

KET6-02

Rules of Engagement

A One-Round D&D[®] LIVING GREYHAWK[™]

Regional Adventure set in Ket

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The Faith of Al'Akbar, in the pristine form of the True Faith, is ready to celebrate the refurbishment of an important Temple. How can you play a part in all of this? An adventure for character levels 1 to 14 (APLs 2-12) set in Lopolla, the capital of Ket. There is a possibility of player vs. player conflict in this adventure. Furthermore, animals and animal companions other than horses and riding dogs may find themselves restricted in this adventure.

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

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

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one round Regional adventure, set in Ket. PCs native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Background

Church of Hextor

The church of Hextor lost official religion status (although it was not banned from practice in Ket) during the course of the Ket-Tusmit war. The Beygraf did not appreciate their public denunciations of his prosecution of the war and responded by stripping them of their status and confiscating their lands and goods. The High Priest was found dead during that time, although the actual source of the killing was never fully investigated.

Since that time, the Church has worked diligently to restore their status in Ket. They have now made an arrangement with the Beygraf that, in return for strict support of him and his position and their public

declaration of the same, he will grant them once more the status they had as an official state religion and restore their lands (but not their goods, which have long since been sold). This information should come out during Gather Information checks in **Encounter Two** but if not, should be included at the **Conclusion**.

Whether this has further political ramifications is unknown at this point...but it is suspected that they will act as a counter to the influence of the True Faith, since they intend to support the Beygraf fully.

The Great Mosque of Lopolla

The Great Mosque of Lopolla is a large, square structure in the center of the city, built to replace an existing Temple by the first Beygraf of Ket (Arpad). It was badly damaged during the first part of CY594 when Archons under the influence of dedicari-dust, a poisonous and highly dangerous hallucinogenic, attacked both it and all neighboring buildings and structures. The Hall of Jurats was rebuilt faster, as it was more heavily damaged and could not simply get by with some quick fixes, as was the case with the Great Mosque. Full repairs and refurbishment have taken some time but are now complete.

Animals, Animal Companions and Familiars in the Great Mosque of Lopolla

Horses hold a revered spot in the hearts and minds of the people of Ket. The Great Mosque of Lopolla was built with this concept in mind and they are allowed to enter the premises freely – there are likewise no stairs or elevated areas (beyond the catwalk) to impede their movement. All other animals are forbidden onto the grounds, although it has been successfully argued by the Archons that familiars are not “animals”. As a result, the following restrictions apply:

- 1) Animals and animal companions, save horses, may not cross into any area of the Great Mosque of Lopolla. For the purposes of this adventure, it would result in an automatic defeat in the engagement.
- 2) Horses of any type are specifically allowed entry to the Great Mosque of Lopolla;
- 3) Familiars are specifically allowed entry to the Great Mosque of Lopolla;
- 4) Riding dogs for Halflings are a specific exception and are considered “horses” given the historical examples of citizenship for Halflings in general;

Ket Metaorgs

The representatives of all metaorgs are present in the meeting outside the Great Mosque in **Encounter Two**. All members of metaorgs in the adventure need to determine if they are being open with their membership or not – those who are secretive or do not reveal a membership cannot benefit from the AR Awards for Metaorgs at the end.

For the purposes of Metaorg Divisions, use the following designations:

Military Metaorgs:

Beygraf's Pride

Kishta

Paighan

Re'Lahd I'Shad

Stouthearths

Veterans

Divine Metaorgs:

Hero of Azor'Alq

Warder of Geshtai

Guardian of Eternal Slumber

Clergy of Istus

Clergy of Mouqol

Razor's Edge

Seeker of the Perfect Forms

The True Faith

Shadow of Xan Yae

Social Metaorgs:

All Ket Metaorgs not listed above.

NPC Opponents in the Engagements

The opponents are divided into Offence/Infiltrators (Fervent Faction) and Defenders (Balance Trust), as the Encounters themselves detail. In actual fact, in a subsequent Encounter these roles are to be reversed, but this designation is used throughout for each team to keep things straight.

These NPC's are drawn from neutral or semi-neutral organizations in Ket and do not actually represent the factions from a role-playing or political perspective. They are, effectively, mercenaries or disinterested parties

designated to fulfill similar roles as the PC's in this adventure.

Player vs. Player Interaction and Player vs. NPC

It is quite possible that player vs. player interaction may transpire in this adventure. There is to be absolutely no lethal damage attempted, even inadvertently, in this type of situation – permission is granted for the player's to oppose one another but it is strictly the responsibility of the DM to ensure that this conforms to the spirit of the RPGA and Living Greyhawk guidelines governing such interaction. If there is any doubt, err on the side of caution and disallow actions or activities.

For all NPC interactions, they sometimes have spells or abilities that could cause damage that is not recognized as such – for instance, the *baleful polymorph* spell. In such cases, they may cast it but are deemed responsible for then ensuring the PC comes to no harm and is returned to normal afterward (which is automatically the case with spells they cast, as they can generally automatically dispel them). Again, in the event of a spell or ability that might be difficult to remove or logically impossible, err on the side of caution and do not employ it.

Punishment During the Adventure

In general, punishment in Ket is imposed immediately once the particular crime is known and the Jurat or Thresher involved has made a decision. In this particular case, with the oversight and approval of the High Jurats themselves, the PCs are allowed to finish all aspects of the adventure before any TU expenditure is assessed for crimes. This allows PCs to complete the adventure.

Adventure Summary

Introduction: The PCs are in Lopolla and subjected to a pick-pocket incident. They may react or just summon the Threshers.

Encounter One: The Threshers take all people back for questioning and Jurats attend. The information from the thief may be obtained or they may ignore him.

Encounter Two: The PCs are taken to the Great Mosque of Lopolla at the request of the High Jurat where they are presented with the differing viewpoints of the two factions.

Encounter Three: The PCs are briefed on the rules of engagement in their task, which is to either reach the

capstone in the middle of the temple successfully, or prevent others from doing so (an offensive or defensive mission). It is possible although not encouraged that the party can split and do both sides.

Encounter Four: The description of the Great Mosque of Lopolla and the time provided to the PCs to do their preliminary investigation/reconnoiter.

Encounter Five: The engagement begins for both offensive and defensive missions. The first defenders or infiltrators can be encountered in this section.

Engagement Six: No matter the choice in Encounter Five, the alternative time is now proposed as a second Engagement (be it night or day).

Conclusion: The success or failure of the PCs determines how the Capstone is placed on the Great Mosque of Lopolla and also gives political prominence to one faction or another.

Introduction – A Thief Amongst Us

It is with a degree of surprise that you find yourself strolling through Lopolla in the middle of the day, with the heat of the sun at the height of summer beating down on you. Normally, shade and rest would be the order of the day right now but an urgent summons to the Hall of Jurats seems a bit more important right now.

Place the PCs on a street that is 20 feet wide, flanked on either side by shops (they are traveling down Tusman Street, with weapon and armor smiths on all sides). Every 80 feet is an alleyway that is 10 feet wide (large enough to fit a cart). The PCs should be in the middle, walking in a formation typical to them. If the PCs have not arrived as a group to the adventure (in other words, if they are from differing backgrounds and such and do not know one another), they all happen to be in the area when this event occurs. They can make introductions after this Encounter is concluded.

Note that the laws of Lopolla hold here – as indicated in the **Appendix Four** - and no weapons or armor are allowed unless they have matched the specifications for exceptions as noted. It is to be noted to all PCs that these laws have now been extended by order of the Beygraf to include all walled towns and cities of Ket (if asked or the PCs make a Knowledge (local – vtf) or Profession (lawyer) check [DC 10] it can be noted that this was

always the intent of the law but it was only ever enacted in Lopolla). It should be likewise noted that Elves native to Ket are now provisionally to be treated with the same rights and respect as foreigners, although that is subject to repeal by individual Jurats on a case-by-case basis. By provisionally, it is specifically noted that the Beygraf does not have the power to enact such a change without the agreement of the various Grafs, unless he wants to risk a political backlash. Thus far, the Grafs of Molvar and Lopolla provinces support the new law and all others have been silent on the topic – it is therefore far from a certainty that it will become a permanent part of the law.

A daring (and reckless) thief named Antoine (freelancer from Bissel) is going through this street and chooses the party (or the PCs as a whole, if they are not together yet) as a target. Until he is spotted, there is no particular reason to suspect anything and care should be taken not to allow the PCs to suddenly cast spells simply as a matter of course. Any hour long spells or longer may already be cast prior to this Introduction, as long as they are something that would be normal to the character and their interaction within the city walls of Lopolla.

The Spot check to notice Antoine is [DC = APL+17 – yes, he does actually get better with higher APL!]. Until noticed, this worshiper of Oldimarra likes to play the risky game and attempts to steal from every single PC. This is done once per round and the character targeted that round also gets an additional reactive Spot at the same DC.

If Antoine is spotted (as is almost assured to be the case with so many attempts), he makes an effort to fight back, running only when he sees things not going his way.

Antoine's Motivations

Antoine is massively down on his luck. The only real friend he has in this world, a young woman by the name of Magya, was put in the Stocks for causing lethal damage to an assailant but two weeks ago. Her motivation was purely self-defense but the shy young woman was unable to utter a single word at her trial (she was mortified at being before so many people in the court) – as a result, the Jurat sentenced her to the maximum time. Antoine has spent all his available coin keeping her fed and well-kept while in the stocks but is running low on money, yet cannot bear to be parted from her.

He gladly imparts this all to the PCs if asked. At this point, the PCs should be advised of all the current laws as listed in **Appendix Four**, to bring them into the current standard (if they are not aware of them).

Antoine is a sympathetic personage and should be portrayed as a foreigner down on his luck in a massive sense, with no idea of how to help his best friend. He means no harm to the party, simply seeing them as those who can afford some coin for a good cause. If asked, he did not intend to return the money but he certainly had no nefarious plans for it. The concept of begging or asking for help did not appeal to him, with the harshness and coldness of the laws of Ket he has recently witnessed. At no point is he antagonistic, sarcastic or anything that might offend the party – he and his story are intended to be sympathetic.

Crowd

During the course of any actions with Antoine, a crowd forms to see the situation. In the crowd is an aide to High Jurat Eshear ibn'Qadi: (see **Encounter Two** for relevance). This aide does not stand out in any way and simply acts to witness the events. In actual fact, he conveys these details to the High Jurat and this serves to assist in the summons of the PCs at a later time.

Thresher Reporting

It is quite possible that a party may simply choose to report Antoine and his actions to the Threshers and do nothing to apprehend him. In such a case, they are deemed to have defeated him as the Threshers rapidly capture him and are provided full xp for this Encounter.

APL 2 (EL 2)

☛ **Antoine The Black Cat:** male human (Oeridian); Rog3/WarI; hp 27; see Appendix One.

APL 4 (EL 4)

☛ **Antoine The Black Cat:** male human (Oeridian); Rog5/WarI; hp 39; see Appendix One.

APL 6 (EL 6)

☛ **Antoine The Black Cat:** male human (Oeridian); Rog7/WarI; hp 51; see Appendix One.

APL 8 (EL 8)

☛ **Antoine The Black Cat:** male human (Oeridian); Rog9/WarI; hp 73; see Appendix One.

APL 10 (EL 10)

☛ **Antoine The Black Cat:** male human (Oeridian); Rog11/WarI; hp 87; see Appendix One.

APL 12 (EL 12)

☛ **Antoine The Black Cat:** male human (Oeridian); Rog11/WarI/Ftr2; hp 105; see Appendix One.

Tactics

Under no circumstances does Antoine use lethal combat in this encounter – he has no desires to be sent to the Mines! The EL of the combat is reduced by one for the non-lethal aspect and the fact that there is only one opponent (who relies on sneak attack...). He attacks to wound his opponents with non-lethal force and leaves them alone if they fall unconscious. As he is very desperate, he fights to the bitter end (making the likely unwarranted presumption he can get lucky and survive without withdrawing or surrendering).

Treasure:

All APL: None, confiscated by the authorities of Ket. If Antoine is removed before they arrive or are informed, it totals 35 gp per character.

Development

It is presumed that any thief in Ket is turned over to the authorities, which would be the Threshers here. If this is the case, move to **Encounter One – Ethos and the Law**. Should it not be the case, the DM may have to improvise somewhat, using the directives and information in Encounter One as a basis. The general concept is that somehow the PCs must be drawn into the adventure. If Antoine is hurt in any fashion beyond non-lethal damage, he does press charges and there are sufficient witnesses in the street to make this a viable course of action. Such PCs should be noted for the eventual punishment they receive and the impact it may have on their rewards.

Encounter One – Ethos and the Law

Calling for the Threshers, you note that a patrol is slowly making its way down the street. They note your situation and approach. With grave concern on their faces, they take down your stories and eye you suspiciously, as is the wont with these keepers of the peace. [note that any PCs who have committed obvious crimes are now identified – this includes lethal damage to Antoine and any other possibilities]. *They escort you to the closest Thresher Outpost, where you are questioned at some length.*

The PCs are really just cooling their heels for a period of 2 hours. Refreshments are offered to anyone but they are not free to leave. Should they choose to do so, they are forcibly returned by the Threshers. Note that the

standard Thresher patrol can deal with PCs up to about APL 6. After that point, any determined party can most likely make their escape. On top of all of this, anyone with instant transport magic or good hiding skills can easily depart. While easy to do, this effectively ends the adventure for such PCs and they should really be encouraged not to do so – although there is nothing to stop them.

During the two hour “holding” time, the PCs are free to wander the Thresher Outpost and cast spells and the like. The threshers do not have any information for them and, if asked, simply indicate that they are awaiting instructions from the local Jurat before proceeding. Anyone charged with a crime is confined to a cell, has their weapons and armor and any magical items removed, including spells components.

Should anybody wish to spend Influence to be released, they should be assured that they are not being treated poorly and can remain without such an important expenditure of resources. If they insist, the Influence point can be spent and they are released although they are invited to stay.

If they have not already questioned or talked to Antoine (from the previous Encounter) the adventurers may do so now if they desire.

After your two hour wait, the sudden arrival of a pair of men in white robes is almost a relief as it serves to break up the monotony.

“Greetings,” one begins immediately, almost impatiently. “My name is Araf and this is Jitaq. We have been sent to look into your situation. Would you please join us for a brief moment?”

The two who have entered are junior level Jurats, sent out to do a circuit of the Thresher posts today when they received news of this disturbance. Only junior level Jurats are on duty today, given the ceremony that is about to take place (see **Adventure Background**- the Great Mosque).

“We hurried here when we heard of the situation but you must understand that the situation in Lopolla is hectic today. The Great Mosque is being dedicated and our superiors are all taking part.”

This is an appropriate time to have the PCs make Knowledge (local – vtf) or Bardic Lore checks [DC 12] to determine if they know of the dedication or not. If they do, provide all details to them immediately from the **Adventure Background**. If not, indicate only that the Great Mosque is being dedicated for some reason. Any member of a metaorganization of Ket automatically

knows the **Adventure Background** details even if they fail the check.

An informal discussion with the two Jurats can take place at this time. They are here to try and sentence (as needed) those accused of crimes – which could include the PCs.

The Trial(s)

The trial(s) that the Jurats convene is informal, inasmuch as they do not make any effort to include more than the bare number of participants, including the Jurats.

Antoine is represented by himself, unless a character chooses to ask to represent him (he accepts unless they obviously do not have his best interests at heart). The crimes of which is accused are theft and disturbing the peace (he did resist arrest, whether from the PCs or the Threshers). He is guilty, but the extenuating circumstances of his situation should allow for a mitigating factor under the current legal system – if the PCs make a good roleplaying effort, award up to a +6 circumstance bonus on the relevant Diplomacy check to reduce the sentence.

A similar trial is convened for all others who have been accused of crimes. Sentencing is noted in **Appendix Four** – Laws of Ket. They may act as their own defense council or have others do so – once more, take into account good arguments and provide up to a +6 circumstance bonus for excellent presentations.

Zone of Truth

Typically, a triple *zone of truth* is applied by Jurats in Ket when questioning an accused. In this case, the lack of capable Jurats (those who can cast the spell) makes this impossible. Any PCs offering to cast the spell, however, are treated with great honor and the spell-casting is accepted – such PCs are automatically sentenced to the minimum time (if they are charged) and may automatically argue for minimum sentence for any accused (if they do the presentation themselves) as a reflection of their Honor in keeping with the Four Feet of the Dragon.

Conclusion of the Trials

When the Trials are concluded, the Jurats use wands of *sending* to report the results to the Hall of Jurats. They are using codified phrases, designed to impart information in single words that denote entire legal principles – it is a Decipher Script check [DC 25] to understand and comprehend the conversation. If this is done, it is a simple report on the extent and sentences

that were imposed, with a special note that the PCs are present.

Three minutes after the *sending* report is submitted, Araf receives a *sending* himself, directly from the Hall of Jurats itself. It is a Spot check [DC 20] to note that he is momentarily distracted while listening to the *sending* (for a period of about 8 seconds). The sending itself is as follows:

“Araf, this is High Jurat Eshear ibn’Qadi. Bring all accused and witnesses before us immediately at the Great Mosque. The sentences are confirmed. Al’Akbar be praised.”

Neither Araf nor Jitaq have any knowledge of why this request is being put forward. They order the PCs to attend in no uncertain terms, although they are diplomatic and polite to any declared members of a Ket metaorganization or anyone with Rich or greater lifestyle.

☛ **Araf and Jitaq:** male {baklunish}; Clr2 (True Faith); See Appendix One.

Development

Unless the PCs have chosen to leave the adventure by rapid transit means or otherwise, they are advised by Araf that their presence is required at the Great Mosque. If asked, he can also confirm that Antoine is to be escorted there as well. Proceed to **Encounter Two - Challenges**. If, for some reason, the PCs do not wish to proceed, move to **Conclusion**.

Encounter Two – Challenges

It is anticipated that the party already knows of the dedication of the Great Mosque after the damages sustained in **VTF4-01 Flicker**, when Archons under the influence of Dedicari Dust, a hallucinogenic drug/toxin damaged it badly. If they have not garnered this information, Araf makes a point of informing them before the box text is provided.

Declared members of Ket Metaorgs

Declared members of Ket metaorgs should be treated with an extra amount of honor and given more prominent standing, as it is assumed they have a more definitive and greater appreciation of the country and devotion to its causes.

The Great Mosque rises up in the middle of Lopolla, the newly-finished roof of copper glistening in the sun. Evidence of the recent scaffolding is almost gone, save for a pile of wooden beams and connecting braces in one corner of the open square in front of the temple. Workmen continue to diligently cart these and other construction tools from the area, clear evidence that the last of the work on this building has either been completed or is almost done.

A group of men stand beneath a formal awning on the opposite side of the great square and beckon you forward.

The group of men comprises a number of High Jurats, bureaucrats from the government (aside from High Jurats), mullahs (priests of Al’Akbar) from the Temple itself and a pair of Archons (the organized wizards of Ket). Guards stand alert at all four corners of the awning. Araf and Jitaq patiently await a further invitation from outside the awning and urge PCs to do the same. If PCs attempt to enter the awning without a further invitation, the guards step forward to block the path.

Amidst the crowd seen by the PCs is one that might be recalled from earlier in this adventure. He is Islai and it is a Spot check or Int check [DC 10] when the party sees the entire gathering again to recognize him from one of the onlookers in the street (**Introduction**). He informed the High Jurat of the presence of the PCs in the city. He is a baklunish man from a village north of Molvar, dressed in formal robes in the color of the Cup and Talisman (black and red). A Sense Motive check [DC 15] can determine that he is ill at ease in the company here today and a further Sense Motive check [DC 25] that he does not like the Fervent Faction commentary.

As they stand here, the PCs can make Listen (to hear) and Spot (to lip-read) checks [DC 10] to make out individual conversations within the awning. Success indicates the following is being discussed:

- The Great Mosque needs a final capstone ornament placed on the ceiling in the center of the Mosque, a black and red Cup and Talisman with inset rubies and black onyx decorations. This positioning is a matter of great honor and obvious piety and the mullahs are demanding the right to undertake this task (as has historically been the case);
- The Archons are concerned about security, noting that the previous defences of the Great Mosque were easily bypassed during the dedicari dust-inspired attack;

- The bureaucrats and mullahs are having a sharp and serious conversation at the same time about the effect of civilian defences and the implications of having further divine spells cast to protect the Mosque.
- The words “Fervent Faction” are being bandied about by the Mullahs as some sort of organization designed to safeguard the past, or perhaps safeguard the ideals of the True Faith as it has been imposed prior to the last few years.

