

FOR THE TYRANNY OF DRAGONS STORYLINE

DM'S KIT

PALACE

of the Red Pasha



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DM'S KIT

PALACE OF THE RED PASHA

Introduction: This is a springboard adventure from the Tyranny of Dragons storyline.

After the battle at the Well of Dragons and the capture or defeat of Severin Silrajin, the player characters investigate a Cult of the Dragon stronghold supposedly beneath the Palace of the Red Pasha in Calimport.

An adventure for 16th level characters

BY TROY E. TAYLOR

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Palace of the Red Pasha

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Special thanks to playtesters:	
William Holm, Aaron Isaacson, Taylor Justine, Dixie Schroeder, Ken Schroeder, Jonathan R. Taylor.	
The riddle for the Grand Stairwell is based on "the group of three" classic riddle published by savagelegend.com .	

Palace of the Red Pasha

Illustrations

Cover: Constantinople, la mosquee de Top-Kahne, Ivan Konstantinovich Aivazovsky, 1884

Back: Leandrovoy Tower in Constantinople, Ivan Konstantinovich Aivazovsky

Interiors:

The Letter, Rudolf Ernst, 1888

Guard of the Harem, Rudolf Ernst

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Man in Oriental Costume, Rembrandt van Rijn, 1635

Photograph of Marble Relief, St. Louis Museum, Troy Taylor, 2015

Élève de William Bouguereau, il débuta au Salon de, Gustave Jean Jacquet, 1865

Photograph of statue of bull, morguefile, 2007

Photograph of brass, morguefile, 2007

The Lamp Cleaner, Antonio Maria Fabres y Costa 1854-1936

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Parfum des Roses, Alphonse-Etienne Dinét (1861-1929)

The prayer at the tomb, Ludwig Deutsch, 1898

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The Emir, Ludwig Deutsch

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The Palace Guard, Ludwig Deutsch, 1893

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Oriental Woman, Charles Earl Hippolyte Lecomte-Vernet

The Maharajah Duleep Singh, Franz Xavier Winterhalter, 1854

Portrait of an Arab, Charles Wilda

Summer Evening, Frederick Arthur Bridgeman

Abdullah Chief of Said Pasha's Bodyguard, Carl Haag

Beaute Orientale, Jean Francois Portaels

Portrait of Sliman Ben Imbrahim, Alphonse Etienne Dinét, 1904

The Young Eastern Woman, Friedrich von Amering, 1838

Bashi Bazouk and his Dog, Jean Leon Gerome, 1870

DM's Guild maps, Halls of the Iron Flame
DM's Guild maps, Lair of the Hooded One

Palace of the Red Pasha



PALACE

of the Red Pasha



Palace of the Red Pasha is a Dungeons & Dragons adventure for characters of 16th level. It can serve as a continuation of the Tyranny of Dragons series, following the events from *The Rise of Tiamat*. But it also can be played as a stand-alone adventure.

INTRODUCTION

Most of the events in Tyranny of Dragons occur in the Sword Coast region of the Forgotten Realms. This adventure, however, takes place in a land farther south, beyond the range of the campaign map that appears in *Hoard of the Dragon Queen*, in one of the so-called “empires of sand” called Calimshan.

Calimshan is a land of rival city-states run by warrior-merchant princes who have been in a constant tug of war for power with the genies and other elemental powers that are native to the desert lands.

As a city, Calimport best expresses what it means to be from Calimshan, with its exotic markets, thieves guilds, decadent harems, and a great disparity between its ruling class and its

common folk. The very wealthy live in palaces boasting sky-reaching minarets while its huge underclass of commoners and slaves occupy small, earthen-walled city dwellings that are packed together in adjoining slums.

Although another supplement is not necessary to run the adventure, the *Sword Coast Adventurer's Guide* (2015), *Forgotten Realms Campaign Guide* (2008), *Forgotten Realms Campaign Setting* (2001) and *A Grand Tour of the Realms* (1993) all contain entries on Calimshan. Even more detail can be found in *Calimport* (1998).

The *Elemental Evil Player's Companion* (2015) contains rules references to genasi, and is available as a free download at drivethrurpg.com.

A note about the NPC depictions and illustrations in this adventure

Illustrating this adventure with artwork from the Orientalist school, while evoking the romantic wonder associated with the genre, is not without a few difficulties. I have tried to be sensitive to the culture of the Turkish and North African peoples (I did not use illustrations of scantily clad harem dancing girls, for instance). I am aware of the criticism that says Orientalist paintings portray a Western bias, but I believe many of the artists I used tried to accurately convey what they saw. Many of the paintings are quite moving, using vivid color to convey everyday scenes with empathy and genuine appreciation.

For that same reason, all the NPC characters in this adventure are depicted as humans in the text. However, I encourage DMs to make use of the *Dungeon Master's Guide*, especially the sections in Chapter 4, which have charts, tables and suggestions for fleshing out these characters in terms of playing race, class, motivation, talents and mannerisms. Feel free to make these NPCs your own.

Palace of the Red Pasha

Background

This adventure can be played regardless of the outcome of The Rise of Tiamat. But it presumes that Tiamat was defeated and banished again to the Nine Hells and the head of Cult of the Dragon, Severin Silrajin, was slain in the final battle or fled in defeat. Whether dead or alive, Severin's power base in his native Calimport must be eradicated.

One reason the cultists did not raid southern lands, as they did in the Sword Coast, was so Severin's homeland would be unscathed. He instructed his cult protege, a wearer of the purple called Yildiz, to find a secret base somewhere in the city. There, she was to raise a clutch of red dragon eggs. From these eggs will hatch a cadre of dragon and dragonkin champions.

This next generation of dragon warriors was to be instructed by Alimdar, a dracolich pledged Severin and to the Cult of the Dragon. With Alimdar's help, Yildiz secured the underground chambers beneath the palace of the Red Pasha by means of secret negotiations with his grand vizier.

Overview

In the aftermath of the assault on the Well of Dragons, the PCs are approached by Marshall Ulder Ravengard of Baldur's Gate, commander of the Lord's Alliance forces. Severin's personal items have been studied and it is clear he established a base in Calimport from which he planned to serve as Tiamat's human agent after her return. The base occupies a dungeon underneath a palace occupied by the notorious, but popular, Red Pasha. It is not certain if the Red Pasha himself is an ally of the cult, but it is clear from the documents and interrogations of surviving cultists that Severin secured the services of many powerful persons sympathetic to the cult's aims.

The PCs are asked to go to Calimport, root out the cultists there. They must be canny in dealing with the Red Pasha, as he is a person of great importance. They may discover that the



Red Pasha is not the plump and plucky human hero he presents himself as. In truth, he is an efreeti who saw the handwriting on the wall and switched sides when the populous of Calimport rebelled and overthrew their genie and genasi masters. As such, he is a character of few scruples.

The PCs should explore the dungeon beneath the palace. They will encounter servants in the Pasha's household allied with the Cult of the Dragon. Exploring further, they will defeat the cultists and raid the clutch of dragon eggs guarded by an ancient dracolich.

Part 1: Well of Dragons

Meeting Ravengard

An escort of Flaming Fist officers accompanies the PCs to a meeting with Marshall Ravengard. This takes place in Rooms 10 and 11 of the Well of Dragons (*The Rise of Tiamat*).

“Hail and well met!” says Marshall Ravengard. “This has been a bloody business, bloody business indeed. But it’s not over, not by a long shot. If you’re game, the Lord’s Alliance has an important mission we’d like you to undertake.”

Ravengard then indicates several documents, such as decoded letters, orders and maps, that have been laid out on the writing desk that belonged to the room’s former occupant, Severin Silrajin, leader of the Cult of the Dragon.

The PCs can either discern their mission from reading the documents themselves (Int or Wis check of DC 10), or with a direct request from Ravengard.

What the documents show

- ❖ Severin maintained a base in his home city of Calimport. After Tiamat’s rise, he intended to be the Dragon Queen’s human agent from there, relying on the city-state’s unscathed riches to bolster his position.

- ❖ His stronghold is a dungeon beneath the palace of the Red Pasha, a popular leader in the city. Nothing indicates that the Red Pasha himself is an ally of the cult.

- ❖ Many of the documents are orders to send teachers in cult lore and skilled warriors to the stronghold, essentially setting up a cell that will serve as an academy for cult teachings. Notations indicate that many cultists serving at the Well of Dragons got their start in Calimport. (Ravengard adds that interrogations of prisoners confirms this. All say that access to the dungeons was done secretly, with supplicants aided by conspirators within the Pasha’s household who leads them to a grand staircase within the palace.)

Ravengard asks the PCs to infiltrate the cult stronghold in Calimport and disrupt any plans carried out by Severin’s remaining lieutenants.

He will provide credentials so they can present themselves as emissaries from the Lord’s Alliance, which should gain them entry to the Palace of the Red Pasha. From there, the mission rests entirely with them.

Journey by sky or water

Ravengard says an item from Severin’s personal effects will be made available for the journey, if they wish. It is a Carpet of Flying that measures 6 by 9 feet and has a capacity of 800 pounds. He only asks that the carpet be returned to the Lord’s Alliance after the mission.

If other transportation is desired, the Lord’s Alliance will make arrangements for a ship sailing from Baldur’s Gate to take them down the coast to Calimport.

