

VTF 5-06

Faith and Love

A One-Round D&D® LIVING GREYHAWK®

Tuflik, Fals and Volverdyva

Metaregional Adventure

Set in Ekbir

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Where is the sylph Zinaryamtaz who seems to know a great secret? In search of the Fair Lady, between piety and romance, you have to travel to the misty land of Ekbir where your life might change radically. An adventure for character levels 2 to 15. (APLs 4 to 16). Part Two in the "Faith and Truth" series.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at aramoftheblack@yahoo.ca for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard One-round Meta-Regional adventure, set in Ekbir. PCs native to the VTF Meta-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. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

In the first part of the series, Mostefe El'Anir, an archmage of the College of the Arts in Sefmur (Tusmit) was kidnapped. It was intimated that he knew something important about the Cup and the Talisman of Al'Akbar. He learned that a sylph living in Ekbir might know something about the relics.

This sylph is Zinaryamtaz. She began to get fond of humans and wants to become a human woman. She has completed many missions and exploits and her power has increased, she is now able to *polymorph* at will.

Unfortunately, apart from those who kidnapped Mostefe in **VTF5-03**, there is an evil faction who learned approximately the same information as the adventurers. They found Zinaryamtaz and captured her just before the arrival of the adventurers. They want to learn what she knows.

One goal of this adventure is to find and to save Zinaryamtaz. However, depending on the adventurers, love might be the order of the day.

Note: If a character uses a magical mean to learn what Zinaryamtaz does not want to say (such as *detect thoughts*), she dies immediately (from heart failure). She can't be raised from the dead because she reverts to sylph form upon death and regains her status as an outsider (and they cannot be raised from the dead). Once she is dead, any attempt to *speak with dead* with her fails as if all imprinted knowledge stored in the corpse had been erased. The evil Erynies tortured her instead of using mind-affecting spells, aware of this limitation.

For information during the adventure on the *Cup and Talisman of Al'Akbar*, refer to **Appendix 8**.

Adventure Summary

Introduction

The PCs learn that they must find a certain Lady Zina. They must first find in Ekbir a walker of Fharlanghn.

Encounter 1: At the Caravanserai

The PCs meet the walker of Fharlanghn. He says that the lady can be found in the village of Nwalab.

Encounter 2: Return to Nwalab

The adventurers learn that Zinaryamtaz left the day before. She came here to destroy the flies.

Encounter 3: Cromlech

In the cromlech of Tasmazar, the adventurers call sunflies to destroy the fiendish flies of Nwalab.

Encounter 4: Dream / Rêve

Each adventurer has a strange dream.

Encounter 5: Avinar

A strange man knows where Zinaryamtaz went.

Encounter 6: Kalat Washaf

The adventurers go to the ruins where Zinaryamtaz went. They fight horrible aberrations guarding the place.

Encounter 7: Hostage-taking / Prise d'otage

The adventurers try to save Zinaryamtaz who is taken hostage. The following encounter is either 8 or 11.

Encounter 8: The Trial / Le Procès

Zinaryamtaz is accused of espionage and evil sorcery by Urik Ashir. The adventurers try to prove her innocence.

Encounter 9: Ordeal / Ordalie

A series of tests or ordeals must be won to save Zinaryamtaz who has now been sentenced to death. Alternatively, one of the PCs has to prove that she can be loved.

Encounter 10: The Lion / Le Lion

The adventurers meet a strange speaking lion who leads them to the sea.

Encounter 11: Beings of Light / Les Êtres de lumière

Strange beings come either to punish the adventurers or to take Zinaryamtaz. If one of the PCs is in love with Zinaryamtaz, he can marry her in Encounter 12. If not, the adventure is finished.

Encounter 12: The Pinnacles of Azor'Alq

The lover marries Zinaryamtaz.

Introduction

Romance with Zinaryamtaz

If one character has *Romance with Zinaryamtaz* AR award from **VTF4-06 *The Storm of the Millennium***, take the player aside and play with him/her the special introduction in **Appendix 3: Romance with Zinaryamtaz**. Avoid having two PCs at the table with *Romance with Zinaryamtaz*. If this happens, only one retains it. To determine the choice, if one of them has *Friendship with Zinaryamtaz* from **VTF3-06**, he keeps *romance with Zinaryamtaz*, if not the character with the highest Str+Cha bonus wins not counting enhancement bonuses- should this still result in a tie, an unmodified d20 roll-off takes place, with the highest result retaining the award)

If VTF 5-03 *Once upon a time in the West* has been played

If at least one of the PCs has played **VTF 5-03 *Once upon a time in the West***, he may have learnt the following in the course of the adventure:

- Mostefe el'Anir used walkers of Fharlanghn to send out his letters. Mostefe sent most of his letters to Ekbir. They were addressed to "Lady Zina". (learnt from the church of Fharlanghn)
- The person to find in order to continue the search for Mostefe is a sylph. Her name is Zinaryamtaz. She would be the one to know more details. (learnt from the Djinn Rashad)
- He might have found a note of Mostefe upon which it was written "leaving Ekbir soon. See sylph Zina...taz".

With a successful Bardic Knowledge or Knowledge (local/VTF or nobility and royalty) check [DC 15], it is possible to remember that there is a sylph named Zinaryamtaz who has been seen or met in the Caliphate of Ekbir during the last years. Of course, if a character has played **VTF 3-06 *Smile in the Mist*** or **VTF 4-06 *The Storm of the Millennium***, he has met the sylph himself and knows this information already.

Whatever the conclusion of **VTF 5-03 *Once upon the time in the West***, the character is contacted by Karam

Fateil from the College of the Arts in Sefmur (Tusmit) (this character might have been encountered in **VTF 5-03**). Karam has investigated the problem and has learnt from the church of Fharlanghn that Mostefe used walkers of Fharlanghn to send out letters to Lady Zina in Ekbir. If the PCs don't know this already, he provides them these details. Furthermore (and likewise something he will share), Karam has learnt the name of one of the walkers who sent letters to this Lady Zina goes by the name of Shalabar.

Having received a letter from Karam Fateil from the College of the Arts in Sefmur stating that he has new information about the disappearance of Mostefe, you arrive at the College of the Arts which occupies a number of impressive buildings near the Temple Quarter in Sefmur. You are received by Karam himself inside the College. Karam Fateil is a tall gaunt man of frail disposition who looks pale, tired and sickly. Star charts, books of prophecies and grimoires of divination are stacked dangerously on his desk. His voice is tremulous. He looks extremely tired.

"Thank you for coming! Sit down please... I found some information which will be useful to find Mostefe I hope. Before he disappeared, he sent many letters to Ekbir. They were addressed to a Lady Zina. Mostefe used walkers of Fharlanghn to send out his letters and one of them is a certain Shalabar. The church of Fharlanghn told me that it is likely that he is somewhere in the Caliphate of Ekbir now. He sent the last letter from Mostefe to Zina. I think it is important to find this Lady Zina and meet with her. She might know something important about Mostefe and perhaps Shalabar knows how to find her"

Karam has never seen Shalabar but he has been told that Shalabar is about 50 with grey hair and beard. It's impossible to determine where he is now because he travels a lot. Karam learnt that Shalabar is well-known among travelers of the Tuflik-Velverdyva trade route and it should not be too difficult to find him by traveling to Ekbir along the trade route itself.

If the adventurers want to ask Karam some questions, refer to (**If VTF 5-03 has not been played**) below.

If some magical effect is used to find Shalabar, he is somewhere on the great pilgrimage road along the Tuflik river in the Caliphate of Ekbir (he is going to the Caravanserai noted in **Encounter 1**).

When the PCs leave Sefmur to travel to Ekbir along the great pilgrimage road, proceed to **Encounter 1 At the Caravanserai**.

If VTF 5-03 has not been played

If no character has played **VTF 5-03**, the PCs receive a letter given in **Player Handout 1**. When they go to the College of the Arts in Sefmur to meet Karam Fateil, continue with the following.

The College occupies a number of impressive buildings near the temple quarter in Sefmur. A number of wizards are constantly walking or flying in or out.

The College of the Arts boasts one of the biggest repositories of magical knowledge in the Flanaess and its members constantly add their research to the growing library.

At the entrance, the PCs meet a young apprentice called Samir who welcomes them and asks them what their business might be at the College. If asked about Karam, Samir requests the PCs follow him. He escorts them to meet Karam Fateil, a warlock (male wizard) of the College. Note that Karam may have hired the PCs in **TUS5-02 Dancing out with the starlit mage**. His declining health is a result of what he learned at the end of that adventure.

Karam Fateil hasn't left the College in days and has been eating erratically, making his frail disposition looks even worse.

When you come in, Karam Fateil adjusts his glasses and stands, a tall gaunt man of obviously frail disposition who looks pale, tired and sickly. Star charts, books of prophecies and grimoires of divination are stacked dangerously on his desk.

"Come in, come in... Sit down... We have much to discuss... Thank you Samir." Instead of cushions or benches, tall stacks of books are arranged forming some form of benches.

"I'm happy you have responded so quickly to my letter."

"As you know the College has been the target of many attacks. The College is not politically active and our members maintain good relations with most of the other wizards' guilds across the Flanaess."

"One of the wizards of the College, an archmage named Mostefe el'Anir, also a specialist in religious history, has been kidnapped."

"I know that Mostefe is alive and that his life is not in immediate danger. Please find him. I know adventurers like you prefer to be paid for your services. At this time, I cannot promise you any money, but I may find some other way to repay you."

“I investigated the situation and I found only one plausible lead: a lady named Zina. Mostefe sent many letters to Ekbir, addressed to a Lady Zina. Mostefe used walkers of Fharlanghn to deliver his letters. One of these walkers is a certain Shalabar. The church of Fharlanghn told me that it is likely that he is somewhere in the Caliphate of Ekbir now. He sent the last letter from Mostefe to Zina.”

Karam is stressed out. When playing him, make it very apparent to the players. It does not provide any additional information to investigate further in Sefmur because it has already been done (in **VTF5-03**). There is only one thing of relevance to do: find this Lady Zina.

Can you tell us about Mostefe? He’s one of the most prominent historians and theologians in all of Tusmit.

What does he look like? Using a *silent image* spell, Karam can show the PCs what Mostefe looks like.

Do you have any idea where he is now? No... Probably not in Tusmit.

Why was he kidnapped? Apparently he found a great secret about the most holy relics, the Cup and Talisman of Al’Akbar. Someone does not want him to reveal this secret or wants to learn this secret from him.

Why don’t you go after him? You have to be crazy. I can’t leave or I’ll be next in line in this string of murders and kidnapping. No one is after you, so you can go. (Note: Karam begins to suffer from more than a little paranoia caused by a faulty *divination* spell...)

What do you get out of this? I get to save a fellow College member. (Note: this is true).

Why should we find him for free? Generosity is one of the Four Feet of the Dragon (Baklunish social customs). This follows the example of the High Cleric, and how he taught us to reach paradise.

What do you know about Shalabar? I have never met Shalabar but I have been told that he is about 50 with grey hair and beard. It’s difficult to know where he is now because he travels a lot. I have heard that Shalabar is well-known among travelers of the Tuflik-Velverdyva trade route and it should not be too difficult to find him by traveling to Ekbir.

When the PCs leave Sefmur to travel to Ekbir along the great pilgrimage road, proceed to **Encounter 1 At the Caravanserai**.

Encounter 1: At the Caravanserai / Au Caravansérail

The PCs should take the great pilgrimage road along the Tuflik river in the Caliphate of Ekbir toward the city of Ekbir because it is the easiest road to travel. Caravanserais line the road (with a day long separation between them). Pilgrims and travelers use these caravanserais to sleep and rest each evening. They are fortified buildings with dormitories and shops inside, and stables and additional buildings attached.

One evening some days into Ekbir (3 unless otherwise changed by the actions of the PCs), the PCs arrive in a caravanserai where Shalabar is located. This is the caravanserai of Motaf Abal Seron (identical to that in **EKB 5-01 Intro Grand Sourire, Grande Gueule**). See **Appendix 4: The Site of the Caravanserai of Motaf Abal Seron**.

Read the following text:

You have traveled for a few days on the great pilgrimage road along the great river Tuflik. You spent each night or at least each evening in one of the caravanserais which line the road, trying to find Shalabar or to meet someone able to give you some information. Until now, you didn’t find the walker but he is really well-known and you learnt that he should be on this road these days.

This evening, you arrive in the caravanserai of Motaf Abal Seron. There are many tents around the fortified building and a temple of Al’Akbar which is recognizable by the holy symbol of a Cup and a Talisman above the gate. To either side of the temple is a small shrine. One is dedicated to Mouqol and the other to Fharlanghn.

The building of the caravanserai itself is strongly fortified and has a square shape with a tower at each corner. There is only one gate with guards.

When the PCs decide to enter the caravanserai, the guards give them a copper token.

The guards give to each of you a copper token after you pay a fee (5 sp) for board and lodging.

“Keep this token with you. You must give it back when you leave. If you exit the caravanserai, you have to pay again to re-enter.”

Only PCs living off the wild (without upkeep), are required to pay. Any character maintaining at least standard upkeep has it included in upkeep.

Behind the gate, you arrive in a courtyard. Stairs go up to dormitories and at ground level there is a kitchen and large dining room. A loud hubbub comes from the dining room and the noise of many people drifts in.

The PCs can eat in the dining room and sleep in one of the dormitories. There is a stable for horses and stablehands to tend to the animals. If they enter the dining room, read the following:

Many people are eating dinner there and talking, laughing, playing chess or listening to musicians. You are welcomed by a man bearing a holy symbol (a wooden disk carved with a curved line).

A successful Knowledge (Religion) check [DC 10] enables to recognize the symbol of Fharlanghn (automatic success for a worshipper of Fharlanghn, +4 bonus for a character from the VTF metaregion).

“Welcome travelers! I am Walker Alaj. Would you like a table to have dinner?”

Alaj is in charge of the caravanserai. He both knows Walker Shalabar and that the other Walker is here this evening.

“Walker Shalabar? Yes he’s here this evening. Look! There is Walker Shalabar, at that table there. Do you see him? Do you want me to introduce you to him?”

If the PCs agree, Alaj both escorts them over and introduces them and arranges for the PCs to have dinner at Shalabar’s table.

Shalabar has a grey hair and beard. His clothes are mostly of a medium green color. At his table, there sits an aged man with a white beard, a big white turban and red and black clothes. Around his neck, he bears a symbol of a Cup and an eight-pointed star.

Alaj introduces you to Shalabar, who welcomes you and invites you to have dinner at his table.

“May I introduce my friend Jaryad Raminand, master of theology at the University of Ekbir?” says Shalabar.

Alaj adds: “I’m going to call for a servant so you may order your meals. I would also advise you that custom has it that every first-time traveler in my caravanserai has to play chess with someone else. It is tradition and I find it quite important.”

Note that a character knows this custom with a successful Knowledge (local/VTF) [DC 30].

Each player has to bet the sum of 5 sp. If he wins the game of chess, he wins an additional 5 sp. If he loses the game of chess, he loses his 5 sp. After the first game, subsequent games are usually played without betting.

An opposed intelligence check is used to determine the winner. The intelligence check is modified by ranks in Profession (gambler) **or** by half the ranks in Knowledge (Local/VTF). If the character decides to play dragon chess (the character has the choice between either type of chess), he can instead apply half of his ranks in Knowledge (arcana) to his check instead.

The character can choose between normal chess and dragon chess. Dragon chess is played on three boards simultaneously. One of the board, called the upper board, represents the sky. Each side has 6 sylphs, 2 griffons and one dragon on the upper board. The second board is the middle board and it represents the land (ground level) with 1 king, 1 mage, 1 paladin, 1 cleric, 2 heroes, 2 unicorns, 2 oliphants and 12 warriors on each side. The third board (lower board) represents the subterranean board with 6 dwarves, 2 basilisks and 1 earth elemental. It is a three dimensional chess. Dragon chess is popular in Ekbir. With a successful Knowledge (arcana) [DC 15], a character knows that it is believed that dragon chess has a great esoteric importance.

The typical chess player has a bonus for the chess check equals to 1d10 (so his check is 1d20+1d10).

The adventurers can ask questions of Shalabar.

Do you know Mostefe el’Anir? Yes, I know him as an acquaintance.

Did you deliver letters from him to a Lady Zina? Yes. Several times. Why?

Do you know Lady Zina? The Fair Lady? Yes of course! She is gaining fame in Ekbir, especially in and around the region of Dezbat.

Who is she? She’s a human woman of breathtaking beauty and very kind and helpful. I believe she has also great magical powers of some sort. (he doesn’t know that she is a sylph.)

Why is she gaining fame? She travels a lot and her astounding beauty does not go unnoticed. If you hear of the Fair Lady, well she is the Fair Lady...

Where is she now? The last time I met with her (three weeks ago), it was in an almost forgotten village named Nwalab in the region of Dezbat. You can’t miss it, it’s the only one village to which no road leads! Actually, I’m joking! But it is really isolated in a bleak moor. Sometimes I believe that even the Dweller on the Horizon has never traveled down that road! I can show

you on a map where it is, at least approximately (he shows on a map he has in his possession).

What is she doing there? She tries to help the local residents. They suffered greatly last year and they are harassed by disgusting flies she wants to eradicate. This village is so dark and dirty that she is like a star in the night!

Shalabar does not have access to any additional relevant information.

Near the end of the discussion, during the dinner, advise any PCs present that the singer (a bard) begins to sing a famous Ekbirian song accompanied by his fellow musicians. You can give **Player Handout 2 *The Song of Azourma*** to the players. Only PCs able to understand ancient baklunish can actually understand the words to the song. A successful Knowledge check reveals the following:

History - [DC 15] - The character knows Azourma Yundilla was a great Ekbirian hero during the reign of the caliph Oudmey the Seer. When Oudmey created the first order of faris (Ekbirian knights), Azourma became the first sheik of this Order. Azourma undertook great exploits himself or at the head of the army of Ekbir. He himself was amongst the PCs who fought the dragon Fragorox.

History - [DC 20] or Nobility and Royalty [DC 15] - Azourma Yundilla married Mumamtaz, a lady whose beauty was legendary. It is said that Mumamtaz was an immortal creature blessed by the gods, maybe an angel, a fey or a sylph, and that she chose to become a mortal human to marry Azourma. The Yundilla family, one of the five royal families of Ekbir, takes pride in having not only imperial baklunish blood but also immortal blood from Mumamtaz.

The latter detail and information can be provided by Jaryad if asked.

After the song is finished, Jaryad interjects in any conversation with a theological comment:

“This famous song of Azourma and Mumamtaz reveals to us the divine essence of love. Love comes from the gods of Good, not just Myhriss, but all the gods who gave to us the Cup and Talisman. The High Cleric taught us both love and compassion. After the Twin Cataclysm, he helped the Baklunish people but also Suel people wherever they were found. Except for intrinsically evil creatures such as demons or devils, everyone should be granted a chance for redemption. Love, even in its usual sense, is divine.

But we must distinguish between true love, which is of divine essence, and false love which satisfies only the body but not the soul. False love is evil in origin. It is the work of Succubi and other such creatures. It corrupts the soul whereas true love fortifies and elevates the soul. Don't confuse real love which is beautiful and opens the gate to the Garden of Al'Akbar and those of false means coming from the Lower Planes.”

The PCs can talk with Shalabar or Jaryad as much as they want but no more information can be gained. Jaryad knows Mostefe by reputation because both are theologians. The night is eventless. The following day, the adventurers should go to Nwalab. Proceed to **Encounter 2 *Return to Nwalab***.

Encounter 2: Return to Nwalab / Retour à Nwalab

The adventurers are likely to have learned from Walker Shalabar at the Caravanserai in **Encounter 1** that Zinaryamtaz can be found in the lost village of Nwalab (the same village as in **VTF 4-06 *The Storm of the Millennium***). They are likely to decide to investigate there, especially given that there is little other than this in the way of clues.

On the road from the caravanserai to Nwalab, they can gather information about Zinaryamtaz. With a successful Gather Information check [DC 10], a character can meet someone having seen the “Fair Lady” as she is called. The check is easy because many people have noticed her because of her beauty.

If asked, they describe her: she was dressed in white clothes and was riding a white horse. She has long blond hair and she was perceived as a shining star (this is poetic license on their part). Some believe she is a fey and other think she is an angel. Nobody knows where she was going and what she was doing except that she helped people in need (it seems that she has some magical powers). Opinions differ greatly to know when she was seen. Some saw her three months ago, others a month ago and yet others saw her but two weeks ago.

You enter the region of Dezbat. The weather is cloudy and rainy. The road becomes a muddy trail as you go up to Nwalab. Things worsen when a thick fog shrouds you.

The trail is in such bad shape that there is a chance of getting lost because of the fog. The character leading the way must succeed on a Survival check [DC 12] or become lost. A character with at least 5 ranks in Knowledge (geography) or Knowledge (local/VTF) gains a +2 synergy bonus on this check. See *Dungeon Masters Guide* p. 86 for the effects of being lost. The fog is not going to lift and there are no people in the area except at the village itself, who do not look for lost strangers.

See **Appendix 4: Map of Dezbat**. Make an estimation on the time it takes the PCs to arrive based on their mode of transportation. For the sake of various effects and the like, it is early autumn.

If the PCs reach Nwalab, read the following:

You arrive in the village of Nwalab which is shrouded in a thick fog. You can make out that the village is poor and dirty.

When adventurers begin to interact with villagers, they notice that every villager has some physical deformity – this is an automatic Spot check. Some are hunchbacks, some are lame, some have an ugly face, and others have a goiter or are club-footed. Only the qadi and his wife have no physical deformity.

There is no temple in the village and no inn. A circle of stones is used as a temple of Al'Akbar.

Flies

There are a lot of disgusting black flies in the village and surroundings even if it is evident as a result of the fog. These flies can be killed as easily as any normal fly but there are so many of them that it's impossible to reduce their number significantly. They radiate a faint evil aura. They do not inflict damage but carry a disease. Roll a secret DC 10+APL Fortitude save once for each character to see if the character is infected. The disease itself is not easily cured. It can only be shaken off if a character makes four sequential successful Fortitude saves. If the diseased character is subject to a magical cure to remove the disease, the caster must make a successful caster level check [DC 15+APL] or the curative spell fails and the disease remains. The disease is Stygian Leprosy (PCs having previously played **VTF 4-05 The Air Node** have already encountered this disease).

Disease: Stygian Leprosy

Infection	DC	Incubation	Damage
Contact	10+APL	1day	1d3Dex +1d3Str

Victims have their body slowly decaying. They gradually lose the use of their limbs.

In this adventure, this disease is not likely to be a grave concern as the villagers have a medicine to remove it. The qadi can provide the adventurers with medicine if one of them becomes obviously sick. The real difficulty is long term - few samples of the medicine are left and the village will be short of medicine in a few days. Nobody knows how to produce more (they were found during **VTF 4-05 The Air Node**).

Houses of the villagers

The houses of the village are small. The sides are cob-walls and the roofs are thatched. There is only one door and no windows. The houses have only one room with an attached cowshed. Behind each house, there is a small patch of meadow with a kitchen-garden and a hen house.

There are many flies in and around each house.

Every villager can and will provide shelter to the adventurers (traditional baklunish hospitality) but no more than one person per house because the houses are so small. The qadi can provide shelter to one adventurer as well.

The village was destroyed last year during the great storm (**VTF 4-06 The Storm of the Millennium**) but it has been reconstructed since.

Investigation

The adventurers can ask the villagers about Zinaryamtaz or can gather information in the village. Villagers speak only a baklunish patois with a strong local accent. Speaking Ancient Baklunish allows communication with the villagers. The qadi speaks Common (and can act as an interpreter if needed) and a very pure Ancient Baklunish. The following people have interesting things to say. No check is required, it is enough to ask them. If an adventurer wants to use their Gather Information skill instead, provide the following information with a [DC 0] skill check:

Sarik, player of bagpipes, farmer, lame, 40

The Fair Lady is so beautiful, so noble and so kind, that he decided to compose a bagpipes piece dedicated to her.

Irjaïda, wife of Sarik, lame, 40

No, the Fair Lady is not kind. She is arrogant and pretentious. Because of her, my son is lazy and he is becoming the village idiot.

Malik, elder son of Sarik and Irjaïda, lame, 18

He spends hours each day alone at the side of the road in the hope that the Fair Lady comes back. He slacks off from work because he is lost in a daydream about the Fair Lady.

Limirna, daughter of Sarik and Irjaïda, lame, 11

She gave me a beautiful doll. When I grow up, I want to be like her, with beautiful white clothes and perfumes and I will have a beautiful horse.

Kalib, youngest son of Sarik and Irjaïda, lame, 9

The Fair Lady is very kind. I've lost my small cat and I cried a lot but the Fair Lady found him and she brought him back (by the name of "small cat", a small black cat).

Darnish, miller, club-footed, 50

The Fair Lady helped the village a lot after the terrible storm last year.

Bashtaï, farmer, hunchback, 25

The Fair Lady will rid us of the flies. She is also beautiful and noble.

Sharima, wife of Bashtaï, hunchback, 22

This Zinaryamtaz is surely a witch or a succubus. She has bewitched the men in the village with her magical powers and their souls are now damned.

Pardifah, farmer, goiter, 35

The Fair Lady helped me rebuild my house with her magical powers. She is an angel sent by the High Cleric (Al'Akbar).

Walima, daughter of Pardifah, ex-girlfriend of Malik, club-footed, 16

A curse on the day this lady came! Since that time Malik is lost in his dreams and forgets me!

Garim, farmer, ugly and twisted face, 33

I would die for the Fair Lady. She is the noblest, kindest and the most beautiful person I've ever met.

Note: Every villager knows that the Fair Lady left the village yesterday.

The Qadi

The house of the qadi looks like the other houses of the village.

Abdaï the qadi is 40 years old. He is married and has two children. If asked, he reveals the following:

Do you know or have you seen Zinaryamtaz/ the Fair Lady? Yes. She came to Nwalab many times last year. She helped us to reconstruct the village after it was destroyed during the big storm. She wants to rid us of these fiendish flies before we run short of medicine. She left yesterday.

Who is Zinaryamtaz ? She is a sylph, a being of the Air. She is permanently polymorphed into human form. Her human form resembles her true form but she is now taller and without wings. She is a very good person. You should ask the villagers about that because she helped them a lot.

What are these flies? These evil flies came from the Nine Hells and carry with them a terrible disease. Fortunately, a medicine was found. We will be short of medicines in a few days, however, and that is why Zinaryamtaz wanted to find a way to destroy these creatures once and for all. Zinaryamtaz sure she had found a solution when she left yesterday.

Where did she go yesterday? She didn't tell me but you should wait for the return of Avinar. He should know.

Who is Avinar? A strange man living in the moors. He and Zinaryamtaz are good friends.

What is your solution to destroy the flies? Zinaryamtaz discovered a great secret about the stone circles of Tasmazar. She said it seems possible to open a gate there and then summon celestial creatures who can destroy the fiendish flies.

What is Tasmazar? It is a huge stone circle 25 km (15 miles) far from here. It is said it was made long ago as a memorial or replica of the stone circles of Tovag Baragu.

How can one open a gate at this stone circle? I don't know. Zinaryamtaz didn't tell me that. I know that she went several times to Tasmazar during the last few weeks.

☛ **Abdaï the qadi:** male human Clr5 (Al'Akbar [Exalted Faith]); hp 33.

Avinar

PCs might want to visit Avinar the geomancer (the adventurers might know him if they have played VTF 4-05 or VTF 4-06). He still lives in his lair but he's not currently there. He comes back in **Encounter 5 Avinar**.

Circle of stones

In the center of the village, there is a circle of eight big stones (menhirs), each between one meter (3 ft.) and two meters (7 ft.) high. Not far from this circle stands a huge menhir some 6 meters high (20 ft.).

This circle of stones is used as a temple of Al'Akbar (Exalted Faith). It symbolizes the stone circles of Tovag Baragu (Knowledge [religion] DC 15). The huge menhir symbolizes one of the Pinnacles of Azor'Alq (Knowledge [religion] DC 20). The qadi of the village provides this information if asked.

The villagers don't know when these stones were erected. As far back as the oldest in the village recall, these stones have been here. This circle of stones was devastated last year during the big storm but the menhirs have once again been raised. This was some six months ago by the villagers at the request of both the qadi and Zinaryamtaz.

Development: If the adventurers go to the stone circle of Tasmazar proceed to **Encounter 3: Cromlech**. If they wait for Avinar, proceed to **Encounter 4: Dream**.

Encounter 3: Cromlech

The cromlech of Tasmazar is 25km (15 miles) far from Nwalab. A successful Knowledge (geography) check [DC 15], provides the location of Tasmazar. There are no roads nor trails to the circle of stones (treat as trackless). As a result, there is a chance of getting lost because of the thick fog. The character leading the way must succeed on a Survival check [DC 12] or become lost. A character with at least 5 ranks in Knowledge (geography) or Knowledge (local/VTF) gains a +2 synergy bonus on this check. See *Dungeon Masters Guide* p. 86 for the effects of being lost. The fog is not going to lift and there are no people in the area except the villagers themselves, who are not leaving it to look for strangers.

See **Appendix 4: Map of Dezbat**.

If no adventurer knows where Tasmazar is to be found, Abdaï the qadi asks Garim (see **Encounter 2**) to guide the adventurers to Tasmazar. With Garim as their guide, the adventurers cannot become lost.

Adjust the following text as needed.

The journey through the moors has taken the entire day. The fog all around is so thick that . Finally, up ahead, a continuous circle of huge stones emerges from the fog like ghostly giants. The circle is comprised of large pillars topped by horizontal lintels. The rocks themselves are more than 6 meters high (20 feet high) and made of a hard grey stone.

The stone is granite – it is Knowledge (Dungeoneering) or Stone Cunning check [DC 5] to identify this fact. The

cromlech is currently guarded by dervishes from the Dry Steppes.

The Dervishes

The dervishes were summoned by Zinaryamtaz to assist her several months ago. There are 40 of them on guard duty and they do not attack adventurers. Instead, they are waiting for the return of Zinaryamtaz and the coming of her friends. When appropriate (as the DM decides), the adventurers meet the dervishes:

You make out several humanoids coming up to you like ghosts. A second glance reveals that they are humans, dressed entirely in white with turbans wrapped over their faces. They carry scimitars or short composite bows. All of them bear the holy symbol of the Cup and Talisman on their chest. One of them approaches - he has a white beard and his wrinkled face expresses serenity and wisdom. He addresses you:

"Peace be with you! Is Lady Zinaryamtaz in your company?"