It is very clear to everyone that there are two distinct groups arguing and talking to one another – this much is conveyed without any necessary skill check. One group is comprised of hard-line mullahs and similar-minded bureaucrats and anyone listening can easily understand that these people are far more concerned about rigidly enforcing the law and enacting a defence than they are in any societal niceties or other negative impacts this would have. This is the group associated with the “Fervent Faction” noted above.

The second group is comprised of more liberal bureaucrats and the archons. They argue that the defences in place are already quite sufficient and act to provide security without compromising the enjoyment of those who attend the Mosque. This group either does not have or does not employ a name such as the “Fervent Faction”.

Hostile Actions

Make it very clear that significant security personnel are present in and around the awning (and all around the various rooftops and the like). If any character attempts an action that could be deemed hostile, they are immediately neutralized – there is no playing this out but rather they are simply removed from the adventure. At the discretion of the DM they can be returned to the adventure during the next encounter if they feel the action was unintentional in nature.

Proceeding

When the PCs have had the time to take in the scene, they are invited under the awning itself (it is not intended to be a long wait). The crowd forms a semicircle to face them and is very expectant.

“Hello,” intones a man in the garb of a High Jurat of Ket. “Step forward and introduce yourselves to us.”

This is High Jurat Eshar ibn’Qadi, he who sent the message. It is possible that PCs have met him in extended play option of **Ket5-01 Choices of the Dragon**

and he remembers them well if that is the case. Once introductions are complete, he speaks again.

“Welcome to the Great Mosque of Lopolla,” he says. “I am High Jurat Eshar ibn’Qadi. It is a great day, to realize that this holy site is be dedicated tonight as once more fit for the worship of the Restorer of Righteousness. One thing troubles us, however, and that is the security of this site. Differences of opinion exist as to the degree to which we have been effective in making the Mosque secure in future. Your presence in the city today is fortuitous and might provide the focus needed to resolve this dispute.”

The High Jurat then lists off the attending personages (numerous and no names are provided because they are not part of the flow), specifically noting Mullah Yiraf and Black Scorpion Jallaq. These two are encouraged to come forward and talk to the PCs directly after introductions. The adventurers may choose to talk to either or both, individually or at the same time. They are listed after the following section on information gathering.

Others in the audience may be questioned but form the basis for the following checks:

Sense Motive Checks

The following are skill checks that can be accomplished during the course of the discussions. Unless spells cast are entirely without evidence (being Stilled, Silent or without materials), note that there are more than sufficient spellcasters in attendance to bring such actions into question. In many respects, the assembled persons here would view that as assault (see the Laws section of the adventure under **Appendix Four**). The first offense is not punished – despite the clear feelings of the Fervent Faction who want to see the law applied immediately – and only a warning given. After this, the relevant criminal charges are applied.

Fervent Faction Supporters

[DC 15] – Fervent Faction are confident of their position (remarkably so)

[DC 25] – Fervent Faction question only the historical accuracy of the Balance Trust claims. They are sure the people making the claims are wrong but are not so sure about the actual claims themselves.

[DC 35] The use of adventurers is clearly not acceptable but the non-supportive nature of the High Jurat cannot be avoided. Clearly, they expected him to come out in their favor and their confidence is somewhat lessened (though not measurably) by this failure.

Balance Trust Supporters

[DC 15] The Balance Trust is somewhat intimidated by the number of supporters who have come out in favor of the Fervent Faction.

[DC 25] The intimidation is offset by the fact that the High Jurats are apparently making a distinct effort to remain neutral, which is a pleasant surprise.

[DC 35] The use of the adventurers is not their first choice but they find it far more acceptable than continuing to argue with the Fervent Faction.

High Jurat

[DC 15] This squabbling about the placement of the capstone is irrelevant. It is obviously exasperating the High Jurat that he has to waste his time with such complaints.

[DC 25] The High Jurat is guarding his words very carefully and clearly attempting to balance his actions for both sides. He is very much attempting to avoid a confrontation with either side but more out of a desire to not get into an argument rather than fearing either side.

[DC 35] The High Jurat is not acting alone. He feels confident his fellow High Jurats will back him, or another organization that remains unnamed. His aura of control in this matter is fully justified by his beliefs.

Gather Information

A single Gather Information check is possible in the crowd. The PCs can also substitute Diplomacy, Bluff or Knowledge (local – vtf) for this check, but they have to make the suggestion themselves (it is a role-playing choice and they do not get to know of the option until they try to engage in this manner). The time to gain these details is compressed by the close proximity of the individuals and their relatively extensive knowledge – only 15 minutes is needed.

[DC 5] The new High Priest of Hextor is to be in attendance himself at the ceremony and is to make a public declaration of the support of the religion for the Beygraf. At the same time, it is said that the High Jurats will read a pronouncement from the Beygraf that all previous sanctions against the Church of Hextor are lifted and that it is once more both an approved State religion and may re-occupy all property that it once owned in the country of Ket.

[DC 7] It is suspected by most here that the return to official status of the Church of Hextor has more to do with some sort of political struggle between the Mullahs

of the True Faith and the Beygraf, than any real desire for rapprochement with the priests of the Scourge of Battle.

[DC 10] Unlike the Hall of Jurats, the entire refurbishment of the Great Mosque of Lopolla was funded entirely by the Church of Al'Akbar. Only a mandated review of security procedures by the Beygraf meant any outside involvement at all.

[DC 15] Private funds for the refurbishment came only from Lopolla province. Few Beys made a direct contribution but many sent in funds via middle men.

[DC 20] The High Jurats ordered all workers and architects assisting them with the repairs to the Hall of Jurats to continue work here at the Great Mosque. If the Church of Al'Akbar protested, it was not generally known. The workers were all being paid a premium amount for dedication and speed and this has not gone unnoticed or unappreciated amongst the general population.

[DC 25] The recent imposition of armor and weapons laws throughout the land in all walled towns and cities has made members of the Fervent Faction more vocal and visible. They have taken the opportunity to make more suggestions about new laws or the applications of old ones. At least three mullahs who were not comfortable with these pronouncements have been reassigned to missionary work by the Church while the ruling mullah of Molvar province has forbidden all discussion of the laws by mullahs in the course of their duties, increasing tension within the Church itself.

Mullah Yiraf

Mullah Yiraf is a middle-aged baklunish man of middling height and a shock of black hair tied in a pony-tail. He has a hard expression and it seems unlikely that he softens it very often (at least, as far as the PCs can tell). His information to impart is as follows:

- 1) The Archons have given us their word that defences are in place around the Mosque to limit the impact of magical damage to the buildings. What about anyone who just wants to enter and do such damage physically?
- 2) Anyone can just waltz into the main gates of the Mosque without sufficient oversight. A more restrictive entrance is a great concept that enables all of the protective measures the clerics of the temple would like to see enacted;
- 3) Why has protection of the Mosque not been given entirely over to the Mullahs? It is obvious from previous events that the True Faith is the

only one immune to corruption and this is especially true with such visible monuments as the Great Mosque of Lopolla;

- 4) The Fervent Faction, whom he represents and calls by that name, wishes to impose greater fines and stock time for infractions in and around the Great Mosque of Lopolla to make this area even more secure. Somehow, they need to make their case for that...

Black Scorpion Jallaq

The Black Scorpion is a younger man, in his early 20's, some 5 ½ feet tall with brown hair who is obviously quite at ease amidst the company he is keeping. He is the son of a Bey from a region near Polvar and takes his duties very seriously. Although not vocal about it, he is part of a new organization calling themselves the Balance Trust, designed to maintain the current liberalization of the laws and attitudes in Ket with an eye toward more power devolving from the judiciary (and by extension the clergy of the True Faith) to the Beys, Grafs and Beygraf.

- 1) The Black Scorpions, the elite Investigative branch of the Threshers, designed and implemented all the new security changes. It is particularly disconcerting that the guard units are mixed, being both Scorpions and Faithful, as this impedes reactions and does not unify any one approach;
- 2) The Mullahs are overly concerned with the implementation of new laws and should be concerned with simply ensuring the new Mosque itself is ready for the populace. Despite their fanaticism, they must realize that the Mosque is to be used by all and simply fixating on one element such as security is unlikely to be a good long-term plan;
- 3) The security of the complex is quite adequate already. If there is anything further to be done, it is to run tests to ensure that there are no flaws.

The essential gist of the two conversations is to highlight that there are differences between two very significant factions in the city about the security and overall status of the Great Mosque of Lopolla. If the two individuals are allowed to talk beside or near one another, they get into arguments. Mullah Yiraf is at once more belligerent but also quite devoted and forceful about his cause. Black Scorpion Jallaq is more deferential (diplomatic would be the correct word) but just as devoted. If this does not come out in the course of the conversations, ensure the

PCs know these two facets (which also serve to mirror the organizations themselves).

The Capstone and Direction

After allowing time to talk to the two representatives of the conflicting factions, High Jurat Eshar ibn'Qadi takes the PCs aside to explain the significance of the capstone placement. He notes that the typical placement of the capstone points towards the North, to signify the power and importance of the Yatil Mountains and the time when Ket retreated to those same places to defend against the Keoish occupation. This was the time that the True Faith came to power in Ket, or rather ascended over a period of years through struggle and sacrifice. It is a very important symbol to most conservative members of the clergy and the faithful and quite sacred.

The Balance Trust, however, has researched an older version of the capstone placement, where it points toward Tovag Baragu (essentially South-West) as the place where Al'Akbar was granted the Cup and Talisman (according to some tales) and began the evacuation of the Baklunish Empire to what would eventually become Ket (likewise a presumed starting spot). This predates the Exalted Faith capstone placement, when it became customary to place it facing Ekbir City (the site of the Caliph) and it is difficult for the Fervent Faction to therefore simply point to the variant religion and denounce this option.

To end this, the High Jurat (who belongs to neither faction) is seeking an end to the impasse. He cannot bridge the gap, as the positions are essentially based on a lack of compromise. Instead, he proposes to have the PCs act as an arbitration of sorts – they must penetrate the defences of the church (if they want to represent the Fervent Faction) or protect it from a breach (if they want to represent the Balance Trust). Should they succeed, the faction they represent wins and may place the capstone according to their belief – and also win a very important political struggle. If the PCs fail, the opposing faction may do likewise.

Importantly – if there is no clear resolution provided by the actions of one side or the other, the placement of the capstone reverts to the traditional direction (being toward the Yatils).

The High Jurat would like the cooperation of the PCs. He is willing to commute any sentences they may have received earlier as part of this offer – essentially, they can be assured of the minimum time as punishment.

Likewise, he points out that those from Ket can expect to receive thanks and the favor of one of the factions at least, whether they represent them or not.

Finally, he also wants to offer coin, so as to ensure that those who are acting with the best interests of Ket do a good job as well – although that comes with a strict contract that all laws are followed as per the debriefing the PCs are about to receive. The offer of payment, unlike many commercial transactions in Ket, cannot be bartered or altered – it is the maximum they can expect to receive.

Development

The PCs may choose to do either mission. It is technically possible that they choose to split and do both missions. While not advisable from a time perspective, this is a possibility and should not be discounted if sufficient time is available (run both sides with help from the PCs). Otherwise, indicate to the players that the adventure does not continue if a single choice is not made. Once a decision has been made, proceed to **Encounter Three – Briefing**. If the PCs cannot make a choice or do not wish to proceed, go to **Conclusion**.

All APLs

☛ **Mullah Yiraf**; Male Human (baklunish) Clr9/War1; hp 73; see Appendix One.

☛ **Black Scorpion Jillaq**; Male Human (baklunish) Rgr2/Rog3/Ftr4/War1; hp 83; see Appendix One.

☛ **High Jurat Eshar ibn'Qadi**; Male Human (baklunish) Exp10; hp 52; see Appendix One.

Encounter Three – Briefing

The PCs are taken to a small warehouse near the Mosque that serves to supply the temples with candles, oil, and other small sundries to keep them lit and clean. Here, the Black Scorpions have set up a command post outside the Great Mosque so as to not further exacerbate tensions with the Mullahs. Present at the debriefing is a representative from the Great Mosque of Lopolla and a Thresher.

The PCs may ask questions during this debriefing at any time and interrupt as they see fit:

Offensive (Fervent Faction)

*The rules of engagement in this matter are simple. You are provided your regular gear once you reach the block approaching the square itself and may equip yourselves in one of the starting points. Your opponents may not leave the square nor may they use magic to project their abilities or knowledge beyond that point. Once you have reached the square, you may scout the area to your satisfaction, with a one hour time limit. After scouting is complete, you must enter the mosque, bypass or defeat all defences, and reach the center capstone area in the Mosque, which is located at the center point of the ceiling. You must affix this symbol of the Cup and Talisman upon the capstone – it will take a full six seconds of positioning to get in place properly and takes all your attention at that time [game mechanics – it is a one round action (similar to casting a *summons* spell) that provokes attacks of opportunity]. Only one symbol is provided, so be careful who is carrying this item.*

You are specifically permitted to engage the defenders to reach your objective. All combat is non-lethal in nature. Any use of lethal combat in any fashion is prohibited. Animal companions and similar creatures are only permitted if it can be demonstrated that they can restrict themselves to non-lethal damage only or their owner vows for their actions. Magic divinations are specifically permitted but may not act beyond the square that surrounds the Great Mosque of Lopolla. Bypassing defenders is considered the same as engaging a defender.

You are granted a special pass to both carry and use your regular equipment, including spells, all only while on this particular mission. It is restricted to tomorrow morning or this evening alone – you may choose between those two options the time you wish to engage.

Property damage is to be avoided at all costs. Each person is subject to a message spell beforehand and can relay information via the Archons. If a specific entrance calls for property damage, call in the request and the Archons shall arrange for a bypass so as to prevent destruction of Temple property.

No details are provided about the layout and defences of the Mosque but you will have a fifteen minute walk-through allowed some one hour before the actual challenge begins.

Be aware that instant transport and flying magic has been anticipated in the defences.

Members of the Threshers dressed in bright red shall monitor the situation and report on your progress. It is strictly forbidden to simulate their appearance or use them in any fashion to assist in your progress in this test.

Defensive (Balance Trust)

*The rules of engagement in this matter are simple. You are provided your regular gear as soon as you enter the Great Mosque of Lopolla. You will have two hours to review the complex area and put up defences or establish defences as you see fit. You may not exit the square surrounding the Great Mosque or use divination magic or other means to gather information beyond that point. After this initial period is over, you must ensure that the attacking forces do not reach the center capstone of the Mosque. Once there, they must affix a symbol of the Cup and Talisman upon the capstone – it will take them a full six seconds of positioning to get in place properly and during that time they are quite distracted [game mechanics – it is a one round action (similar to casting a *summons* spell) that provokes attacks of opportunity.] Only one symbol is provided, so be careful who is carrying this item.*

You are specifically permitted to engage the infiltrators to safeguard your objective. All combat is non-lethal in nature. Any use of lethal combat in any fashion is prohibited. Animal companions and similar creatures are only permitted if it can be demonstrated that they can restrict themselves to non-lethal damage only or their owner vows for their actions. Magic divinations are specifically permitted but may not act beyond the square that surrounds the Great Mosque of Lopolla.

You are granted a special pass to both carry and use your regular equipment, including spells, all only while on this particular mission. It is restricted to tomorrow morning or this evening alone – you may choose between those two options the time you wish to act as the defenders.

Property damage is to be avoided at all costs. Each person is subject to a Message spell beforehand and can relay information via the Archons. If a specific action calls for property damage, call in the request and the Archons shall arrange for a bypass so as to prevent destruction of Temple property.

You will be provided with full details on the defences of the Mosque once you reach the area [the PCs do indeed get all details, save the presence of the Black Scorpion post at the center of the ceiling].

Members of the Threshers dressed in bright red shall monitor the situation and report on your progress. It is strictly forbidden to simulate their appearance or use them in any fashion to assist in your defence in this test.

The Symbol of the Cup and Talisman

The defenders should not know that there is only one such symbol being carried by the offensive side. The symbol counts as property, if anyone asks about damaging it, and this is not a permissible course of action (actually targeting it). Anyone making a Knowledge (religion), Knowledge (local – vtf) or bardic lore check [DC 10] realizes that it is a very poor idea to directly attack the symbol of the Faith of Al'Akbar in a temple dedicated to the True Faith. Likewise, anyone asking the Thresher contact over the *message* is advised of this.

☛ **Symbol of Al'Akbar**; hardness 10 (steel); hp 30; tiny item (AC 13 if attacked).

Troubleshooting

In some cases, there may very well be both attackers and defenders among the PC's. If that is the case, the choice of timing is no longer at the discretion of both parties, but rather up to the attackers.

It is specific to the adventure that the night time attack is happening before the party can rest and recover spells or change their spell load. This is a balancing factor to offset the better time of attack. The morning attack, in broad daylight, is riskier but has the advantage of allowing for far more preparation.

If the party wishes to use Influence Points in Ket at this point, they can and should be provided with more details. In such cases, the DM should give a good chunk of knowledge to them that they would otherwise not get (such as the wands in the facility, or the presence of *walls of force* in the walls of the temple). If there is no such knowledge available to be provided (they have it all) the Influence is not considered expended.

Note that the PCs are assumed by the authorities to know the restrictions on animals and animal companions at this point (as listed in the **Adventure Background**). It is a Knowledge (local – vtf) check [DC 15] or automatic for anyone from Ket to know this fact. If it appears the PCs do not know the rules, explain it to them at this point.

Development

Once the party has made their decisions and had the opportunity to decide on the timing (or had it decided), proceed to **Encounter Four – The Mosque at First**

Light or the Fall of Night... This encounter provides all remaining details and should answer anything further. If the PCs wish to end the adventure now, proceed to **Conclusion**. The Encounters are now split up into Offensive and Defensive sections, depending on the mission type that was chosen and only those relevant sections should be referenced.

Encounter Four – The Mosque at First Light or the Fall of Night...

The Great Mosque of Lopolla once more comes into view. It stands in the middle of the square of the Restorer, resplendent in the light of the day. The contest is about to begin!

This encounter is included to allow the PCs the chance to investigate and review the defenses, characteristics and other facets of the Great Mosque of Lopolla. There is no particular engagement presented here, just the facts of the location.

It is important to note in this section for future reference which faction is chosen to represent – as it is entirely likely that the party will have to accomplish the alternate mission in the next Engagement (but the faction they represent remains the same).

Offensive (Infiltration) Mission / Fervent Faction

The PCs have a total of fifteen minutes, from when they enter the square around the Great Mosque, to when they must pull back beyond the Square of the Restorer. During that time they can do what investigation they want without interference (this is to simulate scouting from a previous time for them). They cannot engage or make determinations about the guards. If they attempt to do anything that might otherwise trigger one of the Mosque defences, they are considered to have completed their scouting and their time is up – they are then escorted out of the area to move on to the next section.

Defensive Mission / Balance Trust

Defenders are given all of the following details about the Mosque, save anything relating to the final Black Scorpion outpost in the center of the ceiling area. They may take up to one hour to also review any and all details and do their own scouting.

Specifics of the Great Mosque of Lopolla

Refer to **Appendix Three - Map 1** for more details. The Great Mosque of Lopolla measures 220 feet per side in a square. A single line of columns 20 feet wide in diameter and with 40 feet between them are placed down the center of the interior of the Mosque, rising up 60 feet each (and decorated as if they were Cups, with symbols of the Talisman upon them), dividing the mosque into two parts effectively. The wall thickness is 15 feet on all sides, though it narrows to 10 feet in some cases (the guard posts) On the map the upper portion squares are 10 by 10 ft while the bottom portion is 10 ft wide by 20 ft. high

It is a single story structure however the ceiling/roof is at the 75 feet mark. Just beneath roof, on the edges near the walls, is a five foot wide catwalk, with a further cross formation 10 foot wide catwalk going out to the middle of the ceiling (the cross is perfect, thereby placing it at the 105 foot point from the corners). The catwalk is crafted to seem part of the ceiling and spotting it is a specific Spot check [DC 22]. There is a dome on the mosque and it rises up majestically from the walls. The dome itself is a pattern of mosaics showing the night sky above Lopolla – it does not provide any real feeling of the night but it is a truly impressive sight. In the middle, suspended on a huge candelabra of continual flame torches (regular variety) is the capstone of the Temple – this is not a regular capstone (which would be in the Dome itself) but rather a very visible emblem such as one might expect from a Temple.