Palace of the Red Pasha

Faction Support

Contacts among the various factions, or DC 15 checks of relevant skills, can provide additional information:



Harpers: The Red Pasha does not concern himself with day-to-day politics. He leaves such matters to his grand vizier, the archmage Karaca Sul. There is an information source within the palace that acts as a Harper agent. We don't know the identity of this person, but he or she usually provide reliable information.



Order of the Gauntlet: The Red Pasha earned his nickname for his bloody ruthlessness in battle as he led the civilized races in their uprising against the genies that ruled during the upheaval after the Spellplague. Yet, the Red Pasha is described as being a short, pudgy human; courtiers sometimes mistakenly assume him to be "soft."



Lords' Alliance: The Red Pasha's true name is Sunduk of Najja Sabban, who has prospered in the Wizard's Ward without being a spellcaster himself. He has emissaries in Baldur's Gate, Waterdeep and Cormyr and has favored the church of Illmater with extensive gifts.



Zhentarim: The Red Pasha's wealth comes from trade in spices, herbs, exotic wizarding components and rare magical items. It goes without saying that as a leading Calishite, the Red Pasha also engages in the slave trade and maintains a harem, which Zhent agents have helped procure. The Zhents also confirm that the vizier performs all the mundane duties of running the palace.

Palace of the Red Pasha



Part 2: Calimport

Upon arriving in Calimport, the PCs may make inquiries or visit the city's markets before presenting themselves at the entrance to the Palace of the Red Pasha.

The Red Paṣhāṣ Pālācē

The palace is a campus that includes several towers, connected by paved walkways and boast open air green gardens and courtyards. All is exhibited in tasteful, classical splendor.

Visitors will receive an escort and will be shown many of the palace's wonders.

Encourage the PCs to explore the palace and meet its inhabitants, making use of the Players' map and the Order of Exploration tips on the subsequent page.

Numbered Locations

1 **a) Purple Worm Gate**, a grand entrance to the walled compound; the rear gate is the **b)**

Kobold Gate

2 **Courtyard of the Oliphants**, parade ground for welcoming dignitaries

3 **Compound of Cats**, the chapel of Sharess, goddess of lust, free love and sensual fulfillment.

4 **Wheel House**, garage for carriages, vehicles and stables

5 **Passage of Concubines and Consorts**, apartments of the harem and the priestess. (It is from here that a grand stair leads to the basement level.)

6 **Eldritch hall**, portrait gallery of the great mages venerated by the city

7 **Library of Najja**, an extensive collection devoted to history and magic

8 **Hall of Petitions**, also called the Great Hall, where the pasha or vizier holds court; notable for a motif of flame and fire in paintings and decorative mosaics

9 **Temple of Humble Triumph**, devoted to the worship of Illmater, god of endurance

10 **Moon Court**, the private apartments of the pasha, his family and the vizier

11 **Petal Court**, the grand gardens and menagerie, where the pasha's prized fire salamanders are kept

12 **Kiosk of the Stargazers**, a domed observatory used by astronomers and astrologers

13 **Waterclocks Tower**, a chamber with a broad table where the pasha meets with his closest advisers

14 **Minaret of the Magi**, a tower devoted to the study of magic in all its forms

15 **Coinhouse**, blockhouse that serves as treasury and armory

16 **Dormitories of the Pages**, the barracks for the household staff

17 **Pavilion of Roses**, a courtyard featuring the Fountain of Forgiveness, royal baths and the college of seamstresses

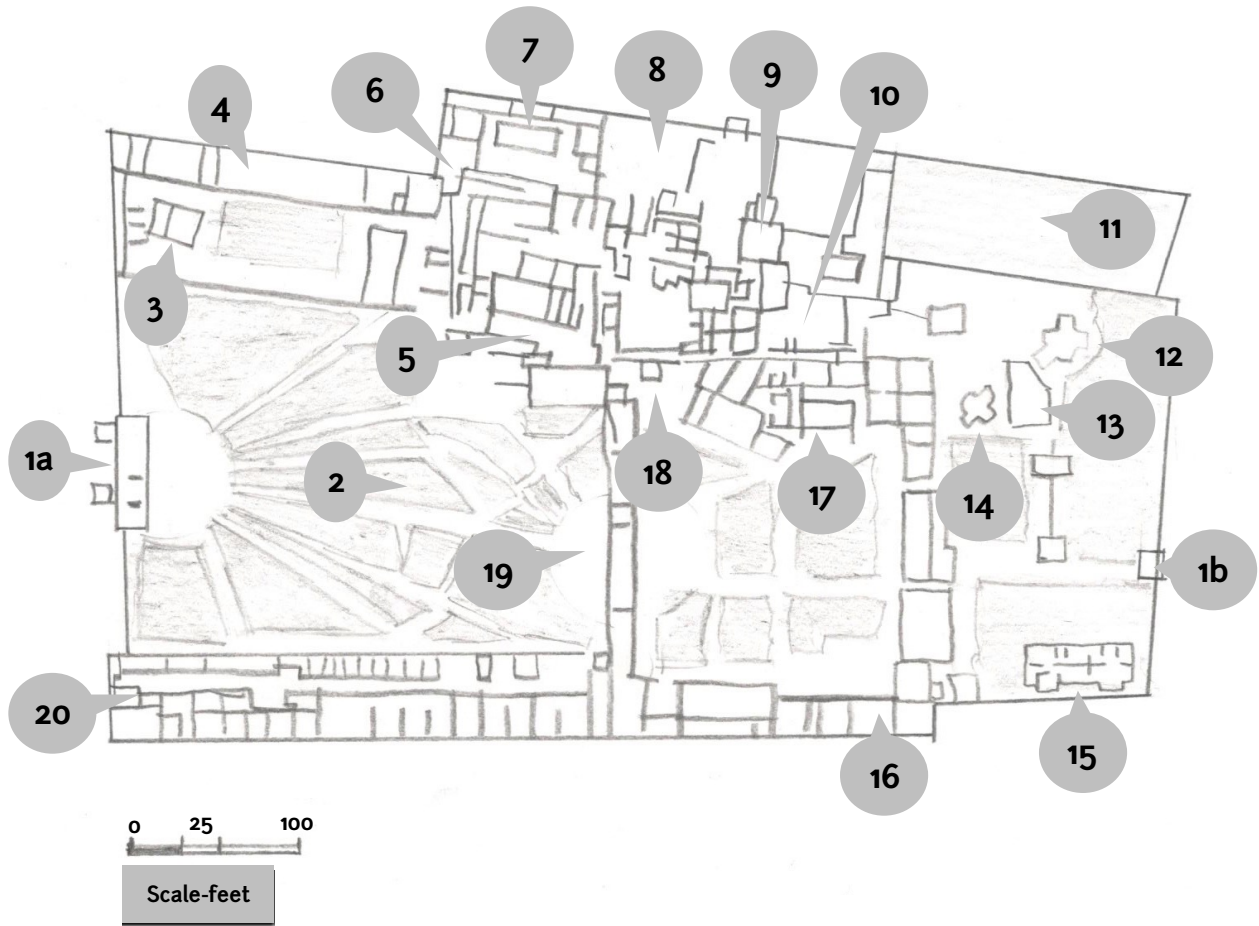
18 **Eunuch's Gate**, the entrance to the inner courtyard, harem and inner palace.

19 **Gazelle Run**, the gate to the inner compound

20 **Kitchen complex**, a row of stone buildings also referred to as the "Royal Spoon"

Palace of the Red Pasha

RED PAŞHA'S PALACE: Player's Map



Player's Legend			
1		11	
2		12	
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Palace of the Red Pasha

Order of Exploration

DMs may wish to make the exploration of the palace an entirely randomized event, a chance for the adventurers to meet NPCs and become familiar with locations.

By making it randomized, it also keeps the DM thinking on their feet, exercising their ability to improvise characteristics and mannerisms of the NPCs being encountered.

1 Using the players' map, the party announces the location, by numeral, it wishes to visit next.

2a The DM rolls a d20 on the Key Members of the Palace chart on the subsequent page. The PCs can elect to interact with an NPC in that location.

These interactions are a good time to introduce Palace Rumors or provide hints about the secret motivations and allegiances within the palace, as determined by the NPCs with Secrets rolls.

2b If the previous roll produces a duplicate encounter, ignore and roll again, or roll a d6 and interact with the result from the Random NPC Group Encounters chart.

3 If the PCs elect No. 8, the Hall of Petitions before they have explored any other locations within the palace, announce that the Red Pasha is not holding court and that the PCs must come back later.

The second time the PCs return to the Hall of Petitions, court will be in sessions.

Have the PCs join the line of supplicants waiting to be announced. Rolling again to see if there is an NPC or NPC Group in the line in front of them might lead to an interesting interaction before the PCs are formally introduced at court.

4 Repeat as often as necessary as the PCs continue their explorations.

d6	Random NPC Group Encounters
1	Delegation of Azers, who believe the citizens of Calimport would be good allies in their fight against efreeti
2	Genasi page acting as a messenger or courier with an object.
3	Patrol of four human or elf guards.
4	Group of 3 scholars arguing some fine point of arcane lore
5	Visiting noble of another sabban and his or her retinue
6	Delegation of human merchants and traders, recently arrived by camel or ship.

Notes

Within the palace, always assume there are servants and pages in the players' midst, walking about and passing through on their duties. The palace "never sleeps."

