

Pelsday

A D&D Living Kingdoms of Kalamar[®] Adventure

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An ill wind blows through Bet Rogala, and misfortune stalks the PCs. Can they find who has cursed them? Can they save the reputation of Dean Zenith? Can they pay their taxes on time?

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Part Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

It is the third day of Frosting, and unusually cold for Pekal. An ice storm has blown for three days, coating buildings, stairs, and streets in ice. Long icicles hang from street and building signs and children ice skate in the streets. The Deji soothsayers in Independence Square have stopped predicting doom, because it's hard to sound imposing while trying to stand upright on ice.

Module Notes

This module is a primarily humorous module, working off the universal bad luck associated with Mondays, or Pelsday in low Kalamaran. The JUDGE is encouraged to be humorously nasty, but not particularly dangerous to PCs. The goal of this mod is to make the PCs and JUDGE laugh at each other and at themselves, not get so frustrated at everything going wrong that the play is no longer fun.

In Encounter 1, there are certs for the masks the PCs can buy. There are 2 copies of the Druid mask cert. The version that does NOT say "Cursed" on it is to be given to the players if they purchase the Druid mask. Only after encounter 1a, where they figure out that the mask is cursed, should they be given the "Cursed" cert, to replace the first one. No character should end the module with an un-cursed Druid mask certificate.

Judges unfamiliar with rules for psionics have a little bit of extra work to do for the final encounter of this module. To make the psionics rules easily accessible, all power descriptions, psionic feat descriptions, and etc., used by the villains are included in Appendix II.

BACKGROUND

It's Pelsday, the first day of the Kalamaran business week. This, in and of itself, explains the bad luck that will haunt the PCs throughout the mod. However, there are troubles lurking in the wings. Welstern Vrindolvus, advisor to Prince Kafen (from LKOK 29: "Full Disclosure") has decided to throw a party for all and sundry, including various plotters, well wishers, and various innocent parties. Some old friends, including W. S. Lowbeard (LKO 40: "Star-crossed Lowbeards"), Headmistress Amashanti (LKO 27: "Turn about Is Foul Play"), Galis and Milita Belis (LKO 10: "Domino Effect"), Lord Wanifer (LKO 4: "Making a Name"), and several members of noble houses are in attendance. Many of the enemies PCs have encountered in previous modules have been defeated, but Baron Labeta (LKO 18: "Barriers of Mentality") is still around, unidentified as a threat to the crown. Amashanti, Lord Wanifer, and Baron Labeta all know each other, but are not necessarily friendly, and all have heard of W. S. Lowbeard as patrons of the arts. All of these, however, are incidental players. Vrindolvus is contacting the PCs to both thank them for the good they have done Pekal and to serve as unpaid and less obtrusive guards. (They're not unobtrusive, as they're the PCs, after all.) He has no particular suspicions, but knows that he's gathering several important Pekalese nobles and mages together, and so some security might not go amiss.

What Vrindolvus doesn't know is that the Disciples of Avrynn are aware of the party, and have infiltrated Vrindolvus's guard to make an attempt on Dean Zenith. Dean Zenith, unfortunately, will not be able to attend the party, and sends a last minute message to Vrindolvus expressing his regrets. The first 4 encounters have absolutely nothing to do with the plot by the Disciples, but the PCs should be encouraged to THINK that they are being stalked and delayed to keep them from the party. In Encounter 5, the PCs find the bodies of three of Vrindolvus's guards, who have been replaced by three psions. Psions posing as guards is easy, as it's a costume party, and even the guards are in masks. Encounter 6 has the PCs rushing to Vrindolvus's house to get there in time to blend in and find the guards.

ADVENTURE SYNOPSIS

Introduction:

Far too early in the morning, the PCs receive an invitation from Welstern Vrindolvus. He requests their attendance at his party, describes the appropriate apparel, and advises the PCs on places to go to purchase costumes. The PCs are also approached by a tax collector for the Prince and are told they owe back taxes. Finally, they are offered a small job by Quartermaster Berlen, loading and guarding on the dock a shipment of weapons to Lebolegido. Encounters 1-3 can be done in any order as 1a follows immediately after 1 then go into Encounter 4. The suggested order is 1-4.

Encounter 1:

With various troubles on the way, the PCs proceed to Masques for the Masses, a costume shop run by Jacob Riscue, a dishonest merchant and follower of the Confuser of Ways. If they accept the cursed mask offered, proceed directly to Encounter 1a.

Encounter 1a:

The PC bearing the cursed mask gets mistaken for a wanted criminal, Shrub the Rebel Druid. They are arrested by the Watch, interrogated, and determine that the mask is a cursed item. When they go back to Masques for the Masses, Jacob laughs at his little joke and sells the PC a new mask.

Encounter 2:

The PCs head to the Tax Office of the Palace, and are made to sit and wait for three hours, as beggars, noblemen, and merchants walk past them into the office. They have the opportunity to help a nervous bureaucrat while they wait. Finally, they are called in, pay their taxes, and leave. On their way out, a runner comes up to them, calls them back, and it is determined that there has been an error, and they are due their money back.

Encounter 3:

The PCs help load the cargo of weapons, and run afoul of the Porters and Longshoremen's guild for working without Guild licenses and for below Guild rates. A penalty equal to their entire fee is acceptable reparation, and if the PCs brawl the Longshoremen call the City Watch.

Encounter 4:

The PCs are reminded that they have been witness to an improper use of magic (the cursed

mask) by a representative of the College of Magic, and are required to come and make a statement. Typical College of Magic bureaucracy ensues, and the PCs overhear that Dean Zenith is not going to be attending the party, though he was invited.

Encounter 5:

Finally outside Vrindolvus's house, the PCs discover an enemy hiding three partially-frozen bodies. After defeating the opponent, they find that he was carrying orders about guard duty and a guest list to Vrindolvus's party.

Encounter 6:

The PCs must find the false guards, and prevent them from making an attack against Vrindolvus or his guests.

Conclusion:

Welstern Vrindolvus thanks the PCs for saving his life and party, rewards their selfless act, and the PCs head home. Arriving safely is optional.

INTRODUCTION

Summary: Far too early in the morning, the PCs receive an invitation from Welstern Vrindolvus. He requests their attendance at his party, describes the appropriate apparel, and advises the PCs on places to go to purchase costumes. The PCs are also approached by a tax collector for the Prince and are told they owe back taxes. Finally, they are offered a small job by Quartermaster Berlen, loading and guarding on the dock a shipment of weapons to Lebolegido. Encounters 1-3 can be done in any order as 1a follows immediately after 1, then go into Encounter 4. Only do encounter 4 if the PCs did encounter 1a. The suggested order is 1-4.

All of the PCs have roughly identical experiences first thing in the morning, regardless of where they sleep, each with a separate messenger. They should meet Vrindolvus's steward at breakfast at the tavern "The Usual Place."

Dawn pierces the sky, shimmers off the glittering icicle outside your window, and, unfortunately, shines right through the gap in your bedside curtains into your eyes. You awake with a scummy feeling in your mouth and a behind-the-eyes headache, like an angry dwarf hammering on your brain. Ah, Pelsday. The first day of the week, and you realize now that you slept poorly because of

the sounds of devotions and bells from any number of temples around Bet Rogala.

Of course, the real reason you're awake this early in the godforsaken morning is the idiot outside your window shouting at you.

"Good sir? Good sir? Please wake up? I have important news. Good sir?"

As you stumble downstairs, thinking of lodging a complaint with the Messengers and Criers guild, or at least visiting some bodily harm on their stooge, it occurs to you that breakfast sounds like a good idea, but probably isn't worth offering to the yammering moron outside. So, trying to keep a positive thought in mind, you step outside.

Oops.

Have the PCs make Reflex saves vs. DC 17 +ATL, or slip on the ice. They take 1 point of nonlethal damage, but need to make a Balance check DC 10+ATL to get back to their feet. If they fail more than twice, the messenger comes over and helps them up.

In a voice that is as perky as you can make it, read: ***"Uh, good morning, kind sir! The steward to Welstern Vrindolvus would like you to meet him for breakfast at the inn called The Usual Place, in twenty minutes time. I've been told he has important information for you. Farewell!"***

Welstern Vrindolvus is an advisor to Prince Kafen and former ambassador from Cosdol. Players who have played The Rub, A Bit of Truth, and A Simple Detail should already know him.

The PCs have some time to make themselves presentable, and to find the inn. They DON'T have time to do morning absolutions, memorize spells, or anything else that requires more than ten minutes of time, as it will take them about that long in order to get to The Usual Place. Assure them that they will possibly have a chance later to do these things.

Oh, and feel free to have them take another spill on the ice on their way.

You finally find the inn the in mentioned by the blithering incompetent who should have

given you directions. You notice several other people trudging towards the inn at the same time.

Give the PCs a chance to introduce and describe themselves.