The walls are thick granite, with main supporting pillars on the four corners and very solid – there are no windows in the building. The walls themselves have wooden inserts not visible to cursory inspection, inserted at random to prevent earth glide and the like. A thin but strong sheath of steel also lines all walls, preventing burrowing and presenting a secondary wall in the case of a disintegration effect. Finally, there is a *wall of force* in all walls (permanent), ceiling, floor and doors, preventing entry from the ethereal.

The entirety of the Temple is hallowed ground and all worshippers of Al'Akbar (True Faith) benefit from a *freedom of movement*. The Caster level is 20 (yes, this was boosted from what is normally available – using Divine Spellpower and another arcane means of boosting the caster level).

Doors are solid granite with an overlay of tempered steel on the outside (3 inches deep) showing a mural of the battles of Al'Akbar. They are ten feet wide and double doors in front, and five feet wide but also double doors on either side wall. The rear wall does not have any obvious entrances (and no hidden ones). The doors may not be

locked but they can be barred on the inside and there are reinforced steel wrapped beams of wood that slide into place (four for each set of doors). It is a Strength check [DC 36] to open the doors when the beams are in place.

🔒 **Entry Doors:** Granite overlaid with steel, [tempered steel – 90 hp, hardness 12] [granite – 300 hp, hardness 8] [after entirety of steel and 100 hp of granite – *wall of force*]. Open Lock (n/a). Strength Check [DC 36] to force when barred shut, otherwise cannot be locked.

🔒 **Temple Walls:** Granite [granite - 2700 hp, hardness 8] [after 1350 hp – *wall of force*]. Open Lock and Strength check (n/a) to open.

The front doors are always open, unless there is a ceremony being held in the temple, to represent the welcoming greetings of Family and the Four Feet of the Dragon. There are references etched into the door making such an association clear to anyone who can read Baklunish (this is the language employed).

At a height of 40 feet on all walls are small representations of a cup and talisman, set apart from one another by 30 feet. Likewise on each of the center columns are four such devices, in the four cardinal points. Each of these contains three wands, embedded into the representation of the talisman (they look natural) and a permanent alarm spell. If a creature casts magic within 60 feet of such a device, or attempts to fly or otherwise gain altitude by means of a spell or otherwise, they are discharged. The first wand is a *dispel magic* wand (CL 10) and the second is an *earthbind**Wand (CL 10). The third is a wand of *faerie fire* (heightened to 5th level, range of 70 feet, CL 10). Activation of these wands also sets off both an audible and a mental alarm – the mental alarm is cued to a member of the Archons wearing the Great Mosque helmet (the helmet is the item linked to the alarm...).

* Appendix Two: New Rules Items

A permanent *anticipate teleport, greater*, is located in the confines of the mosque and on the outer edges of the structure. In essence, instant transport magic is allowed but there is a good delay in allowing it to succeed. Four wands of *glitterdust* [CL 10], mounted in each of the four corners, target anyone activating the *anticipate teleport* within the premises. Each is a heightened sculpted *glitterdust* with a DC of 14, with a range of 170 feet. It is possible that multiple wand discharges takes place, and the sculpting allows for four 10 foot cubes from each wand out to the range of the wand. One cube per target, to a maximum of four, is cast.

Lighting within the temple is from wall mounted braziers at a height of 30 feet, blessed by the local priests of Azor'Alq. As a result, they are double strength *continual flame* (heightened to 4th level) devices permanently attached to the walls, and set every 15 feet. Eight circle each pillar, which allows the light to spread to all parts of the temple. Large mirrors also hang beside each torch (they are set in place to allow the central guardpost and those at the corners to see throughout the complex).

Coloration in the temple is alternating solid red and solid black paint, with mosaics of the various ordeals of Al'Akbar while guiding the Baklunish refugees out of the ruins of the Invoked Devastation dominating all walls – save the roof the Dome which represents the night sky above Lopolla. The mosaics are intricate and the walls are sheer but there are some minor handholds and assistance, making them a climb check [DC 25]. The last fifteen feet to the roof is purposefully designed to be difficult to climb and is a [DC 35] climb check because of the polished stone at this point and the sheer granite blocks with no purchase.

Guard posts are set into the walls beside each entrance, and at the corners of the temple. Also at each corner is a very narrow winding staircase (five feet wide in total) leading up to the catwalk at the ceiling. It is a squeeze for any Medium creatures to pass up this, and nothing larger can get up. Each guardpost is 25 feet long and five feet wide. It is designed to accommodate up to 5 guards in each during regular period (a total of 30 for the temple on any given day).

Wands

The expenditure on wands in the facility is deliberate. Although charged items, they are generally much less expensive than permanent magical items. Furthermore, their economy is enhanced by an ability to change such items for new wands should a different or more effective means be suggested. All wands are individually guided by *alarm* spells but can also be activated by guards (if they can reach them...and have the right traits).

The Square of the Restorer

The Square is the surrounding area around the Great Mosque of Lopolla. It is a granite cobblestone surface in alternating black and red bricks. 20 foot tall stone posts dot the area, each with a standard *continual flame* torch at their apex providing light. The road to the north once was the direct path to the seat of the Beygraf, but the recent construction of the Copper Palace has rendered this simply another large exit street now.

Development

Once the preliminary investigation and scouting is done, the PCs have one hour to prepare themselves further. Once they are done, the Threshers cast a *message* spell upon everyone in the party and then proceed to **Encounter Five – The Engagement**. If the party wishes to cease participation at this point, they may do so – proceed to **Conclusion**.

Message spell and the Threshers

In general, these do not last long enough for the full hour long Engagement. The Threshers do continually refresh the spell, without giving away anything about the attackers or defenders.

There are Threshers stationed throughout the square and Mosque in order to monitor the situation. They are dressed in bright red clothing and clearly not part of the Engagement save as observers. Many of them are reporting directly back to the High Jurat and his entourage on the circumstances of the matter.

Encounter Five – The Engagement

There are two potential missions being undertaken in this Encounter, the first being the Offensive mission to infiltrate the Mosque, the second being the Defensive Mission to prevent this. Various suggestions are made for planned tactics but can and should be overridden by the PCs if they are participating in that mission. **This Encounter and the next is very free form and should be at the discretion of the PCs for the most part, subject to the guidelines provided.**

Offensive suggestions

The NPC's want to take full advantage of *invisibility*, hiding and similar tactics. They also like the idea of a decoy, an individual or two sent in on a possible route whose only job is to draw away attention from the real mission. Although an illusion would likewise do a good job in this role, it is less desirable because it could be seen through with some ease. At higher levels, they want to rely upon the member(s) with the Darkstalker feat to get the symbol through, as it makes catching them that much harder.

At all times they want the approach on the mission to be quiet – they feel there is no need to advertise the mission

no matter the circumstances. The prohibition on property damage is something they are taking very seriously. They do want the PCs to be prepared for climbing and silence (so climbing gear is recommended) and want spells like *message* or similar ones used for communications – the Thresher *message* spell is just for monitoring purposes.

They shy away from any suggestion about instant transport magic (they presume it is warded against that) or flight (they likewise presume that there are some defences in place).

Defensive Suggestions

Get people with the best Spot and Listen into the best possible positions for same. Somehow alarm or otherwise rig the entrances into the Great Mosque of Lopolla for additional warning (although do not rely upon it). Have at least one or two people up on the catwalks as a last-ditch defense.

Adding illusions to the Great Mosque of additional defenders is a worthwhile action, if only to slow down and make intruders think.

Initiate of the Sevenfold Veil

It is important to note that at high levels one of the NPC's is an Initiate of the Sevenfold Veil. She is very aware of the laws of Ket (despite being a Perrender – a citizen of Perrenland - with the Pax Mercuri, the mercenary organization from the region) and does not use the *warding* if it involves the possible risk of stock time or mine time for crimes such as assault and worse. It is more than likely that she does not use the *warding* powers at all, rather that risk a problem – although she might risk a display for the purposes of a bluff or to prevent the other team from winning (if she reasonably can determine that they will not just bull through the *warding*, thus likely providing her with stock time...)

Tokens

Two tokens of any type should be allocated per PC to denote the PCs. The Attackers only need one, really, but the second can be used for decoy spells and the like. This is designed to allow for uncertainty in the allocation of resources and visibility.

Offensive Mission

In your heads, the voice of the Thresher contact speaks clearly and without rushing.

“The commencement of the engagement is...now. You have one hour to complete your mission. May the Restorer of Righteousness Protect you.”

Starting positions are anywhere on the map that is not the Temple or the Square of the Restorer. In the event of questions about where to begin, the spirit of the adventure intends that the infiltrators have to cover some distance to reach the Temple – use your discretion as a DM to enable a proper competition to take place.

The defenders are listed in the adventure. For every PC added to their numbers, one NPC is removed. It is the choice of the PCs to choose which NPC is removed if any are to be left out. Should the PCs be unable to choose, they are removed in the order presented in the Encounter under the Opponents section.

The attackers then have the time they need, within the limits of the Engagement time noted (1 hour), to prepare and begin their Infiltration.

Once the attackers wish to begin, have them place their tokens on the map and start moving. Initiative should only be started when actual potential engagement is about to begin.

Defensive Mission

In your heads, the voice of the Thresher contact speaks clearly and without rushing.

“The commencement of the engagement is...now. You have one hour to complete your mission. May the Restorer of Righteousness Protect you.”

The defenders are listed in the adventure. For every PC added to their numbers, one NPC is removed. It is the choice of the PCs to choose which NPC is removed if any are to be left out. Should the PCs be unable to choose, they are removed in the order presented in the Encounter under the Opponents section.

The defenders should allocate themselves on the maps provided with tokens. They each get two tokens, one of which is a fake, so that the DM is not privy to all the possible options and so that it can add some variance into the event.

Once the attackers move in, the DM should adjudicate distance and spotting as normal. It is likely to assist matters significantly if some Spot and Listen checks are done beforehand.

Success or Failure

It is now up to the free form part of this adventure to determine how things proceed. Success is simple –

prevent the Symbol from being attached in the one hour time for the Defenders to succeed; attach the Symbol within the one hour time for the Infiltrators/Offensive side to succeed. If there is some unusual situation that requires adjudication, provide the success to the side that showed the most innovation.

Development

When the hour is up or the Symbol has been attached, the following is said by the Thresher contacts:

“The results have been conveyed to the authorities.

[If the PCs failed in the first Engagement]

They are interested in your efforts. Now, however, they wish to test your resourcefulness – will you take the challenge of a second Engagement, this time from the position of the other side? It might provide you a chance to make a better show of things. That would be the option other than the one you just undertook. It will be at the alternate time period [evening if this has just been a morning run, or the next morning if this was an evening run]. ***Do you accept this offer?”***

[If the PCs succeeded in the first Engagement] ***They are pleased with your efforts. Now, however, they wish to test your resourcefulness – will you take the challenge of a second Engagement, this time from the position of the other side? That would be the option other than the one you just undertook. It will be at the alternate time period*** [evening if this has just been a morning run, or the next morning if this was an evening run]. ***Do you accept this offer?”***

If the PCs accept, proceed to **Encounter Six**. If they do not, proceed to **Conclusion**.

Opponents

The opponents are divided into Offence/Infiltrators (Fervent Faction) and Defenders (Balance Trust). In actual fact, in the next Encounter these roles are to be reversed, but this designation is used throughout for each team to keep things straight.

These NPC's are also being drawn from neutral or semi-neutral organizations in Ket and do not actually represent the factions from a role-playing or political perspective.

Offense/Infiltrators (Fervent Faction)

APL 2 (EL 5)

♣ **Vilar**: Male Baklunish RogI/WizI/WarI; hp 20; see Appendix One.

☛**Soriya**: Female halfling Rgr1/Swashbuckler1/War1; hp 26; see Appendix One.

☛**Glare**: Male Half-Orc Clr2/War1; hp 21; see Appendix One.

APL 4 (EL 7)

☛**Vilar**: Male Baklunish Rog2/Wiz2/War1; hp 31; see Appendix One.

☛**Soriya**: Female halfling Rgr1/Swashbuckler3/War1; hp 42; see Appendix One.

☛**Glare**: Male Half-Orc Clr4/War1; hp 33; see Appendix One.

APL 6 (EL 9)

☛**Vilar**: Male Baklunish Rog3/Wiz3/War1; hp 42; see Appendix One.

☛**Soriya**: Female Halfling Rgr3/Swashbuckler3/War1; hp 56; see Appendix One.

☛**Glare**: Male Half-Orc Clr6/War1; hp 45; see Appendix One.

APL 8 (EL 11)

☛**Vilar**: Male Baklunish Rog3/Wiz5/War1; hp 52; see Appendix One.

☛**Soriya**: Female halfling Rgr3/Swashbuckler3/Ftr2/War1; hp 72; see Appendix One.

☛**Glare**: Male Half-Orc Clr6/War1/Scout2; hp 57; see Appendix One.

APL 10 (EL 13)

☛**Vilar**: Male Baklunish Rog3/Wiz5/War1/Arcane Trickster2; hp 62; see Appendix One.

☛**Soriya**: Female halfling Rgr3/Swashbuckler3/Ftr2/Mnk2/War1; hp 86; see Appendix One.

☛**Glare**: Male Half-Orc Clr6/War1/Scout2/DreadCommando2; hp 80; see Appendix One.

APL 12 (EL 15)

☛**Vilar**: Male Baklunish Rog3/Wiz5/War1/Arcane Trickster4; hp 72; see Appendix One.

☛**Soriya**: Female halfling Rgr3/Swashbuckler3/Ftr4/Mnk2/War1; hp 117; see Appendix One.

☛**Glare**: Male Half-Orc Clr6/War1/Scout2/DreadCommando4; hp 94; see Appendix One.

Defence (Balance Trust)

APL 2 (EL 5)

☛**Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild)**: Female Flan Wiz2/War1; hp 18; see Appendix One.

☛**Lofar**: Female dwarf Pal2/War1; hp 29; see Appendix One.

☛**Single**: Male Half-Orc Bbn1/Scout1; hp 23; see Appendix One.

APL 4 (EL 7)

☛**Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild)**: Female Flan Wiz4/War1; hp 28; see Appendix One.

☛**Lofar**: Female dwarf Pal4/War1; hp 47; see Appendix One.

☛**Single**: Male Half-Orc Bbn1/Scout3; hp 37; see Appendix One.

APL 6 (EL 9)

☛**Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild)**: Female Flan Wiz6/War1; hp 38; see Appendix One.

☛**Lofar**: Female dwarf Pal6/War1; hp 65; see Appendix One.

☛**Single**: Male Half-Orc Bbn1/Scout5; hp 51; see Appendix One.

APL 8 (EL 11)

☛**Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild)**: Female Flan Wiz8/War1; hp 48; see Appendix One.

☛**Lofar**: Female dwarf Pal8/War1; hp 83; see Appendix One.

☛**Single**: Male Half-Orc Bbn1/Scout7; hp 65; see Appendix One.

APL 10 (EL 13)

☛**Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild)**: Female Flan Wiz8/War1/InitiateoftheSevenfoldVeil2; hp 58; see Appendix One.

☛**Lofar**: Female dwarf Pal10/War1; hp 101; see Appendix One.

☛**Single**: Male Half-Orc Bbn1/Scout9; hp 79; see Appendix One.

APL 12 (EL 15)

☛**Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild)**: Female

Flan;Wiz8/War1/InitiateoftheSevenfoldVeil4; hp 81; see Appendix One.

☛ **Lofar:** Female dwarf Pal12/War1; hp 119; see Appendix One.

☛ **Single:** Male Half-Orc Bbn1/Scout11; hp 105; see Appendix One.

Encounter Six – A Second Engagement

In actual fact, those monitoring the situation want this to be a fair test of the various entry and exit methods. As a result, no matter the choice of when to start (be it at night or at dawn) a second Engagement is assigned after the first, this time at the different time. For example, if the party chose to enter at night immediately, the next Engagement takes place the next morning, in daylight. If the party chose the daylight entry, however, the second Engagement is that evening.

Any NPC's in attendance should be given the benefit of learning from the previous situation and modifying their tactics and options accordingly, at the discretion of the DM.

There are, once more, two potential missions being undertaken in this Encounter, the first being the Offensive mission to infiltrate the Mosque, the second being the Defensive Mission to prevent this. The PCs are also being asked to change their basic situation and do the reverse of the last Engagement. Various suggestions are made for planned tactics but can and should be overridden by the PCs if they are participating in that mission. **This Encounter is very free form and should be at the discretion of the PCs for the most part, subject to the guidelines provided.**

Suggestions for the Engagement are the same as before, taking into account what has been experienced – although this time the teams are different, as they stay with the PCs (do not choose new teams, simply keep them with the NPC's they have teamed with already – if they have any NPC's). Additionally, the following spells (via spellcasters, wands or potions – all at 10th level of casting or minimum caster level, whichever is greater) are made available to assist the defenders or attackers (they may choose all, some or none of these).

For every item chosen by the PCs from this list, the NPC's should also choose one (to keep balance):

Bull's strength

Cat's grace

Darkvision

Enlarge person

Embrace the wild (scent only)

Iron silence

Jump

Reduce person

See invisibility

Silence

Spiderclimb

Tokens

Two tokens of any type should be allocated per PC to denote the PCs. The Attackers only need one, really, but the second can be used for decoy spells and the like. This is designed to allow for uncertainty in the allocation of resources and visibility.

Offensive Mission

In your heads, the voice of the Thresher contact speaks clearly and without rushing.

“The commencement of this second engagement is...now. You have one hour to complete this mission. May the Restorer of Righteousness Protect you.”

The defenders are listed in the adventure. For every PC added to their numbers, one NPC is removed. It is the choice of the PCs to choose which NPC is removed if any are to be left out. Should the PCs be unable to choose, they are removed in the order presented in the Encounter under the Opponents section.

The attackers then have the time they need, within the limits of the Engagement time noted (1 hour), to prepare and begin their Infiltration.

Once the attackers wish to begin, have them place their tokens on the map and start moving. Initiative should only be started when actual potential engagement is about to begin.

Defensive Mission

In your heads, the voice of the Thresher contact speaks clearly and without rushing.

“The commencement of this second engagement is...now. You have one hour to complete this mission. May the Restorer of Righteousness Protect you.”

The defenders are listed in the adventure. For every PC added to their numbers, one NPC is removed. It is the

choice of the PCs to choose which NPC is removed if any are to be left out. Should the PCs be unable to choose, they are removed in the order presented in the Encounter under the Opponents section.

The defenders should allocate themselves on the maps provided with tokens. They each get two tokens, one of which is a fake, so that the DM is not privy to all the possible options and so that it can add some variance into the event.

Once the attackers move in, the DM should adjudicate distance and spotting as normal. It is likely to assist matters significantly if some Spot and Listen checks are done beforehand.

Success or Failure

As with the previous Encounter, the Success assessment is simple and has not changed – prevent the Symbol from being attached in the one hour time for the Defenders to succeed; attach the Symbol within the one hour time for the Infiltrators/Offensive side to succeed. If there is some unusual situation that requires adjudication, provide the success to the side that showed the most innovation.

Offense/Infiltrators (Fervent Faction)

APL 2 (EL 5)

☛ **Vilar:** Male Baklunish Rog1/Wiz1/War1; hp 20; see Appendix One.

☛ **Soriya:** Female halfling Rgr1/Swashbuckler1/War1; hp 26; see Appendix One.

☛ **Glare:** Male Half-Orc Clr2/War1; hp 21; see Appendix One.

APL 4 (EL 7)

☛ **Vilar:** Male Baklunish Rog2/Wiz2/War1; hp 31; see Appendix One.

☛ **Soriya:** Female halfling Rgr1/Swashbuckler3/War1; hp 42; see Appendix One.

☛ **Glare:** Male Half-Orc Clr4/War1; hp 33; see Appendix One.

