

KET4-09

TUS4-08

All's Fair (Tusmit)

A Two Round D&D LIVING GREYHAWK[®]

Ket or Tusmit Regional Adventure

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The tensions in the city of Vilayad have reached a boiling point. Rumors abound and it remains besieged by the Worldburners. Now there is word of a Council to be held to determine the fate of the city. A two round continuous Ket/Tusmit regional adventure set entirely in besieged Vilayad for the selfless and heroic from APL 6 to 14. No animals or animal companions allowed, save horses (for Baklunish cultural reasons). Balanced parties with all characters within the APL range of the table are highly recommended.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for

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

Reporting

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

Time Units and Upkeep

This is a standard two-round Ket or Tusmit regional adventure, set in the besieged city of Vilayad, jointly occupied by Ket and Tusmit. Characters native to the Ket or Tusmit region pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Background to the Treaty of Vilayad and recent events

The Treaty of Vilayad was signed after an attack on Tusmit by the army of Ket on the 10th day of Goodmonth, CY594. The city of Vilayad was actually assaulted on that day (**Festival of the Harvest Interactive in Tusmit – "Love and War"**) after the initial attack by Ket on Tusmit stalled at the border town of Nayya Gap.

During the course of this assault, the army of Ket, numbering approximately 25,000, was attacked from behind by the Worldburners, a cult in Tusmit recently increased

drastically in power. Their army of approximately 40,000 creatures (many summoned from the elemental plane of Fire) struck Ket without warning. In the confusion and desperation that ensued, the leader of the army of Ket (the Black Arrow) and the forces of Tusmit signed a fast peace and mutual aid treaty, known as the Treaty of Vilayad.

The army of Ket withdrew into the city of Vilayad, and the city withstood the attacks of the Worldburners.

The draft version of the Treaty of Vilayad is included for reference. It has never been revised, despite the intent of all parties to do so – events have taken over and it remains the only document.

The Exodus and the aftermath

In late fall CY594, Ket assembled a second force numbering approximately 12,000 troops. This force succeeded in a surprise march through the Tusman Hills, catching the Worldburners by surprise (**CY594 Weekend In Ket Interactive – "Relief"**). The army of Ket in Vilayad sortied during the attack and the Worldburner forces were mauled. Some 30,000 of their force was killed or dismissed, crippling their army. The trapped army of Ket, leaving behind 25% of their number (roughly 6000), exited Vilayad (the Exodus) and marched back to Ket.

For unknown reasons (and they form part of this module), the Black Arrow refused to return with the army. The conditions of the Treaty made him a hostage in return for the safety of the Ket army but he could have simply left with the entirety if he so desired. For some reason, possibly a misguided view of the Treaty or possibly something else, he has not left and Ket remains in Vilayad, though with a much-reduced presence.

The Devastation of Suvii

Suvii province in Tusmit was devastated in the early part of year CY594, turned into a desert from a lush and relatively prosperous region. The forces of the Worldburners (all the non-humans) originate from Suvii province and it appears to be the source of their power. Few, if any, scouting units have returned to detail the

	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

reasons for this devastation and influx of fire-based creatures – but the interference of adventurers is suspected (see **VTF4-02 Conflagration** for more details).

The leader of the fire-based creatures and Worldburners is rumored to be none other than Prince Imix, the Evil Elemental Prince of Fire. His presence has not been confirmed by either the Office of the Pasha or the Beygraf but they have also not denied this detail.

Motives for the Countries/Powers – Repeated in Encounter 15: Diplomatic Moves

Ket: Ket can free the remainder of the army, cripple or prevent the Vaste from taking any further advantage of the current situation, rescue the Black Arrow from his position as hostage and remove itself from Tusmit without any further complications. If it comes down to it, they can and will accept Vilayad as part of Ket, but they have no desire to see this take place.

Tusmit: Tusmit can free their major southern city and hopefully cripple or destroy the Worldburners. If they can also convince Ket to leave peacefully or at least leave, that will be extremely beneficial. Resumption of peaceful trade is vital to Tusmit and resolving the issues in Vilayad will go a long way to seeing that happen.

Vaste: The Iuz-worshipping Air Archons of Ket want nothing less than the destruction of as much of the Ket army as possible and the infiltration and suborning of the remainder. Anything that can be done to harm Ket and the political goals/motivations of the Black Arrow and the current Beygraf is to be done, as well as ensuring that the interests of the Vaste are undertaken before that of the Worldburners.

Worldburners: Destruction. Just like Suvii, only even more spectacular. They are working with the Vaste to accomplish this, having held off on major assaults on the city as they built up an overwhelming force – the fight with Ket recently damaged their strength but they have no motivation beyond destruction.

Other Nations: Most other nations want to see trade resume from the Baklunish West and a long-lasting peace between Ket and Tusmit, starting with a resolution of matters in Vilayad, is an important step. On top of that, the strength of the Worldburners and the long-term goals of Prince Imix (though not available as information in this module) are also of interest, especially given the devastation in the province of Suvii (and what that could imply elsewhere).

Important Emphasis for Ket and Tusmit

The motivations for Ket in this module are predominantly the information in the 1st half. They want to know this information and characters working for Ket should have that emphasized. It is imperative that an active role be taken in determining these details and bringing it to the attention of the proper authorities.

The motivations for Tusmit in this module are predominantly in the 2nd half. They are far more concerned about the future of Vilayad and what is going to take place in Tusmit. Their involvement in the first half is for information to assist in the 2nd. Characters from Tusmit should have the Council emphasized as much as possible – indeed, members of the Heroes of Tusmit metaorg (3rd tier or higher) automatically have a vote on the Council as they are of such importance to the region.

The Council of Vilayad

The Council of Vilayad is the emphasis for the 2nd half of the module (**Encounter 15: Diplomatic Moves**). It is composed of both Ket and Tusmit members and decides on the major directions taken by the city while under joint rule. Morsooth al-Qadi is the head of the Council and it is under her direction that an expanded Council meeting is being convened to decide on the future of Vilayad.

The Black Arrow

The Black Arrow is both the leader of the army of Ket in Vilayad and a hostage for the good behavior of the military. He remains in seclusion and there are many questions as to why he did not order a complete evacuation of Ket forces from Vilayad in the aftermath of the relief column from Ket (the Exodus).

The Scales of Justice

The Scales of Justice are a Tusmit extremist group more concerned with returning Vilayad to proper Tusman control and rulership than in the particular method of the transfer of power. They are ardent Tusmit nationalists and all began their quest for the most noble of reasons – but they have strayed a bit too far from those original reasons. In particular, the Scales are being supported and magically boosted by the Worldburners, and known to the Vaste.

An Efreet masquerading as an Aspect of Al'Akbar appeared to the group some three months ago and promised great power in return for doing the work of the High Cleric. Their boosted stats are the result, and some of the more fervent aspects of their fanaticism. This Efreet took orders directly from the high command of the Worldburner army (and entered the city prior to the Archon Detection web being finalized). When it grew too dangerous to stay in place any longer, he left – about three weeks ago - with instructions for the Scales to continue their good work for the High Cleric (Al'Akbar).

For more details, see **Encounter 6: Half a Dozen of the Other**.

The Vaste

The Archons are the officially sanctioned wizard order of Ket. They are divided into four different factions, each tied to an element. During the Greyhawk Wars, the Air Archons (Raste) were infiltrated and indeed knowingly converted to the worship of Iuz in return for offers of

great power and prestige. The Beygraf of the day approved of this as he himself had signed the alliance with Old Wicked and sought to increase the power of Ket through expansion.

The Vaste, as the perverted members of the faction named themselves, suffered greatly in the aftermath of the war, as Ket renounced the alliance (though softly, to not draw the ire of Iuz) and cleared out all those loyal to the old regime and ideals. They have bided their time, seeking an opportunity to once more return to power and restore the worship of Iuz in the high ranks of the Ket order. They are all wizards of great power (or at least great egos) and confident in their abilities. With their fanaticism and devotion to the ideals of their organization, they do anything to further their cause.

The Zeifian Assassins

The assassin squad(s) hired by the Vaste is(are) from Zeif. They have few scruples about race or alignment and are lawful about the contracts they sign – they stick to them and honor them in full. As a result, they are highly sought out as assassins, particularly since they are trained to act together and have yet to betray a contract or switch sides. They do not have an official connection to the government of Zeif and have no care for any particular set of deities or principles beyond the money and contract they signed to get it.

Currently, the primary mission of the assassins is to take out the Black Arrow. It is preferred that they kidnap him, but killing is deemed acceptable by the Vaste (it should disrupt the Council). Unless this is changed (and that is the point of **Encounter Eight: Late, Bait or Wait**) that is what they intend to do in the 2nd half of the module.

The Assassin's have taken up residence in a small abandoned house in the city and are all utilizing non-detection potions – they cannot be scried or divined for the duration of the module.

DM Note: The character forms that are provided in the module are used to provide the stats for the Zeifian assassins in the 2nd half of the module. As a result, the assassins have no stat block for **Encounter 15: Diplomatic Moves** until the forms are completed. The characters are used as guidelines by the Vaste in determining an appropriate response – reasoning that the characters are competent so the assassins should be equally effective. This is the reason that DMs are advised to take a break between the rounds to familiarize themselves with the abilities and attributes of the characters chosen to become the assassin templates.

APL and module flow

The module flows in a number of different ways, depending on the choices made by the characters. It is intended that the high level parties be the heroes with access to the final confrontation in the Scales HQ (**Encounter 9**) or out in the Vaste part of the Worldburner Camp (**Encounters 10 and 11**), while the mid-levels (and any high level parties that so desire)

defend the walls from a Worldburner attack (and see the internal strife in the Vaste/Worldburner army that is taking place). This being said, there is no absolute restriction on heroes from doing these two missions however the APL of the confrontations only begins at 10 for both and lower level parties are at some risk – there should be sufficient direction given to prevent an accidental turn of events that allows the mid-level characters to show up at these Encounters however if, for some reason, this is not the case, please do what you can to persuade them to return to the Encounters that support their APL.

Unless the party splits, **Encounters (9), (10 & 11) and (12 & 13)** take place simultaneously. It is not possible to do any one of these groupings and then do another, unless the party has been split up.

Adventure Summary

Introduction: The heroes work out their motivations for being in the module and what they intend to do when they arrive. Various reasons are provided as well as pertinent background information.

Encounter One – Business or Pleasure? The heroes are *teleported* into the city and go through standard inquiries and an introduction to the martial law that is now imposed in the city.

Encounter Two – All in a Day's Work: The heroes can gather information in the city and make a determination about what is going on. If they are relatively straightforward, it triggers a possible combat with members of the Scales and Ket Investigators.

Encounter Three – Upstanding Citizens: The operatives for the Vaste in the city may watch the characters during their fight in **Encounter Two** and try to persuade/bribe them into working for the Vaste.

Encounter Four – Questions of a Qadi: Characters who want to go to a Tusmit authority figure are introduced to the Qadi, head of the Council in Vilayad. This Encounter can be returned to multiple times as needed.

Encounter Five - As the Arrow Flies: Anyone wanting to see the Black Arrow (leader of the army of Ket) must eventually reach this Encounter and go through the hoops necessary to see him (and possibly get direct orders from him).

Encounter Six – Half a Dozen of the Other: The heroes can either investigate or attack the Scales of Justice HQ, gathering information and evidence about their activities.

Encounter Seven – Poof! Anyone who does gain the trust of the Qadi is provided with this task to prove their worth and quality. There is important early information about the assault on the wall that takes place later.

Encounter Eight – Late, Bait or Wait: The heroes are tasked to watch the wall, guard the wall, assassinate the guards or just show up here to investigate. Their actions

determine the target of an assassination attempt later in the module.

Encounter Nine – A Nest of Vipers: The return to the Scales HQ after the attack on the wall, where the Vaste has decided to eliminate the Scales as a loose end. The heroes can intervene.

Encounter Ten – Into the Fire: The heroes can follow back a runner from the Vaste camp to the HQ of the Vaste outside the walls. Here they must fight past the outer defenders.

Encounter Eleven – Minions: The high level Vaste in the HQ make an effort to deal with any intruders. Information is available on their motivations and reasons for activity.

Encounter Twelve – Stay on Target...: The Wall of Vilayad is assaulted at night as part of a concerted effort to cause damage. Important details, such as the problems in the Vaste/Worldburner alliance can be gleaned.

Encounter Thirteen – Forlorn Hope: The second phase of the wall assault begins and the heroes are once more attacked.

Encounter Fourteen – Is this For Real?! Heroes can arrive at this Encounter in many different ways. It is an Encounter of last resort, allowing them to return to some semblance of a path in the module. If not, they are sent to the Conclusion.

Encounter Fifteen – Diplomatic Moves: Although a single Encounter, this encompasses the second half of the module and determines the future of Vilayad via a grand council. A single combat takes place, an assassination attempt using the stats of characters in the module (but not equipment or spell lists).

Conclusion – Future or Not? The city of Vilayad has a future of some type, and hopefully the actions of the heroes have made this clearer. The future of the military of Ket in the city should also be resolved to some degree.

Introduction

You have received a summons from the wife of the Sheik of Farhini to meet her in Sefmur, where she lives in exile. In the south of Tusmit, war rages on and the once-beautiful merchant city of Vilayad is now besieged by the Worldburners. With the other problems in Tusmit, the Pasha has not yet gathered an army to relieve the city. Commerce all through Tusmit has been suffering immensely by having its gate to the Eastern Flanaess cut.

The Sheik meets you in a nice manor house, in the nobles' quarter of Sefmur. Sitting on a huge cushion, and flanked by two large bodyguards, she politely offers you some sweet cakes and warm tea. Once you are all comfortably seated, she asks your names.

Allow the heroes to introduce themselves.

"I thank you for being here. I believe you know the situation in the south, my husband and a small band of loyal soldiers are fighting for their lives, trying to save our city... Do you know of the Worldburners?"

If the heroes are not familiar, hand them player handout #1. Otherwise, continue.

"At the moment our forces are holding, but their morale is low and they will not last much longer. Internal conflicts between Ketites and Tusmans within the city are at an all-time high and the treaty is barely enough to maintain the peace. Things haven't improved with the Exodus of the Ketite army."

"Because of your reputations as agents of good, I must ask you if you would be willing to help our people in Vilayad. I need people to help police the city and keep the peace. I cannot promise much in the way of monetary rewards, but I'll drop a few good words for you."

Assuming the heroes agree, she continues.

"Tusmans who lived in the Ketite quarter mostly closed shop or left. Those who have returned have been plaguing the government about the poor state of disrepair the Ketites left their property. My husband is swamped with these requests."

"Things haven't improved when the Ketites pulled out leaving a quarter of their forces in town. The Exodus as the event is now called. Now the many houses where they established their barracks and dormitories lay abandoned, and it has become impossible to manage who lives where."

"Because of the war, a curfew has been decreed, and other than the patrols, only those with tokens of passages are allowed on the streets. Some of you may have animal companions these are not allowed in Vilayad. Food supplies are too short to spare with animals. Before you ask, familiars are allowed in town, as are horses, though I must warn you that you should be leaving Vilayad."

"One last thing, traveling via teleportation and the like is forbidden in the city. With the help of the Archons of Ket (military mages), a veritable web has been placed over the city. This reduces the number of spies and infiltrators. Only a few heavily-manned areas allow teleportation into the city. Due to their familiarities with such spell, the Archons maintain the web, with the help of our people."

"When you get to Vilayad, report to Morsooth al-Qadi who runs most of the military and the policing in Vilayad."

“One last thing... A council regarding the future of Vilayad is to be held in a few days. I’d like you to attend and help the council come up with a permanent solution to the problems of Vilayad.”

“Do you have any questions?”

The Sheikess is not aware of everything that is going on in Vilayad, but she does her best to assist the heroes.

Encounter One: Business or Pleasure?

Characters are *teleported* into Vilayad from. There is no other way of getting into the city – although the siege is not tight enough to prevent small groups from slipping through, the city council and the Black Arrow do not trust such arrivals and turn them back. *Teleportation* into the city is free, as more defenders are always welcome.

Timing: The *teleportation* of heroes always takes place just before dawn (perhaps half an hour before). Spellcasters are not disrupted from regaining their spells, rest is not interrupted with this departure but that is the time of departure – they can memorize and obtain new spells in the city. Those who wish to cast their own *teleportation* are instructed they may not do so for security reasons. If they do attempt it, refer to the Archon’s Web for a reaction and send them to **Encounter 14: Is this For Real?!** Immediately – they have breached a major law.

You arrive in a large teleportation circle that has been drawn into the stones of Market Square in Vilayad. The square is expansive, now that it is devoid of booths and merchants. Half-finished statues of the heroes of Tusmit line the marketplace, standing as reminders of the former grandeur of the plaza.

Guards patrol the perimeter in large numbers, sporting the insignia of Tusmit and Ket. Eight guards move over quickly. Four of them are clearly from Ket and four of them from Tusmit. With well-practiced timing, one of the Tusmit guards steps forward and speaks as the other seven move into guard positions.

“Declare yourselves.”

The heroes are being asked to declare who they are and why they have arrived in the city. Statements such as ‘We heard of the recent strife within the city walls and wish to help’, or ‘Morsooth al-Qadi is seeking investigative aid’, or other similar reasonable explanations grants them an audience with the custom’s guard – the intent is the goal, not some specific statement.

Should a hero or heroes choose to take a belligerent or hostile stance, the guards advise them to stay in the *teleportation* circle and leave the city. The module is over for these characters and there is no negotiation – the situation is already tense enough in the city.

If the heroes declare themselves to be affiliated with Tusmit, the Tusmit guards step back and let the Ket guards take over the interrogation. If they declare themselves to be affiliated with Ket, the Ket guards step back and let the Tusmit guards take over the interrogation.

If the heroes have brought any animal companions or animals, these creatures are now turned back and are *teleported* out. There is no negotiation on this point. The guards give various reasons as to why (Not trusting them, could be evil in disguise, etc) but they will not budge on this matter. Horses are the only exception to that rule.

You are brought to a small stone building on the corner of the square. The patrol that greeted you forms two well ordered lines and ushers you into the building.

Inside, there is a desk and two clerks, one bearing the Tusmit standard and the other bearing that of Ket. They stand when everyone enters, watching closely.

“Declare yourselves.”

Entering this room all heroes must make three Will Saves [DC 17] against three permanent *zone of truth* spells. Those who resist or make all saves are not permitted to talk – the guards instruct those heroes to remain silent. Anyone from Ket or Tusmit automatically knows the feel of a *zone of truth* spell and should be advised, before they make saving throws – they can choose to fail. For others, a Knowledge (Local - VTF) check [DC 10], Bardic Lore check [DC 12] or Spellcraft check [DC 17] identifies the spells before the saves.

The first question is a repeat of the one prior. Allow the heroes to repeat what was said to the first set of guards. The escort guards standing near the door hear the heroes’ answer and intervene if it is contradictory.

All that is required is for the answers to match – once satisfied the guards ask:

“Declare your intentions and your needs. How long is your stay? Do you know anyone within the city limits?”

This is their way of finding out where the heroes would like to go and what they wish to do in Vilayad. If the heroes say something reasonable and it doesn’t violate the laws, the guards relax and retrieve a form for each hero to complete (**Player Handout #2**). Make it very clear at this time that Vilayad is under martial law and jokes are not tolerated.

“This information is for the Black Arrow and Morsooth al-Qadi. They wish to know exactly who and what enters the city. The city is under a state of martial law and there are many protective magic’s up. If you do not declare something on your person you may be detected, at best, or one of the protective magics may even harm you or destroy your items. It is in your best interest to be specific.”

“Know that this is a besieged city. We are not in a pleasant mood - do not try our patience.”

There is no room to negotiate with these forms as players – the heroes can choose to try to hide things but note the detection magic’s below. **If the heroes do hide items that are then discovered, this is not taken well – they may continue with the module but anyone so detected may not gain any favor from this module.**

Once the heroes have filled out the forms they receive a small token – a small pin showing the twin banners of Ket and Tusmit - and are instructed to keep it on their person at all times. It is their pass - failure to produce it for authority’s results in the immediate deportation of the hero. Otherwise, they may continue onward as they have declared. They are provided with directions to a location designated as the resting spot for the duration of their stay.

If the heroes joke about the siege, or in any way appear as a security risk, they are *teleported* out – assume sufficient force is brought to bear by the local authorities and do not play this out - and the module is over for them. If a warning of some type is warranted, proceed to **Encounter 14: Is this For Real?!**

Once the forms are filled in, the individual characters are subjected to *detect magic* and *detect evil* spells in a small room off the main entry room. One at a time, they enter the room along with four priests of Al’Akbar (two from Ket, two from Tusmit). At the entrance to the room a permanent *dispel magic, greater* (Caster Level 20th) goes off targeting the character. Once this is done, a priest watches the character while the others cast spells, *detect magic* first. If magic is detected, the hero must return through the *dispel magic* effect until all magics are removed – this likely means removal of some items (this potentially disrupts spells and removes some from slots when stat items are removed – ensure the heroes are aware of this fact – and note that they have the chance to rest and memorize spells after this). If any of the items removed are not on their list, they are confiscated for the duration of the module.

Heroes detecting as evil have serious explaining to do – they must either expend one permanent Influence point with Tusmit or Ket to remain in the city or they are removed from Vilayad. There is no room to negotiate – this is a matter of public policy during the siege.

Archons/Detections and Conjunction Spells in Vilayad

The Archons have set up detection spells and other items throughout Vilayad. If this were not such a desperate time, the expenditure of resources would be unthinkable. Any casting of a spell within the walls from the conjunction school (unless it has the subtype/descriptor healing) has a 25% chance of being detected. The below spell interrupts any attempt, unless the spell is used to transport into the city, in which case the spell(s) target the arriving persons with a +8 to the die roll for the type

of spell (anyone part of/benefiting from the spell with the walls of the city is affected).

If it is detected, roll a d20 for the reaction from the following table:

1-8 – *Dispel magic, greater*, (15th Level Caster), directed to counter the spell that was detected.

9-14 – Subdual substituted energy affinity acid *chain lightning*, (Caster Level 18th), Reflex save [DC 25] for half damage – non-lethal damage with the acid descriptor, 18d6 for the primary target, 9d6 for up to 17 other targets within 30 feet.

15-19 – Twinned subdual substituted *scorching rays* (a total of 6) (Caster Level 15th), all with a +12 ranged touch attack. Non-lethal damage from scorching rays.

20+ – Empowered *enervation*, (Caster Level 15th) combined with a *true strike*, ranged touch attack of +32.

Subdual substituted – all damage done by the spell is non-lethal

Energy Affinity – a spell with an energy descriptor can be changed to another type of energy (so the acid chain lightning above is changed from electricity damage to acid damage).

Twinned – the spell fires off twice, in the same round, as if it were cast twice.

Mid or High Level Development

If the heroes wish to Gather Information proceed to **Encounter 2: All in a Day’s Work.**

If the heroes wish to rest and speak to Morsooth al-Qadi they may proceed to **Encounter 4: Questions of a Qadi.**

High Level Development (with invitations)

If the heroes wish to rest and speak to Morsooth al-Qadi in the morning, they may proceed to **Encounter 4: Questions of a Qadi.**

If the heroes received a token from Ket and wish to speak to the Black Arrow proceed to **Encounter 5: As the Arrow Flies.**

Encounter Two: All in a Day’s Work

The heroes go around Vilayad looking for information.

Rumors and Facts: Rumors run rampant. If one desires, one can hear whatever one wishes to hear out in the city. This is why the nature of the rumors heard depend on the point of view the heroes start from – separating fact from fiction has become an art form. A DM is encouraged to add any rumor he wants to add color to the adventure. The Mullahs and Qadis are the only people who may not add a touch of rumors to what they tell the heroes.

Word on the street

[DC5] You are in the city of Vilayad in the Sheikdom of Farhini, in Southern Tusmit.

[DC10] The city is under siege by the Worldburners.

[DC14] The Ket army plan on taking down the statues of the heroes of Tusmit and take them back to Ket (rumor).

[DC15] With most of the troops busy manning the walls the Tusman government has issued a series of licenses to dispense justice to many Ketites. Many of these “investigators” are walking around like they own the place. Most of the local folks resent the type of Ket justice, and the Ketites by extension. (fact)

[DC18] Information is easy to get in Vilayad, you just have to be willing to pay for it. The Brotherhood of Basharaat sells to anyone willing to pay. The person can point to the Black Dao Tavern where the heroes can meet someone of the Brotherhood.

[DC20] The best place to learn about the political situation is most definitely at the Temple of the High Cleric or the Mullahs’ base in the Ketite district.

[DC22] Many soldiers are bored and willing to talk. A little wine is always a good way to loosen their tongue. Don’t disturb those on the wall.

[DC24] The Worldburners lost more than three-quarters of its numbers. They now use mostly summoned monsters and elementals as shock troops. Despite their low numbers, they still manage to seal the city and maintain the siege, even if the occasional small group manages to escape Vilayad.

[DC26] The Council will either make or break the city and the alliance with Ket. Everyone’s hopes rest upon it.

Temple of Al’Akbar (Exalted Faith)

The temple of High Cleric can confirm stories about the political situation of the city, the Qadis do not spread any rumors. To them, the only good thing is the closeness between the governments of Ket and Tusmit. They express their worries about the growing attacks on Ketites by so-called “Tusmit Loyalists” whom the Qadi believe are the Brotherhood of Basharaat.

To any members of the church, they will explain that they wish the Mullahs to leave. They express their will to once more be the major power in town. However, they have no problem working with them, and have found them to be honorable and just, if a little too zealous.

If the heroes are Heroes of Tusmit, any Qadi tries to impress upon the heroes that they must convince the

council to return Vilayad to its rightful rulers. They want peace between the nations of Ket and Tusmit. The Ketites may be misguided in their faith, they are still worthy people, and the conduct of the Ketites during the siege has left a good impression on the Qadi.

Mullahs of Ket

The Mullahs in town often have arguments with the Qadis, but the two groups nevertheless respect each other.

The Mullahs are willing to share with the heroes their worries about the attacks on Ket nationals that have happened throughout the city. Most of the bodies were found in dark alleys and have been too numerous to be considered accidental.

To anyone who asks, they are willing to say that they are actively hunting for the Tusman rebels who murdered Ket citizens. The Tusman authorities, while being sympathetic have done little to assist them in that course of action. They hope the Council will settle the whole affair.

To members of the Church of the True Faith (any Country), or to those spending an Influence Point, the Mullahs are willing to share their concern that following the Exodus, the Ket district has many empty houses. Many of these have become haven for the shadier elements of Tusman society (of which there are many). They would love to bring order, but they are constantly called upon for more urgent affairs. They also tell the heroes that they tried to track down the rebels using a scimitar with hollowed hilt.

Brotherhood of Basharaat

The Brotherhood is akin to a thieves’ guild but they specialize in information. Members of the Brotherhood can get the information for free. They are willing to sell information for APL x 1gp. Information must be paid separately. Alternatively, spending an influence point with the Brotherhood also get the heroes all the information they want. The DM should make the Brotherhood man selling the information look a little sleazy, the Brotherhood sells information, to everyone who pays.

- A group of young thugs, unaffiliated to the Brotherhood, calling themselves the Scales of Justice, formed to bring the Ketites to “justice”.
- The coming council is the ultimate chance for peace. The Brotherhood cares not what happens to the city because information will still be needed.
- In the night, there are things and people who cross the wall and headed to the Worldburners’ camp. Those who come in & out have done so on the

Tusman, Ketite and Perrenlander's watches. It seems the Worldburners have agents within Vilayad.

- Many Ketites are found dead in alleys, some of them, not very far from here. If asked for direction, the informant can give the heroes directions, triggering the combat in this encounter.

Mouqollad Consortium

The Consortium in Vilayad is very unhappy. The army closed down the market where they used to conduct most business. While they can sometime get some trade in from their warehouses, the quantity (and, though they won't admit it, quality) of their wares has gone down significantly.

The Consortium tries to impress on the heroes that they must try to push the council to come up with a solution that will allow trade to resume along the Tuflik. Because many of the Mouqollad merchants are of diverse origins (many are from Ekbir, Ket or Zeif), they fear for their safety.

If the heroes spend an influence point with the Consortium (from any country), the merchants are constantly trying to get the army to bring in supplies, but the army keeps refusing. Though they won't want to admit it, many merchants are nearly bankrupt.

Tusman Army

On-duty soldiers wave the heroes away, no matter who they are. They do not have time to waste with anyone. If the heroes insist, the soldiers tell them to go see Morsooth al-Qadi.

Off-duty soldiers, on the other hand, are willingly talk to fellow soldiers in the Tusman army (Holy Crusaders qualify), Heroes of Tusmit or members of Tusman recognized churches (in this rare occasion, the church of Olidammara counts as a recognized church). Other heroes must spend an Influence point with the Tusman army or offer them wine and succeed a Diplomacy check [DC 15+APL].

Once they loosen their tongues, the soldier are share the following

The Worldburners are much less numerous since the Ket army came to relieve most of their troops. Most of the Worldburners left are summoned creatures and monster. The soldiers wonder why the Worldburners keep throwing themselves in useless assaults. After suffering the kind of casualties the armies have inflicted upon them, any normal force would've retreated to lick their wounds.

Most soldiers worry about the murder of Ket soldiers in the city. This not only limits the cities defenses, but

they also worry that whoever is behind the attacks may decide to turn on them next.

The soldiers have great respect for Morsooth al-Qadi and the Black Arrow who they consider to be reasonable and capable officers. However, they complain that they keep being assigned to different areas on the wall. Most soldiers say they are thankful for the Archon's web preventing teleportation, saves them from having to look behind them when they are on the wall.

The soldiers worry about the Ket military presence in the city after the Worldburners are defeated. They hope the upcoming Council finds a way to ensure the Ketite to leave.

Ket Army

Like the Tusman troops, Ket forces do not speak to the heroes while on-duty, and tend to be even blunter when waving away any insisting heroes.

Once off-duty, the Ketites are more willing to talk. Although they will only speak to members of a Ket Meta-org, heroes spending an Influence point with the Ket Army or Mullahs. Otherwise, allow the heroes to make a Diplomacy check [DC 20+APL] to convince the Ketites to talk. Give a +5 circumstance bonus to members of the Tusman army or priests of religions recognized in Ket and a -5 racial penalty to Bisselite characters.

The Worldburners are much less numerous since the Ket army came to relieve most of their troops. Most of the Worldburners left are summoned creatures and monster. The soldiers wonder why the Worldburners keep throwing themselves in useless assaults. After suffering the kind of casualties the armies have inflicted upon them, any normal force would've retreated to lick their wounds.

The Ketites worry about the closeness between Morsooth al-Qadi and the Black Arrow. None insinuates anything directly but they are worried about a female Qadi priest working closely with their beloved general.

They are worried about the many murders of Ketites in the city. They hope those responsible can be found and punished severely. They say that the Tusman government ignore their plight and may be secretly encouraging the murderers by taking no actions against them. (rumor)

Most of the soldiers want to go home to Ket, but some enjoy the city of Vilayad (and the local women). They hope the Council makes their situation clearer. Many Ketites find the Qadis and Tusman law to be very lax.

Confrontation between the Ketite Investigators and the Scales (Combat is Triggered)

This confrontation takes place in Vilayad, near the border between the Ket and Tusmit sections of the city. In essence, it is sparked by the investigation of the heroes – if they do no investigating or gathering of information, it does not take place.

The Scales, hearing questions being asked in the city, decide it is time for a demonstration, to either convince heroes of the justness of their cause or prove that they are not just some flash-in-the-pan organization. Using Gather Information skills honed over the last few months, they make plans to find a Ket Guard detachment and ambush it.

Unfortunately for the Scales, the Ketites they managed to track down as a target for their display of force is much stronger than anticipated. Providing the confrontation takes place, this unit is the one engaged, to the surprise of the Scales.

Background: The Ket investigators are a military unit, drawn from the Dasne (the infantry scouts of Ket). They are used to slipping into enemy encampments and drawing them out, or getting information on tactics, targets and numbers. This sort of mission inside the siege is not standard for them. They are, nevertheless, prepared to act as quickly and decisively as they can – and they are frustrated as they were not sent home with the Exodus.

Tactical Setting: A wide alleyway (30 feet wide) – see **DM Map Two** - between two sets of two-story stone commercial buildings (no entrances to the alleyway). An overturned cart with spilled firewood at one end blocks half of the alleyway. Just beyond, the Scales stand grouped together with a half-torn and smoldering banner of Ket lying on the ground. In front of the Scales, arrayed out in a skirmish pattern (e.g. at least five feet between the team members) stand the Ketite Investigators, weapons (saps or scimitars) out and brandished. In the case of a single Ketite Investigator, he takes the middle of the alleyway and is confident – note that in all cases the Scales outnumber the Ketites.

A Sense Motive check reveals the following:

[DC 10] The Ketite(s) are agitated and relieved (they think they have cornered their foe).

[DC 15] The Scales are content if nervous.

[DC 25] There is a sense of anticipation, almost as if the two sides were waiting for something to happen (which they were, the Scales were holding back until the heroes arrived).

[Failing the checks] Anyone failing these checks thinks that the Ketites are scared, the Scales are just frightened young punks, and that they are standing unmoving out of fear.

There are, in fact, a few different ways this combat may be changed or viewed:

- 1) If the heroes split up for Gather Information, only one group of characters find this confrontation (because as good as the Scales are at setting this up, that requires too much planning).
- 2) The Scales require that the heroes are doing their search for information openly and without disguise – if they are taking reasonable precautions (DM discretion), the Scales have no way of ensuring that the heroes arrive at the correct time. In such a case, the fight is already underway when the heroes arrive (arbitrary but reflects the precautions taken by the Scales of ensuring a conflict) – start with a surprise round for the Scales and Investigators and then add the characters to the combat.
- 3) During any combat, the Vaste operatives are watching. They have a Hide check of 32, plus 4 for distance (watching from cover on the roof of a nearby home), but only for the first round. At the end of that round, they leave, having judged the characters.

Notes about these Combatants – The Ket Investigator's animal companions are not with them, as Animal Companions were evacuated from the city and none have been allowed back.

Tactics: Both sides are surprised at this turn of events – and about to attack one another (not the characters). The Investigators from Ket use non-lethal force at all times, even if faced with lethal in return. They follow the law to the letter, especially with so many witnesses. The Scales, on the other hand, start with non-lethal but switch to lethal the moment they take any real damage – their ethical restraints have been hammered over the past months and the “special” directives they have been getting. These differing tactics have affected the EL calculations.

Both groups are savvy, moving to take flanks or deny them to adversaries. If they are targeted by spells, they break off their current actions and move to engage the spellcasters where sensible. The characters have the choice of intervening, watching or doing something else.

APL 6 (EL 8)

🐉 **Ket Investigators (2):** Rgr5/Rog2; hp 43 each; see Appendix One.

🐉 **Scales Members (4):** War1/Ftr3; hp 50 each; see Appendix One.

APL 8 (EL 10)

🐉 **Ket Investigators (4):** Rgr5/Rog2; hp 43 each; see Appendix One.

🐉 **Scales Members (8):** War1/Ftr3; hp 50 each; see Appendix One.

APL 10 (EL 12)

☛ **Elite Ket Investigator:** Rgr6/Rog3/Just3; hp 86; see Appendix One.

☛ **Elite Scales Members (2):** War1/Ftr9; hp 122 each; see Appendix One.

APL 12 (EL 14)

☛ **Elite Ket Investigators (2):** Rgr6/Rog3/Just3; hp 86 each; see Appendix One.

☛ **Elite Scales Members (4):** War1/Ftr9; hp 122 each; see Appendix One.

APL 14 (EL 16)

☛ **Elite Ket Investigators (4):** Rgr6/Rog3/Just3; hp 86 each; see Appendix One.

☛ **Elite Scales Members (8):** War1/Ftr9; hp 122 each; see Appendix One.

If the heroes choose to fight (subdual) both sides to get information allow them to do so. If they fight lethally then bring up the laws of both countries as they should know better. If they allow both sides to fight it out and do nothing, the Ketites win and the heroes do not receive any xp but if they get information out of either of the parties after the battle reward them with half xp from the encounter.

Treasure

All APLs: None. The Scales insist there is not enough time to loot bodies and also indicate that the authorities can track such things (they are right). The Ketites indicate everything is being confiscated for evidence, and they have the legal authority to do so.

Information From the Combatants (Search check – DC 20)

In each case, the source of the information or details is noted:

(Ket – they advise they found this while tracking down the Scales) - A small bit of fabric torn from the original source – kept in a well-sealed pouch. It is dark red in coloration and of fine quality. Identification-wise, it is part of a wall hanging found in the diplomatic quarters – this is obvious to anyone during **Encounter 15: Diplomatic Moves**, or if they make a Knowledge (Local – VTF) check [DC 25].

(Scales) A set of clothing for a Tusmit guard, taken apart and all of parts exposed. The clothing is rolled up in a backpack, along with instructions on how to present certain elements, how to fasten the cloak, and so on. The Scales picked this up from a contact near the Temple district.

(Scales) Shoe leather, cleaning supplies, as well as aging agent. Clearly to be used for a disguise, with a set of shoes done on a mock-up.

(Scales) A quick-draw dagger sheath designed to be worn with Tusmit Guard clothing. A fake scimitar scabbard, housing two daggers and a slot for some vial/container. The inner part of the sheath is imprinted with the symbol of the Empire of Iuz (a black skull on a field of red).

(Scales) Schematics of five buildings in close proximity to the diplomatic meeting. The diplomatic building is not one of them, but there were a few more parchments rolled up in the schematics (fold marks determine this) that are not there anymore.

(Ket) – The investigator(s) can provide a brief history of the Scales (refer to **Encounter 6: Half a Dozen of One** for details). They do not know their HQ, and this is the first time they have managed to catch the Scales in the act of vandalism or assault.

Mid Level Development

If the Ket group was supported or left standing, or for any reason the Vaste believe that the heroes would join their ranks proceed to **Encounter 3: Upstanding Citizens**. The Vaste avoid characters that appear too powerful (APL 10+).

If the Scales were supported or left standing, or for any reason they believe that the heroes would join their ranks proceed to **Encounter 6: Half a Dozen of One**. The Scales avoid high-powered characters (APL 10+).

Mid or High Level Development

If the heroes wish to report the incidents to the Qadi proceed to **Encounter 4: Questions of a Qadi**.

If the heroes wish to report the incidents to *someone* but don't specifically request the Black Arrow, a local mullah/qadi hears them. Regardless of the Ket or Tusmit background of the mullah/qadi they inform the heroes that Morsooth al-Qadi is the one to talk to. Proceed to **Encounter 4: Questions of a Qadi**.

If the heroes ask to speak with the Black Arrow proceed to **Encounter 5: As the Arrow Flies**.

Otherwise if the heroes don't know what to do and wander around the city lost until evening, proceed to **Encounter 14: Are they for Real?**

Encounter Three: Upstanding Citizens

The heroes have arrived at this point because as they were gathering information the Ket infiltrators – working for the Vaste - watched their movements and feels that the party would be sympathetic to their cause.

This encounter unfolds in two parts (remember this if or mid level).