As you walk in the door, the smell of bacon and fresh baked bread hits you, and the day doesn't seem so bad. A man of Kalamaran descent waves you over. He is wearing an embroidered silver badge with the word Pekal over the letter V. "Ah, you must be the guests my master asked me to invite. My name is Cornan Trahef. Would you care to join me for breakfast? I bring to you an invitation from Welstern Vrindolvus, advisor to the Prince.

If any of the PCs have met Welstern Vrindolvus before, read the following:

"He requests your presence at a costume ball of special magnificence, tonight, at his house. Several of Bet Rogala's leading subjects will be there. He wants to thank you for all of the integrity you showed in your dealings with him. He recommends the store Masques for the Masses for all your costuming needs."

If the PCs have not met Welstern Vrindolvus before, read the following:

"Master Vrindolvus requests your presence at a costume ball of special magnificence, tonight, at his house. Several of Bet Rogala's leading subjects will be there. He wants to thank you for your help in the defense of Pekal and her citizens. He recommends the store Masques for the Masses for all your costuming needs."

If the PCs ask any of the questions of Cornan, read the following.

How much does it pay?

"My dear sir, it's an invitation to a party, not some job requiring fisticuffs. Come, be social. At least there's a free meal."

Where is the party/his house?

At the edge of the Royal District, on Eleven Veils Way, midway between Cilorealon Way and Kafen's Way.

What is appropriate attire?

"Any costume you can find at Masques for the Masses is welcome. Weapons are allowed for costume reasons, but must be peace-tied."

Where is Masques for the Masses?

"Merchant's District, south side of Tailor's Row. Can't miss it."

What time should we be there?

"Anytime after seven bells in the evening."

Who else has been invited?

Dean Zenith and Headmistress Amashanti from the College of Magic, Baron Labeta, W.S. Lowbeard, Galis Belis and his lovely daughter Milita, Lord Wanifer and his lovely wife, and several other members of noble houses. Really, it should be the social event of the season.

After the PCs have finished asking questions, read the following:

As you listen unbelievably, an amply endowed barmaid asks for your orders. She heads back to the kitchen, and you notice two more people trot in from the ice covered road, seemingly oblivious to the freezing rain and slippery slope outside. One is a man wearing the livery of the Prince, and the other is a disgruntled looking sergeant of the army.

The man in livery sees your table and strides over. Not even introducing himself, but apparently sure of who you are, he says, "Yes, lovely morning, what? You owe 50 Victories in war tax, plus a 5 Victory late fee. Present yourselves to the Palace in the East Wing to pay your dues. We're open at any time before five bells, except for an hour and half at lunch time. Have a good day." And he strides off before you can get a word in edgewise.

The sergeant and Cornan both blink as the bureaucrat walks away, and they break into hastily concealed grins. The sergeant says, "Well, lads, looks like yer mornin' ain't started so good. However, if you need help payin' yer war tax, Quartermaster Berlen needs some help loading a ship with weapons bound for Lebolegido for a couple of hours. Pay's five Victories. Anytime

today before seven bells. Sorry to interrupt yer meal.”

If the PCs ask any questions of the sergeant, read the following, dependent on whether the PCs are openly showing military rank or favors. If the PCs are NOT showing military rank, use the following.

What’s the job?

“You will fit right in then as Berlen is not hiring for brains, but brawn. I already said, loading a ship with weapons that are being taken to Lebolegido.”

How much does it pay?

“Y’all are dumb as thick bricks. I already told you, five Victories.”

If the PCs are showing military rank, use the following

What’s the job?

“Sir, to load a shipment of weapons bound for Lebolegido.”

How much does it pay?

“Sir, five Victories per person.”

If the PCs try and haggle for more money, the sergeant laughs.

“Military rate, lad. We pay you more, and your tax problem goes up. Take what you can get and be happy about it.”

Who is Berlen?

“Chief Quartermaster to the army. He’s in charge of supplying all the goods an army needs: weapons, food, magic supplies.

Where do we go?

“Pier 3 in the Docks District, looking for a ship called the Pride of Bet Rogala, but they misspelled ‘Bet’, so it’s the Pride of ‘Beat’ Rogala. You’ll get paid after everything’s loaded”

After the PCs have finished asking questions, read the following:

“Right then. Good luck with yer taxes,” says the sergeant as he walks off.

Cornan looks at you and responds, “Indeed, I hope things go well for you. We hope to see you, or at least your costumes, tonight.

Farewell. Oh, and be careful of further misfortune. We wouldn’t want anything untoward to happen before tonight, would we?”

If the PCs decide to not go to the costume party at all, they can still do Encounters 2, 3, or both. If they do not do any of the encounters, they get the “Delinquent Taxes cert” and the module is over. The PCs are free to do Encounters 1, 2, and 3 in any order. If they don’t have a preference, start at Encounter 1.

If the PCs plan to do any of the encounters, read the following to finish the Introduction, and then proceed to the Encounters.

Delinquent taxes? A piddling job? A costume party? And all of this before breakfast? Well, at least there WAS a breakfast. You finish your meal and get up to leave, and the tavern keeper says “Ah, that’ll be one Victory each, m’lords. Oh, and can you pay for your friend Cornan, who seems to have left without paying? Much obliged.”

ENCOUNTER 1

Summary: With various troubles on the way, the PCs proceed to Masques for the Masses, a costume shop run by Jacob Riscue, a dishonest merchant and follower of the Confuser of Ways. If they accept the cursed mask offered, proceed directly to Encounter 1a.

A biting wind is blowing off Lake Eb’Sobet today, and the streets are mostly empty. Children who would play in snow are staying inside where it’s warm. Most street merchants have taken the day off, and business seems light at any of the buildings you pass buy. However, some things in life never change.

Have the PC’s roll Spot checks, DC 15+ATL. Any PC who passes gets a +3 bonus on the Reflex save (DC 13+ATL) to avoid the tub full of baby-wash water that gets thrown out a second story window. Any PC who gets hit is covered in foul smelling water, which instantly begins to freeze, and must make a DC 15 Fortitude save or suffer 1d6 non-lethal cold damage. Enjoy describing how nastily cold and smelly it is. Characters with immunity or resistance to cold

do not take the damage, but can still be soaked and nasty smelling.

Ah, Pelsday. Marvelous. From there you proceed to Masques for the Masses, which has a sign out front with a snake's head and a black mask on it. Upon entering, you see racks and racks of various masks, a riot of color and gaudiness. Subtle porcelain painted masks vie for dominance with garishly sequined children's costumes.

At the far end of the shop, you see a small Deji man cowering behind a counter, while a large half-orc looms over him with an outstretched fist.

"YOU CHEAT! Grad make you pay for your crimes! Shaneg never love Grad now!" roars the half orc.

"Help! Please! I'm just a simple merchant! I don't know what he's talking about!" the Deji squeaks.

Let the PCs intervene. Grad the half-orc needs to be refunded 10 Victories for his mask. A DC 20 Diplomacy check convinces the Deji man, Norlan T'rangi, to refund him the money. An Intimidate check DC 20+ATL gets Grad to glower at the PCs, and shove his way out, knocking over some masks on his way. If the PCs do not intervene, Grad punches the Deji, knocking him out immediately, and leaves. If the PCs prevent his leaving, he puts up no fight, but doesn't volunteer anything beyond asking for the City Watch. If questioned, he'll reveal the following:

- His name is Grad, and he works at a slaughterhouse.
- He was ardently pursuing a female half-orc named Shaneg.
- One of his friends, Klugern, was also interested in Shaneg.
- They both bought the same mask, and Shaneg went with Klugern, thinking it was Grad, but not really caring.
- Grad wants to beat Norlan and Klugern until he gets Shaneg back, but is scared of Klugern.

If Norlan was knocked out, have him awaken. Whether the PCs intervene or not, read the following.

"Ah, thank you. Even just having witnesses to his brutality may have saved my life. Can I help you?" says the Deji man behind the counter. "I'm Norlan T'rangi, owner of this establishment. What kind of costumes are you looking for, and where is your party?"

If the PCs ask what was that all about:

"Oh, I sold him a mask, just like he wanted. Unfortunately, without knowing it, I also sold the same mask to his rival, Klugern. Apparently, he and Klugern are courting the same half-orc girl, and the girl picked Klugern behind the mask. Still, I daresay she's a lucky girl with two such determined and intelligent suitors. But I ask you, how was I to know the girl would be so unobservant and fickle?"

- Sense motive DC 15: The story about the rivalry of Klugern and Grad in love is true.
- Sense motive DC 20: Norlan is not telling the truth about what he knew of the girl, Shaneg.
- Sense motive DC 20+ATL: Norlan knowingly sold mask that would make them hard to tell apart.
- Diplomacy, Intimidate, or Bluff DC 25+ATL: gets Norlan to reveal that he sold them magic masks that made them indistinguishable after giving a careful description to the half-orc girl of how her suitor would be dressed.

Let the PCs look at the available costume certificates. All costumes cost 10 Victories. If any of the PCs thinks to cast Detect Magic, the "Druid" costume detects faintly of Illusion magic.

If the PCs ask Norlan about the mask, read the following."