The DM is encouraged to feel free she or he has license to adapt, change or replace the NPCs listed here. Make this adventure your own, change it to fit the needs of your table.

Feel free to develop a second chart detailing other members of the household, especially lesser servants whose duties intersect with the PCs' interests. (For example, the PCs might wish to know the animal handlers tasked with the care of the fire salamanders in the Petal Court menagerie, befriend a concubine who can show them the way to the Grand Stairwell and offer a clue to the magic mouth riddle, or become entrusted to a particular genasi page who will deliver messages with discretion.)

The locations in the palace have been described only in the broadest terms. Feel free to add details or map other sections as required.

Palace of the Red Pasha

NPCs with Secrets

Using the following chart to encourage roleplaying, the DM can determine randomly those few who know the Red Pash's secret and those who have conspired with Karaca Sul to hide the Cult of the Dragon.

a) Roll d20 once. This NPC will be at the gate when the PCs arrive and will assume the roll of escort and guide. Mark with an "E."

b) Roll d20 twice. Those two servants know that the pasha is an efreeti; willingly keep the secret and work to dissuade the curious. Mark those with a "P"

d) Roll d20 four times. These four servants are loyal to the grand vizier and are complicit in his plan to ally with the Cult of the Dragon. They work to keep the secret of the stair to the dungeon beneath the Passage of Concubines and Consorts. Mark those with a "C"

e) Roll d20 once. This person is a Harper agent. If that individual has another loyalty, they act as a double agent and try to betray the PCs

Key Members of the Palace	
1	Kelebek , religious instructor to the Red Pasha, priestess of Illmater
2	Cerkan , chief executioner, euphemistically referred to as the "head gardener", male gladiator
3	Onur , chief eunuch, called by his title, "lord of the door", male veteran
4	Emel , "queen-mother" of the harem, female noble
5	Aysun , "most favored" of the harem, female assassin
6	Denicith , court poet, female scout
7	Metin , the court's athletics instructor, male gladiator
8	Fidan , chief steward female commoner
9	Ibrahim , chief barber, commoner
10	Pembe , chief herald and "sergeant of the divan," female mage
11	Turgay , chief of the dervishes of Illmater, male priest
12	Hazan , chief of the pages, female commoner
13	Tova , diplomat at-large, male spy in league with the Zhents
14	Goker , exalted magister and chief stargazer, male mage
15	Ekin , mistress of gardens and palisades, female druid
16	Kudret , commander of the Pasha's personal guard, male veteran
17	Emine , protector of the magisters, female knight
18	Savas , guardian of the gate, male berserker
19	Nergris , scribe, female commoner
20	Emgin , captain of caravans and trade, male bandit captain

Palace of the Red Pasha

Pălăcē Rūmōrș

The palace is rife with rumors.
Here are a few:

Rēd Pășhâș Cōurăgē

Newcomers are always told this story of the Red Pasha's courage: When the genies were overthrown, there was a confrontation in the streets. The Red Pasha confronted Gharafeto Silvertongue, a dao or earth spirit, that had been among the most cruel of the genie masters, for his appetite for the precious metal was legendary. Gharafeto pleaded for mercy, lying prostrate upon the earth. "I will grant mercy, if you will serve me!" the Red Pasha said. "I swear!" Gharafeto replied, and bracelets and shackles of fire appeared upon his wrists and ankles. It is rumored the Red Pasha has tasked the dao with guarding his greatest treasure.

Thrēē Gōrgōnș

When the people had at last overthrown their genie masters, the wizards of the city gave the Red Pasha a great gift to show their gratitude. He was given three powerful, armor-clad automatons in the shape of bulls called gorgons. To everyone's surprise, however, the Red Pasha chose not to display his gift from the populous, as other ruling pashas did. The fate of the three bulls is a mystery.

Fire Șalmândērș

The Red Pasha dotes on his pets, a pack of fire salamanders he keeps in the menagerie.

Wēārēr of thē Purplē

Weeks ago, a Wearer of the Purple, that is, a high-ranking member of the Cult of the Dragon, was seen overseeing activities at an archaeological dig in the rugged mountains north of the city. Some have said it was Yildiz herself, the protege of Severin Silrajin.



Thē Ștăirway thăt Șpēākș

In the Passage of Concubines and Consorts, there is a stairway that leads down, away from the apartments of the harem. The carved relief over over the stairs speaks and poses a riddle.

Ștrēm thē Hărp

The grand vizier is a master harpist, whose playing is so mesmerizing even angels weep. It's been said that in these private performances, many a guest have lost their virtue or two, so enchanting is the vizier's performance.

Palace of the Red Pasha

Red Pasha's Court

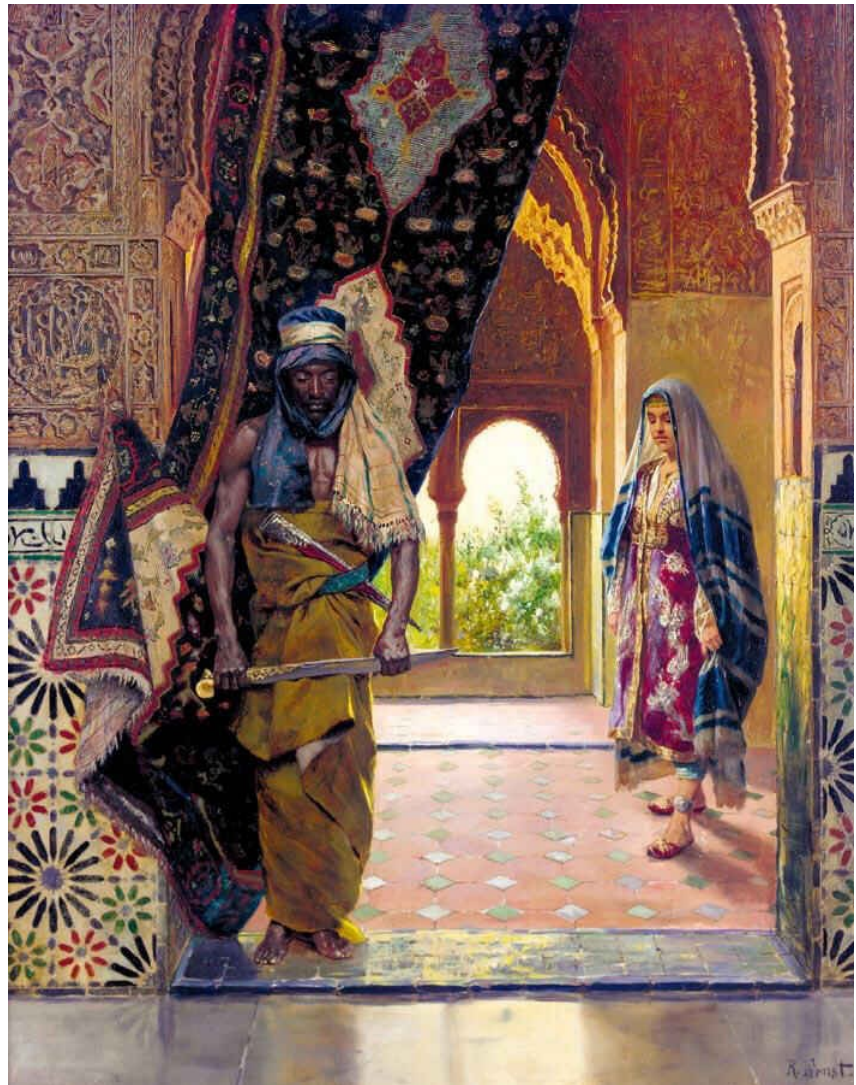
Should the PCs come upon the Hall of Petitions during their investigation and if they present themselves as emissaries from the Lord's Alliance, the Red Pasha will ask that they come forward for his benevolent inspection. If you roleplay this encounter, his demeanor as the plump but plucky hero that rallied the people as they overthrew their genie masters should be portrayed. He will be delighted by wondrous entertainments and bored by any talk of politics.

The Red Pasha will be eager to demonstrate the hospitality of this household, ordering that apartments be made available for the PCs' convenience, rich meals prepared and fine clothes offered as gifts. So long as they comport themselves as guests and obey the guards, the PCs are free to come and go as they like.

Any inquiry about the palace's suspected association with the Cult of the Dragon will be met with incredulity. Certainly, Severin, is known by reputation to Red Pasha; this is the Wizard's Ward, after all. But the Red Pasha would never associate with the likes of Severin — which is true so far as it goes. (For reasons of deniability, such matters are always best left to the grand vizier, whose discretion is highly valued).

Servants and protectors

It should be noted that the Red Pasha's court is loyal, but not all are combatants. Most are unaware of the Red Pasha's true nature, and would be aghast if it is revealed. However, the Red Pasha is not without significant support in the Hall of Petitioners. Many veterans, guards and archmages would come to his aid. Even if the PCs were to do something so brazen as to attack the

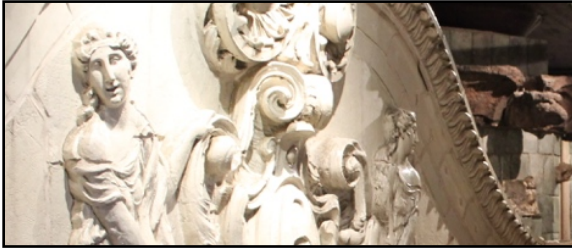


court, the Red Pasha would not reveal himself unless he was certain there were no witnesses save for those few who knows his secret.