APL 6 (EL 9)

☛ **Vilar:** Male Baklunish Rog3/Wiz3/War1; hp 42; see Appendix One.

☛ **Soriya:** Female Halfling Rgr3/Swashbuckler3/War1; hp 56; see Appendix One.

☛ **Glare:** Male Half-Orc Clr6/War1; hp 45; see Appendix One.

APL 8 (EL 11)

☛ **Vilar:** Male Baklunish Rog3/Wiz5/War1; hp 52; see Appendix One.

☛ **Soriya:** Female halfling Rgr3/Swashbuckler3/Ftr2/War1; hp 72; see Appendix One.

☛ **Glare:** Male Half-Orc Clr6/War1/Scout2; hp 57; see Appendix One.

APL 10 (EL 13)

☛ **Vilar:** Male Baklunish Rog3/Wiz5/War1/Arcane Trickster2; hp 62; see Appendix One.

☛ **Soriya:** Female halfling Rgr3/Swashbuckler3/Ftr2/Mnk2/War1; hp 86; see Appendix One.

☛ **Glare:** Male Half-Orc Clr6/War1/Scout2/DreadCommando2; hp 80; see Appendix One.

APL 12 (EL 15)

☛ **Vilar:** Male Baklunish Rog3/Wiz5/War1/Arcane Trickster4; hp 72; see Appendix One.

☛ **Soriya:** Female halfling Rgr3/Swashbuckler3/Ftr4/Mnk2/War1; hp 117; see Appendix One.

☛ **Glare:** Male Half-Orc Clr6/War1/Scout2/DreadCommando4; hp 94; see Appendix One.

Defence (Balance Trust)

APL 2 (EL 5)

☛ **Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild):** Female Flan Wiz2/War1; hp 18; see Appendix One.

☛ **Lofar:** Female dwarf Pal2/War1; hp 29; see Appendix One.

☛ **Single:** Male Half-Orc Bbn1/Scout1; hp 23; see Appendix One.

APL 4 (EL 7)

☛ **Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild):** Female Flan Wiz4/War1; hp 28; see Appendix One.

☛ **Lofar:** Female dwarf Pal4/War1; hp 47; see Appendix One.

☛ **Single:** Male Half-Orc Bbn1/Scout3; hp 37; see Appendix One.

APL 6 (EL 9)

☛ **Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild):** Female Flan Wiz6/War1 hp 38; see Appendix One.

☛ **Lofar:** Female dwarf Pal6/War1 hp 65; see Appendix One.

☛ **Single:** Male Half-Orc Bbn1/Scout5; hp 51; See Appendix One.

APL 8 (EL 11)

☛ **Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild):** Female Flan Wiz8/War1; hp 48; see Appendix One.

☛ **Lofar:** Female dwarf Pal8/War1; hp 83; see Appendix One.

☛ **Single:** Male Half-Orc Bbn1/Scout7; hp 65; see Appendix One.

APL 10 (EL 13)

☛ **Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild):** Female Flan Wiz8/War1/InitiateoftheSevenfoldVeil2; hp 58; see Appendix One.

☛ **Lofar:** Female dwarf Pal10/War1; hp 101; see Appendix One.

☛ **Single:** Male Half-Orc Bbn1/Scout9; hp 79; see Appendix One.

APL 12 (EL 15)

☛ **Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild):** Female Flan Wiz8/War1/InitiateoftheSevenfoldVeil4; hp 81; see Appendix One.

☛ **Lofar:** Female dwarf Pal12/War1; hp 119; see Appendix One.

☛ **Single:** Male Half-Orc Bbn1/Scout11; hp 105; see Appendix One.

Development

Proceed to **Conclusion** once the results of the Encounter are known.

Conclusion

Finished and participated in the Engagements

The assembled personalities are discussing the results of your activities excitedly. High Jurat Eshear

ibn'Qadi smiles in your direction and bows his head in acknowledgement, before moving to confer with a pair of Mullahs and another presumed member of the Ket government. It is with some interest that various onlookers are considering the outcome of the Engagements.

[If the Fervent Faction was predominantly successful]

The Mullahs look ecstatic and pleased at the outcome, their faces almost unrecognizable from the severe and harsh expressions they normally display. Those who assisted them are congratulated loudly to the exclusion of any who opposed them.

[If the Balance Trust was predominantly successful]

The Black Scorpions are quiet in their praise, careful not to get too close to the Mullahs who find the results unacceptable. Their continued tirades are losing steam, however, in the face of the obvious results and they are likewise very much flustered. The whole force of the argument disappears almost entirely and those who helped in the defence are given due thanks.

[If neither faction nor mission were predominantly successful]

The lack of a distinctive outcome is a surprise. Next time, many argue at least three Engagements should be attempted but others put forward the simple logic that a more balanced approach and discussion should carry the day. The Mullahs do not appear to appreciate this conversation – although they are happy that the traditional capstone placement now carries the day - while the Black Scorpions look unhappy that their defences did not work to perfection.

Did not participate in Engagements or ended Early

The results of the day are inconclusive – although the traditional placement of the capstone now takes precedent - and arguments still abound about the implications of the facing of the capstone. There has been no long-term resolution and it appears unlikely one will take place soon.

Overall Success or Failure

Firstly, success or failure is determined on an individual basis, not a party basis.

The success or failure of the overall mission is determined by the initial type of mission chosen by the individuals (although that could be the same if the party

all makes the same choice). It is entirely conceivable that a party splitting up could have some be successful while others not, and it is likewise possible that both sides can claim success.

Success is based on the faction chosen. If a side (being the Fervent Faction (choosing offensive first) or the Balance Trust (choosing defensive first) is successful at only one of two missions, they are considered a success, as it is argued effectively that the preparation time in this instance was not in keeping with that which otherwise might be available to attackers or infiltrators. The High Jurat accepts such arguments.

Success

If the character is successful, they may choose one of the AR Awards for Ket Military, Divine or Social metaorgs if they belong to one of these prior to the adventure – and if they have declared this membership openly at some point in the adventure (see the **Adventure Background** for details). Alternatively, they may take the Any favor if they have no affiliations to Ket metaorgs. Only one choice may be made but they have the right to see all of the available choices before making a final decision.

For the purposes of Metaorg Divisions, use the following designations:

Military Metaorgs:

Beygraf's Pride

Kishta

Paighan

Re'Lahd I'Shad

Stouthearths

Veterans

Divine Metaorgs:

Hero of Azor'Alq

Warder of Geshtai

Guardian of Eternal Slumber

Clergy of Istus

Clergy of Mouqol

Razor's Edge

Seeker of the Perfect Forms

The True Faith

Shadow of Xan Yae

Social Metaorgs:

All Ket Metaorgs not listed above.

Likewise, the successful player gains the AR Favor of the Faction for which they worked. There is no corresponding enmity, if asked.

Not Successful

If the character is not successful, they do not gain any Metaorg or Any favors. They do, however, still gain the favor of the Faction for which they worked as those individuals acknowledge the choice of the character and their efforts in the Engagements.

Did Not Participate

A character choosing not to participate in the Engagements is not considered a success or failure. They are simply considered to not have been present and gain no AR awards (aside from possible Stock time or criminal charges for earlier actions).

Antoine the Black Cat

If the party is sympathetic to Antoine, providing reassuring words, cash or some combination (even as simple as being sympathetic and not asking for stolen coin to be returned) he does what he can for them. Although his magic items are currently pawned (those he has are only his on loan for a short time), he lets the PCs know where they might be found and gives them the opportunity to buy them for their own use – this provides Access to the **Gloves of the Black Cat** on the AR.

It is at the discretion of the DM whether all, some or none of the PCs should get this benefit. Acting in an antagonistic manner, questioning him severely or anything along these lines should be taken as hostility toward him and he therefore does not provide access.

Stock Time and crimes

If the PCs did commit crimes warranting stock times or punishment of any kind, note it on the AR by circling the appropriate AR Award "**Stock Time/Punishment**". This is for future reference...

Compensation

The High Jurat is willing to compensate any who have participated to their fullest in the Engagements. Half of the reward is provided for those PCs who participate fully in **Encounter Five**, half for those PCs who participate fully in **Encounter Six**. There is no over-cap gold provided – if anything was taken from Antoine in the Introduction, the payment here is reduced by a

corresponding amount. Just as obviously, there are no items obtained during the course of the Engagements, but High Jurat Eshear ibn'Qadi requests that the various organizations participating make these items available to the PCs for purchase – these are listed on the Item Access under AR Access items. These items are provided for Access even if the PCs choose not to go ahead with the Engagements.

Only if the PCs proceeded to the **Conclusion** from **Encounter Six** do they gain access to all items marked with a *, this time from the combined vaults of the True Faith and the Black Scorpions.

Treasure

APL 2: L: 0 gp; C: 450 gp; M: 0 gp.

APL 4: L: 0 gp; C: 650 gp; M: 0 gp.

APL 6: L: 0 gp; C: 900 gp; M: 0 gp.

APL 8: L: 0 gp; C: 1,300 gp; M: 0 gp.

APL 10: L: 0 gp; C: 2,300 gp; M: 0 gp.

APL 12: L: 0 gp; C: 3,300 gp; M: 0 gp.

The End

Experience Point Summary

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

Introduction

Defeating Antoine or ensuring he was arrested

APL 2 60 xp

APL 4 120 xp

APL 6 180 xp

APL 8 240 xp

APL 10 300 xp

APL 12 360 xp;

Encounter Two

Accepting the task of either Infiltrating or Defending the Mosque

APL 2 15 xp

APL 4 30 xp

APL 6 45 xp

APL 8 60 xp

APL 10 75 xp

APL 12 90 xp;

Encounter Four

Defeating the Offense or Defenders

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp;

Encounter Five

Defeating the Offense or Defence

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp;

Story Award

Upholding the laws of Ket and not being assigned any stock time or subject to successful criminal charges

APL 2 15 xp

APL 4 15 xp

APL 6 30 xp

APL 8 30 xp

APL 10 45 xp

APL 12 45 xp;

Roleplaying Award

APL 2 60 xp

APL 4 90 xp

APL 6 120 xp

APL 8	150 xp
APL 10	180 xp
APL 12	210 xp;

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

Treasure Summary

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

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

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

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

the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a PCs total and coin value increase at the end of the adventure. Write the total in the gp Gained field of the adventure certificate. Because this is a Regional scenario, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Conclusion

APL 2: L: 0 gp; C: 450 gp; M: 0 gp.

APL 4: L: 0 gp; C: 650 gp; M: 0 gp.

APL 6: L: 0 gp; C: 900 gp; M: 0 gp.

APL 8: L: 0 gp; C: 1,300 gp; M: 0 gp.

APL 10: L: 0 gp; C: 2,300 gp; M: 0 gp.

APL 12: L: 0 gp; C: 3,300 gp; M: 0 gp.

Total Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Appendix One: NPCs and Creatures

All APLs

Encounter One

Araf and Jitaq: Male Humans (baklunish); Clr2; Medium Humanoid; CR 2; HD 2d8+4; hp 17; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk +3 (2d4+3, masterwork falchion); Full Atk +3 melee (2d4+3, masterwork falchion); SQ turn undead (10/day), domains; AL LN; SV Fort +5, Ref +0, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10;

Skills and Feats: Concentration +5, Healing +8, Knowledge (religion) +5; Empower Spell, Extra Turning.

Spells Prepared: (4/3+1; DC = 13+Spell Level. * is the domain spell). 0 lvl – *create water, detect magic, guidance, mending*; 1st lvl – *cure light wounds**, *detect chaos, protection from chaos, shield of faith*.

Domains (Al'Akbar): *Healing:* Healing spells are cast at +1 caster level; *Law;* Spells with the lawful descriptor are cast at +1 caster level.

Possessions: masterwork falchion, club, sap (2), dagger (2), black and red robes.

Languages: Common, Baklunish.

Encounter Two

Black Scorpion Jillaq: Male Human (baklunish); Rgr2/Rog3/Ftr4/War1; Medium Humanoid; CR 9; HD 3d8+3d6+4d10+30; hp 83; Init +3; Spd 30 ft; AC 19 (+5 for +1 mithral chain shirt, +1 ring of protection, +3 dex) touch 14, flat-footed 16; Base Atk +9; Grp +11; Atk +13 (1d6+4, +1 alchemical silver scimitar); Full Atk +13/+8 (1d6+4, +1 alchemical silver scimitar); AL LN; SV Fort +14, Ref +11, Will +5; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10;

Skills and Feats: Bluff +5, Forgery +7, Gather Information +5, Handle Animal +12, Knowledge (Local – VTF) +6, Knowledge (geography) +8, Listen +7, Profession (Thresher) +12, Ride +15, Sense Motive +13, Spot +18, Survival +6, Tumble +6; Dodge, Elusive Target*, Improved Toughness*, Iron Will, Mobility, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +1 alchemical silver scimitar, masterwork cold iron scimitar, +2 cloak of resistance, eyes of the eagle, +1 mithral chain shirt, +1 ring of

protection, masterwork sap, sap (2), dagger (2), Thresher robes.

Languages: baklunish, common, dwarf, halfling

* see Appendix 2: New Rules Items

Mullah Yiraf; Male Human (baklunish); Clr9/War1; Medium Humanoid; CR 9; HD 10d8+20; hp 73; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +7; Grp +9; Atk +10 (2d4+3, masterwork falchion); Full Atk +10/+5 melee (2d4+3, masterwork falchion); SQ turn undead (10/day), domains; AL LN; SV Fort +12, Ref +5, Will +13; Str 14, Dex 10, Con 14, Int 12, Wis 20, Cha 10;

Skills and Feats: Healing +17, Knowledge (religion) +13, Sense Motive +14, Spellcraft +13; Divine Metamagic* (Empower), Empower Spell, Extra Turning, Extra Turning, Skill Focus: Sense Motive.

Spells Prepared: (6/6+1/5+1/4+1/3+1/2+1; DC = 15+Spell Level. * is the domain spell). 0 lvl – *create water, detect magic, guidance (2), mending (2)*; 1st level – *cure light wounds**, *detect chaos, obscuring mist, protection from chaos (2), shield of faith (2)*; 2nd level – *consecrate, cure moderate wounds**, *remove paralysis, restoration (lesser), silence, zone of truth*; 3rd lvl – *cure serious wounds**, *invisibility purge, prayer, remove curse, wind wall*; 4th lvl – *death ward, freedom of movement, order's wrath**, *restoration*; 5th lvl – *atonement, dispel chaos**, *true seeing*.

Domains (Al'Akbar): *Healing:* Healing spells are cast at +1 caster level; *Law;* Spells with the lawful descriptor are cast at +1 caster level.

Possessions: +2 periapt of wisdom, +2 cloak of resistance, masterwork falchion, sap, dagger (2), black and red robes.

Languages: Common, Baklunish.

High Jurat Eshear ibn'Qadi: Male Human (baklunish); Exp10; Medium Humanoid; CR 9; HD 10d6+10; hp 52; Init +1; Spd 30 ft; AC 11 (+1 dexterity) touch 11, flat-footed 10; Base Atk +7; Grp +7; Atk +8 (1d4, masterwork dagger); Full Atk +8/+3 (1d4, masterwork dagger); AL LN; SV Fort +9, Ref +7, Will +13; Str 10, Dex 12, Con 13, Int 15, Wis 11, Cha 11;

Skills and Feats: Diplomacy +18, Knowledge (history), Knowledge (local – vtf) +15, Knowledge

(nobility) +15, Knowledge (religion) +15, Profession (Jurat) +16, Ride +14, Sense Motive +15, Spot +13; Great Fortitude, Iron Will, Negotiator, Skill Focus: Diplomacy, Skill Focus: Profession (Jurat).

Possessions: masterwork dagger (2), masterwork sap, alchemical silver dagger, +3 *cloak of resistance*, daggers (4), nobles outfit.

Languages: baklunish, common, dwarven.

APL 2

Introduction

Antoine The Black Cat: Male Oeridian Rog3/War1; Medium Humanoid; CR 3; HD 1d8+3d6+8; hp 27; Init +7; Spd 30 ft; AC 13 (+3 dex) touch 13, flat-footed 10; Base Atk +3; Grp +4; Atk +7 (1d6+1 masterwork sap); Full Atk +7 melee (1d6+1, masterwork sap); SA Sneak attack +2d6; SQ evasion, , trap sense +1; AL CN; SV Fort +5, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 14, Wis 8, Cha 12;

Skills and Feats: Balance +9, Bluff +7, Climb +8, Gather Information +7, Jump +9, Knowledge (Local – VTF) +8, Knowledge (Local – Sheldomar Valley) +8, Profession (Juggler – Circus Performer) +2, Ride +10, Sleight of Hand +9, Tumble +9, Use Magic Device +7; Dodge, Improved Initiative, Weapon Finesse.

Possessions: masterwork sap, sap (2), dagger (2), desert robes.

Languages: Baklunish, Common, Oeridian

Encounter Four

Offence/Infiltrators (Fervent Faction)

Vilar: Male Baklunish Rog1/Wiz1/War1; Medium Humanoid; CR 2; HD 1d6+1d8+1d4+6; hp 20; Init +7; Spd 30 ft; AC 17 (+4 *mage armor*, +3 dex) touch 13, flat-footed 14; Base Atk +1; Grp +1; Atk +2 (1d6 masterwork sap); Full Atk +2 melee (1d6, masterwork sap); SA Sneak attack +1d6; SQ; Diviner (banned enchantment), familiar, trapfinding AL N; SV Fort +4, Ref +5, Will +3; Str 10, Dex 16, Con 14, Int 16, Wis 8, Cha 8;

Skills and Feats: Balance +11, Climb +5, Disable Device +9, Escape Artist +7, Intimidate +0, Jump +5, Knowledge (arcane) +5, Knowledge (Local – VTF) +8, Knowledge (Local – Core) +8, Open Lock +9, Ride +8, Search +8, Sleight of Hand +7, Spellcraft +5, Tumble +9; Alertness (when Spot is within 5'; not included in Stat block) Combat Casting, Improved Initiative, Iron Will, Scribe Scroll.

Spells Prepared: (3+1/2+1; DC = 13+Spell Level. * is the specialist spell per level). 0 lvl – *create water*, *detect magic* (3); 1st lvl – *jump*, *spiderclimb*, *true strike*.*

Possessions: ~~scroll of spiderclimb~~, masterwork sap, sap (2), dagger (2), black robes, masterwork thieves tools, scimitar.

Languages: Baklunish, Common, Dwarven, Halfling.

Spot: Familiar – Owl; tiny magical beast; HD 3HD; hp 10; Init +3; Spd 10 ft, 40 ft fly (average); AC 18 (+2 size, +3 natural, +3 dexterity) touch 15, flat-footed 15; Base Atk +1; Grp -10; Atk +6 (1d4-3 talons); Full Atk +6 melee (1d4-3, talons); Space/Reach: 2 ½ ft / 0 ft; SQ; low-light vision, improved evasion, share spells, empathic link; SV Fort +2, Ref +5, Will +4; Str 4, Dex 17, Con 10, Int 6, Wis 14, Cha 4;

Skills and Feats: Balance +11, Climb +2, Disable Device +2, Escape Artist +7, Intimidate -2, Jump +2, Knowledge (arcane) +0, Knowledge (Local – VTF) +3, Knowledge (Local – Core) +3, Listen +14, Move Silently +17, Open Lock +7, Ride +8, Search +3, Sleight of Hand +7, Spellcraft +0, Spot +6 (+14 in areas of shadowy illumination), Tumble +9; Weapon Finesse.

Soriya: Female halfling Rgr1/Swashbuckler1/War1; Small Humanoid; CR 2; HD 1d10+2+2d8+4; hp 26; Init +4; Spd 20 ft; AC 19 (+1 size, +4 mithral chain shirt, +4 dex) touch 15, flat-footed 15; Base Atk +3; Grp -1; Atk +9 (1d4, masterwork sap); Full Atk +9 melee (1d4, masterwork sap); SQ Halfling traits, favored enemy (humans), wild empathy, trap-finding, grace, insightful strike; AL LN; SV Fort +9, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 8;

Skills and Feats: Balance +8, Climb +8, Jump +0, Hide +13, Listen +2, Move Silently +11, Tumble +8; Darkstalker*, Dodge, Tracking, Weapon Finesse.

