering Strike
Skills Balance^I +8, Bluff^I +17, Escape Artist^I +11, Gather Information^I +17, Intimidate^I +18, Knowledge (local) +13, Listen^I +3, Move Silently^I +13, Open Lock +10, Search^I +7, Sense Motive^I +9, Sleight of Hand +12, Spot^I +5, Tumble +15, Use Magic Device +13
Possessions combat gear plus thieves tools and backpack

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage.

Always Ready (Ex): You gain a +1 bonus on initiative checks.

Streetwise (Ex): You gain a +2 competence bonus to Gather Information and Knowledge (local)

Stand Tough (Ex): 2/day, when you would be damaged by a weapon, you can attempt a Fortitude save with a DC equal to the damage dealt. If you succeed, you take only half damage, and it is non-lethal damage. You need not be aware of the attack to use this ability.

* see Appendix 2: New Rules Items

ENCOUNTER 4: THE SURGEON

THE SURGEON

CR 9

Male Half-Golem (iron) Adept 5
NE Medium Construct
Init +3; **Senses** Darkvision 60 ft, Low-Light Vision, Listen +1, Spot +1
Aura Moderate Evil
Languages Common, Ancient Baklunish, Aquan, Githyanki

AC 24, touch 10, flat-footed 24
(0 Dex, +3 masterwork studded leather armour +11 natural)
hp 47 (5d6 + 1d10 +(20) HD); DR 15/adamantine
Immune to most magical effects, construct traits
Fort +5, **Ref** +3, **Will** +5
Weakness Any lightning spell affects the golem as a slow spell for 3 rounds, Rust vulnerability

Speed 30 ft. (6 squares), can't run;
Melee +2 Surgical knives +10 (1d6 +8/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +9
Atk Options Breath Weapon
Combat Gear +2 Adamantine Surgical Knives (Eagle Claw)
Adept Spells Prepared (CL 5th DC11+level):
2nd— *mirror image*
1st— *cause fear*, *protection from good*, *sleep*
0— *detect magic*, *read magic*, *touch of fatigue*

Abilities Str 22, Dex 10, Con -, Int 12, Wis 12, Cha 2
SQ Construct Traits, DR 15/adamantine, magic immunity, rust vulnerability
Feats Exotic Weapon (Eagle Claw aka Surgeon's glove), Improved Initiative, Skill Focus (profession surgeon)
Skills Concentration^I +8, Heal^I +8, Knowledge (arcana) +9, Knowledge (local) +4, Knowledge (nobility) +3, Knowledge (the planes) +7, Profession

(surgeon) +11, Profession (torture specialist) +5, Spellcraft +11;

Possessions combat gear

Breath Weapon (Su) as a free action, an iron half-golem can emit a cloud of poisonous gas from its limbs in a 10-foot cube directly in front of it. The cloud lasts one round, and the limbs can emit another cloud every 1d4+1 rounds. The initial damage is 1d4 points of Constitution damage, and the secondary damage is 3d4. Fortitude save (DC 19) negates both effects

Rust Vulnerability (Ex) An iron half-golem is affected by rust attacks, such as that of a rust monster or *rusting grasp* spell

Magic immunity (Ex) An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects. An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

ENCOUNTER 6: THE BIRTH

SPAWN

CR 5

LE Small Outsider (half water elemental)

Init +3; **Senses** Darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Aquan

AC 18, touch 14, flat-footed 14(+1 size, +3 Dex, +4 natural); Dodge, Mobility;

hp 23 (5 HD);

Immune Mind-Affecting Spells and Abilities (Ex), disease, water-based effects;

Fort +1 (+4 against poison), **Ref** +4, **Will** +7

Weakness

Speed 30 ft. (6 squares), base movement, fly 20 ft (good) climb 20 ft.;

Melee Bite +7 (1d4-1 plus poison) and 2 claws +3 (1d3-1)

Ranged none;

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -3

Atk Options Poison (Fort DC 15 1d4 DEX/1d4 WIS), Weapon Finesse

Special Actions Enslave (Su);

Combat Gear: none

Spell-Like Abilities (CL 5th):

3rd— *water breathing*

2nd— *fog cloud*

1st— *obscuring mist*

Abilities Str 8, Dex 17, Con 11, Int 17, Wis 16, Cha 18;

SQ Darkvision, Base Creature Traits;

Feats Dodge, Mobility, Weapon Finesse

Skills Appraise +6, Balance +7, Climb +11, Disable Device +7, Intimidate +7, Jump +7, Move Silently +7, Search +6, Spot +6;

Possessions combat gear plus

Poison (Ex) Injury Fortitude DC 15, initial damage 1d4 DEX, secondary damage 1d4 WIS. As a standard action the spawn can coat a weapon with poisons from its fangs. The poison remains active for 1 minute after application and functions as it does when delivered by means of a bite. The save DC is Constitution-based

Enslave (Su) three times a day; the spawn can try to enslave any one living creature within 30 ft. This ability functions similarly to a dominate monster spell (caster level 16th; Will DC 16). An enslaved creature obeys all the spawn's telepathic commands to the letter. The subject can attempt a new DC 16 Will save every 24 hours to break free. Otherwise, the spawn's control is only broken by the death of the spawn, or the enslaved creature, by a remove curse or dispel magic effect, or if the enslaved creature travels more than 1 mile from the enslaved creature. At any given time, a spawn can have a number of creatures enslaved by this ability equal to 1+CHA modifier (but spawns also keep additional slaves in the normal, non-magical manner). The save DC is Charisma-based

BLACK-ROBED PRIEST

CR 7

Male Half Golem (flesh) Cleric 3

NE Medium Construct

Init +0; **Senses** Darkvision 60 ft., Low-light vision, Listen +3, Spot +3

Aura Moderate Evil

Languages Common, Ancient Baklunish

AC 21, touch 10, flat-footed 21 (+6 armor, +5 natural)

hp 45 (1d10+3d8+20 HD); DR 5/adamantine

Immune Magic, Construct traits

Fort +7, **Ref** +1, **Will** +6

Weakness magic that is fire or cold based *slows* golem for 2d6 rounds

Speed 20 ft. in breastplate (6 squares), base movement 30 ft., can't run;

Melee +1 *great falchion* +10 (1d12+8/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +8

Atk Options Power Attack

Special Actions Berserk

Combat Gear +1 Breastplate, +1 Great Falchion

Cleric Spells Prepared (CL 3rd DC=13+Spell Level):

2nd— *aid*, *lesser restoration*, *bull's strength*^D

1st— *bless*, *protection from good*, *vigor*, *lesser*, *enlarge person*^D

0— *detect magic*, *detect poison*, *read magic*

D: Domain spell. Deity: Zuoken. Domains: War, Strength

† Already cast

Abilities Str 20, Dex 10, Con -, Int 3, Wis 17, Cha 6

SQ Berserk, Construct Traits DR 5/adamantine, magic immunity

Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Weapon Focus (Falchion, Great), Empower Spell.