Karaca Sul, the grand vizier, does not know for a certainty that the Red Pasha is an efreeti, but he suspects. It actually matters little to him; his interests align with the Red Pasha's. He wants greater power, and growing the Sabban's power and influence accomplishes that.

Each of the members of the Red Pasha's household represents a roleplaying opportunity. The PCs should be encouraged to mix and mingle, introduce themselves. If the PCs don't step forward, then they can be approached by one of the members of the household, usually by someone who is the Red Pasha's secret keeper or one of the grand vizier's conspirators.

Part 3: The first Başemēt



1. Grand Ştairwell

The top of the stairwell is unguarded. In the archway above the door, emerging from the sculptured relief of a female figure, is a magic mouth, which animates and speaks with a feminine tone once a character approaches.

To pass, the magic mouth will demand its riddle be answered. It will not raise the alarm if a person fails to answer the riddle, only if he attempts to walk past without giving the correct answer.

The DM is free to use the suggested riddle or devise one of their own.

“Oh, thee supplicants. Whether thy station is high or low, none may pass except those that know the answer to my riddle. Failure is expected, so I hold it against thee not. But if you attempt to pass without solving my riddle, I shall raise an alarm that will awaken the grand vizier and all his guards and all his mages from their deepest sleep, and you will face his wrath, you woeful trespasser. Listen closely, for I shall not repeat myself to the one whom I address.

“Provide for me, if you think you can, the answers to this group of three. One, oh my dim-witted inquirer, is sitting down and will never, ever get up. The second, you witless, sniveling worm, eats as much as is given to him, but his appetite is never sated. The third, you confounded simpleton, simply goes away, never to

return. What is the answer to my group of three. Take your time, my patience is eternal.”

The answer is 1) stove or oven, 2) fire or flame, 3) smoke or haze.

If the answer is affirmative, the magic mouth replies:

“Clearly you a being of great intellect and wisdom and I must relent. Pass through this doorway and the stairs below. Because you have proved yourself, I shall set the lanterns aflame to light your way.”

Lanterns along the stairwell walls light up as the players descend.

Note to DM's: Should the PCs be unable to resolve the riddle, they can always wait until a servant carrying a tray, such as the one that waits on the grand vizier in Room 2 stands before the magic mouth, answer the riddle silently, and descends.

At the bottom of the stairs is a large room with plaster walls, painted in a pattern of reds and yellows. Flanking the 20-foot-wide corridor that extends out from the room are statues of two combative genies, posed so it appears they are casting spells against each other across the hallway opening. Two pair of fire genasi in plate armor stand in front of the statues. One speaks: “Greetings. Welcome to the sanctum of Grand Vizier Karaca Sul. What is your business?”

The knights usually have advance notice of visitors to the grand vizier, or they can interpret written orders, such as those sent by the Red Pasha or other notables, using one of the palace's pages. Unless the PCs are expected, the knights are instructed to escort visitors to a holding cell (Room 5) for interrogation by the chain devils.

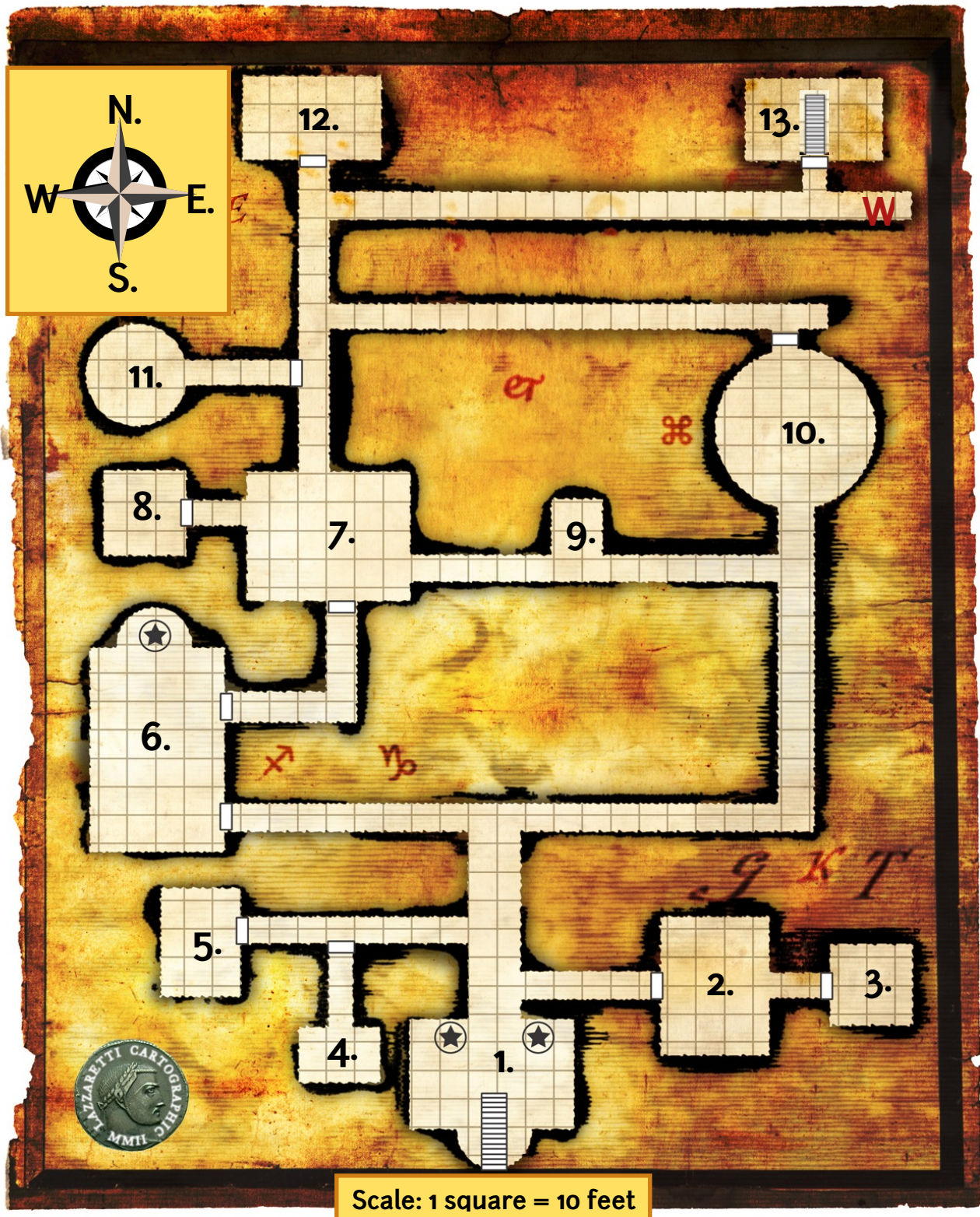
The four fire genasi are **knights** (as in MM plus ability to produce flame or burning hands).

The head guard has key to the cell in Room 5 and guard post in Room 4.

Encounter difficulty: Easy, (5,600 XP)

Palace of the Red Pasha

Dūngēon Bēnēath thē Pāssāgē of Cōncubīnēs and Cōnsōrts



Palace of the Red Pasha

2. Vizier's Chamber

The grand vizier reclines with his consort on a divan. They are dining on dainty meats and attended by a male servant. Two skulls with glowing red eyes wreathed in green flame hover over pedestals on a worktable of beakers and other arcane devices along the north wall. The eastern door to the vizier's bed chamber (Room 3) is open.

If the PCs barge in, the Grand Vizier Karac Sul, an **archmage**, reacts with outrage. "What is the meaning of this intrusion? I shall teach you a lesson!" The vizier has the two **flameskulls** attack. The consort screams for the guards (Room 1). The consort and the male servant are human **commoners** and noncombatants.

If the PCs knock or are invited in, the grand vizier will be in a mood to bargain, negotiate or even entertain, depending on the circumstances.

If coerced, the grand vizier says the western wing of this dungeon is forbidden to all but the Red Pasha and a select few he has chosen to take into the locked chamber (Room 6) or past the gorgon senties (Room 7). The vizier says he has never ventured past either, through he had glimpsed a figure floating in the air halfway down east-west corridor leading to where the gorgons stand guard. Cultists who train in the lower sections are taken past a fire giant guardian and then down and back two long halls to a stairway that leads down to the second basement. In truth, the vizier has not been down to the second level since he arranged for the cult to occupy that section, as per their agreement.

In addition to protecting the vizier, flameskulls guard one of the grand viziers most prized treasures, the *Ollamh harp*, which is kept in the inner sanctum.

Karac Sul has a key to the locked chest in room No. 3.

Encounter difficulty: Hard, (10,600 XP)



3. Vizier's Inner Sanctum

A richly appointed luxury bedroom with pillows and perfume. The room contains a chest at the foot of the bed and harp of exquisite craftsmanship stands to one side of the bed.

Treasure: A locked chest contains 700 gp and 30 pp. Propped against the wall stands the legendary item, an *Ollamh harp*.

Palace of the Red Pasha

4 Gward Pöšt

Locked Room contains two bunk beds and a table.

This room is used by the fire genasi **knights** (Room 1) as a guard post. The head guard has the key to this room.