Possessions: ~~scroll of spiderclimb~~, mithral chain shirt, masterwork sap, sap (2), dagger (2), black robes, short sword.

Languages: Common, Halfling.

* see Appendix Two: New Rules Items

Glare: Male Half-Orc Clr2/War1; Medium Humanoid; CR 2; HD 3d8+3; hp 21; Init +3; Spd 40 ft (with *longstrider*); AC 17 (+4 mithral chain shirt, +3 dex) touch 13, flat-footed 14; Base Atk +2; Grp +5; Atk +7 (2d6+4 masterwork greatsword); Full Atk +7 melee (2d6+4, masterwork greatsword); SQ turn undead, darkvision 60'; AL N; SV Fort +6, Ref +3, Will +5; Str 16, Dex 16, Con 12, Int 8, Wis 14, Cha 6;

Skills and Feats: Climb +4, Knowledge (religion) +3; Combat Reflexes, Dodge, Weapon Focus: Greatsword.

Spells Prepared: (4/3+1; DC = 12+Spell Level. * is the domain spell). O lvl – *create water (2), guidance (2)*; 1st lvl – *divine favor, obscuring mist, shield of faith, longstrider*.*

Domains (Kelanen): *War:* Weapon Focus and Martial Weapons skill in one martial weapon that is the weapon of the deity (in this case, Great Sword); *Travel:* May ignore restrictions on movement caused by magical effects for up to 1/round per level.

Possessions: ~~scroll of spiderclimb~~, mithral chain shirt, masterwork sap, sap (2), dagger (2), black robes, masterwork greatsword.

Languages: Common, Orcish

Defenders (Balance Trust)

Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild): Female Flan Wizz/War1; Medium Humanoid; CR 2; HD 2d4+1d8+6; hp 18; Init +2; Spd 30 ft; AC 16 (+4 *mage armor*, +2 dex) touch 12, flat-footed 14; Base Atk +2; Grp +2; Atk +3 (1d6, masterwork sap); Full Atk +3 melee (1d6, masterwork sap); SQ Diviner (banned necromancy), familiar; AL N; SV Fort +4, Ref +2, Will +2; Str 10, Dex 14, Con 14, Int 17, Wis 8, Cha 9;

Skills and Feats: Concentration +8, Knowledge (arcane) +11, Knowledge (nature) +7, Knowledge (local – iuz) +7, Profession (gambler) +3, Profession (mercenary) +0, Ride +7, Spellcraft +12; Alertness (when Gnollbane is within 5', not included in Stat block), Combat Casting, Scribe Scroll, Skill Focus: Spellcraft, Spell Focus (Abjuration).

Spells Prepared: (4+1/3+1; DC = 13+Spell Level, 14+Spell level for Abjuration. * is the specialist spell per level). O lvl – *create water, detect magic (3), detect magic**; 1st lvl – *detect chaos, jump, spiderclimb, true strike**.

Possessions: ~~scroll of mage armor~~, masterwork sap, sap (2), dagger (2), red and blue robes with symbol of the Pax Mercuri – Arts, longsword.

Languages: Baklunish, Common, Flan, Oerdian.

Gnollbane; Familiar – Hawk; tiny magical beast; HD 3HD; hp 9; Init +3; Spd 10 ft, 60 ft fly (average); AC 18 (+2 size, +3 natural, +3 dexterity) touch 15, flat-footed 15; Base Atk +2; Grp -8; Atk +7 (1d4-2 talons); Full Atk +7 melee (1d4-2, talons); Space/Reach: 2 ½ ft / 0 ft; SQ; low-light vision, improved evasion, share spells, empathic link; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6;

Skills and Feats: Concentration +6, Knowledge (arcane) +6, Knowledge (nature) +2, Knowledge (local – iuz) +2, Listen +2, Profession (gambler) +6, Profession (mercenary) +3, Ride +8, Spellcraft +4, Spot +14; Weapon Finesse.

Lofar: Female dwarf Pal2/War1; Medium Humanoid; CR 2; HD 2d10+6+1d8+3; hp 29; Init +1; Spd 20 ft; AC 21 (+8 full plate, +1 dex, +2 heavy steel shield) touch 11, flat-footed 20; Base Atk +3; Grp +6; Atk +7 melee (1d10+3, masterwork dwarven axe) or Atk +2 ranged (1d8+3, composite (+3 str) longbow); Full Atk +7 melee (1d10+3, masterwork dwarven axe) or Atk +2 ranged (1d8+3, composite (+3 str) longbow); SA smite evil 1/day; SQ Dwarf traits, detect evil, aura of good, lay on hands, divine grace; AL LG; SV Fort +9, Ref +2, Will +1; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 12;

Skills and Feats: Ride +7; Mounted Combat, Ride-By Attack.

Possessions: Full plate, heavy steel shield, masterwork dwarven axe, cold iron dwarven axe, saps (4), daggers (4), composite (+3 str) longbow, cool green robes.

Languages: Common, Dwarf.

Single: Male Half-Orc Bbn1/Scout1; Medium Humanoid; CR 2; HD 1d12+1d8+4; hp 23; Init +2; Spd 40 ft; AC 16 (+4 mithral chain shirt, +2 dexterity) touch 12, flat-footed 14; Base Atk +1; Grp +5; Atk +6 (1d10+6 masterwork heavy flail); Full Atk +6 melee (1d10+6 masterwork heavy flail); Space/Reach: 5 ft / 5 ft; SQ; orc traits, darkvision 60', fast movement, skirmish +1d6, trapfinding; AL LN; SV Fort +4, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 6, Wis 14, Cha 6;

Skills and Feats: Climb +11, Spot +6, Survival +7; Dodge.

Ex-Barbarian: Single is an ex-barbarian as a result of his shift to a Lawful alignment. He loses rage as an ability.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead,

constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Possessions: climber's kit (wearing), mithral chain shirt, masterwork sap, sap (2), dagger (2), dark blue robes, masterwork heavy flail.

Languages: Common, Orcish

APL 4

Introduction

Antoine The Black Cat: Male Oeridian Rog5/War1; Medium Humanoid; CR 5; HD 1d8+5d6+12; hp 39; Init +7; Spd 30 ft; AC 14 (+3 dex, +1 bracers of armor) touch 13, flat-footed 11; Base Atk +4; Grp +5; Atk +8 (1d6+1 masterwork sap); Full Atk +8 melee (1d6+1, masterwork sap); SA Sneak attack +3d6; SQ evasion, uncanny dodge, trap sense +1; AL CN; SV Fort +5, Ref +7, Will +0; Str 12, Dex 16, Con 14, Int 14, Wis 8, Cha 12;

Skills and Feats: Balance +11, Bluff +9, Climb +10, Gather Information +9, Jump +11, Knowledge (Local – VTF) +10, Knowledge (Local – Sheldomar Valley) +10, Profession (Juggler – Circus Performer) +2, Ride +12, Sleight of Hand +11, Tumble +11, Use Magic Device +9; Dodge, Improved Initiative, Quickdraw, Weapon Finesse.

Possessions: masterwork sap, sap (2), dagger (2), desert robes, +1 bracers of armor.

Languages: Baklunish, Common, Oeridian

Encounter Four

Vilar: Male Baklunish Rog2/Wiz2/War1; Medium Humanoid; CR 4; HD 2d6+1d8+2d4+10; hp 31; Init +7; Spd 30 ft; AC 17 (+4 *mage armor*, +3 dex) touch 13, flat-footed 14; Base Atk +3; Grp +3; Atk +4 (1d6 masterwork sap); Full Atk +4 melee (1d6, masterwork sap); SA Sneak attack +1d6; SQ; Diviner (banned enchantment), familiar, trapfinding, evasion AL N; SV Fort +4, Ref +6, Will +4; Str 10, Dex 16, Con 14, Int 17, Wis 8, Cha 8;

Skills and Feats: Balance +11, Climb +8, Disable Device +12, Escape Artist +8, Intimidate +0, Jump +5, Knowledge (arcane) +5, Knowledge (Local – VTF) +7, Knowledge (Local – Core) +8, Open Lock +12, Ride +8, Search +11, Sleight of Hand +7, Spellcraft +13, Tumble +9; Alertness (when Spot is within 5', not included in Stat block) Combat Casting, Improved Initiative, Iron Will, Scribe Scroll.

Spells Prepared: (4+1/3+1; DC = 13+Spell Level. * is the specialist spell per level). 0 lvl – *create water*, *detect magic* (4); 1st lvl – *jump*, *spiderclimb* (2), *true strike*.*

Possessions: ~~scroll of spiderclimb~~, masterwork sap, sap (2), dagger (2), black robes, masterwork thieves tools, *pearl of power* (1st level), cold iron scimitar.

Languages: Baklunish, Common, Dwarven, Halfling.

Spot: Familiar – Owl; tiny magical beast; HD 5HD; hp 15; Init +3; Spd 10 ft, 40 ft fly (average); AC 18 (+2 size, +3 natural, +3 dex) touch 15, flat-footed 15; Base Atk +3; Grp -8; Atk +8 (1d4-3 talons); Full Atk +8 melee (1d4-3, talons); Space/Reach: 2 ½ ft / 0 ft; SQ; low-light vision, improved evasion, share spells, empathic link; SV Fort +2, Ref +6, Will +5; Str 4, Dex 17, Con 10, Int 6, Wis 14, Cha 4;

Skills and Feats: Balance +11, Climb +5, Disable Device +5, Escape Artist +8, Intimidate -2, Jump +2, Knowledge (arcane) +0, Knowledge (Local – VTF) +2, Knowledge (Local – Core) +3, Listen +14, Move Silently +17, Open Lock +10, Ride +8, Search +6, Sleight of Hand +7, Spellcraft +8, Spot +6 (+14 in areas of shadowy illumination), Tumble +9; Weapon Finesse.

Soriya: Female halfling Rgr1/Swashbuckler3/War1; Small Humanoid; CR 4; HD 3d10+6+2d8+4; hp 42; Init +4; Spd 20 ft; AC 20 (+1 size, +5 for +1 *mithral chain shirt*, +4 dex) touch 15, flat-footed 16; Base Atk +5; Grp +1; Atk +11 (1d4, masterwork sap); Full Atk +11 melee (1d4, masterwork sap); SQ Halfling traits, favored enemy (humans), wild empathy, trap-finding, grace, insightful strike; AL LN; SV Fort +10, Ref +9, Will +2; Str 10, Dex 19, Con 14, Int 14, Wis 10, Cha 8;

Skills and Feats: Balance +10, Climb +10, Jump +0, Hide +13, Listen +2, Move Silently +11, Tumble +10; Darkstalker*, Dodge, Tracking, Weapon Finesse.

Possessions: ~~scroll of spiderclimb~~, +1 *mithral chain shirt*, masterwork sap, sap (2), dagger (2), black robes, short sword.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increased to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's

insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Languages: Common, Halfling.

* see Appendix Two: New Rules Items

Glare: Male Half-Orc Clr4/War1; Medium Humanoid; CR 4; HD 5d8+5; hp 33; Init +3; Spd 40 ft (with *longstrider*); AC 18 (+5 for +1 *mithral chain shirt*, +3 dex) touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +9 (2d6+4 masterwork greatsword); Full Atk +9 melee (2d6+4, masterwork greatsword); SQ turn undead, darkvision 60'; AL N; SV Fort +8, Ref +5, Will +7; Str 16, Dex 16, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +4, Knowledge (religion) +5; Combat Reflexes, Dodge, Weapon Focus: Greatsword.

Spells Prepared: (5/4+1/3+1; DC = 13+Spell Level. * is the domain spell). 0 lvl – *create water* (2), *detect magic*, *guidance* (2); 1st lvl – *divine favor*, *obscuring mist* (2), *shield of faith*, *longstrider**; 2nd lvl – *bull's strength*, *silence*, *spiritual weapon**.

Domains (Kelanen): *War:* Weapon Focus and Martial Weapons skill in one martial weapon that is the weapon of the deity (in this case, Great Sword); *Travel:* May ignore restrictions on movement caused by magical effects for up to 1/round per level.

Possessions: ~~scroll of spiderclimb~~, +1 vest of resistance, +1 *mithral chain shirt*, masterwork sap, sap (2), dagger (2), black robes, masterwork greatsword.

Languages: Common, Orcish.

Defenders (Balance Trust)

Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild): Female Flan; Wiz4/War1 Medium Humanoid; CR 4; HD 4d4+1d8+10; hp 28; Init +2; Spd 30 ft; AC 16 (+4 *mage armor*, +2 dex) touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +4 (1d6, masterwork sap); Full Atk +4 melee (1d6, masterwork sap); SQ Diviner (banned necromancy), familiar; AL N; SV Fort +5, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 18, Wis 8, Cha 9;

Skills and Feats: Concentration +10, Knowledge (arcane) +14, Knowledge (nature) +10, Knowledge (local – iuz) +10, Profession (gambler) +5, Profession (mercenary) +2, Ride +7, Spellcraft +14; Alertness (when Gnollbane is within 5', not included in Stat block), Combat Casting, Scribe Scroll, Skill Focus: Spellcraft, Spell Focus (Abjuration).

Spells Prepared: (4+1/4+1/3+1; DC = 14+Spell Level, DC = 15+Spell level for Abjuration. * is the specialist spell per level). 0 lvl – *create water*, *detect magic* (3), *detect magic**; 1st lvl – *alarm* (2), *detect law*, *jump*, *true strike**; 2nd lvl – *locate object**; see *invisibility*, *spiderclimb*, *tasha's hideous laughter*.

Possessions: ~~scroll of mage armor~~, *ring of counterspells* (*glitterdust*), masterwork sap, sap (2), dagger (2), red and blue robes with symbol of the Pax Mercuri – Arts, longsword.

Languages: Baklunish, Common, Flan, Oerdian.

Gnollbane; Familiar – Hawk; tiny magical beast; HD 5HD; hp 14; Init +3; Spd 10 ft, 60 ft fly (average); AC 19 (+2 size, +4 natural, +3 dex) touch 15, flat-footed 16; Base Atk +3; Grp -7; Atk +8 (1d4-2 talons); Full Atk +8 melee (1d4-2, talons); Space/Reach 2 ½ ft/0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +3, Ref +6, Will +6; Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6;

Skills and Feats: Concentration +8, Knowledge (arcane) +8, Knowledge (nature) +4, Knowledge (local – iuz) +4, Listen +2, Profession (gambler) +8, Profession (mercenary) +5, Ride +8, Spellcraft +6, Spot +14; Weapon Finesse.

Lofar: Female dwarf Pal4/War1; Medium Humanoid; CR 4; HD 4d10+12+1d8+3; hp 47; Init +1; Spd 20 ft; AC 22 (+9 for +1 *full plate*, +1 dex, +2 heavy steel shield) touch 11, flat-footed 21; Base Atk +5; Grp +8; Atk +9 melee (1d10+3, masterwork dwarven axe) or Atk +6 ranged (1d8+3, composite (+3 str) longbow); Full Atk +9 melee (1d10+3, masterwork dwarven axe) or Atk +6 ranged (1d8+3, composite (+3 str) longbow); SA smite evil 1/day; SQ Dwarf traits, detect evil, aura of good, lay on hands, divine grace, aura of courage, divine health, turn undead; AL LG; SV Fort +10, Ref +3, Will +2; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 13;

Skills and Feats: Ride +9; Mounted Combat, Ride-By Attack.

Possessions: +1 *full plate*, heavy steel shield, masterwork dwarven axe, cold iron dwarven axe, saps (4), daggers (4), composite (+3 str) longbow, cool green robes.

Languages: Common, Dwarf.

Single: Male Half-Orc Bbn1/Scout3; Medium Humanoid; CR 4; HD 1d12+3d8+8; hp 37; Init +3; Spd 50 ft; AC 17 (+5 for +1 *mithral chain shirt*, +2 dexterity) touch 12, flat-footed 15; Base Atk +3; Grp +7; Atk +8 (1d10+6 masterwork heavy flail); Full Atk +8 melee (1d10+6 masterwork heavy flail); SQ orc traits,

darkvision 60', fast movement, skirmish (+1d6, +1 AC), trapfinding, battle fortitude +1, uncanny dodge, trackless step, fast movement +10 ft. ; AL LN; SV Fort +6, Ref +5, Will +3; Str 19, Dex 14, Con 14, Int 6, Wis 14, Cha 6;

Skills and Feats: Climb +13, Listen +9, Spot +9, Survival +7; Dodge, Mobility.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increased to +2 at 11th level and +3 at 20th level. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Ex-Barbarian: Single is an ex-barbarian as a result of his shift to a Lawful alignment. He loses rage as an ability.

Possessions: climber's kit (wearing), +1 mithral chain shirt, masterwork sap, sap (2), dagger (2), dark blue robes, masterwork heavy flail.

Languages: Common, Orcish.

APL 6

Introduction

Antoine The Black Cat: Male Oeridian Rog7/War1; Medium Humanoid; CR 7; HD 1d8+7d6+16; hp 51; Init +8; Spd 30 ft; AC 15 (+4 dex, +1 bracers of armor) touch 14, flat-footed 11; Base Atk +6; Grp +7; Atk +11 (1d6+1 masterwork sap); Full Atk +11/+6 melee (1d6+1, masterwork sap); SA Sneak attack +4d6; SQ evasion, uncanny dodge, trap sense +2; AL CN; SV Fort +6, Ref +8, Will +1; Str 12, Dex 19, Con 14, Int 14, Wis 8, Cha 12;

Skills and Feats: Balance +13, Bluff +11, Climb +12, Gather Information +11, Jump +13, Knowledge (Local – VTF) +12, Knowledge (Local – Sheldomar Valley) +12, Profession (Juggler – Circus Performer) +2, Ride +15, Sleight of Hand +14, Tumble +14, Use Magic Device +11; Dodge, Improved Initiative, Quickdraw, Weapon Finesse.

Possessions: masterwork sap, sap (2), dagger (2), desert robes, +1 bracers of armor, +2 gloves of dexterity.

Languages: Baklunish, Common, Oeridian

Encounter Four

Vilar: Male Baklunish Rog3/Wiz3/War1; Medium Humanoid; CR 6; HD 3d6+1d8+3d4+14; hp 42; Init +7; Spd 30 ft; AC 18 (+4 mage armor, +3 dex, +1 ring of protection) touch 14, flat-footed 15; Base Atk +4; Grp +4; Atk +5 (1d6 masterwork sap); Full Atk +5 melee (1d6, masterwork sap); SA Sneak attack +2d6; SQ; Diviner (banned enchantment), familiar, trapfinding, evasion AL LN; SV Fort +6, Ref +7, Will +5; Str 10, Dex 16, Con 14, Int 17, Wis 8, Cha 8;

Skills and Feats: Balance +11, Climb +12, Concentration +6, Disable Device +15, Escape Artist +8, Intimidate +0, Jump +5, Knowledge (arcane) +5, Knowledge (Local – VTF) +7, Knowledge (Local – Core) +8, Open Lock +15, Ride +8, Search +13, Sleight of Hand +7, Spellcraft +15, Tumble +9; Alertness (when Spot is within 5', not included in Stat block) Combat Casting, Improved Initiative, Iron Will, Scribe Scroll.

Spells Prepared: (4+1/3+1/2+1; DC = 13+Spell Level. * is the specialist spell per level). ○ 1st lvl – *create water*, *detect magic* (4), *open/close*; 1st lvl – *jump*, *expeditious retreat* (2), *true strike**; 2nd lvl – *cat's grace*, *invisibility*, *see invisibility**.

Possessions: ~~scroll of spiderclimb~~, ring of protection +1, masterwork sap, sap (2), dagger (2), black

robes, masterwork thieves tools, *pearl of power* (1st level), cold iron scimitar.

Languages: Baklunish, Common, Dwarven, Halfling.

Spot; Familiar – Owl; tiny magical beast; HD 7HD; hp 21; Init +3; Spd 10 ft, 40 ft fly (average); AC 19 (+2 size, +4 natural, +3 dex) touch 15, flat-footed 16; Base Atk +4; Grp -7; Atk +9 (1d4-3 talons); Full Atk +9 melee (1d4-3, talons); Space/Reach 2 ½ ft / 0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +4, Ref +7, Will +6; Str 4, Dex 17, Con 10, Int 7, Wis 14, Cha 4;

Skills and Feats: Balance +11, Climb +9, Concentration +4, Disable Device +8, Escape Artist +8, Intimidate -2, Jump +2, Knowledge (arcane) +0, Knowledge (Local – VTF) +2, Knowledge (Local – Core) +3, Listen +14, Move Silently +17, Open Lock +13, Ride +8, Search +8, Sleight of Hand +7, Spellcraft +10, Spot +6 (+14 in areas of shadowy illumination), Tumble +9; Weapon Finesse.