"Magic? Really? Well, I purchased it from a traveling bard named Froloo who was down on his luck, and said he needed some quick cash. He said he used it several times to hide himself in the woods. He claimed he got it from a gnome named Buzzy Flintwhistle, years ago."

- Sense Motive DC: 10. Norlan did buy it from a bard.
- Sense Motive DC: 15. Norlan knows more about the bard's hard luck than he's mentioning.

- Sense Motive DC: 20. Norlan knows more about the mask than he's letting on, and knew that it was magic immediately.
- Sense Motive DC: 25+ATL. He's lying through his teeth about where the bard got it.

If the PCs buy the Druid mask, proceed to Encounter 1a. If they attempt to determine its functions, it appears to be a mask of hiding, granting a +2 bonus on Hide checks. Detect Magic yields faint illusion magic. If they determine it is cursed (see the DMG pages 272-273), Norlan offers them another mask and promises to report the bard who sold it to him to the College of Magic. Sense Motive DC 15+ATL says he's lying and has no intentions of reporting it. Do not give out the Elf Ears cert until the end of Encounter 1A, if appropriate.

ENCOUNTER 1A

Summary: Having taken the Druid mask, it begins to work its curse on the PCs, making the owner appear to be a wanted criminal in Bet Rogala.

JUDGE note: Make sure that you continue to read the second paragraph, ESPECIALLY if the PCs draw weapons or want to roll initiative. There should NOT be combat in this encounter.

On to your next appointment! However, luck is with you. Rather than shooting first, the City Watchman you pass by decides to call after you instead. "STOP! Murderer, stop! Tokite partisan!" Suddenly, every watchman for four streets is running directly toward you, swords drawn.

"Shrub the Druid, you are under arrest, for sedition against the crown and the murder of three people in the village of Fawodido."

Let the PCs protest their innocence; encourage them to make whatever Diplomacy checks they want to.

If the PCs figure out that the Druid mask is what's causing the problem, read the following:

The guard laughs. "A cursed mask? It's a crackin' good one, making you look like a wanted criminal. You must have gotten it from Norlan T'rangi, he's well known for his

pranks. Most of his stuff is good, but he likes a laugh. I'm feeling generous, and you got suckered, so I'll tell you what I'll do. You go get a refund from him, and I'll take an extra five minutes from the time I hear his cries before I show up. Oh, and later today, show up at the College of Magic. You'll need to make a deposition on his improper use of magic. Oh, and I'll take the mask as evidence."

If the PCs don't figure out that the Druid mask is causing the problem, read the following, focusing on whoever has the Druid Mask cert.

The guard sighs at your protestations. "Alright, wait, hold on. You claim you're not Shrub, and these folk support you. Hold still for a few minutes." With that, the guard sends a runner up to the nearest Watch House. Shortly after, a middle aged woman appears out of thin air, in the tabard of a guard. She looks at the guard who captured you, and he gestures to you. She twists a ring and says, "Hold still, this won't hurt a bit. It's a ring that will identify the magic auras on you, see if you're under some kind of curse." She gestures, and a pulse of golden light flashes from it to you, and back.

"It's the mask. Must be a Norlan T'rangi creation. I'd return and get a refund. Later today, show up at the College of Magic. You'll need to make a deposition on his improper use of magic. I'll take the mask as evidence"

Let the PCs go back and confront Norlan T'rangi. If they do, let them make Intimidate or Diplomacy checks as he laughs at them. He will give a refund and give the player a new mask, and explains that he's always liked a good joke.

- Sense Motive DC20 says that this is true, but not all of the truth. In fact, Norlan is a neutral follower of the Corrupter of Ways, out to cause as much mischief as possible.
- Diplomacy/Intimidate DC 25. Norlan made the mask, not Buzzy Flintwhistle, sold it to the bard, who sold it back to him after a harrowing run from city police.
- Regardless of whether they ask for it or not, Norlan reaches behind the counter and produces the "Elf Ears" cert. This is uncursed
- The PCs are able to arrest Norlan, provided they have legal authority from a meta-org,

or can convince a member of the City Watch to do so (Diplomacy DC 15). Notably, military officers DO NOT have the right to arrest people. That is a power specifically reserved for members of the Constabulary and City Watch. Noran goes quietly, knowing that for such a minor violation he'll serve at most 10 days and then will be freed. He laughs the entire time.

ENCOUNTER 2

Summary: The PCs head to the Tax Office of the Palace, and are made to sit and wait for three hours, as beggars, noblemen, and merchants walk past them into the office. They have the opportunity to help a nervous bureaucrat while they wait. Finally, they are called in, pay their taxes, and leave. On their way out, a runner comes up to them, calls them back, and it is determined that there has been an error, and they are due their money back.

Ah, and now on to the fabled Palace of Prince Kafen, the jewel of Bet Rogala, the shining home of your revered leader, the... festering sinkhole of fiscal irresponsibility that's made it necessary for you to pay this ruddy tax! And if that wasn't enough, there is an enormous line to get inside.

The JUDGE is encouraged to make waiting unpleasant. Some suggestions: sitting still, quietly, for a mental count of 30 seconds, maybe whistling innocently. Or have children throw snowballs through the doors at the PCs. If you wish to have the PCs wait outside, a DC 15 Fortitude save or receive 1d6 non-lethal cold damage is appropriate. After whatever interval seems acceptable to you, proceed to the following.

"RAAA!!" you hear behind you. You see a half orc who has lifted what appears to be one of the Prince's civil servants off the ground.

"Klugern already pay tax! Klugern have no more money, spent on mask for ball! Klugern buy pretty flowers for Shaneg. You want money, you wait till Klugern earns more or steals from Grad's rotting corpse! No go shouting Klugern's name while over at Shaneg's house and Shaneg's father still asleep!"

Let the PCs intervene. Klugern is Grad's rival in love. Klugern is not going to actually hurt the bureaucrat, whose name is Ladel, he's just making an emphatic Intimidate check. He is unarmed.

- A Diplomacy or Intimidate check at DC 25+ATL gets Klugern to put down the panicky Ladel.
- The PCs get a +5 check on Intimidate if they draw weapons, but a -5 on Diplomacy.
- Offering to pay Klugern's taxes (55 Victories) for him gives the PCs a +10 on the Diplomacy check. The PCs will not actually have to pay the taxes, but the offering pleases Klugern.
- The PCs can also attack him with non-lethal damage. If the PCs attack with lethal damage, the guards come over and subdue everyone except the bureaucrat.

The ball that Klugern mentions is NOT the same part the PCs have been invited to, but is a different shindig.

If the PCs have questions for Klugern, use the following information as guidelines.

- Klugern is a member of the Porters and Longshoremen's Guild, and works for Shaneg's father, Truckno.
- Grad was his friend before falling for the same girl.
- Shaneg is the daughter of Truckno and Barka
- Klugern stole Shaneg from Grad by confusing the girl.
- Shaneg is not particularly bright, and seems happy to be with whoever won.
- Klugern looks forward to proving his love for Shaneg by pounding Grad and "buying" Shaneg from her parents. This mostly means paying them for the work that Shaneg does around the house.
- Because he can't yet afford to recompense Shaneg's parents, he's looking for work, and is justifiably annoyed at being doubly taxed.
- The PCs can offer to hire him as an untrained hireling as per the PHB, page 129. He will not engage in combat or take any unusual risks for the PCs. He merely provides a named NPC for future services.

Once the PCs have calmed or subdued Klugern, Ladel checks his records, and determines that Klugern did indeed pay his taxes already. Klugern then leaves. The harried man then turns to the PCs.

“Oh, thank you. Now, how can I help you? Oh, called in on the war tax, eh? Well, let me take your names, and as a thank you for assisting with that ruffian, I’ll waive the late fee.”

Nothing can be done to lower the rest of the taxes. Ladel is adamant, and the more hostile the PCs get, the more likely he is to reinstate the late fee. He does mention that if the PCs need a loan to pay the taxes, they can go to the Moneylenders Guild.

Have the PC’s make a Listen check, DC 12+ATL. If any of them succeed, read the following.

As Ladel fills out the paperwork, he realizes that his inkwell has either run dry or frozen. He excuses himself to go get some more, and after he passes through the door behind him, you hear him say “Baron Labeta? How can I help you today, sir? Headmistress Amashanti sent you to check into her returns? I’m sorry, we can only help those who show up in person. My apologies.” Ladel returns with your paperwork.

After the PCs leave, and head out the Palace doors, a boy runs after them dressed in the livery of a Palace page.

“Good sirs! A moment! Senior tax accountant Ladel sends his apologies, and refunds your money. As respected members of the adventuring community, your names are on the list of those who are exempt from the tax. Here is your money back, and the paperwork saying you are exempt in case some other overzealous collection agent bothers you.”

ENCOUNTER 3

Summary: The PCs help load the cargo of weapons, and run afoul of the Porters and Longshoremen’s guild for working without Guild licenses and for below Guild rates. A penalty equal to their entire fee is acceptable reparation,

and if the PCs brawl the Longshoremen call the City Watch.