The old man is the Sheik of the dervishes (Knowledge (geography) [DC 15] to know that these people are dervishes from the Dry Steppes). He is a devoted worshipper of Al'Akbar although he doesn't want to be involved in the schism between the Exalted Faith and the True Faith. If pressed, he respects both the Caliph and the Mufti. He is highly respected among his own people and his name is Rostam Karish El Walab. As with the rest of the Dervishes, he is awaiting Zinaryamtaz. If advised that she is not around, he is worried. It is quite possible to chat with him but he is a proud man and a stickler for etiquette. A successful Diplomacy check [DC 10] (+4 circumstance bonus for baklunish human PCs) is required in order to get any information. Should the check fail, he ceases to discuss issues and replies as follows:

"Thank you! I will await the return of Lady Zinaryamtaz."

If the adventurers do manage to talk with him, they are provided with the following answers to questions:

Why should Zinaryamtaz be with us? Do you know where she is? She should be here before tomorrow evening. Tomorrow evening is the night when everything is to be done. If this occasion is missed, we will be forced to wait another two years.

Who are you? Why are you here? We are Dervishes from the Dry Steppes. Zinaryamtaz and her mentor asked us to come to help them with an important ritual. We

have been chosen because we were guardians of Tovag Baragu for generations and we have some knowledge about stone circles.

What is to be done tomorrow evening? The ritual will open a gate and call celestial sunfly swarms. The celestial dragonflies should then travel to the village Lady Zinaryamtaz cares about to destroy fiendish flies.

Why it should be done only tomorrow evening? This gate can only be opened when there is a conjunction of two of the wandering stars in a specific Lair of the Zodiac. The next time is in two years (A successful Knowledge (arcana) check [DC 40] confirms this fact).

How do you open the gate and call the sunflies? Most of the rituals have already been done by Zinaryamtaz, her mentor and myself. In order to complete everything, we need only to utter the final words. I can, in fact, speak those final words if need be but the sunflies then need to be led to the village.

Who is the mentor of Zinaryamtaz? If you don't know, I choose not tell you. To be honest, though, I do not know very much myself. Know this, however, if you have not already gleaned this much - it a certain degree of knowledge and power to open a gate at a stone circle like this one. I myself don't have enough knowledge and power nor has Lady Zinaryamtaz. Her mentor, the gods bless him, has both the knowledge and the power. He is the wisest lord I've met and may his wisdom guide us.

Who built this stone circle? When was it built? It is said that only one wizard-priest of the Baklunish Empire survived the Invoked Devastation and their casting of the Rain of Colorless Fire. According to that legend, this powerful wizard-priest, whose power was far greater than the most powerful wizard of today, came here and built this stone circle in remembrance of Tovag Baragu. This stone circle, although powerful, is far smaller and less powerful than Tovag Baragu. Nevertheless, we could not create such things today. Perhaps that is just a legend - but the stone circle is here.

The adventurers have one day left before the ritual should take place. The sheik agrees to perform the ritual even without Zinaryamtaz. The adventurers have to lead the sunflies to Nwalab -the dervishes don't know where Nwalab is and are not willing to go there given their agreement to stay here to await the return of the sylph.

Sunflies

Read this if the adventurers choose to assist the sheik open the Gate in Tasmazar.

It is dark. Above Tasmazar, the night is cloudy. Around the stone circle, the dervishes stand silent. In the middle of the circle, the sheik pronounces the holy words of the last ritual.

Suddenly an archway forms and begins to shimmer. A blinding light radiates from it. The light diffuses in the fog, providing an enchanting and almost otherworldly sight...

Any worshipper of Al'Akbar and any PCs of lawful good or neutral good alignment has a sudden vision. Give the concerned PCs the text of **Player Handout 3: Vision**. Then, for everyone, read the following:

A swarm of golden dragonflies comes out of the shimmering archway. They are strange creatures, with an eldritch, otherworldly quality. Their legs are long and spindly, their eyes are bright and rainbow-colored, and their silvery wings are gossamer-thin. There are thousands and thousands of the dragonflies.

The sheik addresses them: "O celestial creatures! Your duty awaits! You will be led to the battlefield where evil must be eradicated. The gods be thanked!"

The celestial swarm circles above Tasmazar and, as they do, the archway slowly reverts to normal.

The swarm of sunflies needs to be led to Nwalab where they can hunt the fiendish flies down and eradicate them. If they are not led to Nwalab, the swarm dissipates in one hour (they remain together and present so long as they are being led – as it will take more than an hour to return to the village).

If they desire, the adventurers presented with the vision can ask the sheik about what they saw.

I saw the Cup and Talisman! Where was that place? I don't know. If the gods showed this to you, your quest is now to find the holy relics. Perhaps this circle really does have a connection of some sort to Tovag Baragu. If you do not know, you should be aware that the Cup and the Talisman have a special link with Tovag Baragu. According to legend, it is there that the High Cleric, Restorer of Righteousness, Al'Akbar, received the most holy of relics from the gods.

Encounter 4: Dream / Rêve

After **Encounter 3**, the first time any character sleeps, they have a special dream. The timing of the sleep does

not have any significance – each person gets it when they first sleep. A few provisos:

- Elves don't sleep and they will therefore not experience the dream. For elven PCs, skip this encounter entirely.
- Male human PCs experience the Dream of the Rose (unless they are married or in a long-term in-game relationship). Give **Player Handout 7: Dream of the Rose** to each male human character (single). (Prepare additional copies before the event).
- All other PCs experience the Dream of Compassion. Give **Player Handout 4: Dream** to each other character. (Prepare additional copies before the event).

Each dreaming character has several options during the dream. Once chosen, they must secretly advise you of the decision.

Dream of Compassion (every character except elves and male humans)

Dream 1

If any character does not choose B, the dream is ended. Furthermore, if a chaotic character picks choice A, it's a very lawful act which should be noted on the AR's notes. It can have further consequences in **Encounter 9**.

If the character chooses B, give him **Player Handout 5 Dream 2**.

Dream 2

If the character does not choose C, the dream is ended. Furthermore, if a chaotic character picks choice B, it's a very lawful act which should be noted on the AR's notes. It can have further consequences in **Encounter 9**.

If the choice is C, give him **Player Handout 6 Dream 3**.

Dream 3

This is the last dream, no matter the choice. When it is concluded, the dream is over.

If the choice is A or E and if the character is of chaotic alignment, it's a very lawful act and it should be noted in the AR's notes. It can have further consequences in **Encounter 9**. The character finds a **ring** on his right index finger (if he has a right hand, left otherwise) when he awakes. There is no indication as to how this ring came to be in place – in out of game terms, it is a mystery and there is no answer within the context of this Encounter. This ring is not magical and it is made of platinum with a value of 50 gp. The character is imbued

with the ability to cast (**one-time only**) a **quickened shield other** spell at 20th level on any creature with another such ring. The character gains the **Exalted Brother/Sister of Redemption and Righteousness** award on AR.

Dream of the Rose (for human male PCs only)

Dream of the Rose 1

If the choice is not B, his dream is ended. If the character has the *Romance with Zinaryamtaz* award from **VTF 4-06**, allow him to reconsider his choice.

If the choice is B, give him **Player Handout 8 Dream of the Rose 2**.

Dream of the Rose 2

If the choice made is not C, the character awakes and his dream is ended. If the character has the *Romance with Zinaryamtaz* award from **VTF 4-06**, allow him to reconsider his choice. If the choice is C, give him **Player Handout 9 Dream of the Rose 3**.

Dream of the Rose 3

If the choice made is not B, the character awakes and his dream is ended. If the character has the *Romance with Zinaryamtaz* award from **VTF 4-06**, allow him to reconsider his choice.

If the choice is B, give him **Player Handout 10 The Rose**.

The Knight of the Rose

If several PCs are all given the *Dream of the Rose* and receive **Player Handout 10 The Rose**, the DM must select the one who is to be the *Knight of the Rose*. If one or more have the *Romance with Zinaryamtaz* award from **VTF 4-06**, they are the first choices (and the rest are disqualified). If none have the *Romance of Zinaryamtaz* or there are multiple people with the *Romance*, the *Knight of the Rose* is chosen by means of physical appeal - the character with the highest non-enhanced total Str Bonus + Cha Bonus and only natural Str and Cha bonus count. Should there still be a gap, everyone makes a Diplomacy check and the highest is awarded the position of *Knight of the Rose* (for ties, roll until it is broken). If only one character obtained the *Dream of the Rose*, they are automatically the *Knight of the Rose*.

For those who dreamed and reached Dream of the Rose 3, concluding it properly and are not the *Knight of the Rose*:

You hold a beautiful red rose in your hand and you are in the middle of a lush garden. The goddess Myhriss comes before you and speaks: "You behaved like a perfect servant of love and I want to reward you. I make you Brother of the Rose."

You wake up. You notice that you have a ring on your (right) index finger.

The character gains the *Ring of the Lovebird* award on the AR. A lovebird is carved on the ring (Knowledge (religion) [DC 10]: the lovebird is a holy symbol of Myhriss). The name of the character is engraved inside the ring in baklunish letters. There is no indication as to how this ring came to be in place - in out of game terms, it is a mystery and there is no answer within the context of this Encounter.. The ring has a faint magical aura and is made in platinum. Furthermore the character is imbued with the ability to cast a **quickened shield other** spell **once** at 20th level on any creature with another such ring or with a *ring of the rose*. The character gains *Brother of the Rose* award on his AR.

For the *Knight of the Rose*, read the following:

You hold a beautiful red rose in your hand and you are in the middle of a lush garden. Night is falling. It's dark but you see the stars in the sky. You stand alone with the rose. Suddenly, appearing in front of you is a blond woman of breathtaking beauty.

The character must now describe what he wishes to undertake. If he talks to the woman, refer below:

Who are you? I am Zinaryamtaz (if the character has already seen Zinaryamtaz, he recognizes her immediately).

What are you doing here? Waiting for you.

If the choose to give her the rose, read the following:

Zinaryamtaz accepts the flower. You can see love in her eyes. Now is the moment to seal your love with a kiss.

If the character does not want to kiss her:

Zinaryamtaz appears sad. She speaks with you, her voice fading with the last word: "Good bye my friend!" You wake up and notice that you have a ring on your right index finger.

There is no indication as to how this ring came to be in place. This ring is not magical and it is made of platinum with a value of 50 gp. The character is imbued with the ability to cast (**one-time only**) a **quickened shield other** spell at 20th level on any creature with another such ring.

If the character chooses to kiss Zinaryamtaz:

It is a very romantic moment. Time passes and all of a sudden the goddess Myhriss steps forward, accompanied by the two ladies Honor and Frankness. Honor carries a cushion with two rings and asks of you and Zinaryamtaz: "Will you place these rings on your fingers?"

If the character agrees, continue with the following:

You slip one ring onto your finger and the second to Zinaryamtaz's finger. All the people present are ecstatic. The goddess Myhriss proclaims: "You behaved like a perfect servant of love and I. I want to reward you. Kneel, young man, for I dub you. <Name of the character>, Knight of the Rose ("Faris of the Rose" if the character is Baklunish). Please stand up! I have a further gift for you: When you are concerned that someone close to your heart is greatly endangered and the situation is hopeless, use the power of the Rose. You have but to wish for it to call down a terrible punishment upon evil creatures. You will be able to use this power only once." The dream itself is fading as Zinaryamtaz speaks once more: "Good bye my love!"

You wake up. Before you, a beautiful red rose lies on your chest and a strange ring adorns your ring finger.

The character gains the *Ring of the Rose* award on the AR. This is a platinum ring with a moderate magical aura although it is not possible to identify any powers, even with such spells as *identify* – in game terms, all attempts to discern the nature of the magical power fail automatically. A floral pattern decorates the ring and a carved rose flower can be clearly seen on it. The name of the character is engraved inside the ring in baklunish letters. The character is imbued with the ability to cast (**one-time only**) a **quickened shield other** spell at 20th level on any creature with another such ring.

The character now also possesses an *imperial rose*. There is no explanation as to how this flower appeared. A successful Knowledge (history) check [DC 15] indicates that the imperial rose was grown during the days of the Baklunish empire in the Garden of the Emperors. With the Invoked Devastation, the secret of growing or cultivating these roses was lost. Since then, imperial roses have been appeared from time to time in unusual situations. Further, the character is imbued with the ability to use a spell-like ability entitled *Rain of Imperial Roses*. Using a swift action (there are no verbal, somatic or material component as with every spell-like abilities), red roses fall from the sky for two minutes. Range is long (1,200 ft.) and the area is a cylinder (80 ft. radius; 80 ft. high). The roses last until destroyed in some manner (otherwise they fade in one day). It is intended that this

be used in **Encounter 7 Hostage-Taking** (it has no effect in any other encounter). Give **Player Handout 11: Rain of Imperial Roses** to the character.

Lastly, the character is awarded the ***Knight of the Rose*** award on his AR.

If the character refuses to don the rings, read the following:

Myhriss advises you: "I suggest you to reconsider your decision."

If the character agrees to slip on the rings, do as above (as if he had agreed the first time). If not:

Myhriss tells you: "You have made your choice. When you are concerned that someone close to your heart is greatly endangered and the situation is hopeless, use the power of the Rose. You have but to wish for it to call down a terrible punishment upon evil creatures. You will be able to use this power only once." The dream itself is fading as Zinaryamtaz speaks once more: "Good bye my love!"

You wake up and see a beautiful red rose lying on your chest.

The character has an *imperial rose*, as detailed above (and can also use *rain of imperial roses* - once only).

Treasure:

All APLs: L: 0 gp; C: 50 gp; M: *Ring of the Rose* (0 gp); *Ring of the Lovebird* (0 gp).

Encounter 5: Avinar

If no character received a Ring of the Rose

If no character has gained the ring of the rose during **Encounter 4: Dream** and if nobody was awarded the *Romance with Zinaryamtaz* reward in **VTF4-06**, read the following:

The weather is cloudy. An armored horseman enters the village. He has on banded mail armor, a helmet topped by a feather, a scimitar and a composite longbow. Over the armor, is a black surcoat bearing a yellow cup and a white talisman.

This man is Rostam Yundilla, a Faris (Baklunish knight) of the Order of the Cup and Talisman. His surcoat can be identified as typical for this Order of Ekbirian Farises with a successful Knowledge (local/VTF) check [DC 15]. This order is dedicated to finding the holy relics.

As soon as he arrives, he enquires about Zinryamtaz from every person including the adventurers themselves. The PCs can talk with him as they desire:

Who are you? Rostam Yundilla, Faris of the Cup and Talisman. (Note: With a successful Knowledge (nobility and royalty) check [DC 15], a character is aware that the Yundilla family is one of the five royal families of the Caliphate of Ekbir)

Why are you searching Zinaryamtaz? Because I'm her fiancé. I was recently visited by three sylphs who told me that she was in great danger. Knowing that she could be found in Nwalab, I came here. Unfortunately, I must go back to the holy city of Ekbir to do my duty and fight the Ataphads. If you could find her and protect her I would be most grateful.

Rostam doesn't know anything about Mostefe.

Return of Avinar

This part must be played in any case (whether Rostam arrived or not).

The day following the dream, the geomancer Avinar returns to Nwalab. The adventurers should have learned from the qadi Abdai that Avinar might know something about Zinaryamtaz. If they didn't learned this information, the qadi comes forward at this time and advise them to speak to Avinar. The adventurers can meet with him to ask about wherever it was that Zinaryamtaz went.

The following morning, the weather is cloudy but the fog is finally.

If the sunflies have been successfully brought to Nwalab:

Golden dragonflies are hunting the flies everywhere, darting around on their mini-quests.

In all cases:

Into the village of Nwalab a strange man comes. His eyebrows are green and bushy and his hair is a tangle of short vines. He sniffs like an animal and he has a mad expression about him.

Avinar is a geomancer with a love for red wine. Last year, the villagers did not trust him but that has changed, at least to a degree. It is now possible to talk with him without difficulties.

Where is Zinaryamtaz? She received a letter from someone who wanted a rendezvous with her in a castle. She left immediately for the rendezvous.

Where is this castle? It is a ruined castle near the coast of the Dramidj Ocean. It goes by the name of Kalat Washaf.

Who sent this letter? If a character has the *Romance with Zinaryamtaz* AR award from **VTF 4-06**, Avinar answers with this character's name. If not and if a character obtained the ring of the rose in **Encounter 4: Dream**, Avinar answers with the name of this character. Otherwise, Avinar answers "Rostam Yundilla". Of course, the character didn't send any letter nor did Rostam Yundilla. It should be obvious to the adventurers that Zinaryamtaz has been deceived by someone (Rostam, if present, tells this immediately).

When was this rendezvous? I don't know exactly. I think it was as soon as possible.

The adventurers should go to this castle as soon as possible. From what the adventurers learnt, Zinaryamtaz is likely to have fallen into a trap. Kalat Washaf is on the coast of the Dramidj Ocean, not far from the village of Rimiz, in on the shores of the Morskmogil (a maelstrom near the coast). See **Appendix 4 Map of Dezbat**. It is approximately 100 km (62 miles) far from Nwalab as the crow flies. Taking the road, it is 50% longer (150 km) and the first 20 km (12 miles) is not a road but a very bad trail in the moors (treat as trackless for the purposes of distance traveled).

A successful Knowledge (geography) check [DC 20], lets a character know that Kalat Washaf is a ruined castle. He knows also the approximate location and can find the general area.

If asked and if the PCs tell him that Zinaryamtaz is in great danger, Avinar agrees to lead the adventurers to Kalat Washaf. He has no horse but rides if necessary. He agrees to use magic to travel faster if the adventurers propose this to him. Once at Kalat Washaf, Avinar refuses to enter the ruins and remains afar feeling, as he puts it, a "great evil in the earth currents", if present, must leave because he has strict orders to be at his ship the next day. If he is late, he will be charged with desertion and treachery. So he asks the adventurers to find his fiancée as quickly as possible and to protect her. He will be grateful if they could look out for her and possibly even save her should the worst have befallen the sylph. He then leaves Nwalab to travel to the capital.

Encounter 6: Kalat Washaf

If Avinar leads the adventurers, he stays away from the castle (about 1 mile distant) and goes back to Nwalab as soon as he parts ways with the PCs.

Refer to the map in **Appendix 5: Kalat Washaf**.

Weather and Terrain

The terrain is moor. Vines, roots and short bushes cover much of the ground except on trails (see map in **Appendix 5**). It is considered light undergrowth: A space costs 2 squares of movement to move into, and it provides concealment. It increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way.

- If one of the PCs has an *imperial rose*, the weather is **cloudy**. Visibility is normal. The maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6x10 feet (because of the moor, see *Dungeon Masters Guide* page 88-89). Read the following text:

The weather is cloudy when you arrive within sight of the ruins of Kalat Washaf. Only one tower seems more or less intact. The remaining parts are in poor condition, being hardly more than huge piles of rubble. The moors around the ruins are made of small bushes and vines which all impede progress save on the trails.

- If none of the PCs has an imperial rose but if at least one has a platinum ring (either from the *Dream of Compassion* or from the *Dream of the Rose*), the weather is **rainy**. Rules on Rain in *Dungeon Masters Guide* page 94 apply: Rain reduces visibility ranges by half, resulting in a -4 penalty on Spot and Search checks. Ranged weapon attacks and Listen checks are at a -4 penalty. The maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6x5 feet. Read the following text:

It's pouring with rain when you arrive within sight of the ruins of Kalat Washaf. . Only one tower seems more or less intact. The remaining parts are in poor condition, being hardly more than huge piles of rubble. The moors around the ruins are made of small bushes and vines which all impede progress save on the trails.

- If none of the PCs succeeded in the dreams (i.e. none has been granted a platinum ring nor an imperial rose), there is a thick **fog**. Rules on fog in *Dungeon Masters Guide* page 92 apply: Fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by

or against them have a 20% miss chance). Read the following text:

There is a thick fog when you arrive nearing the area of Kalat Washaf. The ruined castle should be somewhere in front of you. The trail you are now following should lead you to the castle.

The ruined castle is guarded by monstrous aberrations bred and sometimes magically improved and corrupted by Ataphads.

APL 4 (EL 6)

☛ **Runehounds** (3): hp 37 each; see appendix 1.

APL 6 (EL 8)

☛ **Runehounds** (6): hp 37 each; see appendix 1.

APL 8 (EL 10)

☛ **Advanced Runehounds** (4): hp 124 each; see Appendix 1.

APL 10 (EL 12)

☛ **Spellwarped Advanced Runehounds** (4): hp 150 each; see Appendix 1.

APL 12 (EL 14)

☛ **Spellwarped Advanced Runehounds** (4): hp 150 each; see Appendix 1.

☛ **Spellwarped Advanced Yrthak**: hp 168; see Appendix 1.

APL 14 (EL 16)

☛ **Spellwarped Advanced Runehounds** (4): hp 150 each; see Appendix 1.

☛ **Spellwarped Advanced Yrthak**: hp 168; see Appendix 1.

☛ **Ataphad Truly Horrid Umber Hulk**: hp 270; see Appendix 1.

APL 16 (EL 18)

☛ **Spellwarped Advanced Runehounds** (4): hp 150 each; see Appendix 1.

☛ **Spellwarped Advanced Yrthak**: hp 168; see Appendix 1.

☛ **Ataphad Truly Horrid Umber Hulk**: hp 270; see Appendix 1.

☛ **Spellwarped Ataphad Truly Horrid Umber Hulk**: hp 310; see Appendix 1.

Tactics

The runehounds are hidden in the ruins or in the immediately surrounding moors. With their Uncanny Blindsight ability, it is likely that they detect the adventurers before they themselves are detected. The runehounds are not hampered by fog (they have blindsight out to 500 feet). As soon as the runehounds are aware of the adventurers, they raise the alarm using clicks and squeals (the adventurers might hear that – it is a DC 0 Listen check, modified by distance). Firyana and Xarkog are thus warned.

The yrthak is hidden in the castle and flies out as soon as the alarm is raised or if it detects intruders. It prefers to attack from the air. If there is fog, it is constantly flying above the castle at a height of 50' and immediate surroundings, attacking any intruder it can detect with its blindsight ability.

Umber Hulks are hidden below ground level in the castle area and detect coming adventurers by tremorsense. If there is no fog, they likely go for the adventurers via burrow. Don't forget that umber hulks are intelligent. If there is fog, the confusing gaze is limited to a range of 5 feet and even then there is a percentage equal to the normal miss chance (i.e. 20%) that a character won't need to make a saving throw in a given round. This chance is not cumulative with averting your eyes, but is rolled separately. See *Dungeon Masters Guide* page 294.

Xarkog, the warlock from **Encounter 7**, remains hidden – invisible in the ruins – as far away as possible while observing the combat (if there is no fog). He uses what he has learned from his observations if he has to fight the adventurers in **Encounter 7**. He keeps some of his aberrations close to him in case he has to defend the tower (see **Encounter 7**).

Encounter 7: Hostage-taking/Prise d'otage

Inside the only intact tower, the Ataphads (Enemies of Ekbir coming from isles in the Dramidj Ocean) have set up an advanced post with a torture chamber. They then sent a forged letter to Zinaryamtaz, who fell into the trap. The stratagem was devised by the erylies Sharyana. Sharyana is the twin sister of Firyana from **VTF 3-06 A Smile in the Mist**. If a character has played **VTF 3-06**, he may mistake Sharyana for Firyana, unless he/she makes a successful Spot check [DC 20]. Xarkog, the master of

aberrations, assists Sharyana by guarding the area while she is torturing Zinaryamtaz to learn the secrets of the sylph.

It is quite probable the alarm is raised (probably by runehounds). If that is the case, Sharyana attempts to use Zinaryamtaz as a hostage, threatening to kill her if the adventurers do not surrender. In her present state, Zinaryamtaz is helpless and unable to act. She has been tortured for some time (at least one day, maybe more if the adventurers did not arrive quickly) and is very weak, both physically and psychologically.

- If one of the PCs has an *imperial rose*, Sharyana attempts the hostage situation outside the tower in what once was the courtyard of the castle. Xarkog stays hidden and invisible somewhere in the ruins. Sharyana exits out of the tower as soon as the combat of **Encounter 6** is over (providing the adventurers are around).
- If it is rainy or if there is fog, the hostage situation takes place inside the tower when the adventurers enter. Xarkog awaits inside the tower.

If the alarm has not been raised, Zinaryamtaz is chained to the rack and helpless, with the erylies Sharyana being in close proximity (exact distance determined by the DM). It is almost an identical situation, save that the Erinyes has no need to make a big show of things as she threatens Zinaryamtaz.

The Tower

If the PCs enter the tower:

You see in the base of the tower what is obviously a torture chamber. All sorts of pain-inducing devices fill this place, including a rack, an iron maiden, wall-mounted shackles and a cage.

Anticipate teleportation

An *anticipate teleportation* spell has been cast on the erylies Sharyana at APL 4 to 8. It is a *greater anticipate teleportation* instead at APL 10 to 16. If anyone enters using a teleportation effect, Sharyana warns her allies telepathically. The creatures get ready to attack the incoming PCs fittingly (not forgetting the hostage situation).

Surrender!

There is a possibility of a hostage situation (which is quite likely), so read the following text should that be the case:

A beautiful statuesque woman with flawless skin, large feathery wings and red, glowing eyes, stands with a beautiful blond woman, an obvious hostage.

The second woman appears human. Marks on her skin indicate that she has been tortured but her beauty is still astounding to behold. The hostage taker has a sword at the ready, held at the throat of the blonde woman. The winged woman addresses you:

“Surrender immediately or your precious darling here is dead, followed by all of you! Drop whatever you hold and place your empty hands in front of you, where I can see them! Any wrong moves and I cut her throat!”

The hostage-taker is the erylies Sharyana. A character having seen Zinaryamtaz previously (in the dream of the rose or in previous adventures) recognizes her immediately but Zinaryamtaz is now polymorphed in human form (she appears identical to her sylph form except that she is the size of a human and has no wings).

The Platinum Ring

Zinaryamtaz wears a platinum ring identical to the ring the PCs may have gained in the course of **Encounter 4: Dream**. If a character wishes to determine if the sylph has an identical ring, it is an automatically successful Spot check. Otherwise, if nobody thinks of this, it is a Spot check [DC 15] for everyone present to notice the ring she is wearing. If successful, they can note that it is a similar ring to their own (or just a platinum ring if they have not obtained one). Should the PCs also have a Knight of the Rose present, she likewise has a *ring of the rose*. Note that this means she may have none, one or two rings on, as the previous Encounters have dictated.

All APLs (Noncombatants)

☛ **Sharyana**: erylies (devil) Rog8; hp 153; see Appendix 1.

☛ **Zinaryamtaz**: sylph Sor5; hp 21; see Appendix 1.

APL 4 (EL 6)

☛ **Xarkog**: male human warlock5; hp 32; see Appendix 1.

☛ **Runehound**: hp 37; see appendix 1.

APL 6 (EL 8)

☛ **Xarkog**: male human warlock6; hp 38; see Appendix 1.

☛ **Advanced Runehound**: hp 124; see Appendix 1.

APL 8 (EL 10)

☛ **Xarkog**: male human warlock8; hp 50; see Appendix 1.

☛ **Spellwarped Advanced Runehound**: hp 150; see Appendix 1.

APL 10 (EL 12)

☛ **Xarkog**: male human warlock₁₁; hp 79; see Appendix 1.

☛ **Spellwarped Umber Hulks (2)**: hp 87 each; see Appendix 1.

APL 12 (EL 14)

☛ **Xarkog**: male human warlock₁₃; hp 106; see Appendix 1.

☛ **Spellwarped Umber Hulks (3)**: hp 87 each; see Appendix 1.

APL 14 (EL 16)

☛ **Xarkog**: male human warlock₁₅; hp 122; see Appendix 1.

☛ **Spellwarped Umber Hulks (6)**: hp 87 each; see Appendix 1.

APL 16 (EL 18)

☛ **Xarkog**: male human warlock₁₆; hp 146; see Appendix 1.

☛ **Spellwarped Ataphad Truly Horrid Umber Hulk**: hp 310; see Appendix 1.

Tactics

If Sharyana has uttered her threat against Zinaryamtaz (who is helpless), she readies with her first action (or acts as below) should one of the adventurers casts a spell, move in a threatening manner (as the DM decides) or attacks.

Sharyana does not negotiate with the adventurers. Similarly, Xarkog and his aberrations do not grant enough time to the adventurers to negotiate and attack after two rounds.

Adjudicating initiative: The beginning of this combat is a special case not covered by usual rules (see Adjudicating Actions Not Covered in *Dungeon Masters Guide* page 25). The monsters of this encounter don't attack immediately because they wait for the surrender of the adventurers. The adventurers might not attack immediately because Zinaryamtaz is being used as a hostage. It is likely that, at first, there is no combat. If an adventurer wants to take an action which is both visible and takes some time, Sharyana, Xarkog and the aberrations have a chance to react before the character can complete that action. In such a case, initiative is rolled normally and everyone acts in the initiative order. Any **standard action** (such as Attack or Cast a spell with 1 standard action casting time), **move action** or (obviously) **full-round action generally fit this category**. If a character attempts a **free action** or a **swift**

action, however, Sharyana and other creatures of the encounter cannot act before the character is done. Roll initiative normally but the free or swift action is resolved as an **immediate action (and the character in question, having acted, is no longer considered flat-footed)**.

The initiative check for Sharyana has been pre-rolled: The result is 10, which nets out to a 16.

If Sharyana is able to strike Zinaryamtaz, everything has been pre-rolled: Sharyana uses Power Attack at - 15 and rolls a 12 on her attack roll, hitting the sylph with a total attack roll of 17. She hits as Zinaryamtaz's AC is only 4 in her helpless state. Her damage roll is 5 which results in 25 points of damage (she uses her longsword with one hand because her second hand is used to hold on to the helpless sylph) plus sneak attack for 15 more hp, resulting in a **total of 40 points of damage** to Zinaryamtaz. The sylph is dead at -19, unless PCs can somehow intervene. If, for instance (and because it is available from the rings obtained in the dreams) a character cast *shield other*, the spell functions normally and should leave Zinaryamtaz alive with 1 hit point left. Whatever the case, Sharyana flees after the first blow (teleporting far away if possible) - noting that her first action means that most parties now have an entire round of attacks and other actions before that is possible.

All other Initiative checks are determined normally.

Remember that **no ready action is allowed outside combat** and as long as initiative checks have not been rolled, combat has not begun.

The other creatures, once in initiative, attack the adventurers as soon as one of them move in a threatening manner, attack, or cast a spell, but only for the first two rounds. After this time, they attack without further hesitation or delay. If they have not been noticed by the adventurers, they might get a surprise round or catch the PCs flat-footed for an attack. Note that it is possible for Xarkog to use a *quicken eddritch blast* depending on APL - if the adventurers didn't do anything for the first two rounds, he choose to act and use his *quicken eddritch blast* as an immediate action (see above **Adjudicating initiative**).