Soriya: Female halfling Rgr3/Swashbuckler3/War1; Small Humanoid; CR 6; HD 3d10+6+4d8+8; hp 56; Init +4; Spd 20 ft; AC 21 (+1 size, +6 for +2 mithral chain shirt, +4 dex) touch 15, flat-footed 17; Base Atk +7; Grp +3; Atk +13 (1d6+1, +1 spiked chain); Full Atk +13/+8 melee (1d6+1, +1 spiked chain); SQ Halfling traits, favored enemy (humans), wild empathy, trap-finding, grace, insightful strike; AL LN; SV Fort +11, Ref +10, Will +3; Str 10, Dex 19, Con 14, Int 14, Wis 10, Cha 8;

Skills and Feats: Balance +10, Climb +12, Jump +2, Hide +18, Listen +5, Move Silently +15, Tumble +14; Darkstalker*, Dodge, Endurance, Exotic Weapon – spiked chain, Rapid Shot, Tracking, Weapon Finesse.

Possessions: ~~scroll of spiderclimb~~, +2 mithral chain shirt, masterwork sap, sap (2), dagger (6), black robes, +1 spiked chain.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increased to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with

any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Languages: Common, Halfling.

* see Appendix Two: New Rules Items

Glare: Male Half-Orc Clr6/War1; Medium Humanoid; CR 6; HD 7d8+7; hp 45; Init +3; Spd 40 ft (with *longstrider*); AC 18 (+5 for +1 *mithral chain shirt*, +3 dex) touch 13, flat-footed 15; Base Atk +5; Grp +8; Atk +10 (2d6+5 +1 *greatsword*); Full Atk +10 melee (2d6+5, +1 *greatsword*); SQ turn undead, darkvision 60'; AL N; SV Fort +9, Ref +6, Will +8; Str 16, Dex 16, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +4, Knowledge (religion) +9; Combat Reflexes, Dodge, Mobility, Weapon Focus: Greatsword.

Spells Prepared: (5/4+1/4+1/2+1; DC = 12+Spell Level. * is the domain spell). 0 lvl – *create water* (2), *detect magic*, *guidance* (2); 1st lvl – *divine favor*, *obscuring mist* (2), *shield of faith*, *longstrider**; 2nd lvl – *bull's strength*, *silence*(2), *spiritual weapon**; 3rd lvl – *blindness/deafness*, *dispel magic*, *fly**

Domains (Kelanen): *War:* Weapon Focus and Martial Weapons skill in one martial weapon that is the weapon of the deity (in this case, Great Sword); *Travel:* May ignore restrictions on movement caused by magical effects for up to 1/round per level.

Possessions: ~~scroll of spiderclimb~~, +1 *vest of resistance*, +1 *mithral chain shirt*, masterwork sap, sap (2), dagger (2), black robes, +1 *greatsword*.

Languages: Common, Orcish.

Defenders (Balance Trust)

Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild): Female Flan; Wiz6/War1 Medium Humanoid; CR 6; HD 6d4+1d8+14; hp 38; Init +2; Spd 30 ft; AC 16 (+4 *mage armor*, +2 dex) touch 12, flat-footed 14; Base Atk +4; Grp +4; Atk +5 (1d6, masterwork sap); Full Atk +5 melee (1d6, masterwork sap); SQ Diviner (banned necromancy), familiar; AL N; SV Fort +7, Ref +5, Will +5; Str 10, Dex 14, Con 14, Int 18, Wis 8, Cha 9;

Skills and Feats: Concentration +12, Knowledge (arcane) +16, Knowledge (nature) +14, Knowledge

(local – iuz) +14, Profession (gambler) +7, Profession (mercenary) +4, Ride +7, Spellcraft +17; Alertness (when Gnollbane is within 5'; not included in Stat block), Combat Casting, Greater Spell Focus (Abjuration), Scribe Scroll, Silent Spell, Skill Focus: Spellcraft, Spell Focus (Abjuration).

Spells Prepared: (4+1/4+1/4+1/3+1; DC = 14+Spell Level, 16+Spell Level for Abjuration. * is the specialist spell per level). 0 lvl – *create water*, *detect magic* (3), *detect magic**; 1st lvl – *alarm* (2), *detect law*, *jump*, *true strike**; 2nd lvl – *locate object**; *see invisibility*, *spiderclimb*, *tasha's hideous laughter*(2); 3rd lvl – *arcane sight**; *clairaudience* / *clairvoyance*, *displacement*, *non-detection*.

Possessions: ~~scroll of mage armor~~, *ring of counterspells* (*glitterdust*), *vest of resistance* +1, masterwork sap, sap (2), dagger (2), red and blue robes with symbol of the Pax Mercuri – Arts, longsword.

Languages: Baklunish, Common, Flan, Oerdian.

Gnollbane; Familiar – Hawk; tiny magical beast; HD 7HD; hp 19; Init +3; Spd 10 ft, 60 ft fly (average); AC 20 (+2 size, +5 natural, +3 dexterity) touch 15, flat-footed 17; Base Atk +4; Grp -6; Atk +9 (1d4-2 talons); Full Atk +9 melee (1d4-2, talons); Space/Reach 2 1/2 ft/0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +4, Ref +7, Will +7; Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 6;

Skills and Feats: Concentration +10, Knowledge (arcane) +11, Knowledge (nature) +7, Knowledge (local – iuz) +7, Listen +2, Profession (gambler) +10, Profession (mercenary) +7, Ride +8, Spellcraft +9, Spot +14; Weapon Finesse.

Lofar: Female dwarf Pal6/War1; Medium Humanoid; CR 6; HD 6d10+18+1d8+3; hp 65; Init +1; Spd 20 ft; AC 23 (+9 for +1 *full plate*, +1 dex, +3 for +1 *heavy steel shield*) touch 11, flat-footed 22; Base Atk +7; Grp +10; Atk +11 melee (1d10+3, masterwork dwarven axe) or Atk +8 ranged (1d8+3, composite (+3 str) longbow); Full Atk +11/+6 melee (1d10+3, masterwork dwarven axe) or Atk +8/+3 ranged (1d8+3, composite (+3 str) longbow); SA smite evil 2/day; SQ Dwarf traits, detect evil, aura of good, lay on hands, divine grace, aura of courage, divine health, turn undead, special mount, *remove disease* 1/week; AL LG; SV Fort +12, Ref +5, Will +4; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 13;

Skills and Feats: Ride +11; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: +1 *full plate*, +1 *heavy steel shield*, +1 *vest of resistance*, masterwork dwarven axe, cold iron

dwarven axe, saps (4), daggers (4), composite (+3 str) longbow, cool green robes.

Languages: Common, Dwarf.

Single: Male Half-Orc Bbn1/Scout5; Medium Humanoid; CR 6; HD 1d12+5d8+12; hp 51; Init +3; Spd 50 ft; AC 18 (+6 for +2 *mithral chain shirt*, +2 dex) touch 12, flat-footed 16; Base Atk +4; Grp +8; Atk +9 (1d10+6 masterwork heavy flail); Full Atk +9 melee (1d10+6 masterwork heavy flail); SQ orc traits, darkvision 60', fast movement, skirmish (+2d6, +1 AC), trapfinding, battle fortitude +1, uncanny dodge, trackless step, fast movement +10 ft, evasion; AL LN; SV Fort +7, Ref +6, Will +4; Str 19, Dex 14, Con 14, Int 6, Wis 14, Cha 6;

Skills and Feats: Climb +15, Hide +6, Listen +11, Spot +11, Survival +9; Blind-Fighting, Dodge, Mobility, Spring Attack.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and

initiative checks. This bonus increased to +2 at 11th level and +3 at 20th level. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Ex-Barbarian: Single is an ex-barbarian as a result of his shift to a Lawful alignment. He loses rage as an ability.

Possessions: climber's kit (wearing), +2 *mithral chain shirt*, masterwork sap, sap (2), dagger (2), dark blue robes, masterwork heavy flail.

Languages: Common, Orcish.

APL 8

Introduction

Antoine The Black Cat: Male Oeridian Rog9/War1; Medium Humanoid; CR 9; HD 1d8+9d6+30; hp 73; Init +8; Spd 30 ft; AC 17 (+4 dex, +1 ring of protection, +2 *bracers of armor*) touch 15, flat-footed 13; Base Atk +7; Grp +8; Atk +12 (1d6+2 +1 *sap*); Full Atk +12/+7 melee (1d6+2, +1 *sap*); SA Sneak attack +5d6; SQ evasion, improved uncanny dodge, trap sense +2; AL CN; SV Fort +8, Ref +9, Will +2; Str 12, Dex 19, Con 16, Int 14, Wis 8, Cha 12;

Skills and Feats: Balance +15, Bluff +13, Climb +14, Gather Information +13, Jump +15, Knowledge (Local – VTF) +14, Knowledge (Local – Sheldomar Valley) +14, Profession (Juggler – Circus Performer) +2, Ride +17, Sleight of Hand +16, Tumble +16, Use Magic Device +13; Dodge, Flick of the Wrist*, Improved Initiative, Quickdraw, Weapon Finesse.

Possessions: +1 *sap*, *sap* (2), dagger (2), desert robes, +2 *bracers of armor*, +2 *gloves of dexterity*, +2 *amulet of health*, +1 *ring of protection*.

Languages: Baklunish, Common, Oeridian

* see Appendix Two: New Rules Items

Encounter Four

Vilar: Male Baklunish Rog3/Wiz5/War1; Medium Humanoid; CR 8; HD 3d6+1d8+5d4+18; hp 52; Init +8; Spd 30 ft; AC 19 (+4 *mage armor*, +4 dex, +1 *ring of protection*) touch 15, flat-footed 15; Base Atk +5; Grp +5; Atk +6 (1d6 masterwork *sap*); Full Atk +6 melee (1d6, masterwork *sap*); SA Sneak attack +2d6; SQ; Diviner (banned enchantment), familiar, trapfinding, evasion AL N; SV Fort +7, Ref +10, Will +7; Str 10, Dex 18, Con 14, Int 18, Wis 8, Cha 8;

Skills and Feats: Balance +12, Climb +12, Concentration +6, Decipher Script +11, Disable Device +17, Escape Artist +10, Intimidate +0, Jump +5, Knowledge (arcane) +6, Knowledge (Local – VTF) +8, Knowledge (Local – Core) +9, Open Lock +17, Ride +9, Search +14, Sleight of Hand +8, Spellcraft +16, Tumble +10; Alertness (when Spot is within 5', not included in Stat block) Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Scribe Scroll, Sudden Silent*.

Spells Prepared: (4+1/4+1/3+1/2+1; DC = 14+Spell Level. * is the specialist spell per level). ○ lvl – *create water*, *detect magic* (3), *open/close*; 1st lvl – *expeditious*

retreat, *grease*, *jump*, *true strike**; 2nd lvl – *cat's grace* (2), *invisibility*, *see invisibility**; 3rd lvl – *arcane sight**, *haste*, *slow*.

Possessions: ~~*scroll of spiderclimb*~~, +2 *gloves of dexterity*, *ring of protection* +1, +1 *vest of resistance*, masterwork *sap*, *sap* (2), dagger (2), black robes, masterwork thieves tools, *pearl of power* (1st level), cold iron scimitar.

Languages: Baklunish, Common, Dwarven, Halfling.

* see Appendix Two: New Rules Items

Spot; Familiar – Owl; tiny magical beast; HD 9HD; hp 26; Init +3; Spd 10 ft, 40 ft fly (average); AC 20 (+2 size, +5 natural, +3 dexterity) touch 15, flat-footed 17; Base Atk +5; Grp -6; Atk +10 (1d4+3 talons); Full Atk +10 melee (1d4+3, talons); Space/Reach 2 ½ ft / 0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +4, Ref +7, Will +7; Str 4, Dex 17, Con 10, Int 8, Wis 14, Cha 4;

Skills and Feats: Balance +11, Climb +9, Concentration +4, Decipher Script +6, Disable Device +10, Escape Artist +9, Intimidate -2, Jump +2, Knowledge (arcane) +1, Knowledge (Local – VTF) +3, Knowledge (Local – Core) +4, Listen +14, Move Silently +17, Open Lock +11, Ride +8, Search +9, Sleight of Hand +7, Spellcraft +11, Spot +6 (+14 in areas of shadowy illumination), Tumble +9; Weapon Finesse.

Soriya: Female halfling Rgr3/Swashbuckler3/Ftr2/War1; Small Humanoid; CR 8; HD 5d10+10+4d8+8; hp 72; Init +5; Spd 20 ft; AC 23 (+1 size, +1 *ring of protection*, +6 *for* +2 *mithral chain shirt*, +5 dex) touch 17, flat-footed 19; Base Atk +9; Grp +5; Atk +16 (1d6+1, +1 *spiked chain*); Full Atk +16/+11 melee (1d6+1, +1 *spiked chain*); SQ Halfling traits, favored enemy (humans), wild empathy, trap-finding, grace, insightful strike; AL LN; SV Fort +15, Ref +11, Will +4; Str 10, Dex 20, Con 14, Int 14, Wis 10, Cha 8;

Skills and Feats: Balance +10, Climb +14, Jump +4, Hide +20, Listen +5, Move Silently +15, Tumble +14; Darkstalker*, Combat Reflexes, Dodge, Elusive Target*, Endurance, Exotic Weapon – spiked chain, Mobility, Rapid Shot, Tracking, Weapon Finesse.

Possessions: ~~*scroll of spiderclimb*~~, +2 *mithral chain shirt*, +1 *ring of protection*, +1 *cloak of resistance*, masterwork *sap*, *sap* (2), dagger (6), black robes, +1 *spiked chain*.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increased to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Languages: Common, Halfling.

* see Appendix Two: New Rules Items

Glare: Male Half-Orc Clr6/War1/Scout2; Medium Humanoid; CR 8; HD 9d8+9; hp 57; Init +3; Spd 40 ft (with *longstrider*); AC 18 (+5 for +1 *mithral chain shirt*, +3 dex) touch 13, flat-footed 15; Base Atk +6; Grp +9; Atk +11 (2d6+5 +1 *greatsword*); Full Atk +11/+6 melee (2d6+5, +1 *greatsword*); SQ turn undead, darkvision 60', skirmish +1d6, trapfinding, battle fortitude +1; AL N; SV Fort +11, Ref +10, Will +10; Str 16, Dex 16, Con 12, Int 8, Wis 16, Cha 6.

Skills and Feats: Climb +4, Hide +9, Knowledge (religion) +9, Move Silently +9; Combat Reflexes, Dodge, Elusive Target*, Mobility, Weapon Focus: Greatsword.

Spells Prepared: (5/4+1/4+1/3+1; DC = 13+Spell Level. * is the domain spell). 0 lvl – *create water* (2), *detect magic*, *guidance* (2); 1st lvl – *divine favor*, *obscuring mist* (2), *shield of faith*, *longstrider**; 2nd lvl – *bull's strength*, *silence*(2), *spiritual weapon**; 3rd lvl – *blindness/deafness*, *dispel magic* (2), *fly**.

Domains (Kelanen): *War:* Weapon Focus and Martial Weapons skill in one martial weapon that is the weapon of the deity (in this case, Great Sword); *Travel:* May ignore restrictions on movement caused by magical effects for up to 1/round per level.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to

attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increased to +2 at 11th level and +3 at 20th level. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Possessions: ~~scroll of spiderclimb~~, +2 vest of resistance, +1 *mithral chain shirt*, masterwork sap, sap (2), dagger (2), black robes, +1 *greatsword*.

Languages: Common, Orcish.

* see Appendix Two: New Rules Items

Defenders (Balance Trust)

Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild): Female Flan; Wiz8/War1 Medium Humanoid; CR 8; HD 8d4+1d8+18; hp 48; Init +2; Spd 30 ft; AC 16 (+4 *mage armor*, +2 dex) touch 12, flat-footed 14; Base Atk +5; Grp +5; Atk +6 (1d6, masterwork sap); Full Atk +6 melee (1d6, masterwork sap); SQ Diviner (banned necromancy), familiar; AL N; SV Fort +8, Ref +6, Will +7; Str 10, Dex 14, Con 14, Int 19, Wis 8, Cha 9;

Skills and Feats: Concentration +17, Knowledge (arcane) +18, Knowledge (nature) +16, Knowledge

(local – iuz) +16, Profession (gambler) +9, Profession (mercenary) +6, Ride +7, Spellcraft +19; Alertness (when Gnollbane is within 5', not included in Stat block), Combat Casting, Greater Spell Focus (Abjuration), Scribe Scroll, Silent Spell, Skill Focus: Concentration, Skill Focus: Spellcraft, Spell Focus (Abjuration).

Spells Prepared: (4+1/5+1/4+1/4+1/3+1; DC = 14+Spell Level, DC = 16+Spell Level for Abjuration. * is the specialist spell per level). 0 lvl – *create water*, *detect magic* (3), *detect magic**; 1st lvl – *alarm* (2), *detect law*, *jump* (2), *true strike**; 2nd lvl – *spiderclimb*, *locate object**; *see invisibility*, *tasha's hideous laughter*(2); 3rd lvl – *arcane sight**; *clairaudience* / *clairvoyance*, *displacement* (2), *nondetection*; 4th lvl – *arcane eye**; *evard's black tentacles*, *stoneskin*, *wall of ice*.

Possessions: ~~scroll of mage armor~~, *ring of counterspells* (*glitterdust*), *vest of resistance* +2, masterwork sap, sap (2), dagger (2), red and blue robes with symbol of the Pax Mercuri – Arts (, longsword.

Languages: Baklunish, Common, Flan, Oerdian.

Gnollbane; Familiar – Hawk; tiny magical beast; HD 9HD; hp 24; Init +3; Spd 10 ft, 60 ft fly (average); AC 21 (+2 size, +6 natural, +3 dexterity) touch 15, flat-footed 18; Base Atk +5; Grp -5; Atk +10 (1d4-2 talons); Full Atk +10 melee (1d4-2, talons); Space/Reach 2 ½ ft/0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +4, Ref +7, Will +8; Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6;

Skills and Feats: Concentration +12, Knowledge (arcane) +13, Knowledge (nature) +9, Knowledge (local – iuz) +9, Listen +2, Profession (gambler) +12, Profession (mercenary) +9, Ride +8, Spellcraft +11, Spot +14; Weapon Finesse.

Lofar: Female dwarf Pal8/Warr1; Medium Humanoid; CR 8; HD 8d10+24+1d8+3; hp 83; Init +1; Spd 20 ft; AC 24 (+10 for +2 *full plate*, +1 dex, +3 for +1 *heavy steel shield*) touch 11, flat-footed 23; Base Atk +9; Grp +12; Atk +13 melee (1d10+3, masterwork dwarven axe) or Atk +10 ranged (1d8+3, composite (+3 str) longbow); Full Atk +13/+8 melee (1d10+3, masterwork dwarven axe) or Atk +10/+5 ranged (1d8+3, composite (+3 str) longbow); SA smite evil 2/day; SQ Dwarf traits, detect evil, aura of good, lay on hands, divine grace, aura of courage, divine health, turn undead, special mount, *remove disease* 1/week; AL LG; SV Fort +14, Ref +6, Will +5; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 14;

Skills and Feats: Ride +13; Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge.

Possessions: +2 *full plate*, +1 *heavy steel shield*, +1 *vest of resistance*, masterwork dwarven axe, cold iron dwarven axe, saps (4), daggers (4), composite (+3 str) longbow, cool green robes.

Languages: Common, Dwarf.