Skills Climb[†] +6, Concentration[†] +6, Jump[†] +0;

Possessions combat gear plus black robe

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A

flesh golem gets no saving throw against attacks that deal electricity damage.

APL 10

INTRODUCTION

G'MIR & HAMMARAH

CR 5

Male half-elf Rogue 3

LN Medium humanoid

Init +0; **Senses** Low-light vision, Listen +0, Spot +7

Aura

Languages Common, elven, baklunish

AC 10, touch 10, flat-footed 10 (+0 Dex)

hp 12 (3d6 HD);

Fort +1 **Ref** +3, **Will** +1

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +1 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options Evasion, Sneak Attack (+2d6)

Combat Gear dagger

Abilities Str 8, Dex 10, Con 10, Int 15, Wis 10, Cha 18

SQ evasion, low-light vision

Feats Negotiator, Skills Focus (bluff)

Skills Bluff +15, Diplomacy +16, Disguise +10, Gather Information +14, Intimidate +14, Knowledge, local (VTF) +7, Sense Motive +6, Spot +7;

Possessions combat gear plus clothing;

ENCOUNTER 2: DHAYBIA

SLEEPY

CR 11

Male Dwarf wizard 11

CN Med humanoid

Init +1; **Senses** Darkvision 60ft., Listen +0, Spot +0

Languages Common, Dwarven, Ancient Baklunish, Infernal, Ignan,

AC 24, touch 14, flat-footed 23 (+1 Dex, +4 Mage armor, +4 Shield spell, +3 deflection, +2 Natural);

hp 47 (6d4+22 HD);

Immune Magic Missiles (from Shield Spell)

Fort +7 (+8 against poison), **Ref** +6, **Will** +9

Speed 20 ft. (4 squares), base movement;

Melee +1 *quarterstaff*+6 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Atk Options Empower Spell, Non-lethal Substitution (Fire), Sudden Empower, Sudden Maximize

Combat Gear +1 *quarterstaff*, *ring of protection* +3, *metamagic rod substitution*, *amulet of natural armour* +2, *vest of resistance* +2

Wizard Spells Prepared (CL 11th DC= 15 +Spell level or *DC=17 +Spell level Enchantments):

6th— *suggestion*, *mass**, *true seeing* †

5th— *feblemind**, *hold monster**, *fireball* (*Empowered, Non-Lethal*) (2);

4th— *fireball* (*non-lethal*)(2), *charm monster**, *confusion**(2)

3rd— *bands of steel***, *deep slumber*(2)*, *fireball*, *hold person**, *scorching ray* (*non-lethal*)

2nd— *daze monster**, *scorching ray*(2), *tasha's hideous laughter*(2)*, *touch of idiocy**

1st— *charm person**, *hypnotism**, ~~*mage armour*~~ †; ~~*shield*~~ †, *sleep* (2)*

0— *daze* (2), *detect magic*, *read magic*, *mage hand*

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 21, Wis 10, Cha 6

SQ Familiar (Weasel)

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Scribe Scroll², Empower Spell, Nonlethal Substitution** (Fire), Sudden Empower**, Sudden Maximize**

Skills Concentration¹ +16, Decipher Script +8, Knowledge (arcana) +16, Knowledge (dungeoneering) +7, Knowledge (history) +13, Knowledge (nature) +6, Knowledge (nobility) +12, Knowledge (the planes) +10, Knowledge (VTF) +18, Spellcraft +21

Possessions combat gear plus *cape of the mountebank*, *headband of intellect* +2, and Spell component pouch

** see Appendix 2: New Rules Items

ENCOUNTER 3: FIGHTING DIRTY

OGRE THUG

CR 7

Male Ogre Fighter 2/Barbarian 2

CN Large Giant

Init -1; **Senses** Listen +8, Spot +7

Languages Common, Giant

AC 21, touch 8, flat-footed 21 (+8 armor, -1 dex, -1 size, +5 natural);

hp 47 (4d8+2d10+12HD);

Fort +9, **Ref** +0, **Will** +0

Speed 30 ft. in half-plate (6 squares), base movement 30 ft.;

Melee +1 *merciful spiked chain* +17/+12 (2d6+16+1d6) or

+16/+11 *Battleaxe* (2d6+10) or

+16/+11 *Spiked Gauntlet*1 (1d6+10)

Space 10 ft.; **Reach** 10 ft. (15 ft. with Spiked Chain)

Base Atk +7; **Grp** +21

Atk Options Combat Expertise, Improved Disarm (+25), Improved Trip (+18), Power Attack

Special Actions RAGE, Trip first (touch) then hit prone opponent (+17)

Combat Gear +1 *merciful spiked chain*, +1 *half-plate*, Battle Axe, Spiked Gauntlets

Abilities Str 26(30), Dex 8, Con 14, Int 13, Wis 8, Cha 4
SQ None

Feats Combat Expertise, Improved Disarm, Improved Trip, Exotic Weapon Proficiency (Chain, Spiked), Power Attack

Skills ¹+5, Listen¹+8, Spot¹+7

Possessions combat gear plus Potions Bull's Str

Rage (Ex) +4 STR and CON -2 AC

AC 19, touch 6, flat-footed 19 (+8 armor, -1 dex, -1 size, +5 natural-2 RAGE);

hp 61 (4d8+2d10+26 HD);

Fort +11, **Ref** +0, **Will** +2

Melee +19/+14 Merciful Spiked Chain +13 (2d6+19+1d6) or
+18/+13 Battleaxe (2d6+12) or
+18/+13 Spiked Gauntlet (1d6+12)

Atk Options Combat Expertise, Improved Disarm (+27), Improved Trip (+20)

QARIM

CR 11

Male Human Rogue 7/ Streetfighter** 4

LE Medium Humanoid (Human);

Init +4; **Senses** Listen +3, Spot +5

Languages Common, Ancient Baklunish

AC 28, touch 15, flat-footed 28 (+7 armor, +4 shield, +3 dex, +2 natural, +2 deflection);

hp 50 (7d6+4d8 HD);

Fort +8, **Ref** +11, **Will** +4

Speed 30 ft. in Mithril Chainmail (6 squares), base movement 30 ft.;

Melee +2 *merciful rapier* +13 (1d6+4+1d6; 18-20/x2) or
+2 *merciful sap* +13 (1d6+2+1d6) or
+2 *merciful rapier* +12/+7 (1d6+4+1d6; 18-20/x2) and
+2 *merciful sap* +12 (1d6+3+1d6; 20/x2);

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +11

Atk Options Sneak Attack (+4d6) Combat Expertise, Improved Feint (+17 vs. Sense Motive+ Base Attack of Target), Staggering Strike

Combat Gear +2 *merciful rapier*, +1 *mithril chainmail*, +1 *mithril shield (animated)*, *cloak of resistance* +2, *ring of deflection* +2, +2 *merciful sap*, *amulet of natural armour* +2, locked gauntlets

Abilities Str 14, Dex 17, Con 10, Int 14, Wis 9, Cha 10

Feats Combat Expertise, Improved Feint, Two-Weapon Fighting, Weapon Finesse, Staggering Strike**

Skills Balance¹+8, Bluff¹+17, Escape Artist¹+11, Gather Information¹+17, Intimidate¹+18, Knowledge (local)+13, Listen¹+3, Move Silently¹+13, Open Lock +10, Search¹+7, Sense Motive¹+9, Sleight of Hand +12, Spot¹+5, Tumble +15, Use Magic Device +13

Possessions combat gear plus thieves tools and backpack

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage.