Xarkog has a particular hatred for druids and PCs obviously representing nature. He attacks such targets with his most deadly attack (likely a maximized *eddritch blast*). It is possible he has learned a lot about the PCs from watching them in **Encounter 6**. If so, and there are no druids or similar nature types present, he attacks those he perceives as clerics, then wizards, sorcerers or war mages. After this, he is just out to hurt people, with no target.

Very important: Sharyana never attempts to fight or harm the adventurers and is thus a **noncombatant**. If a combat erupts, she tries to kill Zinaryamtaz with a single blow and then flees (by teleportation if at all possible, if not by flying or running). If she didn't succeed in killing Zinaryamtaz with the first blow, she flees rather than attempt a second blow.

Xarkog and his aberrations flee if the combat turns against them. They don't fight to the death. If the PCs seem clearly stronger, they flee for their lives in the best way possible. If an adventurer uses the imperial rose to cast a *rain of imperial roses* (as noted below) or cast a quickened *shield other* (as noted below), Xarkog and his aberrations flee immediately upon the casting.

Adjudicating communication between players: The adventurers have two rounds before combat erupts. They can act before that if they so desire, of course. Unless they have a magical or secret means of communicating, advise them that whatever they say at the table is heard by the creatures (who react accordingly). Don't allow long discussions between players to synchronize and optimize actions. Ask what they want to do and go with that. The first adventurer who declares an action within those barred precipitates the combat. Do not allow another player to stop this by asking for reconsideration – this is an occasion for immediacy and there is no time to ponder in such a manner. The atmosphere of this encounter should be extremely tense. If the first declared action is not a free action or a swift action, the possibility of an immediate action at the beginning of the round (see **Adjudicating initiative** above) is no more and it devolves to a standard initiative order (note that the first declared action might not be the first action performed, as usual, if the character does not end up with the highest initiative check).

Surrender

In the case the adventurers drop their weapons and surrender, Xarkog and the aberrations take advantage of this situation to attack the PCs with maximum efficiency. They do not deal with prisoners other than to execute them.

How to win quickly?

Rain of imperial roses

If a character has been gifted the imperial rose, they can use the *rain of imperial roses* spell-like ability. It is a **swift action and** can thus be activated at the beginning of the round as an **immediate action** prior to others acting (including Sharyana). Red imperial roses fall from the sky as directed by the character (above Sharyana would be

the best idea). Sharyana is so terrified of what this might bring that she teleports away without hesitating, leaving the others behind (and, importantly, not attempting to kill Zinaryamtaz). Likewise, Xarkog and every other creature attempt to flee by the quickest means possible. The combat is over, Zinaryamtaz is freed and the creatures are considered defeated.

If this happens:

Hundred of red imperial roses fall from the sky on the terrible diabolic creature. The evil winged woman is terrified when she notices the rain of roses. Snarling, she disappears suddenly, leaving her hostage behind.

Should the character that possessed the rose approach Zinaryamtaz, she falls into his arms (presume she is free somehow or apply poetic license).

Zinaryamtaz falls forward, into your arms. She has been tortured and she is weak and exhausted both physically and psychologically. She speaks carefully, a smile on her face:

"I was sure you would come. I saw you in my dream. It was a splendid garden and you gave me a beautiful red rose."

A successful Sense Motive check [DC 10] allows the character to realize that it is the right moment to kiss her (of course the character may realize this without a check). This time, the kiss is real and it is not a dream! If this happens, read the following:

You kiss her lovingly. Red roses are strewn over the ground about you. Still more roses fall again from the sky. A ray of sunlight pierces the clouds and illuminates both you and Zinaryamtaz as the two of you embrace.

Isn't it romantic?

Shield other

If at least one of the PCs has a platinum ring gained in **Encounter 4 Dream**, it is possible to save Zinaryamtaz using a quickened *shield other* just before Sharyana strikes to kill her. Zinaryamtaz has an identical ring (and she has a *ring of the rose* if someone became *knight of the rose*) and thus *shield other* can be cast on her. If a character wishes to determine if the sylph has an identical ring, it is an automatically successful Spot check. Otherwise, if nobody thinks of this, it is a Spot check [DC 15] for everyone present to notice the ring she is wearing. If successful, they can note that it is a similar ring to their own (or just a platinum ring if they have not obtained one). Should the PCs also have a Knight of the

Rose present, she likewise has a *ring of the rose*. Note that this means she may have none, one or two rings on, as the previous Encounters have dictated.

Note that casting a quickened *shield other* is a **swift action**. If the first character to declare an action decides to cast a quickened *shield other* (providing he has a platinum ring from **Encounter 4: Dream**), he can cast it as an **immediate action** at the beginning of the round (see **adjudicating initiative** above).

If one of the adventurers saves Zinaryamtaz by using a quickened *shield other*, read the following:

A celestial choir rings out suddenly. This music surpasses any earthly melody and echoes the grandeur of the music of the heavens. After a moment, it fades away.

Xarkog and any aberration are so sickened by this music that they attempt to flee immediately by the quickest means possible. The combat is over, Zinaryamtaz is freed and the creatures are considered defeated.

Treasure

The Ataphads have a chest with gems in case they need money for their missions, stashed in the tower but visible to even a cursory Search check [DC 0]. The magical items are found on Xarkog – should he be driven off with the Rain of Imperial Roses, he abandons his magical items (as he believes them to attract the attention of those who are responsible for the Rain) in a nearby clump of bushes – it is a Search check [DC15] to find them.

Treasure chest: hardness 5; hp 15; AC 5; Break DC 23; Open Locks DC 30 (superb quality lock).

APL 4: L: 11 gp; C: 350 gp; M: *ring of sustenance* (208 gp per character), *+1 ring of protection* (167 gp per character)

APL 6: L: 36 gp; C: 550 gp; M: *ring of sustenance* (208 gp per character), *+1 ring of protection* (167 gp per character)

APL 8: L: 11 gp; C: 700 gp; M: *ring of sustenance* (208 gp per character), *+1 ring of protection* (167 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character)

APL 10: L: 11 gp; C: 900 gp; M: *ring of sustenance* (208 gp per character), *+1 ring of protection* (167 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character), *+2 amulet of health* (333 gp per character)

APL 12: L: 11 gp; C: 1100 gp; M: *ring of sustenance* (208 gp per character), *+2 ring of protection* (667 gp per

character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character), *+4 amulet of health* (1333 gp per character), *+2 cloak of resistance* (333 gp per character)

APL 14: L: 11 gp; C: 2500 gp; M: *ring of sustenance* (208 gp per character), *+2 ring of protection* (667 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character), *+4 amulet of health* (1333 gp per character), *+2 cloak of resistance* (333 gp per character), *+4 gloves of dexterity* (1333 gp per character)

APL 16: L: 11 gp; C: 5250 gp; M: *ring of sustenance* (208 gp per character), *+2 ring of protection* (667 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character), *+4 amulet of health* (1333 gp per character), *+2 cloak of resistance* (333 gp per character), *+4 gloves of dexterity* (1333 gp per character)

Development

- If Zinaryamtaz was killed, proceed to **Encounter 11: Beings of Light** under **Failed! (Creatures in the fog is played first)**.
- If Zinaryamtaz was saved proceed to **Encounter 8 The Trial**.

Encounter 8: The Trial / Le Procès

This encounter takes place if Zinaryamtaz is saved in **Encounter 7**.

Zinaryamtaz has been tortured and is very weak. She avoids any significant questions such as any about the Cup and Talisman. If asked about Mostefe, she doesn't know where he can be found. She can advise that he wrote her several letters, generally to attempt to set up a meeting with her to talk about details of the holy relics. She didn't meet with him. She is grateful to her saviors however and indicates that she will try to help the adventurers when she feels better – although magical healing is gladly accepted, she needs time for the mental trauma to heal before she consider anything else. Furthermore, she wants to rest and proposes heading to the city of Ekbir because it is not far from Dezbat.

From her perspective, it is a perfect place to recover both physically and psychologically because of the holy buildings dedicated to Al'Akbar. She plans to return to Dezbat when she is fully recovered. If the adventurers live in Ekbir, they might have a house there and, if not,

an inn near the temple is sufficient. If the adventurers do not wish to visit the city of Ekbir and have an alternate idea, she agrees to go with them. This encounter is nearly identical no matter the actual physical location.

Romance

Zinaryamtaz is ready to live with the character that was granted the *ring of the rose* or with any character who was awarded the *romance with Zinaryamtaz* reward from **VTF 4-06**. The character may now form a romantic attachment to her (unless he chooses to refuse). Zinaryamtaz is permanently in human form and, although she does not know it herself, she has been granted this form according to her dearest wishes and keeps it even in an *antimagic field*. If a character has the *romance with Zinaryamtaz* AR award from **VTF 4-06**, he was hopefully successful in the *dream of the rose* and became *knight of the rose*. In the event that there is a discrepancy between a character with *romance with Zinaryamtaz* and another who is the *knight of the rose*, attempt to make the best determination possible (based on role-playing and other factors as you decide) as to who is a better candidate for her affections. If not possible, choose the *knight of the rose*.

News

A few days after the rest time has begun, Zinaryamtaz is advised that an Ataphad spy going by her name has been arrested in Dezbat and that the case is to be heard in three days. The spy faces the death penalty and the lord of Dezbat, Urik Ashir himself, plans to impose the verdict. Where and how Zinaryamtaz learns this depends on where the adventurers chose to rest:

- 1) If they are in Ekbir, she learns of this event via a rumor that is being bandied about (and is likewise easy to corroborate);
- 2) If they traveled to another country or are in a place where it is unrealistic for the information to reach them, three sylphs arrive to tell Zinaryamtaz the news. These three sylphs are those first noted in **Introduction: Romance with Zinaryamtaz** (the Wise Sylph, the Romantic Sylph, and the Grouchy Sylph).

Zinaryamtaz cannot accept the fact that an innocent is likely to be sentenced instead of her. She decides to give herself up to Urik Ashir in order to save the other woman. She then intends to plead her case at the trial and believes that acting in this manner, in an open fashion, ensures that the Ekbirian authorities should be forced to guarantee the fairness of the trial itself. As she is innocent of this crime she is confident in the outcome of the trial.

It is not possible to change her mind in any typical manner. She wants to save an innocent person and see the truth be revealed (that she is not a spy). Keep in mind that changing her mind by magical means or otherwise (essentially, coercing a change in opinion) is an evil act, especially once the circumstances are known and her position is made clear.

The adventurers likely should choose to attend the trial with her in order that she be protected and be able to call on character witnesses. If the adventurers propose joining her, she accepts gratefully. A successful Knowledge (local/VTF or nobility and royalty) check [DC 15] (PCs from Ekbir get a +5 circumstance bonus to this check), indicates that Urik Ashir has a bad reputation and that fairness is not considered one of his redeeming virtues – indeed, he is reputed to have little or no fairness at all in his dealings.

At the Citadel of Urik

The trial happens at the Citadel of Urik (Citadelle d'Urik on the **Map of Dezbat** in **Appendix 4**).

Read the following text when the adventurers and Zinaryamtaz enter the Citadel of Urik:

You enter the imposing fortress of the lord of Dezbat, Nayib Urik Ashir. It is guarded by the infamous Storm Riders, Urik's elite troops. Zinaryamtaz has chosen a beautiful white dress for the occasion and rides upon a white horse. You have been advised that the trial is to commence tomorrow. Not far from the inner fortress, fifty or so people are shouting loudly, obviously a demonstration of some type. Seeing all of you, they turn to shout in your direction, pointing at the sylph:

"Burn the witch! Burn the witch! Death to the Ataphad spy!"

These fifty people have been paid to shout out the hostilities. They have each been given 3 sp each for their services. If the adventurers investigate (ask any questions, do a Gather Information check, or the like), they can identify this fact. Should the adventurers pay the crowd members 6 sp each (total of 30 gp for the crowd) they agree to stop shouting. If the adventurers pay them three times as much (9 sp each or 45 gp), they agree to change their shouts to a supporting chant of "Hurrah for the Fair Lady!"

As soon as Zinaryamtaz enters and reveals herself to the authorities of Dezbat, she is arrested and chained with *antimagic shackles*. She is put in jail and closely guarded until the trial (which begins the following day). There is nothing the adventurers can do to prevent this beyond a

rather radical escape (or they are themselves arrested as well – remember that those doing the arresting are low level flunkies who can easily be defeated, but escape must be very quick as far superior forces exist to enforce the laws if the Lord of Dezbat so desires – play this scenario by ear as needed). The PCs are allowed to attend the trial, however and even act as counsel for the defense of Zinaryamtaz.

The Trial begins

Court Etiquette: Adventurers cannot enter the court with any weapons or magical items – they should be advised of this fact beforehand. Likewise, anything that seems dangerous is not allowed in the courtroom (such as Druid animal companions, Paladin mounts, etc.). There are enough detection spells in place at the entrance to safeguard this for the court. A safe room in the castle is provided for the items, as well as a permanent guard.

The trial is about to begin. You enter a large room with a throne on the opposite end and several seats to either side. Many lavishly dressed people and guards are already present, talking quietly. The throne is, at this time, empty.

The whole room is under the effect an *antimagic field*. Note the effect to all of the PCs present.

Representatives of the Caliph

The Caliph has sent a high ranking qadi (cleric of the Exalted Faith of Al'Akbar, his rank: kadim, the highest rank) named Qafil Sharazim (60 years old) and a woman named Malika Miktar (30 years old) -a wizard of the Zashassar (the powerful Order of Wizardry of Ekbir) - to witness the trial, as well as several members of the Holy Guard - his personal guard - to keep them safe.

Entering the room just after you comes a high-ranking qadi, with a red and black habit, accompanied by a mysterious woman dressed all in black with a hooded robe. Actively scanning the room from flanking positions around them are several guards with ornate armor and weapons. They bear a red shield with the emblem of the Caliphate of Ekbir.

The representatives of the Caliph approach the adventurers when they can. The interaction depends on the PCs, their meta-orgs and home countries. Basically, they advise the adventurers that they must respect both the law and the lord of Dezbat and must not attempt anything forbidden by the law (eg. no magic and no violent acts – although quite how the magic is to be cast in the anti-magic field is a bit of a mystery to these two).

They know that Urik Ashir is not a paragon of virtue but they cannot act against him because he is the confirmed

and legitimate lord of Dezbat. A civil war such as might occur is not presently desirable, no matter his flaws, since the country must remain united in the war against the Ataphads. These two are here to see that the trial remains within the boundary of the law. They conclude the discussion as follows:

“We sincerely hope that you can arrange for the acquittal of Zinaryamtaz. Good luck!”

Prosecutors

The prosecution is led by a half-elf named **Lorindale** (he appeared in **VTF 4-06**). Lorindale has been chosen by enemies of Zinaryamtaz for his Diplomacy skill. Lorindale does his best to have Zinaryamtaz sentenced to death. Thanks to the presence of Lorindale, Urik Ashir plans to appear as an impartial judge swayed only by the merits of the case.

Urik Ashir

A Storm Rider enters the court and shouts:

“The lord Urik Ashir, Nayib of Dezbat!”

Silence falls and everyone stands. The lord enters the room with armed Storm Riders all around him. His clothes are magnificent, replete with golden trimming, gems and jewels. He has distinguished gray hair and a gold crown. He is smiling and relaxed and moves gracefully to sit upon the vacant throne.

It is foolish to attack Urik Ashir. If this is attempted, unless the PCs have some sort of means of escaping from the room quickly and enacting magical items of some kind, they are overwhelmed and arrested. If this is unappealing they die. This is not intended to be a combat encounter and no stats are provided.

Urik Ashir, for reference, is indeed both evil and in an alliance with the Ataphads. He hopes to see the Fair Lady put to death, and soon, but is cautious enough to want this done in an open manner so as to bolster some of his reputation (not that this always works...)

The trial begins as Zinaryamtaz is lead in to take her place. She is chained but does not look in the slightest perturbed. Urik Ashir asks of her:

- *What is your name?*
- *Zinaryamtaz.*
- *Are you the one who is known as the Fair Lady?*
- *That is what many people call me.*
- *Zinaryamtaz, you are accused of espionage on behalf of the Ataphads and of evil sorcery against*

the people of Dezbat. We shall begin immediately. Show in the first witness!

The Trial Itself

In the course of this trial, much of the activity is at the discretion and instigation of the PCs. Possible defenses have been provided in all cases, but the DM may rule that other activities and ideas are equally valid. The general difficulty level for skill checks is provided in the body of the possible defenses for reference.

Witnesses

Several witnesses appear before the court during the course of the trial. After their testimony, both the prosecutor and the counsel of the defense (only the adventurers qualify and, if none take the job, nobody asks questions) can ask questions to the witness or comment about the testimony. For each witness, the adventurers must find a good defense. If they succeed in beating Lorindale by refuting his arguments and with eloquence, they can win the trial and put Urik Ashir in a delicate position. Possible defenses are raised after each witness as a point of reference.

Sarik, player of bagpipes and farmer, lame, 40

"The Fair Lady is so beautiful, so noble and so kind, that I decided to compose a bagpipes piece dedicated to her."

Prosecutor:

- *Have you ever composed a bagpipes piece dedicated to the High Cleric?*
- *... No... Never.*
- *To another deity? Maybe Pelor?*
- *No, never.*
- *To your wife?*
- *No... Never.*
- *To your child?*
- *No.*
- *So why did you compose a bagpipes piece dedicated to this woman?*
- *I don't know... Because she was so charming...*
- *Charming? My lord, everything is clear. The defendant has used spells of charm to be worshipped as a goddess. I accuse her of blasphemy!*

Possible Defense: The obvious defense is to ask Sarik if Zinaryamtaz asked him to compose the bagpipes piece (no), if she wanted offerings or prayers (no and no) and if he has played his new piece for Zinaryamtaz (not yet). Likewise they should ask him if Zinaryamtaz attended religious ceremonies of the Exalted Faith (yes). Put together these allow for direction refutation of the accusation of blasphemy.

Irjaïda, wife of Sarik, lame, 40

"This woman was arrogant and pretentious. I have seen her performing black magic in Nwalab. She has cast a spell on my son. Because of that he became lazy and stupid and is not the same as before."

Irjaïda hates Zinaryamtaz. It was unnecessary to intimidate her as she was willing to make the worst accusations against Zinaryamtaz.

Possible Defense:

The adventurers must ask Irjaïda to describe the black magic Zinaryamtaz is said to have done. A successful Knowledge (arcana) check [DC10] can easily find the flaws in the description and itemize the fabrication. If asked, the wizard Malika Miktar from the Zashassari can confirm these facts.

Kalib, youngest son of Sarik and Irjaïda, lame, 9

"I've lost my small cat but the Fair Lady found him and brought him back."

Prosecutor:

The half-elf asks to the boy:

- *Young boy, tell me: What is the color of your cat?*
- *Black.*
- *Black! A black cat! A familiar for an evil witch! My Lord, can we see the cat of this boy?*

Urik gives an order and a soldier brings a cat in a cage. As soon as the cat is in the room, he begins to spit and to hiss fiercely. The cat froths as he sees the audience.

"Can we try holy water on this cat?" asks the prosecutor.

When a young qadi sprinkles the cat with holy water, it begins to writhe in pain.

"This is conclusive proof", says the prosecutor. "The defendant replaced the cat of this boy by this evil creature from a lower plane. Young boy, I'm sorry to tell you but this is not your cat. This woman has killed your cat! Don't cry, she will be punished!"

Background: Prior to the trial, the cat was mistreated and poisoned, not to kill him but enough to make him upset and produce froth.

Possible Defense:

The first step in the case is to use Wild Empathy [DC 10+APL] or a similar ability to improve the attitude of the cat to Friendly (i.e. calm the cat down) and then successfully use the Heal skill on the cat to treat the poison (identify it first [DC 10+APL] and then heal it [DC 5+APL]). If successful, the cat purrs and accepts a light sprinkling of holy water without significant issues (it does not like it but accepts the water).

Darnish, miller, club-footed, 50 (NOTE: Change the reference to spending hours in conversation if there are age or maturity issues at the event):

“I saw the defendant call a demon by night in Nwalab and then she had a carnal act with it.”

Darnish was paid for that and intimidated to be certain he would repeat what was ordered of him.

Possible Defense:

Darnish should be asked why he did not advise his qadi that the defendant had called a demon (since presumably this charge is new). It is then a Profession (lawyer) or Knowledge (local/VTF) check [DC 10] to realize that withholding such information is a serious crime and can be punished by the religious authorities of Ekbir. If Darnish is presented with this information in an imposing manner, he confesses that he saw nothing. It is an Intimidate or Bluff check [DC 14+APL] to have Darnish break down at this point (as the PCs are essentially forcing their will against those who intimidated the miller earlier).

Alternatively, any PCs who played VTF 4-05 may have learned that Sirya, the wife of Darnish, and Margaz, his alleged daughter, were in fact Ataphad spies working for a temple of Tharizdun. They can threaten to reveal these facts unless he tells the truth here. If threatened in this manner he confesses that he didn't see Zinaryamtaz calling any demon – **but note that this form of coercion must be made subtly and without other hearing of it, or they are convinced that the witness is correct and the PCs just intimidated him into lying.**

Bashtaï, farmer, hunchback, 25

“The Fair Lady said she would rid us of the flies.”

Prosecutor:

- *Did she rid you of the flies?*

- *Well... no. She tried but left before finishing her task.*
- *How do you know that she tried?*
- *Well... She seemed... I don't know...*
- *Maybe you were wrong? Maybe she deceived you? Perhaps she was just lying about here efforts to take advantage of you?*
- *... Maybe... I suppose...*
- *That's all my lord! The defendant is a liar who fooled the villagers.*

Possible Defence:

The adventurers must tell the whole story of the summoning of the sunflies and succeed at a Diplomacy check [DC 10+APL] to make it sound trustworthy. If they did not participate in the ceremony or lead the sunflies to Nwalab in **Encounter 3**, it is not possible to refute this allegation.

Closing Arguments

After the witnesses have been heard, the prosecutor Lorindale makes a closing argument. Once done, one of the PCs is allowed to plead Zinaryamtaz's case (if not, Zinaryamtaz pleads her own case; she has Diplomacy +6). The adventurer has to win an opposed Diplomacy check against Lorindale to succeed. Lorindale has an automatic result of 20+APL. The adventurer has a +2 circumstance bonus for each successful defense with a given witness. They may choose to use Profession (Lawyer) in place of the Diplomacy check, or add half of the ranks in that skill to their Diplomacy check, whichever they prefer. This check cannot be aided and there is no appeal.

Winning the Case (Lorindale loses the opposed Diplomacy check)

Zinaryamtaz is acquitted. Read the following:

Urik Ashir speaks:

“Zinaryamtaz! You are found innocent! I acquit you and you may go free.”

Proceed to **Encounter 10: The Lion**.

Losing the Case (Lorindale wins the opposed Diplomacy check)

If Lorindale wins the opposed check, Zinaryamtaz has lost. She is sentenced by Urik Ashir:

Urik Ashir pronounces solemnly:

“Zinaryamtaz, you have been found guilty and I sentence you to death. You will be burnt tomorrow for your crimes.”

There is a murmur of approval in the room.

Proceed to **Encounter 9: Ordeal**.

Encounter 9: Ordeal / Ordalie

If there is a Knight of the Rose

If there is a character that has formed a romantic attachment to Zinaryamtaz, continue with the following:

After the verdict, Zinaryamtaz is taken away by soldiers. People are talking about the trial and there is a loud hubbub. A middle-aged woman, still beautiful, comes to you (to the lover more precisely). She wears a holy symbol around her neck of a bird, perhaps a dove. She speaks quietly:

“All hope is not lost. You can still save her.”

“I am a priestess of the goddess of Love and Beauty. My name is Fawala. I recognize you as I recognized her. You and she are the chosen of Myhriss. The goddess sent me a vision. She told me to find her chosen and help them.”

“I have learnt that there is an ancient custom, a law, limited to this castle. Several centuries ago, a lord who devoted himself to Myhriss decided that any person sentenced here to death would be spared by winning the judgment of Myhriss. You know that in many places, a test or ordeal decides if someone is guilty or not, mostly by combat. The judgment of Myhriss is that kind of ordeal. It is not the strongest who wins but the most beautiful. You should ask Lord Urik Ashir for a judgment of Myhriss. If no woman more beautiful than Zinaryamtaz can be found within a day, she will be spared.”

If asked, she indicates that the barons of the lord are the ones who decide who is the most beautiful.

PCs having played **EKB 5-05/TUS 5-06 The Tusman Job** might have met Fawala. She was an adept and is now a cleric.

With a successful Knowledge (local/VTF) check [DC 40], a character has heard of this strange custom, almost forgotten.

If the adventurers ask Urik Ashir for the judgment of Myhriss, he is surprised:

“The judgment of Myhriss? What’s that? It seems rather strange. Isn’t it blasphemous?”

“No”, answers the qadi Qafil Sharazim, “Myhriss is a respectable goddess and her judgments are valid.”

“It seems preposterous! If this is true, it would be impossible to sentence a beautiful murderer!”

“No, that is not the case. The goddess decides on the guilt of the participant by either giving her beauty to the accused or to another in the court.”

Urik Ashir looks angry. “The execution is postponed one day. I will verify this custom. If it is valid, the judgment of Myhriss happens tomorrow evening.”

The following evening, the judgment of Myhriss happens. It is in the same room with an *antimagic field*.

As the judgment of Myhriss begins the following day, Urik Ashir seems almost cheerful. The same audience is present but there more storm riders. Urik speaks:

“For the first time for several centuries, a judgment of Myhriss is to happen. According to the custom, my barons decide the fate of the accused. And my barons are my faithful storm riders!”

The storm riders give Urik Ashir an ovation.

“Here is the defendant!”

Zinaryamtaz enters without chains. She is still in white dress. Despite time in the prison and the stress of the ordeal, she is beautiful.

“The opponent, as chosen by my advisers is Malaryana. Here she is!”

A beautiful young woman enters the room, led by Lorindale, the half-elf. She is graceful and lithe, with flawless skin.

Malaryana is the granddaughter of the Erynies Firyana but is a human woman (planetouched). Her father is an Ataphad warlock and her mother is a half-fiend.

Lorindale has a flute and accompanying him are several musicians. Together, they begin to play, with Malaryana dancing to the tune. She is dancing a belly dancing in baklunish tradition and is an accomplished dancer. Her clothes are provocative as is the dance. The storm riders are clearly under her spell. Urik Ashir is delighted and applauds to the rhythm of the music.

The music ends to thunderous applause. Lorindale speaks:

“Men of valor, great heroes of Dezbat, you the famous storm riders, you have to choose who is the most beautiful! Ask yourself with which of these two ladies is more attractive! I see the answer is beyond doubt! Here (turning to Malaryana) you have a lovely woman, a graceful dancer! And there (turning to Zinaryamtaz) you have a woman, beautiful, yes, but cold, much like a statue! Nobody can love her!”

It is time for the adventurers to say something if they want to save Zinaryamtaz. If they do not take this chance, advise them that the Storm Riders currently favor Malaryana and that the Sylph is in danger if none of them speak up – especially the hero whom she loves.

Even if it is the right thing to discuss, it is not the time to speak of true love and false love. Instead, this scene calls for an immediate declaration of love from the right party.

Should there be no spontaneity, it is acceptable but some declaration of love must be made to sway the Storm Riders. If the character does not consider this possibility, Fawala advise him that he should say something to honor Myhriss and save Zinaryamtaz at the same time. If one of the character declares his love for Zinaryamtaz in front of the Storm Riders read the following text:

You have declared your love to Zinaryamtaz in front of the Storm Riders and the court. Suddenly, Zinaryamtaz is enveloped in bright light. She is transformed. Her beauty becomes inconceivable, almost reaching a divine magnitude. At that very instant, a red rose appears in front of you, floating there.

The rose appears just in front of the lover of Zinaryamtaz. It is expected that he takes the rose and gives the rose (an imperial rose) to Zinaryamtaz. Should he not understand, Falawa once more prompts him:

You give the rose to Zinaryamtaz whose beauty is now divine. A bright light surrounds both her and you. You are blessed by the goddess of love and your own beauty is radiant.

This is a true miracle (after all, the room is covered by an antimagic field...) The character is awarded the **Blessing of Myhriss** on his AR. In the face of this divine miracle, the Storm Riders reach their conclusion:

The Storm Riders acclaim Zinaryamtaz and you. “Innocent! Innocent! Innocent! Innocent!” they chant. Urik Ashir looks to Lorindale and his gesture speaks volumes as he shrugs in resignation. He turns to address the court:

“Zinaryamtaz! The goddess Myhriss has shown that you are innocent! I acquit you and you are free to go.”

Ovation.

Lorindale, Malaryana and his friends are furious but storm out of the court without further incident.

☞ **Fawala:** female human Clr5; hp 28.

If Zinaryamtaz has not been saved, proceed to **Conclusion: At the Stake**. Otherwise proceed to **Encounter 10: The Lion**.

If there is no romance

If no adventurer formed a romantic attachment to Zinaryamtaz, continue with the following:

After the verdict, Zinaryamtaz is taken away by soldiers. People are talking together about the trial and there is a loud hubbub. The qadi Qafil Sharazim comes to you:

“All hope is not lost. You can still save her. There are customs in this province and it is possible to win a trial by test or ordeal. An ordeal is a divine judgment. The defendant or a champion has to pass the ordeal and if his cause is true, the gods allow him to succeed. There are several different ordeals. You can choose one of them or several of them. If you succeed, you must do so with the majority you choose.”

The different possible ordeals are:

- Ordeal of the Horse: The defendant or a champion has to ride a galloping horse and succeed in guiding it through a fence course without falling. Prior to the attempt, he or she must drink a full bottle of strong alcohol.
- Ordeal of the Bow: The defendant or a champion must hit a target with a single arrow after having drunk a full bottle of strong alcohol.
- Ordeal of Air: The defendant or a champion must walk on a tightrope after having drunk a full bottle of strong alcohol.
- Ordeal of Water: The defendant or a champion is tied to a heavy weight and thrown into a pool of water. He must escape before drowning.
- Ordeal of Inspiration: The defendant or a champion must answer correctly three riddles or difficult questions asked by qadis or officials.

The adventurers can choose to try as many of the ordeals as they want, but only one champion may be put forward, and each ordeal may be attempted only once (although they can specify a different champion for each ordeal) – and the PCs must decide beforehand how many to attempt. With no champions, the sylph attempts the

Ordeal of Inspiration alone. If the number of victories exceeds the losses, the sylph is saved. Animal companions, familiars and similar creatures may not participate in the Ordeals, although they may watch.