5 Interrogation Cell

Chains of innumerable length hang from the ceiling like spider webs. Three creatures wrapped in lengths of chain adorned with blades and hooks stand in the room. In the room's southwest corner is a 10 ft by 10 ft empty holding cell made of steel bars.

This room is occupied by three **chain devil** interrogators. The head guard has the key to the cell, but the chain devils' manipulation of metal allows them to open the cell at will.

Encounter difficulty: Hard, (11,700 XP)

6 Shrine to Elementals

Beyond the locked doors lies a chapel. The floor of the center is a mosaic, a circle divided in four parts, radiating out. Each section

venerates one of the elemental powers, air, fire, earth and water. A giant-sized statue of iron, done in the likeness of Talos, the Storm Lord, fully occupies the altar in the north end of the room.

The statue is an **iron golem**. If supplicants do not offer words of worship or veneration to Talos, the iron golem attacks.

Encounter difficulty: Medium, (15,000 XP)

7 Gorgon Crossroads

Three large steel-encased magically animated bulls guard the southern, western and northern exits from this room. The floor bears evidence of the iron beasts' longtime presence, the flagstones and walls are cracked and crushed to small stone in spots where the constructs have been.

The three **gorgons'** primary purpose is to prevent intruders from reaching the Red Pasha's storehouse (Room 8).

Encounter difficulty: Easy, (5,400 XP)



Palace of the Red Pasha



immediately activate the trap. It takes 6 rounds to generate the magical energy sufficient to blast the hallway.

It takes a DC 15 to spot the pressure plate in front of the door. The walls emanate an aura of evocation magic. The plate is activated when 20 pounds of weight is placed on it. Anyone in the 20-foot long hallway is subject to the spray of flames. Each person in the target area must make a DC 18 Dex save or take half damage from intense heat and flame, which does 18d10 points of damage. The door itself is locked with an intricate and complex mechanism, requiring a DC 25 check to release.

There is a pedestal in the center of the room. Upon the pedestal rests a pendant lamp of finely worked metal, about a foot square in size. Three of the room's walls contains a fresco, showing scene of the uprising and the Red Pasha as a prominent figure in each. The south has a scene of the Red Pasha rallying the common folk, the west has the dao begging for mercy, and the north wall shows genies fleeing the city of Calimport.

§ Efreeti's precious

The 10-foot wide, 20-foot long hallway stops at a closed door of worked stone, which has a carved figure of Talos in relief on the surface. The walls are perforated with tiny holes.

A close inspection, such as with a DC 15 check will reveal there appear to be carbon scorches on the top half of each tiny hole.

Broiler fire trap

A pressure plate in front of the door activates magical incinerator mechanisms in the walls, causing flames to erupt from the holes, as with a broiler. Stepping on the plate does not

The pendant lamp is the container for the ashen remains of the efreeti, if he is ever defeated in battle. Within, he can be reconstituted, and will emerge again if the charcoal brazier is ever used to start a fire. The efreeti will then attempt to gain his freedom, using the bargaining of three wish spells (free me with the first wish, and I will grant you two others; a bargain he is, by the laws of the efreets, he is required to keep).

In most respects, the brazier acts as the magic item, an **efreeti bottle**.

Palace of the Red Pasha

9 *Đào shrine*

This hallway contains a vein of silver running the length of it. Halfway up the hall, a figure of earthen might and adorned with gems, but floating upon a cloud of dust, kneels in meditation in a chapel set into the wall.

The creature is roused if anyone enters the hallway, which it considers its domain (having been ordered by the Red Pasha to guard the silver vein). It is a **dao** servitor, Gharafeto Silvertongue, placed there to discourage thieves who would take the silver or attempt to take the Red Pasha's treasured brazier.

Encounter difficulty: Easy, (7,200 XP)

10 *Fire Giant's workshop*

The room ahead radiates with the heat of a forge. Holes in the ceiling act as a chimney. There is a bellows and forge, stacks of iron bars, an anvil and coal. A huge figure stands at the center of this space, wearing a smith's apron.

Baso, the **fire giant**, has little need for luxuries. Given a forge and his tools, he is content. He also serves as a guard for this portion of the dungeon. He has been instructed to permit the grand vizier and his couriers and the cultists of the dragon through his chamber, but no others.

But he loves witty banter and will engage any visitors in conversation. He remains firm that none shall pass without the permission of the grand vizier, a boast he'll back up with a swing of his greatsword, which he keeps at hand.

Encounter difficulty: Easy, (5,000 XP)

11 *Förgöttèn mage*

This room contains an assortment of oddities and trinkets, and an assortment of dogeared and spineworn books stacked haphazardly on a shelf. A bed that is nestled in the wall when upright, has been lowered, and contains a sleeping figure in robes of stars and planets.

Hazid, a **mage** loyal to the grand vizier, lives in a chamber just off the hallway. He maintains good relations with Baso, the fire giant, for he shares his love of solving puzzles made of iron nails that Baso makes.

Hazid does research on his own pace and follows his own interests, which are bizarre and of little practical use. Having just woken, he says he is at PC's mercy, not having had any time to prepare his spells for the day. (He's lying, he still possesses all the spells he prepared from the day before). If placed in a position where he can help the grand vizier, he will. Otherwise, he will just try to survive the day.

Encounter difficulty: Easy, (2,300 XP)



Palace of the Red Pasha



12 Safe room

This room contains the essentials for a short stay, bunk beds, wash basin, foot locker for personal effects and a small table with two chairs. A dark-haired human woman wearing loose, simple desert clothing sits at the table, reading by lantern light.

Sapphire, an **assassin** in the grand vizier's employ, is using this room as a safe house. She is an accomplished killer, but resents being in his power. She pretends to be a simple woman who was brought here, blindfolded and ordered to stay until summoned: The crazy mage and the steel bulls unnerved her, so she stayed in this room. If she learns the grand vizier is dead, she will flee the dungeon and the palace at the first opportunity. But if she thinks the vizier is still

alive, she will tag along with the adventurers in hopes of spying on them.

Encounter difficulty: Easy, (3,900 XP)

13 Stairwell down

The door to this room opens to a stairwell going down.

The way down is lit by lamps.

The Interlopers

These random encounters are to be used sparingly. Roll a d8 to determine.

They are intended to convey a sense of activity in the two basement levels, but without overpopulating them with the sorts of monsters that would make the area unsafe to be used either as the grand vizier's retreat or as stronghold for the Cult of the Dragon.

As a plausible explanation, the monsters may have wandered in from the hallway that extends east on the Dungeon Beneath the Passage of Concubines and Consorts and leads to the city sewer system and is marked with a W.

1	Revanant, 1-4
2	Vampire spawn, 1-4
3	Invisible stalker, 1
4	Oni, 1-2
5	Assassins, 1-4
6	Ghost, 1
7	Phase spiders, 1-6
8	Swarm of rats, 1

Part 4: Cult Compound

14 Ştairwëll

As you descend, an alert guard patrol comes down the 20-foot-wide hallway to greet you. One of the guards knocks on the door on the right and an authority figure steps out as well.

This unit of four guards is actively patrolling the two long corridors of this lower dungeon. The unit consists of four **half-dragon veterans**, four **hell hounds** on leashes and the warden, who is Nashka the **erinye** (Room 15).

The patrol is incorruptible and dedicated to the cult.

Encounter difficulty: Deadly, (11,500 XP)

15 Wården

Bed, stool and small table.

Nashka, a mercenary **erinye**, uses this guard post while in employ to the cult. She carries a *rope of entanglement*. Her longsword is dipped in a more powerful poison than her writeup in the MM suggests. She uses **purple worm poison**, which victims must make a DC 19 Con save or take 42 (12d6) poison damage (or half on a successful save).

Treasure: She keeps a strongbox beneath the bed. It is locked (DC 20) and contains 350 ep, 350 gp.

Also on her person is an old, rusted key. It is the key to the iron bar cage at the bottom of the shaft in Room 18.



Encounter difficulty: (Erinye alone) Easy, (8,400 XP)

16 Bårràcks

The west and north walls are two pair of bunk beds stacked two high and there is a kennel cage in the southeast corner.

This is the barracks for the guards who are patrolling Room 14. The southern half of the room has an empty cage which serves as a kennel for the hell hounds used by the guards on patrol.

Treasure: Each of the guards has his or her own purse containing 20 ep and 10 gp.

17 Dũngëon kënneł

Kept chained to a stake in center of the room is a dragon, its scales the color of burnished brass.