Well, it’s not a lot of money, but a job’s a job, and five Victories is not to be sniffed at in these difficult times. Actually, yes it is.

You see a man in military uniform standing out on Pier 3 next to a large pile of crates, looking anxiously around and holding a board with parchment tacked to it. He spots you, and carefully walks down the ice coated docks towards you.

“Are you here for the job? About time! Get those crates loaded on the ship on the far side, they’re needed for training new troops in Lebolegido! Pay’s five Victories per person. Hurry up, it’s cold out here!”

In playtesting, characters decided to hire NPCs to do the lifting for them. However, the cost of hiring the most junior guild members is 5 Victories, according to the Porters and Longshoremen’s meta-org. (Guild takes 2, workers take a minimum of 3). Unskilled laborers could be hired at the PHB rates (page 129), but these will be chased off by Truckno anyway, so proceed with the boxed text of the Truckno encounter.

Time for another pratfall! Have the PCs make Strength checks, DC 12+ATL. Any who pass manage to pick up a crate. Let them take a few steps, and then make a Balance check, DC 24+ATL, or fall in the water and drop the crate. Anyone who falls in the water must make a Fortitude save DC 20 or take 1d6 non-lethal cold damage. This DC is higher because they’re suddenly soaked. If they fall in, it’s a DC 10 Swim check to the nearest ladder, and they need to find some way to get the crate back on the dock (same Strength check.)

Anyone who is using any levitation magic or powers must instead make a Concentration Check of DC 20+ATL, and if they fail that, they must make a Balance check DC 20+ATL or fall in (this is easier because they are not, in fact, carrying a large, heavy crate).

After everybody makes their checks and potentially climbs out of the water, read the following

Oh, perfect. Now, to cap it off, a couple of wharf toughs are headed down the pier. In the lead is an older half orc, who seems mighty annoyed.

“Berlen! Why you hire dese non-Guild rats? Look at dem, slippin’ all over ice. Reason for high rates is high service! Now you rob us of work and pay these incomp ... inco ... stupids less than our wage! Longshoremen need work too! Truckno needs extra money, now that Shaneg found lazy suitor who no pay his bills. Lazy daughter, lazy boyfriend, and lazy ‘venturers, too! Truckno put in full day’s work when jobs offerd! What you rats do? Go parties all time? Weak! I make you wager! You face Truckno in strength contest, and last man standing, he get wages from Berlen. You win, we load rest for free, you go home to mamma. I face all of you, or any one not rooster, uh, tasty bird thing, uh... DUCK! Any one you not duck.”

The PCs and Truckno stand facing each other, grasping hands with fingers interlocking, and try and get the other to fall. PCs can make Trip or Grapple attempts instead of an opposed Strength check, if they desire. They cannot make Bull Rush attempts, since there is no room to charge. This Strength contest is complicated by the ice on the pier. Each time the PCs and Truckno make Strength checks, they also make Balance checks (DC 15) to stay on their feet. Should both characters fall, either due to failed Balance or Strength checks, the longshoremen laugh and insist they try again.

Berlen pays the PCs their 5 Victories each as promised, excepting to those PCs who lost the Strength test. Those PCs wages get paid to Truckno.

If the PCs ask Truckno for information about his daughter:

- Truckno will happily complain about his daughter’s no good suitor, Klugern, who he suspects is up-to-something-no-good.
- There was another young suitor pursuing his daughter, Grad, but he is also no-good.
- Shaneg is a good worker, and unless she finds someone who will amount to something, Truckno intends to make things as difficult as possible for her and any suitor.

ENCOUNTER 4

Summary: If the PCs did Encounter 1a, do Encounter 4. The PCs are reminded that they have been witness to an improper use of magic (the cursed mask) by a representative of the College of Magic, and are required to come and make a statement. Typical College of Magic bureaucracy ensues, and the PCs overhear that Dean Zenith is not going to be attending the party, though he was invited.

The following box text assumes that the PCs went through Encounter 1A. If not, modify the box text as appropriate. Even PCs who did not purchase the Druid Mask have been privy to information about possibly ill enchanted costumes at Masques for the Masses due to their conversation with Grad. If necessary, the guard informs them that they are witnesses and need to make a statement about what they heard from the loud half-orc.

Will this day never end? By the gods this party tonight better be a good one, with copious amounts of wine to ease the day, or at least some good food.

On your way to get a snack, you pass by the guard you met earlier in the day. He nods, scratches his head before realizing there’s a helmet in the way, and you just know he’s thinking of something more to make your life miserable.

“Oh! Right! I meant to ask, have you checked in with the College of Magic and made your statement on the improper use of magic you saw earlier? The College gets really bent out of shape about things like that, and it’s easier to go talk to them than to avoid it. I live right near there, would you like an escort?”

Marvelous.

You are led to an office with a sign over the window saying “Misuse of magic office” and a harried looking wizard behind the window. He sees you just as he’s about to put a ‘Closed’ sign on the window, and groans. He slides the window open and says, “Make your report, and quickly. I’ve just finished listening to a half-orc woman complaining about her daughter’s new boyfriend, and I’ve

got to deliver all this to Dean Zenith. He's going to be annoyed if he's late for his party tonight." A runner comes in, hands the man a piece of paper, and runs out. The man sighs. "I was right, Dean Zenith's going to miss his party. And while it's not my fault, I get to be the bearer of bad news. Great. I hate Pelsday."

Have the PCs each fill out Player Handout 1, given in Appendix III. Keep these until all the players are done, glance at them, then crumple them up and throw them away in full view of the players.

It is entirely possible that the PCs and bureaucrat decide that no, magic was not improperly used, and this was an entire waste of time. Enjoy.

ENCOUNTER 5

Summary: Finally outside Vrindolvus's house, the PCs discover an enemy hiding two partially-frozen bodies. After defeating the opponent, they find that he was carrying orders about guard duty and a guest list to Vrindolvus's party.

Almost there. The day's almost over, and you can actually smell the food wafting from Lord Vrindolvus's house. The smells of hot bread, roasting meat, fresh cookies come wafting over the walls of his estate as you walk toward the gate, and the lovely screaming of a half-orc girl running around the corner of the house is only to be expected. The girl is rather disheveled, and is clasping her blouse to her chest with her left hand, and . . . the arm of an equally disheveled halfling in her right.

"Help! Shaneg and Amruli looking for a private place for, uh, discussion, and body come falling over wall! Interrupt us! Go thud next to where us laying, uh, in middle of talk!"

***Whump* Around the corner, there is the sound of another falling body.**

Allow the PCs the chance to peer around the corner or cast some spells to see around it, using appropriate Hide or Move Silently checks.

***Whump* As you peer around the corner, you see a small pile of naked bodies, splayed**

around each other. As you watch, a man in the uniform of a guard hops down from the wall, glances around, and begins to start gathering up the bodies to move them.

Roll for initiative. The PCs may have the opportunity for a surprise round, and buff time, if Creeland doesn't Spot them immediately. Creeland has at least 1 defensive power already in play when he drops over the wall, just in case. His cognizance crystal is out of power points, since he used these to kill the guards. As the JUDGE, it is up to you to determine if it is appropriate that he has more.

ATL 1 (EL 2)

Creeland: Male human (Kalamaran) Psi2

ATL 3 (EL 4)

Creeland: Male human (Kalamaran) Psi4

ATL 5 (EL 6)

Creeland: Male human (Kalamaran) Psi6

ATL 7 (EL 8)

Creeland: Male human (Kalamaran) Psi8

ATL 9 (EL 10)

Creeland: Male human (Kalamaran) Psi10

ATL 11 (EL 12)

Creeland: Male human (Kalamaran) Psi12

ATL 13 (EL 14)

Creeland: Male human (Kalamaran) Psi14

- Those characters that detect for magic, either during or after the combat, find none.
- The bodies have no markings on them, except for a small trickle of blood coming out of their ears.
- There is no magic aura, but there is a dim, lingering psionic aura if the PCs use *detect psionics*.
- Spellcraft checks DC 20+ATL determine that this is unlike any magical effect.
- Psicraft check DC 16, when used with *detect psionics*, determines the school used on the bodies was telepathy.
- The bodies are all men, and are only wearing their underclothes.
- Search DC 15: If examined, the uniform that Creeland is wearing is very tight across the shoulders, and doesn't appear to fit him well. One of the bodies is roughly

- Creeland's height (5'10") but had skinnier shoulders.
- The other bodies are 5'8" and 6'0".
 - Search DC 20 shows that the body of the 5'8" man had unusually large feet. Natural, but big feet.
 - Search DC 13 on Creeland finds a list of guests, with a circle around several names.
 - Knowledge Local or Arcana: DC 10 says that all the circled names are members of the College of Magic. Dean Zenith's name has been circled twice.
 - Search DC 15 finds a guard roster, including guard posts. There are supposed to be 8 guards on duty. Two guards at the gate, two guards at the front door, and four guards throughout the house. All guards are supposed to be wearing masks. The roster does not say where each guard should be, as they're expected to rotate.
 - Search check DC 20+ATL finds a small coin in Creeland's purse with a face on it, with two small eyes and a larger, open third eye in the center of the forehead. Knowledge: Arcana, History, or Local 20+ATL knows that this is the mark of the Disciples of Avrynner, a group of psionic terrorists out to embarrass or destroy the College of Magic. Knowledge: Psionics DC 10 knows the same.
 - If the PCs climb the wall and check, there are no further bodies inside. It is not possible to see the front gate or door from the side where Creeland climbed over.