Each ordeal takes place in an *antimagic field* cast by Malika Miktar herself. She moves along with the champion (on a galloping horse for the Ordeal of the Horse, above the pool and so on - the champion is always inside the *antimagic field*).

For all ordeals

If the character is of chaotic alignment and if he did a lawful act as explained in **Encounter 4: Dream**, he must roll twice each saves or checks for every ordeal including drinking the bottle, keeping the worst result.

If the character is *Exalted Brother/Sister of Redemption and Righteousness*, he can roll twice each save or checks for every ordeal including drinking the bottle, keeping the best result. This simulates the help of the gods.

Drinking the bottle

The size of the bottle and the kind of alcohol inside is a lengthy debate between Urik Ashir and the qadi Qafil Sharazim. It depends on the gravity of the accusation (which mirrors the APL). At low APLs, Qafil Sharazim is successful in ensuring a small bottle and weaker alcohol – at higher APLs the Lord is more persuasive!

The character has to drink a full bottle of alcohol bottoms up. He must make 7 consecutive Fortitude saves. Each time a character fails a save, he takes 1d2 points of temporary ability damage to Wisdom and 1d2 points of temporary ability damage to Dexterity. A character who reaches 0 Wisdom passes out unconscious. A character who reaches 0 Dexterity collapses into a drunken wreck but remains in a blurry state of consciousness. In both cases, he loses the ordeal automatically. If a character is disqualified by this method, another may take their spot.

The alcohol is Galda Liqueur at APL 4 to 10 and a dangerously strong spirit called Swalagu at APL 12 to 16.

The DCs for the Fortitude save are given below:

#Save	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th
APL							
4	11	12	13	15	18	22	27
6	12	13	14	16	19	23	28
8	13	14	15	17	20	24	29

10	14	15	16	18	21	25	30
12	15	16	17	19	22	26	31
14	16	17	18	20	23	27	32
16	17	18	19	21	24	28	33

For the Ordeal of the Horse, of the Bow or of Air, apply any penalties to Dexterity from alcohol. Note that immunity to all poisons works against alcohol but only if it is an extraordinary ability as it's in an *antimagic field*. For example, the Venom Immunity (Ex) of a druid works whereas the Diamond Body (Su) of a monk does not work.

Ordeal of the Horse

Three ride checks are rolled to see if the character is successful at the fence course. The course is more difficult at higher APL. The DC of the Ride check is 11+APL. Note that the character is not allowed to ride his own horse. He must take a horse given by Urik's men. The horse is not easy to ride and this is taken into account in the DC (at APL 16 the horse is barely broken in). The character must pass all three ride checks to succeed – failure at even one means failure of the Ordeal.

Ordeal of the bow

The character may not use his weaponry. He must use a bow and three arrows given by a Storm Rider. The bow and the arrow are normal and of no special material or quality. The character must hit a target three times whose DC is 15+APL. Failure even one means failure of the Ordeal.

Ordeal of Air

The character must walk on a narrow beam (at APL 4 and 6) or a tightrope (at higher APL). The character must succeed at Balance checks. The number of checks to be done depends on the speed of the character and the length of the tightrope. At APL 4, each Balance check has a DC 15. At APL 6, the beam is wet and the DC is 17. At APL 8 and 10, the DC is 20. At APL 22, the tightrope is wet and the DC is 22. At APL 14 and 16, the tightrope is wet and sloped and the DC is 24. The length of the beam or tightrope is 30 feet except at APL 16 where it is extended to 45 feet. It is 10 feet above the ground. Failure to move forward or by falling results in failure of the Ordeal.

Ordeal of Water

The character is tied with a rope to a heavy weight and thrown into a pool of water located near the castle. The

depth is 10 feet. The character must succeed at an Escape Artist check opposed by the binder's Use Rope check. The binder's Use Rope check has been pre-rolled and it is 16+APL. (this is the DC of the Escape Artist check). The character can retry as long as he can hold his breath (see *Dungeon Masters Guide* page 304). When he begins to drown (first round, reduced to an unconscious state), he is pulled out of water. Note that making a standard Escape Artist check to escape from rope bindings requires 1 minute of work (10 rounds). The rope is of such quality that a Strength check is not possible to break free.

Ordeal of Inspiration

Malika Miktar asks three questions of the character. They must answer all three correctly without outside assistance to pass the Ordeal, and there is an imposed one minute deadline (game time – five minutes of real time) for each question (no take 20's as a result):

- ***What is the result of 312 times 75?*** A character can produce the right answer without mistake with a successful Intelligence check [DC 20]. Only one answer may be given and no paper can be used. It is mental arithmetic and the answer is 23,400. If a player can reach the answer by mental arithmetic [i.e. without writing anything down and without help], this is acceptable. A character with *Exalted Brother/Sister of Redemption and Righteousness* as an AR Award is allowed to use pen and paper.
- ***A liar has four flowers. Each of these flower is red or blue; big or small. These flowers are different from each other. You have to choose one flower but only one choice is correct. The liar tells you: "Choose the big and red flower. Choose the big and blue flower. Choose the small and blue flower. Which flower do you choose?"*** A character gets the right answer without mistake with a successful Intelligence check [DC 15]. Only one answer must be given. The answer is the small and red flower (because the liar does always lie and the three sentences are not true). A player who knows the correct answer may use it. A character with *Exalted Brother/Sister of Redemption and Righteousness* as an AR Award is allowed to use a pen and paper to rule out possibilities
- ***The more there are holes, the heavier it is. What is it?*** The player must find the answer. There is no check as this is just a riddle looking for a specific answer. The standard answer is chainmail but a DM can use discretion if the actual answer provided has a reasoned and logical aspect with which they agree. If

Zinaryamtaz attempts this ordeal, she gets the answer.

If the majority of Ordeals are successful for the PCs, the Sylph is saved. If not, she is executed. If she is killed, proceed to **Conclusion: At the Stake**. Otherwise proceed to **Encounter 10: The Lion**.

Encounter 10: The Lion / Le Lion

The following day, as the adventurers are leaving Dezbat to go home (or elsewhere), they see a lion:

You are leaving Dezbat with Zinaryamtaz and Fawala. It is morning. Suddenly, you spot a lion in the distance. It is majestic, with a yellow color that is almost golden. He seems to look at you. After a few moments, he moves off and stops to turn around, waiting.

With a successful Knowledge (Local/VTF) check [DC 15], a character knows that in Ekbir, especially near the ocean, there is a legend of the Lion of Lagoons. It is a good omen to meet the Lion of Lagoons and some PCs are said to have been helped by this lion.

With a successful Knowledge (history) check [DC 15], a character knows that when Al'Akbar came to present-day Ekbir with Baklunish refugees after the Invoked Devastation, he saw the Lion of Lagoons near the sea. Al'Akbar decided to build a city where the lion was standing and the city founded is the city of Ekbir.

With a successful Knowledge (religion) check [DC 15], a character knows that the lion is, at least in Ekbir, an animal dedicated to Pelor.

Note that it is not possible to kill the lion. Should it be attacked or otherwise threatened in any fashion, it simply disappears.

The lion wants the adventurers to follow him. If the adventurers don't figure this out, they are allowed a Sense Motive check [DC 10] to understand the situation. If the adventurers follow the lion, read the following:

You follow the lion, which seems to check every so often to see that you don't get left behind. After several hours, you are near the coast of the ocean and you see the lion waiting.

If Rostam Yundilla was met in **Encounter 5: Avinar**, he is here. If asked, he advises that he was on a ship heading towards the Ataphad Islands when it entered a fog bank. Suddenly an angel with a trumpet appeared and asked him to come with him. A strange ship pulled up, one without sailors. The ship took him to this spot and the angel asked him to wait.

With or without Rostam Yundilla, continue with the following:

When you approach the lion, to your surprise, the lion speaks:

“Zinaryamtaz and [name of the character in love with her], this is the moment of truth. You must decide on your destiny. What is your wish?”

The lion turns toward [name of the character in love with Zinaryamtaz] and waits.

The character should propose marriage to Zinaryamtaz. If he doesn't understand this concept by himself, Fawala, the priestess of Myhriss, tells him that it is the correct moment to propose marriage to Zinaryamtaz. If Rostam Yundilla is present, he proposes marriage to Zinaryamtaz.

If the character refuses to propose marriage to Zinaryamtaz (and wishes something else), read the following:

The lion sighs: “Sadly, everything is worse now!” The lion moves away. Moments later, he has disappeared from sight.

Go to **Encounter 11: Beings of Light** (and play **Creatures in the fog** and **A secret is a secret**).

If the character (or Rostam if present) proposes marriage to Zinaryamtaz, continue with the following:

After your answer, the lion turns toward Zinaryamtaz, waiting for her answer. Zinaryamtaz says: “I wish to become a human woman to have the destiny of humans.”

The lion seems cheerful (at least, as much as a lion can be cheerful). He says:

“Go to the sea. You will see a cove and a ship within it. Get on the ship. Your wishes are to be granted. My best wishes go with you!”

The lion moves away. Moments later, he has disappeared from sight.

Go to **Encounter 11: Beings of Light** (and play **Creatures in the fog** followed by **The Oath**).

Encounter 11: Beings of Light /Les Êtres de lumière

If Zinaryamtaz was killed during **Encounter 7**, play **Creatures in the fog** and then **Failed!** below.

If a character (or Rostam Yundilla) has proposed marriage to Zinaryamtaz during **Encounter 10: The Lion**, play **Creatures in the fog** and then **The Oath**.

If none of the previous cases apply (Zinaryamtaz was saved but no character proposed marriage to her), play **Creatures in the fog** and then **A secret is a secret!** below.

Creatures in the fog

This happens for all variants of this encounter. It is a common description.

Before this encounter, Zinaryamtaz (if she is alive) has not yet answered any important questions. She avoids any serious question such as about the Cup and Talisman or Mostefe. She is grateful to her saviors.

At the very beginning of this encounter, a thick fog rolls in and the quesars come with the fog. Read the following:

A thick fog forms around everyone. A few moments later, you see a strange light. This light diffuses in the fog and it is impossible to determine the source.

The light seems to move. Now there are several different lights and they are on all sides.

The fog lifts as quickly as it arrived. You can now see the source of the lights. Around you are several [only one at APL 4 and two at APL 6] prodigious beings of light. They look like gaunt humanoid creatures with blue skin and tall white hair. They have a slender torso, two graceful arms, powerful legs, and a noble head. Their forms are difficult to behold, however, because of the incredible amounts of radiant energy emanating from these creatures.

Go to **Failed!** or **A secret is a secret!** or **The Oath** depending on what happened before to continue this encounter.

If the adventurers flee at the sight of these creatures, they are not awarded xp for the encounter. Zinaryamtaz does not flee if she is still alive.

If archons are present, they accompany the quesars.

Failed!

The creatures (quesars and celestial allies) are initially **hostile** and want to kill the adventurers to punish them. They are very angry because of the death of Zinaryamtaz. It is possible for the adventurers to improve the attitude of these creatures with a Diplomacy check but only one check is allowed. If the adventurers want to negotiate using Diplomacy, the creatures agree to talk (it takes one full minute to change other's attitude with Diplomacy) but if the Diplomacy check fails to improve the creatures' attitude they attack. To improve the creatures' attitude, a successful Diplomacy check is needed. The DC of the Diplomacy check depends on APL as follows:

APL	4	6	8	10	12	14	16
DC	15	18	21	24	27	30	33

Note that any meta-org bonuses to Diplomacy don't count for this check as these beings are beyond social relations.

If the adventurers avoid the combat with a successful Diplomacy check, they still get the xp for this encounter.

When the quesars arrive, they say the following to the adventurers:

"Your quest is failed, mortals! Your lack of love and compassion, your pretentiousness, and your claim to learn the most holy secrets deserve only death! Because of you, she is dead! Because of you all hope is almost dead!"

A secret is a secret!

The creatures (quesars and celestial allies) are initially **friendly** to the adventurers. When the quesars arrive, they say the following to the adventurers:

"We thank you for having saved Zinaryamtaz! We are very grateful to you. Rest assured that your valorous deeds have been noticed and will not be forgotten!"

The beings of light turn to Zinaryamtaz:

"Zinaryamtaz! Your behavior has imperiled more than you think! Your recklessness and your carelessness have endangered not only you but these worthy heroes as well, and even more than that! It has been decided that your time on this plane is at an end. Bid your saviors farewell and come with us!"

Zinaryamtaz looks appalled and answers:

— Many people need me in this land. You can't ask me to follow you.

— It is an order from him. You must leave this plane forever.

— Forever? No, not forever! Please not forever! My destiny is here, my place is here!

— It is irrevocable. We have been given the order to bring you back, and we shall follow those orders! Do not rebel against his will!

The quesars do not allow Zinaryamtaz to answer questions about the Cup and Talisman or about Mostefe or about "him", if pressed, nor do they answer any question themselves.

If the adventurers intervene, the quesars threaten them:

"We are grateful to you but you may not oppose us in our sacred duty. We are not pleased to undertake this order but it is for the greater Good. You have to trust us. If you oppose us, we will have no option but to fight you, sad though that would make us."

If the adventurers persist, the quesars and their allies attack. If they back off or do not intervene, the quesars take Zinaryamtaz and move away. In this latter case, read the following:

The beings of light take Zinaryamtaz. The fog comes back as thick as before. The light of these beings diffuses in the fog and moves away. Moments later, they have disappeared.

It is not possible to follow these beings. Once in the fog, they disappear and cannot be tracked or seen by any means.

If there was no combat, the adventurers still get the xp for this encounter as if they won the combat.

The Oath

The creatures (quesars and celestial allies) are initially **friendly** to the adventurers. When the quesars arrive, they say the following to the adventurers:

"We thank you for having saved Zinaryamtaz! We are very grateful to you. Be sure that your valorous deeds have been noticed and will not be forgotten!"

The beings of light turn toward Zinaryamtaz:

"Zinaryamtaz! Your behavior has imperiled more than you think! Your recklessness and your carelessness have endangered not only you but these worthy heroes as well, and even more than that!"

However, you have been blessed by the Maid of Light and Dark and this has been noticed by him. He knows that your destiny is here with your future husband.

So he has forgiven you. But remember: even if your wish is granted, you are not freed of your oath!"

The beings of light turn toward you:

"One of you wishes to join Zinaryamtaz in matrimony. We agree on one condition: Every one of you must take the oath to never ask Zinaryamtaz any questions about the Cup and Talisman. If you agree, the marriage will be allowed. If not, we will take Zinaryamtaz with us and she will never be allowed to come back to this plane."

The quesars do not answer any questions.

If all PCs agree to take the oath, read the following:

"So be it! This marriage will happen. You will know what the Lady of our Fate holds for you."

The fog comes back as thick as before. The light of these beings diffuses in the fog and moves away. Moments later, they have disappeared.

Proceed to **Encounter 12: The Pinnacles of Azor'Alq**.

If one or all do not take the oath, continue with the following:

The Beings of light say to Zinaryamtaz:

"Your time on this plane is at an end. Bid your saviors farewell and come with us!"

Zinaryamtaz looks appalled and answers:

— Many people need me in this land. You can't ask me to follow you.

— It is an order from him. You must leave this plane forever.

— Forever? No, not forever! Please not forever! My destiny is here, my place is here!

— It is irrevocable. We have been given the order to bring you back, and we shall follow those orders! Do not rebel against his will!

The quesars do not allow Zinaryamtaz to answer questions about the Cup and Talisman or about Mostefe or about "him", if pressed, nor do they answer any question themselves.

If the adventurers intervene, the quesars threaten them:

"We are grateful to you but you may not oppose us in our sacred duty. We are not pleased to undertake this order but it is for the greater Good. You have to trust us. If you oppose us, we will have no option but to fight you, sad though that would make us."

If the adventurers persist, the quesars and their allies attack. If they back off or do not intervene, the quesars take Zinaryamtaz and move away. In this latter case, read the following:

The beings of light take Zinaryamtaz. The fog comes back as thick as before. The light of these beings diffuses in the fog and moves away. Moments later, they have disappeared.

It is not possible to follow these beings. Once in the fog, they disappear and cannot be tracked or seen by any means.

If there was no combat, the adventurers still get the xp for this encounter as if they won the combat. They deserve the xp because they were successful either at the trial or at the ordeals.

If there was a combat and if the adventurers won it, they can continue. Proceed to **Encounter 12: The Pinnacles of Azor'Alq**.

Creatures (for all variants of this encounter)

APL 4 (EL 6)

☛ Quesar: hp 64; see Appendix 1.

APL 6 (EL 8)

☛ Quesars (2): hp 64 each; see Appendix 1.

APL 8 (EL 10)

☛ Quesars (3): hp 64 each; see Appendix 1.

APL 10 (EL 12)

☛ Quesars (6): hp 64 each; see Appendix 1.

APL 12 (EL 14)

☛ Advanced Quesars (3): hp 152 each; see Appendix 1.

APL 14 (EL 16)

☛ Advanced Quesars (6): hp 152 each; see Appendix 1.

APL 16 (EL 18)

☛ Advanced Quesars (4): hp 152 each; see Appendix 1.

☛ Throne Archons (2): hp 105 each; see Appendix 1.

Tactics

Important: At APL 4 and 6, the quesars do not use their Consuming Brilliance special attack. Because of this the EL of the encounter was lowered by 1 (at APL 4 and 6 only). Furthermore, at APL 4 and 6, they don't attack helpless PCs and try, if it's possible, to not include helpless PCs in a Searing Burst special attack. At higher APL, play the quesars without any restrictions.

Interrogation after the fact: Quesars, being constructs, are immune to mind-affecting spells. Because of this, it is not possible to learn any secret from them since they don't want to reveal anything and are immune to spells such as *detect thoughts* or *charm monster*. The archons (if present) do not know anything and came only to help the quesars.

Development

If the **Failed!** variant was played proceed to **Conclusion: Failure**. Likewise, proceed here if the PCs fight the beings of light and lose.

If the **A secret is a secret!** variant was played proceed to **Conclusion: The Quest continues**.

If the Oath variant was played proceed to **Encounter 12: The Pinnacles of Azor'Alq**.

Encounter 12: The Pinnacles of Azor'Alq / Les Pinacles d'Azor'Alq

You go to the sea and, from the top of a cliff, you see a cove. In the middle of the cove, you see a white sailing ship anchored there. There is a narrow path which permits access to the cove.

If the adventurers get on the ship, continue with the following:

As soon as you are all aboard, the ship begins to move without obvious sailors to guide it. The ship reaches the open sea and slices through a rapidly formed thick fog.

Hours later, the fog lifts. The sight is breathtaking. You see massive spires, perhaps a quarter mile in diameter at the base, circular in cross-section, that rise steeply upward in a regular series of cliffs. Their height from the waterline has to be in excess of 1,000 feet. The lower portions are covered in forest, with massive trees which are themselves gigantic, possibly topping 200 feet in height. The top of these spires are white-stained with innumerable sea birds.

The ship approaches one of these spires. There is only one way of to disembark: a rope ladder which is perhaps 100 feet in length.

It is expected that the adventurers climb this ladder (they can fly but only to go at the top of the ladder. If not, an

annoying swarm of birds swirls around them until they desist. If that is not sufficient, more drastic means oppose the character at the discretion of the DM, including fog, greater dispel magic or simply huge creatures chosen from the *Monster Manual*— they simply cannot fly any higher).

While climbing, you notice that these spires are not natural formations but are formed from titanic blocks. At the top of the ladder, you find yourself in a huge forest. There is a large opening leading inside the blocks themselves. Three sylphs are waiting for you and there is a cheerful reunion between them and Zinaryamtaz. After saying their hellos, the three sylphs greet you, although one of them seems rather grouchy. "Come with us, if you please" they say.

They lead you to the interior of the spire. You arrive in a huge hall filled with people in stunning clothes. When you enter, they turn and welcome you. On the other side of the hall there are several throne, with a king or queen is sitting on each throne each wearing a crown. An angel with a silvery skin, gleaming white wings and brilliant topaz eyes stands waiting in front of the assembled royalty.

Some of those present invite you to take a seat, all except for Zinaryamtaz and [name of the character in love with her] who are asked to go before the angel.

A successful Knowledge (the planes) check [DC 15 – modified for the locale] allows the character to recognize the angel as a solar.

The character (or Rostam Yundilla if he is here) and Zinaryamtaz are going to be married by the angel. The angel asks the other adventurers to be witnesses for the marriage. He then speaks to the sylph and her groom.

The angel addresses Zinaryamtaz: "Zinaryamtaz, your wish has been anticipated. You are now a human woman and have been for a time now. May your new destiny provide you happiness." Then the angel turns to you:

[Name of the character] *do you take Zinaryamtaz to be your wife?"*

If the answer is "no", nobody finds this at all amusing! There is no Encounter written for such a turn of events, as it is presumed that by accepting the various opportunities they intend to say yes – the DM must modify the Encounter and deal with it accordingly. The presumption is that the answer is "yes" (Rostam answers "yes" if he is here):

– *Zinaryamtaz, do you take [name of the character] to be you husband?*

- *Yes.*
- [name of the character] *and Zinaryamtaz, I declare that you are husband and wife. I bless your union!*

The angel says a blessing in a celestial language.

The character (the groom) receives **Blessing of Kordanesh** on his AR.

Suddenly you have a vision of a gold cup with red gems and a silvery eight-pointed star flying above the newlyweds. This vision is fleeting however and disappears in an instant.

The *rings of the rose* (see **Encounter 4**) are used as wedding rings. If the character didn't get it from his dream, they are given over now (and awarded on the AR).

Everyone present cheers for the newlyweds: "Bless the bride! Bless the groom!" Only the grouchy sylph sulks. The angel, the kings and the queens depart the hall soon thereafter by means an opening on the other side.

The adventurers can talk a little bit with the people who are present:

Where are we? In the Pinnacles of Azor'Alq.

Who are you? The Guardians of the Pinnacles. (they don't reveal more details)

Who is this angel? He is the solar Kordanesh.

Who are these kings and queens? They are the kings and queens of the Pinnacles. (they don't reveal more details)

Why did the marriage happen here? Because you deserved it and because the union had to be blessed here by Kordanesh. Don't ask me why, I don't know except that this union is destined for great things and is very important for the world.

When deemed appropriate, one of the people tells the adventurers:

"To be allowed to come here to the Pinnacles and to return is a singular favor. However you are not allowed to set foot upon the Pinnacles again without a new invitation. You will go back to your world where you will complete your destiny. May the deities of Good guide and protect you!"

If a character is a worshipper of Azor'Alq, he is allowed to pay homage to the memory of one of the thousand immortals of Azor' Alq. There is a tomb to one of these great PCs of old just off the marriage hall. The character gets **Blessing of Azor'Alq** on his AR.

There is a celebration now. Later, in the evening, it is time to depart. All those you have just met offer you the best of wishes. As fast as it arrived, the ship then departs with you and returns to the cove from whence it left.

Just before the adventurers embark back on the ship, one of the sylph gives a drawing of the marriage to the groom as a souvenir. She drew it during the ceremony. You can give **Player Handout 12** to the character.

Go to **Conclusion: Just Married!**

Conclusion

Failure

Mostefe has been kidnapped. Zinaryamtaz is dead or taken from the plane. You have no lead and no source of information. You have to trust to luck to continue your quest.

At the Stake

Depending if the adventurers stay or not to see the stake, they can learn the following information (note that there is little they can do, the stake is in an *antimagic field* and so on). If they leave, they can learn that later by receiving news from the Caliphate (Province of Dezbat).

Zinaryamtaz is sentenced to be burned at the stake but it is pouring with rain the following day; so much so that it is impossible to light the stake. The sentence is postponed for one day but the following day, it is still raining. The Lord decides to construct a covered stake. Two days later, everything is ready but it is now hailing with an immensely strong wind! The hailstorm is so powerful that the roof built to cover the stake is destroyed. It is an immediately spread rumor that the gods are opposed to the sentence itself but the Lord will brook no dissent against his wishes. Finally, after consultation, the executioners decide to light the stake the following day by every means possible (including such things alchemist's substances and Greek fire).

Zinaryamtaz goes to the stake and is tied. After a great deal of effort, the stake is lit despite the rain and winds. The wood around the stake emits a huge amount of smoke and the crowd is strangely silent. Suddenly, the whole area is plunged into a thick fog. Some scream loudly but most of the crowd present just watch in fright. Strange flashes of lights can be

seen diffusing through the fog and it seems that the whole place has been plunged into utter chaos. A booming voice resounds from the fog drowning out all other noises:

“Woe betide those who betray! Woe betide the foul creatures coming from beyond the sea to burn the purest of maidens!”

A few moments later, the fog lifts. The fire has gone out and Zinaryamtaz is nowhere to be seen.

To conclude:

Mostefe has been kidnapped. Zinaryamtaz has disappeared. You have no lead and no source of information. You have to trust to luck to continue your quest.

The Quest continues

If the quesars were fought and defeated in Encounter 11, Zinaryamtaz leaves shortly after that filled with remorse. She thanks her saviors.

Zinaryamtaz was taken (or left) before she had a chance to tell you something. Some days later, you have a visit of a sylph. She looks sulky. She tells you:

“I came to you but I’m sure it’s a mistake. Well you have saved Zinaryamtaz. Yes, it was great! At least you did something good in your life! Thank you! Zinaryamtaz wanted to tell you something to thank you. But she cannot now... She has been called back... She is not allowed to come back to you.... She grew fond of your mortal race too much by far! She went too far... Well... She gave me the responsibility of telling what she wanted to tell you. I don’t know what you wanted to know but she cannot tell you that, unfortunately... She told that you should go to the Yatils to find the Immortal of the Mountain. I don’t know who he is. But Zinaryamtaz said that he might know. Know what? I don’t know! Yes, the Immortal of the Mountain, in the Yatils. It is said, she told, that his lips have kissed the High Cleric himself! Can you believe that? It’s absolutely crazy! With that I must leave you!”

Of course, it was the Grouchy Sylph. The PCs gain **Thanks of the Sylphs** on their AR.

The quest of the Immortal of the Mountain will be played in another part of the *Faith and Truth* series.

Just Married!

After the marriage in the Pinnacles of Azor’Alq, it’s of course possible to have a second wedding celebration

with family and friends. It’s up to the PCs. The newlyweds have to decide on where they will live and if they go to a honeymoon.

The character who has married Zinaryamtaz gains **Just Married!** on his AR.

If Rostam Yundilla married Zinaryamtaz, each adventurer gains *Favor of the Yundilla Royal Family* on his AR.

For the present adventure, the following is enough to conclude:

Zinaryamtaz tells you: “Like Mostefe did, you want to learn something very important. Unfortunately I cannot tell you anything about it. I would like to tell you that but I am forbidden from doing so. Forgive me! But listen: there is someone who might help you. Go to the Yatils and find the Immortal of the Mountain. His lips are said to have kissed the High Cleric himself. Your quest will continue there.”

The PCs (all of them) gain **Thanks of the Sylphs** on their AR.

The quest of the Immortal of the Mountain will be played in another part of the *Faith and Truth* series.

Special Powers and Items

If the character has not used imbued spells or spell-like abilities (i.e. quickened *shield other* and *rain of imperial roses*), they are lost at the end of the adventure. Likewise, any imperial roses wither.

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 3

The sunflies were successfully called to Nwalab :

APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp

APL 12	105 xp
APL 14	120 xp
APL 16	135 xp

Encounter 4

Obtain a ring of platinum, ring of the lovebird, ring of the rose or an imperial rose via a Dream:

APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp
APL 14	120 xp
APL 16	135 xp

Encounter 6

Defeat the creatures:

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
APL 16	540 xp

Encounter 7

Defeat the creatures and/or save Zinaryamtaz:

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
APL 16	540 xp

Encounter 8

The PCs win the opposed check against Lorindale to set Zinaryamtaz free:

APL 4	45 xp
APL 6	60 xp

APL 8	75 xp
APL 10	90 xp
APL 12	105 xp
APL 14	120 xp
APL 16	135 xp

Encounter 11

Defeat the creatures (if Encounter 8 xp is awarded of if Zinaryamtaz was saved in Encounter 9, meeting the creatures is sufficient to qualify as defeating them):

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
APL 16	540 xp

Total possible experience:

APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp
APL 14	1,800 xp
APL 16	2,025 xp

Treasure Summary

During an adventure, PCs 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PCs may want to use them during the adventure. Many times PCs 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 PCs 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, PCs 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 7:

APL 4: L: 11 gp; C: 350 gp; M: *ring of sustenance* (208 gp per character), *+1 ring of protection* (167 gp per character)

APL 6: L: 36 gp; C: 550 gp; M: *ring of sustenance* (208 gp per character), *+1 ring of protection* (167 gp per character)

APL 8: L: 11 gp; C: 700 gp; M: *ring of sustenance* (208 gp per character), *+1 ring of protection* (167 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character)

APL 10: L: 11 gp; C: 900 gp; M: *ring of sustenance* (208 gp per character), *+1 ring of protection* (167 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character), *+2 amulet of health* (333 gp per character)

APL 12: L: 11 gp; C: 1100 gp; M: *ring of sustenance* (208 gp per character), *+2 ring of protection* (667 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character), *+4 amulet of health* (1333 gp per character), *+2 cloak of resistance* (333 gp per character)

APL 14: L: 11 gp; C: 2750 gp; M: *ring of sustenance* (208 gp per character), *+2 ring of protection* (667 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character), *+4 amulet of health* (1333 gp per character), *+2 cloak of resistance* (333 gp per character), *+4 gloves of dexterity* (1333 gp per character)

APL 16: L: 11 gp; C: 5250 gp; M: *ring of sustenance* (208 gp per character), *+2 ring of protection* (667 gp per character), *ring of counterspells* (333 gp per character), *hand of glory* (667 gp per character), *+4 amulet of health* (1333 gp per character), *+2 cloak of resistance* (333 gp per character), *+4 gloves of dexterity* (1333 gp per character)

Total Possible Treasure

APL 4:	736 gp (max 650 gp)
APL 6:	961 gp (max 900 gp)
APL 8:	2086 gp (max 1,300 gp)
APL 10:	2619 gp (max 2,300 gp)
APL 12:	4652 gp (max 3,300 gp)
APL 14:	7385 gp (max 6,600 gp)
APL 16:	10,135 gp (max 9,900 gp)

Appendix I: NPCs

All APLs

Zinaryamtaz (as a sylph): Sylph Sor5; Small Outsider (Air, Extraplanar); CR 10; HD 3d8-3+5d4-5; hp 21; Init +6; Spd 30 ft, fly 90 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +5; Grp -1; Atk +4 melee (1d2-2, unarmed); Full Atk +4 melee (1d2-2, unarmed); Space/Reach: 5 ft./5 ft. SA Spells; SQ *Improved Invisibility*, outsider traits, *polymorph*, spells, Wild Empathy, spell resistance 14, *summon elemental*, AL LG; SV Fort +3, Ref +6, Will +11; Str 6, Dex 14, Con 8, Int 18, Wis 19, Cha 23;

Skills and Feats: Balance +10, Concentration +10, Escape Artist +8, Gather Information +10, Hide +12, Jump +0, Knowledge (arcana) +15, Knowledge (nature) +12, Knowledge (the planes) +10, Listen +10, Move Silently +8, Spellcraft +17, Spot +10, Survival +10, Tumble +8; Combat Casting, Empower Spell, Improved Initiative.