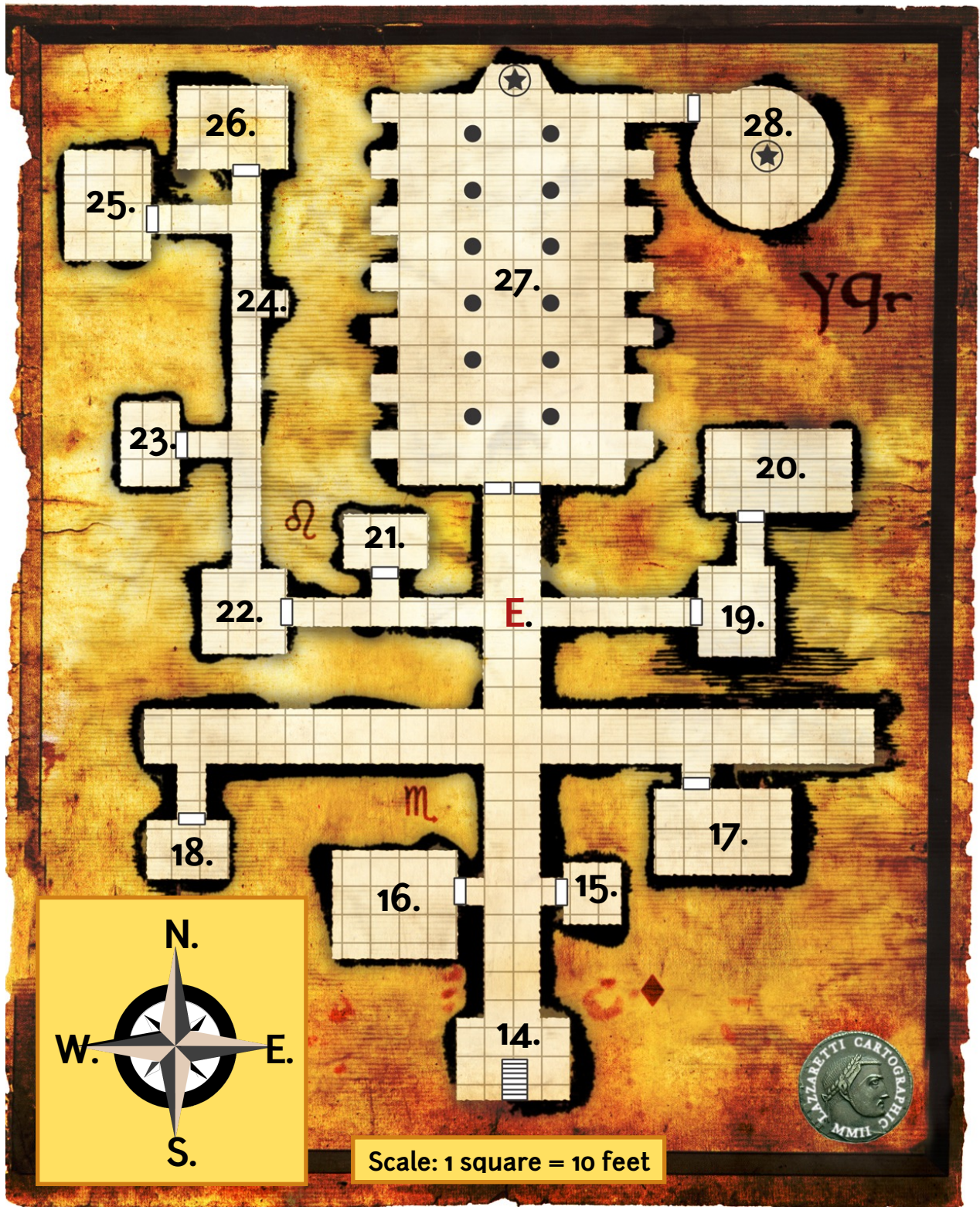
Kitikawing is a young, talkative **wyrmiling brass dragon** that doesn't understand why it is being kept on chain. But it has been captive long enough that it will perceive anyone as a threat and has prepared its sleep breath in an attempt to escape. Its only desire is to fly home to its mother.

The cult intends to make the brass dragon into a fettered dracolich.

Encounter difficulty: Easy, (200 XP)

Palace of the Red Pasha

Cult Compound



Palace of the Red Pasha



19 Cult classroom

Tapestries depicting chromatic dragons hang from the east and south walls. A robed instructor seems to be leading a lesson for eight initiates. At any intrusion, he stands up and addresses any newcomers: "What is the meaning of this interruption?"

Osin is a **cult fanatic** serving as an instructor in cult lore. The eight initiates are all **cultists**. They will follow the lead and orders issued by Osin.

Encounter difficulty: Easy, (650 XP)

18 Water pit

A wood trap door covers a stone ring set into the floor that is about 20 feet in diameter. The door appears locked by an iron bar and handle mechanism.

Removing the trap door reveals a pit of the same size with a narrow stair leading down. The stairs are damp and the dank smell is very strong.

The bottom of the shaft is a pool of brackish water 10 ft. deep. Directly opposite where the winding stair ends, there is a shelf set into the wall that rests just above the water line. On the shelf is a cage of iron bars that is bolted to the wall and the shelf.

The cage's lock is a DC 15 or can be opened with the key found in the warden's possession (Room 15).

The cage contains a *ring of water elemental command*. The cult has acquired one of these rings, part of a set of four. The others are fire, air and earth. Documents in Room 24 indicate the cult has dispatched teams to various sites on the continent searching for the other rings.

Two **water elementals** guard the ring and will spring from the brackish water and attack any intruders.

Encounter difficulty: Easy, (3,600 XP)

20 Dormitory

Bunk beds are stacked on two walls.

This is the barracks for the cultists. The door can be locked.

21 Library

This room is stacked with open containers stuffed and overflowing with scrolls and books. The wall shelves are arranged haphazardly. Two humanoid dragonkin are at work cataloging and organizing the mess.

The library collection of the Cult of the Dragon is a mishmash of materials, which were hastily placed in this room. The librarian is being cataloged by two **dragon soul** cultists.

(If you do not have access to *The Rise of Tiamat*, substitute the **dragonsoul** stats with those of a **young black dragon** and treat it as a medium humanoid creature.)

Treasure: A cursory inspection will reveal that most of the books and scrolls are relating to matters of religion and history. The entire collection might be worth 500 gp to a collector of esoteria.

Encounter difficulty: Easy, (5,800 XP)

Palace of the Red Pasha

22 Robing room

Robes of various factions and ranks within the Cult of the Dragon hang on hooks. There are two laundry tubs in one corner.

Reaching this room triggers some possible encounters on the DM's part.

Point E. and the Red Pasha's response

At this point of the exploration, it is assumed that the Red Pasha has for some time been made aware that some sort of infiltration is going on in the basement of the palace and will consider the lamp that serves as his *efreeti* bottle to be in play, and thus, he is in jeopardy.

The Red Pasha, being astute and thinking he is the most powerful being in the palace, will want to handle this issue personally. The **efreeti**, accompanied by three **salamanders**, will descend to the lower levels and investigate.

(The Red Pasha might also be accompanied by any of those NPCs who keep his secret as an *efreeti*, as determined by the chart NPC's with Secrets on Page 14, especially those with martial characteristics.)

Regardless of what evidence of intrusion he finds in Room 8, the Red Pasha realizes there is more going on under the palace than he was led to believe by his grand vizier.

The *efreeti* and the salamanders will investigate further, arriving at the hallway intersection between rooms 19 and 22 and encountering the PCs the next time they reach that spot (marked with an E. on the map).

Roleplaying this encounter: Timing for this encounter could be critical. It is possible that the second time for the PCs to reach Point E on the map they will have already had their final showdown with the Cult of the Dragon in Room 27. So long as the PCs have not taken anything of true value to the Red Pasha or endangered his secret, it is possible the situation can be resolved without combat.

However, if the Red Pasha believes his secret to be compromised and that PCs intend to do him harm, he will not hesitate to attack.

Encounter difficulty: Hard, (10,800 XP)

Point E. and the Grand Vizier's response

Likewise, NPCs who are loyal to Grand Vizier Karaca Sul might come to a similar conclusion as the Red Pasha — that there is some mischief afoot underneath the palace — and intercede on his behalf.

In this case, the four NPCs as determined by the NPCs with Secrets chart on Page 14 might choose to investigate.

What they discover in the grand vizier's private chambers (Rooms 2 and 3) could likely determine their next step.

❖ If they discover the grand vizier alive but incapacitated in some way, they will rally to his cause. In this case, they will be joined by a **priest** and 1d6+1 **veterans**. Together they will move to intercept the PCs at Point E and force a confrontation.

❖ If these loyal NPCs should find that the grand vizier has been killed, then they might raise the alarm, bringing the same **priest** and 1d6+1 **veterans** to the scene, and direct to find any infiltrators and deal with them. The NPCs loyal to the grand vizier might decide to loot his rooms for any remaining treasure and make off with it, thinking their days in the palace are numbered anyway.

❖ Depending on earlier developments and interactions, the grand vizier and his loyalists might consider that a coup is their best option. There was always a possibility the Red Pasha would consider a Cult of a Dragon cell in his basement to be an affront to his rule. In this case, the grand vizier and his forces might engage the Red Pasha's forces in battle at Point E, leaving the PCs with the decision to join one side or remain neutral.

23 Lâtrînè

This room contains a primitive toilet over a middens and a lavratory.

The room is unoccupied.

Treasure: Upon a shelf are a dozen bottles of perfume, only about half still have some contents, most were a quarter- to a one-half full. The partially filled bottles are worth about 10 gp each.

Palace of the Red Pasha



24 Güard Pöşt

A guard post is nestled into the hallway. A creature looks like a large head, one “dead” eye in the center, a maw with two rows of razor sharp teeth and with four eyestalks branching out, hovers there.

The undead guardian is a beholder zombie. Its two-fold purpose in being stationed there is to prevent anyone but those cultists who “wear the purple” (and any in their company) from entering the rooms down this hall and to prevent the escape the noble hostage, the young noblewoman, Casril.

Encounter difficulty: Easy, (1,800 XP)

25 Hjgh prieslëss' quärtërs

This room contains a plush array of pillows and scented flowers. The scent of sweetly burning incense hangs heavy in the air. A female humanoid in servant's clothing is busy arranging the room. To one side there is a writing desk stacked high with papers, books and correspondence.