Always Ready (Ex): You gain a +1 bonus on initiative checks.

Streetwise (Ex): You gain a +2 competence bonus to Gather Information and Knowledge (local)

Stand Tough (Ex): 2/day, when you would be damaged by a weapon, you can attempt a Fortitude save with a DC equal to the damage dealt. If you succeed, you take only half damage, and it is non-lethal damage. You need not be aware of the attack to use this ability.

** see Appendix 2: New Rules Items

ENCOUNTER 4: THE SURGEON

THE SURGEON

CR 11

Male Half-Golem (iron) Adept 7

NE Medium Construct

Init +3; **Senses** Darkvision 60 ft, Low-Light Vision, Listen +1, Spot +1

Aura Moderate Evil

Languages Common, Ancient Baklunish, Aquan, Githyanki

AC 24, touch 10, flat-footed 24

(0 Dex, +3 masterwork studded leather armour +11 natural)

hp 53 (7d6 + 1d10 +(20) HD); DR 15/adamantine

Immune to most magical effects, construct traits

Fort +6, **Ref** +4, **Will** +6

Weakness Any lightning spell affects the golem as a slow spell for 3 rounds, Rust vulnerability

Speed 30 ft. (6 squares), can't run;

Melee +2 Surgical knives +12 (1d6 +8/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +10

Atk Options Breath Weapon

Combat Gear +2 Adamantine Surgical Knives (Eagle Claw)

Adept Spells Prepared (CL 5th DC11+level):

2nd— *mirror image*, *scorching ray*

1st— *bless*, *cause fear*, *protection from good*, *sleep*

0— *detect magic*, *read magic*, *touch of fatigue*

Abilities Str 22, Dex 10, Con -, Int 12, Wis 12, Cha 2

SQ Construct Traits, DR 15/adamantine, magic immunity, rust vulnerability

Feats Exotic Weapon (Eagle Claw aka Surgeon's glove), Improved Initiative, Skill Focus (profession surgeon), Weapon focus (Eagle Claw aka Surgeon's glove)

Skills Concentration^I +10, Heal^I +11, Knowledge (arcana) +11, Knowledge (local) +4, Knowledge (nobility) +3, Knowledge (the planes) +9, Profession (surgeon) +14, Profession (torture specialist) +8, Spellcraft +13;

Possessions combat gear

Breath Weapon (Su) as a free action, an iron half-golem can emit a cloud of poisonous gas from its limbs in a 10-foot cube directly in front of it. The cloud lasts one round, and the limbs can emit another cloud every 1d4+1 rounds. The initial damage is 1d4 points of Constitution damage, and the secondary damage is 3d4. Fortitude save (DC 19) negates both effects

Rust Vulnerability (Ex) An iron half-golem is affected by rust attacks, such as that of a rust monster or *rusting grasp* spell

Magic immunity (Ex) An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects. An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell

ENCOUNTER 6: THE BIRTH

SPAWN

CR 5

LE Small Outsider (half water elemental)

Init +3; **Senses** Darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Aquan

AC 18, touch 14, flat-footed 14(+1 size, +3 Dex, +4 natural); Dodge, Mobility;

hp 23 (5d8 HD);

Immune Mind-Affecting Spells and Abilities (Ex), disease, water-based effects;

Fort +1 (+4 against poison), **Ref** +4, **Will** +7

Weakness

Speed 30 ft. (6 squares), base movement, fly 20 ft (good) climb 20 ft.;

Melee Bite +7 (1d4-1 plus poison) and 2 claws +3 (1d3-1)

Ranged none;

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -3

Atk Options Poison (Fort DC 15 1d4 DEX/1d4 WIS), Weapon Finesse

Special Actions Enslave (Su);

Combat Gear: none

Spell-Like Abilities (CL 5th):

3rd— *water breathing*

2nd— *fog cloud*

1st— *obscuring mist*

Abilities Str 8, Dex 17, Con 11, Int 17, Wis 16, Cha 18;

SQ Darkvision, Base Creature Traits;

Feats Dodge, Mobility, Weapon Finesse

Skills Appraise +6, Balance +7, Climb +11, Disable Device +7, Intimidate +7, Jump +7, Move Silently +7, Search +6, Spot +6;

Possessions combat gear plus

Poison (Ex) Injury Fortitude DC 15, initial damage 1d4 DEX, secondary damage 1d4 WIS. As a standard action the spawn can coat a weapon with poisons from its fangs. The poison remains active for 1 minute after application and functions as it does when delivered by means of a bite. The save DC is Constitution-based

Enslave (Su) three times a day; the spawn can try to enslave any one living creature within 30 ft. This ability functions similarly to a dominate monster spell (caster level 16th; Will DC 16). An enslaved creature obeys all the spawn's telepathic commands to the letter. The subject can attempt a new DC 16 Will save every 24 hours to break free. Otherwise, the spawn's control is only broken by the death of the spawn, or the enslaved creature, by a remove curse or dispel magic effect, or if the enslaved creature travels more than 1 mile from the enslaved creature. At any given time, a spawn can have a number of creatures enslaved by this ability equal to 1+CHA modifier (but spawns also keep additional slaves in the normal, non-magical manner). The save DC is Charisma-based

BLACK-ROBED PRIEST

CR 9

Male Half Golem (flesh) Cleric 5

NE Medium Construct

Init +0; **Senses** Darkvision 60 ft., Low-light vision, Listen +3, Spot +3

Aura Moderate Evil

Languages Common, Ancient Baklunish

AC 21, touch 10, flat-footed 21 (+6 armor, +5 natural)
hp 55 (1d10+5d8+20 HD); DR 5/adamantine
Immune Magic, Construct traits
Fort +12, **Ref** +1, **Will** +7
Weakness magic that is fire or cold based *slows* golem for 2d6 rounds

Speed 20 ft. in breastplate (6 squares), base movement 30 ft., can't run;

Melee +1 *great falchion* +11 (1d12+8/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +9

Atk Options Power Attack

Special Actions Berserk

Combat Gear +1 *breastplate*, +1 *great falchion*

Cleric Spells Prepared (CL 3rd DC=13+Spell Level):

3rd— *cure serious wounds*, *wrack*, *magical vestment*^D

2nd— *aid*, *hold person*, *lesser restoration*, *bull's strength*^d

1st— *bless*, *protection from good*, *shield of faith*, *vigor*, *lesser*, *enlarge person*^D

0— *detect magic*, *detect poison*, *read magic*

D: Domain spell. Deity: Zuoken. Domains: War, Strength

† Already cast

Abilities Str 20, Dex 10, Con -, Int 3, Wis 17, Cha 6

SQ Berserk, Construct Traits DR 5/adamantine, magic immunity

Feats Exotic Weapon Proficiency (Falchion, Great), Extra Turning, Power Attack, Weapon Focus (Falchion, Great), Empower Spell.