Possessions: platinum ring (50 gp), *ring of the rose*.

Sorcerer Spells Known (6/8/8/7/7/6/5; save DC = 16 + spell level) Caster level 12th: 0th – *detect poison, detect magic, light, mage hand, open/close, prestidigitation, ray of frost, read magic, resistance*, 1st – *charm person, mage armor, magic missile, protection from evil, shield*; 2nd – *bear's endurance, glitterdust, mirror image, resist energy, scorching ray*; 3rd – *blink, dispel magic, deep slumber, lightning bolt*; 4th – *charm monster, dimension door, stonewall*; 5th – *Bigby's interposing hand, Summon Monster V*; 6th – *chain lightning*.

Polymorph (Sp): At will, Zinaryamtaz can use *polymorph* (humanoid form only, no limit on duration, self only).

Sharyana: Erinyes Rog8; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 12; HD 9d8+45+8d6+40; hp 153; Init +6; Spd 30 ft, fly 50 ft. (good); AC 23, touch 15, flat-footed 18; Base Atk +15; Grp +20; Atk +20 melee (1d8+5 longsword) or +22 ranged (1d8+6/x3 plus 1d6 fire, +1 *flaming composite longbow* +5 Str bonus) or +21 ranged (entangle, rope); Full Atk +20/+15/+10 melee (1d8+5 longsword) or +22/+17/+12 ranged (1d8+6/x3 plus 1d6 fire, +1 *flaming composite longbow* +5 Str bonus) or +21 ranged (entangle, rope); Space/Reach: 5 ft./5 ft.; SA Entangle, sneak attack +4d6, spell-like abilities, *summon baatezu*, SQ Damage

reduction 5/good, darkvision 60 ft., evasion, uncanny dodge, improved uncanny dodge, trap sense, immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft., true seeing; AL LE; SV Fort +13, Ref +18, Will +12; Str 21, Dex 23, Con 21, Int 14, Wis 18, Cha 20

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +15, Escape Artist +26, Hide +26, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +24, Move Silently +26, Search +22, Sense Motive +24, Spot +24, Survival +4 (+6 following tracks), Use Rope +14 (+16 with bindings); Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Power Attack, Combat Expertise.

APL 4

Encounter 6: Kalat Washaf

Runehound*: medium aberration; CR 3; HD 5d8+15; hp 37; Init +2; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +8; Atk +8 melee (2d6+7 bite) or +5 ranged touch (vile spew see text); Full Atk +8 melee (2d6+7 bite) or +5 ranged touch (vile spew see text); Space/Reach: 5 ft./ ft.; SA Vile Spew; SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, uncanny blindsight; AL NE; SV Fort +4, Ref +5, Will +5; Str 20, Dex 14, Con 17, Int 5, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +3, Spot +5, Survival +1 (+21 when tracking), Swim +5; Combat Reflexes, Lightning Reflex, Track^b.

* see Appendix 2: New Rules Items

Encounter 7: Hostage-taking

Xarkog: Human Warlock5; Medium Humanoid (human); CR 5; HD 5d6+10; hp 32; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (1d8, morningstar) or +5 ranged (1d8/19-20, light crossbow) or +6 ranged touch (3d6 *eldritch blast*); Full Atk +3 melee (1d8, morningstar) or +5 ranged (1d8/19-20, light crossbow) or +6 ranged touch (3d6 *eldritch blast*); SA *Eldritch blast* 3d6, invocations; SQ *Detect magic*, damage reduction 1/cold iron, deceive item; AL NE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 15;

Skills and Feats: Bluff +10, Concentration +10, Spellcraft +8; Combat Casting, Improved Initiative, Weapon Focus (ranged spells).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st-level spell. If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that

improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell), However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

A warlock can use *eldritch blast* at will.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other PCs. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Invocations Known* (3 least): *Eldritch spear*, *dark one's own luck*, *see the unseen*.

Possessions: chain shirt, morningstar, light crossbow, 20 bolts, *ring of sustenance*, +1 *ring of protection*.

* see Appendix 2: New Rules Items

Runehound*: medium aberration; CR 3; HD 5d8+15; hp 37; Init +2; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +8; Atk +8 melee (2d6+7 bite) or +5 ranged touch (vile spew see text); Full Atk +8 melee (2d6+7 bite) or +5 ranged touch (vile spew see text); Space/Reach: 5 ft./10 ft. SA Vile Spew; SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, uncanny blindsight; AL NE; SV Fort +4, Ref +5, Will +5; Str 20, Dex 14, Con 17, Int 5, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +3, Spot +5, Survival +1 (+21 when tracking), Swim +5; Combat Reflexes, Lightning Reflex, Track^b.

* see Appendix 2: New Rules Items

Encounter 8: Beings of Light

Quesar*: medium construct (extraplanar); CR 7; HD 8d10+20; hp 64; Init +7; Spd 60 ft.; AC 20, touch 20, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d6 slam plus 1d6 energy/19-20); Full Atk +7/+7 melee (1d6 slam plus 1d6 energy/19-20); Space/Reach: 5 ft./5 ft.; SA Blinding radiance, consuming brilliance, searing burst; SQ Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 18; AL NG; SV Fort +2, Ref +5, Will +2; Str 11, Dex 16, Con —, Int 9, Wis 10, Cha 11;

Skills and Feats: Spot +11; Improved Critical (slam), Improved Initiative, Weapon Focus (slam).

* see Appendix 2: New Rules Items

APL 6

Encounter 6: Kalat Washaf

Runehound*: medium aberration; CR 3; HD 5d8+15; hp 37; Init +2; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +8; Atk +8 melee (2d6+7 bite) or +5 ranged touch (vile spew see text); Full Atk +8 melee (2d6+7 bite) or +5 ranged touch (vile spew see text); Space/Reach: 5 ft./10 ft. SA Vile Spew; SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, uncanny blindsight; AL NE; SV Fort +4, Ref +5, Will +5; Str 20, Dex 14, Con 17, Int 5, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +3, Spot +5, Survival +1 (+21 when tracking), Swim +5; Combat Reflexes, Lightning Reflex, Track^b.

* see Appendix 2: New Rules Items

Encounter 7: Hostage-taking

Xarkog: Human Warlock6; Medium Humanoid (human); CR 6; HD 6d6+12; hp 38; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +4; Grp +4; Atk +5 melee (1d8, masterwork morningstar) or +6 ranged (1d8/19-20, light crossbow) or +7 ranged touch (3d6 *eldritch blast*); Full Atk +4 melee (1d8, masterwork morningstar) or +5 ranged (1d8/19-20, light crossbow) or +7 ranged touch (3d6 *eldritch blast*); Space/Reach: 5 ft./5 ft.; SA *Eldritch blast* 3d6, invocations; SQ *Detect magic*, damage reduction 1/cold iron, deceive item; AL NE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 15;

Skills and Feats: Bluff +11, Concentration +11, Spellcraft +9; Combat Casting, Improved Initiative, Maximize Spell-like Ability (*eldritch blast*), Weapon Focus (ranged spells),

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st-level spell. If you apply a blast shape or *eldritch essence* invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell), However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

A warlock can use *eldritch blast* at will.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other PCs. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Invocations Known* (3 least, 1 lesser): *Eldritch spear*, *dark one's own luck*, *see the unseen*, *voracious dispelling*.

Possessions: chain shirt, masterwork morningstar, light crossbow, 20 bolts, *ring of sustenance*, +1 *ring of protection*.

* see Appendix 2: New Rules Items

Advanced Runehound*: large aberration; CR 6; HD 13d8+65; hp 124; Init +2; Spd 50 ft.; AC 18, touch 11, flat-footed 15; Base Atk +9; Grp +22; Atk +17 melee (3d6+13 bite) or +10 ranged touch (vile spew see text); Full Atk +17/+12 melee (3d6+13 bite) or +10/+5 ranged touch (vile spew see text); Space/Reach: 10 ft./15 ft.; SA Vile Spew; SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, uncanny blindsight; AL NE; SV Fort +11, Ref +6, Will +9; Str 28, Dex 14, Con 21, Int 5, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +7, Spot +5, Survival +1 (+21 when tracking), Swim +5; Ability Focus (vile spew), Combat Reflexes, Great Fortitude, Lightning Reflex, Power Attack Track^b.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (13d6), with a DC 23 Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a DC 23 Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be

used once every 1d4 rounds. The save DC is Constitution-based.

* see Appendix 2: New Rules Items

Encounter 8: Beings of Light

Quesar*: medium construct (extraplanar); CR 7; HD 8d10+20; hp 64; Init +7; Spd 60 ft.; AC 20, touch 20, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d6 slam plus 1d6 energy/19-20); Full Atk +7/+7 melee (1d6 slam plus 1d6 energy/19-20); Space/Reach: 5 ft./5 ft.; SA Blinding radiance, consuming brilliance, searing burst; SQ Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 18; AL NG; SV Fort +2, Ref +5, Will +2; Str 11, Dex 16, Con —, Int 9, Wis 10, Cha 11;

Skills and Feats: Spot +11; Improved Critical (slam), Improved Initiative, Weapon Focus (slam).

* see Appendix 2: New Rules Items

APL 8

Encounter 6: Kalat Washaf

Advanced Runehound*: large aberration; CR 6; HD 13d8+65; hp 124; Init +2; Spd 50 ft.; AC 18, touch 11, flat-footed 15; Base Atk +9; Grp +22; Atk +17 melee (3d6+13 bite) or +10 ranged touch (vile spew see text); Full Atk +17/+12 melee (3d6+13 bite) or +10/+5 ranged touch (vile spew see text); Space/Reach: 10 ft./15 ft.; SA Vile Spew; SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, uncanny blindsight; AL NE; SV Fort +11, Ref +6, Will +9; Str 28, Dex 14, Con 21, Int 5, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +7, Spot +5, Survival +1 (+21 when tracking), Swim +5; Ability Focus (vile spew), Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack Track^b.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (13d6), with a DC 23 Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a DC 23 Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

* see Appendix 2: New Rules Items

Encounter 7: Hostage-taking

Xarkog: Human Warlock8; Medium Humanoid (human); CR 8; HD 8d6+16; hp 50; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +6; Grp +6; Atk +6 melee (1d8, morningstar) or +8 ranged (1d8/19-20, light crossbow) or +9 ranged touch (4d6 *eldritch blast*); Full Atk +6/+1 melee (1d8, morningstar) or +8/+3 ranged (1d8/19-20, light crossbow) or +9 ranged touch (4d6 *eldritch blast*); Space/Reach: 5 ft./5 ft.; SA *Eldritch blast* 4d6, invocations; SQ *Detect magic*, damage reduction 2/cold iron, deceive item, fiendish resilience 1; AL NE; SV Fort +4, Ref +4, Will +8; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 16;

Skills and Feats: Bluff +14, Concentration +13, Spellcraft +11; Combat Casting, Improved Initiative, Weapon Focus (ranged spells), Maximize Spell-like Ability (*eldritch blast*)*.

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal

damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st-level spell. If you apply a blast shape or *eldritch essence* invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

A warlock can use *eldritch blast* at will.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other PCs. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Possessions: chain shirt, morningstar, light crossbow, 20 bolts, *ring of sustenance*, *ring of counterspells* (*glitterdust*), *hand of glory*, +1 *ring of protection*.

Invocations Known* (3 least, 2 lesser): *Eldritch spear*, *dark one's own luck*, *see the unseen*, *voracious dispelling*, *flee the scene*.

* see Appendix 2: New Rules Items

Spellwarped Advanced Runehound*: large aberration; CR 8; HD 13d8+91; hp 150; Init +3; Spd 50

ft.; AC 21, touch 13, flat-footed 17; Base Atk +9; Grp +24; Atk +19 melee (3d6+15 bite) or +11 ranged touch (vile spew see text); Full Atk +19/+14 melee (3d6+15 bite) or +11/+6 ranged touch (vile spew see text); Space/Reach: 10 ft./15 ft.; SA Vile Spew SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, spell resistance 24, spell absorption, uncanny blindsight; AL NE; SV Fort +13, Ref +7, Will +9; Str 32, Dex 16, Con 25, Int 9, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +7, Spot +5, Survival +1 (+21 when tracking), Swim +5; Ability Focus (vile spew), Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Track^B.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (13d6), with a **DC 25** Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a **DC 25** Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

Spell Absorption(Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

* see Appendix 2: New Rules Items

Encounter 8: Beings of Light

Quesar*: medium construct (extraplanar); CR 7; HD 8d10+20; hp 64; Init +7; Spd 60 ft.; AC 20, touch 20, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d6

slam plus 1d6 energy/19-20); Full Atk +7/+7 melee (1d6 slam plus 1d6 energy/19-20); Space/Reach: 5 ft./5 ft.; SA Blinding radiance, consuming brilliance, searing burst; SQ Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 18; AL NG; SV Fort +2, Ref +5, Will +2; Str 11, Dex 16, Con —, Int 9, Wis 10, Cha 11;

Skills and Feats: Spot +11; Improved Critical (slam), Improved Initiative, Weapon Focus (slam).

* see Appendix 2: New Rules Items

APL 10

Encounter 6: Kalat Washaf

Spellwarped Advanced Runehound*: large aberration; CR 8; HD 13d8+91; hp 150; Init +3; Spd 50 ft.; AC 21, touch 13, flat-footed 17; Base Atk +9; Grp +24; Atk +19 melee (3d6+15 bite) or +11 ranged touch (vile spew see text); Full Atk +19/+14 melee (3d6+15 bite) or +11/+6 ranged touch (vile spew see text); Space/Reach: 10 ft./15 ft.; SA Vile Spew SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, spell resistance 24, spell absorption, uncanny blindsight; AL NE; SV Fort +13, Ref +7, Will +9; Str 32, Dex 16, Con 25, Int 9, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +7, Spot +5, Survival +1 (+21 when tracking), Swim +5; Ability Focus (vile spew), Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Track^B.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (13d6), with a DC 25 Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a DC 25 Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

Spell Absorption(Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

* see Appendix 2: New Rules Items

Encounter 7: Hostage-taking

Xarkog: Human Warlock11; Medium Humanoid (human); CR 11; HD 11d6+33; hp 79; Init +6; Spd 30 ft.; AC 18, touch 14, flat-footed 16; Base Atk +8; Grp +8; Atk +8 melee (1d8, morningstar) or +10 ranged (1d8/19-20, light crossbow) or +11 ranged touch (6d6 *eldritch blast*); Full Atk +8/+3 melee (1d8, morningstar) or +10/+5 ranged (1d8/19-20, light crossbow) or +11 ranged touch (6d6 *eldritch blast*); Space/Reach: 5 ft./5 ft.; SA *Eldritch blast* 6d6, invocations; SQ *Detect magic*, damage reduction 3/cold iron, deceive item, fire and acid resistance 5, fiendish resilience 1; AL NE; SV Fort +6, Ref +5, Will +9; Str 10, Dex 14, Con 16, Int 10, Wis 14, Cha 16;

Skills and Feats: Bluff +17, Concentration +17, Spellcraft +14; Combat Casting, Empower Spell-like Ability (*eldritch blast*), Improved Initiative, Maximize Spell-like Ability (*eldritch blast*)*, Weapon Focus (ranged spells).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st-level spell. If you apply a blast shape or *eldritch essence* invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

A warlock can use *eldritch blast* at will.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer

magic items made for the use of other PCs. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Possessions: chain shirt, morningstar, light crossbow, 20 bolts, +2 *amulet of health*, *ring of sustenance*, *ring of counterspells (glitterdust)*, *hand of glory*, +2 *ring of protection*.

Invocations Known* (3 least, 3 lesser, 1 greater): *Eldritch spear*, *dark one's own luck*, *see the unseen*, *voracious dispelling*, *flee the scene*, *walk unseen*, *chilling tentacles*.

* see Appendix 2: New Rules Items

Spellwarped UMBER HULK: large aberration; CR 8; HD 8d8+51; hp 87; Init +2; Spd 20 ft., burrow 20 ft.; AC 21, touch 11, flat-footed 19; Base Atk +6; Grp +18; Atk +13 melee (2d4+8 claw); Full Atk +13/+13 melee (2d4+8claw) and +11 melee (2d8+5 bite); Space/Reach: 10 ft./10 ft.; SA confusing gaze; SQ darkvision 60 ft., spell resistance 19, spell absorption, tremorsense 60 ft.; AL NE; SV Fort +10, Ref +4, Will +6; Str 27, Dex 15, Con 23, Int 15, Wis 11, Cha 13;

Skills and Feats: Climb +14, Jump +9, Listen +11, Spot +11, Move Silently +13; Great Fortitude, Multiattack, Toughness.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Encounter 8: Beings of Light

Quesar*: medium construct (extraplanar); CR 7; HD 8d10+20; hp 64; Init +7; Spd 60 ft.; AC 20, touch 20, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d6 slam plus 1d6 energy/19-20); Full Atk +7/+7 melee (1d6 slam plus 1d6 energy/19-20); Space/Reach: 5 ft./5 ft.; SA Blinding radiance, consuming brilliance, searing burst; SQ Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 18; AL NG; SV Fort +2, Ref +5, Will +2; Str 11, Dex 16, Con —, Int 9, Wis 10, Cha 11;

Skills and Feats: Spot +11; Improved Critical (slam), Improved Initiative, Weapon Focus (slam).

* see Appendix 2: New Rules Items

APL 12

Encounter 6: Kalat Washaf

Spellwarped Advanced Runehound*: large aberration; CR 8; HD 13d8+9; hp 150; Init +3; Spd 50 ft.; AC 21, touch 13, flat-footed 17; Base Atk +9; Grp +24; Atk +19 melee (3d6+15 bite) or +11 ranged touch (vile spew see text); Full Atk +19/+14 melee (3d6+15 bite) or +11/+6 ranged touch (vile spew see text); Space/Reach: 10 ft./15 ft.; SA Vile Spew SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, spell resistance 24, spell absorption, uncanny blindsight; AL NE; SV Fort +13, Ref +7, Will +9; Str 32, Dex 16, Con 25, Int 9, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +7, Spot +5, Survival +1 (+21 when tracking), Swim +5; Ability Focus (vile spew), Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Track^B.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (13d6), with a **DC 25** Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a **DC 25** Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

Spell Absorption(Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

* see Appendix 2: New Rules Items

Spellwarped Advanced Yrthak: huge aberration (augmented magical beast); CR 12; HD 16d10+80; hp 168; Init +7; Spd 20 ft., fly 60 ft. (average); AC 21, touch 11, flat-footed 18; Base Atk +16; Grp +31; Atk +21 melee (2d8+7 bite) or +17 ranged touch (6d6 sonic lance); Full Atk +21 melee (2d8+7 bite) and +19/+19 melee (1d6+4 claw) or +17 ranged touch (6d6 sonic lance); Space/Reach: 15 ft./10 ft.; SA sonic lance, explosion; SQ blindsight 120 ft., immunities spell resistance 27, spell absorption, vulnerability to sonic; AL NE; SV Fort +15, Ref +13, Will +8; Str 24, Dex 16, Con 21, Int 7 Wis 13, Cha 11;

Skills and Feats: Listen +14, Move Silently +12; Endurance, Flyby Attack, Improved Initiative, Iron Will, Multiattack, Snatch.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Encounter 7: Hostage-taking

Xarkog: Human Warlock₁₃; Medium Humanoid (human); CR 13; HD 13d6+52; hp 106; Init +6; Spd 30 ft.; AC 18, touch 14, flat-footed 16; Base Atk +9; Grp +9; Atk +9 melee (1d8, morningstar) or +11 ranged (1d8/19-20, light crossbow) or +12 ranged touch (6d6 *eldritch blast*); Full Atk +9/+4 melee (1d8, morningstar) or +11/+6 ranged (1d8/19-20, light crossbow) or +12 ranged touch (6d6 *eldritch blast*); ; Space/Reach: 5 ft./5 ft.; SA *Eldritch blast* 6d6, invocations; SQ *Detect magic*, damage reduction

3/cold iron, deceive item, fire and acid resistance 5, fiendish resilience 2, imbue item; AL NE; SV Fort +10, Ref +8, Will +12; Str 10, Dex 14, Con 19, Int 10, Wis 14, Cha 16;

Skills and Feats: Bluff +19, Concentration +20, Spellcraft +16; Combat Casting, Empower Spell-like Ability (*eldritch blast*), Improved Initiative, Maximize Spell-like Ability (*eldritch blast*)*, Quicken Spell-like ability (*eldritch blast*), Weapon Focus (ranged spells).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st-level spell. If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell), However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

A warlock can use *eldritch blast* at will.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other PCs. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells or 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or gp costs for making the item; his progress is simply arrested. He cannot retry this Use Magic Device check for that spell until he gains a new level.

Possessions: chain shirt, morningstar, light crossbow, 20 bolts, +4 *amulet of health*, +2 *cloak of resistance*, *ring of sustenance*, *ring of counterspells (glitterdust)*, *hand of glory*, +2 *ring of protection*.

Invocations Known* (3 least, 3 lesser, 2 greater): *Eldritch spear*, *dark one's own luck*, *see the unseen*, *voracious dispelling*, *flee the scene*, *walk unseen*, *chilling tentacles*, *vitriolic blast*.

* see Appendix 2: New Rules Items

Spellwarped UMBER HULK: large aberration; CR 8; HD 8d8+51; hp 87; Init +2; Spd 20 ft., burrow 20 ft.; AC 21, touch 11, flat-footed 19; Base Atk +6; Grp +18; Atk +13 melee (2d4+8 claw); Full Atk +13/+13 melee (2d4+8claw) and +11 melee (2d8+5 bite); Space/Reach: 10 ft./10 ft.; SA confusing gaze; SQ darkvision 60 ft., spell resistance 19, spell absorption, tremorsense 60 ft.; AL NE; SV Fort +10, Ref +4, Will +6; Str 27, Dex 15, Con 23, Int 15, Wis 11, Cha 13;

Skills and Feats: Climb +14, Jump +9, Listen +11, Spot +11, Move Silently +13; Great Fortitude, Multiattack, Toughness.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Encounter 8: Beings of Light

Advanced Quesar*: medium construct (extraplanar); CR 11; HD 24d10+20; hp 152; Init +7; Spd 60 ft.; AC 20, touch 20, flat-footed 17; Base Atk +18; Grp +18; Atk +19 melee (1d6 slam plus 1d6 energy/19-20); Full Atk +19/+19 melee (1d6 slam plus 1d6 energy/19-20); Space/Reach: 5 ft./5 ft.; SA Blinding radiance, consuming brilliance, searing burst; SQ Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 22; AL NG; SV Fort +8, Ref +13, Will +8; Str 11, Dex 16, Con —, Int 9, Wis 10, Cha 15;

Skills and Feats: Spot +27; Ability Focus (Blinding Radiance), Ability Focus (Consuming Brilliance), Ability Focus (Searing Burst), Dodge, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (slam).

Blinding Radiance (Su): At will, a quesar can increase the brightness of its energy halo so that it radiates brilliant light to a radius of 120 feet (and shadowy illumination to 240 feet). Any creature within this radius must make a **DC 26** Fortitude save or be blinded for 1d10 rounds. The save DC is Charisma-based. Creatures with light sensitivity take double the normal penalties in this brilliant light.

Consuming Brilliance (Su): Three times per day, a quesar can create an instantaneous burst of energy so intense that it reduces all creatures and objects within 15 feet to a trace of fine dust, dealing 22d6 points of damage, as the disintegrate spell. A successful **DC 26** Fortitude save means the creature resists disintegration, instead taking 5d6 points of damage. The save DC is based on Charisma.

Searing Burst (Su): After a quesar has had blinding radiance active for at least 1 round, it can increase its intensity still more, creating an instantaneous burst of searing energy similar in effect to a *sunburst* spell. All creatures within 30 feet of the quesar take 6d6 points of damage (Reflex save **DC 26** for half). A quesar can use a searing burst 6 times per day. The save DC is based on Charisma.

* see Appendix 2: New Rules Items

APL 14

Encounter 6: Kalat Washaf

Spellwarped Advanced Runehound*: large aberration; CR 8; HD 13d8+91; hp 150; Init +3; Spd 50 ft.; AC 21, touch 13, flat-footed 17; Base Atk +9; Grp +24; Atk +19 melee (3d6+15 bite) or +11 ranged touch (vile spew see text); Full Atk +19/+14 melee (3d6+15 bite) or +11/+6 ranged touch (vile spew see text); Space/Reach: 10 ft./15 ft.; SA Vile Spew SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, spell resistance 24, spell absorption, uncanny blindsight; AL NE; SV Fort +13, Ref +7, Will +9; Str 32, Dex 16, Con 25, Int 9, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +7, Spot +5, Survival +1 (+21 when tracking), Swim +5; Ability Focus (vile spew), Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Track^B.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (13d6), with a **DC 25** Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a **DC 25** Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

Spell Absorption(Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

* see Appendix 2: New Rules Items

Spellwarped Advanced Yrthak: huge aberration (augmented magical beast); CR 12; HD 16d10+80; hp 168; Init +7; Spd 20 ft., fly 60 ft. (average); AC 21, touch 11, flat-footed 18; Base Atk +16; Grp +31; Atk +21 melee (2d8+7 bite) or +17 ranged touch (6d6 sonic lance); Full Atk +21 melee (2d8+7 bite) and +19/+19 melee (1d6+4 claw) or +17 ranged touch (6d6 sonic lance); Space/Reach: 15 ft./10 ft.; SA sonic lance, explosion; SQ blindsight 120 ft., immunities spell resistance 27, spell absorption, vulnerability to sonic; AL NE; SV Fort +15, Ref +13, Will +8; Str 24, Dex 16, Con 21, Int 7 Wis 13, Cha 11;

Skills and Feats: Listen +14, Move Silently +12; Endurance, Flyby Attack, Improved Initiative, Iron Will, Multiattack, Snatch.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Ataphad Truly Horrid UMBER Hulk: huge aberration; CR 14; HD 20d8+180; hp 270; Init +0; Spd 20 ft. burrow 20 ft.; AC 19, touch 8, flat-footed 19; Base Atk +15; Grp +36; Atk +26 melee (3d6+13 claw); Full Atk +26/+26 melee (3d6+13 claw) and +24 melee (4d6+6 bite); Space/Reach: 15 ft./15 ft.; SA confusing gaze; SQ darkvision 60 ft., tremorsense 60 ft.; AL NE; SV Fort +17, Ref +6, Will +15; Str 36, Dex 10, Con 29, Int 10, Wis 13, Cha 15;

Skills and Feats: Climb +23, Jump +15, Listen +21, Sense Motive +5; Ability Focus (confusing gaze), Great

Fortitude, Improved Natural Attack (claw), Iron Will, Large and in Charge*, Multiattack, Power Attack,

Confusing gaze (Su): *Confusion* as the spell, 30 feet, caster level 20th, Will DC 24 negates. The save DC is charisma-based.

* see Appendix 2: New Rules Items

Encounter 7: Hostage-taking

Xarkog: Human Warlock15; Medium Humanoid (human); CR 15; HD 15d6+60; hp 122; Init +8; Spd 30 ft; AC 20, touch 16, flat-footed 16; Base Atk +11; Grp +11; Atk +11 melee (1d8, morningstar) or +15 ranged (1d8/19-20, light crossbow) or +16 ranged touch (7d6 *eldritch blast*); Full Atk +11/+6/+1 melee (1d8, morningstar) or +15/+10/+5 ranged (1d8/19-20, light crossbow) or +16 ranged touch (7d6 *eldritch blast*); Space/Reach: 5 ft./5 ft.; SA *Eldritch blast* 7d6, invocations; SQ *Detect magic*, damage reduction 4/cold iron, deceive item, fire and acid resistance 5, fiendish resilience 2, imbue item; AL NE; SV Fort +11, Ref +11, Will +13; Str 10, Dex 18, Con 19, Int 10, Wis 14, Cha 16;

Skills and Feats: Bluff +21, Concentration +22, Spellcraft +18; Combat Casting, Improved Initiative, Weapon Focus (ranged spells), Maximize Spell-like Ability (*eldritch blast*)*, Empower Spell-like Ability (*eldritch blast*), Quicken Spell-like ability (*walk unseen*), Quicken Spell-like ability (*eldritch blast*).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st-level spell. If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell), However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving

throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

A warlock can use *eldritch blast* at will.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other PCs. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells or 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or gp costs for making the item; his progress is simply arrested. He cannot retry this Use Magic Device check for that spell until he gains a new level.

Possessions: chain shirt, morningstar, light crossbow, 20 bolts, +4 *amulet of health*, +4 *gloves of dexterity*, +2 *cloak of resistance*, *ring of sustenance*, *ring of counterspells (glitterdust)*, *hand of glory*, +2 *ring of protection*.

Invocations Known* (3 least, 3 lesser, 3 greater): *Eldritch spear*, *dark one's own luck*, *see the unseen*, *voracious dispelling*, *flee the scene*, *walk unseen*, *chilling tentacles*, *vitriolic blast*, *devour magic*.

* see Appendix 2: New Rules Items

Spellwarped UMBER HULK: large aberration; CR 8; HD 8d8+51; hp 87; Init +2; Spd 20 ft., burrow 20 ft.; AC 21, touch 11, flat-footed 19; Base Atk +6; Grp +18; Atk +13 melee (2d4+8 claw); Full Atk +13/+13 melee (2d4+8claw) and +11 melee (2d8+5 bite); Space/Reach: 10 ft./10 ft.; SA *confusing gaze*; SQ *darkvision* 60 ft., spell resistance 19, spell absorption, tremorsense 60 ft.;

AL NE; SV Fort +10, Ref +4, Will +6; Str 27, Dex 15, Con 23, Int 15, Wis 11, Cha 13;

Skills and Feats: Climb +14, Jump +9, Listen +11, Spot +11, Move Silently +13; Great Fortitude, Multiattack, Toughness.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Encounter 8: Beings of Light

Advanced Quesar*: medium construct (extraplanar); CR 11; HD 24d10+20; hp 152; Init +7; Spd 60 ft.; AC 20, touch 20, flat-footed 17; Base Atk +18; Grp +18; Atk +19 melee (1d6 slam plus 1d6 energy/19-20); Full Atk +19/+19 melee (1d6 slam plus 1d6 energy/19-20); Space/Reach: 5 ft./5 ft.; SA Blinding radiance, consuming brilliance, searing burst; SQ Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 22; AL NG; SV Fort +8, Ref +13, Will +8; Str 11, Dex 16, Con —, Int 9, Wis 10, Cha 15;

Skills and Feats: Spot +27; Ability Focus (Blinding Radiance), Ability Focus (Consuming Brilliance), Ability Focus (Searing Burst), Dodge, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (slam).