- The first part is to inquire further into the nature of the characters and discover weaknesses the Vaste can

exploit. This is covered in the section titled '**Money or Heartstrings?**'

- The second part is to convince the heroes to join the causes of the Vaste and get them to do a small mission. This section is explored under the title '**Justice is a Point of View**'.

Background for the Vaste Operatives

The Vaste wish to exploit the heroes or hire them. They have no compunctions about anything, but they talk a good talk and make every effort to appear concerned with Ket/Tusmit laws. Remember that they have successfully blended into Ket society for over 10 years and are very good at their task.

The Vaste has a background of working or trying to work with Iuz and the minions of Old Wicked, dating back to the time of the Greyhawk Wars when they were created in Ket (an offshoot of the Air Raste of the Archons of Ket). They appreciate deception and trickery in an effort to endear themselves to their dark master Iuz.

The Vaste and how they are introduced

In this matter, the Vaste always introduce themselves as Ket Loyalists, with no particular affiliation. A Sense Motive check [DC 20] indicates that this is only part of the truth – as they have distinct loyalty to Iuz.

Everything about the interaction in this Encounter is to get the heroes to do the dirty work of the Vaste. To that end, the operatives appear as reasonable men/women genuinely concerned about the situation and willing to go a little farther than normal to make things safe.

They meet with the characters outside of their normal HQ, which also contains the Ziefian Assassins. If the heroes insist on visiting this house, the assassins are gone, preparing for their mission.

The operatives normally radiate evil, but they have taken *potions of non-detection* (a basic necessity for a spy these days).

Money or Heartstrings?

The heroes have just completed combat in the alleyway. The Vaste need to know the following:

- Are the heroes sympathetic to Ket or Tusmit? If not to one, are they sympathetic to both or neither?
- What are the heroes here for? Are they looking for a cause?
- Who are the heroes? Do they have anything that can recommend them - this job is one for serious people only. The recommendations can include Influence Points or Favors from ARs.
- Will the heroes consider a job for the good of all? If not, maybe they would consider doing the job for expenses? e.g. do they work for money or that thing called 'goodness of the heart'.

- Is there anyone in the group that can be bought (in the eyes of the DM)? Pull those people aside and offer them cash to work for the Vaste.
- Are the characters members of any metaorgs? If so, the Vaste pull fake influence with the metaorgs – Knowledge (Local – VTF) checks [DC 20] to recognize the fakes - and order the characters into action. The Vaste operatives promise "The Gratitude of Farhini" or "Thanks of the Beygraf" (fake AR items) to fulfill their goal.

With this information, the Vaste operatives make a pitch to the heroes to assist them in their endeavors.

Justice is a Point of View

If the Vaste can buy the group off that is the easiest route - they do so. Their offer is 600 gp at APL 6 or 800 gp at APL 8.

Otherwise, the Vaste operatives tell a tale of the Scales, hoping for assistance. According to the Vaste (and this may be opposed by a Sense Motive [DC 20+APL] – success meaning that the sense of the story is that it has been altered), the Scales are a subversive organization lurking in Tusmit since the founding of the country – they have ancient ties to unnamed gods of fire and destruction and claim to be of draconic heritage. With their activities they are obviously viewing the Worldburners as allies or potential allies. Initially, they were tentative, no doubt out of practice at subversion. Now, however, they are acting rashly, with power coursing in their veins.

The Vaste want the party to infiltrate the Scales and determine what it is they plan to do in the city. (**DM Note:** The Vaste have a good idea about the Scales but they do want specifics. They also want to lay all blame at the feet of the Scales and this is the perfect opportunity).

In order to accomplish this, the Vaste have obtained two names of Scales operatives and they believe that using these should let the heroes into the HQ of the Scales. They also know where this HQ is located (as luck would have it, very close by...) and can direct the characters there immediately.

The Vaste ask the characters to do anything the Scales require (within reason, but recall that the important thing is to get to the bottom of this, not quibble about a few crimes along the way...) and report back when they know anything important.

Should the heroes decide at any time that they do not trust or want to attack the Vaste, the details on the location are below.

Five Houses down: The location of the Vaste Assassins is only five doors down (going to the left/east) from the Scales of Justice HQ (**Encounter 6: Half a Dozen of the Other**). They use this house because it is empty and has been for quite some time – it was owned by a rich merchant (Kliar al'Lishar) who died 6 months ago, and

his relatives have yet to settle the claims and either occupy/sell the house – Knowledge (local - VTF) [DC 35]. Windows on the entire house are boarded up with no visible signs of use in the past few months. The Zeifian assassins are far more cautious and careful than the Scales, using a number of different routes to exit, including pretending to be couriers come to the main door of the house (and turned away by the lack of answer). The Vaste keep an eye out on the Scales from here, well aware of their activities as the Worldburners have boasted of this infiltration.

The interior of the house is identical to that of the ibn'Altari household (Scales HQ), save that there is no furniture or possessions in the house (they were all sold). The assassins normally occupy the middle rooms on the first and second floor, content with the protection from outside view that these isolated rooms bring.

DM Map Four (The Scales Headquarter): Being the rather cynical and untrusting sort, the merchant who used to live here (Kliar al'Lishar) lined the wooden doors and stone walls with lead prior to putting up a protective varnish. The assassins appreciate this additional protection against intrusion and spells and have duplicated these efforts on all the windows. Srying into the building is impossible, as are the use of detection spells into it. One problem that the assassins have foreseen but decided to leave - given their short-term objectives - is that this house would stand out on any survey done as impenetrable, and thereby warrant additional searching.

Treasure

APL 6: C - (600 gp); L - (0 gp); M - (0 gp)

APL 8: C - (800 gp); L - (0 gp); M - (0 gp)

Development

The heroes can go to Morsooth al-Qadi with this information. If they choose to do so proceed to **Encounter 4: Questions of a Qadi**.

Likewise, heroes can choose to report the occurrences of the day to the Black Arrow when they get a chance to see him. Proceed to **Encounter 5: As the Arrow Flies**.

If the heroes get hired by the Vaste proceed to **Encounter 6: Half a Dozen of the Other**.

If the heroes choose to do nothing at all, proceed to **Encounter 14: Is this for Real?** When they are picked up by a military patrol.

Combatants (not intended to fight)

All APLs:

♣**Vaste Operatives (2):** Lorsha (female); Sinar (male); Exp10; hp 35 each; See Appendix One.

Treasure

All APLs: L 1 gp; C 5 gp; M 0 gp.

Encounter Four: Questions of a Qadi

The heroes might have arrived here for several reasons – and it is possible that multiple reasons apply but the DM should choose the most appropriate. These include:

- The heroes came to report to Morsooth al-Qadi after they met with the Sheikess. If this is the case, proceed to the section titled '**A mission**'
- The heroes wish to report a crime. Details about serious crimes, such as fighting in the streets or information on underground groups is well received by the Qadi. Proceed to '**The Right Thing to Do**'.
- The heroes have made a deal with the Vaste or the Scales but they have now decided to change their minds and do something else. Proceed to '**The Right Thing to Do**'.
- The heroes have been implicated in a crime. If this is the case proceed to '**Last Chance**'.
- The heroes are clueless as to what to do next but had the sense to seek guidance from an authority. If this is the case proceed to '**Back on the Path**'.
- The heroes have come to the Qadi seeking an audience with the Black Arrow. If this is the case refer to the section titled '**Stand and be tested**'.
- The heroes have returned to the Qadi after gaining information requested by the Black Arrow. Refer to the section '**A Message for a Friend**'.
- The heroes have returned from the Wall after either watching and intervening, or watching and doing nothing at all. The Qadi is disappointed; proceed to '**No time to change events**'.
- The heroes return after completing the test for the Qadi in **Encounter 7** and still seek an audience with the Black Arrow. If this is the case, refer to '**Acceptable**'.

Morsooth al-Qadi

Morsooth al-Qadi is the acknowledged leader of the Tusmit army in Vilayad. She is an efficient, caring woman who has risen to prominence with her ability to get the job done and done well. It was her voice, demanding that the army of Tusmit protect the outlying farms around Vilayad, which saved so many of the people during the initial assault by Ket and then the Worldburners that followed.

The Qadi is an excellent politician and knows the intricacies of her job. She is never chatty, preferring instead to deal with matters directly, but not in such a manner as might be hurtful.

If the Qadi is questioned about the Black Arrow at any time, she reacts coldly and makes every effort to change the topic, unless it is required to move matters along. Anyone attempting a Sense Motive check [DC 25] is informed that she is hiding something, but she does not reveal what that is no matter the incentive. In the event of mind-influencing magics, assume she automatically makes the first save (it is not just the heroes that have favors...) and calls in enough force to deport the offending character(s) after that point.

A Mission

To heroes who seem honest good folk, no matter what their affiliation is (Ket or Tusmit), after a brief talk, or to anyone who says they are sent by the Sheikess.

The Qadi is concerned that the Old One (Iuz) may have become involved in the siege. She has the following to impart to the characters (and a mission to provide):

- She listens to rumors or details the characters have gathered. She is interested in any evidence of the Old One (the Scales had some on them).
- If the heroes captured the Scales in the alleyway confrontation but did not search them, she invites the heroes to do so now (allow an interlude for this to take place).
- If there is more information that might confirm or deny the involvement of the Old One, it must be gathered at all costs.
- The Mission: To observe a new Ket guard unit that has been assigned to the wall that the Qadi feels might be questionable. Strange things have been reported on their watches and it is possible that these are infiltrators or, even worse, traitors. The very security of the city could be at stake.
- In taking this mission on, the characters should be made to realize that all information they gather could have a potential impact – from the sights and sounds of what they witness tonight to any details that the guards might have (if they are indeed a security breach).
- Do not intervene in whatever happens on the wall – we need information badly. If infiltrators are noted, follow them and gain what information you can before returning.

The Right Thing to Do

The busy Qadi looks up at you and sighs out a question.

“What are you here for?”

It is not that the Qadi is annoyed with the heroes but rather she is up to her head in paperwork, complaints, and reports. She has not been able to make sense of the occurrences in the city because she is severely understaffed. The reports the heroes have to give should

grab her interest and she once again regains her poise and power when dealing with them.

In order for the Qadi to consider the efforts of the characters, they need to convince her that they have actually accomplished a task. Each of the missions below has a list of information associated.

If the characters have completed all but one of the requirements, or all, the characters are considered **“generally successful”** and the Qadi can direct them. If the characters have completed at least three of the requirements but not enough for **“generally successful”**, she provides information but is **“unsure of details”**. If they have two or fewer details, she is at a loss and either advises them to search more or has them proceed to the section **“Back on the Path.”**

Scales (boxes are provided to check off as the characters complete the tasks)

- ☐ Have encountered the group in the alleyway;
- ☐ Have searched or questioned Scales members;
- ☐ Have gathered information detailing the strange actions of some of the young men in the city;
- ☐ Have questioned the Ketite Investigators about their knowledge of the Scales;
- ☐ Have not made any deals with the Vaste, and thereby confused details about the Scales.

If the heroes have brought in the Scales from the alleyway in for questioning, Morsooth al-Qadi is most impressed and immediately orders them interrogated (completing the second requirement).

Generally Successful

The Qadi knows exactly which group the heroes are talking about. She digs out some information about their Headquarters and ask that the heroes bring the perpetrators in for questioning/interrogation. They are to use whatever means necessary, but not to kill anyone. She provides them with the following information

- The location is a noble's house in the Tusmit district. It is part of a series of expensive row houses, with an alleyway in the rear where the nobles bring their horses and carriages. It is a four story structure, made of stone. It is boarded up as the noble who owns it is out of town;
- It is reported that a pair of servants remain behind. No other people are known to be living in the house but there are reports of many coming and going. To this point, the Qadi thought they might just be a minor gambling organization;
- There are 10 to 14 local young men in the group, all noted hotheads;

- The location of the house is on the Map of Vilayad, just north of the Church of Geshtai. The location provided is exact and does not require the characters to do more than go there in order to find it.

Unsure of details

If the Qadi is unsure of herself then she is uncertain of the information below as she gives it, speculating it may only be rumor and talk by the locals. She requests that the heroes use non-lethal force and only if necessary. She provides the heroes with the following information:

- There are 10 to 14 local young men in the group, all noted hotheads;
- The location of the house is on the Map of Vilayad, just north of the Church of Geshtai. The location provided is exact and does not require the characters to do more than simply go there. There is an 80% chance that the Qadi has the correct information – DM rolls percentile. If not, she sends the heroes to the Vaste Headquarters by accident and they may end up being hired.

The Vaste (boxes are provided to check off as the characters complete the tasks)

- ☐ Have encountered the Scales in the alleyway and then been approached by the Vaste for work;
- ☐ Have searched or questioned Vaste operatives;
- ☐ Have gathered information detailing the strange actions of some of the young men in the city;
- ☐ Have found evidence of the presence of Iuz or the forces of Old Wicked in the city (for some characters, they will be able to put this together once they know that the Vaste are involved, as the evil Air Archons of Ket are reputed to be agents of Old Wicked);
- ☐ Have not made any deals with the Vaste, or have chosen to repudiate the deal.

Generally Successful

If the information the heroes give to the Qadi is generally successful, she knows exactly who the heroes are talking about. She digs out information about one spot in Vilayad that has remained a mystery and requests that they investigate. They are to use any means necessary but not to kill anyone. She provides them with the following information:

- The location is a noble's house in the Tusmit district. It is part of a series of expensive row houses, with an alleyway in the rear where the nobles bring their carriages. It is a four story structure, made of stone. The owner died some time ago. It has some sort of protection in the walls as detections are not penetrating the walls;

- It is not known how many people are in this organization. At least three have been spotted but there are probably more;
- The location is provided and is just north of the Church of Geshtai on the map.

Unsure of details

If the information is incomplete the Qadi is unsure of what the heroes are talking about. She requests that the heroes investigate a possible location but does not have much information to provide.

- The location is a noble's house in the Tusmit district. The owner died some time ago and resolution of the will is ongoing. It has some sort of protection in the walls as detections are not penetrating the walls;
- The location is provided and is just north of the Church of Geshtai on the map.

Back on the Path

This section is for heroes that have asked to see the Qadi but have no real idea what is going on. If directed here from another section, you can skip the box text or paraphrase as necessary.

*The busy Qadi looks up at you from her desk. In **Baklunish** (and then in Common if she gets no response) she asks slowly:*

"The guards of the city must have found what you had to say important. I am busy. Why are you here?"

The heroes need to make a good case as to why they are in the city. If they fail to do so they are assigned to the wall rather than investigate any further. It is at the discretion of the DM to determine how well the heroes role-play. Should this not be possible, make an opposed Diplomacy check, with the Qadi having a +20 modifier.

If the heroes really don't know what to do the Qadi is not impressed by their general lack of direction. But, fighters are fighters (she can see that from the forms they filled out when they entered the city). She assigns them to help defend a section of the wall either between two Ket units or two Tusmit units, depending for which side the heroes have stated open support – choosing the other side for flanking units.

This places them on the wall itself for the assassination. The characters are targets and proceed to **Encounter 8: Late, Bait or Wait**.

Stand and be Tested

The Qadi does not know who these people are. They must make a good impression on her that they are upstanding people who wish the city and Tusmans no harm. She does not understand the token given to the heroes by the Ket government, nor does she care.

A Diplomacy check [DC 20] is required before she agrees to inform the Black Arrow of their arrival; if successful, proceed to **Encounter 5: As the Arrow Flies**. Should this not be successful she tests the characters instead – or offers to do so in order to consider their request.

If they agree, proceed to **Encounter 7: Poof!** and she judges their actions. If not, she dismisses them and they can wander the city. Should they find no other way, proceed to **Encounter 14: Is this for real?!**

Acceptable

If the heroes have requested an audience with the Black Arrow and performed the test in **Encounter 7: Poof!** satisfactorily, the Qadi now provides them an escort to meet with the Black Arrow. It is at the discretion of the DM to determine the exact impression of the Qadi but as long as the characters have performed the assignment in **Encounter 7: Poof!** to the best of their abilities, she is pleased.

Proceed to **Encounter 5: As the Arrow Flies**.

A Message for a Friend

The characters have returned with information that the Black Arrow asked they bring to her attention, or they have information for her. It is the expectation of the Black Arrow that she will, in turn, relay any details to him (and he will not be disappointed).

If the heroes have not yet been sent to the wall, she assigns them there to defend the city (and they arrive before the assault). Proceed to **Encounter 12: Stay on Target**.

If the heroes have returned with details from the Runner (**Encounter 8: Late, Bait or Wait**), she questions this closely and suggests they attend the conference the next day, keeping this information at hand but confidential. She immediately sends them to the wall if they are willing to help. Proceed to either **Encounter 15: Diplomatic Moves** or **Encounter 12: Stay on Target**, as appropriate.

No Time to Change Events

The heroes intervened in the initial attack on the wall, which caused everything to be called off, or they did not intervene in any manner at any given time. As a result, there is little or no information beyond that which was gathered earlier. The Qadi is disappointed, with a feeling that this might have been important but there is no more time left. The conference begins the next morning and the heroes are invited to attend and speak their part.

Last Chance

The characters are here because they have been implicated in a crime. The Qadi is not pleased and the characters essentially must either prove their innocence (if that is possible) or make a significant Diplomacy check.

Proving innocence is at the discretion of the DM. The Qadi is not open to any sort of bribery in this matter but she is inclined to accept “good intentions” as a possible reason.

High Level Development

From the path ‘Invited’, once the heroes have their mission they may Gather Information before proceeding to **Encounter 8: Late, Bait or Wait**. Gathering information after speaking with the Qadi does *not* trigger the combat, but allows the heroes to obtain the information. The information the heroes can gather is found in **Encounter 2: All in a Day's Work**.

If the heroes go after the Scales to either negotiate or fight with them proceed to **Encounter 6: Half a Dozen of One**. Under no circumstances does this trigger the combat in **Encounter 2: All in a Day's Work** if the heroes went to the Qadi first.

If the heroes have information on the Vaste, they are ordered to watch for suspicious activity on the Wall that might be linked to these types. They are ordered to do nothing but follow anything suspicious after any initial activity is finished. Proceed to **Encounter 8: Late, Bait or Wait**.

If the heroes have returned to the Qadi to explain the information they have obtained from the Scales proceed to **Encounter 8: Late, Bait or Wait**.

If the heroes have offered general help and have nothing specific to do proceed to **Encounter 12: Stay on Target**. to defend the wall (they are deemed to be manning it for the evening).

If the heroes are resisting being removed forcibly proceed to **Encounter 14: Is This For Real?!** where the guards of the city deport them.

If the heroes came to the Qadi to request an audience with the Black Arrow and have successfully convinced her of their intentions they may proceed to **Encounter 5: As the Arrow Flies**.

If the heroes came to the Qadi with information such as the Black Arrow or she requested on the Vaste or Scales, and the wall interruption is now past, proceed to the 2nd half of this module, **Encounter 15: Diplomatic Moves**.

If the heroes came back to the Qadi with little or no information that was useful and it is now past the assault time, proceed to the 2nd half of this module, **Encounter 15: Diplomatic Moves**.

Mid Level Development

If the heroes go after the Scales to either negotiate or fight with them proceed to **Encounter 6: Half a Dozen of One**. Under no circumstances does this trigger the combat in **Encounter 2: All in a Day's Work** if the heroes went to the Qadi first.

If the heroes have returned to the Qadi to explain the information they have obtained from the Scales proceed to **Encounter 8: Late, Bait or Wait**.

If the heroes have offered general help and have nothing specific to do proceed to **Encounter 8: Late, Bait or Wait** to defend the wall (they are deemed to be manning it for the evening) – the characters are now the target of the assassination attempt!

If the heroes are resisting being removed forcibly proceed to **Encounter 14: Is This For Real?!** where the forces of the city deport them.

If the heroes came to the Qadi to request an audience with the Black Arrow and have successfully convinced her of their intentions they may proceed to **Encounter 5: As the Arrow Flies**.

If the heroes came to the Qadi with information such as the Black Arrow or she requested on the Vaste or Scales, and the wall interruption is now past, proceed to the 2nd half of this module, **Encounter 15: Diplomatic Moves**.

If the heroes came back to the Qadi with little or no information that was useful and it is now past the assault time, proceed to the 2nd half of this module, **Encounter 15: Diplomatic Moves**.

Encounter Five: As the Arrow Flies

Heroes have arrived here because they have specifically asked to meet with the Black Arrow.

Leader of the Army of Ket - General Qatari ibn Sullar – the Black Arrow - Ftr10/Rgr2/Wiz3

General Qatari ibn Sullar is the leader of the army of Ket. He is a veteran of the Bissel war. The General is one of the close confidants of the Beygraf (his brother) and is a replacement general – the first was simply the closest when the Beygraf ordered an invasion after the events of **VTF4-01 Flicker**.

Qatari is a proud man, troubled by the invasion of Tusmit. He knows that his orders were to invade Tusmit, defeat the forces facing him and then replace the Pasha with someone more favorable to Ket, but he did not like these orders. He kept his troops on an iron leash – there has been no looting or other acts since the Nayya Gap and city of Nayya was overrun, and especially nothing since the treaty of Vilayad.

In terms of personality, Qatari shows no emotion to his troops. He does not inspire them with speeches or his presence. He leads them with brutal efficiency – this is as a result of his early schooling and does not reflect his inner personality. It is rumored in the army that he has never been surprised or out-thought on the battlefield. It is likewise rumored that he considers each and every man expendable. Although it is not of his choosing, his

nickname is the Black Arrow – he flies straight and true at every target and cares only about the final result.

Qatari works closely with the Archons (he is one himself) and the Mullahs – his political savvy and relation to the Beygraf got him this position. He follows the orders of the Beygraf whether he likes them or not and expects others to follow his orders without question.

The Black Arrow agreed to the treaty of Vilayad to save the army of Ket. He has abandoned his original orders given the new situation, with the agreement of the Beygraf. Now that a relief column has been successful at breaking the siege, he allowed $\frac{3}{4}$ of his forces to withdraw, helping destroy much of the Worldburner force in the process. While he is not yet sure of the outcome in Vilayad, he remains for his own reasons, along with $\frac{1}{4}$ of the army. Even the Beygraf does not know the reasons, although it can certainly be argued that the Treaty of Vilayad requires some troops from Ket remain.

Audiences

It is possible that the heroes arrive at this juncture with an audience already promised (they were already tested by the Qadi, etc.). If so, move past the reasons for the Audience.

If not, however, determine how the heroes propose to go about finding the information on the Black Arrow. The Black Arrow cannot be found through divinations, gather information attempts, or most other means. If a truly unusual method is used, the DM may consider the implications but recognize that the Black Arrow represents the only hostage the forces of Tusmit care about – they are doing everything in their power to keep him both safe and out of reach.

Ways that he can be found:

- Finding one of the Thorns and convincing them of their intent. In this case, Thorns can be tracked down via the expenditure of one influence point (Ket Influence point) in the Ket section of town. An opposed Diplomacy roll (The Thorn is considered to have diplomacy equal to APL+4) is required to get the Thorn to accede to their requests;
- Speaking to Morsooth al-Qadi and either obtain permission to see him or show an official invitation;
- Put word of their intention out in public and hope the Black Arrow has agents working for him – if they openly wear the badge given to them this play works. If not, they do not get their audience.

If the characters have an audience approved from any source, they move forward. Otherwise, they go to **Encounter 14: Is this For Real?!**

A thin man dressed in black robes with a scimitar by his side approaches. He wears a single black silk sash from which he produces a small sealed scroll.

Without word or explanation he breaks the seal and pulls the scroll open to begin reading.

'It is the understanding of those concerned that you wish an audience with the Black Arrow. Is this true?'

♣ **Yitar**; messenger; Rgr7;

Yitar is an officious and effective messenger. He does not like heroes, viewing them as untrustworthy and destructive, but he does his job and follows orders (as any good Ketite) and plans to lead them to the Black Arrow.

He waits for the heroes to answer. Presuming that the answer is "yes", he proceeds. If the answer is "no", or he is treated poorly, the messenger turns and walks away.

"What proof do you bear of your intentions? How is the Black Arrow to recognize you?"

Again he waits for a satisfactory answer. Satisfactory answers include:

- Token from the Ket Government;
- Permission of the Qadi;
- Two influence points from the Ket Military or the True Faith;
- An oath sworn to the True Faith of Al'Akbar, in front of Yitar.

Once satisfied, Yitar leads the heroes toward the center of the city. Two blocks later, he drops a small token on the ground and indicates that any interested in meeting the Black Arrow should voluntarily fail their Will save [DC 22]. If they do so, they are transported to a *maze*. If they do not, they are not taken to see the Black Arrow.

At this point, Yitar is taking them to the *maze* to prevent the heroes from knowing the actual location of the Black Arrow. Indeed, the man does not know that actual location himself, he just knows that the *maze* has two exits – one wherever the token is located, and one at the Black Arrow.

In order to make doubly sure, Yitar demands that the heroes now fail a further spell, this one a Fortitude save – it is a *baleful polymorph*. The heroes are changed into newts or similar creatures (field mice, shrew, etc.). With this enacted, they are placed into a box. The box is lined with lead and there is enough magical protection to prevent any scrying out of it. He continues on his way to see the Black Arrow. If the characters refuse, they are kept in the *maze* until it expires and they return to the street alley they started in.

The room is bright. You suddenly find yourself as you were, back in your normal form, only in a different location. The furnishings of this room are dry and militaristic and floors and walls are cold and empty.

There are no doors visible and your guide is not there. Before you sits a man dressed in the uniform of Ket, flanked by 2 stoic looking guards, likely the famous

Thorns (the elite bodyguards of the Beygraf and important members of the Ket nobility).

"You wished to see me?"

The heroes are still *baleful polymorphed*. However, they have entered an antimagic field that has been placed upon this room and the spell is suppressed while they are here. In essence, the Black Arrow is using a facet of his imprisonment to his advantage.

4 men guard the Black Arrow. Two Thorns are hiding behind two of the secret doors, two of them are visible in the room. There are 3 exits out of this room, but they are all secret doors – the DM may choose the secret door at random behind which there is no Thorn.

Room layout: No map has been provided. The room is a 30 by 30 foot square, with 6 comfortable cushions in one section, and a low bed in the other. It is generally sparse and military, save for the six cushions. There are no windows or visible exits. The room is lead-lined, and then there are walls of forces and other blocks on all parts, save for the three secret doors (choose one wall for each, randomly determining which does not have a door).

There are 6 Tusman defenders watching from small concealed holes in the walls and ceilings as well – Spot checks [DC 30] to note each individual hole.

Fighting and Leaving

Should the heroes decide to leave the room or not wish to actually converse with the Black Arrow, they can either demand to leave or fight him. The Tusmit defenders know that the antimagic field is what is keeping the heroes in their normal forms and have a means of temporarily turning it off – this happens immediately should combat start.

The Black Arrow is not intended to be fought. If the heroes attempt this, utilize an extra Thorn to represent the Black Arrow (although not correct, it is sufficient). The Tusmans throw a lot of force at the room as soon as they realize he is in danger – the DM may choose to employ just about any spell or type of combat he/she sees fit to end the combat. This is vitally important to Tusmit – if the Black Arrow dies in their custody, the treaty is broken more surely than anything else.

If the heroes should find the secret door they may escape the room, however, they immediately revert back to their polymorphed form. On top of that, of course, the forces of Tusmit are strong in this place – it is presumed that the characters are captured unless they use unusual means (immediate *teleportation*, etc.) to escape – remind them that they do not know their location for the use of such spells as *dimension door* and the like. The forces engaging them have a huge stockpile of magic at their disposal and have a distinct desire to see the characters captured alive. Using influence points possible – an expenditure of two per player (Tusmit points) allows the heroes to be brought before the Morsooth al-Qadi, then

assigned to the wall to defend it – Proceed to **Encounter 8: Late, Bait or Wait** and the characters are the targets!.

The Orders of the Black Arrow

If the heroes are here to talk and listen to what the Black Arrow has to say, he has orders for the heroes. He suspects that the city has been infiltrated and the enemy is somehow watching him. When the relief column from Ket arrived, he chose to stay behind with a quarter of the army for these reasons:

- He is safer here given that he does know the strength or capabilities of the forces he suspects are assembling against him;
- He wants to draw them out and expose their power and intent before exposing himself;
- Finally, he believes that this traitorous force is from Ket and he does not want them to be inadvertently returned to Ket.

Watch this location on the Wall tonight discretely (show Map One and choose a spot on the wall near the northern gates) - the patrol there is ours and has been acting strangely. Do not interfere with whatever takes place, but find out what is planned and by whom. If you need to employ force away from the wall, use your discretion – but let the Wall events unfold as needed that we may be sure that whoever is plotting reveals all their players. If there is someone involved outside the walls, find out where – but find out something! Remember this, if you need more – there are no innocents in war.

It is quite possible to attempt a Sense Motive check against the Black Arrow during his reasoning [DC 20] to realize he is not providing all the reasons behind his decision to stay, but he does not reveal anything further to the characters and no amount of persuasion changes his mind. He has a +6 Bluff if the skill is required for other reasons.

The orders are to not interfere with whatever happens on the wall. Report back to the Morsooth al-Qadi with this information. Once she has the details, she will pass this along to him and allow him to act on it. Do not fail in this. These are the orders of the Black Arrow and the government of Ket.

The Black Arrow is the senior government official of Ket in Vilayad. He expects to be obeyed. He has no intentions of explaining himself, indeed he is cold and contemptuous to any that ask him questions. These are orders to be obeyed, and nothing else.

Development

After finishing the discussion with the Black Arrow, characters follow the entry method in reverse, having the *baleful polymorph* removed just before they return to the alleyway.

If the heroes choose not to comply they are escorted out of the city. They are not changed back into their original form until they have been *teleported* out of the city. Proceed to **Conclusion**.

If the heroes comply they have agreed to investigate the strange behavior on the Wall. Proceed to **Encounter 8: Late, Bait, or Wait**.

Encounter Six: Half a Dozen of the Other

The heroes can arrive at this encounter in one of three ways.

- Morsooth al-Qadi requested that the heroes investigate the Scales. She has sent them to this location. Proceed to **'The Scales'**.
- The Vaste have asked the heroes to infiltrate the Scales and they have agreed. Proceed to **'The Scales'**.
- The heroes sided with the Scales during the fight in the alleyway and they have been invited back to the Scales' headquarters for a possible collaboration. Proceed to **'The Scales'**.

The Scales

The Scales draw their name from a play on words and concept of the Scales of Justice and the Four Feet of the Dragon (scales from dragons...). In essence they view their job as the ultimate protection of Tusmit values from the invaders from Ket, who are running roughshod over everything and have no regard for the essential principles of the Four Feet of the Dragon. Any efforts to show them that the Ketites follow the same laws and social customs meet with failure in their fanatical state. The Worldburners, through a number of different means, have reinforced these attitudes and isolated the Scales from all voices of reason. The Scales have adopted names that are drawn from the ancient Tusmit heroes of legend (one has chosen Munthir, for example) but are pretty amateurish overall – use Munthir, Fariz, Zaqar, Illari if necessary. Most times, they devolve to their regular names rather than bothering with the codes. This tendency, however, has also reinforced the feelings of heroism and legendary deeds in their minds, making their activities and goals more lofty and idealistic to them than they truly are or have a right to consider.

The HQ for the Scales is a noble townhouse belonging to the house of ibn'Altari in Vilayad, clearly built in pre-Ekbirean Occupation style. Two of the members work in the house, one as the butler and the other as a cook. When the noble abandoned the house, the two remained behind to keep the house in good order – the noble has yet to return, even with the exodus of Ket troops that has eased concerns about supplies and the like. They immediately allowed their new comrades entrance and set up a headquarters for the group.

Construction Style: The house is a typical construction from before the Ekbirean Occupation, with a whitewashed exterior over a solid stone construction and solid timber roof. The stables off the back are made of very good quality timber and can house up to four horses at a time. Window openings are large and well situated for ventilation but the internal construction of the house prevents much wind movement.

Background to the ibn'Altari Noble Family: The family name of ibn'Altari is a minor house (Knowledge (Nobility) [DC 20] to identify, +4 circumstance bonus to anyone from Tusmit or Ket) with interests in horse ranching and a small iron mine in Southern Tusmit. They were ordered out of the city as their family holdings in Vilayad were populated by two older uncles and two small children (e.g. non-combatants) – the main branch of the family (head of the family is Shiara ibn'Altari, a mid-30's widow of striking beauty) was out at the ranch holdings and unable to reach the city in time. The ibn'Altari have a reputation for breeding black horses (Knowledge (Local – VTF) [DC 12]) and providing pure iron for spell components (Knowledge (Local – VTF) [DC 20], +4 circumstance bonus if Knowledge (Arcana) of 4 ranks or more).

Interior to the House – see Map Four: The house has five levels. The basement level is a single large room with a heating chimney going up in the front and back. This basement area normally houses the supplies for the house however it has been cleared out and is blackened – an Efreet masquerading as an Aspect of Al'Akbar took up residence for a few weeks, providing the Scales members with power while setting them on their path. The residual magic is long since gone (as is the Efreet) but the evidence remains behind.

The ground floor is 45 feet wide by 90 feet long. There is a 10-foot wide corridor leading from the entrance on the west side of the house down the length to the back (and the stables). There are three rooms in total, the first two being 35 feet wide, the last being 20. The first is a meeting room/antechamber, the walls lined with bookshelves. The next (cut off from outside light sources and lit by continual flame torches) is a dining room. The last is the kitchen.

The second story is designed in the same opulent style, save that the middle room is the smallest. The outer two rooms are the main sleeping chambers for the house, while the middle room is a reading room and guest chamber. The room at the back has a number of beds in it, and is furnished for the younger members of the family.

The third story is identical to the second in layout, save that the middle room is a bedchamber and not in use. The walls in this room are lined with masterwork weapons (swords and axes) as a display of some of the fine weaponry produced in Tusmit. The back bedroom only has one large bed in it, not the multiple beds of the room below.

The fourth story is the servant's quarters. It is split into two sections, one for men and one for woman. Cleaning supplies and other equipment is kept here as well. The floor is 60 feet long (sloping roof) and narrow (only 30 feet wide), making for another corridor and two rooms (each 30 feet long by 15 feet wide).

The Scales of Justice use only the kitchen on the main floor and the servant rooms on the top floor. Any planning goes on in the basement but otherwise it is unused. All other rooms are locked and sealed. The Scales always enter from the back – they deem this to be less suspicious, coming in from the back alleyway. The pass phrase to enter is "Justice will prevail" and they never change it (or have not yet).

Defenses: The Scales rigged warning bells on the front and back doors. There are no traps on any of the windows or internally in the house. The warning bells are a Search check [DC 15] to discover and a Disable Device [DC 20] to render inoperable. These are mechanical alarms with no magic upon them. There are a total of 10 members of the Scales. Depending on the numbers present at the conflict in the alleyway, the remainder are here, spread evenly between the kitchen (where they are just sitting around the kitchen table chatting and deciding on future targets) and the upper rooms (where they are resting on beds). Those resting are not wearing armor (although they could be since they have light armor, but they are not seasoned veterans or paranoid heroes). If there is an attack or commotion, all those on the upper floor delay for at least one minute while they don armor, then move downstairs at one floor per two rounds (they are opening doors and double moving when they can).

Crimes/Evidence in the House

The Vaste has planted evidence in the second and third floors of the house, pointing toward crimes committed by the Scales of Justice – the Scales know nothing of this and would be very upset to find Iuz paraphernalia on their premises. These are all intended to implicate the Scales to get rid of them – they have tried to take a more direct approach but this may not be why the heroes are here (see **Encounter 3: Upstanding Citizens** for details).

Second Floor, front bedroom: A Search check [DC 25] reveals three ledgers from a break-in at a local supply shop three nights ago. They are blood-splattered and there were two deaths in the robbery.

Second Floor, back bedroom: A Search check [DC 25] reveals a bloody dagger wrapped in a Ketite uniform. It is linked to an attack a week ago in which a soldier was badly wounded (but not killed). The dagger has a makers mark from the smithy in Dorakaa (the capital of the Empire of Iuz). In fact, the Scales are actually responsible for this attack and the dagger was planted to make it look even more suspicious. The Scales thought they had disposed of the evidence in a clean manner but the Vaste were watching...

Third Floor, middle room: A Search check [DC 25] reveals the paraphernalia of a priest of Iuz, the holy text of Old Wicked (written on the back side of a holy treatise on the Exalted Faith) and plans for a mass sacrifice in two months time. All of the various components are authentic, if checked.

There is no further evidence of crimes in the house – the Scales burn all plans in the fireplace in the kitchen, thinking that this will travel back to their deity as they worship him in their fashion. The Scales can be questioned but their fanaticism tends to limit the effectiveness of this methodology (they get a +10 circumstance bonus to the Will save), however magical means are easier to employ (no circumstance bonus to the save).

If questioned thoroughly (and successfully), the Scales have committed a number of crimes, ranging from simple vandalism and theft up to aggravated assault. They have yet to kill anyone but they are well on their way there. Punishment under either Ket or Tusmit law would be extensive for each and every member of the Group.

What kind of interest do the heroes have in the Scales?

The heroes are likely here for one of two possible reasons – they either intend to attack the Scales (for reasons of their own) or negotiate with them, if they were invited back by the Tusmans or sent here by the Vaste Operatives. If the heroes have some other reason, utilize the spirit of the following instructions to make the best possible determination.

Combat/Tactics

In the case of combat, the Scales are not tactical fighters. Although they move to flanks when they present themselves, they do not make these the goals of their combat. At best they form up into walls, trying to prevent flanks on themselves rather than seeking those from others. They fight to the death, being foolishly (or naively) attached to their cause.

The Scales fight with non-lethal first, and switch to lethal if their opposition does not do the same.

It is possible that a fellow Tusman, or a known Hero of Tusmit (from the metaorg, of at least the second level of the metaorg or greater) has a chance at convincing them of the error of their ways through Diplomacy. If it is attempted before combat breaks out (e.g. before their initiative in a combat sequence, or before initiative is engaged), a fellow Tusmit may attempt an opposed Diplomacy check with a –4 circumstance modifier. Failure does allow for additional attempts, but at a cumulative –4 circumstance modifier. If attempted once combat breaks out, there is a further cumulative –4 added to the penalty for the combat that is breaking out.

Negotiation/Discussion

The heroes may also be present to discuss matters with the Scales. If so, the Scales have likely led them here and ask them to peacebond (but not remove) their weapons before entering.

The Scales have a mission for the heroes, to prove that they are loyal Tusmans or at least true believers in the cause. They want the heroes to go to the Wall around 10 pm, to a specific location (they can provide a location and map to the characters, of course). There, they are to eliminate the Ket guard detachment and allow a Tusmit loyalist the opportunity to enter the city. They do not know how this entrance takes place, but they know it is going to happen around 10 pm.

It is a difficult thing to insist upon the deaths of the guards, given Tusman punishments for such crimes. Nevertheless, the Scales make at least one attempt to get the party to consider such a solution, then back off and accept 'non-lethal' damage as a solution. They always remind the heroes that death is a quick and permanent solution and does not risk them being identified (the Scales have either not thought of, or have dismissed, certain magical spells).