Yildiz uses these chambers, and they contain many of her personal effects. The letters on the writing desk contain orders from Severin dated before the battle at the Well of Dragons.

However, other papers are her notes involving her investigation of the sarcophagus in Room 25. Essentially, she believes she is studying the mummified remains of the noble king Hiamshet. These pages indicate she now possesses the rituals, which are also among the documentation, needed to resurrect the mummified king. She is reluctant to do so until the cult's power base is more secure, however.

The servant is Casril, a **noble**, the daughter of a Calimport noble whom Yildiz holds hostage in exchange for cooperation. Safely returning Casril to her family would earn the PCs a boon.

Treasure: A chest with assorted gems worth about 500 gp. A drawer in the desk contains a *potion of invisibility*, a *potion of supreme healing*, a *potion of vitality* and a *potion of speed*.

It is unlikely that Yildiz will be encountered in this room (it is best to save her for Room 27). But if she is here for some reason, use stats for Severin from *Rise of Tiamat*. If that is not available, use those of an NPC **archmage**.

Encounter difficulty: (Yildiz solo) Easy, (7,200 XP)

26 Mummy Lord's Crypt

The first thing your eyes focus on is the ancient stone sarcophagus set onto a stone slab in the center of the room. The sarcophagus is crudely cut stone, though the lid seems to be snugly fit. Great iron bands that must have been used to secure the sarcophagus against tampering have been cut away and lie on the surrounding ground. On a shelf nearby are resting nine sealed canopic jars of carved limestone. In contrast to the authentic looking sarcophagus and jars, the rest of the room seems artificial. Walls have been painted white and enscribed with hieroglyphics.

Yildiz believes this is the sarcophagus and jars containing the body and entrails of an ancient king called Hiamshet. She had the sarcophagus moved here from its tomb outside the city so it could be studied in a secure location. She had this room painted in an approximation of the decorations that were found in the actual crypt. She hopes by studying this specimen she will learn secrets of undeath that will serve the cult.

Yildiz, though, is only half right. The sarcophagus was supposed to contain the king's mummified remains. However, the king's priestly adviser, Tophek, had the king's body removed and in a bargain with dark powers, replaced with his own in exchange for becoming a powerful undead. He thought he would rise quickly and rule as a mummy lord, but the scheme was uncovered by the king's heirs, who had his sarcophagus banded shut with iron and buried him away.

Should Yildiz or another attempt to rouse the undead king with rituals, Tophek is canny enough to discern that time has passed, that he is not in the place he was originally buried and that he might be mistaken for the good king. It is a ruse he will gladly assume until his reconstitution is complete and he appears as a fully formed **mummy lord** with other undead to command.

Treasure: Within the sarcophagus is a *staff of thunder and lightning*, a *ring of telekinesis* adorns the mummy lord's left hand, an *Anstruth harp (instrument of the bards)* is cradled in the creature's right hand and a *rod of security* has been set into the stone recess above the creature's head. At the creature's feet is a box containing 10 gems, each worth 1,000 gp each.

Encounter difficulty: Medium, (13,000 XP)



27 Chamber of the Dragon

This grand pillared hall features all manner of artwork, from banners to tapestries to frescoes depicting the might of the Cult of the Dragon. At the altar, rising above and looming over the room is a massive statue of Tiamat. However, there are great cracks and rendings that mar the statue. Two of the heads, the black and the red have broken off and now rest at the foot of the statue. The alcoves are filled with nests of eggs of dragons and dragonkin. Four of the cult's dragonkin stand guard over three of the nests. A dragon skeleton, fulling moving as if alive, occupies the center of the room, attended to by a young red dragon and a female mage adorned in purples and reds.

The cultists do not hesitate to defend this chamber. They believe after the defeat at the Well of Dragons, this is one of the last bastions of their order and they will defend its nests of dragons fiercely. They also call for immediate assistance. Any cultists on this level that remain alive will respond to the summons in 1d6 rounds.

The defenders are:

Alimdar, an **adult blue dracolich**, who is devoted to the aims of the cult and who knows the secret of the magical gate in Room 27.

Impresidrax, a **young red dragon** that serves as chief of the nursery. Though not every egg is "hers," she considers herself the mother of all and attacks intruders with a frenzy, willing to sacrifice herself for their survival. Adorning her neck is a wrap of deep blue with a high collar that accentuates her frills.

Yildiz, an **archmage** (or use **Severin's** stats from *The Rise of Tiamat*), who is the highest ranking cultist in the city. She was Severin's disciple and is devoted to this plan.

Four dragonkin guardians, each of whom is a **dragonfang**. (If you don't have *The Rise of Tiamat*, substitute a **young white dragon** and treat as a medium humanoid).

Treasure: In addition to the dragon and dragonkin eggs, these items can be found.

Yildiz keeps a *deck of illusions* on her person, of which she has 29 remaining cards. She will



use them liberally to make it appear the chamber has more defenders. If she has time to prepare before the players enter (should they hear a battle with the efreeti in area E, for instance), she will draw four cards and place them strategically about the chamber.

Yildiz also has a *wand of fireballs*, which is attuned to her and has all seven charges. The eggs are generally resistant to fire, so she will not hesitate to use the wand.

In one of the 12 alcoves (determine randomly), Alimdar has hidden a *sun blade*. As its radiant blade is a threat to undead, she intends to get rid of it somehow. Until she figures out how, she keeps it hidden for safekeeping.

The wrap around Impresidrax's neck is a transformed *mantle of spell resistance*, granting her advantage on saving throws against spells.

Encounter difficulty: Deadly, (38,300 XP)

28 Magic gate

An archway bisects this room, extending out from the walls and ceiling of this chamber. The stone archway is engraved with symbols reminiscent of certain celestial alphabets.

This is a *planar portal*. Alimdar has used it, for instance, to assist in transporting the crypt of the mummy lord by means of a magical anchor to the original burial crypt site in the hills outside the city.

However, that is just a small use of its actual potential.

It is a device that will enable the PCs to extend their adventuring beyond this world and to the Feywild, Shadowfell and to the Inner Planes of chaos, air, earth, fire and water.

The gate's strongest link is to the **City of Brass** located on the **Plane of Fire**. In addition to providing transport on the material plane, consider that its default setting.

The player characters, through research and the advice of Calimport's most illustrious mages, might be able to discern its operation, too, opening a new avenue of adventures.

Rulers of the roost

Though the exploration side of this adventure is over, and the mission to foil the plot of the Cult of the Dragon completed, the PCs may not yet be done with the Palace of the Red Pasha.

The PCs might enter into the service of the Red Pasha. Or, they might choose to expose and overthrow him. They might do the same with the grand vizier, if that didn't already occur during the course of play.

Should they assume rulership of the palace, then it becomes an excellent base for a series of higher tier adventures in the city.

They might establish themselves as a force to be reckoned with in Calimport, bringing them into conflict with the many high-powered mages and merchant princes in the city.