Blinding Radiance (Su): At will, a quesar can increase the brightness of its energy halo so that it radiates brilliant light to a radius of 120 feet (and shadowy illumination to 240 feet). Any creature within this radius must make a **DC 26** Fortitude save or be blinded for 1d10 rounds. The save DC is Charisma-

based. Creatures with light sensitivity take double the normal penalties in this brilliant light.

Consuming Brilliance (Su): Three times per day, a quesar can create an instantaneous burst of energy so intense that it reduces all creatures and objects within 15 feet to a trace of fine dust, dealing 22d6 points of damage, as the disintegrate spell. A successful **DC 26** Fortitude save means the creature resists disintegration, instead taking 5d6 points of damage. The save DC is based on Charisma.

Searing Burst (Su): After a quesar has had blinding radiance active for at least 1 round, it can increase its intensity still more, creating an instantaneous burst of searing energy similar in effect to a *sunburst* spell. All creatures within 30 feet of the quesar take 6d6 points of damage (Reflex save **DC 26** for half). A quesar can use a searing burst 6 times per day. The save DC is based on Charisma.

* see Appendix 2: New Rules Items

APL 16

Encounter 6: Kalat Washaf

Spellwarped Advanced Runehound*: large aberration; CR 8; HD 13d8+91; hp 150; Init +3; Spd 50 ft.; AC 21, touch 13, flat-footed 17; Base Atk +9; Grp +24; Atk +19 melee (3d6+15 bite) or +11 ranged touch (vile spew see text); Full Atk +19/+14 melee (3d6+15 bite) or +11/+6 ranged touch (vile spew see text); Space/Reach: 10 ft./15 ft.; SA Vile Spew SQ Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, spell resistance 24, spell absorption, uncanny blindsight; AL NE; SV Fort +13, Ref +7, Will +9; Str 32, Dex 16, Con 25, Int 9, Wis 12, Cha 8;

Skills and Feats: Hide +5, Move Silently +7, Spot +5, Survival +1 (+21 when tracking), Swim +5; Ability Focus (vile spew), Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Track^B.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (13d6), with a **DC 25** Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a **DC 25** Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

Spell Absorption(Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

* see Appendix 2: New Rules Items

Spellwarped Advanced Yrthak: huge aberration (augmented magical beast); CR 12; HD 16d10+80; hp 168; Init +7; Spd 20 ft., fly 60 ft. (average); AC 21, touch 11, flat-footed 18; Base Atk +16; Grp +31; Atk +21 melee (2d8+7 bite) or +17 ranged touch (6d6 sonic lance); Full Atk +21 melee (2d8+7 bite) and +19/+19 melee (1d6+4 claw) or +17 ranged touch (6d6 sonic lance); Space/Reach: 15 ft./10 ft.; SA sonic lance, explosion; SQ blindsight 120 ft., immunities spell resistance 27, spell absorption, vulnerability to sonic; AL NE; SV Fort +15, Ref +13, Will +8; Str 24, Dex 16, Con 21, Int 7 Wis 13, Cha 11;

Skills and Feats: Listen +14, Move Silently +12; Endurance, Flyby Attack, Improved Initiative, Iron Will, Multiattack, Snatch.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Ataphad Truly Horrid UMBER Hulk: huge aberration; CR 14; HD 20d8+180; hp 270; Init +0; Spd 20 ft. burrow 20 ft.; AC 19, touch 8, flat-footed 19; Base Atk +15; Grp +36; Atk +26 melee (3d6+13 claw); Full Atk +26/+26 melee (3d6+13 claw) and +24 melee (4d6+6 bite); Space/Reach: 15 ft./15 ft.; SA confusing gaze; SQ darkvision 60 ft., tremorsense 60 ft.; AL NE; SV Fort +17, Ref +6, Will +15; Str 36, Dex 10, Con 29, Int 10, Wis 13, Cha 15;

Skills and Feats: Climb +23, Jump +15, Listen +21, Sense Motive +5; Ability Focus (confusing gaze), Great

Fortitude, Improved Natural Attack (claw), Iron Will, Large and in Charge*, Multiattack, Power Attack,

Confusing gaze (Su): *Confusion* as the spell, 30 feet, caster level 20th, Will DC 24 negates. The save DC is charisma-based.

* see Appendix 2: New Rules Items

Spellwarped Ataphad Truly Horrid UMBER Hulk: huge aberration; CR 16; HD 20d8+220; hp 310; Init +1; Spd 20 ft. burrow 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +15; Grp +38; Atk +28 melee (3d6+15 claw); Full Atk +28/+28 melee (3d6+15 claw) and +26 melee (4d6+8 bite); Space/Reach: 15 ft./15 ft.; SA confusing gaze; SQ darkvision 60 ft., spell resistance 31, spell absorption, tremorsense 60 ft.; AL NE; SV Fort +19, Ref +7, Will +15; Str 40, Dex 12, Con 33, Int 10, Wis 13, Cha 15;

Skills and Feats: Climb +25, Jump +17, Listen +21, Sense Motive +5; Ability Focus (confusing gaze), Great Fortitude, Improved Natural Attack (claw), Iron Will, Large and in Charge*, Multiattack, Power Attack.

Confusing gaze (Su): *Confusion* as the spell, 30 feet, caster level 20th, Will DC 24 negates. The save DC is charisma-based.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

* see Appendix 2: New Rules Items

Encounter 7: Hostage-taking

Xarkog: Human Warlock16; Medium Humanoid (human); CR 16; HD 16d6+80; hp 146; Init +8; Spd 30 ft; AC 20, touch 16, flat-footed 16; Base Atk +12; Grp +12; Atk +12 melee (1d8, morningstar) or +16 ranged (1d8/19-20, light crossbow) or +17 ranged touch (7d6 *eldritch blast*); Full Atk +12/+7/+2 melee (1d8, morningstar) or +16/+11/+6 ranged (1d8/19-20, light crossbow) or +16 ranged touch (7d6 *eldritch blast*); Space/Reach: 5 ft./5 ft.; SA *Eldritch blast* 7d6, invocations; SQ *Detect magic*, damage reduction 4/cold iron, deceive item, fire and acid resistance 5, fiendish resilience 2, imbue item; AL NE; SV Fort +11, Ref +11, Will +14; Str 10, Dex 18, Con 20, Int 10, Wis 14, Cha 16;

Skills and Feats: Bluff +22, Concentration +24, Spellcraft +19; Combat Casting, Empower Spell-like Ability (*eldritch blast*), Improved Initiative, Maximize Spell-like Ability (*eldritch blast*)*, Quicken Spell-like ability (*eldritch blast*), Quicken Spell-like ability (*walk unseen*), Weapon Focus (ranged spells).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1st-level spell. If you apply a blast shape or eldritch essence invocation to your eldritch blast, your eldritch blast uses the level equivalent of the shape or essence.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to eldritch blast. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell), However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

A warlock can use *eldritch blast* at will.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other PCs. When

making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells or 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or gp costs for making the item; his progress is simply arrested. He cannot retry this Use Magic Device check for that spell until he gains a new level.

Possessions: chain shirt, morningstar, light crossbow, 20 bolts, +4 amulet of health, +4 gloves of dexterity, +2 cloak of resistance, ring of sustenance, ring of counterspells (glitterdust), hand of glory, +2 ring of protection.

Invocations Known* (3 least, 3 lesser, 3 greater, 1 dark): *Eldritch spear, dark one's own luck, see the unseen, voracious dispelling, flee the scene, walk unseen, chilling tentacles, vitriolic blast, devour magic, dark discorporation* (DC 21).

* see Appendix 2: New Rules Items

Spellwarped Ataphad Truly Horrid UMBER Hulk: huge aberration; CR 16; HD 20d8+220; hp 310; Init +1; Spd 20 ft. burrow 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +15; Grp +38; Atk +28 melee (3d6+15 claw); Full Atk +28/+28 melee (3d6+15 claw) and +26 melee (4d6+8 bite); Space/Reach: 15 ft./15 ft.; SA confusing gaze; SQ darkvision 60 ft., spell resistance 31, spell absorption, tremorsense 60 ft.; AL NE; SV Fort +19, Ref +7, Will +15; Str 40, Dex 12, Con 33, Int 10, Wis 13, Cha 15;

Skills and Feats: Climb +25, Jump +17, Listen +21, Sense Motive +5; Ability Focus (confusing gaze), Great

Fortitude, Improved Natural Attack (claw), Iron Will, Large and in Charge*, Multiattack, Power Attack.

Confusing gaze (Su): *Confusion* as the spell, 30 feet, caster level 20th, Will DC 24 negates. The save DC is charisma-based.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Encounter 8: Beings of Light

Advanced Quesar*: medium construct (extraplanar); CR 11; HD 24d10+20; hp 152; Init +7; Spd 60 ft.; AC 20, touch 20, flat-footed 17; Base Atk +18; Grp +18; Atk +19 melee (1d6 slam plus 1d6 energy/19-20); Full Atk +19/+19 melee (1d6 slam plus 1d6 energy/19-20); Space/Reach: 5 ft./5 ft.; SA Blinding radiance, consuming brilliance, searing burst; SQ Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 22; AL NG; SV Fort +8, Ref +13, Will +8; Str 11, Dex 16, Con —, Int 9, Wis 10, Cha 15;

Skills and Feats: Spot +27; Ability Focus (Blinding Radiance), Ability Focus (Consuming Brilliance), Ability Focus (Searing Burst), Dodge, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (slam).

Blinding Radiance (Su): At will, a quesar can increase the brightness of its energy halo so that it radiates brilliant light to a radius of 120 feet (and shadowy illumination to 240 feet). Any creature within this radius must make a DC 26 Fortitude save or be blinded for 1d10 rounds. The save DC is Charisma-

based. Creatures with light sensitivity take double the normal penalties in this brilliant light.

Consuming Brilliance (Su): Three times per day, a qesar can create an instantaneous burst of energy so intense that it reduces all creatures and objects within 15 feet to a trace of fine dust, dealing 2d6 points of damage, as the disintegrate spell. A successful **DC 26** Fortitude save means the creature resists disintegration, instead taking 5d6 points of damage. The save DC is based on Charisma.

Searing Burst (Su): After a qesar has had blinding radiance active for at least 1 round, it can increase its intensity still more, creating an instantaneous burst of searing energy similar in effect to a *sunburst* spell. All creatures within 30 feet of the qesar take 6d6 points of damage (Reflex save **DC 26** for half). A qesar can use a searing burst 6 times per day. The save DC is based on Charisma.

* see Appendix 2: New Rules Items

Throne Archon*: large outsider (archon, extraplanar, good, lawful); CR 15; HD 14d8+42; hp 105; Init +11; Spd 30 ft. in full plate armor, base 40 ft.; AC 40, touch 16, flat-footed 33; Base Atk +14; Grp +24; Atk +21 melee (2d8+10/17-20 +1 vorpal greatsword); Full Atk +21/+16/+11 melee (2d8+10/17-20 +1 vorpal greatsword); Space/Reach: 10 ft./10 ft.; SA Penitentiary gaze, spell-like abilities; SQ Aura of menace, channeling**, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, spell resistance 30, teleport, tongues; AL LG; SV Fort +12 (+16 against poison), Ref +16, Will +12; Str 22, Dex 24, Con 17, Int 18, Wis 16, Cha 22;

Skills and Feats: Concentration +20, Diplomacy +25, Heal +20, Intimidate +31, Knowledge (history) +21, Knowledge (religion) +21, Knowledge (the planes) +21, Listen +20, Search +21, Sense Motive +28, Spellcraft +21, Spot +20, Survival +3 (+5 following tracks or on other planes); Combat Expertise, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword).

* see Appendix 2: New Rules Items

** Channeling is not used in this adventure.

Appendix 2: New Rules Items

Anticipate Teleportation (as presented in *Spell Compendium*)

Abjuration

Level: Sorcerer/Wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restriction below), the creature's size, and how many other creatures (and their size) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Greater Anticipate Teleportation (as presented in *Spell Compendium*)

Abjuration

Level: Sorcerer/Wizard 6

This spell functions like *anticipate teleportation*, except that *greater anticipate teleportation* identifies the type of the arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

Focus: A tiny hourglass of platinum and crystal filled with diamond dust costing 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

Maximize Spell-like Ability (as presented in *Complete Arcane*)

You can use a spell-like ability as its maximum effect.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of your spell-like abilities (subject to the restrictions below) to use at maximum effectiveness up to three times per day (or the ability's normal use limit, whichever is less). All variable, numeric effects of the spell-like ability are maximized, dealing maximum damage, curing the maximum number of hit points, affecting the maximum number of targets, and so on. Saving throws and opposed checks (such as the one you make when you cast dispel magic) are not affected, nor are spell-like abilities without random variables.

An empowered maximized spell-like ability gains the benefit of each feat separately (getting the maximum result plus one-half the normally rolled result).

The spell-like ability you wish to maximize can be chosen only from those abilities that duplicate a spell of a level less than or equal to ½ your caster level (round down), minus 2. For a summary, see the Caster Level to Empower column in the table on page 304 of the Monster Manual.

Special: This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

Blessed Sight (as presented in *Book of Exalted Deeds*)

Divination

Level: cleric 3, paladin 3

Components: V,S

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 minute/level

Then spell makes your eyes glow with white light and allows you to see evil auras within 120 feet of you. The effect is similar to a *detect evil* spell, but does not require concentration and discerns aura location and strength more quickly.

You know the location and strength of all evil auras within your sight. An aura's strength depends on the type and Hit Dice of any evil creature, as noted in the description of the *detect evil* spell in the *Player's Handbook*.

Righteous smite (as presented in *Book of Exalted Deeds*)

Evocation [Good]

Level: Cleric 7

Components: V,S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius spread

Duration: Instantaneous

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d6 points of damage per caster level (maximum 20d6) to evil creatures (or 1d8 points of damage per caster level, maximum 20d8, to evil outsiders) and blinds them for 1d4 rounds. A successful Will saving throw reduces damage to half and negates the blinding effect.

The spell deals only half damage against creatures that are neither good nor evil, and they are not blinded. They can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Shield of the archons (as presented in *Book of Exalted Deeds*)

Abjuration [Good]

Level: cleric 7

Components: V, Archon

Casting Time: 1 standard action

Range: personal

Target: you

Effect: Mobile shield

Duration: 1 round/level

A mystic shield of beneficent energies interposes itself between you and an incoming magical attack. The shield blocks harmful spells, spell-like abilities, and supernatural abilities. It can only block one such attack each round, intercepting the first but not any later attacks until your next turn.

Any targeted magical attack that strikes the shield is dissipated, but it has a 5% chance per spell level to shatter the shield as well. Attacks with no spell level have a 5% chance per 2 caster levels to shatter the shield. An attack that shatters the shield is dissipated without harming you.

If you are within the area or effect of a harmful spell or effect that is not directly targeted on you, the *shield of the archons* grants you a +4 bonus on your saving throw against the effect.

Vision of heaven (as presented in *Book of Exalted Deeds*)

Enchantment [Mind-Affecting]

Level: cleric 1

Components: V

Casting Time: 1 standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One evil creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Your words allow the target creature the merest glimpse of the blessed joy of the Seven Heavens, spurring the target to a moment of a regret for its evil deeds. For 1 round, the target is dazed. In addition, the creature is more susceptible to future redemption. For the next 24 hours, the creature takes a -1 penalty on all Will saves related to redemption.

Large and in Charge (as presented in *Draconomicon*)

You can prevent opponents from closing inside your reach.

Prerequisites: Natural Reach of 10 feet or more, size large and larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

WARLOCK as presented in *Complete Arcane*

INVOCATIONS

Warlocks choose the invocations they learn as they gain levels, much like bards or sorcerers choose which spells to learn. However, a warlock's arcane repertoire is even more limited than that of a sorcerer, and his invocations are spell-like abilities, not spells.

In addition to its grade (least, lesser, greater, or dark), every invocation has a spell level equivalent, which is used in the calculation of save DCs and for other purposes. A least invocation has a level equivalent of 1st or 2nd; a lesser, 3rd or 4th; a greater, 5th or 6th; and a dark invocation has a level equivalent of 6th or higher (maximum 9th). The level equivalent for each invocation is given in its description.

A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

Invocations and Eldritch Blast: *Eldritch blast* is an invocation. Other invocations provide a warlock with the ability to modify his *eldritch blast* or add new eldritch attacks.

ELDRITCH ESSENCE INVOCATIONS

Some of a warlock's invocations, such as *frightful blast*, modify the damage or other effects of the warlock's *eldritch blast*. These are called eldritch essence invocations. Unless noted otherwise, *eldritch blasts* modified by eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description.

A warlock can apply only one eldritch essence invocation to a single *eldritch blast*, choosing from any of the eldritch essence invocations that he knows. When a warlock applies an eldritch essence invocation to his *eldritch blast*, the spell level equivalent of the

modified blast is equal to the spell level of the *eldritch blast* or of the eldritch essence invocation, whichever is higher. If a warlock targets a creature with an eldritch essence blast that has immunity to the invocation's effect, it still takes the damage from the blast normally (provided it isn't also immune to the eldritch blast).

A warlock can apply an eldritch essence invocation and a blast shape invocation (see below) to the same blast. When a warlock uses both kinds of invocations to alter an eldritch blast, the spell level equivalent is equal to the spell level of the eldritch blast, the level of the eldritch essence invocation, or the level of the blast shape invocation, whichever is higher.

BLAST SHAPE INVOCATIONS

Some of a warlock's invocations, such as *eldritch spear*, modify the range, target(s), or area of a warlock's eldritch blast. These are called blast shape invocations. Unless noted otherwise, eldritch blasts subject to blast shape invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape at a time to an *eldritch blast*, and he can choose from any of the blast shape invocations that he knows. A warlock need not apply a blast shape invocation to his *eldritch blast*. When a warlock applies a blast shape invocation to his eldritch blast, the spell-level equivalent is equal to the spell level of the *eldritch blast* or of the blast shape invocation, whichever is higher.

A warlock can apply a blast shape invocation and an eldritch essence invocation (see Eldritch Essence Invocations above) to the same blast. When a warlock uses an eldritch essence and a blast shape to alter an eldritch blast, the spell-level equivalent is equal to the spell level of the eldritch blast, the eldritch essence invocation, or the blast shape invocation, whichever is higher.

OTHER INVOCATIONS

In addition to the potent blast shape and eldritch essence invocations, warlocks learn a number of others that enable them to perform many tricks and attacks.

Chilling Tentacles (invocation)

Greater; 5th

This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This invocation functions in identically to the *Evard's black tentacles* spell, except that each creature within the area of the invocation

takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

Dark Discorporation (invocation)

Dark; 8th

One with the powers of darkness, you learn to abandon your body. When you use this ability, you become a swarm of Diminutive, batlike shadows that fills two 10-foot squares (or eight contiguous 5-foot squares, shapeable as you desire). The duration of this ability is 24 hours.

In this swarmlike form, you gain the following characteristics and traits.

- Abilities: Your Strength score drops to 1, but your Dexterity score increases by 6;
- Armor Class: You lose any natural armor or armor bonuses to Armor Class. You gain a +4 size bonus to AC, and a deflection bonus to AC equal to your charisma modifier;
- Movement: You gain a fly speed of 40 feet with perfect maneuverability. You can pass through openings a Diminutive creature could pass through;
- Swarm Traits: You are not subject to critical hits or flanking, and you are immune to weapon damage. You cannot be tripped, grappled or bull rushed, and you cannot grapple an opponent. You are immune to any spell or effect that targets a specific number of creatures, except for mind-affecting spells and abilities. You take half again as much damage (+50%) from spells or effects that affect an area. Unlike other swarm of Diminutive creatures, you are not vulnerable to wind effects. If reduced to 0 hit points or less, or rendered unconscious by nonlethal damage, you instantly return to your normal form in a square of your choice that was formerly covered by the swarm;
- Swarm Attack: You gain a swarm attack that deals 4d6 points of damage to any creature whose space you occupy at the end of your turn. Your swarm attack strikes as a magic weapon of your alignment;
- Distraction: Any living creature vulnerable to your swarm attack that begins its turn in a square occupied by your swarm must make a Fortitude save or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of your

swarm requires a Concentration check (DC 20+spell level).

- Possessions: All your worn or carried equipment and items become nonfunctional, absorbed into your new form.
- You can take only move actions (so you cannot use other invocations) while under the effect of *dark discorporation*.

Dark one's own luck (invocation)

Least; 2nd

You are favored by the dark powers if you have this invocation. You gain a luck bonus equal to your Charisma bonus (if any) on Fortitude saves, Reflex saves, or Will saves (your choice each time you use this ability) for a period of 24 hours. You can't apply this ability to two different save types at the same time. This bonus can never exceed your class level.

Devour magic (invocation)

Greater; 6th

This invocation allows you to deliver a targeted *greater dispel magic* with your touch. You gain 5 temporary hit points for each spell level dispelled by this touch. For example, if you successfully dispel a *wall of ice*, you gain 20 temporary hit points. These temporary hit points fade after 1 minute and do not stack with other temporary hit points. If you devour a new spell, you can replace the old temporary hit points with the ones gained from the more recent spell, thus resetting the duration. You cannot devour your own invocations.

Eldritch spear (invocation)

Least; 2nd; Blast Shape

This blast shape invocation extends your *eldritch blast* attacks to great distances. *Eldritch spear* increase the range of an *eldritch blast* attack to 250 feet with no range increment.

Flee the scene (invocation)

Lesser; 4th

You can use *dimension door* as a spell-like ability, although the range is limited to short (25 ft. + 5ft./2 levels). When you use this ability, you leave behind a major image of yourself in your place that lasts for 1 round. The image reacts appropriately to attacks as if you were concentrating on it.

See the unseen (invocation)

Least; 2nd

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

Vitriolic blast (invocation)

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *vitriolic blast*. A *vitriolic blast* deals acid damage, and it is formed from conjured acid, making it different from other eldritch essences because it ignores spell resistance. Creatures struck by a *vitriolic blast* automatically take an extra 2d6 points of acid damage on following rounds. This acid damage persists for 1 round per five class levels you have. For example, a 15th-level warlock deals 2d6 points of acid damage for 3 rounds after the initial *vitriolic blast* attack.

Voracious dispelling (invocation)

Lesser; 4th

You can use dispel magic as the spell. Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell (no save).

Walk unseen (invocation)

Lesser; 2nd

You gain the ability to fade from view. You can use *invisibility* (self only), except the duration is 24 hours

Quesar (as presented in Book of Exalted Deeds)

Medium Construct (Extraplanar)

Hit Dice: 8d10+20 (64 hp)

Initiative: +7

Speed: 60 ft.

Armor Class: 20 (+3 Dex, +7 deflection), touch 20, flat-footed 17

Base Attack/Grapple: +6/+6

Attack: Slam +7 melee (1d6 plus 1d6 energy/19-20)

Full Attack: 2 slams +7 melee (1d6 plus 1d6 energy/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: blinding radiance, consuming brilliance, searing burst

Special Qualities: Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 18

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 11, Dex 16, Con -, Int 9, Wis 10, Cha 11

Skills: Spot +11

Feats: Improved Critical (slam), Improved Initiative, Weapon Focus (slam)

Environment: Blessed Fields of Elysium

Organization: Solitary or band (2-6)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral good

Advancement: 9-24 HD (Medium)

Level Adjustment: +9

This gaunt humanoid creature has blue skin and tall white hair. A slender torso joins two graceful arms, powerful legs, and a noble head. This form is obscured, however, by the incredible amounts of radiant energy emanating from the creature.

Like a star brought to ground, a quesar shines with blinding light that sears through evil creatures. Quesars are constructs crafted by angels, originally intended to serve as guardians over celestial treasures. In their benevolence, the angels gave their creations minds and free will, and the quesars refused to serve as slaves. Now they are independent — an isolated society of artificial life who still serve as mighty allies to the forces of good.

Quesars stand 6 feet tall and weight 160 pounds. They speak Celestial.

Combat

A quesar's most dangerous weapon is the energy that suffuses its frame. Though they never use weapons, quesars can disrupt flesh and bone with a simple touch, and their energy halo is a powerful manifestation of their terrifying might.

Blinding Radiance (Su): At will, a quesar can increase the brightness of its energy halo so that it radiates brilliant light to a radius of 120 feet (and shadowy illumination to 240 feet). Any creature within this radius must make a DC 14 Fortitude save or be blinded for 1d10 rounds. The save DC is Charisma-based. Creatures with light sensitivity take double the normal penalties in this brilliant light.

Consuming Brilliance (Su): Three times per day, a quesar can create an instantaneous burst of energy so intense that it reduces all creatures and objects within 15 feet to a trace of fine dust, dealing 22d6 points of damage, as the disintegrate spell. A successful DC 14

Fortitude save means the creature resists disintegration, instead taking 5d6 points of damage. The save DC is based on Charisma.

Searing Burst (Su): After a quesar has had blinding radiance active for at least 1 round, it can increase its intensity still more, creating an instantaneous burst of searing energy similar in effect to a *sunburst* spell. All creatures within 30 feet of the quesar take 6d6 points of damage (Reflex save DC 14 for half). A quesar can use a searing burst 6 times per day. The save DC is based on Charisma.

Construct Traits: A quesar has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Energy Halo (Su): At all times, a quesar is surrounded by a radiant glow that sheds bright light to a radius of 20 feet and shadowy illumination to 40 feet.

Fast Healing (Ex): A quesar regains lost hit points at the rate of 5 per round as long as it is in daylight (including spells such as *daylight* and *celestial brilliance*, but not its own energy halo). It continues regaining hit points even when destroyed, as long as it remains in daylight. Fast healing does not allow the quesar to regrow or reattach lost body parts.

Runehound (as presented in *Monster Manual* 3)

Medium Aberration

Hit Dice: 5d8+15 (37 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +3/+8

Attack: Bite +8 melee (2d6+7) or vile spew +5 ranged touch (see text)

Full Attack: Bite +8 melee (2d6+7) or vile spew +5 ranged touch (see text)

Space/Reach: 5 ft./10 ft.

Special Attacks: Vile spew

Special Qualities: Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, uncanny blindsight

Saves: Fort +4, Ref +5, Will +5

Abilities: Str 20, Dex 14, Con 17, Int 5, Wis 12, Cha 8

Skills: Hide +5, Move Silently +3, Spot +5, Survival +1 (+21 when tracking*), Swim +5

Feats: Combat Reflexes, Lightning Reflexes, Track^B

Environment: Temperate marshes

Organization: Solitary, pair, or pack (3-8)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: 6-9 HD (Medium); 10-14 HD (Large)

Level Adjustment: --

The creature before you looks like a large, hairless wolf. Its pale, slimy skin is covered with bizarre, abstract tattoos. As it moves forward, you see that it has no head; instead, a long, serpentine neck extends from the middle of its back, terminating in a grotesquely oversized maw filled with multiple rows of teeth. Though it has no eyes, the mouth unerringly whips around to face you, spewing forth a jet of acidic bile.

A runehound's slick skin is pale and mottled, although keepers often tattoo garish patterns on their runehounds. A runehound can be up to 6 feet long and 3-1/2 feet tall at the shoulder, and can weigh up to 360 pounds.

Runehounds have a limited language using clicks and squeals, which is virtually impossible for humanoids to reproduce. Most understand Undercommon, though they cannot speak it.

Combat

Runehounds are cunning and tenacious creatures. If an enemy does not possess ranged weapons, a runehound will attempt to use its speed to flank its opponents, staying out of reach while using its acidic spew to injure its foes. Against a foe with ranged weapons, the hound will use its sticky spew against the strongest ranged combatant and then close as quickly as possible. It makes maximum use of its reflexes and extended reach, striking out against any creature that moves through its threatened space.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (5d6 for a typical specimen), with a DC 15 Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a DC 15 Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

Extended Reach (Ex): The serpentine neck of a runehound is long and powerful, giving the creature a reach of 10 feet with its bite attack; this reach also allows it to threaten a 10-foot-radius area. Because of the flexibility of its neck, the runehound can attack adjacent foes with no penalty.

Psychic Scent (Su): A runehound tracks by following psychic trails and aura traces. It gains a +20 bonus on all Survival checks made to track. *It does not receive this bonus against mindless creatures or creatures shielded against mental effects.

Uncanny Blindsight(Su): Runehounds are blind but perceive their surroundings with their psychic senses. This ability provides a runehound with blindsight out to 500 feet. In addition, a runehound cannot be flanked.

Sylph as presented in Monster Manual II (with D&D 3.5 official update)

Small Outsider (Air, Extraplanar)

Hit Dice: 3d8-3 (10 hp)

Initiative: +1

Speed: 30 ft, fly 90 ft (good)

AC: 12 (+1 size, +1 Dex), touch 12, flat-footed 11

Base Attack/Grapple: +3/-2

Attack: Unarmed strike +3 melee (1d2-1 non lethal)

Full Attack: Unarmed strike +3 melee (1d2-1 non lethal)

Space/Reach: 5ft / 5ft

Special Attacks: Spells

Special Qualities: *Improved Invisibility*, outsider traits, spells, Wild Empathy, spell resistance 14, *summon elemental*

Saves: Fort +2, Ref +4, Will +6

Abilities: Str 8, Dex 13, Con 8, Int 15, Wis 16, Cha 17

Skills: Balance +9, Concentration +5, Escape Artist +7, Hide +11, Jump +1, Knowledge (nature) +10, Listen +9, Move Silently +7, Spot +9, Survival +9, Tumble +7

Feats: Combat Casting, Empower Spell

Environment: Temperate and warm mountains

Organization : Solitary

Challenge Rating: 5

Treasure: Standard (gems and magic only)

Alignment: Usually neutral

Advancement: 4-9 HD (Small)

Level Adjustment: +5

Sylphs are native to the Elemental Plane of Air, but they have a liking for the scenery of the Material Plane. They often maintain homes high in the mountains, but since they love to travel, they are rarely found near their homes.

A sylph appears as a small, beautiful woman with translucent, brightly colored wings. The typical sylph prefers filmy clothing and brightly colored jewelry.