The Scales are not specific in how these orders or commands for the mission were passed along, save that the Aspect of Al'Akbar provided them a short while ago (the Efreet in the basement, who is gone). Some of them were concerned at the escalation in violence but they have convinced themselves that the ends justify the means. Although it is possible to change their minds with a long discussion (it would take hours), the characters do not really have time for that – although they may choose to do so if that is their wish, or if they desire to return at the conclusion of this module for role-playing reasons.

Neighbors and information: The houses on either side of the Scales HQ are boarded up and unoccupied. They were abandoned before the siege, with their owners more intent on saving themselves than Vilayad. Locals in the area know that the house of ibn'Altari remains occupied (Gather Information, [DC 10]) but do not know that there are more people than average in the house. If the name 'Scales of Justice' is dropped during attempts to get information, it is a Sense Motive check [DC 15] to realize that the House and the occupants have some connection to the group.

Combatants (after the number listed are fought, the others – in different locations in the house – surrender):

APL 6 (EL 8)

♣ **Scales Member (4):** War1/Ftr3; hp 50 each; see Appendix One.

APL 8 (EL 10)

♣ **Scales Member (8):** War1/Ftr3; hp 50 each; see Appendix One.

APL 10 (EL 12)

☛ **Scales Member (2):** WarI/Ftr9; hp 122 each; see Appendix One.

APL 12 (EL 14)

☛ **Scales Member (4):** WarI/Ftr9; hp 122 each; see Appendix One.

APL 14 (EL 16)

☛ **Scales Member (8):** WarI/Ftr9; hp 122 each; see Appendix One.

Treasure

APL 6: L: 151 gp; C: 10 gp; M: 0 gp;

APL 8: L: 302 gp; C: 20 gp; M: 0 gp;

APL 10: L: 58 gp; C: 10 gp; M *gauntlets of ogre power*x2 (666 gp per character), *+1 chain shirt*x2 (192 gp per character);

APL 12: L: 58 gp; C: 10 gp; M *gauntlets of ogre power*x4 (1332 gp per character), *+1 chain shirt*x4 (384 gp per character);

APL 14: L: 58 gp; C: 10 gp; M *gauntlets of ogre power*x8 (2664 gp per character), *+1 chain shirt*x8 (768 gp per character).

Development

If the heroes have chosen to report back to the Qadi, return to **Encounter 4: Questions of a Qadi**.

If the heroes have chosen to ally themselves with the Scales, they embark on their assassination mission. Proceed to **Encounter 8: Late, Bait, or Wait**.

If the heroes want to report back to the Vaste, they are met by an operative and told to await further instructions near the Wall, doing nothing to interfere with anything, save if the city is under direct threat. They are present for **Encounter 8: Late, Bait or Wait**.

Encounter Seven: Poof!

The heroes can arrive at this encounter from one of two ways:

- They have successfully reported back to the Qadi after investigating the Scales;
- They have failed at every other attempt to contact the Black Arrow.

The challenges presented in this Encounter are to test the worthiness of the heroes. While the fire that breaks out is a genuine problem, the authorities of Tusmit and the officials who are the eyes and ears of the Black Arrow and the Qadi watch the heroes with great interest.

Multiple fires break out in one of the older temples of Al'Akbar. Since it is a temple in the district that has been

allocated to Ket, it has been converted into one that accommodates both the True Faith and Exalted Faith. A Knowledge (Religion) check [DC 10] notices this change from the exterior of the temple – it is an issue of coloration, with black and red motifs of the True Faith now being set upon the walls alongside the white and red motifs of the Exalted Faith.

The temple is an 80 foot long and 40 foot wide stone structure – see **Map Three**. It is a single room, for prayer and for the Mullahs and Qadis to address the faithful. The main roof supports and the interior walls are wood and these are burning. In three minutes (30 rounds), unless something is done, the entire temple is engulfed in fire.

All the local troops are occupied in keeping the fire from spreading. Only the heroes can intervene in the temple.

The curtains and prayer rugs in the temple are untouched but in severe danger – there are 50 rugs in a pile on each side of the temple, each weighing 10 pounds. A medium character can move five – they are bulky - at a time out of the temple and a small character only two. On the west side of the temple is Exalted paraphernalia, on the east side True Faith. The fires cannot be controlled any further by normal means.

It is up to the heroes to act! Reward innovation and heroism and give them credit for good ideas. There are troughs with water outside (for horses), a nearby well, a supply of sand and the river is only 1000 feet distant.

Three unconscious people lie in the Temple (at the locations marked). Inside the Temple with smoky conditions, it is a Spot check [DC 20] to see these people. A – Sizzqar, a humble warden of the temple. B – Hullein, the night watchman of the temple. C – Chirascene, a young woman from the neighborhood who was making a donation. They each weigh 150 pounds (some less but have possessions on them increasing their combined weight). Each can be dragged from the temple or bodily removed but have suffered smoke inhalation (see the *DMG*) and passed out one round ago.

Should air be introduced to the temple in large quantities, the speed of the burning accelerates to double the listed amount, but there is no danger of smoke inhalation.

On the altar are the main possessions of the Temple, a replica Cup and Talisman and some other minor items (one Cup, one Talisman, four other items). To collect each item is a move-equivalent action in the smoke and haze (three per action if the character can see normally). Two of the items beyond the Cup and Talisman are specifically True Faith (a riding crop and a set of blinders) and two are specifically Exalted Faith (a pouch and a pile of oversized fountains).

There is nothing else of value in the temple.

It is entirely possible that high level spells and the like can end this encounter – that is perfectly acceptable. Just make sure that the Archon detection of conjuration spells

is noted and there is an appropriate reaction if any of that school are cast. The area in question is equally under observation of the Archons, if anyone inquires.

Once the heroes have 'done their stuff' the following information is available for those who dig further:

DM Notes: The fires are the result of an experimental magma hurler launched in by catapult – a precursor of the tactics developed for **Encounter 12: Stay on Target**. It was supposed to escape and failed to do so. The local military units killed it at range with missile weapons, but not before the magma hurler tossed a few magma balls into the temple. Any of the local guards in the area confirm that the creature that arrived was made of rock and fire. When it died it disappeared from this plane – back home, where it has been questioned and the success of the tactic (relatively speaking) has been determined.

The tracks of the magma hurler lead from a small crater (the landing spot) to just before the temple. They are a Survival check with the tracking feat [DC 15] to track back to where they start.

It is a Knowledge (Architecture and engineering) or Heal check [DC 25] to tell that the impact was created by something weighing about 400 pounds in a protective shell (not actually the case – the skin of the magma hurler was the protective shell. It did not avoid damage entirely but was lessened).

If anyone wishes a Knowledge (The planes) check [DC 27] [+5 added for not actually seeing the creature] they may attempt it to determine attributes of the magma hurler and possibly get some early warning of later Encounters.

Development

Once the heroes have chosen the level of involvement they wish to employ, done their stuff and researched as they see fit, they have options:

If they did more than put the fire out (i.e. saved artifacts, saved people in the basement, etc) the Black Arrow and the Qadi are impressed with their skill. They are sent back to the Qadi for further missions, likely to the Wall to watch – proceed to **Encounter 4: Questions of A Qadi**.

If the heroes wished to meet with the Black Arrow and were successful in this encounter proceed to **Encounter 5: As the Arrow Flies**.

If the heroes report back to the Qadi with the details here, she is concerned about the possibility of the Worldburners breaching the wall in a similar manner. She sends them to the Wall to investigate what is going on. Proceed to **Encounter 8: Late, Bait or Wait** as investigators.

If the heroes do not do more than just fight the fire, or they do not even do that, the Qadi (and the Black Arrow) are not impressed. They use the heroes as cannon fodder, seeing them as less than useful for anything else, putting

them on the Walls for the evening. Proceed to **Encounter 8: Late, Bait or Wait** and the heroes are the guards (and targets)!

Encounter Eight: Late, Bait or Wait

This encounter encompasses all that happens at the wall before and at the time of the assassination. The heroes have been asked to investigate or guard this section of the wall. The section of the wall is located directly above the Church of Geshtai on the map – simply draw a straight line up and when it intersects the wall that is the location. The reasons for the heroes to be here include:

- The heroes have been asked to assassinate the guards. Proceed to '**Doing the Job**'.
- The heroes have been asked to simply watch – and not intervene - from a safe and secure vantage point. Proceed to '**The Greater Good**'.
- The heroes have been asked to investigate the wall, talk to the guards, and eventually get caught up in the assassination. (they may choose what to do). Proceed to '**The Right Place**'.
- The heroes have been asked to guard the wall. Proceed to the '**The Right Place**'.

Doing the Job

The heroes have been asked to assassinate the guards

The sounds of the city are magnified as night has long since fallen and the curfew in besieged Vilayad has cleared most people off the street. Only the steady march of the guards on the wall above is a constant, back and forth between the guard towers.

The heroes may view the entire area and make their plans accordingly. Once they are ready, begin the combat. Proceed to '**The Wall itself**' for details on the set-up and the guards.

The Greater Good

The heroes have been asked to watch and not intervene in the attack on the guards.

Ethical Dilemma (DM Note): This particular mission for characters may prove very difficult for good aligned heroes to stomach. That is perfectly acceptable – this is all about the choices one makes and what one does in the end. In this particular case, it is better to allow the guards to be ambushed and fall, rather than intervene, but there is no railroading to take place. If the characters wish to leap into action, remind them of their duty – but it is their choice entirely.

The sounds of the city are magnified as night has long since fallen and the curfew in besieged Vilayad has cleared most people off the street. Only the steady march of the guards on the wall above is a constant,

back and forth between the guard towers. It is time to find a good vantage point.

The heroes may choose any hiding spot that they can find. A Spot check [DC 20] or a Knowledge (Architecture and engineering) check [DC 10] provides them with a +2 circumstance modifier to their Hide check, and they are allowed to take 10 on this effort (not 20, they do not have that much time). Proceed to **The Wall itself** once they are ready to take their positions for details on the area.

The Right Place

The heroes have been asked to talk to the guards and investigate what is going on – or they have been asked to guard this stretch of wall. They have been sent here by the authorities in town as a means of getting them to do something productive.

Investigating

In this case, the heroes are at a distance of 300 feet from the first guard when the assassins strike. The assassination is out in the open (they do not use the *deeper darkness* stone as they didn't realize the need) and all characters see it if they succeed at a Spot check [DC 5]. Anyone failing loses a round to inaction.

Guarding

In this case, the heroes are on the wall itself, guarding. Allow them to devise a watch order and place their miniatures in the appropriate positions. Characters must state they are suspicious of the approaching assassins dressed in Tusmit uniforms to act in the surprise round (it is automatic that they can act if they state this) – otherwise, it is a Spot check opposed by a Bluff check from one of the assassins to determine enough information to act in the surprise round.

In the event of this option, the runner does not approach the wall, unless the characters choose to not intervene and just watch (not possible as guards). The mission of the characters in this section is to prevent the deaths of the guards (themselves, possibly) for the purposes of awarding the favor at the end. Proceed to **The Wall itself**.

The Wall Itself

Beside the Wall – Map Five: This area where the particular section of wall is located is 50 feet from a large building housing grains and supplies. Originally a standard granary/warehouse, it has been converted to a defended building for grain and military supplies. It is unguarded at night save for a watchman at the front. Anyone with military authority (belonging to any Ket or Tusmit metaorg) can bypass the watchman officially. Alternatively, the watchman is a Ftr2 (plenty of time practicing now) with a Spot of +3 and Listen of +3. He does patrol every half hour or so (bells in the city) but that will not be for another 25 minutes at the time of the combat. Even so, all he does is go through the ground floor of the warehouse and not visit the upper catwalk –

unless characters are making a lot of noise, he does not spot them in most circumstances.

The granary/warehouse is the best location for anyone intending to just watch the wall. The continual flame torches attached behind the crenellations on the wall, set every 30 feet, provide good lighting. The catwalk that goes around the upper part of the warehouse is 10 feet wide and solid enough to provide a good perch for just about anyone looking out the second story windows (openings with iron grates, really).

Tactical and Visual Setting on the Wall: The wall is fifteen feet wide back from the five-foot wide crenellated wall itself. It is solid stone, although the construction is laced with wood in various random sections to prevent Earth Glide from functioning well. The visibility is poor (it is night) beyond the light sources, as the sky is overcast and clouds block moonlight and starlight. It is considered stormy. There are continual flame torches attached behind the crenellations on the wall, set every 30 feet. The wall itself is 35 feet in height from the main part of the city (55 feet outside the walls, down a small hill upon which the walls have been constructed).

Sounds and Timing: The bells of the city go off on the hour, in a 30-second display, to announce the passing of the hour. This is vital with the guard shifts on the walls now. The encounter starts with the beginning of the bells and Listen checks made during this time suffer a –10 circumstance penalty.

This encounter takes place at the beginning of the shift, just after 10 pm (marked by the bells).

Ket Guards: The Ketite guard patrols the wall vigorously. They move up and down their 250 foot section in a standard formation, two guards near the wall crenellations, two further in. Each sweep takes them two minutes to finish, moving at approximately 15 feet per round and keeping a close eye out. At the end of a sweep, one stands guard (looking down the length of their stretch of the wall) while the other three take a bit of a break and lounge in the area for about five minutes. With that done, they begin the routine again. If anybody approaches during this time, the guards are cautious and careful unless those approaching are wearing military uniforms – in other words, they have weapons drawn.

Every half hour or so they take a longer break at a guardhouse on the wall, sitting down for a few minutes and grabbing a quick bite or drink. Unless it is that time, however, the guardhouse is empty. It is used when there are actual attacks on the wall not during standard patrols. Double shifts are allocated up here at such times and have to sleep in situ.

The Tusmit military (or Ket in the event that was the specific unit chosen for the assignment) has not taken up positions on the wall on either side of this one. Both units assigned to the wall are late – part of the problems with the allocation of units taking place on the Tusmit/Ket side (and deliberately exacerbated this

evening by Vaste operatives). They are only a few minutes out of synch, but it is important. Their previous shift is down beside the wall, impatiently awaiting them, not up on it. As a result, there is no aid possible from either side for a period of at 8 rounds should a cry for help go up.

Rumors and Facts about the Guard Patrol: The Ket Guard patrol is a standard unit, no different than any other. They are Samsir (Light Infantry) and used to guard duty. Any rumors that have been heard in the city are just that, rumors. They have no affiliation to outside forces and are loyal Ket soldiers. All rumors about them were started to make this seem suspicious and lay any possible blame on them, rather than infiltrators or the like.

The unit in question comes from Molvar and has been in the military between 2 to 8 years. They are veterans and do not appreciate any questions directed toward their honor or integrity. None of them are famous or well-known and there are no Knowledge checks or Bardic lore checks that would provide details. For other skill references, see their stats in Appendix One.

Appearance of the Assassins: The assassins are prepared for their mission. They dress in Tusmit guard clothing, well fitting and generally accurate. There are few mistakes (Spot check [DC 25] to notice things that are wrong) in the uniform and they are neat and well-groomed, as one might expect of a well run military unit.

Tactics: The assassins walk up to the guards and uncover a stone of deeper darkness, plunging everything into darkness (save if the Encounter is being triggered by 'The Right Place'). As this is happening, two of the assassins drop daggers onto the wall (this is evidence they are planting against the Scales). All of this is done when there is an assassin beside each guard, or as close as possible.

The assassins take 3 rounds to complete the task. Once it is done, one drops a continual flame torch down into the city, signaling the runner. A second assassin drops a scroll tube on the ground – and then they wait. During this time (awaiting the runner) they are pretending to be regular guards and take up appropriate positions on the Wall.

Combatants (higher APL combatants are provided only as a guideline for the assassin attack):

APL 6 (EL 8)

☛ **Assassins (3):** Bbn2/Rog3; hp 41 each; See Appendix One.

☛ **Veteran Samsir Light Infantry (4):** War1/Ftr4; hp 42 each; See Appendix One.

APL 8 (EL 10)

☛ **Assassins (3):** Bbn2/Rog5; hp 53 each; See Appendix One.

☛ **Elite Samsir Light Infantry (4):** War1/Ftr6; hp 58 each; See Appendix One.

APL 10 (EL 12)

☛ **Assassins (3):** Bbn3/Rog6; hp 68 each; See Appendix One.

☛ **Veteran Elite Samsir Light Infantry (4):** War1/Ftr8; hp 83 each; See Appendix One.

APL 12 (EL 14)

☛ **Assassins (3):** Bbn4/Rog7; hp 83 each; See Appendix One.

☛ **Shock Samsir Light Infantry (4):** War1/Ftr10; hp 101 each; See Appendix One.

APL 14 (EL 16)

☛ **Assassins (3):** Bbn4/Rog7/Ftr2; hp 108 each; See Appendix One.

☛ **Elite Shock Samsir Light Infantry (4):** War1/Ftr12; hp 119 each; See Appendix One.

The Runner: The runner uses the combat stats for an assassin of the appropriate APL. Combat is not intended. He/she has a *ring of feather falling* and *boots of springing and striding* along with any other equipment. The goal in any confrontation is to just escape, not to fight.

Treasure

APL 6: L: 303 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurancex3* (75 gp per character), *+1 shieldx3* (294 gp per character) *+1 mithral chain shirtx3* (525 gp per character);

APL 8: L: 303 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurancex3* (75 gp per character), *+1 shieldx3* (294 gp per character) *+1 mithral chain shirtx3* (525 gp per character), *+1 cloak of resistancex3* (249 gp per character);

APL 10: L: 328 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurancex3* (75 gp per character), *+1 shieldx3* (294 gp per character) *+1 mithral chain shirtx3* (525 gp per character), *gloves of ogre powerx3* (999 gp per character), *+1 cloak of resistancex3* (249 gp per character);

APL 12: L: 302 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurancex3* (75 gp per character), *+1 shieldx3* (294 gp per character) *+1 mithral chain shirtx3* (525 gp per character), *gloves of ogre powerx3* (999 gp per character), *+1 scimitar* (579 gp per character) *+2 cloak of resistancex3* (999 gp per character);

APL 14: L: 302 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurancex3* (75 gp per

character), *+1 shieldx3* (294 gp per character) *+1 mithral chain shirtx3* (525 gp per character), *+4 belt of giant's strengthx3* (3999 gp per character), *+1 keen scimitar* (2079 gp per character) *+3 cloak of resistancex3* (2250 gp per character).

Treasure: Ket Military types. The Ket military personnel cannot be looted within the time frame of the module. Their equipment is all stamped with the mark of the military of Ket and cannot be sold in any event – if somehow accomplished it generates 50 gp per character.

Not Looting: If no characters take the time to loot, they are provided with a reward from the joint governments:

APL 6: L: 0 gp; C: 1000 gp; M: 0 gp;

APL 8: L: 0 gp; C: 1500 gp; M: 0 gp;

APL 10: L: 0 gp; C: 2500 gp; M: 0 gp;

APL 12: L: 0 gp; C: 3500 gp; M: 0 gp;

APL 14: L: 0 gp; C: 7000 gp; M: 0 gp.

High Level Development

If the heroes simply watch as requested and do not intervene, a runner appears on the wall three rounds after the fight is over, to pick up the tube scroll. She looks over the results and nods. After a brief conversation, in which she covers her mouth (but refer to Mid Level Development for details as needed) she turns back to the Worldburner camp, while the assassins head into the city (back to the Scales HQ). A Sense Motive check [DC 10] tells characters watching that the runner and assassin squad both have important and crucial objectives still on their mind. Likewise, if the heroes appear that they do not want to act, a Wisdom check [DC 10] informs the characters that the crucial events they were to watch are no doubt past (if they were assigned to just watch).

If the heroes were asked to watch – and did so - (or were here to investigate and did not intervene) and choose to follow the assassins back to the headquarters in town proceed to **Encounter 9: A Nest of Vipers**.

If the heroes were asked to watch – and did so - (or were here to investigate and did not intervene) and chose to follow the runner proceed to **Encounter 10: Into the Fire**.

The heroes might choose to report back to the Qadi or the Black Arrow (which gets put back to the Qadi) for the following reasons:

- They were asked to watch and did so, without following the assassins or the runners.
- They were asked to watch and were unable to tolerate the assassination and intervened, successfully.
- The heroes tried but were unable to prevent the assassination.

For any of these reasons, proceed to **Encounter 4: Questions of a Qadi**.

If the heroes were here because they were investigating the wall, and chose to intervene, proceed to **Encounter 12: Stay on Target...**

If the heroes take their time and investigate the area longer than 5 minutes, the wall is assaulted. Proceed to **Encounter 12: Stay on Target...**

Mid Level Development

Characters as Assassins

If the characters were the assassins, the runner appears at the end of the fight to pick up the scroll tube from them. She opens it, reviews it and says four words – "You are now primary." With this, she leaves (jumping back over the edge) and does not explain further. Any attempt to delay her triggers **Encounter 12: Stay on Target...** immediately. All characters with an Intelligence of 12 or higher can make a Will save [DC 22] to detect a scrying attempt at this time.

It is a Spot check [DC 15], for any character within five feet of her, to see a symbol of Iuz under her cloak.

Characters as witnesses/guards

If the heroes simply watch as requested and do not intervene, a runner appears on the wall three rounds after the fight is over, to pick up the tube scroll. She looks over the results and nods. After a brief conversation, in which she covers her mouth not to be heard (but refer to Mid Level Development for details as needed) she turns back to go to the Worldburner camp, while the assassins head back into the city (back to the Scales HQ). A Sense Motive check [DC 10] tells any characters watching that the runner and assassin squad both have important and crucial objectives still on their mind. Likewise, if they appear that they do not want to act, a Wisdom check [DC 10] informs the characters that the crucial events they were to watch are no doubt past (if they were assigned to just watch).

The heroes might choose to report back to the Qadi or the Black Arrow (which gets put back to the Qadi) for the following reasons:

- They were asked to watch and did so, without following the assassins or the runners.
- They were asked to watch and were unable to tolerate the assassination and intervened, successfully.
- The heroes tried but were unable to prevent the assassination, and wish to report this.

For any of these reasons, proceed to **Encounter 4: Questions of a Qadi**.

The heroes choose to report back to the Vaste for the following reasons:

- They were successful in their mission for the Scales but want to report.
- They were unsuccessful in their mission for the Vaste and want to report.

For any of these reasons proceed to **Encounter 9: A Nest of Vipers**

The heroes might choose to report back to the Scales for the following reasons:

- They were successful in assassinating the guards.
- They were unsuccessful in assassinating the guards.

In either case, proceed to **Encounter 9: A Nest of Vipers**.

If the heroes were here because they were investigating the wall - and chose to intervene – or were the guards themselves, and they are interested in following the runner out to the camp or the assassins back to the Scales HQ, proceed to **Encounter 12: Stay on Target...** (this happens immediately and there is no delay, meaning that the characters may not go after the runner). Should they insist on going after the runner, give indications of a large attack and emphasize the danger and difficulties in going outside (they are going to be out of APL and in very serious danger).

If the heroes were asked to watch and did their job without intervening, proceed to **Encounter 12: Stay on Target...** as the assault happens early for them.

If the characters want to follow the assassins or runner for whatever reason, proceed to **Encounter 9: A Nest of Vipers**.

Encounter Nine: A Nest of Vipers

The heroes are here for the following reasons:

- The heroes report back to the Vaste about the activities on the wall. Proceed to **'This just in...'**
- The heroes report back to the Scales about what is happening. Proceed to **'Intercepted.'**
- The heroes follow the assassins back to the Scales HQ and are high level. Proceed to **'The Nest'.**

This Just In

The heroes are on their way back to the Vaste to report in about their success and they are met almost immediately by one of the two contacts. He advises them that there is an imminent attack on the wall and it is imperative that Vilayad be defended. The heroes can ignore this advice and move onward to the Scales HQ, but the spread of defenders is APL 10 and up, thus this is more of the high level spread not meant for the low level parties.

If the heroes ignore the advice of the Vaste and continue on, proceed to **'The Nest'**.

DM Note: The contact is telling the truth, just not all of it – it is a Sense Motive [DC 18] to realize this. The Vaste wish to rid themselves of the heroes now that they have done their job, and this seems to be a convenient method. Unless magically coerced, they do not reveal their reasons for wanting the heroes on the wall.

Intercepted

The heroes are met very quickly by a contingent of the Scales, rushing to the wall. They listen to what the heroes have to say but indicate all assessment must wait for another time. The wall is about to be attacked and everyone must stand with the army! The Scales assume the characters are going to help but, if they are told otherwise, do everything they can to persuade them. Remember this is more of a high level development so do everything to encourage lower level parties to go to the wall.

If the heroes ignore this request and proceed back to the HQ, proceed to **'The Nest'**.

The Nest

The assassin squad reaches the Scales HQ without incident. They use a variety of magical and alchemical means to ensure this – suffice it to say that they can beat most parties here, unless the parties are very well prepared (if that is the case, simply adjust the encounter accordingly).

They move in and attack the Scales at this point, planning to eliminate them on behalf of the Vaste. The usefulness of the Scales is now past as far as the Vaste are concerned.

Heroes coming up on the Scales HQ arrive just as the assassins are finishing up their duties on the top floor. Use **Map Four** for the layout.

The assassins have the following defenses in this encounter, on various floors:

- 1) If the heroes did not fight anyone in the alleyway in **Encounter 2: All in a Day's Work** or never had that option, the Vaste is not sure of the power of the players and has added a series of elementals as **secondary combatants** – they are located on the ground floor. These are **NOT** here if the combat in the alleyway took place;
- 2) Slaadi were summoned by the assassins inside the house (the detection spells may have noted this but they are busy with the assault on the wall). They are located on the second floor as the DM desires. If the assassins are somehow beaten here, the Slaadi are sent by the Vaste from the camp instead and not summoned;
- 3) The assassin squad is finishing off Scales permanently (cutting off the heads) on the third

floor. They notice the heroes immediately upon hearing them (ignoring noise from the first or second floor because that is expected), seeking to eliminate witnesses.

Secondary Combatants (Conditions!)

APL 10 (EL 12)

✚ **Greater Air Elemental (3):** hp 178 each; see *Monster Manual*.

APL 12 (EL 14)

✚ **Elder Air Elemental (3):** hp 204 each; see *Monster Manual*.

APL 14 (EL 16)

✚ **Elder Air Elemental (6):** hp 204 each; see *Monster Manual*.

Elemental Tactics: Attack en masse.

Combatants (on second floor)

APL 10 (EL 13) (EL+1 for preparations)

✚ **Blue Slaad (2):** hp 68 each; see *Monster Manual*.

✚ **Gray Slaad:** hp 95; see *Monster Manual*.

APL 12 (EL 15)

✚ **Blue Slaad (2):** hp 68 each; see *Monster Manual*.

✚ **Gray Slaad (2):** hp 95 each; see *Monster Manual*.

✚ **Death Slaad:** hp 142; see *Monster Manual*.

APL 14 (EL 17)

✚ **Green Slaad (8):** hp 76 each; see *Monster Manual*.

✚ **Death Slaad (2):** hp 142; see *Monster Manual*.

Slaadi Tactics: In all cases, the first action from each Slaadi is to summon in another of the same type (attempt to, at least), a Green Slaad in the case of the Grey, and order that one forward to engage the heroes. Blue Slaadi then follow suit into combat, while Green, Grey and Death revert to their spells. If it appears that the heroes are immune or difficult to hurt with spells such that they have available (chaos hammer, fireball, etc.) the Green and Death move into engage while the Grey cycle through their list of spells.

Preparation: Green Slaadi, where appropriate, mix it up but love casting their spells. Each creature has an application of *dust of disappearance* (it lasts 5 rounds from when they arrive at the walls) on it as well as the following spells – *bear's endurance*, *bull's strength*, *cat's grace*, *fly*, *invisibility*, *magic circle against law* (Grey or Death Slaad only), *protection from law* (Blue Slaad only), *see invisibility* (Grey or Death Slaad only). The others

fight as best they can, with their primary weapons (spells or melee). All buff spells are cast at 15th level.

Combatants

APL 10 (EL 12)

✚ **Assassins (3):** Bbn3/Rog6; hp 68 each; See Appendix One.

APL 12 (EL 14)

✚ **Assassins (3):** Bbn4/Rog7; hp 83 each; See Appendix One.

APL 14 (EL 16)

✚ **Assassins (3):** Bbn4/Rog7/Ftr2; hp 108 each; See Appendix One.

Zeifian Assassin tactics: Move to flank wherever possible, attack single characters first. Take out weaker characters immediately. Strike to drop opponents, do not waste time killing until out of combat.

The Runner: The runner uses the stats for an assassin of the appropriate APL. Combat is not intended. He has a *ring of feather falling* and *boots of springing and striding* along with other equipment. The goal is to just escape, not to fight.

Treasure

APL 10: L: 328 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurance* (75 gp per character), *+1 shield* (294 gp per character) *+1 mithral chain shirt* (525 gp per character), *gloves of ogre power* (999 gp per character), *+1 cloak of resistance* (249 gp per character)

APL 12: L: 302 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurance* (75 gp per character), *+1 shield* (294 gp per character) *+1 mithral chain shirt* (525 gp per character), *gloves of ogre power* (999 gp per character), *+1 scimitar* (579 gp per character) *+2 cloak of resistance* (999 gp per character);

APL 14: L: 302 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurance* (75 gp per character), *+1 shield* (294 gp per character) *+1 mithral chain shirt* (525 gp per character), *+4 belt of giant's strength* (3999 gp per character), *+1 keen scimitar* (2079 gp per character) *+3 cloak of resistance* (2250 gp per character).

Development

Success: If the characters are successful, they find the **trapped chest** (details below) beside the body of one of the Assassins. It is described below. Proceed to **Encounter 15: Diplomatic Moves**.

Failure: If the characters die or retreat in the face of the combatants, they are not removed or otherwise harassed. The Assassins do their job and leave for their next task. For any who survive, they proceed to **Encounter 15: Diplomatic Moves**. Characters who are dead are/can be

raised the next morning at the standard price and continue participation. No items are lost.

Trapped Chest

The chest was to have been delivered by the assassins for use in **Encounter 15: Diplomatic Moves**. It is trapped and intended to provide extra combat power for the assassins, and a distraction. It is a dark black chest made of daggerthorn wood and cold iron hinges. Inside is a pair of letters implicating the Scales in the attacks on some merchants who sold foodstuffs to the army of Ket.

APL 10 (EL 7)

✈**Summon Monster V Trap**: CR 7; magic device; proximity trigger (*alarm*, opening the chest), single use, spell effect (summon fiendish giant crocodile, attacks nearest creature(s)); Search DC 31; Disable Device DC 33.

APL 12 (EL 9)

✈**Summon Monster VI Trap**: CR 9; magic device; proximity trigger (*alarm*, opening the chest), single use, spell effect (summon fiendish rhinoceros, attacks nearest creature(s)); Search DC 35; Disable Device DC 35.

APL 14 (EL 11)

✈**Summon Monster VIII Trap**: CR 11; magic device; proximity trigger (*alarm*, opening the chest), single use, spell effect (summon fiendish dire tiger, attacks nearest creature(s)); Search DC 35; Disable Device DC 35.

Encounter Ten: Into the Fire

The heroes arrive at this encounter as below:

- They have followed the runner back to the camp of the Vaste and Worldburners, seeking evidence of some type. Proceed to '**A Walk in the Country**';

A Walk in the Country

The path to the camp of the Worldburners is fairly direct. In five minutes an assault is about to begin and the characters see evidence of this planned attack around the city without requiring Spot checks. They may return at any point until they reach the Worldburner Camp and participate in the defense - proceed to **Encounter 12: Stay on Target** instead. Once they enter the camp, the assault on the Wall (**Encounter 12: Stay on Target**) begins and they are precluded from doing both.

The path back that the Runner took is a Search check [DC 10], or they can just keep the runner in sight (she jogs along at 80' per round).

Getting up to the edges of the Worldburner camp takes place without incident – they are overconfident in their control of the area, even after the destruction inflicted upon them by the Ket army. New defenses have been put

in place at the camp, or at least this is what they have been told.

Unhallow on the camp

The camp is protected by a series of *unhallowed* zones, which overlap the entirety. The *unhallow* casts a targeted *dispel magic* on each character entering, at APL+2 level (greater dispel if the result is over 10), unless they are a worshipper of Imix, Iuz or of the fire or air subtype.

Removal of an *unhallow* is not possible without alerting the camp. Any character with even 1 rank of Spellcraft can determine this fact. If removal is attempted, overwhelming force responds in 1d6 rounds. Use the Failure section of this Encounter to determine their fate.

Attitudes in the camp

The Worldburners in the camp are lazy and arrogant. They assume everyone who is there, belongs there. Unless specifically made aware of a difference, they do nothing out of the ordinary and make no moves on the characters. Some might yell greetings and orders, but nobody expects to be obeyed – the area is a mess and reflects that well.

Inside the camp, there are numerous Salamanders, Fire Elementals, Fire Giants, Thoquua and other creatures. The DM can choose to add as many as desired – they have no impact on combat but should impress upon the characters that the Worldburner forces are still a threat.

The Vaste Section

The trail leads back to a section of the camp that is separated by a wall of darkness from everyone else. This is the Vaste section – **Map Six**.

The wall of darkness is a protective barrier 3 inches thick prohibiting divination spells from functioning within it. It forms a dome (100 feet at the top) around the Vaste section, blocking sound, smell and sight – but not movement. The Worldburners avoid the area as they cannot see through it.

Guarding the Vaste Section

The Vaste Section is protected by Slaadi (identical to those about to be used to assault the city), who can exist here without the *unhallow* effect working on them. They patrol the area around the Vaste tent and engage any enemies. These creatures are the first to actually actively engage the heroes, as everyone else assumes all creatures in the camp are friendly and with all the noise going around the camp they do not hear the battle.

The Slaadi are bound to the Vaste section of the camp and may not voluntarily move beyond the bounds of the black dome – if forced beyond, they are cast back to Limbo.

If the Scales were engaged in their HQ

If the heroes attacked the Scales, the Slaadi are confused by the smells and fall back to allow the characters passage.

They do not engage the heroes, during which they only try to escape.

APL 10 (EL 13) (EL+1 for preparations)

✦ **Blue Slaad (2):** hp 68 each; see *Monster Manual*.

✦ **Gray Slaad:** hp 95; see *Monster Manual*.

APL 12 (EL 15)

✦ **Blue Slaad (2):** hp 68 each; see *Monster Manual*.

✦ **Gray Slaad (2):** hp 95 each; see *Monster Manual*.

✦ **Death Slaad:** hp 142; see *Monster Manual*.

APL 14 (EL 17)

✦ **Green Slaad (8):** hp 76 each; see *Monster Manual*.

✦ **Death Slaad (2):** hp 142; see *Monster Manual*.

Tactics: In all cases, the first action from each Slaadi is to summon in another of the same type (attempt to, at least), a Green Slaad in the case of the Grey, and order that one forward to engage the heroes. Blue Slaadi then follow suit into combat, while Green, Grey and Death revert to their spells. If it appears that the heroes are immune or difficult to hurt with spells such that they have available (chaos hammer, fireball, etc.) the Green and Death engage while the Grey cycle through their list of spells.

All Slaadi have the following spells up on them: *Invisibility*, *Bull's Strength*, *Bear's Endurance*, *Cat's Grace*, *Mage Armor*, *See Invisibility*. These are preparatory spells cast on them by the Vaste and are accounted for in the EL structure (until EL 12 when this is not deemed a significant addition). Caster Level is 14th.

Treasure

All APLs: None.

Questions of the Slaadi

If the Slaadi are taken alive, they are willing to talk and give information in return for being allowed to live. Although Chaotic, they really do not like the Vaste and they don't have any great desire to die here in Vilayad.

The Slaadi are well aware that the Vaste are servants of Iuz. The Slaadi know that at least three servants of Iuz (they do not know what) have visited the camp in the past two weeks. After each visit, the Vaste are far more energetic and ruthless. What those plans are was never shared with the Slaadi.

Development

Success: Should the heroes not have had a combat encounter in **Encounter 2: All in a Day's Work**, the Vaste are aware of their presence but unsure of their strength – they have therefore summoned in more defenders. If that is the case, proceed to the **secondary combatants** and engage the party 1d3 rounds after they

finish the fight with the Slaadi. The **secondary combatants** are straightforward, attacking head-on

If the characters defeat the Slaadi and the secondary fight, as needed, they can pass through to the Vaste Tent. Proceed to **Encounter 11: Minions**.

Failure: The characters had to retreat or were killed. Bodies of dead characters are found the next day in the river, their possessions intact (the Vaste do not want to have divinations used against them). Retreat means that the characters have pulled back – the Vaste assassin squad is re-assigned to them (**Encounter 9: A Nest of Vipers**) and arrives in 1d6 minutes to engage them, using divination magics. If they are on their way back, they are ambushed. If they succeed at that fight, they may return to this one or return to the city. Proceed to either **Encounter 11: Minions** or **Encounter 15: Diplomatic Moves** (as appropriate).

Secondary Combatants

APL 10 (EL 12)

✦ **Greater Air Elemental (3):** hp 178 each; see *Monster Manual*.

APL 12 (EL 14)

✦ **Elder Air Elemental (3):** hp 204 each; see *Monster Manual*.

APL 14 (EL 16)

✦ **Elder Air Elemental (6):** hp 204 each; see *Monster Manual*.

Treasure

All APLs: None.

Encounter Eleven: Minions

The heroes arrive at this encounter in one of two ways:

- They successfully engaged the Vaste defenders in **Encounter 10: Into the Fire**
- They retreated but defeated the Vaste assassins sent after them, and then managed to get past the Slaadi in **Encounter 10: Into the Fire**.

Setting

The campsite around the Vaste tent structure (**Map Seven**) was that defended in **Encounter 10: Into the Fire**. The tents themselves are easy to enter, composed of tough hide only, but there are a series of spells upon them to bar both divination and conjuration. This prevents spells from those two schools from being cast into the interior of the tents from the outside.

The tents are rectangular, 30 feet wide and 50 feet long. Inside, there are tables and chairs scattered about, and piles of plush pillows for sleeping, but nothing that can

impede movement. The main areas of the tent are held up with Invisible Stalkers bound to the task.

The entrance to the tents is a trap. To pass it normally, one must worship Iuz or Prince Imix. Otherwise, it must be detected and deactivated – noting that the creatures inside get Listen checks if the party takes more than a couple of rounds (e.g. if they start to take 20's):

APL 10 (EL 7)

☞ **Dispel Magic Trap:** CR 7; magic device; proximity trigger (*alarm*, entering the tent, triggered if not a worshipper of Iuz or Prince Imix), automatic reset, spell effect (dispel magic at 10th level, targeted on character entering); Search DC 31; Disable Device DC 31.

APL 12 (EL 9)

☞ **Greater Dispel Magic Trap:** CR 9; magic device; proximity trigger (*alarm*, entering the tent, triggered if not a worshipper of Iuz or Prince Imix), automatic reset, spell effect (dispel magic (greater) at 13th level, targeted on character entering); Search DC 33; Disable Device DC 34.

APL 14 (EL 11)

☞ **Greater Dispel Magic Trap:** CR 11; magic device; proximity trigger (*alarm*, entering the tent, triggered if not a worshipper of Iuz or Prince Imix), automatic reset, spell effect (dispel magic (greater) at 15th level, targeted on character entering); Search DC 35; Disable Device DC 37.