Skills Climb^t +6, Concentration^t +9, Heal +4, Jump^t +0;

Possessions combat gear plus black robe, Circlet of Persuasion, Potion CSW (3)

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire

damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

APL 12

INTRODUCTION

G'MIR & HAMMARAH

CR 5

Male half-elf Rogue 3

LN Medium humanoid

Init +0; **Senses** Low-light vision, Listen +0, Spot +7

Aura

Languages Common, elven, baklunish

AC 10, touch 10, flat-footed 10 (+0 Dex)

hp 12 (3d6 HD);

Fort +1 **Ref** +3, **Will** +1

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +1 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options Evasion, Sneak Attack (+2d6)

Combat Gear dagger

Abilities Str 8, Dex 10, Con 10, Int 15, Wis 10, Cha 18

SQ evasion, low-light vision

Feats Negotiator, Skills Focus (bluff)

Skills Bluff +15, Diplomacy +16, Disguise +10, Gather Information +14, Intimidate +14, Knowledge, local (VTF) +7, Sense Motive +6, Spot +7;

Possessions combat gear plus clothing;

ENCOUNTER 2: DHAYBIA

SLEEPY & DOPEY

CR 11

Male Dwarf Wizard 11

CN Med humanoid

Init +1; **Senses** Darkvision 60ft., Listen +0, Spot +0

Languages Common, Dwarven, Ancient Baklunish, Infernal, Ignan,

AC 24, touch 14, flat-footed 23 (+1 Dex, +4 Mage armor, +4 Shield spell, +3 deflection, +2 Natural);

hp 47 (11d4+22 HD);

Immune *magic missiles* (from *shield* Spell)

Fort +7 (+8 against poison), **Ref** +6, **Will** +9

Speed 20 ft. (4 squares), base movement;

Melee +1 *quarterstaff* +6 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Atk Options Empower Spell, Non-lethal Substitution (***(Fire), Sudden Empower**, Sudden Maximize**

Combat Gear +1 *quarterstaff*, *ring of protection* +3, *vest of resistance* +2, *amulet of natural armour* +2, *metamagic rod substitution*

Wizard Spells Prepared (CL 11th DC= 15 +Spell level or *DC=17 +Spell level Enchantments):

6th— *suggestion*, *mass**, *true seeing* †

5th— *feblemind**, *hold monster**, *fireball* (*Empowered, Non-Lethal*) (2);

4th— *fireball* (*non-lethal*)(2), *charm monster**, *confusion*(2)*

3rd— *bands of steel***, *deep slumber*(2)*, *fireball*, *hold person**, *scorching ray* (*non-lethal*)

2nd— *daze monster**, *scorching ray* (2), *tasha's hideous laughter*(2)*, *touch of idiocy**

1st— *charm person**, *hypnotism**, ~~*mage armour*~~ †; ~~*shield*~~ †, *sleep* (2)*

0— *daze* (2), *detect magic*, *read magic*, *mage hand*

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 21, Wis 10, Cha 6

SQ Familiar (Weasel)

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Scribe Scroll², Empower Spell, Nonlethal** Substitution (Fire), Sudden Empower**, Sudden Maximize**

Skills Concentration¹ +16, Decipher Script +8, Knowledge (arcana) +16, Knowledge (dungeoneering) +7, Knowledge (history) +13, Knowledge (nature) +6, Knowledge (nobility) +12, Knowledge (the planes) +10, Knowledge (VTF) +18, Spellcraft +21

Possessions combat gear plus *cape of the mountebank*, *headband of intellect* +2, spellbook

** see Appendix 2: New Rules Items

ENCOUNTER 3: FIGHTING DIRTY

OGRE THUG

CR 7

Male Ogre Fighter 2/Barbarian 2

CN Large Giant

Init -1; **Senses** Listen +8, Spot +7

Languages Common, Giant

AC 21, touch 8, flat-footed 21 (+8 armor, -1 dex, -1 size, +5 natural);

hp 47 (4d8+2d10+12HD);

Fort +9, **Ref** +0, **Will** +0

Speed 30 ft. in half-plate (6 squares), base movement 30 ft.;

Melee +1 *merciful spiked chain* +17/+12 (2d6+16+1d6) or

+16/+11 *Battleaxe* (2d6+10) or

+16/+11 *Spiked Gauntlet* (1d6+10)

Space 10 ft.; **Reach** 10 ft. (15 ft. with *Spiked Chain*)

Base Atk +7; **Grp** +21

Atk Options Combat Expertise, Improved Disarm (+25), Improved Trip (+18), Power Attack

Special Actions RAGE, Trip first (touch) then hit prone opponent (+17)

Combat Gear +1 *merciful spiked chain*, +1 *half-plate*, *Battle Axe*, *Spiked Gauntlets*

Abilities Str 26(30), Dex 8, Con 14, Int 13, Wis 8, Cha 4

SQ None

Feats Combat Expertise, Improved Disarm, Improved Trip, Exotic Weapon Proficiency (Chain, Spiked), Power Attack

Skills ¹+5, Listen¹+8, Spot¹+7

Possessions combat gear plus *potion of bull's strength*

Rage (Ex) +4 STR and CON -2 AC

AC 19, touch 6, flat-footed 19 (+8 armor, -1 dex, -1 size, +5 natural-2 RAGE);

hp 61 (4d8+2d10++26 HD);

Fort +11, **Ref** +0, **Will** +2

Melee +19/+14 Merciful Spiked Chain +13 (2d6+19+1d6) or +18/+13 Battleaxe (2d6+12) or +18/+13 Spiked Gauntlet (1d6+12)

Atk Options Combat Expertise, Improved Disarm (+27), Improved Trip (+20)

QARIM

CR 13

Male Human rogue 8 /Streetfighter** 5

LE Medium Humanoid (Human);