Sylphs always become invisible at the approach of strangers and remain so until they know whether there is any danger. The mere presence of danger, however, doesn't necessarily cause them to flee; they are so naturally curious that they may linger in dangerous situations just to watch. They are generally friendly, especially to human males.

Sylphs speak Auran and Common.

Combat

Sylphs seldom engage in physical combat and usually do not carry any weapons. They depend on their spells and special abilities to protect themselves. When threatened, they often summon elementals to defend them.

Spells: A sylph can cast arcane spells as a sorcerer. Caster level = sylph's Hit Dice + 4; spells known 7/ 5/ 3 /2; spells/day 6/ 7/ 7/ 5; save DC 13+spell level.

Improved Invisibility (Sp): At will, a sylph can use improved invisibility (self only).

Outsider Traits: A sylph has darkvision (60-foot range). It cannot be raised or resurrected.

Summon Elemental (Sp): Once per day, a sylph can use summon monster VI (caster level 12th) to summon a Large air, earth, fire or water elemental.

Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

Sylphs in Ekbir

There is a special order of sylphs in the area of the Caliphate of Ekbir. These sylphs differ from usual sylphs because of their good alignment and of their slightly taller size (4 feet high).

Their order is rather mysterious but it is believed that they have a connection with the Pinnacles of Azor'Alq. These sylphs commonly worship Bahamut, the platinum dragon, Azor'Alq or more rarely Al'Akbar (in this case only the Exalted Faith).

These sylphs undertake various missions in the Dramidj region and in the Caliphate. Most of the time, nobody suspects their presence because of their invisibility power. They prefer to act with subtlety or by helping a human hero, preferably male, usually a faris of Ekbir. Sometimes, one of these sylphs falls in

love with such a human hero but the hierarchy of the sylph takes usually a dim view of it.

It's hard to know the precise goal of this order but they seem concerned with elemental evil and evil dragons. However, the goal of many of their missions is a secret that they will never disclose, even to their human favorite.

Throne Archons (as presented in *Book of Exalted Deeds*)

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 14d8+42 (105 hp)

Initiative: +11

Speed: 30 ft. in full plate armor (6 squares); base 40 ft. Armor Class: 40 (-1 size, +7 Dex, +12 natural, +12+4 full plate), touch 16, flat-footed 33

Base Attack/Grapple: +14/+24

Attack: Large +1 vorpal greatsword +21 melee (2d8+10/17-20)

Full Attack: Large +1 vorpal greatsword +21/+16/+11 melee (2d8+10/17-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Penitentiary gaze, spell-like abilities

Special Qualities: Aura of menace, channeling, damage reduction 10/evil, darkvision 60 ft, immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, spell resistance 30, teleport, tongues

Saves: Fort +12 (+16 against poison), Ref +16, Will +12

Abilities: Str 22, Dex 24, Con 17, Int 18, Wis 16, Cha 22

Skills: Concentration +20, Diplomacy +25, Heal +20, Intimidate +31, Knowledge (history) +21, Knowledge (religion) +21, Knowledge (the planes) +21, Listen +20, Search +21, Sense Motive +28, Spellcraft +21, Spot +20, Survival +3 (+5 following tracks or on other planes)

Feats: Improved Critical (greatsword), improved Initiative, Power Attack, Weapon Focus (greatsword), Words of Creation**

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or court (1 throne archon plus 1d4 sword archons and 1d4 owl archons)

Challenge Rating: 15

Treasure: Double standard

Alignment: Always lawful good

Advancement: 15-29 HD (Large); 30-42 HD (Huge)

Level Adjustment: +10

This towering, regal figure has fair hair, flawless golden skin, and glowing blue eyes that fill you with love and warmth. Its sublime yet stoic facial expression bears an unshakable countenance that suggests great wisdom and conviction. Although this glorious being has no

wings, it wears an ornate suit of golden full plate and carries a massive greatsword etched with runes.

The spirits of the Seven Heavens of Celestia congregate in magnificent cities throughout the plane's seven layers. Throne archons, powerful embodiments of law and good, command these cities with stern attention to order and unyielding dedication to the power of benevolence. They serve as the judges of the Heavens, occasionally tasking themselves with meting out justice to the particularly vile or corrupt. Such duties require the utmost patience and attention, so most resent being called to the Material Plane. Nonetheless, if bargained with carefully, a throne archon can be a devastatingly effective ally.

Throne archons stand tallest among their race, the largest reaching 10 feet or more. Unlike most archons, thrones bear no wings. However, their belief in the causes they represent gives them the natural ability to soar through the air. Their faces reflect the human ideal of beauty, though all bear a regal, somewhat cold expression that hints at the ability to make difficult decisions. Their eyes glow with the glorious love of the Upper Planes.

Throne archons speak Abyssal, Celestial, Common, Draconic, and Infernal

They stand 12 feet tall and weigh 700 pounds.

Combat

Throne archons let others (particularly sword archons and owl archons, who serve them directly) bloody themselves in the ceaseless battle against evil, preferring instead to lead the angelic archons by example, keeping their focus on the affairs of Celestia. When forced to confront their enemies, however, thrones make fearsome foes. They prefer to wade into combat, dispatching victims of their penitentiary gaze with their +1 vorpal greatswords. Known throughout the Outer Planes, such weapons are considered a part of the throne that wields them, and anyone who has stolen one soon finds himself the target of countless attacks from the throne's allies and servants.

Any weapons a throne archon wields are treated as having the good and lawful alignments for the purpose of overcoming damage reduction.

Penitentiary Gaze (Su): Any nonlawful good creature within 30 feet of a throne archon that meets the creatures glowing blue eyes must succeed on a Will saving throw (DC 23) or temporarily fall under its influence. Such a being becomes filled with remorse

over the distance his life's actions have taken him from the ideals of law or goodness (even if such distance would ordinarily make him proud). The intensity of the remorse (and the relevant game effect) varies depending upon the creature's alignment. Compare the victim's alignment to the chart below, adding any game effects that apply. This ability's save DC is Charisma-based.

The victim is free to act (even to attack the throne archon) while under effects of the penitentiary gaze. The effects persist each round until the victim makes a successful Will saving throw. Throne archon can disable or enable this ability as a free action. The gate cannot be disabled during the same round in which it was enabled (and vice versa).

Law/Chaos Axis

Neutral: The victim is beset by religious visions in which angelic legions berate him for straying from the true path of law and goodness. As a result, he becomes fatigued.

Chaotic: Blistering mental hellscapes scald the victim's consciousness, causing so much psychological damage that the victim becomes exhausted.

Good/Evil Axis

Neutral: Pangs of self-regret over past evil deeds result in blood-red psychosomatic blisters and boils. The victim takes 10 points of damage.

Evil: The victim's guilt and misery creates a psychosomatic meltdown that results in painful rashes and explosive skin abrasions. The victim takes 20 points of damage.

Spell-Like Abilities: At will--*atonement*, *break enchantment*, *bless weapon*, *blessed sight**, *cure critical wounds* (DC 20), *detect evil*, *discern lies* (DC 20), *greater dispel magic*, *hallow*, *mark of justice*, *neutralize poison* (DC 20), *restoration* (DC 18), *see invisibility*, *sending*, *vision of heaven**(DC 17); 3/day--*banishment* (DC 22), *death ward* (DC 20), *dictum* (DC 23), *divine favor*, *find the path* (DC 22), *heal* (DC 23), *PCs' feast*, *holy sword*, *raise dead*, *greater restoration* (DC 22), *righteous smite**(DC 23), *shield of the archons**, *true seeing* (DC 21); 1/day--*resurrection*. Caster level 14th. The save DCs are Charisma-based.

*New spell described in Appendix 2.

Aura of Menace (Su): Will save DC 25.

Channeling (Sp) **: Throne archons can invest mortals with their power.

Skills: Throne archons command the cities of the Seven Heaven and to mete out justice to mortals and petitioners alike. They enjoy a +8 racial bonus on Intimidate and Sense Motive checks.

** Words of Creation and Channeling are not used in this adventure.

Appendix 3: Optional Romance with Zinaryamtaz

Read the following to the character alone:

You have seen and thought of Zinaryamtaz constantly since your victory against the devil Faarzephon in the cloud of the Oracle. Zinaryamtaz always appeared human, never taking her sylph form and usually dressed in white clothing. You met her many times between these two adventures and have come to realize that she had adventures of her own but was never willing to speak about them. It is obvious that she had to face great danger, sometimes returning with scars and looking very tired. These problems and concerns faded when you were together, however, and your days were idyllic.

The following sequence happens when the character is alone with Zinaryamtaz (take the player apart). If this character asks Zinaryamtaz about the Cup and the Talisman, read the following:

When you ask Zinaryamtaz about the holy relics, she looks anxious.

"No, no... Please... Don't ask me that... I took an oath... I may not... You can't ask more... If you love me, don't talk further of that."

If the character insists or says that the quest of the Cup and Talisman is a holy one or something similar (the degree of fanaticism is at the discretion of the player), continue:

Zinaryamtaz is close to tears.

"I know... It's so important for you... But please believe me, I can't say anything... Or I will die... Please, please don't question me about that... Believe me... I'm terribly sorry... Believe me..."

Zinaryamtaz is now ill at ease. She is unable to smile and loses her appetite. She does not reveal any information about the relics, the oath or any other details. The next evening (whether the character asked about the Cup and Talisman or not), she makes an announcement

"I must leave. Don't ask me where. Don't follow me. I love you."

The beautiful Zinaryamtaz disappears into the night.

Any attempt to force her to stay or to speak ends the romance. This departure is necessary for the plot to

proceed and simply ensure it takes place (Deus Ex Machina is acceptable in this instance).

Three days later, you have a visit from three sylphs.

They appear suddenly in front of the character (from *greater invisibility*). They are the same three sylphs the PCs encountered in **VTF 4-06**: the wise sylph (first sylph), the romantic sylph (second sylph) and the grouchy sylph (third sylph).

*One of them (*the wise sylph*) speaks:*

"Zinaryamtaz is in great danger. We don't know exactly where she is nor what she is doing but her life is threatened."

*The second sylph (*the romantic sylph*) says:*

"If you love her, you should find her before it's too late."

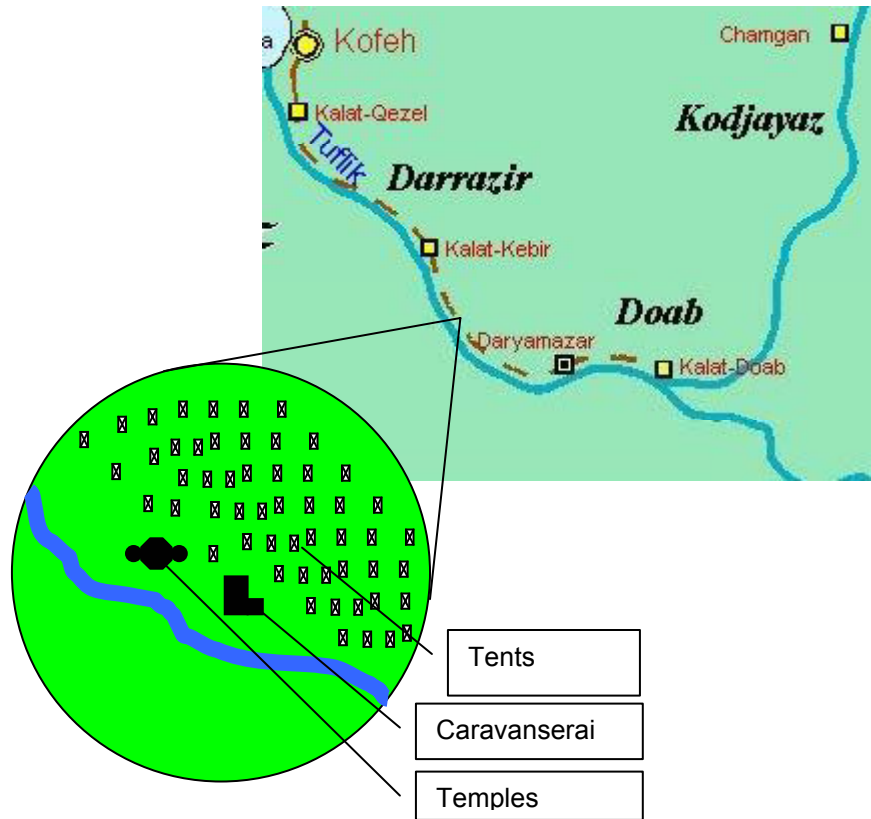
*The third sylph (*the grouchy sylph*) says:*

"It is all because of you! She now takes great risks since the day she met you! She has lost her mind, I say. A curse upon the day she saw you! If she dies, it will be your fault!"

The three sylphs then begin to argue. If the character asks them any information, they don't know anything more. Zinaryamtaz didn't tell them where she wanted to go, nor any details of what she was doing. They learned that she was in danger thanks to divinations. The three sylphs leave shortly thereafter. Continue with the normal introduction.

Appendix 4 – Maps

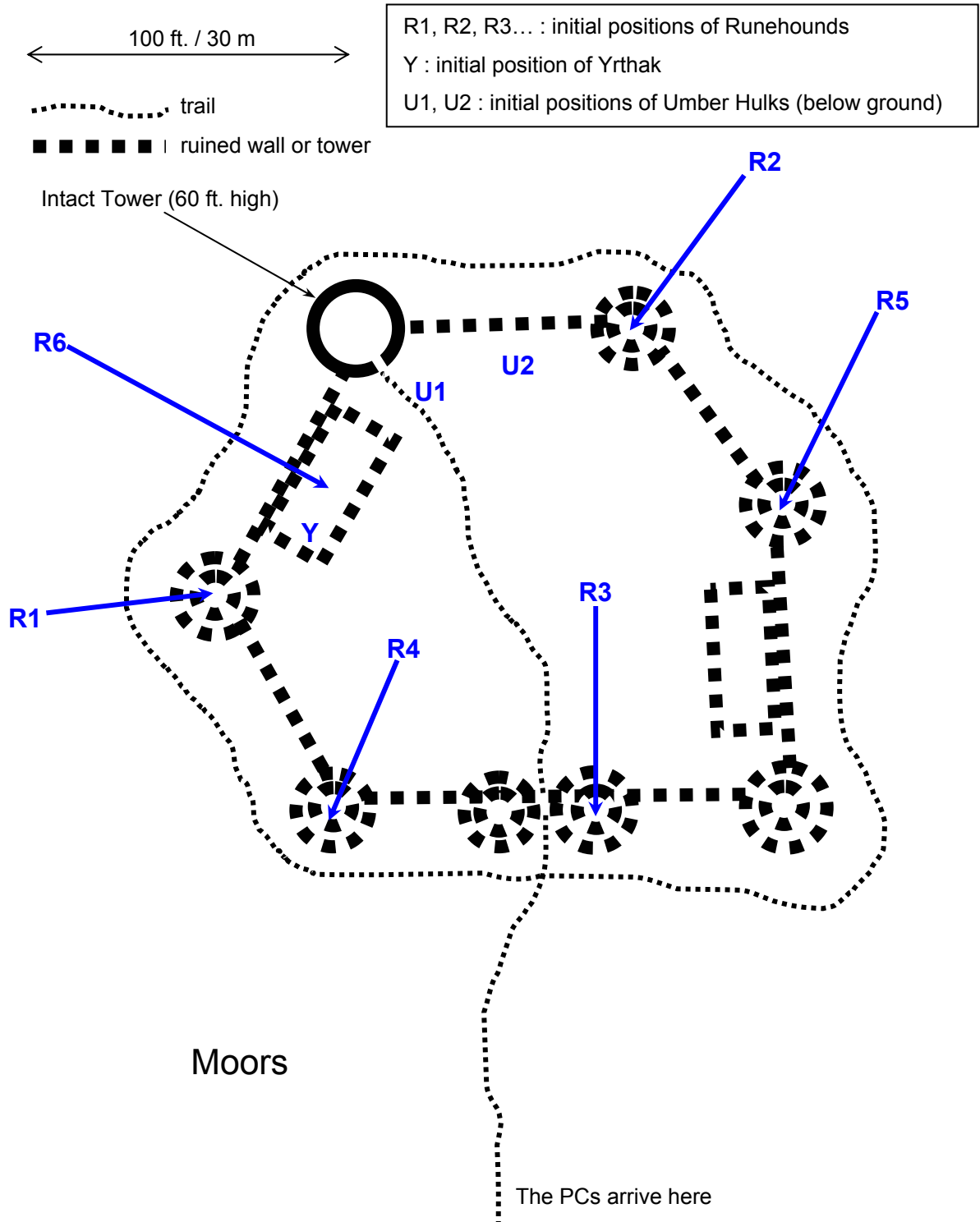
Site of the Caravanserai of Motaf Abal Seron



Map of Dezbat



Kalat Washaf



Appendix 5: The Pinnacles of Azor'Alq

The Pinnacles of Azor'alq have haunted Bakluni legend for upwards of 3,000 years. They have been variously described as the ancient dwellings of the gods, the protruding spires of a titanic drowned city, the monumental tombs of the near-mythical First Dynasty of the Bakluni, and the nesting place of phoenixes, rocs, or the Dramidj Ocean's numerous dragons. The epic hero for whom they are named is said to sleep there with his paladins. The last royal house of the Bakluni Empire is said to have fled here from the Invoked Devastation. *The Cup and Talisman of Al'Akbar* is rumored to reside here. Such a wealth of speculation betokens the fact that few have seen the Pinnacles even at a distance, and (perhaps significantly) fewer still report any close approach or landing. Mariners regard a sighting of the Pinnacles as an ill omen and will rarely so much as speak of them, and then only when ashore.

It would appear from accounts that the Pinnacles are no more than 50 leagues from the mainland, somewhere in the angle of the Dramidj between Ekbir and Zeif. They are less frequently found than one would think, but this is perhaps accounted for by their being away from the regular shipping lanes, and by the dense fogs peculiar to the Dramidj. Indeed, the Pinnacles are often concealed by banks of fog even when those waters are otherwise clear. Perhaps this is because of the unusual warmth of the waters in their immediate vicinity, and the peculiar calm that seems to envelop the region. Certainly that is what the merchant captains believe; they stay well away from fog banks even on the open ocean, and most vessels carry oars for the express purpose of rapidly removing themselves from regions in which they might be becalmed.

The Pinnacles themselves are massive spires no less than 40 in number (some say 100), in an irregular cluster, none more than two miles from its nearest neighbor. They are perhaps a quarter mile in diameter at the base, circular in cross-section, and rise steeply upward in a regular series of cliffs. How far they extend downward into the ocean is unknown, but their height above the water is in excess of 1,000 feet. The lower portions are clothed in forests, including massive coniferous trees which are themselves sometimes more than 200 feet tall. These are mixed with lesser trees, some of which cling to the cliffs, and a wealth of lesser ferns, mosses, and flowers. Above these is a cloud-forest of odd fleshy-leaf plants and rare orchids. This fragrant and silent realm contrasts with the highest

levels, which are raucous and white-stained with innumerable sea birds; puffins, eider, albatrosses, and others less recognizable. On rare clear days, the Pinnacles may be marked at some distance by the plume of feathered life above them.

The Pinnacles seldom offer an easy landing. Broad though they may be, the shelves between cliffs are seldom conveniently near sea level. In most cases a landing party must climb tens or hundreds of feet upwards from the sea. The difficulty of the terrain, and the mists, numerous waterfalls, and thick vegetation at first conceal the fact that the Pinnacles are not natural formations, or even shaped ones, but are composed of titanic blocks. On rare occasions one encounters openings leading to the interior of these constructions. There is no report of what may be found if one ascends or descends the broad stairways leading away from these bat-haunted cave mouths, or rather doorways.

Whatever else dwells among the pinnacles, it is certain that dragons of all sorts and sizes make their home there, from tiny varieties that sport among the beautiful and unique birds of the forests to huge coiled reptiles.

Appendix 6: About the Cup & Talisman

The Myth of the Cup and Talisman

The terrifying magic unleashed during the Twin Cataclysms killed most of the mage-priests. The survivors of the Baklunish Empire gathered around the stones of Tovag Baragu. They were lost not knowing whom to pray to, which god to turn to, this once proud civilization was reduced to it. They were a horde of desperate, traumatized, bruised and battered survivors barely able to scavenge an existence from the dying land around them.

Al'Akbar was one such survivor neither he nor his companions were affected by the Cataclysms as a result of the blessings of the gods of the Paynim. This first miracle impressed the Bakluni who begged him for help. Al'Akbar entered the Stone Circle and implored the gods to forgive the faults of his people.

After many days of fast and prayer, the gods heard his prayers. Celestial messengers crossed the gates of Tovag Baragu and brought the Holy Relics to the High Cleric. Thus the Cup and Talisman were given to Al'Akbar as gifts from the gods.

Using the power of the relics, Al'Akbar healed his people, defeated the creatures who threatened his people. He also repelled a horde of evil things using the Cup and Talisman. The holy power of the relics banished them to the nether planes forever.

The remaining survivors converted to the religion preached by Al'Akbar and made him their spiritual leader. It is believed the last of the emperors renounced his throne in favor of the High Cleric and handed him the destiny of the Baklunish people.

This myth has many variants. In some, Al'Akbar travels on the Dramidj Ocean to the Pinnacles of Azor'alq where he discusses with Azor'alq about his people. Impressed, the Son of Light hands him the Cup and Talisman to guide his people. In another, while he is away on the ocean, his followers found the city of Ekbir. In another, Pelor appears to him and tells him to lead his people away before handing Al'Akbar the relics. In other, he returns from a pilgrimage to distant lands with the Relics.

While the details may change, in all versions, Al'Akbar is chosen by the gods to lead his people into a new era of righteousness and piety. He receives the relics from the gods and upon his return among his people he teaches or reinforces with them the philosophy of the Four Feet of the Dragon (it is a bit unclear about the

social philosophy as the Four Feet of the Dragon were a pre-existing social structure from the times of the Baklunish Empire).

The Theft and the Schism

In 2878 HB (219CY), during the 16th procession of the Blessing, the Cup and Talisman were brought out of the Great Temple of Al'Akbar and paraded in the streets of the Holy City in Ekbir according to tradition.

The procession was attacked by strange elves, as tall as humans, who managed to steal the relics and fled on giant eagles towards the Barrier Peaks.

The theft caused a great schism throughout the Baklunish world. The Grand Mufti (head of the Faith) was held responsible (the relics were in his care) and banished from Ekbir.

The Grand Mufti fled to Tusmit before heading into the Yatils where he decided to form a new religion he called the True Faith. He proclaimed his spiritual dominance over all worshippers of Al'Akbar and declared the Caliph was no longer Al'Akbar's successor.

In Ekbir, an order of faris (akin to a knightly order) was founded with the purpose of finding the sacred relics. In Ket, many have taken a sacred vow not to enter the grand temple in Molvar until they found the relics.

Many rumors surround the current location of the holiest of relics. Some say they are somewhere in the southern Bandit Kingdoms, others that they were brought back to the gods who gave them to Al'Akbar, others that they are in a red dragon's hoard in the Hellsfurnace. The only constant in all of these stories is that the relics are held by powerful creatures with no interest in handing them back.

Appendix 7 – Player Handout 1

A Letter

Dear Sir,

I want to put forward a proposition to you. I think you will find it interesting. Meet me at the College of the Arts in Sefmur as soon as possible.

The peace be with you

*Karam Fateil
Mage of the Sefmur College of the Arts*

Player Handout 2: The Song of Azourma

*In the glade of a green forest,
Flowers were beautiful and scents were enchanting.
Birds sang soft laments.*

*Here came Azourma the Valiant on his fine steed.
He was alone and pensive and followed a light.*

*Mumamtaz saw him and from the beginning
She loved him and devoted herself to Myhriss.
But her sadness was great
As she was air and deathless
And she loved a human, Azourma the Valiant.*

*Then she sang in Myhriss' honor
And her voice was so soft and her song so charming
That she moved the goddess. Mumamtaz, said Myhriss,
Why so much sorrow when you have so much love?
Why this dew flowing from your eyes?*

*O great goddess, answered Mumamtaz,
I'm not mortal and my life is broken.
Grant me to have the destiny of humans
And that your service be not pain
But joy without equal.*

*What are you asking? said the goddess,
You, the most beautiful of my servants,
Must I lose you and see
Your incomparable beauty wither like a flower?
Do you want your light to go out and shadow to lie
down?*

*If you don't satisfy me, O goddess,
Answered Mumamtaz, the gift you gave me,
Your arrow which pierced me,
Will be for me eternal torment without hope.
Do you wish me to suffer for all eternity?*

*I grant you your wish, said Myhriss,
So be it. Now you are human.
May the brightness of your beauty shine
All the more so as your life will be shorter.
Among my servants, you will be my chosen.*

*In the green forest, night fell.
Azourma gets lost and wanders below the trees.
A light dazzles him suddenly.*

*A star was born and went down on Oerth.
Her name was Mumamtaz and she was human.*

*Azourma is pierced by the arrow of Myhriss.
In front of the fair lady, he sees a red rose
A rose of old that is now seen only in dreams.
He picks the flower and gives it to his star.
That's how Azourma married Mumamtaz.*

*Là, vint Azourma le vaillant, sur son beau destrier.
Il était seul et songeur et suivait une lumière.*

*Mumamtaz le vit et du premier regard
Elle l'aima et se voua à Myhrisse.
Mais sa tristesse était grande
Car elle était aérienne, immortelle
Et aimait un humain, Azourma le vaillant.*

*Alors elle chanta en l'honneur de Myhrisse
Et sa voix fut si douce et son chant si charmant
Qu'elle émut la déesse. Mumamtaz, dit Myhrisse,
Pourquoi tant de chagrin quand tu as tant d'amour?
Pourquoi cette rosée qui coule de tes yeux?*

*Ô grande déesse, répondit Mumamtaz,
Je ne suis pas mortelle et ma vie est brisée.
Accorde-moi de connaître le destin des humains
Et que ton service ne me soit point douleur
Mais soit pour moi une joie sans pareille.*

*Que demandes-tu? dit la déesse,
Toi la plus belle de mes servantes
Faudrait-il que je te perde et que je vois
Ta beauté inégalable se faner comme une fleur?
Voudrais-tu que ta lumière s'éteigne et que s'étendent
les ombres?*

*Si tu ne m'exautes pas, Ô déesse,
répondit Mumamtaz, le don que tu m'as fait,
La flèche dont tu m'as percée,
sera pour moi un tourment sans espoir.
Désires-tu que je souffre pour l'éternité ?*

*Je t'accorde ton souhait, dit Myhrisse,
Qu'il en soit ainsi. Te voilà humaine.
Que l'éclat de ta beauté resplendisse
D'autant plus que ta vie sera brève.
De toutes mes servantes, tu seras mon élue.*

*Dans la verte forêt, la nuit est tombée.
Azourma s'est perdu et erre sous les arbres.
Une lumière soudain l'éblouit.
Une étoile était née et descendue sur Taerre
Elle s'appelait Mumamtaz et elle était humaine.*

*Azourma est percé par le trait de Myhrisse.
Devant la belle, il voit une rose rouge,
Une rose d'autrefois qu'on ne voit plus qu'en songe.
Il cueille la fleur et l'offre à son étoile.
C'est ainsi qu'Azourma épousa Mumamtaz.*

*Dans la clairière d'une verte forêt,
Les fleurs étaient belles et les senteurs envoûtantes.
Les oiseaux chantaient de douces complaintes.*

Player Handout 3: Vision

You begin to hear beautiful and celestial music. In the middle of this blinding light, you see vaguely humanoid shapes. Looking more closely, you see many angels whirling around a central point. You begin to see clearer and clearer. In the center of the scene, a large cup floats in the air. The cup is incredibly beautiful. It is made of gold with silver filigree and set with twelve great red gems. The cup is bathed in a golden light and above it a star of eight points floats. It is made of a silvery metal chased with gold inlays and with a diamond tipping each point. The cohort of angels is flying around the Cup and Talisman. They are the musicians who play the celestial music and they carry beautiful instruments. The scene inspires serenity and joy in you. There are so many angels, hundreds of them, perhaps thousands of them! The Cup and Talisman disappear from view. The angels look at you with a benevolent expression. They begin to cross the archway to approach you. In a few moments, they will be at your side! The music stops. Instead of angels you see a swarm of golden dragonflies.

Vous commencez à entendre une musique céleste d'une grande beauté. Au milieu de cette aveuglante lumière, vous distinguez des formes humanoïdes. En regardant de plus près, vous voyez un grand nombre d'anges tourbillonnant autour d'un point central. Vous y voyez de mieux en mieux. Au centre de la scène, vous voyez une grande coupe flotter dans l'air. Cette coupe est d'une incroyable beauté. Elle est en or avec de l'argent filigrané et elle est sertie de douze grandes gemmes rouges. La coupe baigne dans une lumière dorée. Au-dessus de la coupe flotte une étoile à huit branches. Elle est faite d'un métal argenté ciselée d'incrustations d'or et un diamant étincelant termine chaque branche de l'étoile. La cohorte des anges vole autour de la coupe et du talisman. Ce sont les musiciens qui jouent la musique céleste et ils portent de magnifiques instruments de musique. La scène vous inspire joie et sérénité. Il y a tellement d'anges, des centaines, des milliers ! Vous ne voyez plus la coupe ni le talisman. Les anges se retournent vers vous avec une expression bienveillante. Ils commencent à franchir l'arche pour vous rejoindre. Dans un moment, une armée d'anges sera à vos côtés ! La musique s'arrête. À la place d'anges, vous voyez un essaim de libellules dorés.

Player Handout 4: Dream / Rêve

You are dreaming. What is written below is the description of your dream. You do not control your dream but sometimes you can alter it by choosing between different options. As it is a dream, you can only choose between the proposed options. When you have selected, advise your DM secretly of your option.

You are going to your temple. At the sight of the temple you feel the holy nature of the place. In the entrance, you see many guards keeping watch. You enter the temple and are filled with the holiness of this place. You are heading toward the center, the holiest location in the building. There is nobody there. You are alone and suddenly you hear a din coming from the center of the place. You arrive and there is only one person, an old man red with fury who is attacking everything with a stick. He is damaging statues, sacred objects and hits the altar frantically. You see his face. He has white hair and a white beard and is flushed with anger, while crying at the same time. The stick is his walking cane and he seems very weak, almost barely able to walk.

What do you choose to do?

- A. You call for the guards, shouting: "Guards! Guards! Someone is desecrating the temple! Guards! Sacrilege! Guards!"
- B. You try to stop him and tell him: "Stop this! It is a holy place! Have you lost your mind? Why are you doing this?"
- C. I have no temple and no deity. This makes no sense. I must be dreaming!
- D. You do not want to be involved in this. You act as if you hadn't seen anything and you leave the temple immediately.
- E. You rush toward him to kill this desecrator, shouting "Foul profaner! You will die for this sacrilege!"
- F. You take in the situation, trying to understand why he is doing this.