ENCOUNTER 6

Summary: The PCs must find the false guards, and prevent them from making an attack against Vrindolvus or his guests.

As you dash toward the entrance gate, you notice that one guard is missing. The guard admitting people is armed with a halberd, and is asking for people's names as they enter, then checking people off a piece of paper. He is wearing a mask with a long duck's beak.

Where is your partner?

"He went to use the jakes. He'll be back soon, I hope."

Is Dean Zenith here?

"He hasn't shown up yet, but he should be coming as far as I know."

Is anybody else from the College of Magic here?
"Headmistress Amashanti is here. No one else."

This guard is 6'3", much taller than any of the bodies.

Which guards are 5'8" or 6'0" tall?

Most of us are under 6'0". Aside from me, only Kalran is over 5'10". But there are two of us at about 5'8", I guess, Borld and Sharn."

Where are Kalran, Borld, and Sharn?

"Borld is at the main entrance, right there, in the cat mask. Sharn and Kalran are supposed to be on station in the ballroom."

Where is the ballroom?

"Straight through the front door, first door on the right."

If the PCs think to show the bodies to the guard, he exclaims, with tears in his eyes

"Oh gods! Lornan, Sharn, and Kalran? What happened! I've got to warn Lord Vrindolvus. I hope he's still in his office." He then dashes off toward the house, not waiting for any questions.

The walkway to the house is perhaps 30 feet long, with the house set back a ways from the walls on all sides. The front door has two guards outside, in matching dog masks, chain mail, and bearing halberds. They are letting people past without checking invitations, since that was done at the gate, but they are taking weapons from people and giving a receipt or peace knotting them.

A Diplomacy check DC 22+ATL will allow the PCs to keep one weapon unbound each, ONLY if the PCs mention that they're out to protect Vrindolvus and/or Dean Zenith. Mentioning the dead guards gives a +5 bonus.

You move past, into a well lit hallway, polished hard-wood walls, with the occasional tasteful painting hanging. There are no mounted weapons or shields, but at the far end of the hall is a full suit of armor. Three doors lead off the hallway, and one staircase heads upstairs at the far end.

Through the two doors to the right lies a large room with 25 foot high ceilings. Chandeliers hold hundreds of lit candles, and wall sconces support oil lamps around three walls. The fourth wall is set with floor to ceiling windows, and on the opposite wall are two large buffet tables, with servants behind them carving roasts, dispensing drinks, and topping off chaffing dishes. There are knots of people clustered around the buffet tables, and you recognize Baron Labeta's supercilious (and unmasked) face talking to a woman in a brilliant phoenix mask, but whose lithe arms are pitch black.

It is hard to see the guards because of the costume bedecked guests, but you notice Lord Vrindolvus, in only an eye mask, at the far end of the room, and one guard moving towards him. Another guard stands near a window, and a third is quietly snitching some food from the buffet line.

**ATL 1 (EL 4)
2x Male human Psi2**

**ATL 3 (EL 6)
Male human Psi4**

**ATL 5 (EL 8)
Male human Psi6**

**ATL 7 (EL 10)
Male human Psi8**

**ATL 9 (EL 12)
Male human Psi10**

**ATL 11 (EL 12)
Male human Psi12**

**ATL 13 (EL 14)
Male human Psi14**

As the judge, you have some choices as to what you feel appropriate. Of the three guards, two are impostors. The one nearest Vrindolvus should be one, but whether he's the 6'0" man or the 5'8" man is up to you. The other impostor can either be at the buffet table or the window. The buffet table probably lowers suspicion, but the window makes for a better exit.

Neither of the psions have any powers active, on the off chance that someone from the College of Magic could detect it. Once initiative is rolled,

the psions should spend 1 round preparing themselves, and should attack with psionic abilities thereafter. The psions have halberds in their hands should the PCs provoke attacks of opportunity, but they are not proficient with them (this has been included in their statistics blocks).

If the PCs simply charge in, their speed is reduced by 10 feet per round for the first round as people start to flee through the exits, towards them. If they attempt subtlety, they're speed is unmodified.

The guests will start to flee as soon as hostilities commence. They will flee out the door the PCs came in, and out a door on the far side of the room, to the outside. It should take 3 rounds for the 30 guests and servants to leave. Vrindolvus's one remaining loyal guard will run toward him and interpose himself between Vrindolvus and everybody. Vrindolvus will head to put his back at to a corner.

CONCLUSION

As the guests begin to return, slowly, you notice that Amashanti and Baron Labeta are not among the returning guests. W. S. Lowbeard walks up to you, and says "Thank you, very much, for your actions. In all the crush, I appear to have misplaced my mask. Lucky for that nice Baron Labeta, Headmistress Amashanti teleported them out immediately. That lucky dog. I may have to mention it to my friend Rattleaxe for his next play. Maybe 'The Baroness of Life.' Or something like that."

Welstern Vrindolvus strides up to you, his guards in full view behind him. "My friends, I invited you here for a strictly social visit, and yet again I end up owing you my reputation and possibly my life. Please, I hope you'll stay and enjoy the party, and when you leave, I've told my steward to make something from the armory or treasury available to you. Thank you again."

After much food and drink, and after picking up your payment, you head home. The day is over, and not an entire waste. You reach your door, with thoughts of your bed inside.

Reflex save, DC 17 +ATL (or 19 + ATL if your character drinks alcohol) or slip on the ice for 1d6 nonlethal falling damage.

Oops. Godsblast Pelsday.

The End

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Encounter 1: Buying a mask	50	100	100
Encounter 1a: Recognizing the Druid mask is cursed before being told by the Watch.	50	100	100
Encounter 2: If the PCs convince Klugern to calm down without violence	100	200	300
Or			
If the PCs attack Klugern	50	100	150
Encounter 3: 1/2 or more of the players winning the strength competition	40	80	120
Encounter 4: Filling out the Misuse of Magic Form	25	50	75
Encounter 5: Defeating Creeland	50	100	150
Finding and recognizing the Disciple of Avrynnner coin	25	50	75
Encounter 6: Defeating the 2 impostor guards and saving Vrindolvus	100	200	300
Conclusion			
<i>Discretionary Role Playing Experience</i>	60	120	180
Total Possible	500	1000	1500

TREASURE

Encounter 1: Masks (must be purchased)
 Encounter 2: none
 Encounter 3: 5 Victories per person who defeats Truckno
 Encounter 4: none
 Encounter 5: Creeland's cognizance crystal (certed)
 Conclusion: Access to Vrindolvus's armory (certed)

OTHER AWARDS

Delinquent Taxes Cert (only given if the PCs do not do Encounter 2)
 Cursed Druid Mask: If the PCs want to keep it.
 Creeland's Cognizance crystal (3 Power Points)
 Access to Vrindolvus's armory

Appendix I: NPCs and Monsters

Introduction

Cornan: Cornan is a fairly recent addition to the staff of Welstern Vrindolvus. He was hired after Vrindolvus left the Cosdolan embassy and joined Prince Kafen's staff. He is in general well organized, respectful, and pleasant, but is slightly flustered with the upcoming party, and leaves without paying not due to malice but due to the hundreds of other things he has to organize today.

Encounter 1

Norlan T'rangi: Not an evil man, Norlan is nonetheless a mischievous one. He has a sense of humor that delights in practical jokes, and takes a childish glee in seeing people's misfortunes. He's not out to hurt any one, and he happily accepts the blame for his actions. He is a lay follower of the Corrupter of Ways, and delights in telling the truly evil followers how much mischief he causes without endanger his life.

Grad: Grad is a workman in a tannery, which means he usually doesn't smell so good. He is honest, forthright, and not too bright. He wanted Shaneg more than anything in the world, and is heartbroken that she has fallen to Klugern, a childhood friend and current rival.

Encounter 2

Klugern: Klugern is a member of the Porters and Longshoremen's Guild, and works directly for Truckno. He wanted to defeat Grad in the challenge for Shaneg's hand, and while he likes Shaneg, is not nearly as in love with her as Grad was. That said, he's an honest, bluff half-orc, and will happily settle down with Shaneg to raise his family.

Senior Tax Accountant Ladel: A fussy man, Ladel is small, squint eyed, and has very delicate hands that are, to his everlasting dismay, frequently stained with ink. He is not opposed to helping people in need, but greatly prefers exactitude in his works, and would rather have the forms filled out properly than fudge something to make it easy.