Init +5; **Senses** Listen +3, Spot +9

Languages Common, Ancient Baklunish

AC 28, touch 15, flat-footed 28 (+7 armor, +4 shield, +3 dex, +2 natural, +2 deflection);

hp 59 (8d6+5d8HD);

Fort +8, **Ref** +13, **Will** +4

Speed 30 ft. in Mithril Chainmail (6 squares), base movement 30 ft.;

Melee +2 *merciful rapier* +15 (1d6+4+1d6; 18-20/x2) or +2 *merciful sap* +15 (1d6+2+1d6) or +2 *merciful rapier* +14/+9/+4 (1d6+4+1d6; 18-20/x2) and +2 *merciful rapier* +14/+9/+4 (1d6+4+1d6; 18-20/x2);

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options Sneak Attack (+5d6) Combat Expertise, Improved Feint (+19 vs. Sense Motive+ Base Attack of Target), Oversized Two-Weapon Fighting**, Staggering Strike**

Combat Gear +2 *merciful rapier* (2), +1 *mithril chainmail*, +1 *mithril shield (animated)*, *cloak of resistance* +2, *ring of deflection* +2, +2 *merciful sap*, *amulet of natural armour* +2, locked gauntlets

Abilities Str 14, Dex 18, Con 10, Int 14, Wis 9, Cha 10

Feats Combat Expertise, Improved Feint, Two-Weapon Fighting, Weapon Finesse, Oversized Two-Weapon Fighting**, Staggering Strike**

Skills Balance¹+9, Bluff¹+19, Escape Artist¹+12, Gather Information¹+17, Intimidate¹+21, Knowledge (local)+13, Listen¹+3, Move Silently¹+14, Open Lock +10, Search¹+7, Sense Motive¹+9,

Sleight of Hand +20, Spot¹+9, Tumble +18, Use Magic Device +13

Possessions combat gear plus thieves tools and backpack

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 3d6 damage.

Always Ready (Ex): You gain a +1 bonus on initiative checks.

Streetwise (Ex): You gain a +2 competence bonus to Gather Information and Knowledge (local)

Stand Tough (Ex): 2/day, when you would be damaged by a weapon, you can attempt a Fortitude save with a DC equal to the damage dealt. If you succeed, you take only half damage, and it is non-lethal damage. You need not be aware of the attack to use this ability.

** see Appendix 2: New Rules Items

ENCOUNTER 4: THE SURGEON

THE SURGEON

CR 13

Male Half-Golem (iron) Adept 9

NE Medium Construct

Init +3; **Senses** Darkvision 60 ft, Low-Light Vision, Listen +1, Spot +1

Aura Moderate Evil

Languages Common, Ancient Baklunish, Aquan, Githyanki

AC 24, touch 10, flat-footed 24

(0 Dex, +3 masterwork studded leather armour +11 natural)

hp 63 (9d6 + 1d10 +(20) HD); DR 15/adamantine

Immune to most magical effects, construct traits

Fort +7, **Ref** +5, **Will** +7

Weakness Any lightning spell affects the golem as a slow spell for 3 rounds, Rust vulnerability

Speed 30 ft. (6 squares), can't run;

Melee +2 Surgical knives +13 (1d6 +8/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +10

Atk Options Breath Weapon

Combat Gear +2 *Adamantine Surgical Knives* (Eagle Claw)

Adept Spells Prepared (CL 5th DC11+level):

3rd— *bestow curse*

2nd— *mirror image*, *scorching ray*

1st— *bless*, *cause fear*, *protection from good*, *sleep*

0— *detect magic*, *read magic*, *touch of fatigue*

Abilities Str 22, Dex 10, Con -, Int 12, Wis 13, Cha 2

SQ Construct Traits, DR 15/adamantine, magic immunity, rust vulnerability

Feats Exotic Weapon (Eagle Claw aka Surgeon's glove), Improved Initiative, Skill Focus (profession surgeon), Weapon focus (Eagle Claw aka Surgeon's glove), Graft Flesh** (illithid)

Skills Concentration^I +12, Heal^I +13, Knowledge (arcana) +13, Knowledge (local) +4, Knowledge (nobility) +3, Knowledge (the planes) +11, Profession (surgeon) +16, Profession (torture specialist) +10, Spellcraft +15;

Possessions combat gear

Breath Weapon (Su) as a free action, an iron half-golem can emit a cloud of poisonous gas from its limbs in a 10-foot cube directly in front of it. The cloud lasts one round, and the limbs can emit another cloud every 1d4+1 rounds. The initial damage is 1d4 points of Constitution damage, and the secondary damage is 3d4. Fortitude save (DC 19) negates both effects

Rust Vulnerability (Ex) An iron half-golem is affected by rust attacks, such as that of a rust monster or *rusting grasp* spell

Magic immunity (Ex) An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects. An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell

** see Appendix 2: New Rules Items

ENCOUNTER 6: THE BIRTH

SPAWN

CR 5

LE Small Outsider (half water elemental)

Init +3; **Senses** Darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Aquan

AC 18, touch 14, flat-footed 14(+1 size, +3 Dex, +4 natural); Dodge, Mobility;

hp 23 (5 HD);

Immune Mind-Affecting Spells and Abilities (Ex), disease, water-based effects;

Fort +1 (+4 against poison), **Ref** +4, **Will** +7

Weakness

Speed 30 ft. (6 squares), base movement, fly 20 ft (good) climb 20 ft.;

Melee Bite +7 (1d4-1 plus poison) and 2 claws +3 (1d3-1)

Ranged none;

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -3

Atk Options Poison (Fort DC 15 1d4 DEX/1d4 WIS), Weapon Finesse

Special Actions Enslave (Su);

Combat Gear: none

Spell-Like Abilities (CL 5th):

3rd— *water breathing*

2nd— *fog cloud*

1st— *obscuring mist*

Abilities Str 8, Dex 17, Con 11, Int 17, Wis 16, Cha 18;

SQ Darkvision, Base Creature Traits;

Feats Dodge, Mobility, Weapon Finesse

Skills Appraise +6, Balance +7, Climb +11, Disable Device +7, Intimidate +7, Jump +7, Move Silently +7, Search +6, Spot +6;

Possessions combat gear plus

Poison (Ex) Injury Fortitude DC 15, initial damage 1d4 DEX, secondary damage 1d4 WIS. As a standard action the spawn can coat a weapon with poisons from its fangs. The poison remains active for 1 minute after application and functions as it does when delivered by means of a bite. The save DC is Constitution-based