Single: Male Half-Orc Bbn1/Scout7; Medium Humanoid; CR 8; HD 1d12+7d8+16; hp 65; Init +3; Spd 50 ft; AC 19 (+6 for +2 *mithral chain shirt*, +2 dex, +1 *ring of protection*) touch 13, flat-footed 17; Base Atk +6; Grp +11; Atk +12 (1d10+7, masterwork heavy flail); Full Atk +12/+7 melee (1d10+7, masterwork heavy flail); SQ orc traits, darkvision 60', fast movement, skirmish (+2d6, +2 AC), trapfinding, battle fortitude +1, uncanny dodge, trackless step, fast movement +10 ft, evasion, flawless stride; AL LN; SV Fort +8, Ref +7, Will +5; Str 20, Dex 14, Con 14, Int 6, Wis 14, Cha 6;

Skills and Feats: Climb +17, Hide +10, Listen +13, Spot +18, Survival +13; Blind-Fighting, Dodge, Mobility, Spring Attack.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increased to +2 at 11th level and +3 at 20th level. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Ex-Barbarian: Single is an ex-barbarian as a result of his shift to a Lawful alignment. He loses rage as an ability.

Possessions: climber's kit (wearing), +2 mithral chain shirt, eyes of the eagle, +1 ring of protection, masterwork sap, sap (2), dagger (2), dark blue robes, masterwork heavy flail.

Languages: Common, Orcish.

APL 10

Introduction

Antoine The Black Cat: Male Oeridian Rog11/War1; Medium Humanoid; CR 11; HD 1d8+1d6+36; hp 87; Init +9; Spd 30 ft; AC 19 (+5 dex, +1 *ring of protection*, +3 *bracers of armor*) touch 16, flat-footed 14; Base Atk +9; Grp +10; Atk +15 (1d6+2 +1 *sap*); Full Atk +15/+10 melee (1d6+2, +1 *sap*); SA Sneak attack +6d6; SQ evasion, improved uncanny dodge, trap sense +3, improved evasion; AL CN; SV Fort +12, Ref +14, Will +6; Str 12, Dex 20, Con 16, Int 14, Wis 8, Cha 12;

Skills and Feats: Balance +18, Bluff +15, Climb +16, Gather Information +15, Jump +17, Knowledge (Local – VTF) +16, Knowledge (Local – Sheldomar Valley) +16, Profession (Juggler – Circus Performer) +2, Ride +19, Sleight of Hand +18, Tumble +18, Use Magic Device +15; Dodge, Flick of the Wrist*, Improved Initiative, Quickdraw, Staggering Strike*, Weapon Finesse.

Possessions: +1 *sap*, *sap* (2), dagger (2), desert robes, +3 *bracers of armor*, +2 *gloves of dexterity*, +2 *amulet of health*, +1 *ring of protection*, *ring of counterspells* (*glitterdust*), +2 *cloak of resistance*.

Languages: Baklunish, Common, Oeridian

* see Appendix Two: New Rules Items

Encounter Four

Vilar: Male Baklunish Rog3/Wiz5/War1/Arcane Trickster2; Medium Humanoid; CR 10; HD 3d6+1d8+7d4+22; hp 62; Init +8; Spd 30 ft; AC 19 (+4 *mage armor*, +4 dex, +1 *ring of protection*) touch 15, flat-footed 15; Base Atk +6; Grp +6; Atk +7 (1d6 masterwork *sap*); Full Atk +7/+2 melee (1d6, masterwork *sap*); SA Sneak attack +3d6; SQ; Diviner (banned enchantment), familiar, trapfinding, evasion, ranged legerdemain 1/day AL N; SV Fort +7, Ref +13, Will +10; Str 10, Dex 18, Con 14, Int 20, Wis 8, Cha 8;

Skills and Feats: Balance +12, Climb +12, Concentration +9, Decipher Script +12, Disable Device +21, Escape Artist +10, Intimidate +0, Jump +5, Knowledge (arcane) +10, Knowledge (Local – VTF) +10, Knowledge (Local – Core) +10, Open Lock +17, Ride +9, Search +19, Sleight of Hand +8, Spellcraft +21, Tumble +10; Alertness (when Spot is within 5', not included in Stat block) Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Scribe Scroll, Sudden Silent*.

Spells Prepared: (4+1/6+1/4+1/3+1/2+1; DC = 15+Spell Level. * is the specialist spell per level). 0 lvl – *create water*, *detect magic* (3), *open/close*; 1st lvl – *expeditious retreat* (2), *grease* (2), *jump*(2), *true strike**; 2nd lvl – *cat's grace* (2), *invisibility* (2), *see invisibility**; 3rd lvl – *arcane sight**, *displacement*, *haste*, *slow*; 4th lvl – *arcane eye*, *improved invisibility* (2).

Possessions: ~~scroll of spiderclimb~~, +2 *headband of intellect*, +2 *gloves of dexterity*, *ring of protection* +1, +1 *vest of resistance*, masterwork *sap*, *sap* (2), dagger (2), black robes, masterwork thieves tools, *pearl of power* (1st level), cold iron scimitar.

Languages: Baklunish, Common, Dwarven, Halfling.

* see Appendix Two: New Rules Items

Spot; Familiar – Owl; tiny magical beast; HD 11HD; hp 31; Init +3; Spd 10 ft, 40 ft fly (average); AC 20 (+2 size, +5 natural, +3 dexterity) touch 15, flat-footed 17; Base Atk +6; Grp -5; Atk +11 (1d4+3 talons); Full Atk +11 melee (1d4+3, talons); Space/Reach 2 ½ ft / 0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +4, Ref +10, Will +10; Str 4, Dex 17, Con 10, Int 8, Wis 14, Cha 4;

Skills and Feats: Balance +11, Climb +9, Concentration +7, Decipher Script +6, Disable Device +13, Escape Artist +9, Intimidate -2, Jump +2, Knowledge (arcane) +4, Knowledge (Local – VTF) +4, Knowledge (Local – Core) +4, Listen +14, Move Silently +17, Open Lock +14, Ride +8, Search +13, Sleight of Hand +7, Spellcraft +15, Spot +6 (+14 in areas of shadowy illumination), Tumble +9; Weapon Finesse.

Soriya: Female halfling Rgr3/Swashbuckler3/Ftr2/Mnk2/War1; Small Humanoid; CR 10; HD 5d10+10+6d8+12; hp 86; Init +6; Spd 20 ft; AC 23 (+1 size, +1 *ring of protection*, +6 *for* +2 *mithral chain shirt*, +6 dexterity) touch 18, flat-footed 19; Base Atk +10; Grp +10; Atk +18 (1d6+1 plus 1d6, +1 *merciful spiked chain*); Full Atk +18/+13 melee (1d6+1 plus 1d6, +1 *merciful spiked chain*); SQ Halfling traits, favored enemy (humans), wild empathy, trap-finding, grace, insightful strike, unarmed strike, flurry of blows (n/a with armor); AL LN; SV Fort +18, Ref +15, Will +7; Str 10, Dex 22, Con 14, Int 14, Wis 10, Cha 8;

Skills and Feats: Balance +13, Climb +16, Jump +6, Hide +23, Listen +5, Move Silently +18, Tumble +17; Darkstalker*, Combat Reflexes, Deflect Arrows, Dodge,

Elusive Target*, Endurance, Exotic Weapon – spiked chain, Improved Grapple, Mobility, Rapid Shot, Tracking, Weapon Finesse.

Possessions: ~~scroll of spiderclimb~~, +2 mithral chain shirt, +2 gloves of dexterity, +1 ring of protection, +1 cloak of resistance, masterwork sap, sap (2), dagger (6), black robes, +1 merciful spiked chain.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increased to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Languages: Common, Halfling.

* see Appendix Two: New Rules Items

Glare: Male Half-Orc Clr6/War1/Scout2/DreadCommando2; Medium Humanoid; CR 10; HD 11d8+22; hp 80; Init +6; Spd 40 ft (with *longstrider*); AC 18 (+5 for +1 mithral chain shirt, +3 dex) touch 13, flat-footed 15; Base Atk +8; Grp +11; Atk +13 (2d6+5 +1 *greatsword*); Full Atk +13/+8 melee (2d6+5, +1 *greatsword*); SA sudden strike +1d6; SQ turn undead, darkvision 60', skirmish +1d6, trapfinding, battle fortitude +1, team initiative bonus, armored ease 2; AL N; SV Fort +11, Ref +13, Will +10; Str 16, Dex 16, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Climb +4, Hide +14, Knowledge (religion) +9, Move Silently +14; Combat Reflexes, Dodge, Elusive Target*, Mobility, Weapon Focus: Greatsword.

Spells Prepared: (5/4+1/4+1/3+1; DC = 13+Spell Level. * is the domain spell). 0 lvl – *create water* (2), *detect magic*, *guidance* (2); 1st lvl – *divine favor*, *obscuring mist* (2), *shield of faith*, *longstrider**; 2nd lvl – *bull's strength*, *silence*(2), *spiritual weapon**; 3rd lvl – *blindness/deafness*, *dispel magic* (2), *fly**.

Domains (Kelanen): *War:* Weapon Focus and Martial Weapons skill in one martial weapon that is the weapon of the deity (in this case, Great Sword); *Travel:* May ignore restrictions on movement caused by magical effects for up to 1/round per level.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increased to +2 at 11th level and +3 at 20th level. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Sudden Strike (Ex): If you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a Dexterity bonus to Armor Class or not), you deal up an extra 1d6 points of damage with your attack. The extra damage increases to 2d6 at 3rd level and to 3d6 at 5th level.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies – undead, constructs, oozes, plants and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use sudden strike to deliver non-lethal damage. Weapons capable of dealing only non-lethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the target.

Team Initiative Bonus (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored ease (Ex): You learn to adapt your movements to the restrictive nature of armor. Beginning at 2nd level, you reduce the armor check penalty of any armor with which you are proficient by 2 (to a minimum of 0). At 4th level, this reduction increases to 4 points (to a minimum of 0).

Possessions: ~~scroll of spiderlimb~~, +2 vest of resistance, +2 amulet of health, +1 mithral chain shirt, masterwork sap, sap (2), dagger (2), olive beret, black robes, +1 greatsword.

Languages: Common, Orcish.

* see Appendix Two: New Rules Items

Defenders (Balance Trust)

Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild): Female Flan
Wiz8/War1/InitiateoftheSevenfoldVeil2; Medium Humanoid; CR 10; HD 10d4+1d8+22; hp 58; Init +2; Spd 30 ft; AC 16 (+4 *mage armor*, +2 dex) touch 12, flat-footed 14; Base Atk +6; Grp +6; Atk +7 (1d6, masterwork sap); Full Atk +7/+2 melee (1d6, masterwork sap); SQ Diviner (banned necromancy), familiar, warding 1/day, unimpeachable abjuration, red

veil, unanswerable strike +2, orange veil; AL N; SV Fort +8, Ref +6, Will +10; Str 10, Dex 14, Con 14, Int 21, Wis 8, Cha 9;

Skills and Feats: Concentration +19, Knowledge (arcane) +21, Knowledge (nature) +19, Knowledge (local – iuz) +19, Profession (gambler) +11, Profession (mercenary) +8, Ride +7, Spellcraft +22; Alertness (when Gnollbane is within 5', not included in Stat block), Combat Casting, Greater Spell Focus (Abjuration), Scribe Scroll, Silent Spell, Skill Focus: Concentration, Skill Focus: Spellcraft, Spell Focus (Abjuration).

Warding (Sp): An Initiate of the Seven Fold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way as a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* – even someone who was formerly inside and left it – becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from the creatures outside, but anyone inside the *warding* can see out with no hindrance.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing the wall in one direction safe, if she chooses. IN any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level of until dismissed.

Veils: When an initiate creates a *warding*, she can choose an imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on coaster level checks to counter or dispel abjuration spells. At 6th level, this bonus increased to a +4 bonus.

Spells Prepared: (4+1/6+1/5+1/4+1/4+1/3+1; DC = 15+Spell Level, DC = 17+Spell Level for Abjuration. * is the specialist spell per level). 0 lvl – *create water*,

detect magic (3), *detect magic**; 1st lvl – *alarm* (2), *detect law* (2), *jump* (2), *true strike**; 2nd lvl – *spiderclimb* (2), *locate object**; *see invisibility*, *tasha's hideous laughter*(2); 3rd lvl – *arcane sight**, *clairaudience / clairvoyance* (2), *displacement* (2), *nondetection*; 4th lvl – *arcane eye**, *silent dispel magic*, *solid fog*, *stoneskin*, *wall of ice*; 5th lvl – *baleful polymorph*, *dismissal*, *prying eyes**; *silent solid fog*.

Possessions: ~~scroll of mage armor~~, *ring of counterspells* (*glitterdust*), +2 *headband of intellect*, *vest of resistance* +2, *masterwork sap*, *sap* (2), *dagger* (2), *red and blue robes with symbol of the Pax Mercuri* – Arts (, *longsword*.

Languages: *Baklunish*, *Common*, *Flan*, *Oerdian*.

Gnollbane; Familiar – Hawk; tiny magical beast; HD 11HD; hp 29; Init +3; Spd 10 ft, 60 ft fly (average); AC 21 (+2 size, +6 natural, +3 dex) touch 15, flat-footed 18; Base Atk +6; Grp -4; Atk +11 (1d4-2 talons); Full Atk +11 melee (1d4-2, talons); Space/Reach 2 ½ ft/0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +4, Ref +7, Will +11; Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6;

Skills and Feats: Concentration +12, Knowledge (arcane) +15, Knowledge (nature) +13, Knowledge (local – iuz) +13, Listen +2, Profession (gambler) +14, Profession (mercenary) +12, Ride +8, Spellcraft +13, Spot +14; Weapon Finesse.

Lofar: Female dwarf Pal10/War1; Medium Humanoid; CR 10; HD 10d10+30+1d8+3; hp 101; Init +1; Spd 20 ft; AC 25 (+10 for +2 *full plate*, +1 dex, +4 for +2 *heavy steel shield*) touch 11, flat-footed 24; Base Atk +11; Grp +14; Atk +15 melee (1d10+4, +1 *dwarven axe*) or Atk +12 ranged (1d8+3, composite (+3 str) longbow); Full Atk +15/+10/+5 melee (1d10+4, +1 *dwarven axe*) or Atk +12/+7/+2 ranged (1d8+3, composite (+3 str) longbow); SA smite evil 3/day; SQ Dwarf traits, detect evil, aura of good, lay on hands, divine grace, aura of courage, divine health, turn undead, special mount, *remove disease* 2/week; AL LG; SV Fort +16, Ref +8, Will +7; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 16;

Skills and Feats: Ride +15; Mounted Combat, Ride-By Attack, Power Attack, Spirited Charge.

Possessions: +2 *full plate*, +2 *heavy steel shield*, +1 *vest of resistance*, +2 *cloak of charisma*, +1 *dwarven axe*, cold iron *dwarven axe*, saps (4), daggers (4), composite (+3 str) longbow, cool green robes.

Languages: *Common*, *Dwarf*.

Single: Male Half-Orc Bbn1/Scout9; Medium Humanoid; CR 10; HD 1d12+9d8+20; hp 79; Init +3;

Spd 50 ft; AC 19 (+6 for +2 *mithral chain shirt*, +2 dex, +1 *ring of protection*) touch 13, flat-footed 17; Base Atk +7; Grp +12; Atk +13 (1d10+8, +1 *merciful heavy flail*); Full Atk +13/+8 melee (1d10+8, +1 *merciful heavy flail*); SQ orc traits, darkvision 60', fast movement, skirmish (+3d6, +2 AC), trapfinding, battle fortitude +1, uncanny dodge, trackless step, fast movement +10 ft, evasion, flawless stride, camouflage; AL LN; SV Fort +9, Ref +8, Will +6; Str 20, Dex 14, Con 14, Int 6, Wis 14, Cha 6;

Skills and Feats: Climb +19, Hide +14, Listen +15, Spot +20, Survival +15; Blind-Fighting, Dodge, Elusive Target*, Hear the Unseen*, Mobility, Spring Attack.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increased to +2 at 11th level and +3 at 20th level. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Ex-Barbarian: Single is an ex-barbarian as a result of his shift to a Lawful alignment. He loses rage as an ability.

Possessions: climber's kit (wearing), +2 *mithral chain shirt*, *eyes of the eagle*, +1 *ring of protection*, dagger (2), dark blue robes, +1 *merciful heavy flail*, cold iron heavy flail, alchemical silver heavy flail.

Languages: Common, Orcish.

* see Appendix Two: New Rules Items

APL 12

Introduction

Antoine The Black Cat: Male Oeridian Rog11/War1/Ftr2; Medium Humanoid; CR 13; HD 2d10+1d8+11d6+42; hp 105; Init +9; Spd 30 ft; AC 20 (+6 dex, +1 *ring of protection*, +3 *bracers of armor*) touch 17, flat-footed 14; Base Atk +11; Grp +12; Atk +17 (1d6+2, +1 *merciful sap*); Full Atk +17/+12/+7 melee (1d6+2, +1 *merciful sap*); SA Sneak attack +6d6; SQ evasion, improved uncanny dodge, trap sense +3, improved evasion; AL CN; SV Fort +15, Ref +15, Will +6; Str 12, Dex 22, Con 16, Int 14, Wis 8, Cha 12;

Skills and Feats: Balance +19, Bluff +16, Climb +18, Gather Information +15, Jump +19, Knowledge (Local – VTF) +16, Knowledge (Local – Sheldomar Valley) +16, Profession (Juggler – Circus Performer) +2, Ride +22, Sleight of Hand +22, Tumble +19, Use Magic Device +15; Dodge, Elusive Target*, Flick of the Wrist*, Improved Initiative, Mobility, Quickdraw, Staggering Strike*, Weapon Finesse.

Possessions: +1 *merciful sap*, sap (2), dagger (2), desert robes, +3 *bracers of armor*, +4 *gloves of dexterity*, +2 *amulet of health*, +1 *ring of protection*, *ring of counterspells* (*glitterdust*), +3 *cloak of resistance*.

Languages: Baklunish, Common, Oeridian

* see Appendix Two: New Rules Items

Encounter Four

Vilar: Male Baklunish Rog3/Wiz5/War1/Arcane Trickster4; Medium Humanoid; CR 12; HD 3d6+1d8+9d4+26; hp 72; Init +8; Spd 30 ft; AC 19 (+4 *mage armor*, +4 dex, +1 *ring of protection*) touch 15, flat-footed 15; Base Atk +7; Grp +7; Atk +8 (1d6 masterwork sap); Full Atk +8/+3 melee (1d6, masterwork sap); SA Sneak attack +4d6; SQ Diviner (banned enchantment), familiar, trapfinding, evasion, ranged legerdemain 1/day, impromptu sneak attack; AL N; SV Fort +9, Ref +15, Will +12; Str 10, Dex 18, Con 14, Int 23, Wis 8, Cha 8;

Skills and Feats: Balance +14, Climb +14, Concentration +15, Decipher Script +13, Disable Device +24, Escape Artist +10, Intimidate +0, Jump +5, Knowledge (arcane) +11, Knowledge (Local – VTF) +11, Knowledge (Local – Core) +11, Open Lock +17, Ride +9, Search +22, Sleight of Hand +10, Spellcraft +24, Tumble +10; Alertness (when Spot is within 5', not included in Stat block) Combat Casting, Combat

Reflexes, Improved Initiative, Iron Will, Scribe Scroll, Sculpt Spell*, Sudden Silent*.

Spells Prepared: (4+1/6+1/6+1/4+1/3+1/2+1; DC = 16+Spell Level. * is the specialist spell per level). 0 lvl – *create water*, *detect magic* (3), *open/close*; 1st lvl – *expeditious retreat*, *grease* (2), *jump*(2), *true strike**; 2nd lvl – *cat's grace* (2), *glitterdust* (2), *invisibility* (2), *see invisibility**; 3rd lvl – *arcane sight**, *displacement*, *haste*, *slow* (2); 4th lvl – *arcane eye*, *fear*, *improved invisibility* (2); 5th lvl – *baleful polymorph*, *persistent image*, *rary's telepathic bond**.

Possessions: ~~scroll of spiderclimb~~, +4 *headband of intellect*, +2 *gloves of dexterity*, *ring of protection* +1, +2 *vest of resistance*, masterwork sap, sap (2), dagger (2), black robes, masterwork thieves tools, *pearl of power* (1st level), cold iron scimitar.

Languages: Baklunish, Common, Dwarven, Halfling.