Encounter 3:

Quartermaster Berlen: Troy, Berlen is your character and I don't want to mess him up. Can you give me a summary of what he's like? Or just put in a 1-2 sentence description?

Truckno: Truckno is a hard-working, hard drinking half-orc, who is nonetheless a stalwart member of the Porters and Longshoremen's Guild and personal friend of Jakami Bakholafa. He likes his somewhat shrewish wife, and is an overly protective father.

Encounter 5

Creeland: Creeland is a disgruntled Kalamaran man who hates the College of Magic passionately. His parents were also psions, and were killed by the College while he was visiting friends. He has no connection to the Village of Tresaana, but is aware of its existence. He considers them to be weak willed, and will do anything to pull down the College of Magic. He has used the 3 Power Points stored in his cognizance crystal to kill Vrindolvus's guards using *mind thrust*.

For stat blocks of the various creatures that you may encounter in combat, see the LKOK 51 – Pelsday Enemies PDF, included in this pack.

Appendix II: Additional Rules

Psionic rules: All psionics rules used herein are taken from the System Reference Document available at wizards.com.

PSIONIC POWERS OVERVIEW

Psionic powers spring from sentient minds. Even an undead creature or a being that has no physical form can create a reserve of inner strength necessary to manifest powers, as long as it has an Intelligence score of at least 1. Vermin possessed of hive mind ability are an exception to this rule.

A psionic power is a one-time psionic effect. Psionic characters and creatures need not prepare their powers for use ahead of time. They either have sufficient power points to manifest a power or they do not.

A power is manifested when a psionic character pays its power point cost. Some psionic creatures automatically manifest powers, called psi-like abilities, without paying a power point cost. Other creatures pay power points to manifest their powers, just as characters do.

Each power has a specific effect. A power known to a psionic character can be used whenever he or she has power points to pay for it.

MANIFESTING POWERS

Psionic characters and creatures manifest powers. Whether they cost power points when manifest by a psionic character, or are manifested as psi-like abilities, powers' effects remain the same. The process of manifesting a power is akin to casting a spell, but with significant differences.

CHOOSING A POWER

First you must choose which power to manifest. You can select any power you know, provided you are capable of manifesting powers of that level or higher. To manifest a power, you must pay power points, which count against your daily total. You can manifest the same power multiple times if you have points left to pay for it.

CONCENTRATION

To manifest a power, you must concentrate. If something threatens to interrupt your concentration while you're manifesting a power, you must succeed on a Concentration check or lose the power points without manifesting the power. The more distracting the interruption and the higher the level of the power that you are trying to manifest, the higher the DC. (Higher-level powers require more mental effort.)

Injury: Getting hurt or being affected by hostile psionics while trying to manifest a power can break your concentration and ruin a power. If you take damage while trying to manifest a power, you must make a Concentration check (DC 10 + points of damage taken + the level of the power you're manifesting). The interrupting event strikes during manifestation if it occurs between when you start and when you complete manifesting a power (for a power with a manifesting time of 1 round or longer) or if it comes in response to your manifesting the power (such as an attack of opportunity provoked by the manifesting of the power or a contingent attack from a readied action).

If you are taking continuous damage half the damage is considered to take place while you are manifesting a power. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the power you're manifesting).

If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Power: If you are affected by a power while attempting to manifest a power of your own, you must make a Concentration check or lose the power you are manifesting. If the power affecting you deals damage, the Concentration DC is 10 + points of damage + the level of the power you're manifesting. If the power interferes with you or distracts you in some other way, the Concentration DC is the power's save DC + the level of the power you're manifesting. For a power with no saving throw, it's the DC that the power's saving throw would have if a save were allowed.

Grappling or Pinned: To manifest a power while grappling or pinned, you must make a Concentration check (DC 20 + the level of the power you're manifesting) or lose the power.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the power you're manifesting) or lose the power.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must

make a Concentration check (DC 15 + the level of the power you're manifesting) or lose the power.

Violent Weather: If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the power you're manifesting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the power you're manifesting. In either case, you lose the power if you fail the Concentration check. If the weather is caused by a power, use the rules in the Power subsection above.

Manifesting Powers on the Defensive: If you want to manifest a power without provoking attacks of opportunity, you need to dodge and weave. You must make a Concentration check (DC 15 + the level of the power you're manifesting) to succeed. You lose the power points without successful manifestation if you fail.

Entangled: If you want to manifest a power while entangled in a net or while affected by a power with similar effects you must make a DC 15 Concentration check to manifest the power. You lose the power if you fail.

MANIFESTER LEVEL

The variables of a power's effect often depend on its manifester level, which is equal to your psionic class level. A power that can be augmented for additional effect is also limited by your manifester level (you can't spend more power points on a power than your manifester level). See Augment under Descriptive Text, below.

You can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for you to manifest the power in question, and all level-dependent features must be based on the same manifester level.

In the event that a class feature or other special ability provides an adjustment to your manifester level, this adjustment applies not only to all effects based on manifester level (such as range, duration, and augmentation potential) but also to your manifester level check to overcome your target's power resistance and to the manifester level used in dispel checks (both the dispel check and the DC of the check).

POWER FAILURE

If you try to manifest a power in conditions where the characteristics of the power (range, area, and so on) cannot be made to conform, the manifestation fails and the power points are wasted.

Powers also fail if your concentration is broken (see Concentration, above).

THE POWER'S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a power entails.

SPECIAL POWER EFFECTS

Certain special features apply to all powers.

Attacks: Some powers refer to attacking. All offensive combat actions, even those that don't damage opponents, such as disarm and bull rush, are considered attacks. All powers that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks. *Astral construct* and similar powers are not considered attacks because the powers themselves don't harm anyone.

Bonus Types: Many powers give creatures bonuses to ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the power grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Psionic and Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

POWERS AND POWER POINTS

Psionic characters manifest powers, which involve the direct manipulation of personal mental energy. These manipulations require natural talent and personal meditation. A psionic character's level limits the number of power points available to manifest powers. A psionic character's relevant high score might allow him to gain extra power points. He can manifest the same power more than once, but each manifestation subtracts power points from his daily limit. Manifesting a power is an arduous mental task. To do so, a psionic character must have a key ability score of at least 10 + the power's level.

Daily Power Point Acquisition: To regain used daily power points, a psionic character must have a clear mind. To clear his mind, he must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must have at least 1 hour of rest immediately prior to

regaining lost power points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining power points.

Recent Manifesting Limit/Rest Interruptions: If a psionic character has manifested powers recently, the drain on his resources reduces his capacity to regain power points. When he regains power points for the coming day, all power points he has used within the last 8 hours count against his daily limit.

Peaceful Environment: To regain power points, a psionic character must have enough peace, quiet, and comfort to allow for proper concentration. The psionic character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining power points.

Regaining Power Points: Once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the psionic character's daily limit.

Death and Power Points: If a character dies, all daily power points stored in his mind are wiped away. A potent effect (such as *reality revision*) can recover the lost power points when it recovers the character.

USING STORED POWER POINTS

A variety of psionic items exist to store power points for later use, in particular a storage device called a

cognizance crystal. Regardless of what sort of item stores the power points, all psionic characters must follow strict rules when tapping stored power points.

A Single Source: When using power points from a storage item to manifest a power, a psionic character may not pay the power's cost with power points from more than one source. He must either use an item, his own power point reserve, or some other discrete power point source to pay the manifestation cost.

Recharging: Most power point storage devices allow psionic characters to "recharge" the item with their own power points. Doing this depletes the character's power point reserve on a 1-for-1 basis as if he had manifested a power; however, those power points remain indefinitely stored. The opposite is not true—psionic characters may not use power points stored in a storage item to replenish their own power point reserves.

POWER POINTS

All powers have a Power Points line, indicating the power's cost.

The psionic character class tables show how many power points a character has access to each day, depending on level.

A power's cost is determined by its level, as shown below. Every power's cost is noted in its description for ease of reference.

Table: Power Points by Power Level

Power Level	1	2	3	4	5	6	7	8	9
Power Point Cost	1	3	5	7	9	11	13	15	17

COGNIZANCE CRYSTALS

Cognizance crystals store power points that psionic characters can use to pay for manifesting their powers.

Physical Description: A *cognizance crystal* consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. A typical *cognizance crystal* weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation: The user must merely hold or have a crystal on her person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal).

Thereafter, the owner can use power points stored in the crystal to manifest powers she knows.

The maximum number of points a *cognizance crystal* can store is always an odd number and is never more than 17. It can store only as many power points as its original maximum, set at the time of its creation. When a *cognizance crystal's* power points are used up, the glow of the crystal dims. However, the user can recharge it by paying power points on a 1-for-1 basis. While doing this depletes the user's own power point reserve for the day, those power points remain available in the *cognizance crystal* until used.

A user cannot directly replenish her personal power points from those stored in a *cognizance crystal*, nor can she draw power points from more than one source to

manifest a power. See Using Stored Power Points for more information.