Enslave (Su) three times a day; the spawn can try to enslave any one living creature within 30 ft. This ability functions similarly to a dominate monster spell (caster level 16th; Will DC 16). An enslaved creature obeys all the spawn's telepathic commands to the letter. The subject can attempt a new DC 16 Will save every 24 hours to break free. Otherwise, the spawn's control is only broken by the death of the spawn, or the enslaved creature, by a remove curse or dispel magic effect, or if the enslaved creature travels more than 1 mile from the enslaved creature. At any given time, a spawn can have a number of creatures enslaved by this ability equal to 1+CHA modifier (but spawns also keep additional slaves in the normal, non-magical manner). The save DC is Charisma-based

BLACK-ROBED PRIEST

CR 11

Male Half Golem (flesh) Cleric 7

NE Medium Construct

Init +0; **Senses** Darkvision 60 ft., Low-light vision, Listen +3, Spot +3

Aura Moderate Evil

Languages Common, Ancient Baklunish

AC 21, touch 10, flat-footed 21 (+6 armor, +5 natural)

hp 65 (1d10+7d8+20 HD); DR 5/adamantine

Immune Magic, Construct traits

Fort +13, **Ref** +2, **Will** +9

Weakness magic that is fire or cold based *slows* golem for 2d6 rounds

Speed 20 ft. in breastplate (6 squares), base movement 30 ft., can't run;

Melee +1 *great falchion* +13 (1d12+8/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options Power Attack

Special Actions Berserk

Combat Gear +1 *breastplate*, +1 *great falchion*

Cleric Spells Prepared (CL 3rd DC=13+Spell Level):

4th— *cure critical wounds*, *restoration*, *divine power*^P

3rd— *cure serious wounds*, *delay death*, *wrack*, *magical vestment*^P

2nd— *aid*, *cure moderate wounds*, *hold person*, *lesser restoration*, *bull's strength*^P

1st— *cure light wounds*, *bless*, *protection from good*, *shield of faith*, *vigor*, *lesser*, *enlarge person*^P

0— *detect magic*, *detect poison*, *read magic*

D: Domain spell. Deity: Zuoken. Domains: War, Strength

† Already cast

Abilities Str 20, Dex 10, Con -, Int 3, Wis 18, Cha 6

SQ Berserk, Construct Traits DR 5/adamantine, magic immunity

Feats Exotic Weapon Proficiency (Falchion, Great), Extra Turning, Power Attack, Weapon Focus (Falchion, Great), Empower Spell.

Skills Climb^I +6, Concentration^I +9, Heal +9, Jump^I +0;

Possessions combat gear plus black robe, *circlet of persuasion*, *potion cure serious wounds* (3), *potion restoration* (2)

Berserk (Ex) when a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

ENCOUNTER 9: RE-CAPTURE

MIND FLAYER, ULITHARID

CR 12

Illithid

LE Large Aberration

Init +6; **Senses** Darkvision 60ft., Listen +8, Spot +18

Aura Strong Evil

Languages Common, Undercommon, Illithid

AC 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +4 *mage armor*, +5 natural)

hp 90 (12d8+36 HD);

SR 25

Fort +7, **Ref** +6, **Will** +13

Speed 30 ft. (6 squares)

Melee 2 long tentacles +11 (1d8+3) and
4 short tentacles +11 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft with 2 long tentacles)

Base Atk +9; **Grp** +16

Atk Options Mind Blast, Psionics, Improved Grab

Special Actions Extraction, Combat Casting +22, Spell Penetration

Spell-Like Abilities at will (CL 12th):

7th— *plane shift*

4th— *charm monster* (DC 19),

3rd— *dimension door*, *suggestion* (DC 18)

2nd— *detect thoughts* (DC 17), *levitate*,

1st— *mage armor* (self only) †

Spell-Like Abilities 1/day (CL 12th):

9th— *dominate monster* (DC 24)

6th— *suggestion*, *mass* (DC 21),

† Already cast

Abilities Str 16, Dex 14, Con 16, Int 21, Wis 17, Cha 21

SQ Spell Resistance 27, telepathy 200 ft.

Feats Combat Casting, Improved Initiative, Improved Natural attack, Iron Will, Spell Penetration

Skills Bluff +15, Concentration +18 (+22 when casting defensively), Diplomacy ++14, Disguise +5 (+7 acting in character), Hide +8, Intimidate +17, Knowledge (arcana) +15, Knowledge (planes) +15, Listen +8, Move Silently +12, Sense Motive +8, Spot +18;

Possessions none

Extract (Ex) a mind flayer that begins its turn with all four tentacles attached to a single opponent and who successfully maintains the hold automatically extracts the opponent's brain, instantly killing that creature

Improved Grab (Ex) Improved Grab (Ex) -- if it hits a creature size Small to Large with a tentacle attack, it may attempt to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple or Escape Artist check, but the mind flayer gets a +2 circumstance bonus for each tentacle attached at the start of the opponent's turn. An ulitharid can grab a Huge or larger creature only if it can somehow reach the opponent's head.

Mind Blast (Sp) cone 60 ft. long; anyone inside must succeed at Will save (DC 21) or be stunned for 3d4 rounds. The save DC is Charisma-based. This ability is equivalent to a 4th level spell

APPENDIX 2: NEW RULES ITEMS

Streetfighter

Complete Adventurer

Hit Die: d18.

Requirements:

To qualify to become a streetfighter, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Bluff 5 ranks, Intimidate 5 ranks, Knowledge (local) 5 ranks.

Feats: Combat Expertise, Improved Feint.

Class Skills:

The streetfighter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Disable Device (Int), Hide, Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int) Spot (Wis) and Tumble.

Skill Points at Each Level: 4 + Int modifier.

TABLE 2-22: THE STREETFIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spécial
1st	+1	+2	+0	+0	Always ready +1, streetwise
2nd	+2	+3	+0	+0	Stand tough 1/day
3rd	+3	+3	+1	+1	Always ready +2, sneak attack +1d6
4th	+2	+4	+1	+1	Stand tough 2/day
5th	+3	+4	+1	+1	Always ready +3, uncanny dodge

Class Features:

All of the following are class features of the streetfighter prestige class.

Weapon and Armor Proficiency: Streetfighters gain no proficiency with any weapon or armor.

Always Ready (Ex): A streetfighter knows that an attack can come from any quarter, and that an innocuous conversation can turn into a deadly fight in an instant. Accordingly, he gains a +1 competence bonus on initiative checks. This bonus increases to +2 at 3rd level and to +3 at 5th level.

Streetwise (Ex): A streetfighter knows how to survive in dangerous urban areas; he gains a +2 competence on Gather Information and Knowledge (local) checks.

Stand Tough (Ex): A streetfighter's toughness has been honed by years of hard living and dirty fighting. Starting at 2nd level, a streetfighter can stand tough once per day. When he would be damaged in combat (from a weapon or some other blow, but not from a spell or special ability), he can attempt to shake off the damage. To do this, he must attempt a Fortitude saving throw against a DC equal to the number of points of damage dealt. If the save succeeds, he takes no lethal damage from the blow, instead taking nonlethal damage equal to half the amount of damage the blow would have dealt. If the save fails, he takes damage normally. A streetfighter need not be aware of the impending attack to use this ability.