Surprise or Not

If the characters successfully engaged the Scales, the Vaste are aware of them and have preparatory spells in place. If the Slaadi defenders were engaged, however, the Vaste were not prepared and were caught napping, effectively – none of their preparatory spells are ready.

APL 10 (EL 12)

☞ **Iariz:** Wiz9/War1; hp 55; see Appendix One.

☞ **Stone Golem:** hp 107; see *Monster Manual*.

APL 12 (EL 14)

☞ **Iariz:** Wiz13/War1; hp 79; see Appendix One.

☞ **Stone Golem:** hp 107; see *Monster Manual*.

APL 14 (EL 16)

☞ **Iariz and Issol:** Wiz13/War1; hp 79 each; see Appendix One.

☞ **Stone Golem (2):** hp 107 each; see *Monster Manual*.

Treasure

APL 10: L: 26 gp; C: 50 gp; M: +1 *ring of protection* (166 gp per character), *potion of cure light wounds* (2 gp per character), +2 *amulet of health* (333 gp per character), +2

headband of intellect (333 gp per character) +3 *vest of resistance* (750 gp per character).

APL 12: L: 1 gp; C: 50 gp; M: +2 *ring of protection* (666 gp per character), *potion of cure serious wounds*x2 (124 gp per character), +2 *amulet of health* (333 gp per character), +2 *gloves of dexterity* (333 gp per character), +4 *headband of intellect* (1333 gp per character) +4 *vest of resistance* (1333 gp per character), +1 *scimitar* (192 gp per character).

APL 14: L: 2 gp; C: 100 gp; M: +2 *ring of protection*x2 (1332 gp per character), *potion of cure serious wounds*x4 (248 gp per character), +2 *amulet of health*x2 (666 gp per character), +2 *gloves of dexterity*x2 (666 gp per character), +4 *headband of intellect*x2 (2666 gp per character) +4 *vest of resistance*x2 (2666 gp per character), +1 *scimitar*x2 (284 gp per character).

Preparatory Spells

All spells that are bolded in the stat block in Appendix One are preparatory spells. Any spells crossed through are always in effect, even if they might be considered preparatory. If there is an issue of timing it is at the discretion of the DM in what sequence they were cast.

Golem Tactics

If possible, the Golems remain beside their master and fight protect them, attacking the nearest threatening combatant. The spellcasters do their best to avoid direct confrontation – noting all of their pre-cast spells – and target the party with spells.

Information Available

Some details are available in the tents even without a member of the Vaste to question:

A Search check [DC 25] reveals a small journal, written in Baklunish, blaming the Worldburners for planting evidence of the power of Iuz in Vilayad. Although the writer is clearly a follower of Old Wicked, he is incensed at the obviousness of the ploy, something they would never consider.

A Search check [DC 30] reveals a map of the Council Chambers. This should not be known to any character but it is readily apparent when they enter the Council chambers for the second half of this module – **Encounter 15: Diplomatic Moves**.

A Knowledge (Arcana) check [DC 28] confirms that the Vaste were working on a combination *dimension door* and *invisibility* spell, designed to foil the detection web of the Archons. It is nowhere near completion.

A Spellcraft check [DC 29] identifies some recent lists of ingredients as part of *teleportation* spells. Calculations on a piece of parchment confirm a location in the city of Vilayad (the Vaste Assassin HQ), along with notations that this information is only to be used in an emergency.

Questions of the Vaste

The Vaste have absolutely no desire to die, even if their master Iuz is watching – enough of their faction died during the relief of Vilayad that they feel they cannot lose any more members. The Vaste reveal the following if they fail an opposed Intimidation or Diplomacy check – Bluff and similar abilities can provide a circumstance modifier as decided by the DM:

- The Vaste have been trying to infiltrate the city for some time. Only with the Exodus of the Ket troops have they had any real success – those who were ordered to stay behind are upset;
- The Scales of Justice are a pawn of the Worldburners, not the Vaste, but they have proven easy to manipulate;
- They did not plant any evidence of Iuz in the city (as the rumors would have it) – the Vaste suspect the Worldburners of this and vow to find and punish the perpetrator;
- They do not reveal the orders or purpose of the runner. This information has been specifically removed from their memories with spells, to prevent them from interfering. The responsible Vaste leader left after sending off the runner;
- The runner is gone immediately upon entering the tent, *teleported* to Doraaka.

Development

Success: If the characters defeat the Vaste, they may search and return without any repercussions (noting the reasons in **Encounter 10: Into the Fire**). Proceed to **Encounter 15: Diplomatic Moves**.

Failure: The characters had to retreat or were killed. Any bodies of dead characters are found the next day in the river, with their possessions intact (the Vaste do not want to have divinations used against them). Retreat means that the characters have pulled back and are allowed to return to the city without further incident – the Vaste have to regroup and analyze the situation. Proceed to **Conclusion: Future or Not?**

Encounter Twelve: Stay on Target...

The heroes arrive at this encounter by the following means:

- They have been ordered to defend the walls;
- They have stayed too long after the Runner left and they are around for the attack by the Worldburners;
- They saw the preparations for attack outside of the city and chose to return to defend it.

The heroes are present when the Worldburners launch an attack on the wall. This is actually a serious threat and the walls are to be tested. Proceed to **'Wall Assault'**.

Wall Assault

The Worldburners and Vaste undertake this assault. Both have essentially the same goal but are not trusting of one another. If they can, troops from the two sides deliberately try to injure the other, to keep an “upper hand”. In the context of the wall assault, this is simulated with random lightning attacks being dropped in against the attacking forces (dropping the EL by 1 for this) from Vaste who are too far out of range for anything effective to be done about them – but they are counted into the EL structure after a fashion up to APL 12, when the Rogue levels provide evasion to the Magma Hurlers).

The DM can choose one of two possible tactics for the Magma Hurlers. Magma Hurlers choosing the first tactic (ranged) can always take 5 rounds to back up and get hurled in via the second tactic. The basic objective of the Magma Hurlers is to clear the wall – it is expected that they will fail however weaken the defenders for the Slaadi attack.

History: The Worldburners throw their troops at the wall every week or so, seeking weaknesses to be exploited. They use the summoned and extraplanar troops in their army for these tactics, realizing that these can be more easily replaced – especially with the losses recently incurred. To date there have been no significant incursions, as both sides husband their resources – although neither side can point at any particular reason, the generals in both armies have yet to order full engagement. Unless there is a severe breach of the walls, the Ket/Tusmit army can hold off the Worldburner force, but the split command structure and isolation of the Black Arrow, the commander of the Ket forces, weakens the defenses.

APL 6 (EL 8) (-1 for Attacks)

✳️ **Advanced Elite Magma Hurlers (2):** hp 174 each; see Appendix One.

APL 8 (EL 10) (-1 for Attacks)

✳️ **Advanced Elite Magma Hurlers (4):** hp 174 each; see Appendix One.

APL 10 (EL 12) (-1 for Attacks)

✳️ **Advanced Elite Magma Hurlers (8):** hp 174 each; see Appendix One.

APL 12 (EL 14)

✳️ **Advanced Magma Hurlers (2):** Bbn4/Rog2; hp 267 each; see Appendix One.

APL 14 (EL 16)

✳️ **Advanced Magma Hurlers (4):** Bbn4/Rog2; hp 267 each; see Appendix One.

Treasure

APL 6-10: No Treasure.

APL 12: L: 0 gp; C: 0 gp; M: *+1 chain shirt*x2 (208 gp per character), *+1 amulet of natural armor*x2 (332 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: *+1 chain shirt*x4 (416 gp per character), *+1 amulet of natural armor*x4 (664 gp per character).

First Tactic – Ranged Combat: In this case, the tactics for the Magma Hurlers is simple – they approach the wall as closely as possible under cover of darkness (and the overcast weather). At a range of between 50-80 feet they open up and start to chuck in magma rocks, using darkvision. The characters on the wall have the advantage of cover behind the fortifications as they desire (+4 to AC, acts as Evasion for spells targeted in front of the walls). In preparation for the combat the hurlers have spit out two magma rocks before the final approach, allowing them to move and throw in the first two rounds without having to create more rocks.

The heroes have a choice of either engaging the magma hurlers in a ranged duel or somehow getting down from the wall and moving into close combat. The magma hurlers remain until the heroes are cleared from the wall or it is clear that a stalemate has been reached (e.g. the heroes are hiding and refuse to come out).

Second Tactic – Close Combat: This tactic is only possible because of the shape and outlook of the magma hurlers. They are loaded onto a trebuchet and hurled at the wall. The attacking forces have had more than enough time to determine range and height and they can accurately deliver the magma hurlers to their target, being the wall itself. The impact does 4d6 damage to the magma hurler. To choose a landing spot, secretly pick a square on the map without a character in it and not the wall crenellations. Ask the heroes for a direction (left, right, up, down) with the directions centered on you. Then ask for a number between 1 and 6, which will denote squares moved from the original landing spot. Land the magma hurler on that spot – if the square chosen is off the map or beyond the wall, land it at the last spot available. If there is someone in that square, damage to the magma hurler increases to 6d6 but the character takes identical damage – unless the character makes a Reflex Save [DC 26 for APL 6-10, DC 29 for APL 12-14 – based on ½ HD and Con bonus], which halves damage to both parties.

Vaste Attacks: The impact of the Vaste in either case is consistent. Every second round, one magma hurler is the target of either a lightning ball (lightning energy affinity fireball) or an extended range lightning bolt – the choice is up to the DM. At no point are the heroes targeted though they may be in the area effect by coincidence. All are at minimum caster level (they are coming from wands) and have the minimum save DC of 14. The idea is for the spellcasters to be beyond the scope of the combat

– they have the following buff spells: *greater invisible*, *displacement*, *haste*, *fly* (they are at a height of 50 feet), *stoneskin*, see *invisibility*, *true seeing*, *false life* (maximized). If characters insist on engaging despite efforts to avoid this, use the stats for the appropriate APL (minimum 10) for the Vaste Minions from **Encounter 11: Minions**.

Setting: It is night time and the sky is overcast, with no light from the moon or stars. It is considered stormy conditions. The defensive wall of Vilayad is a strong and well-defended place. It is 35 feet tall (measured from the city side) and 20 feet thick – five feet of that thickness are solid crenellated walls facing the outside, and the remaining 15 feet is a solid platform. A 20-foot tall high hill is the base for the wall, meaning that it is 55 feet to the top from outside the city walls. The wall is strengthened on the outside, providing it with hardness 12 and similar energy resistance's to all types of attacks. Strong wooden slats are interposed at random locations in the stone walls, preventing the earth glide of Earth Elementals. There are a series of other defenses and engineering concepts built into the wall but most are designed to make mass damage combat spells as minimally damaging to the wall defenders as possible. Covered stairwells are located every 80 feet on the walls leading down to the city.

Siege weaponry is mounted on the walls for defenses, every 300 feet in a cupola (just offset from the stairs). These are large ballista. In the context of these encounters, the ballista are at work fending off attacks and not available for other use.

Development:

Success: The Magma hurlers are repulsed from the attack on the walls. If any are captured or otherwise rendered allies/non-combatants, they explain that they were summoned forth and instructed to attack the walls. The cleric summoning them brought them through a gate from the Elemental Plane of Fire. He is human, scarred, and dresses in full plate with the holy symbol of Imix, the Elemental Prince of Fire (Evil). They did not get his name. Magma hurlers find this area cold and want to go home – they are very displeased at having to work in teams, something they are loathe to do under normal circumstances.

Should Magma Hurlers be forced to retreat by spells, compulsion or turning efforts, they are bolstered from the WB clerics and returned to combat during the Slaad attack with no healing. No matter the circumstances, success moves to **Encounter 13: Forlorn Hope** immediately (although note that there is a time lag built into that Encounter).

Should the heroes not have had a combat encounter in **Encounter 2: All in a Day's Work**, the Vaste are aware of their presence but unsure of their strength – they have therefore summoned in more **secondary combatants**. If that is the case, proceed to the **secondary combatants** and engage the party 1d3 rounds after they finish the

fight with the Magma Hurlers. The **secondary combatants** are straightforward. They are not subject to attack by the Vaste.

Failure (Still on Wall): The heroes have failed to stop the magma hurlers, either because they have stopped fighting them and taken total cover for a period of time (at least one minute) or because they are dead/unconscious. If any are still capable of fighting, begin **Encounter 13: Forlorn Hope** and the Magma Hurlers retreat – at APL 10+, the remaining Magma Hurlers return in 1d4 rounds in their current state, with *fly* spells upon them to continue the attack along with the Slaadi.

Failure (Retreated): The heroes have been forced to retreat. The Slaadi advance immediately seeing this breach. Any fallen characters are stabilized (if still possible) and taken back to the Worldburner camp for interrogation – unless they have the Mark of Olhydra or the Ire of Olhydra, in which case they are killed. Move to **Encounter 13: Forlorn Hope**, which then takes place 1d6 minutes later unless the characters abandon the city entirely.

Failure (Secondary): If the party retreats from the Magma Hurlers but has the fighting capacity or willingness to continue, the Air Elementals (**secondary combatants**) attack if the party did not have a combat in **Encounter 2: All in a Day's Work**.

Secondary Combatants

APL 6 (EL 8)

🔥 **Large Air Elemental (3):** hp 60 each; see *Monster Manual*.

APL 8 (EL 10)

🔥 **Huge Air Elemental (3):** hp 136 each; see *Monster Manual*.

APL 10 (EL 12)

🔥 **Greater Air Elemental (3):** hp 178 each; see *Monster Manual*.

APL 12 (EL 14)

🔥 **Elder Air Elemental (3):** hp 204 each; see *Monster Manual*.

APL 14 (EL 16)

🔥 **Elder Air Elemental (6):** hp 204 each; see *Monster Manual*.

Treasure

All APLs: None

Encounter Thirteen: Forlorn Hope

The heroes arrive at this encounter in the following means:

- They successfully defended the walls in **Encounter 12: Stay on Target...**
- They arrived late from **Encounter 6: Half a Dozen of the Other**.
- They did not hold the walls but have remained in the city or near the walls and now will be engaged by the Slaadi in this encounter, after **Encounter 12: Stay on Target**.

The heroes are present when the Worldburners launch another attack on the wall. This attack is a serious threat and the walls are to be tested. Proceed to **'Chaos Approaches'**.

History: Forlorn Hope is a term applied in European warfare to the unit(s) first entering a gap in a besieged fortification first. Losses were expected to be high, but somebody had to be first – and they were given a bonus for this hazardous assignment.

Chaos Approaches

This attack takes place 1d6 rounds after the end of the assault of the magma hurlers. If the heroes have abandoned the wall in the face of the magma hurlers assault, it actually takes place deeper in the city as the Slaadi catch up to the characters on the retreat (or they hold at a position). In such cases, the tactics and direction provided should be taken generally as the thought process of the Slaadi – spell preparation is still consistent but actual tactics for height and approach are forced to change.

This force has been brought to Oerth to do as much damage as possible. It is specifically designed to attack the lawfulness that is Ket and Tusmit – the Slaadi from the Ever-Changing Chaos of Limbo are the antithesis of the nations. The Blue Slaadi are not terribly intelligent and attack whomever they see first, taking out their strength and fury on enemies without planning or tactics. The Green, Grey and Death Slaadi, however, are intelligent. They make attacks on the weakest visible enemy, concentrating firepower on enemies and taking especial enjoyment in attacking downed foes (they not only want to ensure they are out of the combat but they want to show off their power). The spell-like abilities of both are used to the utmost.

APL 6 (EL 9) (EL +1 for preparations)

🔥 **Blue Slaad:** hp 68; see *Monster Manual*.

APL 8 (EL 11) (EL +1 for preparations)

🔥 **Blue Slaad (2):** hp 68 each; see *Monster Manual*.

APL 10 (EL 13) (EL+1 for preparations)

👉Blue Slaad (2): hp 68 each; see *Monster Manual*.

👉Gray Slaad: hp 95; see *Monster Manual*.

APL 12 (EL 15)

👉Blue Slaad (2): hp 68 each; see *Monster Manual*.

👉Gray Slaad (2): hp 95 each; see *Monster Manual*.

👉Death Slaad: hp 142; see *Monster Manual*.

APL 14 (EL 17)

👉Green Slaad (8): hp 76 each; see *Monster Manual*.

👉Death Slaad (2): hp 142; see *Monster Manual*.

Tactics: The defenses of the city drive the tactics of the Slaadi. Two rounds are needed for the Slaadi to fly past the walls and either choose a good attack position or stay in the air – this is predicated on starting behind cover about 100 feet out, and having to travel both up 60 feet and over 120 feet.

In all cases, the first action from each Slaadi is to attempt summon in another of the same type, a Green Slaad in the case of the Grey, and order that one forward. This Summons is done close to the wall, as the summoned creature is not going to be flying as the prepared Slaadi. Blue Slaadi then follow suit into combat, while Green, Grey and Death revert to spells. If it appears that the heroes are immune or difficult to hurt with spells such that they have available (chaos hammer, fireball, etc.) the Green and Death move in engage while the Grey cycle through their spells.

A typical tactic for the creatures is to use their invisibility to bull rush one of the heroes off the wall. They then follow at the same speed, taking the impact damage at the bottom as well (3d6) but separating the hero from the rest of the party. This is considered particularly fun against wizards and sorcerers.

Preparation: APL 6/8 – The Blue Slaad(i) has the following spells upon it – *bear's endurance*, *bull's strength*, *cat's grace*, *fly*, *invisibility*, *mage armor*, *protection from law*. These are all cast at 10th level of effect.

APL 10/12/14 – At this level the appearance of the Grey and Death Slaadi change the preparations. Green Slaadi, where appropriate, mix it up as needed but love their spells. Each creature has an application of *dust of disappearance* (which will last 5 rounds from when they take off for the walls) on it as well as the following spells – *bear's endurance*, *bull's strength*, *cat's grace*, *fly*, *invisibility*, *magic circle against law* (Grey or Death Slaad only), *protection from law* (Blue Slaad only), *see invisibility* (Grey or Death Slaad only).

Treasure

All APLs: None.

Development

Success: If the characters succeed at this encounter, they find the chest on the back of one of the Slaadi. Whatever they choose to do with the **trapped chest** (details below) aside, they proceed to **Encounter 15: Diplomatic Moves**.

Failure: If the characters die or must retreat in the face of the Slaadi, they are not taken or otherwise harassed. The Slaadi do significant damage to the city but are eventually driven back at great cost to both Ket and Tusmit. For any who survive, they may move to **Encounter 15: Diplomatic Moves**. Characters that are dead can be raised the next morning at the standard price and continue participation in the module. No items are lost.

Trapped Chest

The chest was to have been delivered to the assassins for use in **Encounter 15: Diplomatic Moves**. It is trapped and was to provide extra combat power for the assassins, and a distraction. It is a dark black chest made of daggerthorn wood and cold iron hinges. Inside is a pair of letters implicating the Scales in the attacks on local merchants who sold foodstuffs to the army of Ket.

APL 6 (EL 3)

👉**Summon Monster III Trap**; CR 3; magic device; proximity trigger (*alarm*, opening the chest), single use, spell effect (summon fiendish crocodile, attacks nearest creature(s)); Search DC 26; Disable Device DC 26.

APL 8 (EL 5)

👉**Summon Monster IV Trap**; CR 5; magic device; proximity trigger (*alarm*, opening the chest), single use, spell effect (summon fiendish dire wolf, attacks nearest creature(s)); Search DC 29; Disable Device DC 29.

APL 10 (EL 7)

👉**Summon Monster V Trap**; CR 7; magic device; proximity trigger (*alarm*, opening the chest), single use, spell effect (summon fiendish giant crocodile, attacks nearest creature(s)); Search DC 31; Disable Device DC 33.

APL 12 (EL 9)

👉**Summon Monster VI Trap**; CR 9; magic device; proximity trigger (*alarm*, opening the chest), single use, spell effect (summon fiendish rhinoceros, attacks nearest creature(s)); Search DC 35; Disable Device DC 35.

APL 14 (EL 11)

👉**Summon Monster VIII Trap**; CR 11; magic device; proximity trigger (*alarm*, opening the chest), single use, spell effect (summon fiendish dire tiger, attacks nearest creature(s)); Search DC 35; Disable Device DC 35.

Encounter Fourteen: Is this for real?!

The characters arrive at this encounter in the following ways:

- They have no idea what they are doing in town and have wandered around aimlessly. In this case, proceed to **'Direction'**;
- They have made critical mistakes. Proceed to **'Last Chance'**;
- They are being removed from the city. Proceed to **'Escorted Out'**.

Direction

The characters have had no success in picking up any of the plot threads, either by visiting the Qadi, by visiting officials or just by gathering information. As a result, they wandered aimlessly until nightfall. At this time, barring unusual hiding methods, they have been picked up by a local patrol and brought to the HQ of the region they generally represent (in the event the DM is unsure or not certain, choose Ket – their patrols are more extensive and well patterned).

Here, the characters are provided with two choices:

- Do something positive for the city, which in this case is taking a walk along the Walls and making sure they are intact and solid. If they choose this option, proceed to **'Investigating'**; or
- Leave the city and do not endanger it by random wandering and ill-advised outbursts (the latter is just for role-playing). If they choose this option, proceed to **'Escorted Out'**.

Last Chance

It is possible the heroes have committed crimes in the city (and they have been identified) but still want to help. If they can succeed at a Diplomacy check [DC 20+APL], which gets harder as their APL and power increases (and the fear of the guards), they are allowed to remain in the city, providing they do a service first. In the event of good role-playing in this, allow up to a +4 circumstance modifier to the roll. If they succeed at this check, proceed to **'Investigating'**.

If they fail in their Diplomacy, they may still remain if they expend one Influence point with a Ket or Tusmit metaorg or military/divine organization, per person in the party. The expenditure of Influence does not have to come from each individual character – as long as enough Influence is expended to add up to the total number of characters, that is sufficient for permission to be granted to stay. If this is the case, proceed to **'Investigating'**.

If all else fails, the Tusmit guards at the exit to the city can be bribed. This must be subtle and not done in front of

the Ket contingent – as long as the characters say they are doing it with some discretion, this is enough. The bribe is 100 gp per APL, to allow the party to stay. This does not change with the number staying, even if there are less than the whole party. Proceed to **'Investigating'** if the bribery has been successful.

If the above have failed, proceed to **'Escorted Out'**.

Escorted Out

The characters have either done something so stupid as to warrant eviction from the city or they have become disenchanting and want to leave. Prior to being removed from the city, however, they are questioned by representatives from both sides as to what they have done while there, when they did it, and so on. There is no magic or coercion to be employed and the Sense Motive modifier of the guards is equal to the APL, if they feel there is anything to question. If any crimes are admitted at this point, the punishments are handed out prior to the characters leaving the city – refer to the standard laws of Ket or Tusmit (depending on the region this is being played in) for such terms. Should these concerns warrant the attention of the Council (at the discretion of the DM) the heroes are ordered to **Encounter 15: Diplomatic Moves**.

The *teleportation circle* that was experienced at the start of this module is also the departure point.

Investigating

The characters have chosen to assist the city and are given the task of inspecting the walls. They are not authorized to arrest or detain the guards, or interfere with their duties but they do have the right to question them about their activities. They should ask what is happening, what has been experienced, and so on. After six hours of reviewing the walls, starting early in the evening, they are to return to the Qadi with information.

If anything of interest occurs, report back about it. Also ensure that the wall is not left unguarded, as there has been a tendency for some slippage between guard shifts that leaves it open from time to time.

DM Note: The guards questioned know little about the events beyond the walls save that the siege is easier to handle now, after the Exodus. Most have heard rumors about spies and infiltrators but none have seen any.

Development

If the characters choose to investigate for the city, proceed to **Encounter 8: Late, Bate or Wait**.

If the characters have been removed from the city, proceed to **Conclusion**.

Combatants

Combatants are not listed. If there is a struggle, sufficient force is brought to bear to evict the characters. In the

event of very high level parties, summoned creatures tilt the balance, and huge amounts of magic. This does not get played out. If, for some reason, a conflict or stats are needed, refer to the Ket Enforcement Squad in **Appendix One**.

Encounter Fifteen: Diplomatic Moves

This part takes place a few days after the events of the adventure, the heroes have the time to heal and regain spells.

The heroes arrive at this encounter in the following means (and this always happens at least one day after the previous encounters in this module, to allow for healing and spell memorization):

- They were asked by either Morsooth al-Qadi or the Black Arrow to attend and are present as full participants;
- The heroes have information to present and are at the Council meeting;
- The heroes undertook questionable actions and were ordered here to explain their actions to the Council.

This is the 2nd half of the module. Use **Map Eight** to lay out the encounter and get players used to the map. The actual role-playing here is the key component, as there is but a single combat. This is the key section for those from Tusmit, as this is likely to decide the fate of Vilayad – note that one of their metaorgs provides direct votes on the Council to the members of the appropriate rank.

The Place

The Sheik has opened his main court for the event. While he will not be present himself (for security reasons), the Sheik keeps a close eye on the Council through agents and Morsooth al-Qadi. The room is a large and has a table in the center.

The Powers Involved

Ket: Ket can free the remainder of the army, cripple or prevent the Vaste from taking any further advantage of the current situation, rescue the Black Arrow from his position as hostage and remove itself from Tusmit without any further complications. If it comes down to it, they can and will accept Vilayad as part of Ket, but they have no desire to see this take place.

Tusmit: Tusmit can free their major southern city and hopefully cripple or destroy the Worldburners. If they can also convince Ket to leave peacefully, or at least leave, that will be extremely beneficial. Resumption of peaceful trade is vital to Tusmit and resolving the issues in Vilayad will go a long way to seeing that happen.

Vaste: The Iuz-worshipping Air Archons of Ket want nothing less than the destruction of as much of the Ket

army as possible and the infiltration and suborning of the remainder. Anything that can be done to harm Ket and the political goals/motivations of the Black Arrow and the current Beygraf is to be done, as well as ensuring that the interests of the Vaste are undertaken before that of the Worldburners.

Worldburners: Destruction. Just like Suvii, only even more spectacular. They are working with the Vaste to accomplish this, having held off on major assaults on the city as they built up an overwhelming force – the fight with Ket recently damaged their strength but they have no motivation beyond destruction.

Other Nations: Most other nations want to see trade resume from the Baklunish West and a long-lasting peace between Ket and Tusmit, starting with a resolution of matters in Vilayad, is an important step. On top of that, the strength of the Worldburners and the long-term goals of Prince Imix (though not available as information in this module) are also of interest, especially given the devastation in the province of Suvii (and what that could imply elsewhere).

The Council of Vilayad

The intent of the council is to expose the goings-on in Vilayad and come to an agreement over the future of the city. If no agreement is reached, the status quo is maintained, with further strain on the entire situation – while not a bad outcome, it is not a good outcome. The personalities on the Council start with the goal of maintaining the Status Quo and must be persuaded otherwise. Good roleplaying allows for up to a +4 circumstance modifier to opposed Diplomacy rolls, while opposed Bluff and Sense Motive checks each allow a further cumulative +2 circumstance modifier if they are successful with personalities. Otherwise, opposed Diplomacy is needed to change the minds of the Council members – with circumstance modifier applied (between +4 and –4, at the discretion of the DM) for the concept and how it would appeal to the Council member.

Influence Points in Ket and Tusmit can be spent here to obtain another Diplomacy attempt (normally only one would be allowed) or to ensure success. One point spent allows another Diplomacy attempt; four points spent (from any number of characters) automatically changes the perspective of the Council member to that of the heroes.

Heroes and the Council: Most heroes do not have a vote on the Council, no matter how important they might be within the context of the events. The original signatories of the Treaty of Vilayad, however, are accorded a vote each – the following characters are provided with a vote on the Council:

Lord Olaf

Walker Khorushaspa

Lady Serena

Magnus VenMagnussen

Jamal Al-Qadi al- Muqaddam

Selima of Ket

Skerritt the Green

Heroes of Tusmit and Legendary Heroes of Tusmit (Tusmit Meta-orgs) are also accorded a vote each in the proceedings as their involvement in the future of Tusmit is recognized.

Even without a vote, however, heroes who are invited as full participants may put forward proposals for the Council to consider (and then vote upon). Heroes who are not full participants must convince a Council member to take up their idea and present it – this requires an Opposed Diplomacy check.

Mechanics of the Council: The Council votes on motions brought before it. Each Council member listed has one vote, save the Black Arrow (who has no vote) and General Variz (he only votes if one of the others cannot). Morsooth al-Qadi has a special additional vote, only employed in the event of a tie-breaker.

Whoever is speaking at the time may not be interrupted – if this particular protocol is breached more than once, the character in question is ejected from the session. They wait outside the main room – if this is before the fight, they are delayed at least a round from entering combat by virtue of having to reach the doors and open them.

The characters should be asked for suggestions on motions, and votes take place accordingly. If there are no suggestions and no Diplomacy has taken place (or no successful Diplomacy), the final vote is to maintain the status quo in Vilayad and it passes unanimously.

Gather Information

The various impulses and motivations of the members of the Council are not necessarily known. Characters may role-play their attempt to obtain this information, or they can attempt Gather Information. This skill check may be assisted and one is allowed per member on the Council. The DC of this check is [APL+15], reflecting the increased guard and false information spread the higher the base levels goes. There is no cost to these attempts.

An Influence point from either Ket or Tusmit, spent here, gets the motivations of the individual Council Member (just one) and a +4 circumstance modifier to the next Opposed Diplomacy with that hero.

Timeline for the Council – this is an estimate for the DM

15 minutes – introduction of the cast of personalities, description of the chambers, description of the goals of the Council

15 minutes – report by the characters of their actions, and supplemental details from other parties.

30 minutes – discussion on where to go, mingling with the various personalities, attempt to size up the Council

45 minutes - Attack on the Council (*This can take place early, depending on the actions of the heroes)

15 Minutes - Final Vote of the Council

Supplemental Details:

As it is not possible in this module to do all of the various possible sequences, Morsooth al-Qadi and the Black Arrow provide details of the events that the characters did not get a chance to obtain. These are included to round out the perspective of all involved and complete an overview of the events. The heroes should provide what details they can, and then the DM fills in additional information (gathered by other heroes as well as the investigators and diviners working on this).

The Scales of Justice: The Scales are a splinter Tusman group supported by the Worldburners. Their initial goal was to promote Tusmit but this has been perverted into rebellion against the lawful government. They are implicated in a number of attacks and evidence of their involvement is without question in three incidents (the fight in the alleyway in **Encounter 2** being one). Their HQ is a house in the Tusmit section of town and was protected against divination.

The Incident on the Wall: The Scales of Justice are implicated in the attack on the wall last night, but they were likely set up. Four Ketite guards were murdered. A messenger from the Worldburner camp arrived and scroll tubes (and presumably information) were exchanged with the assassins in the aftermath.

Ket infiltrators in Vilayad: The only known Ket infiltrators have been very careful to act without raising suspicion. They attempted to hire some heroes to work with the Scales but their motives remain unclear, as they seemed more concerned about keeping the Scales in check rather than acting for another purpose.

The Runner: The runner from the camp returned back to it through lines of Worldburner troops assembling for an attack. She passed into a protected area of the camp, where corrupt Archons were discovered. These Archons were involved in the attack on the city. The connection between these Archons and the assassins is now established.

The Assassins (if not the characters): The assassins returned to the Scales HQ but then attacked the Scales. Their reasoning is speculative but there seems to have been a breakdown in communication. The Scales, however, were unable to resist. The source of this assassin squad, because they were not Scales, remains a mystery but Ket loyalists or the renegade Archons seem to be the best guesses.

The Assassins (if the characters): They were met partway by the Scales and told to assist in the defense on the wall. The Scales then returned back to their HQ to assemble a force to help but were eliminated by another

assassin squad before they could prepare. The source of this squad remains a mystery but Ket loyalists or the renegade Archons seem to be the best guesses.

The Assault on the Wall: The assault on the wall was a concerted Worldburner effort but it was chaotic, not well coordinated. In particular, elements of the attack actually got into battle with one another and there was no effort to hold the wall. Damage seemed to the goal, not taking the city. Renegade Archons from Ket were spotted blasting Worldburners – it is not known if they were trying to return to their first allegiance or if they had some other plan in mind.

Cast of Personalities for the Council of Vilayad – Provide Players Handout #3

Each personality has three/four aides with them and the Qadi and Black Arrow have a pair of Thorns beside each of them (within a five foot step). There are five to seven servants in the room serving drinks, waving fans for cooling or circulating and ensuring that the meeting is kept clean and orderly. Four qadi keep a watchful eye out for magic and other means of coercion or persuasion from watch posts behind the walls.

T – Tusmit member of the Council

K – Ket member of the Council

☛ **Morsooth al-Qadi (T):** Clr14 (Diplomacy +19, Bluff +3, Sense Motive +19) Head of the Vilayad Council, Exalted Faith Cleric. This efficient and polite Qadi is the head of the Tusmit Council in Vilayad. She reports to the Office of the Pasha and only indirectly takes orders from the Sheik of Farhini. Her word is law in Vilayad during the siege (this is a special circumstance – normally the Sheik would be in charge) in most matters although she consults and passes major resolutions through the Council. In order to facilitate the rule of Vilayad, she spends a good part of every day with the Black Arrow – although there are rumors that he has been spirited away from the city or worse.

Her position on the future of Vilayad is simple – she doesn't care what happens to it so long as the people are safe and prosperous. She is tired of the endless bickering between Ketite and Tusman loyalists and their petty concerns and insults. She herself can perceive advantages to both Ket and Tusmit but has no patience for the small-minded actions of most of the others in the city. She votes for the best way to safeguard the city and the people within it, not with the majority (though that may coincide).

☛ **The Black Arrow (K) –** Ftr10/Rgr2/Wiz3; (Diplomacy +10, Bluff +6, Sense Motive +11) – Head of the army of Ket. (NO VOTE) General Sullar is a hard-nosed military man who was one of the original driving forces behind the Treaty of Vilayad. His presence in the city is one of circumstance – he is the hostage for the good behavior of Ket as well as being the leader of their military force. For this reason, he does not have a vote on the Council but is

present for discussions and general observations, his opinion holding great weight. This position as hostage has led to a series of problems within his command structure, as he generally remains out of communication. Nevertheless, with typical Ket lawfulness, he remains in charge and everyone obeys his (indirect) commands.

The Black Arrow suspects the Vaste have riddled his army with infiltrators. He does not wish them to return to Ket and for this reason ordered ¼ of the army (the most suspicious elements) to remain behind in Vilayad. He would be perfectly content to see this chunk of the army never return home, rather than risk even more difficulties. This is his primary goal.

☛ **Ila Variz (T) –** Clr13; (Diplomacy +17, Bluff +5, Sense Motive +19) – Head of the Church of Geshtai and Water Watcher, Geshtai Cleric. The soft-spoken and kind head of the Church of Geshtai and representative of the Water Watchers is an important personality in Vilayad. The river is vital and her word carries much weight. She is a Tusman loyalist and views the position of most Ketites as dangerous for the future of Vilayad. Nevertheless, she is appalled by any evidence of Tusman extremist activities (The Scales) and can be persuaded to side with a solution that does not involve extremism. If anyone has played “In Love and War” (Festival of the Harvest Tusmit Interactive), they may persuade Ila to vote for their plan, whatever it may be, without opposed die rolls.

☛ **Mullah Darius Ibn Kior (K) –** Clr13; (Diplomacy +2, Bluff +2, Sense Motive +23) – Head of the Mullahs in Vilayad. This arrogant but realistic Mullah came with the army. He is a loyal Ketite and believes that Vilayad would be best served by becoming part of Ket but has no real desire to have to flood this area with mullahs to offset the heresies of the Exalted Faith. He finds proposals of a free trade zone in Vilayad intriguing, not to mention any proposal that does not promote the Exalted Faith (he is not concerned about promoting the True Faith as he does not have the manpower to make an effective attempt).

☛ **Emir Zulir (K) –** Ari12/Ftr1; (Diplomacy +19, Bluff +15, Sense Motive +15); Ketite Ambassador. The kindly and friendly Emir (first noted in Ket4-03 “*Water the Meadows*”) was sent by the Beygraf specifically for the council. He is a busy man but helpful. His concern is the well-being of the people of the city, not which side ends up in control, although he favors Ket if forced to choose. He is open to any reasonable suggestion that allows the populace to return safely and the city to prosper – although a follower of the True Faith, he is Lawful Good and is more concerned about the well-being of the people here than the laws to be followed. He was chosen by the Beygraf for the current post as he has a reputation for getting things done in such a manner that all sides find the solution palatable, a negotiating feature not common to Ket. If the character involved has played Ket4-03 “*Water the Meadows*” and obtained the thanks of the Emir, he/she may persuade the Emir without an Opposed Diplomacy check to vote for whatever plan they believe is best.

♣ **General Variz (T)** – Ftr10/Rgr3; (Diplomacy +2, Bluff +5, Sense Motive +5) – Head of the Tusmit forces in Vilayad and alternate vote on the Council. This intense and grim man is a veteran of confrontations in Tusmit. He personally oversaw the discovery of the envoy from Ket who was assassinated last year (the nephew of the Beygraf) and it was only his quick efforts that prevented war from breaking out then. He took control of the forces of Tusmit in Vilayad after the initial assault, organizing them as efficiently as possible. The General has no vote on the council and seeks only to see the city returned to rightful rule by Tusmit – he casts an alternate vote here if other members of the Council choose to withdraw or abstain.

The General does not like the Black Arrow (he had two good friends from Bissel who died in the Greyhawk Wars) and is suspicious of the amount of time the Qadi spends with her counterpart each day. On the other hand, he is impressed by the fact that Ket has done much to adhere to the treaty and smashed the Worldburner force besieging the city.

Big Issues about the future (points to be discussed)

1. The Black Arrow
2. The Ket army
3. Ketites willing to stay in Vilayad
4. Control of Vilayad
5. Relations between Ket and Tusmit
6. The Scales

Some ideas for the future of Vilayad (possible options)

- Ket withdraws once Tusmit is able to bring more forces to bear and finally remove the besieging Worldburner forces;
- Ket returns with military force, removes the Worldburners, and is provided either large compensation or Vilayad for these efforts;
- Tusmit withdraws from Vilayad and leaves it in the hands of Ket, but as an isolated city;
- Any Ketites who wish to stay behind are allowed to do so, and the army of Ket basically withdraws (leaving a force to protect citizenry as needed). The city of Vilayad is returned to Tusmit but all Ketites are allowed free access to the city and subject to the laws of Ket while there, not the laws of Tusmit. Vilayad becomes a free trade zone, with no tariffs for either country;
- A permanent treaty of peace and mutual defense between Tusmit and Ket, with the Treaty of Vilayad acting as a basis.

A Cat amongst the Pigeons

The Vaste want to return to Ket and also cause disruptions, undermining the efforts of the government. They have determined that their best bet here is to kidnap or assassinate the Black Arrow – the Ket vote on the council is then almost certain to vote in the favor of a drastic plan. The Black Arrow is also already suspicious of many parts of his army here and keeping most of the Vaste infiltrators from reaching key positions – removing him has a good chance of seeing that come to an end.