Table: Cognizance Crystals

Minor	Medium	Major	Maximum Power Point Storage	Market Price
01–90	01–40	—	1	1,000 gp
91–100	41–74	—	3	4,000 gp
—	75–89	01–39	5	9,000 gp
—	90–98	40–59	7	16,000 gp
—	99–100	60–69	9	25,000 gp
—	—	70–70	11	36,000 gp
—	—	80–89	13	49,000 gp
—	—	90–95	15	64,000 gp
—	—	96–100	17	81,000 gp

Faint to strong psychokinesis; ML equal to maximum power point storage; Craft Cognizance Crystal; Weight 1 lb

PSIONIC SKILLS

SKILL DESCRIPTIONS

The skills below relate to the use of psionics. In addition to three new skills (Autohypnosis, Psicraft, and Use Psionic Device), a new category is provided for the Knowledge skill, and new uses are given for Concentration.

Table: Skill Synergies

5 or more ranks in. . .	Gives a +2 bonus on. . .
Autohypnosis	Knowledge (psionics) checks
Concentration	Autohypnosis checks
Knowledge (psionics)	Psicraft
Psicraft	Use Psionic Device checks involving power stones
Use Psionic Device	Psicraft checks to address power stones

AUTOHYPNOSIS (WIS; TRAINED ONLY)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	20
Resist fear Fear effect	DC

Tolerate poison	Poison's	DC
Willpower		20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single

page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your autohypnosis check meets or beats the DC for the fear effect, you shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action while at 0 hit points without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points, as normal when disabled.

Action: None. Making an Autohypnosis check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Synergy: If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks. If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

CONCENTRATION (CON)

You are particularly good at focusing your mind.

The following are additional uses for the concentration skill.

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include manifesting a power, concentrating on an active power, directing a power, or using a psi-like ability.

If the Concentration check succeeds, you can continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power points are lost. If you were concentrating on an active power, the power ends as if you had ceased concentrating on it. If you were directing a power, the direction fails but the power remains active. If you were using a psi-like ability, that use of the ability is lost.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to manifest a power, you must add the level of the power you are trying to manifest to the appropriate Concentration DC.

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous damage last dealt	Taking continuous damage during the action. ³
15 + power level	Attempting to manifest a power without its display.
15	Entangled.
Distracting power's save DC	Distracted by non-damaging power. ⁴
20	Gain psionic focus.
20	Grappling or pinned. (You can manifest powers normally unless you fail your Concentration check.)
Distracting power's save DC	Weather caused by power ⁴

1 If you are trying to manifest, concentrate on, or direct a power when the distraction occurs, add the level of the power to the indicated DC.

2 Such as during the manifestation of a power with a manifesting time of 1 round or more. Also from an attack of opportunity or readied attack made in response to the power being manifested (for powers with a manifesting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

3 Such as from standing in natural fire or lava.

4 If the power allows no save, use the save DC it would have if it did allow a save.

Gain Psionic Focus: Merely holding a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost—they can become psionically focused as a special use of the Concentration skill.

If you have 1 or more power points available, you can meditate to attempt to become psionically focused. The DC to become psionically focused is 20. Meditating is a full-round action that provokes attacks of opportunity. When you are psionically focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a psionic feat—many psionic feats are activated in this way.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in the case of clans), or until your power point reserve drops to 0.

Action: Usually none. In most cases, making a Concentration check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain psionic focus is a full-round action.

Try Again: Yes, though a success doesn't cancel the effects of a previous failure, such as the loss of the power points for a power being manifested or the disruption of a power being concentrated on.

Special: You can use Concentration to manifest a power or use a psi-like ability defensively, so as to avoid attacks of opportunity altogether. The DC of the check is 15 + the power's level. If the Concentration check succeeds, you can manifest normally without

provoking any attacks of opportunity. If the Concentration check fails, the power also automatically fails and the power points are wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Manifestation feat gets a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while grappling or pinned.

Synergy: If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

KNOWLEDGE (PSIONICS) (INT)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with the phenomena of psionics in all its many manifestations.

Knowledge (psionics) covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities.

Synergy: If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.

If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.

Untrained: An untrained Knowledge (psionics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

PSICRAFT (INT; TRAINED ONLY)

Use this skill to identify powers as they are manifest or powers already in place.

Check: You can identify powers and psionic effects. The DCs for Psicraft checks relating to various tasks are summarized on the table below.

Psicraft DC	Task
15 + power level	Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.
15 + power level	When manifesting detect psionics, determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + 1/2 manifester level.) No action required.
15 + power level	Address a power stone to figure out what power or powers it contains.
20 + power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20 + power level	Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.
25 + power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.

20	Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The player does not see the result of this check.
30 or higher	Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

Additionally, certain powers allow you to gain information about psionic effects, provided that you make a successful Psicraft check as detailed in the power description.

Action: Varies, as noted above.

Try Again: See above.

Special: A psion gains a +2 bonus on Psicraft checks when dealing with a power or effect from his discipline. If you have the Psionic Affinity feat, you get a +2 bonus on Psicraft checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to power stones.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

USE PSIONIC DEVICE (CHA; TRAINED ONLY)

Use this skill to activate psionic devices, including power stones (chunks of crystal that store specific powers) and dorjes (slender crystal wands charged with several uses of the same power), that otherwise you could not activate.

Check: You can use this skill to address a power stone (to learn what powers are encoded on it) or to activate a psionic item. This skill lets you use a psionic item as if you had the manifesting ability or class features of another class, as if you were a different race, or as if you were a different alignment.

You make Use Psionic Device checks each time you activate a device such as a dorje. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation checks once per hour.

You must consciously choose what to emulate. That is, you must know what you are trying to emulate when you make an emulation check. The DCs for various tasks involving Use Psionic Device are summarized on the table below.

Use Psionic Device DC	Task
25	Activate blindly
25 + power level	Address a power stone
See text	Emulate an ability score
30	Emulate an alignment
20	Emulate a class feature
25	Emulate a race
20	Use a dorje
20 + manifester level	Use a power stone

Activate Blindly: Some psionic items are activated by special specific thoughts or conceptions. You can activate such items as if you were using the activation method, even if you're not and even if you don't know it. You do have to use something equivalent. You have to wave the item around or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before.

If you fail the check by 10 or more, you suffer brainburn. This brainburn affects you in the same way as brainburn that can occur when you attempt to manifest a power from a power stone, except that the damage is 1d4 points per power level instead of 1d6. Brainburn damage from activating blindly is in addition to brainburn damage from manifesting a power from a power stone.

Address a Power Stone: Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

Emulate an Ability Score: To manifest a power from a power stone, you need a high ability score in the appropriate ability. Your effective ability score (appropriate to the class you're emulating when you try to manifest the power from the power stone) is your check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some psionic items have positive or negative effects based on your alignment. Use Psionic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a psionic item. Your effective level in the emulated class equals your check result minus 20. This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment as a separate check (see above).

Emulate a Race: Some psionic items work only for certain races, or work better for those of certain races.

You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Dorje: Normally, to use a dorje, you must have the dorje's power on your class power list. This use of the skill allows you to use a dorje as if you had a particular power on your class power list. This use of the skill applies to other power trigger psionic items, if applicable.

Use a Power Stone: Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This use of the skill allows you to use a power stone as if you had a particular power on your class power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone. *Note:* Before you use a power stone, you must first have addressed it to determine what powers it contains. In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above). This use of the skill applies to other power completion psionic items.

Action: None. The Use Psionic Device check is made as part of the action (if any) required to activate the psionic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, you can't try to activate it again for a day.

Special: You cannot take 10 with this skill.

You can't aid another on Use Psionic Device checks. Only the user of the item can attempt such a check.

A character with the Psionic Affinity feat gets a +2 bonus on Use Psionic Device checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Magic Device checks related to power stones.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is

suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

COMBAT MANIFESTATION [PSIONIC]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while you are grappling or pinned.

EMPOWER POWER [METAPSIONIC]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus.

You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

PSIONIC TALENT [PSIONIC]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

QUICKEN POWER [METAPSIONIC]

You can manifest a power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus. You can quicken a power. You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifest level.

Manifesting a quickened power does not provoke attacks of opportunity.

TALENTED [PSIONIC]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

PSIONIC POWERS

Adapt Body

Psychometabolism

Level: Psion/wilder 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no

damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

Body Adjustment

Psychometabolism (Healing)

Level: Psion/wilder 3, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 5, psychic warrior 3

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment: For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

Breath of the Black Dragon

Psychometabolism [Acid]

Level: Psion/wilder 6, psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone-shaped burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Conceal Thoughts

Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as *read thoughts* or *mind probe*).

Crystal Shard

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 1

Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Danger Sense

Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 5

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Augment: If you spend 3 additional power points, this power also gives you the uncanny dodge ability; if you spend 6 additional power points, this power gives you the improved uncanny dodge ability as well.

Death Urge

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 4

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment: For every 4 additional power points you spend, this power's save DC increases by 2 and its duration increases by 1 round.

Detect Psionics

Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.)