Vous rêvez. Votre rêve est décrit ci-dessous. Vous ne contrôlez pas votre rêve mais parfois vous pouvez l'orienter en choisissant entre plusieurs options. Comme il s'agit d'un rêve, vous ne pouvez choisir qu'entre les options proposées. Dès que vous avez fait votre choix, communiquez-le secrètement à votre MD.

Vous vous rendez au temple de votre divinité. À la vue du temple, vous commencez à ressentir le caractère sacré du lieu. À l'entrée, vous voyez de nombreux gardes qui surveillent le temple. Vous entrez. Vous êtes pénétrés de la sainteté de l'endroit. Vous vous dirigez vers le centre du temple, le saint des saints. Il n'y a personne. Vous êtes seul. Soudain, vous entendez un vacarme venant du centre du temple. Vous arrivez sur les lieux. Il n'y a qu'une seule personne, un vieillard rouge de colère qui dégrade tout ce qu'il peut avec un bâton. Il dégrade les statues, les objets sacrés et tape frénétiquement sur l'autel. Vous apercevez son visage. Ses cheveux sont blancs et sa barbe est blanche. Il est à la fois fou de rage et en pleurs. Le bâton est en fait sa canne. Il semble très faible et à peine capable de marcher.

Que faites-vous ?

- A. Vous appelez la garde et vous criez : « Gardes ! Gardes ! on profane le temple ! Gardes ! Au sacrilège ! Gardes ! »
- B. Vous essayez de l'arrêter et vous lui dites : « Arrête ! C'est un lieu saint ! As-tu perdu la raison ? Pourquoi fais-tu ça ? »
- C. Je n'ai ni temple ni divinité. C'est incohérent. Je dois rêver.
- D. Vous ne voulez pas être mêlé à ça. Vous faites comme si vous n'avez rien vu et vous quittez le temple immédiatement.
- E. Vous vous ruez sur lui pour le tuer sur le champ. Vous criez : « Maudit profanateur ! Tu vas mourir pour ton sacrilège : »
- F. Vous regardez ce spectacle en essayant de comprendre pourquoi il fait ça.

Player Handout 5: Dream 2 / Rêve 2

The old man doesn't put up any resistance. He drops his stick and dissolves into tears. He tells you: "My son... He was a good son but he met bad people. He followed them. They dragged him into worshipping Hextor, the god of tyranny, discord and massacres. My son was not evil, no, but he was so young and not wise enough. Priests of this temple captured him and sentenced him to death. They didn't give him a chance to redeem himself. He was burnt to death and they threw his ashes in the river."

You leave this old man and decide to find the cultists of Hextor who corrupted a good son. You cross the river and arrive in a wild area. Suddenly you are attacked by goblins. You fight as best as you can and kill several of them. The remaining goblins take refuge in a cave. You follow and kill every goblin you can find. You suddenly realize that you have fought a tribe of goblins and that you have killed every adult of the tribe. At the back of the cave, you see goblin children who are still alive and who huddle up against the stone.

What do you do?

- A. You can't kill children, not even goblin children. You decide to leave this cave. You think: "Their destiny will be decided by the gods!"
- B. You capture them and take them to the local lord. He has the right to judge them and seal their fate.
- C. You take them to a monastery. You say to the monks: "Give them a religious education. Treat them like my own children!" Maybe they will not turn out like their parents.
- D. Thinking that if you their lives, they will attack and kill many innocent people as soon as they grow up, it is a greater evil to spare them rather than to kill them now. You move forward and kill them all

Le vieillard ne résiste pas. Il lâche son bâton et s'effondre en larmes. Il vous dit : « Mon fils... C'était un bon fils mais il a rencontré de sales types. Il les a suivis. Ils l'ont entraîné à vénérer Hextor, le dieu de la tyrannie, des discordes et des massacres. Mon fils n'était pas méchant, ça non, mais il était si jeune. Il manquait de sagesse. Il a été pris par des prêtres de ce temple. Ils l'ont condamné à mort. Ils ne lui ont pas donné de seconde chance. Ils n'ont pas essayé d'obtenir sa rédemption. Il a été brûlé et ils ont jeté ses cendres dans le fleuve.

Vous quittez le vieillard et vous décidez de trouver ces adorateurs d'Hextor qui ont corrompu un bon fils. Vous franchissez la rivière et vous arrivez dans une région sauvage. Soudain, vous êtes attaqué par des gobelins. Vous combattez du mieux que vous pouvez et vous en tuez plusieurs. Les gobelins survivants se réfugient dans une grotte voisine. Vous les poursuivez et vous les tuez jusqu'au dernier. Vous vous rendez compte que vous avez combattu une tribu de gobelins et que vous avez tué tous les adultes. Au fond de la grotte, vous voyez les enfants gobelins. Ils sont vivants et blottis contre la paroi rocheuse.

Que faites-vous ?

- A. Vous ne pouvez pas tuer des enfants, même si ce sont des enfants gobelins. Vous décidez de quitter cette grotte. Vous vous dites : « Leur destin est entre les mains des dieux ! »
- B. Vous les capturez et vous les conduisez au seigneur local. Il a droit de justice. Il décidera de leur destin.
- C. Vous les emmenez dans un monastère. Vous dites aux moines : « Donnez-leur une éducation religieuse. Traitez-les bien comme s'ils étaient mes propres enfants ! » Peut-être seront-ils différents de leurs parents.
- D. Si je les épargne, lorsqu'il seront adultes, ils attaqueront et tueront de nombreux innocents comme faisaient leurs parents. C'est un mal plus grand de les épargner que de les tuer tout de suite. Vous les tuez tous.

Player Handout 6: Dream 3 / Rêve 3

You arrive in a powerful and evil empire. The official religion is the cult of Hextor, god of tyranny. You find a temple of Hextor. During the next night, you attack it. You destroy everything you can and you kill every cultist. Then you flee. During the following day, you are in the central square of the capital of this empire. Suddenly, soldiers of Hextor bring a chained up man up on a platform where there are several instruments of torture and a gallows. One of the soldiers, an officer, addresses the people standing in the square: "We have captured the one who attacked and desecrated the temple last night. He has confessed and has been sentenced to death after ritual torture."

What do you want to do?

- A. You think: "This innocent is going to die because of me. I must do my best to save him now despite the risk I take in attacking all these soldiers."
- B. You think: "Better him than me!"
- C. You think: "I swear that I will avenge this innocent's death!"
- D. You think: "The soul of this man will go directly to heaven as he is going to become a martyr."
- E. You approach the platform and say: "Free this man! He is innocent. I am your culprit." You think: "The cult of Hextor is lawful. The innocent will be freed and I will get a trial, perhaps even time to escape later."

Vous arrivez dans un empire puissant et maléfique. Le culte officiel et dominant est le culte d'Hextor, dieu de la tyrannie. Vous trouvez un temple d'Hextor. La nuit suivante, vous attaquez le temple. Vous détruisez tout ce que vous pouvez et vous tuez tous les adorateurs que vous rencontrez. Après ça, vous prenez la fuite. Le lendemain, vous êtes sur la place centrale de cet empire maléfique. Soudain, des soldats d'Hextor amènent un homme enchaîné sur une estrade au centre de la place où se trouvent plusieurs instruments de torture et une potence. L'un des soldats, un officier, crie à la foule qui se presse sur la place : « Nous avons capturé celui qui a attaqué et profané le temple la nuit dernière. Il a avoué. Il a été condamné à mort après avoir subi les tortures rituelles. »

Que faites-vous ?

- A. Vous pensez : « Cet innocent va mourir à cause de moi. Je dois faire mon possible pour le sauver tout de suite, même si je prends un risque énorme en attaquant tous ces soldats. »
- B. Vous pensez : « Mieux vaut lui que moi ! »
- C. Vous pensez : « Je jure que je vengerai la mort de cet innocent ! »
- D. Vous pensez : « L'âme de cet homme ira directement au paradis puisqu'il va devenir un martyr. »

Vous montez sur l'estrade et vous déclarez : « Libérez cet homme ! Il est innocent. Je suis le seul coupable. »
Vous pensez : « Le culte d'Hextor est loyal. L'innocent sera libéré et j'aurai un procès. Peut-être que je pourrai m'évader plus tard. »

Player Handout 7: Dream of the Rose

You are dreaming. What is written below is the description of your dream. You do not control your dream but sometimes you can alter it by choosing between different options. As it is a dream, you can only choose between the proposed options. When you have selected, advise your DM secretly of your option.

It is spring. The weather is fine. You decide to go for a walk. You find a calm river. Moments later, you see a large garden surrounded by a high wall. At first, you don't see an entrance to this square garden. You begin to despair when suddenly you see a small and narrow door. You go to this door but it is closed. You knock and a beautiful maiden opens the door and allows you to enter. "Who are you?" you ask. She answers: "My name is Idleness. I devote myself to play, to enjoyment and to combing my hair. I am a servant of Myhriss, goddess of love and beauty, who is the owner of this garden." You enter. There are fruit trees, bearing quinces, peaches, nuts, chestnuts, apples and pears, fresh red cherries, and hazelnuts. In addition, the whole garden is thronged with laurels and tall pines, with olive trees and cypresses. There are enormous branching elms and beech trees and oaks. The branches are long and high and the foliage is so thick above that the rays of the sun warm this place, rather than baking it. There are many birds singing beautiful songs, nightingales and jays, gold crests and turtle doves, larks and finches. Their song is like the song of angels. You feel very happy and walk in the garden where you see Myhriss, dancing with her servants, Joy and Courtesy, Beauty and Magnificence, Largesse and Frankness, Idleness and Youth. All these people are beautiful, with sumptuous dresses and jewels. You walk in the garden and arrive at a fountain. It is a delightful place. You look into the fountain and you see a crystal. This crystal is magical and you realize that you can see through it to any place in the garden. You look into the crystal and see beautiful red roses. One of these rose is an incredible beauty. At that very instant, the goddess Myhriss shoots at you one of her arrows. The arrow hits you in eye and reaches down into your heart. You are badly wounded and feel yourself growing weak. You pull the arrow out but the tip remains stuck in your heart. The goddess says: "Young man! You are caught. You are now my vassal and you will live according to my commandments. From now on, you will devote yourself to love." With these last words, the goddess disappears. You decide to find this beautiful red rose. After a moment, you see the rose but it is surrounded by a low hedge. Not far from the hedge, you see a handsome young man.

What do you want to do?

- A. You wait for the young man to leave the area since you can't step over the hedge in his presence.
- B. You ask the young man: "May I cross the hedge to smell the scent of the Rose?"
- C. You step over the hedge to reach the beautiful rose as quickly as possible.

Rêve de la Rose

Vous rêvez. Votre rêve est décrit ci-dessous. Vous ne contrôlez pas votre rêve mais parfois vous pouvez l'orienter en choisissant entre plusieurs options. Comme il s'agit d'un rêve, vous ne pouvez choisir qu'entre les options proposées. Dès que vous avez fait votre choix, communiquez-le secrètement à votre MD.

C'est le printemps. Il fait beau. Vous décidez d'aller vous promener. Vous voyez une rivière tranquille. Un peu plus tard, vous voyez un grand jardin entouré d'un haut mur. Au début, vous ne voyez aucune entrée à ce jardin carré. Vous commencez à désespérer. Soudain, vous apercevez un portillon bien fermé, tout petit et étroit. Vous frappez à la porte. Une belle jeune fille vous ouvre et vous invite à entrer. « Qui êtes-vous ? » demandez-vous. Elle répond : « Je m'appelle Oiseuse. Je me consacre à jouer, à m'amuser et à peigner mes cheveux. Je suis une servante de Myhrisse, déesse de l'amour et de la beauté, qui est la propriétaire de ce jardin. » Vous entrez dans le jardin. Il y a des arbres fruitiers portant des coings, des pêches, des châtaignes, des noix, des pommes et des poires, des cerises fraîches et vermeilles et des noisettes. Par ailleurs, tout le jardin est peuplé de grands lauriers et de grands pins ainsi que d'oliviers et de cyprès. Il y a aussi de grands ormes branchus, et avec tout cela des charmes et des hêtres, des trembles et des chênes ainsi que des sapins. Leurs branches ont belle allure et sont si épaisses que le Soleil ne peut descendre jusqu'au sol et faire du mal à l'herbe tendre. Il y a aussi profusion d'oiseaux chanteurs, des rossignols et des geais, des étourneaux et des hirondelles, des alouettes et des mésanges. Le chant qu'ils chantent semble venir d'anges du ciel. Votre joie est très vive. Vous vous promenez dans le jardin et vous apercevez Myhrisse qui danse avec ses servantes, Joie et Courtoisie, Beauté et Richesse, Largesse et Franchise, Oiseuse et Jeunesse. Tous ces gens sont très beaux, habillés de vêtements somptueux et portant de magnifiques bijoux. Vous continuez à vous promener et vous arrivez à une fontaine. C'est un endroit délicieux. Regardant dans la fontaine, vous apercevez un cristal magique. Vous comprenez que vous pouvez voir, à travers ce cristal, n'importe quel lieu du jardin. En regardant à travers le cristal, vous voyez de magnifiques rosiers rouges. L'une des roses est d'une stupéfiante beauté. À ce moment, la déesse Myhrisse qui vous a furtivement suivi, vous décoche l'une de ses flèches avec son arc. La flèche vous transperce l'œil et pénètre jusqu'au cœur. Vous êtes terriblement blessé et vous vous sentez très faible. Vous retirez la flèche mais la pointe reste plantée dans votre cœur. La déesse s'approche et vous dit : « Jeune homme, tu es pris ! Inutile de résister ! Tu es désormais mon vassal et tu vivras selon mes commandements. Désormais, tu te consacreras à l'amour. » Sur ce, la déesse disparaît soudainement. Vous décidez de trouver cette magnifique rose rouge. Au bout d'un moment, vous voyez le rosier mais il est entouré d'une haie. Près de cette haie se trouve un beau jeune homme.

Que faites-vous ?

- A. Vous attendez que le jeune homme s'en aille car vous ne voulez pas enjamber la haie en sa présence.
- B. Vous demandez au jeune homme : « Puis-je traverser la haie pour sentir le parfum de la rose ? »
- C. Vous enjambez la haie pour atteindre la belle rose aussi vite que possible.

Player Handout 8: Dream of the Rose 2 / Rêve de la Rose 2

The young man tells you: "My name is Fair Welcome. If you wish, cross the hedge and smell the scent of the rose. If you need anything, just ask me. I will be pleased to help you." You answer: "I thank you for your generosity." You cross the hedge and go to the rose. You smell the marvelous scent of this beautiful red rose. Fair Welcome tells you: "You can touch the rose if you wish." He picks a green leaf close to the flower and gives it to you. You tell him: "I am forbidden from being happy except for one thing but I don't know how to tell you for fear it would make you angry." He answers: "Say what you wish". You answer: "Myhriss has pierced me and I am suffering. I will never be healed if you don't give me the flower of this rose." Fair Welcome seems frightened. Suddenly a horrible man, ugly with red eyes, appears in front of you. He is flushed with anger and his name is Shame. He says to Fair Welcome: "Fair Welcome, How could you bring this man to the rose? He wants to bring disgrace upon you!" Then he turns to you and tells you: "Flee! Go away! Or I will kill you! You are a traitor, a deceitful person!"

What do you want to do?

- A. You move away to be out of sight of Shame and wait until he leaves. During that time, you are ready to suffer in silence.
- B. You say to Shame: "I am not a traitor! You have insulted me! You want to kill me? It will not be that easy!" You prepare to fight Shame.
- C. You move away to be out of sight of Shame. You want to apologize for having been too impatient. You go back to meet Shame and apologize. You promise him that you will not do anything without his permission.
- D. You move away to be out of sight of Shame. Later, you try to go back to the rose without being seen. You try to remain hidden and move silently.

Le jeune homme vous dit: "Je m'appelle Bel Accueil. Si cela vous plait, traversez la haie sans délai, pour sentir l'odeur du rosier. Si je puis vous satisfaire en quoi que ce soit, je suis prêt à votre service." Vous répondez: « Seigneur, je vous remercie de la bonté que vous me témoignez. » Vous franchissez la haie et vous allez vers la rose. Vous sentez le merveilleux parfum de cette belle rose rouge. Bel Accueil vous dit: « Vous pouvez toucher le rosier si vous le désirez. » Il cueille une feuille verte à côté de la fleur et vous l'offre. Vous lui dites: « Seigneur, je dois vous dire que je n'aurai jamais de joie, sauf par une seule chose mais je ne sais comment vous le dire car je crois que je vous fâcherai trop. » Il répond: « Dites ce que vous voulez. » Vous répondez: « Sachez que Myhrisse m'inflige de rudes tourments. Elle m'a percé de ses traits qui ne guériront jamais si vous ne me donnez pas la fleur de ce rosier. » Bel Accueil semble effrayé. Soudain, un horrible individu, très laid et avec des yeux rouges, qui était embusqué à proximité, bondit de sa cachette. Il est rouge de colère. Son nom est Honte. Il hurle comme un forcené à Bel Accueil: « Bel Accueil, comment se fait-il que vous ameniez ce jeune homme autour de ce rosier? Il ne cherche qu'à vous déshonorer! » Il se tourne alors vers vous et vous dit: « Fuyez d'ici, jeune homme! Allez-vous en! Il s'en faut de peu que je ne vous tue! Vous êtes un traître et un fourbe! »

Que faites-vous ?

- A. Vous partez pour être hors de vue de Honte. Vous attendez ensuite en espérant que Honte s'en aille. Pendant ce temps, vous êtes prêt à souffrir en silence.
- B. Vous dites à Honte: « Je ne suis pas un traître! Vous m'avez insulté! Ah vous voulez me tuer? Ce ne sera pas si facile! » Vous vous préparez à combattre Honte.
- C. Vous partez pour être hors de vue de Honte. Vous voulez sincèrement vous excuser d'avoir été trop pressé. Vous allez voir Honte pour vous faire pardonner. Vous lui promettez de ne rien faire désormais sans sa permission.
- D. Vous partez pour être hors de vue de Honte. Vous essayez ensuite de retourner furtivement jusqu'à la rose. Vous essayez de rester caché et de vous déplacer silencieusement.

Player Handout 9: Dream of the Rose 3 / Rêve de la Rose 3

Shame is still angry and does not allow you to be close to the rose. Frankness and Pity come and speak with Shame. They stand up for you and persuade Shame to move away and begin to sleep on the grass. Fair Welcome comes back and asks you to cross the hedge to approach to the rose. He is so kind that you are inspired to ask him: "My lord, I desire to kiss the rose. Would you allow me to kiss it? I will not do anything without your permission." Fair Welcome answers: "I would allow you to kiss the rose but I'm afraid that Chastity would be hateful toward me if I gave you permission." You are sad but the goddess Myhriss intervenes. She speaks to Fair Welcome: "Why do you not give him permission to kiss the rose? This young man is so handsome that it would be a vile act to refuse him a kiss! A kiss would be very pleasant. Do not listen to Chastity!" Fair Welcome gives you the permission you seek. You kiss the rose and feel very happy. Unfortunately an evil man named Gossip appears and tells everyone that you are doing something both dubious and dishonorable. Shame returns and is angrier than before. He arrests Fair Welcome and builds a huge castle with strong walls to protect the rose. Fair Welcome is thrown in the dungeon. You are outside the castle and unable to reach the rose. Gossip and Shame mount guard on this fortress. You want to see the rose once more and free Fair Welcome.

What do you do?

- A. You decide to attack and storm the castle. You collect weapons and siege engines.
- B. To gain an honorable reputation for courage and generosity, you give sumptuous gifts to every person in the garden and you go to fight evil creatures outside the garden. You hope that a good reputation will allow you to reach the Rose and to free Fair Welcome.
- C. You decide to enter the castle secretly to free Fair Welcome and to reach the rose.
- D. You wait sadly in front of the castle. You ask Pity to help you. You ask Myhriss to help you against the defenders of the castle and hope that you will be allowed to pick the rose with her help.

Honte est toujours en colère contre vous et ne vous autorise pas à vous approcher de la rose. Franchise et Pitié viennent parler à Honte. Elles prennent votre défense. Elles parviennent à attendre Honte qui s'en va et s'endort sur l'herbe. Bel Accueil revient et vous invite à franchir la haie pour vous approcher de la rose. Il est si gentil que vous lui demandez : « Beau seigneur, sachez que j'ai le vif désir d'obtenir un baiser précieux de la rose au doux parfum. Dites-moi donc si vous voulez bien que je lui donne ce baiser, car cela ne se produira pas tant que vous ne serez pas d'accord. » Bel Accueil vous répond : « J'aimerais bien vous permettre un baiser mais je crains de m'attirer la haine de Chasteté. » Vous êtes triste mais la déesse Myhriss souhaite vous aider. Elle vient parler à Bel Accueil : « Pourquoi ne lui donnez-vous pas la permission d'avoir un baiser plein de douceur ? Ce jeune homme est si beau que ce serait vilénie que de lui refuser un baiser ! Un baiser venant de lui serait fort agréable. N'écoutez pas Chasteté et accordez-lui ce baiser. » Bel Accueil vous donne alors la permission. Vous donnez un baiser à la rose et vous en êtes très heureux. Malheureusement, un individu maléfique du nom de Médisance surgit et raconte partout que vous et Bel Accueil avez un commerce douteux. Honte revient, plus en colère qu'avant. Il arrête Bel Accueil et construit un grand château fort avec de hautes murailles pour protéger la rose. Bel Accueil est jeté dans un cachot à l'intérieur du château. Vous vous retrouvez à l'extérieur du château, dans l'impossibilité de revoir la rose. Médisance et Honte montent la garde sur les remparts. Vous voulez retrouver la rose et libérer Bel Accueil.

Que faites-vous ?

- A. Vous décidez d'attaquer le château pour le prendre d'assaut. Vous cherchez armes et engins de siège.
- B. Pour acquérir une honorable réputation de vaillance et de générosité, vous faites de somptueux cadeaux à tous les habitants du jardin, y compris aux défenseurs du château, et vous allez combattre des créatures maléfiques à l'extérieur du jardin. Vous espérez qu'avec une bonne réputation vous serez autorisé à retrouver la rose.
- C. Vous décidez d'essayer d'entrer furtivement dans le château pour libérer Bel Accueil sans être vu et d'atteindre la rose.
- D. Vous attendez tristement hors du château. Vous demandez à Pitié de vous aider. Peut-être pourra-t-elle attendre Médisance et Honte ? Vous demandez à Myhriss de vous aider contre les défenseurs du château. Avec son aide, vous espérez être autorisé à cueillir la rose.

Player Handout 10: The Rose / La Rose

With all your gifts, you gain the support of Largesse. With your victory against evil opponents, you gain the support of two beautiful and wise ladies named Honor and Courage. Largesse, Honor and Courage decide to help you against the defenders of the castle. Gossip and Shame flee when they see their opponents. You storm the castle successfully and free Fair Welcome. The castle disappears and you can reach the rose once more. Fair Welcome tells you: "Good Friend, you may pick the rose if you so desire." You answer: "It is my dearest wish." You pick it and you are ecstatic.

Grâce à vos cadeaux, vous obtenez le soutien de Largesse. Par vos victoires sur des adversaires maléfiques, vous obtenez le soutien de deux dames belles et sages, Honneur et Courage. Largesse, Honneur et Courage décident de vous aider contre les défenseurs du château. Médisance et Honte s'enfuient. Vous pouvez prendre d'assaut le château et libérer Bel Accueil. Le château disparaît complètement et vous retrouvez la rose. Bel Accueil vous dit: « Ami, vous pouvez cueillir la rose si tel est votre souhait. » Vous répondez: « C'est mon souhait le plus cher. » Vous cueillez la rose et vous êtes au comble du bonheur.

Player Handout 11: Rain of Imperial Roses / Pluie de roses impériales

The goddess Myhriss told you during your dream:

“When you will think that someone close to your heart is greatly endangered and that the situation is hopeless without any solution, use the power of the rose. You just have to wish it to call for a terrible punishment for evil creatures. You will be able to use this power only once.”

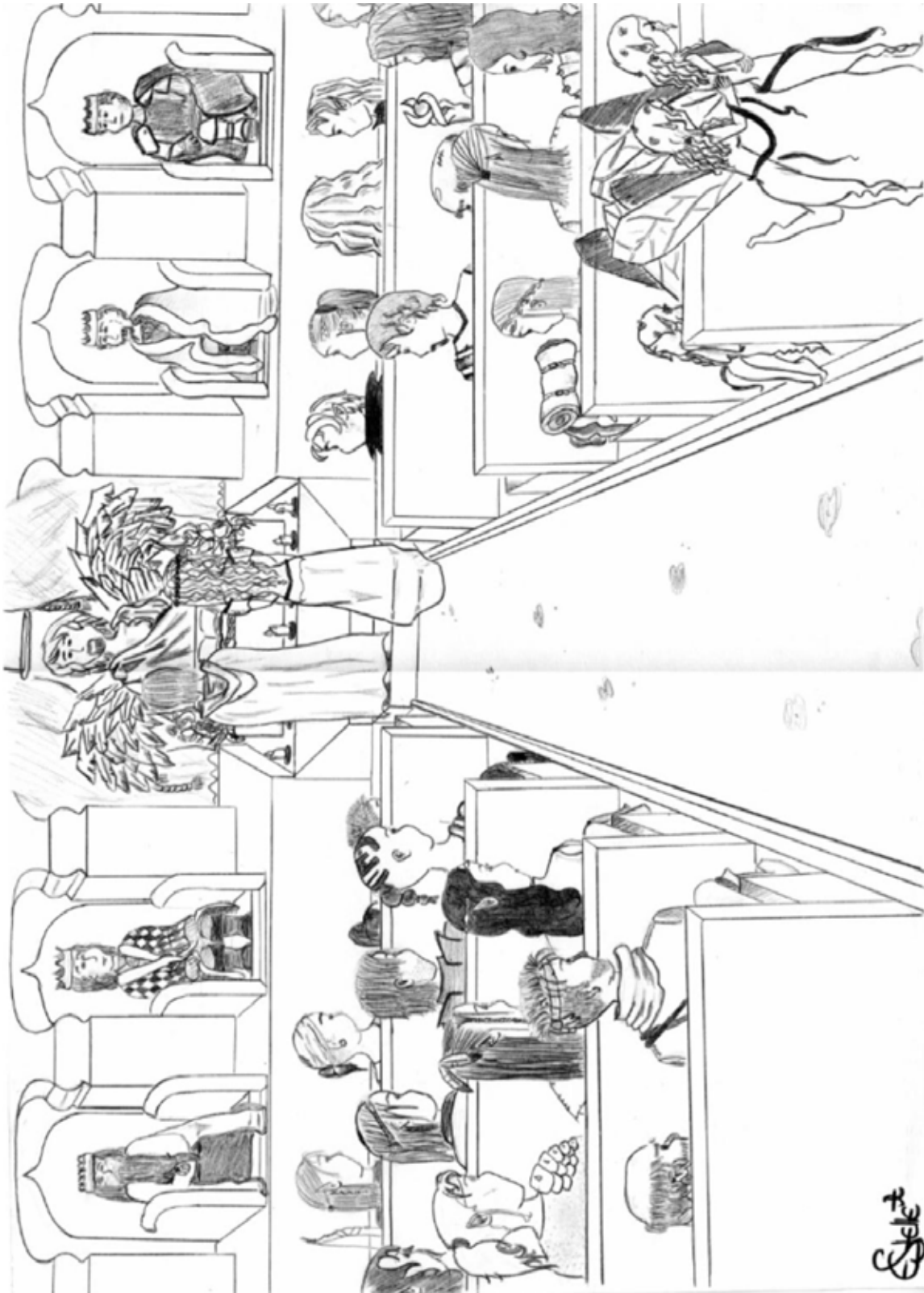
Rain of Imperial Roses (Sp): By using a swift action (there is no verbal, somatic or material component as for every spell-like abilities, you can activate it mentally), red roses fall from the sky for two minutes. Range is long (1,200 ft.) and the area is a cylinder (80 ft. radius; 80 ft. high). Effects are left indefinite but it is harmful for evil creatures. You can use this power only once.

La déesse Myhrisse vous a dit dans votre rêve :

« Lorsque quelqu'un de cher à ton cœur sera en grand danger et que la situation semblera désespérée et insoluble, fais appel au pouvoir de la rose. Un simple souhait de ta part suffira à invoquer une terrible punition pour les créatures maléfiques. Mais tu ne pourras utiliser ce pouvoir qu'une seule fois. »

Pluie de roses impériales (Sp) : En utilisant une action rapide (comme pour tout capacité *spell-like*, il n'y a pas de composante verbale, somatique ou matérielle, vous pouvez activer mentalement ce pouvoir), des roses rouges tombent du ciel pendant deux minutes. La portée est longue (360 m) et la zone d'effet est un cylindre (24 m de rayon et 24 m de haut). Les effets ne sont pas précisés mais ils sont terribles pour les créatures maléfiques. Vous ne pouvez faire appel à ce pouvoir qu'une seule fois.

Player Handout 12



Critical Event Summary

Please email triadeekb@numericable.fr or jeanphilippe.huet@tele2.fr and relay the following information:

1. What was the APL?
2. Were the sunflies successfully called?
3. Did a PC complete successfully the *dream of compassion* and become *Exalted Brother/Sister of Redemption and Righteousness*? If yes, what are his name, alignment (previous and new), classes, level, home region and deity?
4. Did a PC complete successfully the *dream of the rose* and become *Knight of the Rose* or *Brother of the Rose*? If yes, what's his name, alignment, classes, level, home region and deity? Did he take the *ring of the rose*?
5. Was Zinaryamtaz saved during the hostage-taking or was she killed?
6. Did a PC use an *imperial rose* to save Zinaryamtaz during the hostage-taking? If yes what is the name of the character?
7. Did a PC use a quickened *shield other* to save Zinaryamtaz during the hostage-taking? If yes what is the name of the character?
8. Did the PCs win the pleas against Lorindale (if the Trial was played)?
9. Did a Judgment of Myhriss happen? If yes, was Zinaryamtaz saved?
10. Were the Beings of Light (Quesars) fought or not?
11. Did a PC marry Zinaryamtaz in the Pinnacles of Azor'Alq? If yes what are the name of the **player**, his **e-mail address**, the name of the character, alignment, class, level, home region and deity?
12. Was Zinaryamtaz alive at the end of the adventure?
13. Did anything else unusual happen in this event?

Thank you for your time,

The Ekbir Triads.