Life and Death: The heroes may die here but there are enough high level clerics around to ensure that *raise dead* or *resurrection* is available. The Council is grateful for the defense of the heroes and provides the material component at no charge, but the standard spellcasting fee must be paid – for this part of the module only.

Benefit to the Heroes: If the heroes stayed the course in the attack on the wall and did not scare away or capture the runner, the mission of the assassins has changed. Instead of attacking to assassinate the Black Arrow, they are going to take out the heroes first – this is a benefit, inasmuch as keeping the Black Arrow alive for the purposes of completing the negotiations is a critical issue.

If the heroes did intervene on the wall, however, the original orders for the assassins are in place – take out the Black Arrow. If the Black Arrow remains the target, the tactics below are employed but directed against the Black Arrow instead, with the timeline noted. Until he is dropped, the assassins attacking do not alter their target.

****DM NOTE: Combat Tactics, now is the time to employ the forms the characters filled out initially in the module. These now become the base for the assassins attacking the Council.** The choice of characters is as follows – the two strongest melee fighters are employed. This may or may not be a fighter. It is at the discretion of the DM to choose between available heroes. These are the baseline fighter assassins. There are only 3 combatants at a time against the heroes.

The single strongest arcane or divine caster is chosen next. Again, final choice rests with the DM. If there is no arcane or divine caster, or they are weak compared to a third fighter, then another fighter is chosen.

The two fighter type assassins move to flank a single character (strongest) and attack from surprise. The various heroes in the room get Spot checks (against the Bluff check of the assassins, which is APL+4, or +10 Bluff at APL 6 for example), modified by distance. Those who make the Spot check can act in the surprise round.

The single spellcaster assassin is supposed to start the actual assassination with a spell against the primary victim. This triggers initiative – and they utilize the spell list below, as well as any domains listed, not the spell list for the actual character. If there is a third fighter, he/she triggers initiative by attacking in melee or at range. Charmed servants (entering just before the combat) move to distract the Thorns, lasting one round per APL in

question, or until the assassins are finished – presume that there are enough to last in this circumstance, though it is a bit unbelievable.

Once the main party members are dropped, the assassins go after the Black Arrow – it takes them the 16-APL in rounds to disable him (so 10 rounds for APL 6, or 2 rounds for APL 14). As soon as the Black Arrow drops, the assassins activate *stones of recall* on their necks as a free action on their turn, taking him with them and ending the confrontation. For the purposes of this module, the Black Arrow can no longer be retrieved and no Favors on the AR can be handed out (either the Qadi or the Black Arrow favors) – the protective magics at the destination prevent divination and similar tracking.

Early Activation of the Assassins

It is possible that the heroes begin to speculate that an assassination attempt is going to take place at the Council. Anything more than a cursory discussion about such a possibility during the Council (before the typical attack time of the Assassins) triggers the attack early.

In such a case, the assassins are not as organized or effective, since they are putting their plan into action early. *Protection from good* and *bear's endurance* are not cast upon them as buff spells, nor is the last spell on the list at their APL (e.g. at APL 10 they are not *greater invisible* either). They start their assassination attack without the two fighters having moved into position (though with the same Spot checks because of some rushed actions on their part). In such a case, the same initial trigger takes place for the attack but the other two fighters are twenty feet away from the primary target at the beginning of the surprise round.

Detection Spells

The assassins ready themselves for their attempt and disable the detection spells on Vilayad (actually, they create a small gap in the web) for a period of two minutes (20 rounds). During this, they can cast spells they wish freely and enter combat have using up 8 of the 20 rounds. Even if they attack early, this gap in the detection web is in place – and can benefit the heroes as much as the assassins.

Combatants:

APL 6 - APL 14 (EL+3 and a further +1 for preparation and familiarity with the characters)

2 Strongest fighter types in the party, 1 spellcaster (if not viable, choose another fighter type). Use **Player Handout #2** for decisions and stats but use the below as their items and spell lists.

Buff Spells for Attackers (this and surprise are a +1 EL boost – some of these involve unusual methods of getting them cast on the villains) – as well as any noted with a line through them on attackers:

APL 6: *Bull's strength*, *bear's endurance*, *greater magic weapon*, *protection from good* (Caster Level 12)

APL 8: add *Maximized false life* (20 hp) and *freedom of movement* (Caster Level 14)

APL 10: add *haste* and *greater invisibility* (Caster Level 14)

APL 12: add *spell resistance* (25) and *displacement* (Caster Level 16)

APL 14: add *contingency* (*heal* if less than 25% of hp) and *barkskin* (+5) (Caster Level 16)

Equipment at various APLs (non-armor types have *bracers of armor* of +3, +4 or +5 in place of +1, +2 or +3 armor respectively) – use equipment appropriate to the hero. For instance, a barbarian wears light armor, so would use +1 *glamered chain shirt*, while a heavy fighter would have +1 *glamered full plate*.

APL 6: +1 *glamered armor*, +1 *ring of protection*, +1 *amulet of natural armor* +1 *cloak of resistance*

APL 8: +2 *glamered armor*

APL 10: +2 *gloves of dexterity*, +3 *cloak of resistance*

APL 12: +3 *glamered armor*, +2 *ring of protection*

APL 14: +6 *belt of giant's strength* (*bull's strength* changed to *cat's grace*), +4 *cloak of resistance*

Generic Spell List (Caster Level = APL) – for alternative spellcasters, use the most appropriate listing.

Wizard

APL 6 (4+1/6+1/4+1/3+1): 0—[*detect magic*, *mage hand*, *ray of frost* (2), *ray of frost**]; 1st—[~~*mage armor*~~, *magic missile* (5), *magic missile**]; 2nd—[~~*false life*~~, *glitterdust*, *scorching ray* (2), *scorching ray**]; 3rd—[~~*arcane sight*~~, *fireball**, *lightning bolt*, *haste*].

APL 8 (4+1/6+1/5+1/4+1/3+1): 0—[*detect magic*, *mage hand*, *ray of frost* (2), *ray of frost**]; 1st—[~~*mage armor*~~, *magic missile* (5), *magic missile**]; 2nd—[~~*false life*~~ (2), *glitterdust*, *scorching ray* (2), *scorching ray**]; 3rd—[~~*arcane sight*~~, *fireball**, *lightning bolt*, *haste* (2)]; 4th—[*empowered scorching ray* (2) (*one is* *), *invisibility* (*greater*) (2)].

APL 10 (4+1/6+1/6+1/5+1/4+1/3+1): 0—[*detect magic*, *mage hand*, *ray of frost* (2), *ray of frost**]; 1st—[~~*mage armor*~~, *magic missile* (5), *magic missile**]; 2nd—[~~*false life*~~ (2), *glitterdust* (2), *scorching ray* (2), *scorching ray**]; 3rd—[~~*arcane sight*~~, *lightning bolt* (3), *haste* (2)]; 4th—[*empowered scorching ray* (2 (*one is* *)), *enervation*, *invisibility* (*greater*) (2)]; 5th—[*empowered lightning bolt**, *quicken*ed *magic missile* (3)].

APL 12 (4+1/6+1/6+1/6+1/5+1/4+1/3+1): 0—[*detect magic*, *mage hand*, *ray of frost* (2), *ray of frost**]; 1st—[~~*mage armor*~~, *magic missile* (5), *magic missile**]; 2nd—[~~*false life*~~ (2), *glitterdust* (2), *scorching ray* (2), *scorching ray**]; 3rd—[~~*arcane sight*~~, *empowered magic missile**, *lightning bolt* (2), *haste* (2)]; 4th—[*empowered scorching*

ray (3 (one is *)), extended Melf's acid arrow, invisibility (greater)(2)]; 5th—[empowered lightning bolt*, quickened magic missile (3), Rary's telepathic bond]; 6th—[maximized fireball*, quickened scorching ray, quickened Melf's acid arrow, true seeing].

APL 14 (4+1/6+1/6+1/6+1/5+1/5+1/4+1/3+1): 1st—[~~mage armor~~, magic missile (5), magic missile*]; 2nd—[false life (2), glitterdust (2), scorching ray (2), scorching ray*]; 3rd—[~~arcane sight~~, empowered magic missile*, lightning bolt (2), haste (2)]; 4th—[empowered scorching ray (3 (one is *)), extended Melf's acid arrow, invisibility (greater)(2)]; 5th—[empowered lightning bolt*, quickened magic missile (3), Rary's telepathic bond]; 6th—[maximized fireball*, quickened scorching ray, quickened Melf's acid arrow, true seeing]; 7th—[empowered energy cone of electric cold*, energy admixed electric cold and fire fireball (2), limited wish].

Sorcerer

APL 6 Spells (6/7/7/4): 0—[detect magic*, disrupt undead, ghost sound, light, mage hand, prestidigitation, ray of frost]; 1st—[grease, mage armor, magic missile, shield]; 2nd—[glitterdust, scorching ray]; 3rd—[haste].

APL 8 (6/8/8/7/5): 0—[detect magic*, disrupt undead, ghost sound, light, mage hand, open/close prestidigitation, ray of frost]; 1st—[burning hands, grease, mage armor, magic missile, shield]; 2nd—[cat's grace, glitterdust, scorching ray]; 3rd—[fireball, haste]; 4th—[enervation].

APL 10 (6/8/8/8/6/5): 0—[acid splash, detect magic*, disrupt undead, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost]; 1st—[burning hands, grease, mage armor, magic missile, shield]; 2nd—[cat's grace, glitterdust, invisibility, scorching ray]; 3rd—[dispel magic, fireball, haste]; 4th—[dimension door, enervation]; 5th—[cone of cold].

APL 12 (6/8/8/8/6/5/4): 0 —[arcane mark, detect magic*, disrupt undead, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost]; 1st—[burning hands, grease, mage armor, magic missile, shield]; 2nd—[cat's grace, false life, glitterdust, invisibility, scorching ray]; 3rd—[dispel magic, fireball, haste, slow]; 4th—[confusion, dimension door, enervation]; 5th—[baleful polymorph, cone of cold]; 6th—[chain lightning];

APL 14 (6/8/8/8/6/6/5/4): 0 —[arcane mark, detect magic*, disrupt undead, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost]; 1st—[burning hands, grease, mage armor, magic missile, shield]; 2nd—[cat's grace, false life, glitterdust, invisibility, scorching ray]; 3rd—[dispel magic, fireball, haste, slow]; 4th—[confusion, dimension door, enervation, fire shield]; 5th—[baleful polymorph, cone of cold, wall of force]; 6th—[chain lightning, mislead]; 7th—[limited wish],

Cleric

APL 6 (6/7+1/5+1/3+1) 0 —[create water (2), detect magic (4)]; 1st —[cure light wounds*, divine favor (4), shield of faith (3)]; 2nd —[align weapon, bear's endurance, cure moderate wounds*, resist energy (2), restoration, lesser]; 3rd —[blindness, cure serious wounds*, dispel magic, invisibility purge].

APL 8 (6/7+1/5+1/4+1/3+1) 0 —[create water (2), detect magic (4)]; 1st —[cure light wounds*, divine favor (4), shield of faith (3)]; 2nd —[align weapon, bear's endurance, cure moderate wounds*, resist energy (2), restoration, lesser]; 3rd —[blindness, cure serious wounds*, dispel magic, invisibility purge, wind wall]; 4th —[cure critical wounds*, death ward, freedom of movement, ~~magic weapon, greater~~].

APL 10 (6/7+1/5+1/4+1/4+1/3+1) 0 —[create water (2), detect magic (4)]; 1st —[cure light wounds*, divine favor (4), shield of faith (3)]; 2nd —[align weapon, bear's endurance, cure moderate wounds*, resist energy (2), restoration, lesser]; 3rd —[blindness, cure serious wounds*, dispel magic, invisibility purge, wind wall]; 4th —[cure critical wounds*, death ward (2), freedom of movement, ~~magic weapon, greater~~]; 5th —[break enchantment, quickened cure light wounds, spell resistance*, ~~true seeing~~].

APL 12 (6/7+1/6+1/5+1/4+1/4+1/3+1) 0 —[create water (2), detect magic (4)]; 1st —[cure light wounds*, divine favor (4), shield of faith (3)]; 2nd —[align weapon, bear's endurance (2), cure moderate wounds*, resist energy (2), restoration, lesser]; 3rd —[blindness, cure serious wounds*, dispel magic (2), invisibility purge, wind wall]; 4th —[cure critical wounds*, death ward (2), freedom of movement, ~~magic weapon, greater~~]; 5th —[break enchantment, quickened cure light wounds, slay living, spell resistance*, ~~true seeing~~]; 6th —[heal*, ~~heroes feast~~, quickened cure moderate wounds (2)]

APL 14 (6/7+1/6+1/5+1/4+1/4+1/4+1/3+1) 0 —[create water (2), detect magic (4)]; 1st —[cure light wounds*, divine favor (4), shield of faith (3)]; 2nd —[align weapon, bear's endurance (2), cure moderate wounds*, resist energy (2), restoration, lesser]; 3rd —[blindness, cure serious wounds*, dispel magic (2), invisibility purge, wind wall]; 4th —[cure critical wounds*, death ward (2), freedom of movement, ~~magic weapon, greater~~]; 5th —[break enchantment, quickened cure light wounds, slay living, spell resistance*, ~~true seeing~~]; 6th —[heal (2 (one is *)), ~~heroes feast~~, quickened cure moderate wounds (2)]; 7th —[cure serious wounds, mass*, dictum]

Druid (no animal companion)

APL 6 (6/6/5/4): 0—[detect magic (2), mending (4)]; 1st—[cure light wounds (4), ~~longstrider~~, pass without trace]; 2nd—[~~barkskin~~ (3), bull's strength, greater magic fang (2)]; 3rd—[call lightning, cure moderate wounds, ~~forestfold~~, nature's favor];

APL 8 (6/6/6/5/3): 0—[detect magic (2), mending (4)]; 1st—[cure light wounds (4), ~~longstrider~~, pass without

trace]; 2nd—[~~barkskin~~ (3), bull's strength, greater magic fang (2)]; 3rd—[call lightning, cure moderate wounds (2), ~~forestfold~~, nature's favor]; 4th—[flamestrike (2), freedom of movement].

APL 10 (6/6/6/5/4/3): 0—[detect magic (2), mending (4)]; 1st—[cure light wounds (4), ~~longstrider~~, pass without trace]; 2nd—[~~barkskin~~ (2), bull's strength (2), greater magic fang (2)]; 3rd—[call lightning, cure moderate wounds (2), ~~forestfold~~, nature's favor]; 4th—[flamestrike (3), freedom of movement]; 5th—[baleful polymorph, call lightning storm, ~~stoneskin~~].

APL 12 (6/7/6/6/4/4/3): 0—[detect magic (2), mending (4)]; 1st—[cure light wounds (4), ~~longstrider~~, pass without trace]; 2nd—[~~barkskin~~ (2), bull's strength (2), greater magic fang (2)]; 3rd—[call lightning, cure moderate wounds (2), ~~forestfold~~ (2), nature's favor]; 4th—[flamestrike (3), freedom of movement]; 5th—[baleful polymorph (2), call lightning storm, ~~stoneskin~~]; 6th—[anti-life shell, bear's endurance, mass, fire seeds].

APL 14 (6/7/7/6/5/4/4/3): 0—[detect magic (2), mending (4)]; 1st—[cure light wounds (4), ~~longstrider~~, pass without trace]; 2nd—[~~barkskin~~ (2), bull's strength (3), greater magic fang (2)]; 3rd—[call lightning, cure moderate wounds (2), ~~forestfold~~ (2), nature's favor]; 4th—[flamestrike (3), freedom of movement (2)]; 5th—[baleful polymorph (2), call lightning storm, ~~stoneskin~~]; 6th—[anti-life shell, bear's endurance, mass, fire seeds (2)]; 7th—[heal, firestorm, summon natures ally VII].

Bard

APL 6 (3/4/3) 0—[detect magic, ghost sound, mage hand, mending, open/close, summon instrument]; 1st—[comprehend languages, cure light wounds, feather fall, undetectable alignment]; 2nd—[cat's grace, glitterdust, invisibility].

APL 8 (3/4/4/2) 0—[detect magic, ghost sounds, mage hand, mending, open/close, summon instrument]; 1st—[comprehend languages, cure light wounds, feather fall, undetectable alignment]; 2nd—[cat's grace, glitterdust, invisibility, mirror image]; 3rd—[haste, see invisibility, slow].

APL 10 (3/4/4/3/1) 0—[detect magic, ghost sounds, mage hand, mending, open/close, summon instrument]; 1st—[comprehend languages, cure light wounds, feather fall, undetectable alignment]; 2nd—[cat's grace, glitterdust, invisibility, mirror image]; 3rd—[cure serious wounds, haste, see invisibility, slow]; 4th—[freedom of movement, invisibility greater].

APL 12 (3/4/4/4/3) 0—[detect magic, ghost sounds, mage hand, mending, open/close, summon instrument]; 1st—[comprehend languages, cure light wounds, feather fall, undetectable alignment]; 2nd—[cat's grace, glitterdust, invisibility, mirror image]; 3rd—[cure serious wounds, haste, see invisibility, slow]; 4th—[dimension door, freedom of movement, invisibility greater].

APL 14 (4/4/4/4/4/2) 0—[detect magic, ghost sounds, mage hand, mending, open/close, summon instrument]; 1st—[comprehend languages, cure light wounds, feather fall, undetectable alignment]; 2nd—[cat's grace, glitterdust, invisibility, mirror image]; 3rd—[cure serious wounds, haste, see invisibility, slow]; 4th—[dimension door, freedom of movement, invisibility greater]; 5th—[heroism, greater, mislead, song of discord].

Stones of Recall: The Stones only work for evil characters – they are keyed to last four hours, afterward crumbling to dust. If the heroes employ it, the Stone allows up to 4 characters to transport to the headquarters of the Vaste. If this is the characters, they are faced with immediate attack by two sets of fully buffed APL 14 Vaste (see **Encounter 11: Minions**) – a room without any exits and far underground. The destination does not allow other forms of instantaneous transport magic to work. There is no experience for this encounter and escape afterward is through a Gate in the room, placing them 5000 feet south of the walls of Vilayad – it is assumed the Vaste defenders have been called away for the attack on the walls and have not yet returned from the aftermath.

Treasure

The characters are paid well for their troubles in defending the Black Arrow, even if they are not successful. All items on the assassins are confiscated but the characters are awarded the following coin in compensation.

APL 6: L: 0 gp; C: 1000 gp; M: 0 gp;

APL 8: L: 0 gp; C: 1500 gp; M: 0 gp;

APL 10: L: 0 gp; C: 2500 gp; M: 0 gp;

APL 12: L: 0 gp; C: 3500 gp; M: 0 gp;

APL 14: L: 0 gp; C: 7000 gp; M: 0 gp.

Conclusion: Future or Not?

It is possible to generate more than once success, or even failure, or a combination. In such cases, paraphrase the boxed text so that it complies with the results of the characters. Should the result that was reached in the module not have a conclusion, use these as guidelines to determine the results.

What is a good treaty for Tusmit?

A good treaty for Tusmit involves safeguarding the city and encouraging or forcing Ket to leave, while at the same time leaving the city defended and prospering. There is no simple answer to this but it is possible to also have a good treaty with Ket at the same time.

What is a good treaty for Ket?

To be frank, Ket does not care about the city at all. Any treaty that does not involve Ket giving up anything is a good treaty as far as it is concerned, while also allowing it to deal with the Vaste.

What is a good result with the Vaste for Tusmit?

Tusmit really does not care, these are an internal Ket problem, but seeing them leave is a good thing. For that reason, if they have been brought to light and successfully dealt with (via encounters) then this is a success for Tusmit. Revealing worshippers of the Old One is always a good way to get them to depart, their subterfuge uncovered.

What is a good result with the Vaste for Ket?

Revealing the Vaste and stopping them in their tracks at all opportunities. Where possible, deciding on a new treaty for Vilayad that gives up nothing, so Ket can concentrate on the infiltrators and getting back home without worry.

What of others who have no ties?

In this case, it is really a matter of doing good or revealing as much as possible. Where it can be said, use the guidelines for either Ket or Tusmit where they might be appropriate. In general, success at the various endeavors in the module is considered beneficial and too many failures leaves the city and the countries in a bad position.

Success (Tusmit and other concerned with the future of Vilayad – Council decides on a new future to the benefit of the city)

The city of Vilayad is almost palpably relieved, as news of the success of the Council becomes public knowledge. Troops stand taller on the walls and there is a distinct arrogance back in their step. It is now only a matter of time before the Worldburners are swept away and the city takes its place again as a powerful engine of trade.

The characters are provided with all of their rewards under the module and *teleported* back to the location of their choice. The thanks of both nations go with them, as the Black Arrow is genuinely happy at these results (*resurrected* if he was killed).

Success (Ket and those concerned with the fate of the Black Arrow – The Black Arrows survives the Assassination attempt or good details are obtained about the Vaste efforts)

The Vaste have played their hand and they were stopped in their tracks. The minions of Old Wicked have failed to return Ket to the bondage of the alliance, or even take steps toward that. The future remains uncertain but at least this plot has been foiled.

The characters are provided with all of their rewards under the module and *teleported* back to the location of their choice. The thanks of both nations go with them, as the Qadi has a distinct interest in the Black Arrow and his survival (the treaty does stipulate that he must be kept alive).

Failure (Tusmit and those concerned with the fate of the city – The Council does not change the future of Vilayad or it takes a route not beneficial to Tusmit)

Despite your efforts, Vilayad remains at risk. It will be some time, if ever, before peace returns to the city and the Worldburners at the gates could breach the walls at any moment. Word of the failure of the Council spreads like wildfire and the city is in turmoil – can complete disaster be far behind?

The characters are provided with all of their rewards under the module but there are no thanks from anyone, save that provided by polite people. They are all aware that this was a failure and the city is now in dire straits.

Failure (Ket and those concerned with the fate of the Black Arrow – The Black Arrows dies or there is not much information gathered about the Vaste)

The Vaste have made a move and you were not able to stop them. The minions of Old Wicked may have failed in Lopolla but they now have a success to give them confidence. The future for Ket is more uncertain than ever, likely much worse than it was but a few days ago.

The characters are provided with all of their rewards under the module but there are no thanks from anyone, save that provided by polite people. They are all aware that this was a failure and the city is now in dire straits.

Failure (characters were removed from the module before the conclusion)

The Vaste have made a move and you were not able to stop them – and Vilayad may pay the price. The Black Arrow is dead, his body returned to his brother - the Beygraf of Ket - this morning. The future for both Ket and Tusmit is far less certain now as the forces of Old Wicked and the Worldburners have the upper hand and the confidence of the defenders of the city has been drained.

The characters are provided with all of their rewards under the module (for which they qualify) but there are no thanks from anyone, save that provided by polite people. They are all aware that this was a failure and the city is now in dire straits.

The End

Experience Point Summary

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

Encounter 2

Defeat the Scales, Ketite Investigators or both.

APL 6 – 240 XP; APL 8 – 300 XP; APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Encounter 6

Defeat the Scales.

APL 6 – 240 XP; APL 8 – 300 XP; APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Encounter 8

Watch without intervening or defeat the assassins or defeat the Ketite Guards.

APL 6 – 240 XP; APL 8 – 300 XP; APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Story Award - Fulfill the reason for your character being on the wall and see the exchange of information take place.

APL 6 – 30 XP; APL 8 – 30 XP; APL 10 – 45 XP; APL 12 – 45 XP; APL 14 – 60 XP

Encounter 9

Defeat the Elementals (only if there was no combat in Encounter 2)

APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Defeat the Slaadi

APL 10 – 390 XP; APL 12 – 450 XP; APL 14 – 510 XP

Defeat the Assassins.

APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Disable, bypass or survive the trapped chest.

APL 10 – 210 XP; APL 12 – 270 XP; APL 14 – 330 XP

Encounter 10

Defeat the Slaadi

APL 10 – 390 XP; APL 12 – 450 XP; APL 14 – 510 XP

Defeat the Elementals (only if there was no combat in Encounter 2)

APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Encounter 11

Disable, bypass or survive the trap on the entrance

APL 10 – 210 XP; APL 12 – 270 XP; APL 14 – 330 XP

Defeat the Vaste

APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Encounter 12

Defeat the Magma Hurlers

APL 6 – 240 XP; APL 8 – 300 XP; APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Defeat the Elementals (only if there was no combat in Encounter 2)

APL 6 – 240 XP; APL 8 – 300 XP; APL 10 – 360 XP; APL 12 – 420 XP; APL 14 – 480 XP

Encounter 13

Defeat the Slaadi

APL 6 – 270 XP; APL 8 – 330 XP; APL 10 – 390 XP; APL 12 – 450 XP; APL 14 – 510 XP

Disable, bypass or survive the trapped chest.

APL 6 – 90 XP; APL 8 – 150 XP; APL 10 – 210 XP; APL 12 – 270 XP; APL 14 – 330 XP

Encounter 15

Defeat or drive away the assassins

APL 6 – 300 XP; APL 8 – 360 XP; APL 10 – 420 XP; APL 12 – 480 XP; APL 14 – 540 XP

Prevent the Black Arrow from being taken from the Council by the assassins

APL 6 – 60 XP; APL 8 – 60 XP; APL 10 – 90 XP; APL 12 – 90 XP; APL 14 – 120 XP

Story Awards

Agree and investigate the situation on the wall (either from the Qadi or the Black Arrow) or intervene on the wall if given no instructions.

APL 6 – 30 XP; APL 8 – 30 XP; APL 10 – 60 XP; APL 12 – 60 XP; APL 14 – 90 XP

Story Awards

Determine a future for Vilayad other than the status quo and get it accepted by the Council

APL 6 – 30 XP; APL 8 – 45 XP; APL 10 – 60 XP; APL 12 – 75 XP; APL 14 – 90 XP

Discretionary Roleplaying

APL 6 – 180 XP; APL 8 – 225 XP; APL 10 – 270 XP; APL 12 – 315 XP; APL 14 – 360 XP

Maximum Experience

APL 6 – 1,800 XP

APL 8 – 2,250 XP

APL 10 – 2,700 XP

APL 12 – 3,050 XP

APL 14 – 3,600 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 3

All APLs: L 1 gp; C 5 gp; M 0 gp.

Encounter 6

APL 6: L: 151 gp; C: 10 gp; M: 0 gp;

APL 8: L: 302 gp; C: 20 gp; M: 0 gp;

APL 10: L: 58 gp; C: 10 gp; M *gauntlets of ogre power*x2 (666 gp per character), +1 *chain shirt*x2 (192 gp per character);

APL 12: L: 58 gp; C: 10 gp; M *gauntlets of ogre power*x4 (1332 gp per character), +1 *chain shirt*x4 (384 gp per character);

APL 14: L: 58 gp; C: 10 gp; M *gauntlets of ogre power*x8 (2664 gp per character), +1 *chain shirt*x8 (768 gp per character).

Encounter 8

APL 6: L: 303 gp; C: 0 gp; M: *potion of haste*x3 (186 gp per character), *potion of bear's endurance*x3 (75 gp per character), +1 *shield*x3 (294 gp per character) +1 *mithral chain shirt*x3 (525 gp per character);

APL 8: L: 303 gp; C: 0 gp; M: *potion of haste*x3 (186 gp per character), *potion of bear's endurance*x3 (75 gp per character), +1 *shield*x3 (294 gp per character) +1 *mithral chain shirt*x3 (525 gp per character), +1 *cloak of resistance*x3 (249 gp per character);

APL 10: L: 328 gp; C: 0 gp; M: *potion of haste*x3 (186 gp per character), *potion of bear's endurance*x3 (75 gp per character), +1 *shield*x3 (294 gp per character) +1 *mithral chain shirt*x3 (525 gp per character), *gloves of ogre power*x3 (999 gp per character), +1 *cloak of resistance*x3 (249 gp per character);

APL 12: L: 302 gp; C: 0 gp; M: *potion of haste*x3 (186 gp per character), *potion of bear's endurance*x3 (75 gp per character), +1 *shield*x3 (294 gp per character) +1 *mithral chain shirt*x3 (525 gp per character), *gloves of ogre power*x3 (999 gp per character), +1 *scimitar* (579 gp per character) +2 *cloak of resistance*x3 (999 gp per character);

APL 14: L: 302 gp; C: 0 gp; M: *potion of haste*x3 (186 gp per character), *potion of bear's endurance*x3 (75 gp per character), +1 *shield*x3 (294 gp per character) +1 *mithral chain shirt*x3 (525 gp per character), +4 *belt of giant's strength*x3 (3999 gp per character), +1 *keen scimitar* (2079 gp per character) +3 *cloak of resistance*x3 (2250 gp per character).

Encounter 8 - Not Looting

APL 6: L: 0 gp; C: 500 gp; M: 0 gp.

APL 8: L: 0 gp; C: 1000 gp; M: 0 gp.

APL 10: L: 0 gp; C: 1500 gp; M: 0 gp.

APL 12: L: 0 gp; C: 2500 gp; M: 0 gp.

APL 6: L: 0 gp; C: 4000 gp; M: 0 gp.

Encounter 9

APL 10: L: 328 gp; C: 0 gp; M: *potion of haste*x3 (186 gp per character), *potion of bear's endurance*x3 (75 gp per character), +1 *shield*x3 (294 gp per character) +1 *mithral chain shirt*x3 (525 gp per character), *gloves of ogre power*x3 (999 gp per character), +1 *cloak of resistance*x3 (249 gp per character)

APL 12: L: 302 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurance3* (75 gp per character), *+1 shield3* (294 gp per character) *+1 mithral chain shirt3* (525 gp per character), *gloves of ogre power3* (999 gp per character), *+1 scimitar* (579 gp per character) *+2 cloak of resistance3* (999 gp per character);

APL 14: L: 302 gp; C: 0 gp; M: *potion of hastex3* (186 gp per character), *potion of bear's endurance3* (75 gp per character), *+1 shield3* (294 gp per character) *+1 mithral chain shirt3* (525 gp per character), *+4 belt of giant's strength3* (3999 gp per character), *+1 keen scimitar* (2079 gp per character) *+3 cloak of resistance3* (2250 gp per character).

Encounter 11

APL 10: L: 26 gp; C: 50 gp; M: *+1 ring of protection* (166 gp per character), *potion of cure light wounds* (2 gp per character), *+2 amulet of health* (333 gp per character), *+2 headband of intellect* (333 gp per character) *+3 vest of resistance* (750 gp per character).

APL 12: L: 1 gp; C: 50 gp; M: *+2 ring of protection* (666 gp per character), *potion of cure serious woundsx2* (124 gp per character), *+2 amulet of health* (333 gp per character), *+2 gloves of dexterity* (333 gp per character), *+4 headband of intellect* (1333 gp per character) *+4 vest of resistance* (1333 gp per character), *+1 scimitar* (192 gp per character).

APL 14: L: 2 gp; C: 100 gp; M: *+2 ring of protectionx2* (1332 gp per character), *potion of cure serious woundsx4* (248 gp per character), *+2 amulet of healthx2* (666 gp per character), *+2 gloves of dexterityx2* (666 gp per character), *+4 headband of intellectx2* (2666 gp per character) *+4 vest of resistancex2* (2666 gp per character), *+1 scimitarx2* (284 gp per character).

Encounter 12

APL 6-10: No Treasure.

APL 12: L: 0 gp; C: 0 gp; M: *+1 chain shirtx2* (208 gp per character), *+1 amulet of natural armorx2* (332 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: *+1 chain shirtx4* (416 gp per character), *+1 amulet of natural armorx4* (664 gp per character).

Encounter 15

APL 6: L: 0 gp; C: 1000 gp; M: 0 gp;

APL 8: L: 0 gp; C: 1500 gp; M: 0 gp;

APL 10: L: 0 gp; C: 2500 gp; M: 0 gp;

APL 12: L: 0 gp; C: 3500 gp; M: 0 gp;

APL 14: L: 0 gp; C: 7000 gp; M: 0 gp.

Total Treasure:

APL 6: 1,800 gp

APL 8: 2,600 gp

APL 10: 4,600 gp

APL 12: 6,600 gp

APL 14: 13,200 gp

Appendix One: NPCs

APL 6

Encounter Two

Ket Investigators: Rgr5/Rog2; CR 7; Male Baklunish Humans; Medium Humanoids (5' 7" tall); HD 5d8+5+2d6+2; hp 43; Init +2; Spd 30 ft; AC 21, Touch 13, flatfooted 18 (+3 Dex, +5 for +1 *mithral chain shirt*, +3 for +1 *heavy steel shield*); Base Atk +6; Grp +8; Atk +9 melee (1d6+2, masterwork sap) or +10 ranged (1d6+2, masterwork +2 Str composite shortbow; Full Atk +9/+4 melee (1d6+2, masterwork sap) or +10/+5 ranged (1d6+2, masterwork +2 Str composite shortbow; SA Sneak Attack +1d6; SQ Wild Sense, Combat Style (Archery), favored enemy (human, dwarf), animal companion, evasion, trap sense; AL LN; Saves: Fort +5, Reflex +10, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Spells: (DC 11+spell level): 1st – [*longstrider*].

Skills and Feats: Climb +12, Handle Animal +7, Hide +13, Listen +5, Move Silently +13, Ride +13, Spot +16, Survival +11; Die-Hard, Endurance, Mounted Archery, Mounted Combat, Precise Shot, Rapid Shot, Tracking.

Possessions: +1 *mithral chain shirt*, *eyes of the eagle*, masterwork sap, masterwork +2 Str composite shortbow, masterwork scimitar, cold iron scimitar, 20 arrows, sap, +1 *heavy steel shield*.

Scales Member: War1/Ftr3; CR 4; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+3d10+18; hp 50; Init +4; Spd 30 ft; AC 18, Touch 14, Flatfooted 14 (+4 for chain shirt, +4 for dexterity); Base Atk +4; Grp +11; Atk +13 melee (1d6+7, masterwork scimitar) or +8 ranged (1d8, light crossbow); Full Atk +13 melee (1d6+7, masterwork scimitar) or +7 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +8, Reflex +4, Will +2; Str 24, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +5, Listen +4, Ride +10, Spot +4; Alertness, Combat Reflexes, Hold the Line*, Improved Toughness, Weapon Focus (Scimitar).

Possessions: chain shirt, masterwork scimitar, dagger, lt. crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Encounter Three

Vaste Operative: Exp10; CR 9; Male/Female Baklunish Human; Medium Humanoids (5' 4" tall); HD 10d6; hp 35; Init +4; Spd 30 ft; AC 10, Touch 10, Flatfooted 10; Base Atk +7; Grp +7; Atk +7 melee (1d6, staff); Full Atk +7/+2

melee (1d6, staff); AL LE; Saves Fort +3, Reflex +3, Will +9; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Diplomacy +15, Gather Information +18, Listen +18, Ride +13, Search +14, Sense Motive +15, Spot +18; Alertness, Improved Initiative, Skill Focus: Gather Information, Skill Focus: Listen, Skill Focus: Spot.

Possessions: quarterstaff, dagger.

Encounter Five

Thorns: Mnk2/Rgr3/TtdMnk8*; CR 13; Baklunish Human; Medium Humanoid; HD 13d8+52; hp 132; Init +7; Spd 80 ft; AC 25, Touch 21, Flatfooted 22 (+4 armor, +3 Dex, +2 Deflection, +3 Wis, +3 Monk); Base Atk +10; Grp +16; Attack +12 melee (2d6+2, unarmed strike); Full Attack +12/+7 melee (2d6+2, unarmed strike); SA Flurry of Blows, Evasion; SQ Wild empathy, favored enemy (human), combat style (archery), Mountain Tattoo, Ocean Tattoo, Phoenix Tattoo (SR 28), Wasp Tattoo; AL LN; Saves: Fort +17, Reflex +17, Will +15; Str 14, Dex 16, Con 16, Int 14, Wis 16, Cha 8;

Skills and Feats: Escape Artist +19, Hide +19, Knowledge (Religion) +18, Listen +19, Move Silently +19, Spot +24, Tumble +19; Combat Expertise, Die-Hard, Endurance, Improved Combat Expertise, Improved Grapple, Improved Initiative, Improved Toughness, Improved Trip, Improved Unarmed Strike, Combat Reflexes, Tracking, Rapid Shot.

Ocean Tattoo (Su): A character with this tattoo never needs to eat, sleep or drink.

Phoenix Tattoo (Su): A character with this gains SR of character level + 15.

Mountain Tattoo (Su): A character with this tattoo can activate it to take on the immovability of a mountain for as much as 1 round per class level, gaining phenomenal durability though he cannot move from the spot where he stands. He gains +4 bonus to his constitution and wisdom scores. The increase in Constitution increase the tattooed monk by 2 points per level, but these points go away when the ability's duration expires or when the character choose to end it (free action). While using this ability, the tattooed monk takes a -20 penalty to any Dexterity-based skill checks. He is immune to bull rush and trip attacks. The tattooed monk may this ability once per day per tattoo he possesses.

Wasp (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts one round per class level.

Possessions: ring of mage armor, +2 periapt of wisdom, +2 gloves of dexterity, monks belt, +2 cloak of resistance, eyes of the eagle, +2 ring of protection.

* See Appendix 2: New Rules Items

Encounter Six

Scales Member: War1/Ftr3; CR 4; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+3d10+18; hp 50; Init +4; Spd 30 ft; AC 18, Touch 14, Flatfooted 14 (+4 for chain shirt, +4 for dexterity); Base Atk +4; Grp +11; Atk +13 melee (1d6+7, masterwork scimitar) or +8 ranged (1d8, light crossbow); Full Atk +13 melee (1d6+7, masterwork scimitar) or +7 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +8, Reflex +4, Will +2; Str 24, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +5, Listen +4, Ride +10, Spot +4; Alertness, Combat Reflexes, Hold the Line*, Improved Toughness, Weapon Focus (Scimitar).

Possessions: chain shirt, masterwork scimitar, dagger, lt. crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Encounter Eight

Assassin: Bbn2/Rog3; CR 5; Female Wood Elf; Medium Humanoid (5' 10" tall); 2d12+4+3d6+6; hp 41; Init +3; Spd 40 ft; AC 21, Touch 13, Flatfooted 18 (+3 dexterity, +5 for +1 mithral chain shirt, +3 for +1 heavy shield); Base Atk +4; Grp +8; Atk +9 melee (1d6+4, masterwork scimitar) or +8 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +9 melee (1d6+4, masterwork scimitar) or +8 ranged (1d6+4, masterwork +4 Str composite shortbow); SA Sneak Attack +2d6; SQ trap sense +1, uncanny dodge, fast movement, rage 1/day, evasion; AL NE; Saves Fort +6, Reflex +6, Will +3; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +11, Listen +8, Spot +5, Tumble +10; Iron Will, Power Attack.

Possessions: +1 mithral chain shirt, masterwork scimitar, *potion of haste* (5th level), *potion of bear's endurance*, masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, +1 heavy shield.