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, *detect*

psionics indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Detect Psionics				
Aura Strength				
Power or Item	Faint	Moderate	Strong	Overwhelming
Functioning power (power level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Psionic item (manifester level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If *detect psionics* is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door, Psionic

Psychoportation (Teleportation)

Level: Psion/wilder 4, psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Power Resistance: No and Yes (object)

Power Points: 7

As the *dimension door* spell, except as noted here.

Augment: If you spend 6 additional power points, you can manifest this power as a move action.

Ectoplasmic Cocoon

Metacreativity

Level: Shaper 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An *ectoplasmic cocoon* can't be affected by *dispel psionics*, but it can be dismissed with *dismiss ectoplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 2 additional power points you spend, this power can affect a target one size category larger.

Ectoplasmic Cocoon, Mass

Metacreativity

Level: Shaper 7

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 hour/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 13

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single big creature that fits in a 20-foot-radius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this power does not affect that creature.

Augment: For every 2 additional power points you spend, the radius of this power's area increases by 5 feet.

Energy Stun

Psychokinesis [see text]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of the chosen energy type that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold stun* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A stroke of this energy type deals +1 point of damage per die.

Sonic: A stroke of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6) and its save DC increases by 1.

Evade Burst

Psychometabolism

Level: Psion/wilder 7, psychic warrior 3

Display: Material

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 13, psychic warrior 5

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage.

You can manifest this power with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can even manifest this power when it isn't your turn.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

Force Screen

Psychokinesis [Force]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The *force screen* provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the *force screen* is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

Hail of Crystals

Metacreativity (Creation)

Level: Shaper 5

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: No

Power Points: 9

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature

or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated. Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth.

Augment: For every additional power point you spend, this power's damage from the explosion of the crystal increases by 1d4 points.

Mental Disruption

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

Mind Thrust

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

Mindwipe

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. For each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack.

If the subject survives, it loses these two negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

Augment: You can manifest this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

Overland Flight, Psionic

Psichoptoration

Level: Psion/wilder 6

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 11

As the *overland flight* spell, except as noted here.

Psychic Crush

Telepathy [Mind-Affecting]

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the

target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Swarm of Crystals

Metacreativity (Creation)

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

Thousands of tiny crystal shards spray forth in an arc from your hand. These razorlike crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d4 points.

Telekinetic Maneuver

Psychokinesis [Force]

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 7

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus (for disarm and grapple attempts), you use your Intelligence modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as normally allowed on disarm or trip attempts). No save is allowed against these attempts, but power resistance applies normally.

Augment: For every 2 additional power points you spend, this power grants a +1 bonus on your checks involving bull rush, disarm, grapple, or trip attempts.

Telekinetic Thrust

Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less

Duration: Instantaneous

Saving Throw: Will negates or Will negates (object); see text

Power Resistance: Yes or Yes (object); see text

Power Points: 5

You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe! You can hurl one object or creature per manifester level (maximum fifteen separate targets), as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your Intelligence modifier to the attack roll instead of your Dexterity modifier. Hurled weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Augment: For every additional power point you spend, the weight limit of the target or targets increases by 25 pounds.

Temporal Acceleration

Psychoportation

Level: Psion/wilder 6

Display: None

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round (in apparent time); see text

Power Points: 11

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and powers.

This means you cannot target a creature with any attack or power. However, a power you manifest that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this power ends.

You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts.

While under the effect of this power, you cannot enter an area protected by a *null psionics field* or by a power or spell that neutralizes high-level powers or spells. Normal and magical fire, cold, acid, and the like can still harm you.

When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as *schism*, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every 4 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

Tongues, Psionic

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 3

As the *tongues* spell, except as noted here. This power does not enable you to speak with creatures immune to mind-affecting powers.

True Seeing, Psionic

Clairsentience

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 9

As the *true seeing* power, except as noted here.

Ultrablast

Telepathy [Mind-Affecting]

Level: Psion/wilder 7

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: 15 ft.

Area: 15-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will half

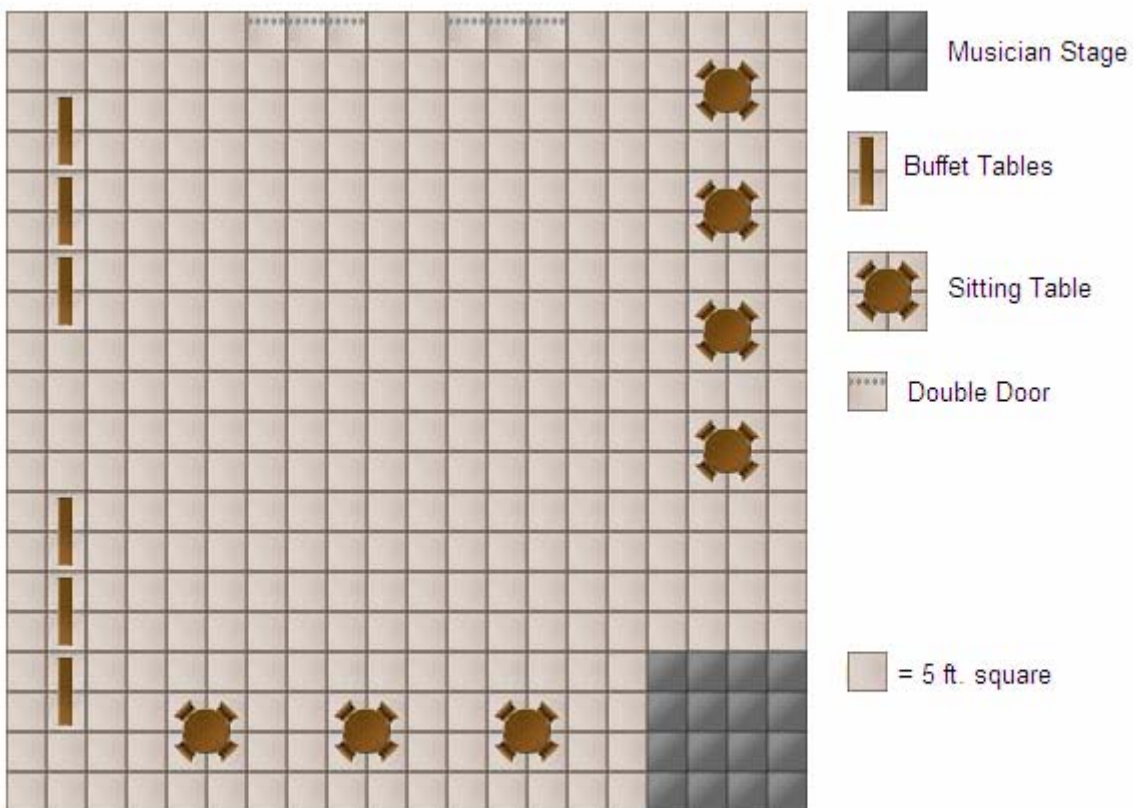
Power Resistance: Yes

Power Points: 13

You “grumble” psychically (which both psionic and nonpsionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power's area, dealing 13d6 points of damage to each enemy.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Appendix III: Maps



Pelsday - The Ballroom Battle

APPENDIX IV: Player Handout 1

Please check any instances of the following that may apply to the laws governing misuse of magic:

- *Report all incidents of magic use within the borders of Petal to the College*
- *Report all misuses of magic to the College*
- *Help all citizens using the LEADT visible or destructive magic*
- *Ensure all foreign wizards are aware of these Codes during their stay in Petal and assist them with compliance*
- *Avoid all highly visible magic among the mundanes or in public places. Only exception is during a Mage Fest*
- *Use magic to defend Petal and its allies*
- *Do not use magic to control or alter the minds of any of the citizens of Petal*
- *Multiple use magical items can only be created with written permission of the College*
- *All official apprentices must be registered with the College*
- *You may only teach spells to approved apprentices.*
- *Magic may not be used to affect any transaction with a Pekalese official, merchant, or citizen*
- *Deceptive magic may not be used in official meetings with the crown, college or Honorable representatives.*
- *Members of the College will obey all commands, within reason, as given by one of the Honorable.*
- *Members are responsible for any property or personal damage done by the member. For example if attacked in a tavern, the damage done by your lightning bolt is your responsibility*
- *Harmful magic may not be "left" waiting on any land or object without significant notice or posted warnings.*
- *"Borrowing" vitality or health from a Pekalese citizen or their property without their understanding / authorization is prohibited.*
- *Magically "create" temporary mundane items may not be represented as a naturally occurring item and sold in the Principality of Petal*
- *The creation of undead and golems are to be treated as magical creations, and thus must have the approval of the College of Magic prior to their creation.*
- *Mental Intrusion / Violation of Pekalese citizens is prohibited without permission of the citizen or under the direction of a member of the Honorable.*

If you believe a magic item was created outside the approval of the College of Magic, describe the item:

In 1000 words or less, describe the event that took place which you believe to be against the regulations of the College of Magic's Code of Conduct:

This I do solemnly swear, on my oath to the Crown, to be an honest account of what has transpired.

Signed _____

Date _____