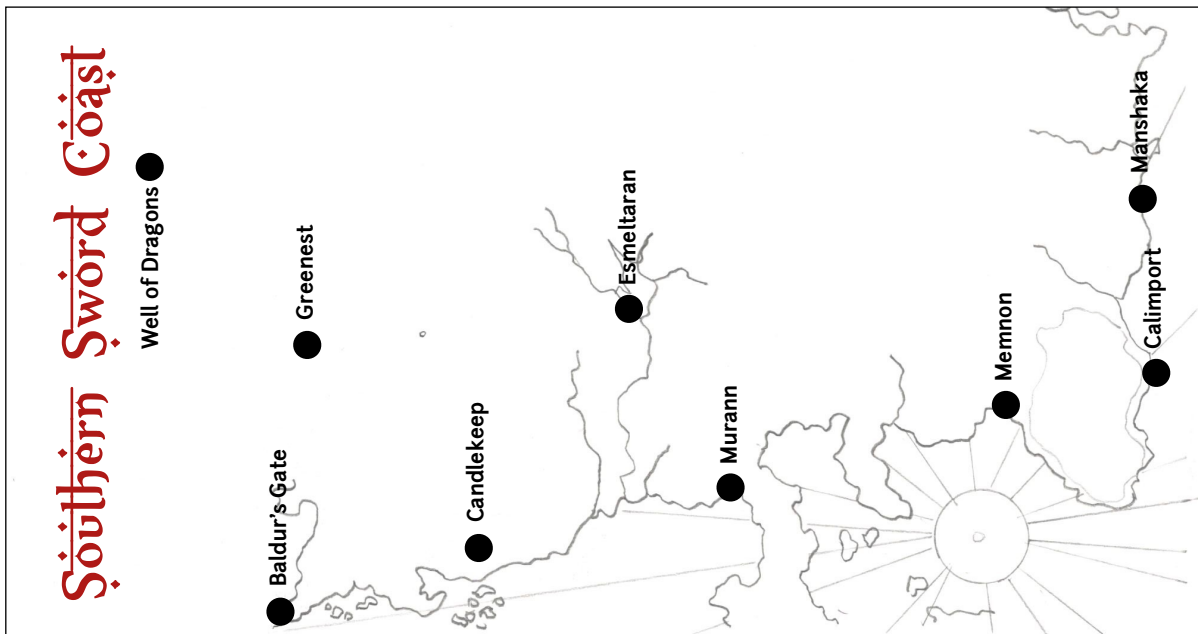
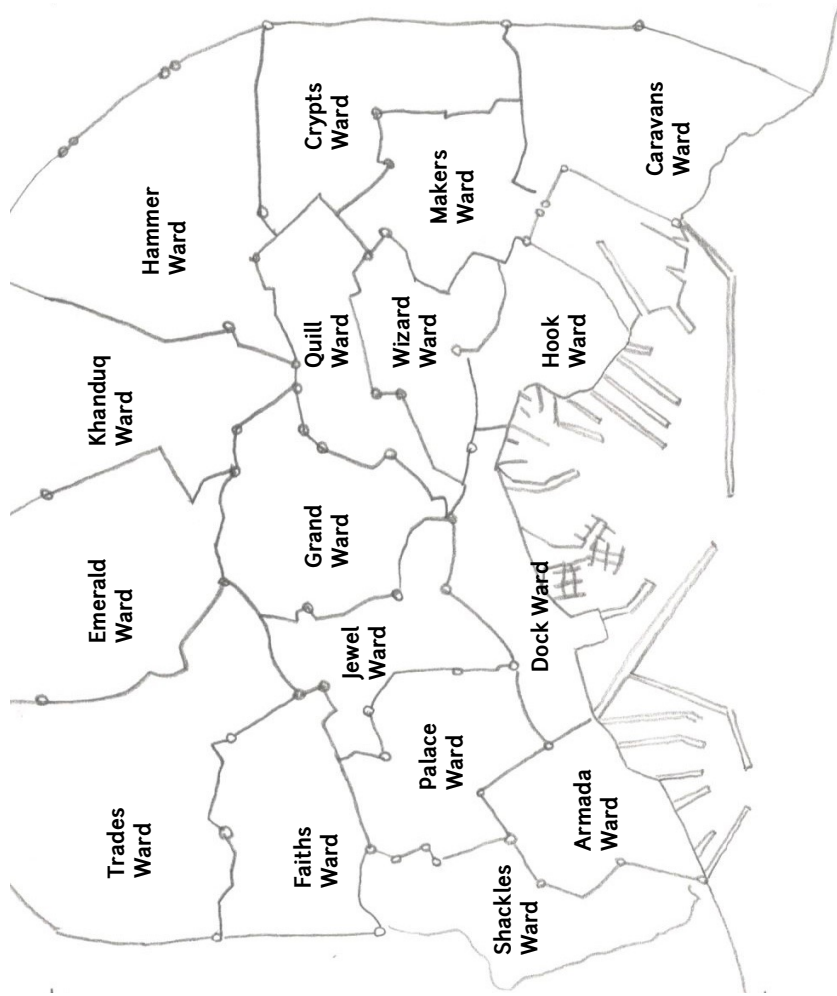
They might come to some agreement to use the portal to adventure across the planes.

They might begin negotiations to tie Calimport more closely with Waterdeep and the Lord's Alliance, making use of the political rivalries as described in *The Rise of Tiamat* to form another set of adventures.

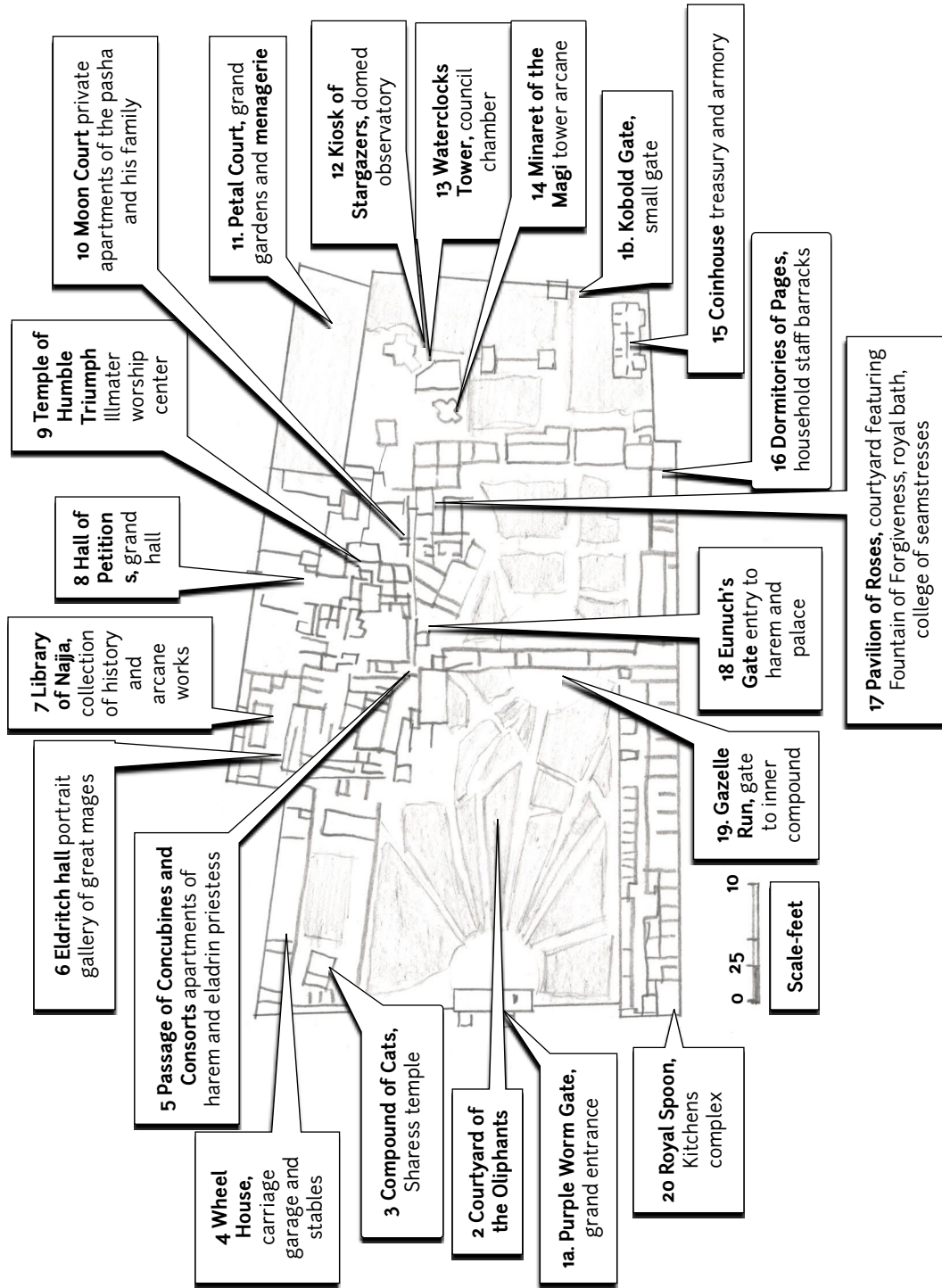


Part 5: DM Screen Overhangs

Calimpor



Red Pasha's Palace and Compound



Palace of the Red Pasha

Persons of the Palace



The Red Pasha

Hero. Sunduk,



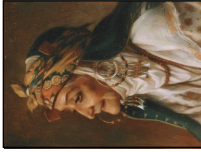
Karaca Sul

Grand vizier.
Human archmage.



Hazid

Loyal mage.
Human archmage.



1 Kelebek,
priestess
of
Illmater,
the
pasha's
instructor
on
religion



2 Cerkan,
chief
execution
er, often
called the
"head
gardener"



3 Onur,
chief
eunuch,
called by
his title,
"Lord of
the Door."



4 EmeI,
"queen-
mother"
of the
harem



5 Aysun,
"most
favored"
of the
harem



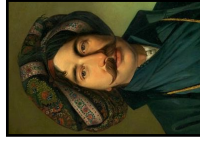
6 Denicith,
court
poet



7 Metin,
court's
athletics
instructor



8 Fidan,
chief
steward



9 Ibrahim,
chief
barber



10 Pembe,
chief
herald and
"sergeant
of the
divan"



11 Turgay,
chief of
the
dervishes
of
Illmater



12 Hazan,
chief of
the
pages



13 Tova,
diplomat
atlarge.



14 Goker,
exalted
magister
and chief
stargazer



15 Ekin,
mistress of
gardens
and
palisades



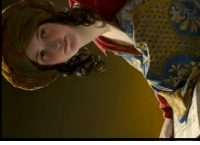
16 Kudret,
commande
r of the
pasha's
personal
guard



17 Emine,
knight
protector
of the
magisters



18 Savas,
guardian
of the
gate



19 Nergis,
scribe



20 Emgin,
captain
of
caravans
and
trade



Yildiz

Wyrmspeaker
Human archmage.



Sapphire

Dungeon
inhabitant.



Nashka

Warden..



DM'S KIT

In the clutches of the Cult

There is little time to celebrate the victory at the Well of Dragons. The Lord's Alliance believes the Cult of the Dragon has a stronghold in Calimport, the home of vanquished cult leader Severin Silrajin.

To find the secret stronghold, the heroes must explore the Palace of the Red Pasha in the city's Wizard's Ward.

Can they unravel the cult's next insidious plot?

This is a Dungeons and Dragons adventure for characters of Level 16, springboarding from the events in *The Rise of Tiamat in the Tyranny of Dragons* storyline.

PALACE of the Red Pasha