Veteran Samsir Light Infantry: War1/Ftr4; CR 4; Baklunish Humans; Medium Humanoids (5' 7" tall); HD 1d8+2+4d10+8 hp 42; Init +2; Spd 30 ft; AC 18, Touch 12, Flatfooted 16 (+2 dexterity, +4 for chain shirt, +2 for heavy steel shield); Base Atk +5; Grp +7; Atk +9 melee (1d6+4, masterwork scimitar) or ranged (1d8, masterwork light crossbow); Full Atk +9 melee (1d6+4, masterwork scimitar) or +9 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +7, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +9, Ride +10, Spot +5; Dodge, Endurance, Mobility, Spring Attack, Weapon focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: masterwork chain shirt, dagger, masterwork light crossbow, masterwork scimitar, cold iron scimitar, 80 bolts, sap, masterwork heavy steel shield.

Encounter 12

Advanced Elite Magma Hurler (2): CR 7; Large Elemental (Earth, Extraplanar, Fire) (6' 9" tall); HD 12d8+120; hp 174 each; Init +3; Spd 20 ft; AC 18, Touch 12, Flatfooted 15 (-1 size, +3 Dex, +6 natural); Base Atk +9; Grp +27; Atk +22 melee (1d8+21, slam) or Atk +12 ranged (3d10+14+1d6 fire, magma rock); Full Atk +22 melee (1d8+21, slam) or +12/+7 ranged (3d10+14+1d6 fire, magma rock); Space/Reach 10 ft./10 ft.; SA; magma rock; SQ darkvision 60', elemental traits, immunity to fire, vulnerability to cold; AL CE; Saves Fort +18, Reflex +11, Will +7; Str 38, Dex 16, Con 30, Int 7, Wis 14, Cha 9.

Skills and Feats: Listen +14, Spot +13; Far Shot, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (Magma Rock).

Magma Rock (Ex): A magma hurler can spit forth a ball of molten rock into its hand as a move action, as often as once per round. It can throw a magma rock with a range increment of 30 feet (maximum range 150 feet) – 60 feet and 300 feet respectively with Far Shot.

Possessions: none.

Encounter 14

Typical Ket Enforcement Squad

Muscle (4): Ftr11/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 11d10+33+1d8+3; hp 111; Init +2; Spd 30 ft; AC 23, Touch 13, Flatfooted 21 (+2 dexterity, +7 for +2 breast plate shirt, +3 for +1 heavy shield, +1 ring of protection); Base Atk +12; Grp: +17; Atk +20 melee (1d6+8, +1 scimitar) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +20/+15/+10 melee (1d6+8, +1 scimitar) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); AL LN; Saves Fort +13, Reflex +6, Will +6; Str 20, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +17, Jump +17, Profession: Soldier +15, Ride +17; Blind-Fighting, Combat Expertise, Dodge, Greater Weapon Focus (Scimitar), Improved Combat Expertise, Improved Toughness, Iron Will, Phalanx Fighting*, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +2 breast plate, +1 ring of protection, +1 cloak of resistance, +1 scimitar, *potion of bear's endurance*, *boots of springing and striding*, *gauntlets of ogre power*, masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap, +2 heavy shield.

* See Appendix 2: New Rules Items

Offset (2): Ftr8/Rog3/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 8d10+24+3d6+9+1d8+3; hp 105; Init +7; Spd 40 ft; AC 20, Touch 14, Flatfooted 17 (+3 dexterity, +6 for +2 mithral chain shirt, +1 ring of protection); Base Atk +11; Grp +15; Atk +16 melee (1d8+7, +1 longspear) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +16/+11/+6 melee (1d8+7, +1 longspear) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); SA +2d6 sneak attack; SQ trap sense, evasion; AL LN; Saves Fort +13, Reflex +10, Will +7; Str 18, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +16, Jump +16, Profession: Soldier +12, Ride +15, Spot +9, Tumble +18, Use Magic Device +14; Blind-Fighting, Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise, Improved Disarm, Improved Initiative, Improved Toughness, Iron Will, Power Attack.

Possessions: +2 mithral chain shirt, +2 cloak of resistance, +1 longspear (pike), potion of bear's endurance, boots of springing and striding, +2 gloves of dexterity, wand of dispel magic (10th level), masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

Spotter: Rgr2/Wiz9/War1; CR 11; Baklunish Human; Medium Humanoid (5' 3" tall); 9d4+18+3d8+6; hp 69; Init +2; Spd 30 ft; AC 20, Touch 14, Flatfooted 17 (+2 dexterity, +6 for +2 mithral chain shirt, +1 Two Weapon Defense, +1 ring of protection); Base Atk +7; Grp +9; Atk +10 melee (1d6+3, +1 scimitar) or +10 ranged (1d6+2, masterwork +2 Str composite shortbow); Full Atk +10/+5 melee (1d8+7, +1 scimitar) or +8/+3 (1d8+3, +1 scimitar) and +8/+3 (1d4+2, +1 kukri) or +10/+5 ranged (1d6+2, masterwork +2 Str composite shortbow); SQ wild empathy, favored enemy (human), combat style (melee); AL LN; Saves Fort +11, Reflex +9, Will +10; Str 14, Dex 14, Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (Arcana) +19, Knowledge (Geography) +19, Listen +15, Move Silently +6, Profession: Soldier +5, Ride +6, Survival +4, Spellcraft +17, Spot +22; Alertness (Raven Familiar), Blind-Fighting, Combat Expertise, Iron Will, Quickdraw, Skill Focus: Spot, Tracking, Two Weapon Defense, Two Weapon Fighting.

Spells – *Diviner* (no abjuration) (4+1/6+1/5+1/4+1/3+1/2+1; DC is 15+Spell Level) 0 - (*detect magic* (3), *light* (2)); 1st-(*expeditious retreat* (2), *feather fall* (2), *spider climb* (2), *true strike*); 2nd-(*blindness* (2), *false life*, *grease*, *locate object*, *true strike*); 3rd-(*arcane sight**, *fly*, *haste* (2), *slow*); 4th-(*greater invisibility* (2), *hold monster*, *true strike*); 5th-(*overland flight*, *true strike**, *wall of force*)

Possessions: +2 mithral chain shirt, +1 cloak of resistance, +1 scimitar, +1 kukri, potion of bear's endurance, +2 headband of intellect, wand of dispel magic (10th level), eyes of the eagle, masterwork +2 Str composite shortbow, cold iron scimitar, silver kukri, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

APL 8

Encounter Two

Ket Investigators: Rgr5/Rog2; CR 7; Male Baklunish Humans; Medium Humanoids (5' 7" tall); HD 5d8+5+2d6+2; hp 43; Init +2; Spd 30 ft; AC 21, Touch 13, flatfooted 18 (+3 Dex, +5 for +1 mithral chain shirt, +3 for +1 heavy steel shield); Base Atk +6; Grp +8; Atk +9 melee (1d6+2, masterwork sap) or +10 ranged (1d6+2, masterwork +2 Str composite shortbow; Full Atk +9/+4 melee (1d6+2, masterwork sap) or +10/+5 ranged (1d6+2, masterwork +2 Str composite shortbow; SA Sneak Attack +1d6; SQ Wild Sense, Combat Style (Archery), favored enemy (human, dwarf), animal companion, evasion, trap sense; AL LN; Saves: Fort +5, Reflex +10, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Spells: (DC 11+spell level): 1st – [*longstrider*].

Skills and Feats: Climb +12, Handle Animal +7, Hide +13, Listen +5, Move Silently +13, Ride +13, Spot +16, Survival +11; Die-Hard, Endurance, Mounted Archery, Mounted Combat, Precise Shot, Rapid Shot, Tracking.

Possessions: +1 mithral chain shirt, eyes of the eagle, masterwork sap, masterwork +2 Str composite shortbow, masterwork scimitar, cold iron scimitar, 20 arrows, sap, +1 heavy steel shield.

Scales Member: War1/Ftr3; CR 4; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+3d10+18; hp 50; Init +4; Spd 30 ft; AC 18, Touch 14, Flatfooted 14 (+4 for chain shirt, +4 for dexterity); Base Atk +4; Grp +11; Atk +13 melee (1d6+7, masterwork scimitar) or +8 ranged (1d8, light crossbow); Full Atk +13 melee (1d6+7, masterwork scimitar) or +7 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +8, Reflex +4, Will +2; Str 24, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +5, Listen +4, Ride +10, Spot +4; Alertness, Combat Reflexes, Hold the Line*, Improved Toughness*, Weapon Focus (Scimitar).

Possessions: chain shirt, masterwork scimitar, dagger, lt. crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Encounter Three

Vaste Operative: Exp10; CR 9; Male/Female Baklunish Human; Medium Humanoids (5' 4" tall); HD 10d6; hp 35; Init +4; Spd 30 ft; AC 10, Touch 10, Flatfooted 10; Base Atk +7; Grp +7; Atk +7 melee (1d6, staff); Full Atk +7/+2 melee (1d6, staff); AL LE; Saves Fort +3, Reflex +3, Will +9; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Diplomacy +15, Gather Information +18, Listen +18, Ride +13, Search +14, Sense Motive +15, Spot +18; Alertness, Improved Initiative,

Skill Focus: Gather Information, Skill Focus: Listen, Skill Focus: Spot.

Possessions: quarterstaff, dagger.

Encounter Five

Thorns: Mnk2/Rgr3/TtdMnk8*; CR 13; Baklunish Human; Medium Humanoid; HD 13d8+52; hp 132; Init +7; Spd 80 ft; AC 25, Touch 21, Flatfooted 22 (+4 armor, +3 Dex, +2 Deflection, +3 Wis, +3 Monk); Base Atk +10; Grp +16; Attack +12 melee (2d6+2, unarmed strike); Full Attack +12/+7 melee (2d6+2, unarmed strike); SA Flurry of Blows, Evasion; SQ Wild empathy, favored enemy (human), combat style (archery), Mountain Tattoo, Ocean Tattoo, Phoenix Tattoo (SR 28), Wasp Tattoo; AL: LN; Saves: Fort: +17, Reflex +17, Will +15; Str 14, Dex 16, Con 16, Int 14, Wis 16, Cha 8;

Skills and Feats: Escape Artist +19, Hide +19, Knowledge (Religion) +18, Listen +19, Move Silently +19, Spot +24, Tumble +19; Combat Expertise, Die-Hard, Endurance, Improved Combat Expertise*, Improved Grapple, Improved Initiative, Improved Toughness*, Improved Trip, Improved Unarmed Strike, Combat Reflexes, Tracking, Rapid Shot.

Ocean Tattoo (Su): A character with this tattoo never needs to eat, sleep or drink.

Phoenix Tattoo (Su): A character with this gains SR of character level + 15.

Mountain Tattoo (Su): A character with this tattoo can activate it to take on the immovability of a mountain for as much as 1 round per class level, gaining phenomenal durability though he cannot move from the spot where he stands. He gains +4 bonus to his constitution and wisdom scores. The increase in Constitution increase the tattooed monk by 2 points per level, but these points go away when the ability's duration expires or when the character choose to end it (free action). While using this ability, the tattooed monk takes a -20 penalty to any Dexterity-based skill checks. He is immune to bull rush and trip attacks. The tattooed monk may this ability once per day per tattoo he possesses.

Wasp (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts one round per class level.

Possessions: ring of mage armor, +2 periapt of wisdom, +2 gloves of dexterity, monks belt, +2 cloak of resistance, eyes of the eagle, +2 ring of protection.

* See Appendix 2: New Rules Items

Encounter Six

Scales Member: War1/Ftr3; CR 4; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+3d10+18; hp 50; Init +4; Spd 30 ft; AC 18, Touch 14, Flatfooted 14 (+4 for chain shirt, +4 for dexterity); Base Atk +4; Grp +11; Atk +13 melee (1d6+7, masterwork

scimitar) or +8 ranged (1d8, light crossbow); Full Atk +13 melee (1d6+7, masterwork scimitar) or +7 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +8, Reflex +4, Will +2; Str 24, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +5, Listen +4, Ride +10, Spot +4; Alertness, Combat Reflexes, Hold the Line*, Improved Toughness*, Weapon Focus (Scimitar).

Possessions: chain shirt, masterwork scimitar, dagger, lt. crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Encounter Eight

Assassin: Bbn2/Rog5; CR 7; Female Wood Elf; Medium Humanoid (5' 10" tall); 2d12+4+5d6+10; hp 53; Init +3; Spd 40 ft; AC 21, Touch 13, Flatfooted 18 (+3 dexterity, +5 for +1 mithral chain shirt, +3 for +1 heavy shield); Base Atk +5; Grp +9; Atk +10 melee (1d6+4, masterwork scimitar) or +9 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +10 melee (1d6+4, masterwork scimitar) or +9 ranged (1d6+4, masterwork +4 Str composite shortbow); SA Sneak Attack +3d6; SQ trap sense +1, uncanny dodge, fast movement, rage 1/day, evasion; AL NE; Saves Fort +7, Reflex +8, Will +4; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +13, Listen +10, Spot +10, Tumble +12, Use Rope +6; Cleave, Iron Will, Power Attack.

Possessions: +1 mithral chain shirt, masterwork scimitar, *potion of haste* (5th level), *potion of bear's endurance*, masterwork +4 Str composite shortbow, +1 cloak of resistance, cold iron scimitar, 20 arrows, sap, +1 heavy shield.

Elite Samsir Light Infantry: War1/Ftr6; Baklunish Humans; CR 6; Medium Humanoids (5' 7" tall); HD 1d8+2+6d10+12; hp 58; Init +2; Spd 30 ft; AC 19, Touch 12, Flatfooted 17 (+2 dexterity, +5 for +1 chain shirt, +2 for heavy steel shield); Base Atk +7; Grp +9; Atk +11 melee (1d6+4, masterwork scimitar) or +11 ranged (1d8, masterwork light crossbow); Full Atk +11/+6 melee (1d6+4, masterwork scimitar) or +11 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +8, Ref +4, Will +3; Str 14, Dex 15, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +11, Ride +12, Spot +6; Cleave, Dodge, Endurance, Mobility, Power Attack, Spring Attack, Weapon focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +1 chain shirt, dagger, masterwork light crossbow, masterwork scimitar, cold iron scimitar, 80 bolts, sap, masterwork heavy steel shield.

Encounter 12

Advanced Elite Magma Hurler (4): CR 7; Large Elemental (Earth, Extraplanar, Fire) (6' 9" tall); HD 12d8+120; hp 174 each; Init +3; Spd 20 ft; AC 18, Touch

12, Flatfooted 15 (-1 size, +3 Dex, +6 natural); Base Atk +9; Grp +27; Atk +22 melee (1d8+21, slam) or Atk +12 ranged (3d10+14+1d6 fire, magma rock); Full Atk +22 melee (1d8+21, slam) or +12/+7 ranged (3d10+14+1d6 fire, magma rock); Space/Reach 10 ft./10 ft.; SA; magma rock; SQ darkvision 60', elemental traits, immunity to fire, vulnerability to cold; AL CE; Saves Fort +18, Reflex +11, Will +7; Str 38, Dex 16, Con 30, Int 7, Wis 14, Cha 9.

Skills and Feats: Listen +14, Spot +13; Far Shot, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (Magma Rock).

Magma Rock (Ex): A magma hurler can spit forth a ball of molten rock into its hand as a move action, as often as once per round. It can throw a magma rock with a range increment of 30 feet (maximum range 150 feet) – 60 feet and 300 feet respectively with Far Shot.

Possessions: none.

Encounter 14

Typical Ket Enforcement Squad

Muscle (4): Ftr11/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 11d10+33+1d8+3; hp 111; Init +2; Spd 30 ft; AC 23, Touch 13, Flatfooted 21 (+2 dexterity, +7 for +2 breast plate shirt, +3 for +1 heavy shield, +1 ring of protection); Base Atk +12; Grp: +17; Atk +20 melee (1d6+8, +1 scimitar) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +20/+15/+10 melee (1d6+8, +1 scimitar) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); AL LN; Saves Fort +13, Reflex +6, Will +6; Str 20, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +17, Jump +17, Profession: Soldier +15, Ride +17; Blind-Fighting, Combat Expertise, Dodge, Greater Weapon Focus (Scimitar), Improved Combat Expertise*, Improved Toughness*, Iron Will, Phalanx Fighting*, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +2 breast plate, +1 ring of protection, +1 cloak of resistance, +1 scimitar, potion of bear's endurance, boots of springing and striding, gauntlets of ogre power, masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap, +2 heavy shield.

* See Appendix 2: New Rules Items

Offset (2): Ftr8/Rog3/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 8d10+24+3d6+9+1d8+3; hp 105; Init +7; Spd 40 ft; AC 20, Touch 14, Flatfooted 17 (+3 dexterity, +6 for +2 mithral chain shirt, +1 ring of protection); Base Atk +

11; Grp +15; Atk +16 melee (1d8+7, +1 longspear) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +16/+11/+6 melee (1d8+7, +1 longspear) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); SA +2d6 sneak attack; SQ trap sense, evasion; AL LN; Saves Fort +13, Reflex +10, Will +7; Str 18, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +16, Jump +16, Profession: Soldier +12, Ride +15, Spot +9, Tumble +18, Use Magic Device +14; Blind-Fighting, Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise*, Improved Disarm, Improved Initiative, Improved Toughness*, Iron Will, Power Attack.

Possessions: +2 mithral chain shirt, +2 cloak of resistance, +1 longspear (pike), potion of bear's endurance, boots of springing and striding, +2 gloves of dexterity, wand of dispel magic (10th level), masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

* See Appendix 2: New Rules Items

Spotter: Rgr2/Wiz9/War1; CR 11; Baklunish Human; Medium Humanoid (5' 3" tall); 9d4+18+3d8+6; hp 69; Init +2; Spd 30 ft; AC 20, Touch 14, Flatfooted 17 (+2 dexterity, +6 for +2 mithral chain shirt, +1 Two Weapon Defense, +1 ring of protection); Base Atk +7; Grp +9; Atk +10 melee (1d6+3, +1 scimitar) or +10 ranged (1d6+2, masterwork +2 Str composite shortbow); Full Atk +10/+5 melee (1d8+7, +1 scimitar) or +8/+3 (1d8+3, +1 scimitar) and +8/+3 (1d4+2, +1 kukri) or +10/+5 ranged (1d6+2, masterwork +2 Str composite shortbow); SQ wild empathy, favored enemy (human), combat style (melee); AL LN; Saves Fort +11, Reflex +9, Will +10; Str 14, Dex 14, Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (Arcana) +19, Knowledge (Geography) +19, Listen +15, Move Silently +6, Profession: Soldier +5, Ride +6, Survival +4, Spellcraft +17, Spot +22; Alertness (Raven Familiar), Blind-Fighting, Combat Expertise, Iron Will, Quickdraw, Skill Focus: Spot, Tracking, Two Weapon Defense, Two Weapon Fighting.

Spells – Diviner (no abjuration)
(4+1/6+1/5+1/4+1/3+1/2+1; DC is 15+Spell Level) 0 - (detect magic (3), light (2)); 1st-(expeditious retreat (2), feather fall (2), spider climb (2), true strike); 2nd-(blindness (2), false life, grease, locate object, true strike*); 3rd-(arcane sight*, fly, haste (2), slow); 4th-(greater invisibility (2), hold monster, true strike*); 5th-(overland flight, true strike*, wall of force)

Possessions: +2 mithral chain shirt, +1 cloak of resistance, +1 scimitar, +1 kukri, potion of bear's endurance, +2 headband of intellect, wand of dispel magic (10th level), eyes of the eagle, masterwork +2 Str composite shortbow, cold iron scimitar, silver kukri, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

APL 10

Encounter Two

Elite Scales Member: War1/Ftr9; CR 10; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+9d10+54; hp 122; Init +4; Spd 30 ft; AC 19, Touch 14, Flatfooted 15 (+5 for +1 chain shirt, +4 for dexterity); Base Atk +10; Grp +23; Atk +21 melee (1d6+11,

masterwork scimitar) or +14 ranged (1d8, light crossbow); Full Atk +21/+16 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +12, Reflex +6, Will +4; Str 28, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +19, Handle Animal +11, Listen +4, Ride +10, Spot +10; Alertness, Blind-Fighting, Combat Reflexes, Hold the Line*, Improved Grapple, Improved Toughness*, Improved Unarmed Strike, Iron Will, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: *gauntlets of ogre power*, +1 *chain shirt*, masterwork scimitar, dagger, light crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Elite Ket Investigator: Rgr6/Rog3/Just3*; CR 12; Male Baklunish Humans; Medium Humanoids (5' 7" tall); HD 6d8+12+3d6+6+3d10+6; hp 86; Init +4; Spd 30 ft; AC 25, Touch 15, Flatfooted 21 (+4 dexterity, +1 *ring of protection*, +6 for +2 *mithral chain shirt*, +4 for +2 *heavy steel shield*); Base Atk +11; Grp +17; Atk +16 melee (1d6+5, +1 *scimitar*) or +16 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +16/+11/+6 melee (1d6+5, +1 *scimitar*) or +16/+11/+6 ranged (1d6+4, masterwork +4 Str composite shortbow); SA Sneak Attack +2d6; SQ Wild Sense, Combat Style (Archery), favored enemy (human, dwarf), animal companion, evasion, trap sense, bring 'em back alive, nonlethal strike +1d6, crippling strike, street savvy +2; AL LN; Saves Fort +8, Reflex +14, Will +7; Str 18, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Spells: (DC 11+spell level): 1st - [~~longstrider~~].

Skills and Feats: Climb +14, Gather Information +12, Handle Animal +7, Hide +12, Listen +5, Move Silently +13, Ride +12, Search +8, Spot +21, Survival +16; Die-Hard, Endurance, Exotic Weapon Proficiency (Manacles), Improved Grapple, ManyShot, Mounted Archery, Mounted Combat, Precise Shot, Rapid Shot, Skill Focus (Gather Information), Tracking.

Possessions: +2 *mithral chain shirt*, *eyes of the eagle*, +1 *ring of protection*, +2 *gauntlets of ogre power*, +3 *cloak of resistance*, +1 *scimitar*, masterwork sap, manacles, masterwork +4 Str composite shortbow, masterwork scimitar, cold iron scimitar, 20 arrows, sap, +2 *heavy steel shield*.

* See Appendix 2: New Rules Items

Encounter Three

Vaste Operative: Exp10; CR 9; Male/Female Baklunish Human; Medium Humanoids (5' 4" tall); HD 10d6; hp 35; Init +4; Spd 30 ft; AC 10, Touch 10, Flatfooted 10; Base Atk +7; Grp +7; Atk +7 melee (1d6, staff); Full Atk +7/+2 melee (1d6, staff); AL LE; Saves Fort +3, Reflex +3, Will +9; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Diplomacy +15, Gather Information +18, Listen +18, Ride +13, Search +14, Sense

Motive +15, Spot +18; Alertness, Improved Initiative, Skill Focus: Gather Information, Skill Focus: Listen, Skill Focus: Spot.

Possessions: quarterstaff, dagger.

Encounter Five

Thorns: Mnk2/Rgr3/TtdMnk8*; CR 13; Baklunish Human; Medium Humanoid; HD 13d8+52; hp 132; Init +7; Spd 80 ft; AC 25, Touch 21, Flatfooted 22 (+4 armor, +3 Dex, +2 Deflection, +3 Wis, +3 Monk); Base Atk +10; Grp +16; Attack +12 melee (2d6+2, unarmed strike); Full Attack +12/+7 melee (2d6+2, unarmed strike); SA Flurry of Blows, Evasion; SQ Wild empathy, favored enemy (human), combat style (archery), Mountain Tattoo, Ocean Tattoo, Phoenix Tattoo (SR 28), Wasp Tattoo; AL: LN; Saves: Fort: +17, Reflex +17, Will +15; Str 14, Dex 16, Con 16, Int 14, Wis 16, Cha 8;

Skills and Feats: Escape Artist +19, Hide +19, Knowledge (Religion) +18, Listen +19, Move Silently +19, Spot +24, Tumble +19; Combat Expertise, Die-Hard, Endurance, Improved Combat Expertise*, Improved Grapple, Improved Initiative, Improved Toughness*, Improved Trip, Improved Unarmed Strike, Combat Reflexes, Tracking, Rapid Shot.

Ocean Tattoo (Su): A character with this tattoo never needs to eat, sleep or drink.

Phoenix Tattoo (Su): A character with this gains SR of character level + 15.

Mountain Tattoo (Su): A character with this tattoo can activate it to take on the immovability of a mountain for as much as 1 round per class level, gaining phenomenal durability though he cannot move from the spot where he stands. He gains +4 bonus to his constitution and wisdom scores. The increase in Constitution increase the tattooed monk by 2 points per level, but these points go away when the ability's duration expires or when the character choose to end it (free action). While using this ability, the tattooed monk takes a -20 penalty to any Dexterity-based skill checks. He is immune to bull rush and trip attacks. The tattooed monk may this ability once per day per tattoo he possesses.

Wasp (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts one round per class level.

Possessions: *ring of mage armor*, +2 *periapt of wisdom*, +2 *gloves of dexterity*, *monks belt*, +2 *cloak of resistance*, *eyes of the eagle*, +2 *ring of protection*.

* See Appendix 2: New Rules Items

Encounter Six

Elite Scales Member: War1/Ftr9; CR 10; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+9d10+54; hp 122; Init +4; Spd 30 ft; AC 19, Touch 14, Flatfooted 15 (+5 for +1 *chain shirt*, +4 for dexterity);

Base Atk +10; Grp +23; Atk +21 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); Full Atk +21/+16 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +12, Reflex +6, Will +4; Str 28, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +19, Handle Animal +11, Listen +4, Ride +10, Spot +10; Alertness, Blind-Fighting, Combat Reflexes, Hold the Line*, Improved Grapple, Improved Toughness*, Improved Unarmed Strike, Iron Will, Weapon Focus (Scimitar), Weapon Specialization Scimitar.

Possessions: *gauntlets of ogre power*, +1 *chain shirt*, masterwork scimitar, dagger, light crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Encounter Eight

Assassin: Bbn3/Rog6; CR 9; Female Wood Elf; Medium Humanoid (5' 10" tall); 3d12+6+6d6+12; hp 68; Init +3; Spd 40 ft; AC 21, Touch 13, Flatfooted 18 (+3 dexterity, +5 for +1 mithral chain shirt, +3 for +1 heavy shield); Base Atk +7; Grp +12; Atk +13 melee (1d6+5, masterwork scimitar) or +11 ranged (1d6+5, masterwork +5 Str composite shortbow); Full Atk +13/+8 melee (1d6+5, masterwork scimitar) or +11/+6 ranged (1d6+5, masterwork +5 Str composite shortbow); SA Sneak Attack +3d6; SQ trap sense +1, uncanny dodge, fast movement, rage 1/day, evasion; AL NE; Saves Fort +8, Reflex +11, Will +6; Str 21, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +16, Listen +12, Spot +12, Tumble +14, Use Rope +7; Cleave, Iron Will, Lightning Reflexes, Power Attack.

Possessions: +1 *mithral chain shirt*, masterwork scimitar, *potion of haste* (5th level), *potion of bear's endurance*, masterwork +5 Str composite shortbow, +1 *cloak of resistance*, *gloves of ogre power*, cold iron scimitar, 20 arrows, +1 *heavy shield*.

Veteran Elite Samsir Light Infantry: War1/Ftr8; Baklunish Humans; CR 8; Medium Humanoids (5' 7" tall); HD 1d8+2+8d10+16+9; hp 83; Init +3; Spd 30 ft; AC 21, Touch 13, Flatfooted 18 (+3 dexterity, +5 for +1 chain shirt, +3 for +1 heavy steel shield); Base Atk +9; Grp +11; Atk +14 melee (1d6+4, masterwork scimitar) or +14 ranged (1d8, masterwork light crossbow); Full Atk +14/+9 melee (1d6+4, masterwork scimitar) or +14 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +9, Ref +5, Will +3; Str 14, Dex 16, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +13, Ride +15, Spot +7; Cleave, Dodge, Endurance, Greater Weapon Focus (Scimitar), Improved Toughness*, Mobility, Power Attack, Spring Attack, Weapon focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +1 *chain shirt*, dagger, masterwork light crossbow, masterwork scimitar, cold iron scimitar, 80 bolts, 5 cold iron bolts, sap, +1 *heavy steel shield*.

* See Appendix 2: New Rules Items

Encounter 11

Iariz: Wiz9/War1; CR 9; Medium Humanoid; HD 1d8+3+9d4+20; hp 67; Init +6; Spd 30 ft.; AC 21, touch 13, flat-footed 19 (+4 extended mage armor, +4 extended shield, +2 Dex, +1 *ring of protection*); Base Atk +5; Grp +5; Atk +6 melee (1d6, masterwork scimitar); Full Atk +6 melee (1d6, masterwork scimitar); SQ diviner (banned enchantment), familiar; AL CE; SV Fort +11, Ref +8, Will +10; Str 10, Dex 14, Con 16, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +19, Craft (alchemy) +18, Jump +4, Knowledge (Arcana) +18, Knowledge (The planes) +18, Ride +6, Spellcraft +18; Improved Initiative, Empower Spell, Extend Spell, Scribe Scroll, Skill Focus: Concentration, Sudden Empower*, Sudden Silent*.

Spells Prepared (4+1/6+1/5+1/4+1 /3+1/2+1; base DC = 15 + spell level): 0—[*detect magic**, *detect magic, mage hand, ray of frost* (2)]; 1st—[*grease, magic missile* (4), *shield, true strike**]; 2nd—[~~*extended mage armor, extended shield, glitterdust, scorching ray*~~ (2), ~~*see invisibility*~~*]; 3rd—[~~*arcane sight*~~*, *dispel magic, empowered magic missile, fireball, fly*]; 4th—[~~*arcane eye*~~*, *dimension door, empowered scorching ray, enervation*]; 5th—[*cone of cold, empowered lightning bolt, prying eyes**].

Possessions: +1 *ring of protection*, masterwork scimitar, dagger (2), *potion of cure light wounds*, +2 *amulet of health*, +3 *vest of resistance*, +2 *headband of intellect*.

* See Appendix 2: New Rules Items

Encounter 12

Advanced Elite Magma Hurler (8): CR 7; Large Elemental (Earth, Extraplanar, Fire) (6' 9" tall); HD 12d8+120; hp 174 each; Init +3; Spd 20 ft; AC 18, Touch 12, Flatfooted 15 (-1 size, +3 Dex, +6 natural); Base Atk +9; Grp +27; Atk +22 melee (1d8+21, slam) or Atk +12 ranged (3d10+14+1d6 fire, magma rock); Full Atk +22 melee (1d8+21, slam) or +12/+7 ranged (3d10+14+1d6 fire, magma rock); Space/Reach 10 ft./10 ft.; SA; magma rock; SQ darkvision 60', elemental traits, immunity to fire, vulnerability to cold; AL CE; Saves Fort +18, Reflex +11, Will +7; Str 38, Dex 16, Con 30, Int 7, Wis 14, Cha 9.

Skills and Feats: Listen +14, Spot +13; Far Shot, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (Magma Rock).

Magma Rock (Ex): A magma hurler can spit forth a ball of molten rock into its hand as a move action, as often as once per round. It can throw a magma rock with a range increment of 30 feet (maximum range 150 feet) – 60 feet and 300 feet respectively with Far Shot.

Possessions: none.

Encounter 14

Typical Ket Enforcement Squad

Muscle (4): Ftr11/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 11d10+33+1d8+3; hp 111; Init +2; Spd 30 ft; AC 23, Touch 13, Flatfooted 21 (+2 dexterity, +7 for +2 breast plate shirt, +3 for +1 heavy shield, +1 ring of protection); Base Atk +12; Grp: +17; Atk +20 melee (1d6+8, +1 scimitar) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +20/+15/+10 melee (1d6+8, +1 scimitar) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); AL LN; Saves Fort +13, Reflex +6, Will +6; Str 20, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +17, Jump +17, Profession: Soldier +15, Ride +17; Blind-Fighting, Combat Expertise, Dodge, Greater Weapon Focus (Scimitar), Improved Combat Expertise*, Improved Toughness*, Iron Will, Phalanx Fighting*, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +2 breast plate, +1 ring of protection, +1 cloak of resistance, +1 scimitar, potion of bear's endurance, boots of springing and striding, gauntlets of ogre power, masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap, +2 heavy shield.

* See Appendix 2: New Rules Items

Offset (2): Ftr8/Rog3/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 8d10+24+3d6+9+1d8+3; hp 105; Init +7; Spd 40 ft; AC 20, Touch 14, Flatfooted 17 (+3 dexterity, +6 for +2 mithral chain shirt, +1 ring of protection); Base Atk +

11; Grp +15; Atk +16 melee (1d8+7, +1 longspear) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +16/+11/+6 melee (1d8+7, +1 longspear) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); SA +2d6 sneak attack; SQ trap sense, evasion; AL LN; Saves Fort +13, Reflex +10, Will +7; Str 18, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +16, Jump +16, Profession: Soldier +12, Ride +15, Spot +9, Tumble +18, Use Magic Device +14; Blind-Fighting, Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise*, Improved Disarm, Improved Initiative, Improved Toughness*, Iron Will, Power Attack.

Possessions: +2 mithral chain shirt, +2 cloak of resistance, +1 longspear (pike), potion of bear's endurance, boots of springing and striding, +2 gloves of dexterity, wand of dispel magic (10th level), masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

* See Appendix 2: New Rules Items

Spotter: Rgr2/Wiz9/War1; CR 11; Baklunish Human; Medium Humanoid (5' 3" tall); 9d4+18+3d8+6; hp 69; Init +2; Spd 30 ft; AC 20, Touch 14, Flatfooted 17 (+2 dexterity, +6 for +2 mithral chain shirt, +1 Two Weapon Defense, +1

ring of protection); Base Atk +7; Grp +9; Atk +10 melee (1d6+3, +1 scimitar) or +10 ranged (1d6+2, masterwork +2 Str composite shortbow); Full Atk +10/+5 melee (1d8+7, +1 scimitar) or +8/+3 (1d8+3, +1 scimitar) and +8/+3 (1d4+2, +1 kukri) or +10/+5 ranged (1d6+2, masterwork +2 Str composite shortbow); SQ wild empathy, favored enemy (human), combat style (melee); AL LN; Saves Fort +11, Reflex +9, Will +10; Str 14, Dex 14, Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (Arcana) +19, Knowledge (Geography) +19, Listen +15, Move Silently +6, Profession: Soldier +5, Ride +6, Survival +4, Spellcraft +17, Spot +22; Alertness (Raven Familiar), Blind-Fighting, Combat Expertise, Iron Will, Quickdraw, Skill Focus: Spot, Tracking, Two Weapon Defense, Two Weapon Fighting.

Spells – **Diviner** (no abjuration) (4+1/6+1/5+1/4+1/3+1/2+1; DC is 15+Spell Level) 0 - (detect magic (3), light (2)); 1st-(expeditious retreat (2), feather fall (2), spider climb (2), true strike); 2nd-(blindness (2), false life, grease, locate object, true strike*); 3rd-(arcane sight*, fly, haste (2), slow); 4th-(greater invisibility (2), hold monster, true strike*); 5th-(overland flight, true strike*, wall of force)

Possessions: +2 mithral chain shirt, +1 cloak of resistance, +1 scimitar, +1 kukri, potion of bear's endurance, +2 headband of intellect, wand of dispel magic (10th level), eyes of the eagle, masterwork +2 Str composite shortbow, cold iron scimitar, silver kukri, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

APL 12

Encounter Two

Elite Scales Member: War1/Ftr9; CR 10; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+9d10+54; hp 122; Init +4; Spd 30 ft; AC 19, Touch 14, Flatfooted 15 (+5 for +1 chain shirt, +4 for dexterity); Base Atk +10; Grp +23; Atk +21 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); Full Atk +21/+16 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +12, Reflex +6, Will +4; Str 28, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +19, Handle Animal +11, Listen +4, Ride +10, Spot +10; Alertness, Blind-Fighting, Combat Reflexes, Hold the Line*, Improved Grapple, Improved Toughness*, Improved Unarmed Strike, Iron Will, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: gauntlets of ogre power, +1 chain shirt, masterwork scimitar, dagger, light crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Elite Ket Investigator: Rgr6/Rog3/Just3*; CR 12; Male Baklunish Humans; Medium Humanoids (5' 7" tall); HD 6d8+12+3d6+6+3d10+6; hp 86; Init +4; Spd 30 ft; AC 25,

Touch 15, Flatfooted 21 (+4 dexterity, +1 ring of protection, +6 for +2 mithral chain shirt, +4 for +2 heavy steel shield); Base Atk +11; Grp +17; Atk +16 melee (1d6+5, +1 scimitar) or +16 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +16/+11/+6 melee (1d6+5, +1 scimitar) or +16/+11/+6 ranged (1d6+4, masterwork +4 Str composite shortbow); SA Sneak Attack +2d6; SQ Wild Sense, Combat Style (Archery), favored enemy (human, dwarf), animal companion, evasion, trap sense, bring 'em back alive, nonlethal strike +1d6, crippling strike, street savvy +2; AL LN; Saves Fort +8, Reflex +14, Will +7; Str 18, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Spells: (DC 11+spell level): 1st –[~~longstrider~~].

Skills and Feats: Climb +14, Gather Information +12, Handle Animal +7, Hide +12, Listen +5, Move Silently +13, Ride +12, Search +8, Spot +21, Survival +16; Die-Hard, Endurance, Exotic Weapon Proficiency (Manacles), Improved Grapple, ManyShot, Mounted Archery, Mounted Combat, Precise Shot, Rapid Shot, Skill Focus (Gather Information), Tracking.

Possessions: +2 mithral chain shirt, eyes of the eagle, +1 ring of protection, +2 gauntlets of ogre power, +3 cloak of resistance, +1 scimitar, masterwork sap, manacles, masterwork +4 Str composite shortbow masterwork scimitar, cold iron scimitar, 20 arrows, sap, +2 heavy steel shield.

* See Appendix 2: New Rules Items

Encounter Three

Vaste Operative: Exp10; CR 9; Male/Female Baklunish Human; Medium Humanoids (5' 4" tall); HD 10d6; hp 35; Init +4; Spd 30 ft; AC 10, Touch 10, Flatfooted 10; Base Atk +7; Grp +7; Atk +7 melee (1d6, staff); Full Atk +7/+2 melee (1d6, staff); AL LE; Saves Fort +3, Reflex +3, Will +9; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Diplomacy +15, Gather Information +18, Listen +18, Ride +13, Search +14, Sense Motive +15, Spot +18; Alertness, Improved Initiative, Skill Focus: Gather Information, Skill Focus: Listen, Skill Focus: Spot.

Possessions: quarterstaff, dagger.

Encounter Five

Thorns: Mnk2/Rgr3/TtdMnk8*; CR 13; Baklunish Human; Medium Humanoid; HD 13d8+52; hp 132; Init +7; Spd 80 ft; AC 25, Touch 21, Flatfooted 22 (+4 armor, +3 Dex, +2 Deflection, +3 Wis, +3 Monk); Base Atk +10; Grp +16; Attack +12 melee (2d6+2, unarmed strike); Full Attack +12/+7 melee (2d6+2, unarmed strike); SA Flurry of Blows, Evasion; SQ Wild empathy, favored enemy (human), combat style (archery), Mountain Tattoo, Ocean Tattoo, Phoenix Tattoo (SR 28), Wasp Tattoo; AL: LN; Saves: Fort: +17, Reflex +17, Will +15; Str 14, Dex 16, Con 16, Int 14, Wis 16, Cha 8;

Skills and Feats: Escape Artist +19, Hide +19, Knowledge (Religion) +18, Listen +19, Move Silently +19, Spot +24, Tumble +19; Combat Expertise, Die-Hard, Endurance, Improved Combat Expertise*, Improved Grapple, Improved Initiative, Improved Toughness*, Improved Trip, Improved Unarmed Strike, Combat Reflexes, Tracking, Rapid Shot.