Starting at 4th level, a streetfighter can use this ability twice per day.

Sneak Attack (Ex): Beginning at 3rd level, a streetfighter deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. See rogue class feature, page 50 of the *Player's Handbook*. If a streetfighter gets a sneak attack bonus from another source (such as levels of rogues), the bonuses on damage stack.

Uncanny Dodge (Ex): At 5th level, a streetfighter cannot be caught flat-footed and reacts to danger before his senses would normally allow before his senses would normally allow him to do so. See the barbarian class feature, page 26 of the *Player's Handbook*. If a streetfighter already has uncanny dodge from a different class, he gains improved uncanny dodge instead. See the barbarian class feature, page 26 of the *Player's Handbook*.

New Spells

Bands of Steel

Spell Compendium

Conjuration [Creation]

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft +10 ft per level)

Target: One Medium or smaller creature

Duration: 1 round / level

Saving Throw: Reflex partial

Spell Resistance: No

The victim must succeed on a Reflex save or be immobilized and this unable to move. If he saving throw succeeds, the victim is only partially trapped by the bands, and is still entangled.

A Creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break free (Strength DC 13) or disentangle itself (Escape Artist DC 13)

Material Component: Three small silver hoops, interlocked

Graft Flesh [General]

Libris Mortis

You can apply a certain type of grafts to other living creatures or to yourself.

Prerequisite: Heal 10 ranks.

Benefit: Choose a type of graft: aboleth, beholder, fiendish, illithid, undead, or yuan-ti. You must be an aboleth to choose aboleth grafts. You must be a fiend to choose fiendish grafts. You must be an illithid to choose illithid grafts. You must be a yuan-ti to choose yuan-ti grafts. There are no additional requirements for choosing beholder or undead grafts.

You can create grafts of your chosen type and apply them to other living creatures or to yourself. Creating a graft takes 24 hours for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half of this price. (See Chapter 5 of this book for prerequisites and other information on grafts.)

Non-lethal Substitution [Metamagic] *Complete Arcane*

You can modify an energy spell to deal nonlethal damage.

Prerequisite: Knowledge (arcane) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of energy damage dealt – for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage. It will not damage objects or set fire to combustibles in the are.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

Oversized Two-Weapon Fighting [General] *Complete Adventurer*

You are adept at wielding larger than normal weapons in your off hand.

Prerequisite: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the Player's Handbook).

Special: A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats.

Staggering Strike [General] (Complete Adventurer)

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its non-lethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Sudden Empower [Metamagic]

Complete Arcane

You can cast one spell per day to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you may apply the Empower Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Empower Spell feat normally, if you have it.

Sudden Maximize [Metamagic]

Complete Arcane

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell Feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

DM AID 1: TABLES

PC Name	Fortitude Save					Will Save					Spot					Listen				
	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10	6	7	8	9	10

DM MAP 1: THE TAVERN



DM MAP 2: THE WAREHOUSE/SEWER



Player Handout One

O Worthy and Noble Adventurers,

By way of this missive I introduce myself as Bey Vahit. My servants, G'Mir and Hammarah, represent me in a matter of supreme urgency. My daughter Shyanne, more precious than any jewel in the nation, has been unjustly taken from me.

Many long months now she has been absent from her rightful place at my side. At first I assumed it was a fit of intrigue, or the youthful pursuit of foolish passion, but she has been gone so long I began discreet enquiries. The truth was far more disturbing.

While she was still within my palace, under my very nose, silver-tongued false-priests wormed their way into her confidence and beguiled her with rotten promises of a fake religion. They muddied her pristine intellect and so thoroughly corrupted her judgment that they have subsumed her noble spirit. She left my palace of an addled desire to become one with their bogus religious creed. These foul cultists have taken the daughter that I tenderly raised from a young babe and lured her into their pit of damnation with counterfeit promises of a phony god.

I look to you, most upright travelers, to be of service. I would have you return her to me. This is, however, a matter that demands prudence. This incident would surely cause incalculable damage to my perfect daughter's reputation, and I have many rivals in business who would dearly relish the opportunity to besmirch any of my family. That is why I could not risk meeting you directly, and rely instead on my steadfast servants to bear this letter. Get her back by any means necessary.

My family's resources are considerable, and I am generous to those I favor. Return my cherished child to me and I will pay each of you 1000 efrin for your troubles.

Bey Vahit

Excerpt taken from "Rock of the West" by Fred Weinning

DHABIYA

Though it was little more than a remote provincial village at the time of the Invoked Devastation, many Dhabiyaans still consider their home to have the most ancient pedigree in Zeif. First built by imperial satraps in the last years of the Baklunish Empire, it remains a stronghold of traditional elementalism (particularly fire-worship) to this day. The upper gates of the city even bear the twin-shedu emblem of the Baklunish Empire. The upper city itself is seldom visited by outsiders, but the lower city is the hub of trade for the northern Zeifan coast. Shipbuilding and sea-trade are prominent here, and most commerce is dominated by the Mouqollad. The exception to this is the slave trade, which remains the province of the city's old families. This also serves to indicate the divided nature of the community.

The old families of Dhabiya make up a nearly closed society. Many of them are related to the inhabitants of the Ataphad islands, and are distinct in their traditions and even in their speech; they do not favor the Osfaradd dialect of Zeif, preferring to use Ancient Baklunish with outsiders. They have little affection for the Mouqollad (whom they consider upstarts) or the Qudah (whom they deride as "peasant-priests"); they also sneer at the royal navy, whose captains are so readily bought. They do seem to avoid offending the uruzaries and the spahis, but few of the ore-soldiers are stationed in Dhabiya, and the knights seldom visit the coast.

The common folk of Dhabiya are usually very deferential to the local aristocrats, though newcomers who have dealings with the old families often find that they have unknowingly violated some unwritten rule of conduct. When this happens, the offending persons are best advised to leave as quickly as possible, otherwise ill-fortune will certainly befall them. Commoners refer to this as the "evil eye" and will do their best to avoid contact with anyone so afflicted. Even prominent officials have been thus beset, so few outsiders seek service here. Administration of the town is therefore generally left in the hands of the old families.

The sovereign of Dhabiya, Rafayda Amir (NE human female Ftr9/Blk6), rules her town almost independently of the Diwan. The amir appears slight, but is agile and untiring and is a formidable swordswoman. While she can be very charming, she is also utterly ruthless and disdains charity in any form. It is rumored that her family fortune was made in illegal flesh trade with the Ataphads (where slaves are commonly used as ritual sacrifices), and many people suspect it continues still.