* see Appendix Two: New Rules Items

Spot; Familiar – Owl; tiny magical beast; HD 13HD; hp 36; Init +3; Spd 10 ft, 40 ft fly (average); AC 20 (+2 size, +5 natural, +3 dexterity) touch 15, flat-footed 17; Base Atk +7; Grp -4; Atk +12 (1d4-3 talons); Full Atk +12 melee (1d4-3, talons); Space/Reach 2 ½ ft / 0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +5, Ref +11, Will +11; Str 4, Dex 17, Con 10, Int 8, Wis 14, Cha 4;

Skills and Feats: Balance +13, Climb +11, Concentration +13, Decipher Script +6, Disable Device +15, Escape Artist +9, Intimidate -2, Jump +2, Knowledge (arcane) +4, Knowledge (Local – VTF) +4, Knowledge (Local – Core) +4, Listen +14, Move Silently +17, Open Lock +14, Ride +8, Search +15, Sleight of Hand +7, Spellcraft +17, Spot +6 (+14 in areas of shadowy illumination), Tumble +9; Weapon Finesse.

Soriya: Female halfling Rgr3/Swashbuckler3/Ftr4/Mnk2/War1; Small Humanoid; CR 12; HD 7d10+21+6d8+18; hp 117; Init +6; Spd 20 ft; AC 24 (+1 size, +1 *ring of protection*, +6 *for* +2 *mithral chain shirt*, +6 dex) touch 18, flat-footed 18; Base Atk +12; Grp +12; Atk +21 (1d6+3 plus 1d6, +1 *merciful spiked chain*); Full Atk +21/+16/+11 melee (1d6+3 plus 1d6, +1 *merciful spiked chain*); SQ Halfling traits, favored enemy (humans), wild empathy, trap-finding, grace, insightful strike, unarmed strike, flurry of blows (n/a)

with armor); AL LN; SV Fort +20, Ref +17, Will +9; Str 10, Dex 23, Con 16, Int 16, Wis 10, Cha 8;

Skills and Feats: Balance +13, Climb +16, Jump +6, Hide +25, Listen +5, Move Silently +20, Tumble +17; Darkstalker*, Combat Reflexes, Deflect Arrows, Dodge, Elusive Target*, Endurance, Exotic Weapon – spiked chain, Improved Grapple, Mobility, Rapid Shot, Tracking, Weapon Finesse, Weapon Focus – spiked chain, Weapon Specialization – spiked chain.

Possessions: ~~scroll of spiderclimb~~, +2 mithral chain shirt, +2 gloves of dexterity, +2 amulet of health, +2 headband of intellect, +1 ring of protection, +2 cloak of resistance, masterwork sap, sap (2), dagger (6), black robes, +1 merciful spiked chain.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increased to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Languages: Common, Halfling.

* see Appendix Two: New Rules Items

Glare: Male Half-Orc Clr6/War1/Scout2/DreadCommando4; Medium Humanoid; CR 12; HD 13d8+26; hp 94; Init +9; Spd 40 ft (with *longstrider*); AC 20 (+6 for +2 *mithral chain shirt*, +4 dex) touch 14, flat-footed 16; Base Atk +10; Grp +13; Atk +15 (2d6+5 +1 *greatsword*); Full Atk +15/+10 melee (2d6+5, +1 *greatsword*); SA sudden strike +1d6; SQ turn undead, darkvision 60', skirmish +1d6, trapfinding, battle fortitude +1, team initiative bonus, armored ease 4, stealthy movement; AL N; SV Fort +12, Ref +15, Will +11; Str 16, Dex 18, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Climb +4, Hide +20, Knowledge (religion) +9, Move Silently +20; Combat Reflexes, Dodge, Elusive Target*, Mobility, Staggering Strike*, Weapon Focus: Greatsword.

Spells Prepared: (5/4+1/4+1/3+1; DC = 13+Spell Level. * is the domain spell). 0 lvl – *create water* (2), *detect magic*, *guidance* (2); 1st lvl – *divine favor*, *obscuring mist* (2), *shield of faith*, *longstrider**; 2nd lvl – *bull's strength*, *silence*(2), *spiritual weapon**; 3rd lvl – *blindness/deafness*, *dispel magic* (2), *fly**

Domains (Kelanen): War: Weapon Focus and Martial Weapons skill in one martial weapon that is the weapon of the deity (in this case, Great Sword); Travel; May ignore restrictions on movement caused by magical effects for up to 1/round per level.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increased to +2 at 11th level and +3 at 20th level. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Sudden Strike (Ex): If you can catch an opponent when she is unable to defend herself effectively from

your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a Dexterity bonus to Armor Class or not), you deal up an extra 1d6 points of damage with your attack. The extra damage increases to 2d6 at 3rd level and to 3d6 at 5th level.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies – undead, constructs, oozes, plants and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use sudden strike to deliver non-lethal damage. Weapons capable of dealing only non-lethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the target.

Team Initiative Bonus (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored ease (Ex): You learn to adapt your movements to the restrictive nature of armor. Beginning at 2nd level, you reduce the armor check penalty of any armor with which you are proficient by 2 (to a minimum of 0). At 4th level, this reduction increases to 4 points (to a minimum of 0).

Stealthy Movement (Ex): You learn to remain quiet and hidden even while mobile. Beginning at 4th level, you take no penalty on Hide or Move Silently checks while moving at up to your normal speed, and you take only a -10 penalty on Hide and Move Silently when running or charging (instead of the usual -20).

Possessions: ~~scroll of spiderclimb~~, +2 vest of resistance, +2 amulet of health, +2 gloves of dexterity, +2 mithral chain shirt, masterwork sap, sap (2), dagger (2), olive beret, black robes, +1 greatsword.

Languages: Common, Orcish.

* see Appendix Two: New Rules Items

Defenders (Balance Trust)

Glenayrei, member of the Pax Mercuri (Perrenland Mercenary Guild): Female Flan
Wiz8/War1/Initiate of the Sevenfold Veil4; Medium Humanoid; CR 12; HD 12d4+1d8+26+13; hp 81; Init +2; Spd 30 ft; AC 16 (+4 *mage armor*, +2 dex) touch 12, flat-footed 14; Base Atk +7; Grp +7; Atk +8 (1d6, masterwork sap); Full Atk +8/+3 melee (1d6, masterwork sap); SQ Diviner (banned necromancy), familiar, warding 2/day, unimpeachable abjuration, red veil, unanswerable strike +2, orange veil, yellow veil, green veil, *reactive warding*; AL N; SV Fort +10, Ref +8, Will +12; Str 10, Dex 14, Con 14, Int 24, Wis 8, Cha 9;

Skills and Feats: Concentration +21, Knowledge (arcane) +25, Knowledge (nature) +23, Knowledge (local – iuz) +23, Profession (gambler) +13, Profession (mercenary) +10, Ride +7, Spellcraft +26; Alertness (when Gnollbane is within 5', not included in Stat block), Combat Casting, Greater Spell Focus (Abjuration), Improved Toughness*, Scribe Scroll, Silent Spell, Skill Focus: Concentration, Skill Focus: Spellcraft, Spell Focus (Abjuration).

Spells Prepared: (4+1/6+1/6+1/6+1/4+1/4+1/3+1; DC = 17+Spell Level, DC = 19+Spell Level for Abjuration. * is the specialist spell per level). 0 lvl – *create water, detect magic (3), detect magic**; 1st lvl – *alarm (2), detect law (2), jump (2), true strike**; 2nd lvl – *bear's endurance, locate object*, see invisibility, spiderclimb (2), tasha's hideous laughter (2)*; 3rd lvl – *arcane sight*, clairaudience / clairvoyance (2), displacement (2), haste, nondetection*; 4th lvl – *arcane eye*, silent dispel magic, solid fog, stonewall, wall of ice*; 5th lvl – *baleful polymorph, dismissal, passwall, prying eyes*, silent solid fog*; 6th lvl – *antimagic field*, dispel magic (greater), silent baleful polymorph, silent hold monster*.

Warding (Sp): An Initiate of the Seven Fold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way as a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and

encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* – even someone who was formerly inside and left it – becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from the creatures outside, but anyone inside the *warding* can see out with no hindrance.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

Veils: When an initiate creates a *warding*, she can choose to imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this

veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of the 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through a barrier). A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 point of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increased to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (See above) in response to an attack. She can raise a *warding* as an immediate action (see page 86), after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to

protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Possessions: ~~scroll of mage armor~~, *ring of counterspells (glitterdust)*, +4 *headband of intellect*, *vest of resistance +3*, masterwork sap, sap (2), dagger (2), red and blue robes with symbol of the Pax Mercuri – Arts, longsword.

Languages: Baklunish, Common, Flan, Oerdian.

* see Appendix Two: New Rules Items

Gnollbane; Familiar – Hawk; tiny magical beast; HD 13HD; hp 40; Init +3; Spd 10 ft, 60 ft fly (average); AC 21 (+2 size, +6 natural, +3 dex) touch 15, flat-footed 18; Base Atk +7; Grp -3; Atk +13 (1d4-2 talons); Full Atk +13 melee (1d4-2, talons); Space/Reach 2 ½ ft/0 ft; SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +5, Ref +8, Will +12; Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6;

Skills and Feats: Concentration +14, Knowledge (arcane) +17, Knowledge (nature) +15, Knowledge (local – iuz) +15, Listen +2, Profession (gambler) +16, Profession (mercenary) +14, Ride +8, Spellcraft +15, Spot +14; Weapon Finesse.

Lofar: Female dwarf Pal12/War1; Medium Humanoid; CR 12; HD 12d10+36+1d8+3; hp 119; Init +1; Spd 20 ft; AC 26 (+10 for +2 *full plate*, +1 dex, +1 *ring of protection*, +4 for +2 *heavy steel shield*) touch 12, flat-footed 25; Base Atk +13; Grp +17; Atk +18 melee (1d10+5, +1 *merciful dwarven axe*) or Atk +14 ranged (1d8+4, composite (+4 str) longbow); Full Atk +18/+13/+8 melee (1d10+5, +1 *dwarven axe*) or Atk +14/+9/+4 ranged (1d8+3, composite (+4 str) longbow); SA smite evil 3/day; SQ Dwarf traits, detect evil, aura of good, lay on hands, divine grace, aura of courage, divine health, turn undead, special mount, *remove disease 3/week*; AL LG; SV Fort +17, Ref +9, Will +8; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 17;

Skills and Feats: Ride +17; Cleave, Mounted Combat, Ride-By Attack, Power Attack, Spirited Charge.

Possessions: +2 *full plate*, +2 *heavy steel shield*, +1 *vest of resistance*, +1 *ring of protection*, +2 *gloves of strength*, +2 *cloak of charisma*, +1 *merciful dwarven axe*, cold iron dwarven axe, saps (4), daggers (4), composite (+4 str) longbow, cool green robes.

Languages: Common, Dwarf.

Single: Male Half-Orc Bbn1/Scout11; Medium Humanoid; CR 12; HD 1d12+11d8+24+12; hp 105; Init +5; Spd 60 ft; AC 21 (+7 for +3 *mithral chain shirt*, +3 dex, +1 *ring of protection*) touch 14, flat-footed 18; Base

Atk +9; Grp +14; Atk +15 (1d10+8, +1 *merciful heavy flail*); Full Atk +15/+10 melee (1d10+8, +1 *merciful heavy flail*); SQ orc traits, darkvision 60', fast movement, skirmish (+3d6, +3 AC), trapfinding, battle fortitude +2, uncanny dodge, trackless step, fast movement +20 ft, evasion, flawless stride, camouflage, blindsense (30 ft); AL LN; SV Fort +11, Ref +12, Will +8; Str 21, Dex 16, Con 14, Int 6, Wis 14, Cha 6;

Skills and Feats: Climb +19, Hide +14, Listen +15, Spot +20, Survival +15; Blind-Fighting, Dodge, Elusive Target*, Hear the Unseen*, Improved Toughness*, Mobility, Spring Attack.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increased to +2 at 11th level and +3 at 20th level. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Ex-Barbarian: Single is an ex-barbarian as a result of his shift to a Lawful alignment. He loses rage as an ability.

Possessions: climber's kit (wearing), +2 vest of resistance, +2 gloves of dexterity, +3 mithral chain shirt, eyes of the eagle, +1 ring of protection, dagger (2), dark blue robes, +1 merciful heavy flail, cold iron heavy flail, alchemical silver heavy flail.

Languages: Common, Orcish.

* see Appendix Two: New Rules Items

Appendix Two: New Rules Items

Darkstalker [General] as presented in *Lords of Madness*

You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.

Benefit: When you hide, creatures with blindsense, blindsight, scent or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can flank creatures that have the all-around vision special quality.

Normal: Creatures with these senses do not need to make Spot or Listen checks to notice other creatures within range. Creatures with all-around vision can't be flanked.

Divine Metamagic [Divine] as presented in *Complete Divine*

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat (*errata, that you already possess). This feat applies only that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you are using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This may be taken multiple times. Each time you take this feat, choose a different metamagic feat to which to apply it.

Elusive Target [Tactical] as presented in *Complete Warrior*

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Flick of the Wrist [General] as presented in *Complete Warrior*

With a single motion, you can draw a light weapon and make a devastating attack..

Prerequisites: Dex 17, Sleight of Hand 5 Ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

Hear the Unseen [General] as presented in *Complete Adventurer*

Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced..

Prerequisites: Listen 5 Ranks, Blind-Fighting.

Benefit: As a move action that does not provoke attacks of opportunity, you can attempt a DC 25 Listen check. If successful you can pinpoint the location of all foes within 30 feet, as long as you have line of effect

to them. This benefit does not eliminate the normal miss chance for fighting foes with concealment, but it ensures that you can target the correct square with your attacks.

If you are deafened or within an area of *silence*, you can't use this feat. If an invisible or hidden opponent is attempting to move silently, your Listen check is opposed by your opponent's Move Silently check, but your opponent gains a +15 bonus on this check. This feat does not work against perfectly silently opponents, such as incorporeal creatures.

Improved Toughness [General] as presented in Complete Warrior

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Sculpt Spell [Metamagic] as presented in Complete Arcane

You can alter the area of spells

Prerequisites: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot radius spread), or a 120 foot line. The sculpted spell works normally in all respects except for its shape.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Staggering Strike [General] as presented in Complete Adventurer

You can deliver a wound that hampers an opponent's movement.

Prerequisites: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were

staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Sudden Silent [Metamagic] as presented in Complete Arcane

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

Earthbind as presented in Spell Compendium

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level (D)

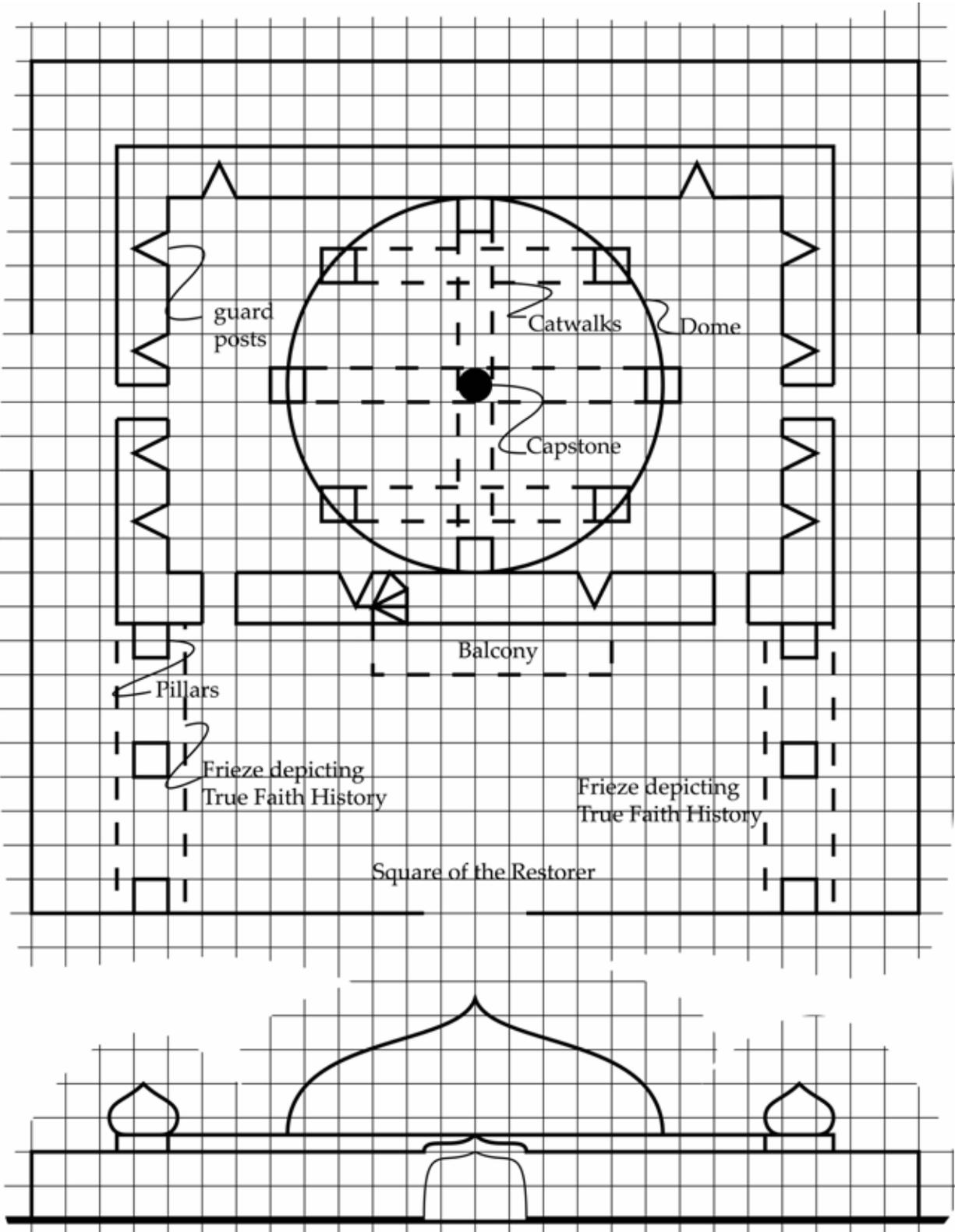
Saving Throw: Fortitude negates

Spell Resistance: Yes

You hinder the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk*).

Appendix Three – Map



Appendix Four – Laws of Ket

These are a summary of some of the crimes, punishments, and play requirements for crimes that may occur during play. Crimes, punishments, and mitigating circumstances (in the case of a reduced sentence) should be recorded on the AR.

Play req's	Title	Definition	Penalty	Mitigating Circumstance
The DM must ensure that the players know their actions will incur these penalties	Murder Kidnapping Torture	Death, kidnapping, torture of a citizen of Ket.*	Life in the mines	
			26 TU in the mines	Self defense **
	Manslaughter*** Kidnapping Torture	Death, kidnapping, torture of a resident of Ket, or a horse.*	52 TU in the stocks	
			10 TU in the stocks	Self defense **
	Aggravated Assault causing: Death Kidnapping Torture	Death, kidnapping, torture of a person (not a citizen or resident).*	10 TU in the stocks	
			0 TU in the stocks	Self defense **
	Aggravated Assault	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
			5 TU in the stocks	If the damage inflicted on the victim did not reduce them to negative hit points.
			2 TU in the stocks	Repairing lethal damage reduces the sentence to that of minor assault
	Assault	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks	
			0 TU in the stocks	Any reasonable excuse is provided where the PC did not initiate the combat.
	Vandalism Property damage Tax Evasion Theft Killing an Elf	Damage to property, earnings not reported, items stolen, killing of an elf.	GP fine equal to double amount stolen / damaged / not reported.	If PC has enough money to cover the fines.
			1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labor.	This is an alternative punishment for those who cannot pay the fines.

* Paying for a successful raise dead automatically reduces the sentence to that of aggravated assault.

** Or any other similarly reasonable excuse (DM's discretion)

*** Also include penalties of Theft/Property damage in the case of a horse.

NOTE: PCs who are not able to provide a suitable mitigating circumstance to reduce their penalty may instead try to reduce their sentence with legally wrangling and influence. A successful Diplomacy or Profession (law) check [DC 20+APL] will reduce the maximum TU penalty by half. PCs may not use both a mitigating circumstance and legal wrangling to reduce their sentence further.