Ocean Tattoo (Su): A character with this tattoo never needs to eat, sleep or drink.

Phoenix Tattoo (Su): A character with this gains SR of character level + 15.

Mountain Tattoo (Su): A character with this tattoo can activate it to take on the immovability of a mountain for as much as 1 round per class level, gaining phenomenal durability though he cannot move from the spot where he stands. He gains +4 bonus to his constitution and wisdom scores. The increase in Constitution increase the tattooed monk by 2 points per level, but these points go away when the ability's duration expires or when the character choose to end it (free action). While using this ability, the tattooed monk takes a -20 penalty to any Dexterity-based skill checks. He is immune to bull rush and trip attacks. The tattooed monk may this ability once per day per tattoo he possesses.

Wasp (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts one round per class level.

Possessions: ring of mage armor, +2 periapt of wisdom, +2 gloves of dexterity, monks belt, +2 cloak of resistance, eyes of the eagle, +2 ring of protection.

* See Appendix 2: New Rules Items

Encounter Six

Scales Member: War1/Ftr9; CR 10; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+9d10+54; hp 122; Init +4; Spd 30 ft; AC 19, Touch 14, Flatfooted 15 (+5 for +1 chain shirt, +4 for dexterity); Base Atk +10; Grp +23; Atk +21 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); Full Atk +21/+16 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +12, Reflex +6, Will +4; Str 28, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +19, Handle Animal +11, Listen +4, Ride +10, Spot +10; Alertness, Blind-Fighting, Combat Reflexes, Hold the Line*, Improved Grapple, Improved Toughness*, Improved Unarmed Strike, Iron Will, Weapon Focus (Scimitar), Weapon Specialization Scimitar.

Possessions: gauntlets of ogre power, +1 chain shirt, masterwork scimitar, dagger, light crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Encounter Eight

Assassin: Bbn4/Rog7; CR 11; Female Wood Elf; Medium Humanoid (5' 10" tall); 4d12+8+7d6+14; hp 83; Init +3; Spd 40 ft; AC 21, Touch 13, Flatfooted 18 (+3 dexterity, +5 for +1 mithral chain shirt, +3 for +1 heavy shield); Base Atk +9; Grp +14; Atk +15 melee (1d6+6, +1 scimitar) or +13 ranged (1d6+5, masterwork +5 Str composite shortbow); Full Atk +15/+10 melee (1d6+6, +1 scimitar) or +13/+8 ranged (1d6+5, masterwork +5 Str composite shortbow); SA Sneak Attack +4d6; SQ trap sense +3, uncanny dodge, fast movement, rage 1/day, evasion; AL NE; Saves Fort +9, Reflex +12, Will +6; Str 21, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +18, Listen +14, Spot +14, Tumble +16, Use Rope +8; Cleave, Iron Will, Lightning Reflexes, Power Attack.

Possessions: +1 mithral chain shirt, +1 scimitar, potion of haste (5th level), potion of bear's endurance, masterwork +5 Str composite shortbow, +2 cloak of resistance, gloves of ogre power, cold iron scimitar, 20 arrows, sap, +1 heavy shield.

Shock Samsir Light Infantry: War1/Ftr10; Baklunish Humans; CR 10; Medium Humanoids (5' 7" tall); HD 1d8+2+10d10+20+11; hp 101; Init +3; Spd 30 ft; AC 22, Touch 14, Flatfooted 19 (+3 dexterity, +1 ring of protection, +5 for +1 chain shirt, +3 for +1 heavy steel shield); Base Atk +11; Grp +13; Atk +16 melee (1d6+5, +1 scimitar) or +16 ranged (1d6+5, masterwork scimitar); Full Atk +16/+11/+6 melee (1d6+5, +1 scimitar) or +16 ranged (1d6, masterwork light crossbow); AL LN; SV Fort +10, Ref +6, Will +4; Str 14, Dex 16, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +15, Ride +17, Spot +8; Cleave, Dodge, Endurance, Greater Weapon Focus (Scimitar), Improved Critical (Scimitar), Improved Toughness*, Mobility, Power Attack, Spring Attack, Weapon focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +1 chain shirt, dagger, masterwork light crossbow, +1 scimitar, +1 ring of protection, cold iron scimitar, 80 bolts, 5 cold iron bolts, sap, +1 heavy steel shield.

Encounter 11

Iariz: Wiz13/War1; CR 13; Medium Humanoid; HD 1d8+3+13d4+26; hp 79; Init +7; Spd 30 ft; AC 23, touch 15, flat-footed 20 (+4 extended mage armor, +4 extended shield, +3 Dex, +2 ring of protection); Base Atk +7; Grp +7; Atk +8 melee (1d6+1, +1 scimitar); Full Atk +8/+3 melee (1d6, +1 scimitar); SQ diviner (banned enchantment), familiar; AL CE; SV Fort +13, Ref +11, Will +13; Str 10, Dex 16, Con 16, Int 23, Wis 12, Cha 8.

Skills and Feats: Concentration +23, Craft (alchemy) +23, Jump +4, Knowledge (Arcana) +23, Knowledge (Local – VTE) +20, Knowledge (The planes) +23, Ride +7, Spellcraft +23; Empower Spell, Eschew Materials, Extend

Spell, Improved Initiative, Scribe Scroll, Skill Focus: Concentration, Sudden Empower*, Sudden Silent*, Sudden Still*.

Spells Prepared (4+1/6+1/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level): 0—[*detect magic**, *detect magic*, *mage hand*, *ray of frost* (2)]; 1st—[*grease*, *magic missile* (4), *shield*, *true strike**]; 2nd—[~~extended mage armor~~, ~~extended shield~~, *glitterdust* (2), *scorching ray* (2), ~~see invisibility~~*]; 3rd—[~~arcane sight~~*, *dispel magic*, *empowered magic missile*, *fireball* (2), ~~fly~~]; 4th—[~~arcane eye~~*, *dimension door* (2), *empowered scorching ray*, *enervation*, *shout*]; 5th—[*cone of cold*, *empowered fireball*, *empowered lightning bolt* (2), ~~prying eyes~~*]; 6th—[*chain lightning*, *empowered enervation*, ~~extended stonewall~~, *true seeing**]; 7th—[*empowered cone of cold*, ~~extended true seeing~~*, *prismatic spray*].

Possessions: +2 ring of protection, +1 scimitar, masterwork scimitar, dagger (2), *potion of cure serious wounds* (2), +2 amulet of health, +2 gloves of dexterity, +4 vest of resistance, +4 headband of intellect.

* See Appendix 2: New Rules Items

Encounter 12

Advanced Barbarian Magma Hurlers (2): Bbn4/Rog2; CR 12; Large Elemental (Earth, Extraplanar, Fire) (6' 9" tall); HD 1d8+120+4d12+40+2d6+20; hp 267 each; Init +3; Spd 30 ft; AC 24, Touch 12, Flatfooted 21 (-1 size, +5 for +1 chain shirt, +3 Dex, +7 natural); Base Atk +14; Grp +36; Atk +27 melee (1d8+14, unarmed strike) or +17 ranged (3d10+14+1d6 fire, magma rock); Full Atk +27/+22/+17 melee (1d8+14, unarmed strike) or +17/+12/+7 ranged (3d10+14+1d6 fire, magma rock); Space/Reach 10 ft./10 ft.; SA; magma rock, sneak attack +1d6; SQ rage 1/day, uncanny dodge, evasion, trap sense +1, darkvision 60', elemental traits, immunity to fire, vulnerability to cold; AL CE; Saves Fort +22, Reflex +15, Will +8; Str 38, Dex 17, Con 30, Int 7, Wis 14, Cha 9.

Skills and Feats: Listen +20, Spot +23; Far Shot, Improved Grapple, Improved Unarmed Strike, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (Magma Rock).

Magma Rock (Ex): A magma hurler can spit forth a ball of molten rock into its hand as a move action, as often as once per round. It can throw a magma rock with a range increment of 30 feet (maximum range 150 feet) – 60 feet and 300 feet respectively with Far Shot.

Possessions: +1 chain shirt, +1 amulet of natural armor.

Encounter 14

Typical Ket Enforcement Squad

Muscle (4): Ftr11/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 11d10+33+1d8+3; hp 111; Init +2; Spd 30 ft; AC 23, Touch 13, Flatfooted 21 (+2

dexterity, +7 for +2 *breast plate shirt*, +3 for +1 *heavy shield*, +1 *ring of protection*); Base Atk +12; Grp: +17; Atk +20 melee (1d6+8, +1 *scimitar*) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +20/+15/+10 melee (1d6+8, +1 *scimitar*) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); AL LN; Saves Fort +13, Reflex +6, Will +6; Str 20, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +17, Jump +17, Profession: Soldier +15, Ride +17; Blind-Fighting, Combat Expertise, Dodge, Greater Weapon Focus (Scimitar), Improved Combat Expertise*, Improved Toughness*, Iron Will, Phalanx Fighting*, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +2 *breast plate*, +1 *ring of protection*, +1 *cloak of resistance*, +1 *scimitar*, *potion of bear's endurance*, *boots of springing and striding*, *gauntlets of ogre power*, masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap, +2 *heavy shield*.

* See Appendix 2: New Rules Items

Offset (2): Ftr8/Rog3/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 8d10+24+3d6+9+1d8+3; hp 105; Init +7; Spd 40 ft; AC 20, Touch 14, Flatfooted 17 (+3 dexterity, +6 for +2 *mithral chain shirt*, +1 *ring of protection*); Base Atk +

11; Grp +15; Atk +16 melee (1d8+7, +1 *longspear*) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +16/+11/+6 melee (1d8+7, +1 *longspear*) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); SA +2d6 sneak attack; SQ trap sense, evasion; AL LN; Saves Fort +13, Reflex +10, Will +7; Str 18, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +16, Jump +16, Profession: Soldier +12, Ride +15, Spot +9, Tumble +18, Use Magic Device +14; Blind-Fighting, Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise*, Improved Disarm, Improved Initiative, Improved Toughness*, Iron Will, Power Attack.

Possessions: +2 *mithral chain shirt*, +2 *cloak of resistance*, +1 *longspear (pike)*, *potion of bear's endurance*, *boots of springing and striding*, +2 *gloves of dexterity*, *wand of dispel magic (10th level)*, masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

* See Appendix 2: New Rules Items

Spotter: Rgr2/Wiz9/War1; CR 11; Baklunish Human; Medium Humanoid (5' 3" tall); 9d4+18+3d8+6; hp 69; Init +2; Spd 30 ft; AC 20, Touch 14, Flatfooted 17 (+2 dexterity, +6 for +2 *mithral chain shirt*, +1 Two Weapon Defense, +1 *ring of protection*); Base Atk +7; Grp +9; Atk +10 melee (1d6+3, +1 *scimitar*) or +10 ranged (1d6+2, masterwork +2 Str composite shortbow); Full Atk +10/+5 melee (1d8+7, +1 *scimitar*) or +8/+3 (1d8+3, +1 *scimitar*) and +8/+3 (1d4+2, +1 *kukri*) or +10/+5 ranged (1d6+2, masterwork +2 Str composite shortbow); SQ wild empathy, favored enemy (human), combat style (melee); AL LN; Saves Fort

+11, Reflex +9, Will +10; Str 14, Dex 14, Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (Arcana) +19, Knowledge (Geography) +19, Listen +15, Move Silently +6, Profession: Soldier +5, Ride +6, Survival +4, Spellcraft +17, Spot +22; Alertness (Raven Familiar), Blind-Fighting, Combat Expertise, Iron Will, Quickdraw, Skill Focus: Spot, Tracking, Two Weapon Defense, Two Weapon Fighting.

Spells – *Diviner (no abjuration)* (4+1/6+1/5+1/4+1/3+1/2+1; DC is 15+Spell Level) 0 - (*detect magic (3)*, *light (2)*); 1st-(*expeditious retreat (2)*, *feather fall (2)*, *spider climb (2)*, *true strike*); 2nd-(*blindness (2)*, *false life*, *grease*, *locate object*, *true strike**); 3rd-(*arcane sight**, *fly*, *haste (2)*, *slow*); 4th-(*greater invisibility (2)*, *hold monster*, *true strike**); 5th-(*overland flight*, *true strike**, *wall of force*)

Possessions: +2 *mithral chain shirt*, +1 *cloak of resistance*, +1 *scimitar*, +1 *kukri*, *potion of bear's endurance*, +2 *headband of intellect*, *wand of dispel magic (10th level)*, *eyes of the eagle*, masterwork +2 Str composite shortbow, cold iron scimitar, silver kukri, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

APL 14

Encounter Two

Scales Member: War1/Ftr9; CR 10; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+9d10+54; hp 122; Init +4; Spd 30 ft; AC 19, Touch 14, Flatfooted 15 (+5 for +1 *chain shirt*, +4 for dexterity); Base Atk +10; Grp +23; Atk +21 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); Full Atk +21/+16 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +12, Reflex +6, Will +4; Str 28, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +19, Handle Animal +11, Listen +4, Ride +10, Spot +10; Alertness, Blind-Fighting, Combat Reflexes, Hold the Line*, Improved Grapple, Improved Toughness*, Improved Unarmed Strike, Iron Will, Weapon Focus (Scimitar), Weapon Specialization Scimitar.

Possessions: *gauntlets of ogre power*, +1 *chain shirt*, masterwork scimitar, dagger, light crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Elite Ket Investigator: Rgr6/Rog3/Just3*; CR 12; Male Baklunish Humans; Medium Humanoids (5' 7" tall); HD 6d8+12+3d6+6+3d10+6; hp 86; Init +4; Spd 30 ft; AC 25, Touch 15, Flatfooted 21 (+4 dexterity, +1 *ring of protection*, +6 for +2 *mithral chain shirt*, +4 for +2 *heavy steel shield*); Base Atk +11; Grp +17; Atk +16 melee (1d6+5, +1 *scimitar*) or +16 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +16/+11/+6 melee (1d6+5, +1 *scimitar*) or +16/+11/+6 ranged (1d6+4, masterwork +4 Str composite shortbow); SA Sneak Attack

+2d6; SQ Wild Sense, Combat Style (Archery), favored enemy (human, dwarf), animal companion, evasion, trap sense, bring 'em back alive, nonlethal strike +1d6, crippling strike, street savvy +2; AL LN; Saves Fort +8, Reflex +14, Will +7; Str 18, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Spells: (DC 11+spell level): 1st –[*longstrider*].

Skills and Feats: Climb +14, Gather Information +12, Handle Animal +7, Hide +12, Listen +5, Move Silently +13, Ride +12, Search +8, Spot +21, Survival +16; Die-Hard, Endurance, Exotic Weapon Proficiency (Manacles), Improved Grapple, ManyShot, Mounted Archery, Mounted Combat, Precise Shot, Rapid Shot, Skill Focus (Gather Information), Tracking.

Possessions: +2 mithral chain shirt, eyes of the eagle, +1 ring of protection, +2 gauntlets of ogre power, +3 cloak of resistance, +1 scimitar, masterwork sap, manacles, masterwork +4 Str composite shortbow masterwork scimitar, cold iron scimitar, 20 arrows, sap, +2 heavy steel shield.

* See Appendix 2: New Rules Items

Encounter Three

Vaste Operative: Exp10; CR 9; Male/Female Baklunish Human; Medium Humanoids (5' 4" tall); HD 10d6; hp 35; Init +4; Spd 30 ft; AC 10, Touch 10, Flatfooted 10; Base Atk +7; Grp +7; Atk +7 melee (1d6, staff); Full Atk +7/+2 melee (1d6, staff); AL LE; Saves Fort +3, Reflex +3, Will +9; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Diplomacy +15, Gather Information +18, Listen +18, Ride +13, Search +14, Sense Motive +15, Spot +18; Alertness, Improved Initiative, Skill Focus: Gather Information, Skill Focus: Listen, Skill Focus: Spot.

Possessions: quarterstaff, dagger.

Encounter Five

Thorns: Mnk2/Rgr3/TtdMnk8*; CR 13; Baklunish Human; Medium Humanoid; HD 13d8+52; hp 132; Init +7; Spd 80 ft; AC 25, Touch 21, Flatfooted 22 (+4 armor, +3 Dex, +2 Deflection, +3 Wis, +3 Monk); Base Atk +10; Grp +16; Attack +12 melee (2d6+2, unarmed strike); Full Attack +12/+7 melee (2d6+2, unarmed strike); SA Flurry of Blows, Evasion; SQ Wild empathy, favored enemy (human), combat style (archery), Mountain Tattoo, Ocean Tattoo, Phoenix Tattoo (SR 28), Wasp Tattoo; AL: LN; Saves: Fort: +17, Reflex +17, Will +15; Str 14, Dex 16, Con 16, Int 14, Wis 16, Cha 8;

Skills and Feats: Escape Artist +19, Hide +19, Knowledge (Religion) +18, Listen +19, Move Silently +19, Spot +24, Tumble +19; Combat Expertise, Die-Hard, Endurance, Improved Combat Expertise*, Improved Grapple, Improved Initiative, Improved Toughness*, Improved Trip, Improved Unarmed Strike, Combat Reflexes, Tracking, Rapid Shot.

All's Fair

Ocean Tattoo (Su): A character with this tattoo never needs to eat, sleep or drink.

Phoenix Tattoo (Su): A character with this gains SR of character level + 15.

Mountain Tattoo (Su): A character with this tattoo can activate it to take on the immovability of a mountain for as much as 1 round per class level, gaining phenomenal durability though he cannot move from the spot where he stands. He gains +4 bonus to his constitution and wisdom scores. The increase in Constitution increase the tattooed monk by 2 points per level, but these points go away when the ability's duration expires or when the character choose to end it (free action). While using this ability, the tattooed monk takes a -20 penalty to any Dexterity-based skill checks. He is immune to bull rush and trip attacks. The tattooed monk may this ability once per day per tattoo he possesses.

Wasp (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts one round per class level.

Possessions: ring of mage armor, +2 periapt of wisdom, +2 gloves of dexterity, monks belt, +2 cloak of resistance, eyes of the eagle, +2 ring of protection.

* See Appendix 2: New Rules Items

Encounter Six

Scales Member: War1/Ftr9; CR 10; Male Baklunish Human; Medium Humanoids (5' 9" tall); HD 1d8+6+9d10+54; hp 122; Init +4; Spd 30 ft; AC 19, Touch 14, Flatfooted 15 (+5 for +1 chain shirt, +4 for dexterity); Base Atk +10; Grp +23; Atk +21 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); Full Atk +21/+16 melee (1d6+11, masterwork scimitar) or +14 ranged (1d8, light crossbow); SQ stat increases (wished - +1 CR); AL LN; Saves Fort +12, Reflex +6, Will +4; Str 28, Dex 18, Con 20, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +19, Handle Animal +11, Listen +4, Ride +10, Spot +10; Alertness, Blind-Fighting, Combat Reflexes, Hold the Line*, Improved Grapple, Improved Toughness*, Improved Unarmed Strike, Iron Will, Weapon Focus (Scimitar), Weapon Specialization Scimitar.

Possessions: gauntlets of ogre power, +1 chain shirt, masterwork scimitar, dagger, light crossbow, 20 bolts, sap.

* See Appendix 2: New Rules Items

Encounter Eight

Assassin: Bbn4/Rog7/Ftr2; CR 13; Female Wood Elf; Medium Humanoid (5' 10" tall); 4d12+12+7d6+21+2d10+6; hp 108; Init +3; Spd 40 ft; AC 21, Touch 13, Flatfooted 18 (+3 dexterity, +5 for +1 mithral chain shirt, +3 for +1 heavy shield); Base Atk +11; Grp +18; Atk +19 melee (1d6+8, +1 keen scimitar) or +15 ranged (1d6+5, masterwork +5 Str composite shortbow); Full Atk +19/+14/+9 melee (1d6+7, +1 keen scimitar) or

+15/+10/+5 ranged (1d6+5, masterwork +5 Str composite shortbow); SA Sneak Attack +4d6; SQ trap sense +3, uncanny dodge, fast movement, rage 1/day, evasion; AL NE; Saves Fort +13, Reflex +13, Will +7; Str 24, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +21, Listen +14, Spot +14, Tumble +16, Use Rope +8; Blind-Fighting, Cleave, Improved Toughness*, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Scimitar).

Possessions: +1 mithral chain shirt, +1 keen scimitar, *potion of haste* (5th level), *potion of bear's endurance*, masterwork +5 Str composite shortbow, +3 *cloak of resistance*, +4 *belt of giant strength*, cold iron scimitar, 20 arrows, +1 *heavy shield*.

* See Appendix 2: New Rules Items

Elite Shock Samsir Light Infantry: War1/Ftr12; Baklunish Humans; CR 12; Medium Humanoids (5' 7" tall); HD 1d8+2+1d10+24+13; hp 119; Init +3; Spd 30 ft; AC 24, Touch 14, Flatfooted 21(+3 dexterity, +1 *ring of protection*, +6 for +2 *chain shirt*, +4 for +2 *heavy steel shield*); Base Atk +13; Grp +15; Atk +18 melee (1d6+7, +1 *scimitar*) or +18 ranged (1d8, masterwork light crossbow); Full Atk +18/+13/+8 melee (1d6+7, +1 *scimitar*) or +18 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +11, Ref +7, Will +5; Str 14, Dex 16, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +17, Ride +19, Spot +9; Cleave, Combat Reflexes, Dodge, Endurance, Greater Weapon Focus (Scimitar), Greater Weapon Specialization (Scimitar), Improved Critical (Scimitar), Improved Toughness*, Mobility, Power Attack, Spring Attack, Weapon focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +2 *chain shirt*, dagger, masterwork light crossbow, +1 *scimitar*, +1 *ring of protection*, cold iron scimitar, 80 bolts, 5 cold iron bolts, sap, +2 *heavy steel shield*.

* See Appendix 2: New Rules Items

Encounter 11

Iariz and Issol: Wiz13/War1; CR 13; Medium Humanoid; HD 1d8+3+1d4+26; hp 79; Init +7; Spd 30 ft; AC 23, touch 15, flat-footed 20 (+4 extended mage armor, +4 extended shield, +3 Dex, +2 *ring of protection*); Base Atk +7; Grp +7; Atk +8 melee (1d6+1, +1 *scimitar*); Full Atk +8/+3 melee (1d6, +1 *scimitar*); SQ diviner (banned enchantment), familiar; AL CE; SV Fort +13, Ref +11, Will +13; Str 10, Dex 16, Con 16, Int 23, Wis 12, Cha 8.

Skills and Feats: Concentration +23, Craft (alchemy) +23, Jump +4, Knowledge (Arcana) +23, Knowledge (Local – VTE) +20, Knowledge (The planes) +23, Ride +7, Spellcraft +23; Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus: Concentration, Sudden Empower*, Sudden Silent*, Sudden Still*.

Spells Prepared (4+1/6+1/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level): 0—[*detect magic**, *detect magic*, *mage hand*, *ray of frost* (2)]; 1st—[*grease*, *magic missile* (4), *shield*, *true strike**]; 2nd—[~~extended mage armor~~, ~~extended shield~~, *glitterdust* (2), *scorching ray* (2), ~~see invisibility~~*]; 3rd—[~~arcane sight~~*, *dispel magic*, *empowered magic missile*, *fireball* (2), ~~fly~~]; 4th—[~~arcane eye~~*, *dimension door* (2), *empowered scorching ray*, *enervation*, *shout*]; 5th—[*cone of cold*, *empowered fireball*, *empowered lightning bolt* (2), ~~prying eyes~~*]; 6th—[*chain lightning*, *empowered enervation*, ~~extended stoneskin~~, *true seeing**]; 7th—[*empowered cone of cold*, ~~extended true seeing~~*, *prismatic spray*].

Possessions: +2 *ring of protection*, +1 *scimitar*, masterwork scimitar, dagger (2), *potion of cure serious wounds* (2), +2 *amulet of health*, +2 *gloves of dexterity*, +4 *vest of resistance*, +4 *headband of intellect*.

* See Appendix 2: New Rules Items

Encounter 12

Advanced Barbarian Magma Hurlers (4): Bbn4/Rog2; CR 12; Large Elemental (Earth, Extraplanar, Fire) (6' 9" tall); HD 12d8+120+4d12+40+2d6+20; hp 267 each; Init +3; Spd 30 ft; AC 24, Touch 12, Flatfooted 21 (-1 size, +5 for +1 *chain shirt*, +3 Dex, +7 natural); Base Atk +14; Grp +36; Atk +27 melee (1d8+14, unarmed strike) or +17 ranged (3d10+14+1d6 fire, magma rock); Full Atk +27/+22/+17 melee (1d8+14, unarmed strike) or +17/+12/+7 ranged (3d10+14+1d6 fire, magma rock); Space/Reach 10 ft./10 ft.; SA; magma rock, sneak attack +1d6; SQ rage 1/day, uncanny dodge, evasion, trap sense +1, darkvision 60', elemental traits, immunity to fire, vulnerability to cold; AL CE; Saves Fort +22, Reflex +15, Will +8; Str 38, Dex 17, Con 30, Int 7, Wis 14, Cha 9.

Skills and Feats: Listen +20, Spot +23; Far Shot, Improved Grapple, Improved Unarmed Strike, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (Magma Rock).

Magma Rock (Ex): A magma hurler can spit forth a ball of molten rock into its hand as a move action, as often as once per round. It can throw a magma rock with a range increment of 30 feet (maximum range 150 feet) – 60 feet and 300 feet respectively with Far Shot.

Possessions: +1 *chain shirt*, +1 *amulet of natural armor*.

Encounter 14

Typical Ket Enforcement Squad

Muscle (4): Ftr11/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 11d10+33+1d8+3; hp 111; Init +2; Spd 30 ft; AC 23, Touch 13, Flatfooted 21 (+2 dexterity, +7 for +2 *breast plate shirt*, +3 for +1 *heavy shield*, +1 *ring of protection*); Base Atk +12; Grp +17; Atk +20 melee (1d6+8, +1 *scimitar*) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk

+20/+15/+10 melee (1d6+8, +1 scimitar) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); AL LN; Saves Fort +13, Reflex +6, Will +6; Str 20, Dex 14, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +17, Jump +17, Profession: Soldier +15, Ride +17; Blind-Fighting, Combat Expertise, Dodge, Greater Weapon Focus (Scimitar), Improved Combat Expertise*, Improved Toughness*, Iron Will, Phalanx Fighting*, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +2 breast plate, +1 ring of protection, +1 cloak of resistance, +1 scimitar, potion of bear's endurance, boots of springing and striding, gauntlets of ogre power, masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap, +2 heavy shield.

* See Appendix 2: New Rules Items

Offset (2): Ftr8/Rog3/War1; CR 11; Baklunish Human; Medium Humanoid (5' 6" tall); 8d10+24+3d6+9+1d8+3; hp 105; Init +7; Spd 40 ft; AC 20, Touch 14, Flatfooted 17 (+3 dexterity, +6 for +2 mithral chain shirt, +1 ring of protection); Base Atk +11; Grp +15; Atk +16 melee (1d8+7, +1 longspear) or +15 ranged (1d6+4, masterwork +4 Str composite shortbow); Full Atk +16/+11/+6 melee (1d8+7, +1 longspear) or +15/+10/+5 ranged (1d6+4, masterwork +4 Str composite shortbow); SA +2d6 sneak attack; SQ trap sense, evasion; AL LN; Saves Fort +13, Reflex +10, Will +7; Str 18, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +16, Jump +16, Profession: Soldier +12, Ride +15, Spot +9, Tumble +18, Use Magic Device +14; Blind-Fighting, Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise*, Improved Disarm, Improved Initiative, Improved Toughness*, Iron Will, Power Attack.

Possessions: +2 mithral chain shirt, +2 cloak of resistance, +1 longspear (pike), potion of bear's endurance, boots of springing and striding, +2 gloves of dexterity, wand of dispel magic (10th level), masterwork +4 Str composite shortbow, cold iron scimitar, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

* See Appendix 2: New Rules Items

Spotter: Rgr2/Wiz9/War1; CR 11; Baklunish Human; Medium Humanoid (5' 3" tall); 9d4+18+3d8+6; hp 69; Init +2; Spd 30 ft; AC 20, Touch 14, Flatfooted 17 (+2 dexterity, +6 for +2 mithral chain shirt, +1 Two Weapon Defense, +1 ring of protection); Base Atk +7; Grp +9; Atk +10 melee (1d6+3, +1 scimitar) or +10 ranged (1d6+2, masterwork +2 Str composite shortbow); Full Atk +10/+5 melee (1d8+7, +1 scimitar) or +8/+3 (1d8+3, +1 scimitar) and +8/+3 (1d4+2, +1 kukri) or +10/+5 ranged (1d6+2, masterwork +2 Str composite shortbow); SQ wild empathy, favored enemy (human), combat style (melee); AL LN; Saves Fort +11, Reflex +9, Will +10; Str 14, Dex 14, Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (Arcana) +19, Knowledge (Geography) +19, Listen +15,

Move Silently +6, Profession: Soldier +5, Ride +6, Survival +4, Spellcraft +17, Spot +22; Alertness (Raven Familiar), Blind-Fighting, Combat Expertise, Iron Will, Quickdraw, Skill Focus: Spot, Tracking, Two Weapon Defense, Two Weapon Fighting.

Spells – **Diviner** (no abjuration) (4+1/6+1/5+1/4+1/3+1/2+1; DC is 15+Spell Level) 0 – (detect magic (3), light (2)); 1st–(expeditious retreat (2), feather fall (2), spider climb (2), true strike); 2nd–(blindness (2), false life, grease, locate object, true strike*); 3rd–(arcane sight*, fly, haste (2), slow); 4th–(greater invisibility (2), hold monster, true strike*); 5th–(overland flight, true strike*, wall of force)

Possessions: +2 mithral chain shirt, +1 cloak of resistance, +1 scimitar, +1 kukri, potion of bear's endurance, +2 headband of intellect, wand of dispel magic (10th level), eyes of the eagle, masterwork +2 Str composite shortbow, cold iron scimitar, silver kukri, 20 arrows, 5 silver arrows, 5 cold iron arrows, sap.

Appendix Two: New Rules

Justiciar as presented in *Complete Warrior*

Where there are laws, there are those who defy them, and where citizens live in fear of those lawbreakers, brave souls hunt them down. These are the justiciars. They don't do it for money; they don't do it for glory. They do it because it's a thankless job that needs to be done. It also happens to be a satisfying vocation to make a living by kicking the daylight out of a criminal who desperately deserves it.

Justiciars are generally solitary, relying on their own wits and skills. They are fearless and single-minded in pursuit of their prey and ruthlessly effective in combat. Innocence and alibi can be argued in front of a court, but pretty words don't change the facts of the case or absolve a criminal of guilt. A justiciar is not necessarily judge, jury or executioner; often he simply sees to it that those people get the chance to do their jobs. When it is impractical to bring a miscreant to the hands of the law, or if the criminal resists, a justiciar doesn't hesitate to bring final justice to someone who deserves it. Some evil justiciars prefer torturing their prisoners into confessing before turning them in.

When faced with a difficult challenge, justiciars may team up with each other or with a posse of other characters to hunt those wanted by the law. The presence of one or more justiciars in a posse might come as a rude surprise to a group of individuals that have been robbing from the rich to give to the poor....

Most justiciars begin as rangers. Some paladins find being a justiciar in line with their ideology. Fighters often find enough reward in killing; bringing people back alive is typically more effort than they consider worthwhile. Conversely, many clerics are too forgiving to be justiciars; obvious exceptions include clerics of St. Cuthbert, as well as those of Hextor and certain other lawful evil deities. Rogues and bards, with their stealth-oriented skills, can be very effective in this class. Even the occasional druid, sorcerer or wizard (especially diviners) enters the field, wielding spells as their weapons instead of steel.

Hit Die: d10

Requirements

To qualify as a justiciar, a character must fulfill the following criteria.

Alignment: Any lawful

Base Attack Bonus: +6

Skills: Gather Information 5 ranks, Search 5 ranks, Survival 5 ranks.

Feats: Skill Focus (Gather Information), Track.

Class Skills

The justiciar's class skills (and the key ability for each skill are Bluff (Cha), Climb (Str), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 4 + Int Modifier

Class Features

The following are class features of the justiciar prestige class.

Weapon and Armor Proficiency: Justiciars gain no proficiency with any weapon or armor.

Bring 'em Back Alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a -4 penalty on the attack roll.

Nonlethal Strike (Ex): A justiciar can make nonlethal strikes. Any time the character uses the bring'em back alive ability and his target would be denied her Dexterity bonus to Armor Class (whether she actually has a Dexterity bonus or not) or when the justiciar flanks the target, the justiciar's attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level and 4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A Justiciar can use nonlethal strike only on a living creature with discernible anatomy – undead, constructs, oozes, plants and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The justiciar cannot make a nonlethal strike against a creature with concealment.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike against an opponent with such precision that his blow weakens and hampers the opponent. When a justiciar damages an opponent with

a nonlethal strike, that character also takes 1 point of Strength damage.

Street Savvy (Ex): A Justiciar of 3rd level or higher gains a circumstance bonus on Gather Information checks he attempts while in pursuit of a criminal. This bonus is initially +2 at 3rd level, and increases by an extra +2 every third level thereafter.

Hog-Tie (Ex): When a justiciar of 5th level or higher successfully pins an opponent while grappling, he can attempt to hog-tie the opponent (in addition to his other options; see If You're Pinning an Opponent on page 156 of the *Player's Handbook*). A justiciar must have a rope, chain, or manacles in one hand to use this ability.

A justiciar can use this ability on an opponent of up to one size category larger than he is (for example, a halfling justiciar can attempt to hog-tie a Medium or smaller opponent). He can use the ability only against humanoid-shaped creatures (thus, most humanoids, monstrous humanoids, outsiders and giants would qualify).

An attempt to hog-tie is resolved with an opposed check. The justiciar can make a Use Rope check instead of a normal grapple check, while the opponent makes either a grapple check or an Escape Artist check. If the justiciar succeeds, the opponent is hog-tied. If the opponent succeeds, the hog-tie attempt fails and the grapple continues.

If a justiciar successfully hog-ties an opponent, that person is considered bound and helpless. A bound

opponent can attempt to escape by making an Escape Artist check opposed by the justiciar's Use Rope check (including his +10 bonus; see Bind a character on page 86 of the *Player's Handbook*) or a Strength check (DC 23 for rope, DC 26 for chain or manacles, DC 28 for masterwork manacles) to break free.

Improved Hog-Tie (Ex): A justiciar of 8th level or higher can make a hog-tie attempt without first pinning an opponent. Whenever a grapple is established, the justiciar can use an attack action to make a hog-tie attempt. Also, if the justiciar has the Quick Draw Feat, he does not need to be holding the rope, chain, or manacles in his hand before make the attempt.

Intuition (Su): When hunting a specific person, a 10th level justiciar can use a Survival check to determine in which direction the culprit might be found if the criminal is within 1 mile of the justiciar (DC 15+target's HD). A justiciar can use this ability to determine the direction of anyone he has previously faced in combat if he or she is within range.

The DM should make this check in secret for the justiciar since the character should not know if he failed the check because of the die roll or because the target is too far away. A justiciar can make this check once per day for any single target.

Multiclass Note: A paladin who becomes a justiciar can continue advancing as a paladin.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Bring 'em back alive, nonlethal strike +1d6
2 nd	+2	+0	+0	+3	Improved grapple, crippling strike
3 rd	+3	+1	+1	+3	Exotic Weapon Proficiency (manacles), street savvy +2
4 th	+4	+1	+1	+4	Nonlethal strike +2d6
5 th	+5	+1	+1	+4	Hog-tie
6 th	+6	+2	+2	+5	Street savvy +4
7 th	+7	+2	+2	+5	Non-lethal strike +3d6
8 th	+8	+2	+2	+6	Improved hog-tie
9 th	+9	+3	+3	+6	Street savvy +6
10 th	+10	+3	+3	+7	Intuition, nonlethal strike +4d6

Improved Toughness [General] as presented in Complete Warrior

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Sudden Empower [Metamagic], as presented in Miniatures Handbook

Prerequisite: Any other metamagic feat

Benefit: Once per day, you may apply the Empower Spell feat to any spell you can cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Empower Spell feat if you have it.

Sudden Still [Metamagic], as presented in Miniatures Handbook

Prerequisite: Any other metamagic feat

Benefit: Once per day, you may apply the Still Spell feat to any spell you can cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Still Spell feat if you have it.

Sudden Silent [Metamagic], as presented in Miniatures Handbook

Prerequisite: Any other metamagic feat

Benefit: Once per day, you may apply the Silent Spell feat to any spell you can cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Silent Spell feat if you have it.

Phalanx Fighting [General] as presented in Complete Warrior

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with a heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are within 5 feet of an ally who is also using a heavy shield and light weapon and who also has this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains a +1 bonus to his AC. If two or more characters who all know this feat are adjacent, they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus on Reflex saves.

Special: A fighter may select Phalanx Fighting as one of his fighter bonus feats.

Improved Combat Expertise [General] as presented in Complete Warrior

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract

from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Special: A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

Hold the Line [General] as presented in Complete Warrior

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Tattooed Monk as presented in Complete Warrior

Certain monastic orders bestow supernatural or spell-like powers on their members by inscribing magic tattoos on their skin. These tattooed monks shave their heads, speak in cryptic riddles and maxims, and – in many cases – travel the countryside furthering their quest for enlightenment by facing and conquering temptation.

The great majority of tattooed monks begin their careers as monks. A small number of fighters, druids, and even a few clerics adopt the tattooed monk prestige class. In general, tattooed monks are drawn almost exclusively from rural or wild regions, though more “civilized” individuals who gain the favor of the order are sometimes allowed to join.

The ranks of the tattooed monks are divided between worldly monks – those who believe that temptation can only be overcome if it is squarely faced – and ascetic monks, who rarely leave their mountaintop retreats. Player character tattooed monks are assumed to fall into the former category, but NPCs can be found in both roles. NPC tattooed monks often fulfill roles as philosophers and mystics, helping others find answers to esoteric questions and solutions to unusual problems.

Hit Die: d8

Requirements

To qualify to become a tattooed monk, a character must fulfill all the following criteria.

Alignment: Any lawful

Base Attack Bonus: +3

Skills: Knowledge (Religion) 8 ranks

Feats: Endurance, Improved Grapple, Improved Unarmed Strike

Class Skills

The tattooed monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill points at Each Level: 4 + Int Modifier

Class Features

All of the following are class features of the tattooed monk prestige class.

Weapon and Armor Proficiency: Tattooed monks gain no weapon or armor proficiency.

Monk Abilities: A tattooed monk's class level stacks with his monk levels for deterring his unarmed damage, AC bonus, and unarmored speed bonus.