Player Handout Three

The unbearably painful stink of ammonia jolts you awake like a knife to the skull. After a few involuntary struggles you quickly realize you cannot move a muscle. You are in a dank, dimly lit chamber, strapped to a wooden platform at a 45 degree angle to the floor. You are bound to the table by your wrists, feet, and waist, and there is a painfully tight leather strap holding your head firmly in place. You're abruptly aware of the deep ache in your side. It hurts to breath.

Directly in front of you sits a man on a stool. His head is shaved and smeared with grime, and his skin is wrinkled and weathered. He wears long black robes and gloves, and holds his fingers tented in front of his lips. He sits expressionless, wordless and motionless, staring at you with piercing green eyes. The room, and the man, is silent. The stinging smell of ammonia finally subsides and is replaced by the mingled stench of vinegar, cinnamon, and acetone.

He reaches beside him into a glass jar filled with opaque, pinkish-grey fluid and fishes out a fleshy, yellow colored piece of tissue. He leans uncomfortably close to your face; close enough that you can smell his breath.

It makes your stomach turn. Or is it something else?

He holds up the hunk of flesh, oozing blood and pungent formaldehyde in a thin stream that drips to the floor. It looks like an over large, yellow leaf.

“This,” he hisses, “is your pancreas.”

He turns and casually tosses it into a flaming brazier where it lands with a piercing hiss. The stink of chemicals, blood, and his putrid breath are overwhelmed by the sharp, sweet smell of frying bacon. It sizzles and crackles fitfully for a few moments as the man pulls another large glass jar from a shelf in the shadows.

“This is what I stuck in your gut cavity in its place.”

He slams the jar unceremoniously down on a metal table in front of you among a twisted litter of knives and needles caked in a crusty crimson color. They bounce and clatter, and a long twisted corkscrew with a hook on the end falls to the floor with a loud clang. It is smeared in blood. It must be yours.

The jar is about a foot wide and twice as tall. The thick, cloudy liquid inside sloshes noisily. Swimming sluggishly in the putrid liquor is fat, tentacled worm roughly eight inches long. The details are hazy, but the bottom half of its body looks to be a mass of squirming stubbly legs, and the top half is nothing but eyes and teeth. The room is utterly silent except for the sputtering from the flaming brazier.

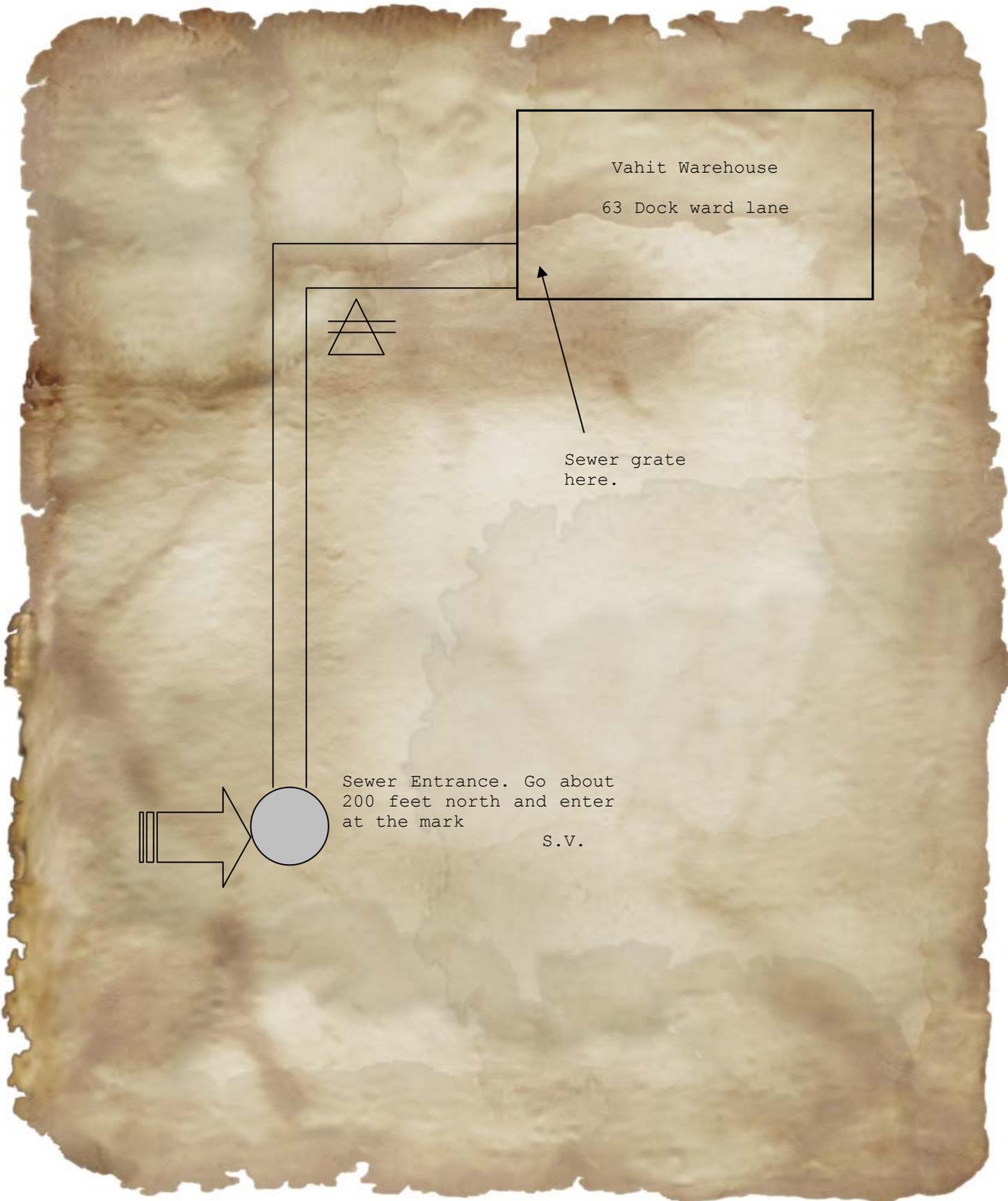
With delicate grace, the man plucks a greasy implement from the metal table trailing bloody tendrils of mucous. He gently taps the side of the jar.

Suddenly the thing in the jar springs to life. Teeth bared it surges at the side of its glass prison gnawing uselessly at the surface.

“Nasty little beasts.” The man whispers as the thing in the jar continues its furious attack at the container. Eventually it calms down and resumes its torpor. Then the man very fluidly places the knife back on the table with almost feminine delicacy, and turns his intense green-eyed stare on you.

“Can you feel yours squirming in your belly?” He asks while suggestively running the tip of his bright pink tongue along his upper lip.

You can.



Vahit Warehouse

63 Dock ward lane

Sewer grate here.

Sewer Entrance. Go about 200 feet north and enter at the mark

S.V.

Player Handout 4: The Map