Tattoo (Su or Sp): Tattooed monks gain their powers from the magic tattoos that eventually cover their bodies. A 1st level tattooed monk has one tattoo and gains another tattoo at every odd-numbered level. A tattooed monk can choose his tattoos from among those described below. Note that three of the tattoos (centipede, crescent moon, and phoenix) have minimum class level requirements.

All tattoos are magical, and the abilities they bestow are supernatural (except for the crescent moon). A Tattooed monk in an *antimagic field* loses all benefits of his tattoos. Unless the effect of a tattoo is continuous, activating a tattoo is a move action that does not provoke an attack of opportunity.

Arrowroot: A character with this tattoo can heal wounds in another character by touch. Each day he can cure a total of hit points equal to his Wisdom bonus x his class level. A tattooed monk cannot heal himself, but he may divide the curing among multiple recipients, and he doesn't have to use it all at once.

Bamboo: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Constitution score. This benefit lasts for 1 round per class level.

Bat: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Dexterity score. This benefit lasts for 1 round per class level.

Bellflower: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos

he possesses as an enhancement bonus to his Charisma score. This benefit lasts for 1 round per class level.

Butterfly: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Wisdom score. This benefit lasts for 1 round per class level.

Centipede: Once per week, a character with this tattoo can use a shadow walk effect. This ability allows the tattooed monk to cross great distances, but he must end his journey on the Material Plane. A tattooed monk must be at least 5th level to gain this tattoo.

Chameleon: A character with this tattoo can use an alter self effect once per day per tattoo he possesses. This benefit lasts for 1 hour per class level.

Crab: A character with this tattoo gains damage reduction 2/magic. This damage reduction improves by 2 for each additional tattoo he possesses.

Crane: A character with this tattoo gains a gradual immunity to bodily decay. When a tattooed monk first gains this tattoo, he gains immunity to nonmagical diseases. When he gains his next tattoo (whatever it may be) he acquires immunity to poison as well. When he gains his next tattoo, he no longer takes ability score penalties for aging, and he cannot be magically aged. (Any aging penalties he may already have incurred remain in place.) Bonuses still accrue, and the tattooed monk still dies of old age when his time is up.

Chrysanthemum: Every hour that a character with this tattoo is in direct sunlight, he heals a number of hit points equal to his level. A *daylight* spell does not provoke this fast healing; the character must be exposed to real sunlight.

Dragon: Once per day per tattoo he possesses, a character with this tattoo can use fire breath as if he had drunk an *elixir of fire breath* (see page 255 of the *Dungeon Master's Guide*).

Dragonfly: Once per day, a character with this tattoo gains a dodge bonus to his AC equal to the number of tattoos he possesses. This benefit lasts for 1 round per class level.

Falcon: A character with this tattoo is immune to fear (magical or otherwise). Allies within 10 feet of his gain a morale bonus on their saving throws against fear effects equal to the tattooed monk's Charisma bonus (if any) plus the number of tattoos he possesses.

Lion: Once per day per tattoo he possesses, a character with this tattoo can smite a foe, gaining a +4 bonus on the attack roll and a bonus on the damage roll equal to his class level on a single melee attack. The tattooed monk must declare the smite before making the attack. A missed attack uses up the attempt.

Monkey: A character with this tattoo gains a +1 competence bonus per tattoo he possesses on all Balance, Climb, Escape Artist, Hide, Jump, Move

Silently, Open Lock, Sleight of Hand, and Tumble checks.

Moon, Crescent: Once per day, a character with this tattoo can use ethereal jaunt as a spell-like ability. A tattooed monk must be at least 9th level to gain this tattoo.

Moon, Full: Once per day per tattoo he possesses, a character with this tattoo can gain a +2 luck bonus on a single attack roll, skill check, or ability check, as he calls on the power of the full moon. This ability cannot be used during daylight hours.

Mountain Tattoo: A character with this tattoo can activate it to take on the immovability of a mountain for as much as 1 round per class level, gaining phenomenal durability though he cannot move from the spot where he stands. He gains a +4 bonus to his Constitution and Wisdom scores. The increase in Constitution increases the tattooed monk's hit points by 2 points per level, but these hit points go away when the ability's duration expires or when the character chooses to end it (a free action). While using this ability, the tattooed monk takes a -20 penalty on any Dexterity-based skill checks. He is immune to bull rush and trip attacks. The tattooed monk may use this ability once per day per tattoo he possesses.

Nightingale: A character with this tattoo can heal wounds, either his own or others'. He can heal a number of hit points of damage equal to twice his current class level each day, and he can spread this healing out among several uses.

Ocean Tattoo: A character with this tattoo never needs to eat, sleep or drink.

Phoenix Tattoo: A character with this tattoo gains spell resistance equal to his class level + 15. A tattooed monk must be at least 7th level to gain this tattoo.

Pine: A character with this tattoo gains the Die-Hard Feat.

Scorpion: Once per day per tattoo he possesses, a character with this tattoo can force an opponent attacking him to use his lowest ability score modifier instead of his Strength or Dexterity score modifier when making his attack roll. The character can activate this tattoo on his opponent's turn, but he must declare it before the success or failure of the attack is

determined. The tattooed monk must be aware of the attack and not flat-footed in order to use this ability.

Spider: To use this tattoo, a character must have the Stunning Fist feat. Instead of a stunning fist attack, a character with this tattoo can make an attack that delivers a contact poison. The poison's save DC is equal to 10 + the tattooed monk's class level + his Con modifier. The poison's initial and secondary damage is 2 points of Constitution damage. Using this tattoo counts as one of the character's stunning fist attacks for that day.

Sun: Once per day per tattoo he possesses, a character with this tattoo can gain a +2 luck bonus on a single attack roll, skill check, or ability check, as he calls on the power of the sun. This ability can only be used during daylight hours.

Tiger: Once per day per tattoo he possesses, a character with this tattoo can fight unarmed with a +1 bonus on all attack rolls and deal an extra 1d6 points of damage with a successful attack. This burst of martial arts ferocity lasts for 1 round per class level.

Tortoise: Once per day per tattoo he possesses, a character with this tattoo can use his class level as the number of ranks in a skill he does not possess for the purpose of one skill check. For example, a 4th level tattooed monk with two tattoos can make up to two Use Magic Device checks as if he had 4 ranks in that skill. He adds his Charisma modifier to the skill check as usual.

Unicorn: A character with this tattoo gains the power of good fortune, usable once per day. This ability allows the tattooed monk to reroll one d20 roll that he has just made. The character must take the result of the reroll, even if it is worse than the original roll. The character must declare the reroll before the result of the original roll has been determined.

Wasp: Once per day per tattoo he possesses, a character with this tattoo can use *haste* on herself. The benefit lasts one round per class level.

White Mask: A character with this tattoo is immune to *detect thoughts*, *detect lies*, and any attempt to magically discern alignment. He gains a +10 bonus to all Bluff checks.

Multiclass Note: A monk who becomes a tattooed monk may continue advancing as a monk.

Appendix Three: Textes Français

Introduction

Vous avez été appelé par la femme du Scheik de Farhini pour la rencontrer à Sefmur où elle passe son exil. Dans le sud de Tusmit, la guerre fait toujours rage et la ville marchande de Vilayad, joyau du sud de Tusmit, est assiégée par les Worldburners. Avec tous les problèmes à Tusmit, le Pasha n'a pas encore réuni d'armée pour libérer la ville. Le commerce partout à Tusmit souffre de ne pas être relié au reste de la Flanaess.

La Sheikesse vous rencontre dans un manoir dans le quartier noble de Sefmur. Assise sur un gros coussin et flanquée de deux gardes du corps, elle vous offre des gâteaux sucrés et du thé chaud. Une fois que vous êtes tous assis, elle vous demande de vous présenter à elle.

* * *

“Merci d’être ici, je crois que vous connaissez la situation dans le sud où mon mari et un groupe de loyaux soldats combattent pour leur vie et pour sauver notre ville... Connaissez-vous les Worldburners?”

* * *

“Pour le moment, nos forces tiennent, mais leur moral est bas et la ville risque de tomber à tout moment. Des conflits internes entre les Tasmans et les Ketites sont au plus haut. Le traité parvient à peine à maintenir la paix, surtout depuis l’Exode des forces de Ket.”

“A cause de vos réputations en tant qu’agent du bien, je dois vous demander si vous voudriez aider les gens de Vilayad. J’ai besoin de gens pour aider au maintien de la paix et vous assurer que le traité soit respecté. Je ne peux vous promettre beaucoup du point de vue monétaire, mais je vais passer quelques bons mots.”

* * *

“Les Tasmans qui vivaient dans le quartier Ketite ont quitté la ville pour la plupart. Ceux qui sont revenus ne cessent de harceler le gouvernement quant au triste état que les Ketites ont laissé leur propriété. Mon mari est envahi de telles demandes.”

“Les choses ne se sont pas améliorées avec le retrait des forces de Ket, laissant un quart de leur armée à Vilayad. C’est ce que l’on appelle l’Exode. Plusieurs des maisons que les Ketites utilisaient

comme baraques ou dortoirs sont abandonnés et il est devenu impossible de savoir qui habite où.”

“Un couvre-feu a été décrété et à l’exception des patrouilles, seuls ceux qui possèdent un permis de passage ont le droit de sortir. Certains parmi vous ont peut-être des animaux, et bien ils ne sont pas admis dans Vilayad. La nourriture est trop rare pour supporter des animaux. Avant que vous demandiez, les familiers eux, tout comme les chevaux sont admis, mais je dois vous avertir que vous ne devriez pas quitter Vilayad.”

“Une dernière chose, utiliser des sorts comme la téléportation est interdit à l’intérieur de la ville. Avec l’aide des Archons de Ket (mages de l’armée), un véritable réseau a été placé sur la ville, ce qui réduit le nombre d’espions et d’infiltrateurs. Seul quelques endroits bien gardés permettent la téléportation dans la Vilayad. Grâce à leur familiarité avec ce genre de magie, les Archons maintiennent le réseau, avec l’aide de nos gens.”

“Quand vous arriverez à Vilayad, rapportez-vous à Morsooth al-Qadi qui gère la plupart des opérations militaires et de police de Vilayad.”

“Une dernière chose... un conseil sur le futur de Vilayad aura lieu dans quelques jours. J’aimerais que vous soyez présent pour aider le conseil à trouver une solution permanente aux problèmes de Vilayad.”

“Avez-vous des questions?”

Encounter One: Business or Pleasure?

Vous arrivez dans un large cercle de téléportation placé directement sur les dalles du marché de Vilayad. La place est très grande maintenant qu’elle est vide de kiosques et de marchands. Les statues à demi finies des héros de Tusmit se dressent en témoin de la grandeur passée de la place.

Les gardes patrouillent le périmètre en grand nombre, portant les emblèmes de Tusmit et Ket. Huit gardes s’approchent rapidement, quatre d’entre eux portant les armes de Tusmit et quatre les armes de Ket. Avec une précision militaire, un des soldats de Tusmit fait un pas en avant et vous adresse la parole alors que les autres assument des positions défensives.

“Déclarez-vous!”

* * *

Vous êtes amené à une petite bâtisse de pierre au coin de la place. La patrouille qui vous a accueilli forment deux colonnes vous indiquant l'entrée.

A l'intérieur, un bureau avec deux commis, un aux armes de Tusmit et l'autre aux armes de Ket. Ils se lèvent alors que tout le monde entre en vous observant attentivement.

"Déclarez-vous."

"Déclarez vos intentions et vos besoins. Combien de temps resterez-vous à Vilayad? Connaissez-vous quelqu'un en ville?"

Cette information est pour le Black Arrow et Morsooth al-Qadi. Ils veulent savoir exactement qui et quoi entrent dans la ville. La ville est sous la loi martiale et plusieurs magies protectrices sont actives. Si vous ne déclarez pas tout ce que vous avez, vous pourriez être découvert ou une magie protectrice pourrait vous affecter, vous ou vos objets. C'est dans votre intérêt d'être spécifique."

"Sachez que vous entrez dans une ville assiégée. Nous ne sommes pas d'humeur à plaisanter."

Encounter Three: Upstanding Citizens

Back on the Path

Une Qadi très occupée lève les yeux vers vous et vous adresse en Baklunien (puis en commun si aucun héros ne comprend).

"Mes hommes ont du pensé que vous aviez quelque chose d'important à dire. Je suis occupée, pourquoi êtes-vous ici?"

Encounter Five: As the Arrow Flies

Un homme mince, vêtu de robes noires, un cimeterre à sa ceinture s'approche. Il porte une bandoulière de soie noire d'où il produit un petit parchemin scellé. Sans un mot ou une explication, il brise le sceau et ouvre le parchemin pour le lire.

"Écho nous a été faite que les ci-devant désirent rencontrer le Black Arrow. Cela est-il vrai?"

"Quelle preuve avez-vous de vos intentions? Comment le Black Arrow vous reconnaîtra-t-il?"

La pièce est fortement éclairée. Vous êtes de nouveau vous-même, mais dans un lieu différent. Le mobilier de cette pièce est simple et martial, les murs et le planchers sont froids et sans décoration.

Il n'y a aucune porte de visible et votre guide n'est pas présent. Devant vous est assis un homme en uniforme militaire de Ket, entouré de deux gardes à la mine stoïque, probablement les célèbres Thorns (gardes du corps d'élite du Beygraf et de la noblesse de Ket).

"Vous vouliez me voir?"

The Orders of the Black Arrow

Surveillez ce lieu sur les murs ce soir, mais soyez discrets (montrez-leur la Carte Un et choisissez un lieu près des portes du nord) – la patrouille est une des nôtres et elle se comporte étrangement. N'interférez pas avec ce que vous verrez, mais trouvez qui planifie quoi. Si vous avez besoin d'employer la force, plus loin du mur, utilisez votre bon jugement – mais laissez les événements sur le mur prendre place car nous avons besoin de savoir que les conspirateurs dévoilent leurs cartes. Si quelqu'un de l'extérieur est impliqué, trouvé d'où... mais trouver quelque chose! Rappelez-vous ceci, il n'y a aucun innocent dans la guerre.

Encounter Eight: Late, Bait or Wait

Doing the Job

Les rares sons de la ville sont amplifiés alors que la nuit est tombée depuis longtemps et le couvre-feu mis en place. Les rues de Vilayad se sont complètement vidées des passants. Le bruit des lourds pas des soldats sur les murs font un constant bruit de va-et-vient entre les tours de garde.

The Greater Good

Les rares sons de la ville sont amplifiés alors que la nuit est tombée depuis longtemps et le couvre-feu mis en place. Les rues de Vilayad se sont complètement vidées des passants. Le bruit des lourds pas des soldats sur les murs font un constant bruit de va-et-vient entre les tours de garde. C'est un bon moment pour se trouver un bon lieu de point de vue.

Conclusion: Future or Not?

Success (Tusmit and other concerned with the future of Vilayad – Council decides on a new future to the benefit of the city)

Vilayad est visiblement soulagée alors que la nouvelle des succès du Conseil se répand. Les soldats se tiennent plus droit et un sentiment

d'arrogance est revenu parmi les troupes Tusmanes. Ce n'est plus qu'une question de temps avant de les Worldburners soient vaincu et que la ville ne redevienne un important centre de commerce.

Success (Ket and those concerned with the fate of the Black Arrow – The Black Arrows survives the Assassination attempt or good details are obtained about the Vaste efforts)

Les Vaste ont dévoilé leur jeu et ont été arrêtés. Les disciples de l'Ancien n'ont pas réussi à ramener Ket à la servitude de l'alliance, ou de prendre de mesure pour y revenir. Le futur est incertain, mais au moins ils ont été vaincus.

Failure (Tusmit and those concerned with the fate of the city – The Council does not change the future of Vilayad or it takes a route not beneficial to Tusmit)

Malgré vos efforts, Vilayad est toujours en danger. Bien de l'eau va couler devant Vilayad avant que la paix ne revienne. A tout moment, les Worldburners risquent de prendre la ville. La rumeur de l'échec du conseil se répand comme une traînée de poudre.

Failure (Ket and those concerned with the fate of the Black Arrow – The Black Arrows dies or there is not much information gathered about the Vaste)

Les Vaste ont joué leur carte et vous n'avez pas su les arrêter. Les suivants de l'Ancien ont peut-être raté à Lopolla, mais ils ont maintenant un succès pour refaire leur confiance. Le futur de Ket est plus incertain que jamais, et probablement pire qu'il ne paraissait quelques jours plus tôt.

Failure (characters were removed from the module before the conclusion)

Les Vaste ont joué leur carte, vous n'avez pas su les arrêter et Vilayad pourrait en payer le prix. Le Black Arrow est mort, son corps retourné à son frère – le Beygraf de Ket – ce matin. Le futur de Ket et Tusmit semblent plus que jamais en danger car les forces de l'Ancien et des Worldburners ont pris l'avantage et les défenses de la ville sont plus que jamais sous pression.

Fin

Appendix Four: Player Handouts

Player Handout #1 : The Worldburners

This cult came to prominence during 593CY when they took control of a bathhouse in Blashikdur. The cult itself is composed mostly of Tusman nomads but a number of humanoid creatures bolster their ranks. Goblins, Orcs, Ogres and Giants accompany their army. They are also known to use horrible metallic feline creatures. Elementals and creatures, most of them with the fire subtype complete the ranks of the army.

The Worldburners worship an unclear fire-god whose goals are nebulous at best. Many of them, are little more than raging barbarians bent on destruction and setting things aflame. Fire has a strange fascination to them. The rise of the cult is obscure, what little can be gleaned the first Worldburners met the Fire-god in the hills and under his guidance grew powerful.

The cult is believed to be responsible for the “Wave of Fire” that swept through north-eastern Tusmit in the early parts of 594CY. Their main act came in the summer when they attacked the Ketite army who was besieging the city of Vilayad. Through quick negotiations, a treaty between Ket and Tusmit was signed. The city has so far been under siege.

Later in the year, Ket sent an expeditionary force that liberated a large portion of their army and inflicted a severe the defeat to the Worldburners. However, when the Ketite returned home, the siege was still in force around the city.

Player Handout #2 - Character Form

Player Character:

RPGA #:

Class	Level	Class	Level	Class	Level	Class	Level

Race	Deity	Alignment	Height	Weight

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma

Fortitude Save	Reflex Save	Will Save

HP	AC	Flat-Footed AC	Touch AC	Initiative Modifier	Movement

Melee Weapon:	Missile Weapon:
Bonus to hit/damage:	Bonus to hit/damage:

Concentration	Bluff	Diplomacy	Hide	Listen	Move Sil	Search	Spot	Tumble

Major Magical Items (list value)	Major Magical Items (list value)

Feats	Feats

Player Handout #3 – Cast of Personalities (Council of Vilayad)

T – Tusmit member of the Council

K – Ket member of the Council

Morsooth al-Qadi (T) – Head of the Vilayad Council, Exalted Faith Cleric

The Black Arrow (K) – Head of the army of Ket. (NO VOTE)

Ila Variz (T) – Head of the Church of Geshtai and Water Watcher, Geshtai Cleric.

Mullah Darius Ibn Kior (K) – Head of the Mullahs in Vilayad.

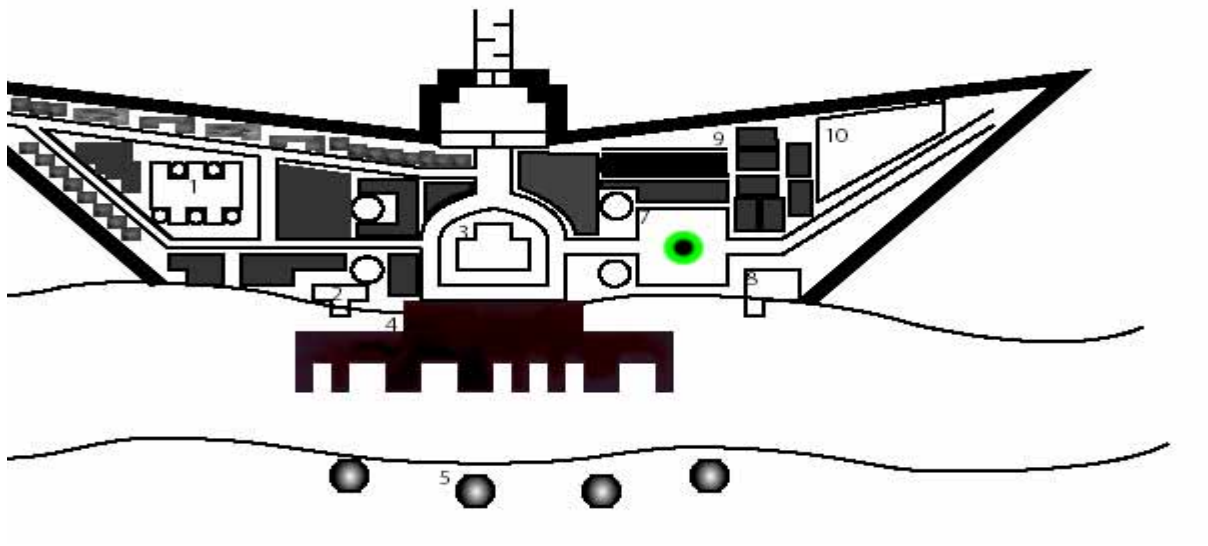
Emir Zulir (K) – Ambassador from Ket (Ket side).

Variz al-Fareeq (T) – head of the Tusmit forces in Vilayad and alternate vote on the Council

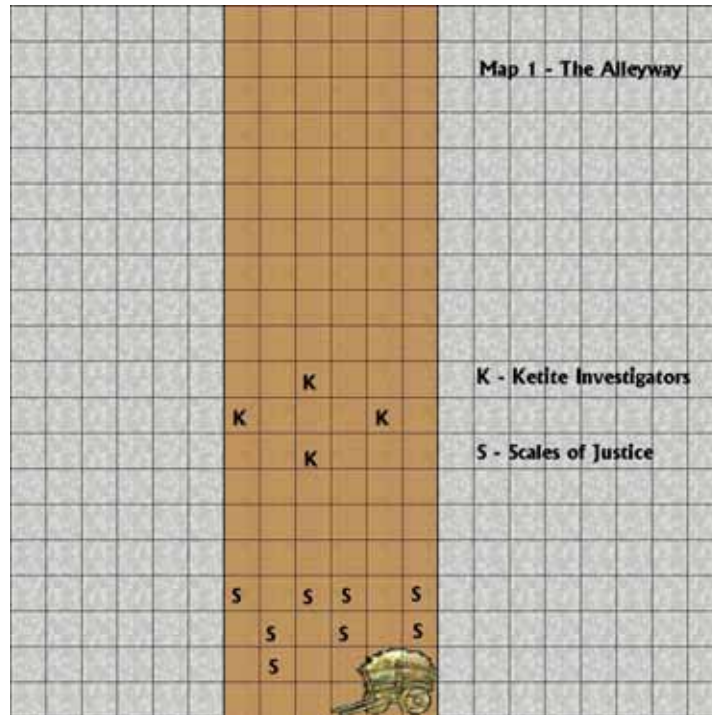
Appendix Four: Maps

Map One - Vilayad

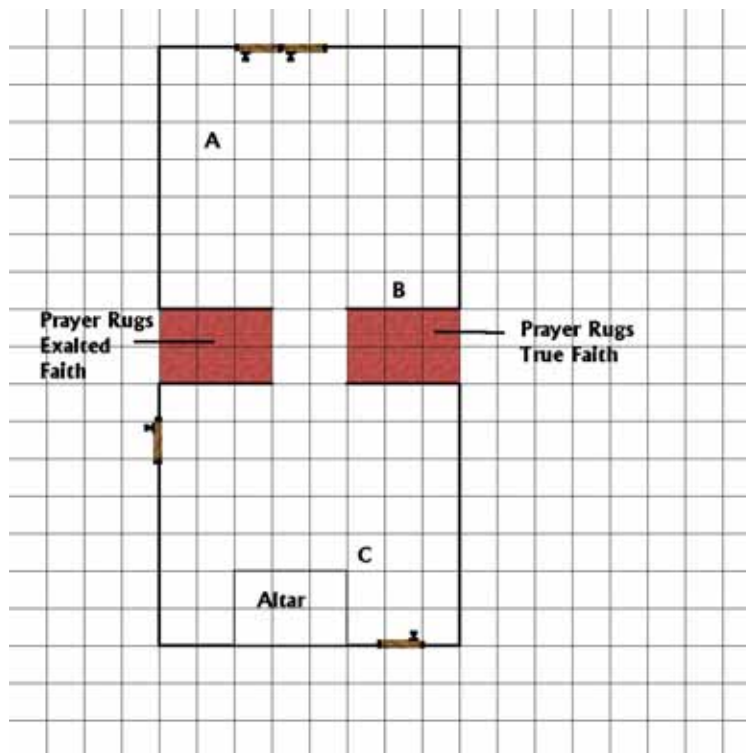
- 1 - Mosque of Al'Akbar
 - 2 - Church of Geshtai
 - 3 - Governor's Mansion and Public Offices
 - 4 - Vilayad Docks; Shipping and Receiving
 - 5 - Guard Towers
 - 6 - Avenue of the Weaponsmiths
 - 7 - City Square
 - 8 - Water Watchers
 - 9 - Market
 - 10 - Garrison
- *only major thoroughfares demarcated on the map



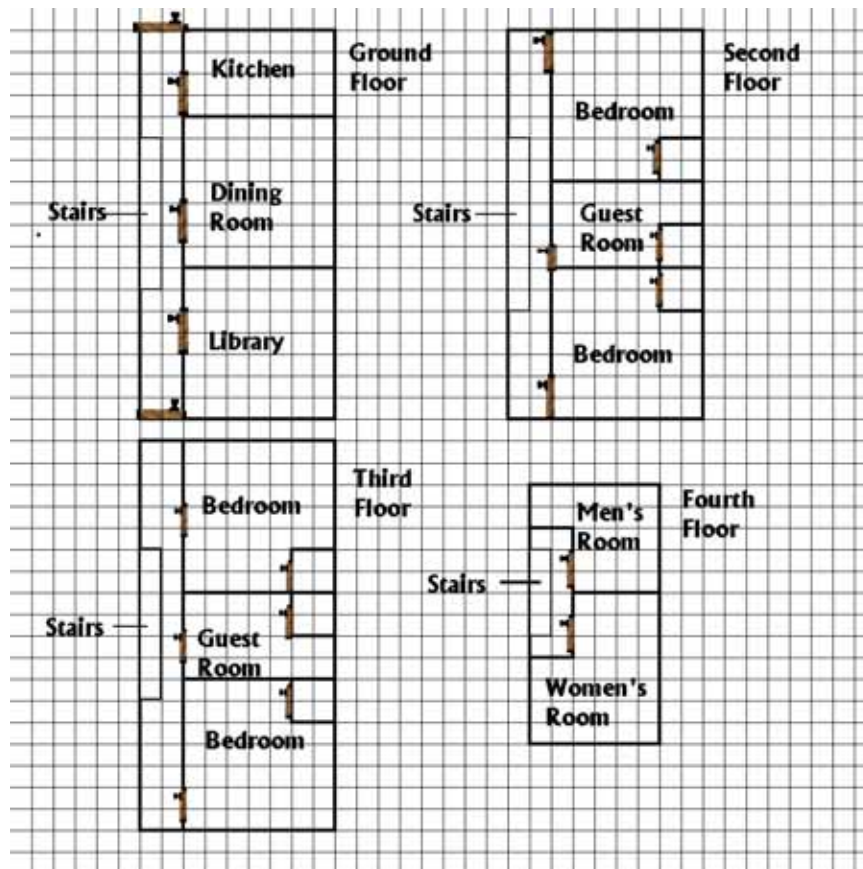
Map Two - Alleyway



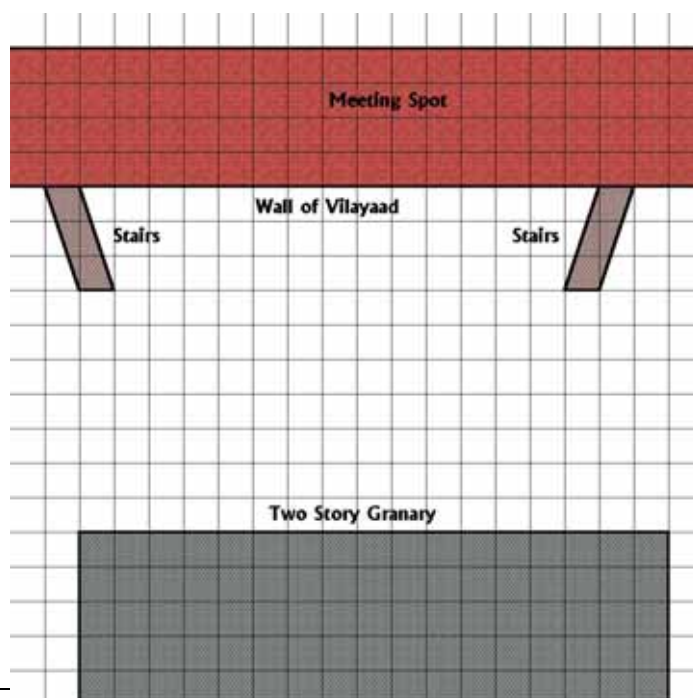
Map Three – Temple of Al'Akbar



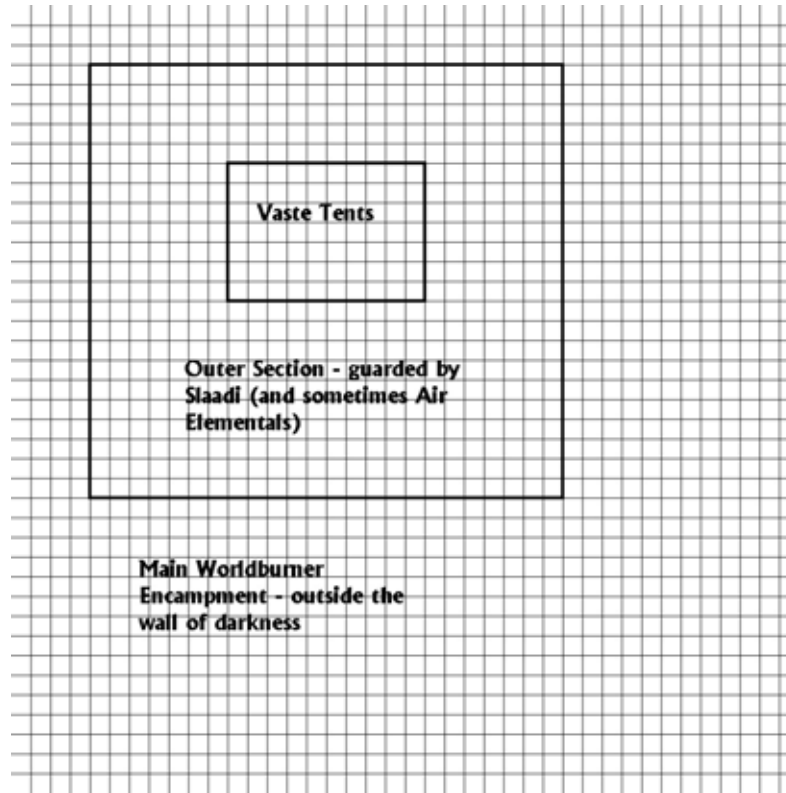
Map Four – Scales HQ and Vaste HQ



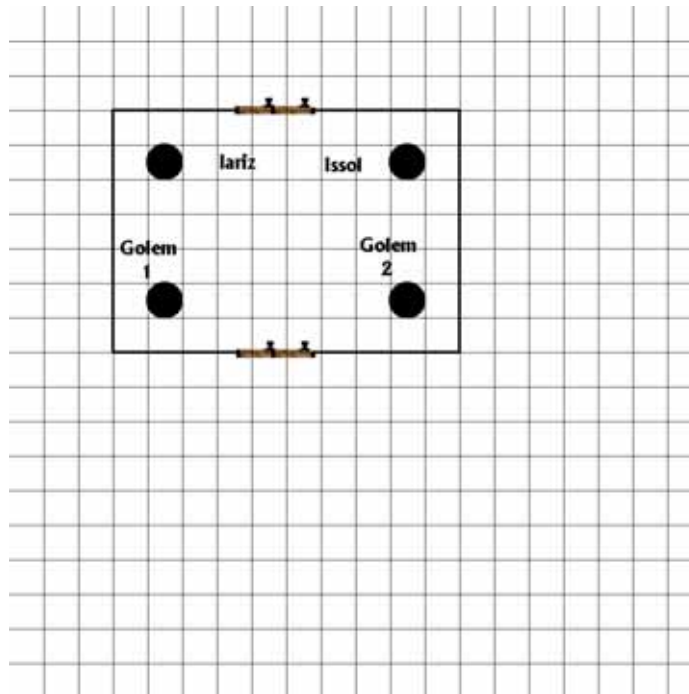
Map Five: The Wall



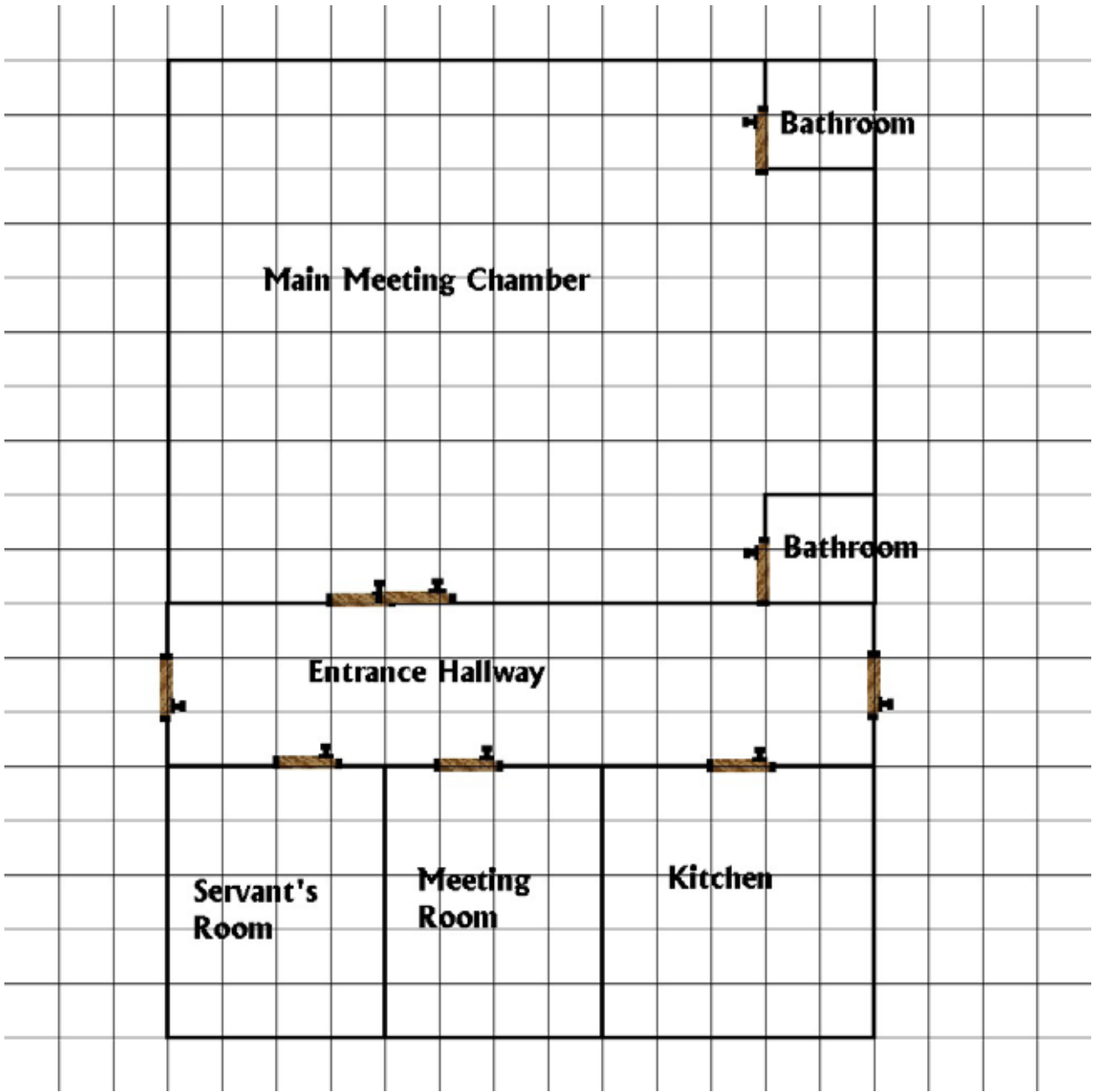
Map Six – Vaste Outer Area



Map Seven – Vaste Tent



Map Eight: Diplomatic Rooms





Treaty of Vilayad

*Draft for the
Mutual Defence Pact between Tusmit and Ket*

*This Mutual Defense Pact between
Tusmit and Ket has been drawn up
on the Eve of the Festival of the Harvest, this
10th of Goodmonth. CY 594.*

*The conditions of this pact have been summarized
on the following two pages and overseen by
the following:*

From Tusmit:

From Ket:

Qadi Moorsoth

General Ibn Sular

Lord Olaf

Khorushapa

Lady Serena

Magnus VenMagnussen

Captain Jamal Al-Qadi

Selima of Ket

Skerrit the Green from Highfolk

Page 1 of 3

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Treaty of Vilayad

*Draft for the
Mutual Defence Pact between Tusmit and Ket*

*Ket and Tusmit shall cease battle
General Black Arrow shall be escorted to the
keep in Vilayad with the four named body guards:*

*He shall submit to a zone of truth and answer
questions related to Tusmit's security.*

He shall be heavily guarded.

*His position shall not be given away to his army,
but he will be allowed to deliver commands to the.*

*Commands to both the Ket and Tusmit army
shall be given jointly. though each shall lead their
own.*

*In return the Ketite army will have access to the
privileges listed on page two of this document.*



Page 2 of 3

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Treaty of Vilayad

*Draft for the
Mutual Defence Pact between Tusmit and Ket*

*The Ketite Army shall be allowed into the city
but will be restricted to the front section
of the city.*

*Religious and Noble Quarters will be off limits.
Temporary religious necessities will be allowed
for ketite troops.*

Ket and Tusmit will fight together

*In return, the Ketites have agreed to leave
once the worldburners are defeated.*

*Actions will be made to improve political relations
on both sides.*

*The consequence for breaching this contract
is death.*

Page 3 of 3

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Critical Events Summary – All's Fair:

Did the characters obtain details about the assassination attempt by the Vaste before it took place?

Yes / No

Did the characters follow their instructions for the assassination attempt on the wall?

Yes / No / Not Applicable

Did the characters successfully stop the attack on the wall by the forces of the Worldburners?

Yes / No / Not Applicable.

Did the characters successfully enter the campsite of the Vaste and get information?

Yes / No / Not Applicable.

Did the characters successfully stop the assassins from escaping from the Scales HQ after eliminating them?

Yes / No / Not Applicable.

Did the characters stop the assassination attempt on the Black Arrow?

Yes / No

Was a future decided for Vilayad that is beneficial for the city and Tusmit?

Yes / No

Was a future decided for Vilayad that is not beneficial for Tusmit?

Yes / No

What was the future decided for Vilayad?